

Busty Barbarian Bimbos

A Roleplaying Game of Swords & Sluttery

/tg/

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A parody roleplaying game conceived by accident by the /tg/ forum a while back that snowballed a bit. Original concept by an anonymous poster on 4chan. Early development by a cabal of anonymous posters. Development and finishing work (such as it is) by Burrowing Owl Publications staff. Art edited and used without permission in the spirit of fair use (including but not limited to personal non-commercial use and satire as justification). Not for sale.

Dedicated to the ladies.

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Saving the World in High Heels

Histories and legends are chock-a-bloc with stories of brave, strapping young men performing great deeds, guiding human progress forward and shaping civilization into what it is today. This is not a game about them; their time has passed on.

In Busty Barbarian Bimbos you will take on the role of a skimpily-clad heroine straight from the canvas of Boris Vallejo or Frank Cho. You will tackle formidable challenges without the benefit of brilliant intellect, protective armor, or sensible shoes. You will vanquish ancient terrors, dethrone evil despots, and create a legacy that will be sung of for generations, all without smudging your makeup. The world doesn't need Conan the Cimmerian or Ash from S-Mart; you're better than that, you're a total babe.



BBB is a game for two to five players, with one player taking on the role of storyteller and referee (referred to as the Game Master or GM). All the remaining players are each responsible for a single protagonist character (referred to as a Heroine or Bimbo). In order to play, you will need a few things.

- Pencils and Paper
- Three or more six-sided dice
- Some poker chips

In a typical game, the GM and players will collaborate to create Bimbo protagonists, and the GM will present the other players with a series of scenarios their Bimbos find themselves in. This is essentially a game of group storytelling and make-believe, with a few rules and suggestions for resolving conflicts.

This book assumes that at least one player is familiar with role-playing games in the tradition of Dungeons & Dragons, but here are a few general guidelines:

The Game Master is responsible for describing what the world is like, including the people and creatures living in it and their actions. Other players are encouraged to make suggestions, but the Game Master has final say over what is happening in the game.

The other players are generally responsible for describing the actions of their own Bimbos. They are encouraged to help the Game Master move her story along, introducing their own decisions and unique takes on situations. Being a player is not passively accepting the Game Master's story, but actively participating in it and influencing its progress.

All players are responsible for making play enjoyable for everybody involved. If you have an idea for something that will make a situation more exciting or engaging or interesting, you are obliged to give it a try.

Take turns. Let the Game Master describe a situation, then let each other player weigh in, with the spotlight passing to each player.

There are no gaming police. If the rules or suggestions contained in this book are interfering with you enjoying the company of

your fellow players, the rules or suggestions are wrong and you should go forward however you feel is appropriate.

When in doubt, do something stupid. No, really. Do something that makes everybody else at the table think you've been sniffing nail-polish remover. You may create a new set of problems for the Bimbos to untangle, but overcoming obstacles is part and parcel of being a heroine.

*Hey, This Part is Important –
Whenever there isn't agreement whether something happens in-game, you use die-rolling system to settle things. The whole game revolves around Easy, Medium, and Hard checks.*

Using Dice

When a Bimbo attempts an action that has a chance to succeed or fail, the GM will call for a check against one of the Bimbo's stats. Always roll three 6-sided dice. To avoid confusing the players, each should have exactly three dice and always roll all of them.

- For an Easy check one success is needed.
- For a Medium check two successes are needed.
- For a Hard check, all dice must succeed.

A success is when the value shown on the die is equal to or less than the stat rolled against. If nobody can figure out a stat that should be rolled against, the target value is two.

- Rolling two or more ones is a critical success.
- Rolling two or more sixes is a critical failure.

The GM will adjudicate the benefit or consequence of critical successes and of fumbles. Suggestions for ruling on these are found in the sections below covering the various types of actions.

At the GM's discretion, a player may "raise" to increase the difficulty of a roll in exchange for a better result. This effectively turns a success into a critical success.

Build a Bimbo

True Bimbos are not made; they're built. Many are also stacked. You will need to roll your stats, select special abilities, and determine your starting possessions. Along the way you will want to name your Bimbo and form a strong idea about her style and personality.

The SLUT Engine

A Bimbo has four vital statistics that govern her fortunes during play (not chest, waist, hips, and cup size, though those are important):

Slap is a Bimbo's physical strength and ability to bring the hurt. It's the aggressive component of combat and moving heavy things. A Bimbo with a good Slap score is going to be excellent at situations where aggression is useful. She can beat down a door, leap over a perilous chasm, or beat the sense out of a mugger. Expect a player with this resource at her disposal to hit first and talk later. A Bimbo with a bad Slap score should be expected to take a more timid approach to things. She'll need to talk her way through confrontations using Uhm or Tits, or get around obstacles with Legs instead of brute violence.

Legs is a Bimbo's agility, speed, limberness and physical reflexes. It's key in shooting, throwing, acrobatics, sneaking, etc. A Bimbo with good Legs is an athlete, a runner, a jumper, a climber, a dancer. She can vault over a wall, swim perilous rapids, and wriggle through tight spaces. Expect a player with access to a good Legs stat to climb up into the trees, shimmy down a drainpipe, and traipse across a tightrope, and outrun a charging hippopotamus. A Bimbo with a poor Legs stat is going to have to be a little more practical. She will likely need to use Uhm to find an easier route or Tits to trip over an alternate solution or Slap to beat her way through the problem.

Uhm is a Bimbo's brain-power. It's used for dealing with traps, using technology (if things get sci-fi), counting, and magic. A clever Bimbo often has the element of surprise on her side. Who would have thought a smart chick would wear a skirt that short? A Bimbo with a good Uhm stat can make machines do what she wants, formulate good plans that can be easily executed, and make sound persuasive arguments. A Bimbo with a poor Uhm stat is going to find herself caught unawares. A lot. She will generally have to do things the hard way, kicking in a door instead of checking under the mat for a key, swimming the raging river instead of finding a raft.

Tits is charisma, attractiveness, style, and luck. These are inseparable to a Bimbo. It's used for social manipulation and magic. A well-stacked Bimbo is a fortunate Bimbo indeed. A player whose character has a good Tits stat is more durable in a fight, due to Wardrobe Malfunctions. She is able to talk her way out of violent situations and dominates social ones. A Bimbo with nice Tits will frequently solve a problem by dumb luck as opposed to merit. The Bimbo with a poor Tits stat is terribly unfortunate. Combat will be extremely perilous, social encounters may quickly turn violent, and nearly nothing will come easy to such a woman.

These stats have a minimum of two and a maximum of five.

The SLUT engine is meant to describe the various capabilities of a heroine in a succinct way. In practice, this means that a given character will be better at some types of activities than she is at others, and the Game Master will need to tailor the challenges she provides to that each Bimbo is challenged appropriately and has opportunities to shine.

A Word on Adult Content –

Adult content is for mature adults. Busty Barbarian Bimbos is for snickering adolescents. Keep it straight: there is a lot of innuendo and fifth-grade humor cooked into the conceits of BBB, but it is meant to be a fun PG-13 adventure game, not a vehicle for exploring human tragedy or physical and emotional vulnerability. If it seems appropriate for something explicit to happen, let it happen off-screen and move on.

Off-label Use of Stats

Most people don't like rolling poorly. They don't like failing their dice rolls and screwing everything up and getting their characters into bad situations because they had to make a Hard check against a lousy target number. A reasonably-smart player is going to take one look at her character sheet, see that she has one or two really good stats, and will make every effort to only roll against those whenever possible.

You're going to ask, so how should the Game Master try to be prepared for it?

Slap – Generally this is meant for use in being physically aggressive. In a fight, this is very useful, but in social situations it can be a bit of a stretch. Increase the difficulty by one step and have the aggressive Bimbo just verbally tear the NPC a new one; the subject of your rancor may be too flustered or emotionally rocked to devise a proper response.

Legs – Generally meant to represent how athletic a Bimbo is, Legs is a versatile stat for use in non-social situations. A Bimbo with nice Legs is going to be able to accomplish a wide variety of tasks, but is almost never useful for convincing somebody to act a certain way. In a fight, Legs is used for ranged attacks, maneuvering, and evading. With a Difficult Legs check, a Bimbo can make herself ineligible for NPCs to engage her in melee.

Uhm – This is how smart, knowledgeable, witty, and wise a Bimbo is. As with Legs, this is a tremendously versatile stat, but not always in a way that is directly useful. When approaching a physical task like scaling a wall or squeezing into a tight pair of jeans or stabbing a Rhinoceros in the face, an Uhm check can be used to figure out some advantageous other way to approach the problem. A smart Bimbo can reduce the difficulty of a Slap or Legs check by one step with a Medium Uhm check. If you work smarter, not harder, Uhm can be the second-best stat in the game. Besides Tits, of course.

Tits – Representing a Bimbo's feminine appeal and the degree to which the cosmos-at-large favors her over the rest of creation, you should always be able to find a way to let a Tits check resolve a problem. If a Bimbo can make a Hard check against her Tits score, a physical obstacle can simply be circumvented by dumb luck, an enemy can be distracted from whatever it was in the middle of, or something will just break or fall over in a way that benefits our well-endowed protagonist. Is this fair to the girls with lesser Tits? Of course it isn't; don't be silly.



Three Ways to Get Built

Method 1: Random

To determine your stats, roll a six-sided die three times. The first result is the Bimbo's Slap, the second is her Legs, and the third is her Uhm. Treat rolls of one as if you rolled two. Treat rolls of six as if you rolled five.

To determine Tits, start from zero and add one for each roll of three or four, add two for each roll of two. Add nothing for fives.



A Word on Math –

Math is like, hard n' stuff. The BBB game system is as math-lite as possible to accommodate in-character play and because it's funny in the context of the premise. Game Masters are encouraged to hide or gloss over any math or probability considerations whenever possible.

But that's math!

True, but making a table that shows all the possible dice combinations would look even more like math, so you get this:

You rolled a...	write down a...	add...
1	2	2
2	2	2
3	3	1
4	4	1
5	5	0
6	5	0
for Slap, Legs or Uhm, so	on your character sheet and	to your Tits score.

At this point you have a rough outline of what your Bimbo is capable of. If you find that your character has a zero, one, or six for her Tits score, you should probably re-roll from scratch; your stats are way outside the Bimbo bell-curve.

Why should I use this method?

Because it's totally random and you never know what you will get when you set out to make a character. Role-playing games provide many opportunities for improvisation and creating narratives, so why not start the challenges right out the gate?

Why shouldn't I use this method?

There are a few reasons this may be the best route for you and your group. Because it is random, it is possible for on player's Bimbo to be way better than everybody else's. It's also possible to create unplayable characters by rolling too high or too low.

Method 2: Collaborative

Creating a group of heroines for adventuring in the world of Busty Barbarian Bimbos is best performed as a group activity. Have all the players, including the Game Master, gather together where everybody can sit comfortably, serve up some refreshments, and have your play materials handy. Start by making sure everybody agrees who the Game Master should be; she'll be providing insight and feedback during the process but will not be rolling any dice. Each player rolls one die, and whoever rolls lowest goes first. During play a low roll is a good roll, and the same goes while building a Bimbo.

Whoever goes first gets a choice: She may pick which of her attributes will be best, with a score of five, or she may select the Ability associated with that attribute. If she chooses which attribute is set to a value of five, the rest of the people present can talk among themselves and assign a Basic Attribute reflecting this decision. Suggestions for each attribute are listed below. If she chooses to let the group decide, the rest of the players select an attribute (Slap, Legs, Uhm, or Tits), and she gets to pick the Basic Ability for herself. Once this is done, the next player seated to her left is faced with the same choice. This is repeated until all players have their best attribute selected.

Each player rolls a die again, this time to determine their characters' worst attribute, with a score of two. Again each player may choose to select the attribute from those remaining, or to select the Basic Ability that reflects this shortcoming. Everyone rolls one last time to determine their characters' second-best attribute, with a score of four. As before, each player chooses whether to pick the attribute or the Ability. Each player assigns a three to whatever attribute remains; no Ability is associated with this.

Once this is complete, each player should have a Slap, Legs, Uhm, and Tits score ranging from two to five, and three Basic Abilities. Each player may now replace a single Basic Ability of her choice with an Advanced Ability. Anybody who is happy with her three Basic Abilities may keep them if she wants to.

Exceptional Stats (five)

Slap – You are a physically powerful, aggressive woman. You are probably the strongest person you know, and are likely a very straightforward, directed, and assertive person. You're fully capable of murdering somebody with your bare hands. Basic Abilities that complement a high Slap score include Cleave, DTF, and Flex.

Legs – You are an exceptionally nimble, athletic girl. You are light on your feet, have excellent hand-eye coordination, and can outrun a deer when properly motivated. Basic Abilities that complement a high Legs score include Dat Ass and Dem Hips.

Uhm – You are uncharacteristically perceptive and clever. You notice subtle things, form sophisticated plans, and regularly outsmart anybody you encounter. Basic Abilities that complement a high Uhm score include Ms. Smarty Pants and Watch Where You're Going.

Tits – The envy of other Bimbos, held in high regard by society, and blessed by the Gods, you are a seriously hot chick. You've got all the moving parts in all the right places. Fortune smiles upon you wherever you go. Small woodland creatures approach you without fear and savage beasts are soothed by the sound of your voice. When at a bar, top-shelf drinks spontaneously appear before you. You make everything you wear look fabulous just by owning it. Basic Abilities that complement a high Tits score include Flash, Likable, Unflappable, and Upstage.

Really Good Stats (four)

Slap – Powerful and assertive, you don't have to take shit from anybody, and can dish out the hurt when called upon. Getting into a fight isn't always your first choice but not something you feel the need to back down from. When putting the finishing touches on a character with a high Slap score, consider Basic Abilities like Bounce, Cleave, DTF, Rawr, and Unflappable.

Legs – Flexible, capable, swift, sure-handed, you probably do Pilates and it shows. When putting the finishing touches on a character with a high Legs score, consider Basic Abilities like Bounce, Flash, Likable, and Unflappable.

Uhm – Sharper than your typical Bimbo, not much gets past you. You can almost always tell when somebody is trying to trick you, you almost never fall for Buy One Get One gimmicks, and can make sound tactical decisions. Consider Basic Abilities like Bounce, Flash, Likable, Ms. Smarty Pants, Unflappable, and Watch Where You're Going when finishing up a Bimbo with a high Uhm score.

Tits – You're a head-turner, no doubt. Good things just tend to fall in your lap because you're pretty. You're good at establishing a social rapport with other people, and have no trouble finding a flattering pair of jeans. People tend to do whatever you ask. Consider Basic Abilities like Bounce, Flash, Likable, Upstage, and Unflappable when wrapping up a Bimbo with nice Tits.

Average Stats (three)

Slap – You're not particularly violent, aggressive, or assertive. These aren't qualities that anybody would associate with you. Not that you can't slap a bitch if it comes to that, but it just isn't your style.

Legs – You aren't exactly out of shape, but you have never run a 5km and probably never will. You are competent but not remarkable when it comes to athletics and agility.

Uhm – Not the brightest bulb, but not exactly dim, you are somewhat easily distracted and lose focus sometimes. Complicated concepts confuse you, but not enough to make your head hurt.

Tits – You're a good looking babe with some curves and an outgoing personality. Nobody's jaw is hitting the floor when you walk by, but you can fill a tube top nicely.

Lousy Stats (two)

Slap – Timid, demure, meek, all of these fit the bill from time to time. The idea of sticking up for yourself makes you anxious. Abilities that can help a character with a low Slap score include Bounce, Dem Hips, and Likable.

Legs – Clumsy is a good word to describe you with. You drop things, your balance is atrocious, and throwing a ball is a serious challenge. Bimbos with poor coordination can benefit a lot from Bounce and Ms. Smarty Pants to make things a bit easier when only athletic talent directly applies.

Uhm – You give airheads a bad name. You spend a fair portion of your day staring off into space thinking impossibly deep thoughts that you can't quite remember when you snap back out of it. You are frequently distracted and have trouble maintaining a line of thought. No abilities are particularly well-suited to an unintelligent character, so you should consider doubling down on your strengths in other areas (whatever you have a five in). Aggressive and Jumpy are Advanced Abilities that can help cover an Uhm deficiency.

Tits – Poor girl. You're not exactly ugly, just a little bit off. Maybe it's a self-confidence issue, but that bikini just isn't working for you. You have trouble sharing your ideas with other people or getting cooperation. Dogs don't like you petting them. Luck is not on your side. Basic Abilities that can help compensate for a low Tits score include Dat Ass and Flex.

Why should I use this method?

By involving all the players in the creation of all of the characters, the collaborative method gets everybody interacting immediately. If you have played roleplaying games before, you know that this phase of a game often involves a bunch of people staring intently at rulebooks instead of talking to each other. Unlike the other methods presented, this method gives you a great deal of latitude in choosing what kind of a Bimbo you are going to end up with.

Why shouldn't I use this method?

As a collaborative approach, you need everybody on-board for picking this method for it to make sense. If you have players that prefer to make their characters in advance, or if you want to introduce a new character to a story that is already under way, this method may not be feasible. Lastly, with a spread of 5, 4, 3, and 2 for the stats, this method is mathematically boring. Mathematically boring is an oxymoron, right?

Method C: Tables

Roll a single six-sided die and consult the following tables:

If you rolled a...	you have...	go to table...
1	Great Slap	A
2	Great Legs	B
3	Great Uhm	C
4	Great Tits	D
5	Nice Tits	E
6	Average Tits	F

Why should I use this method?

Nobody likes having to double-back after making the tremendous personal investment of having rolled a six-diced die three times and finding out she has created an unplayable character (with too high or too low a score for Tits). Having invested blood, sweat, and tears into the die-rolling and risked serious repetitive stress injury to produce that non-viable stat line, a player is well within her rights to flip the table over, spilling drinks and snacks everywhere, call the GM a bitch, and storm out of the building.

This method has the virtue of having random distribution, the possibility of above-average results, and no possibility for complete-shit results.

Why shouldn't I use this method?

Because you're rolling and looking things up on a table like a nerd. Sometimes I don't think I even know you anymore.

Table A				
d6	Slap	Legs	Uhm	Tits
1	5	2	4	3
2	5	4	2	3
3	5	2	2	4
4	5	2	3	3
5	5	3	2	3
6	5	2	2	4
Table B				
d6	Slap	Legs	Uhm	Tits
1	2	5	4	3
2	2	5	2	4
3	4	5	2	3
4	2	5	3	3
5	2	5	2	4
6	3	5	2	3
Table C				
d6	Slap	Legs	Uhm	Tits
1	2	2	5	4
2	2	4	5	3
3	4	2	5	3
4	2	2	5	4
5	2	3	5	3
6	3	2	5	3
Table D				
d6	Slap	Legs	Uhm	Tits
1	4	2	2	5
2	2	4	2	5
3	2	2	4	5
4	3	2	2	5
5	2	3	2	5
6	2	2	3	5
Table E				
d6	Slap	Legs	Uhm	Tits
1	2	3	4	4
2	2	4	3	4
3	3	2	4	4
4	4	2	3	4
5	3	4	2	4
6	4	3	2	4
Table F				
d6	Slap	Legs	Uhm	Tits
1	3	4	4	3
2	4	4	3	3
3	4	3	4	3
4	3	3	4	3
5	4	3	3	3
6	3	4	3	3



Example...

Caitlin, Josilyn, and Brittany are getting together to play a game of BBB. They agree that it will be Brittany's turn to be Game Master, and start rolling up characters. Caitlin rolls a two, a two, and a three. This gives her a Slap of two, Legs of two, and Uhm of three. Her character's Tits score will be five. Josilyn rolls a two, a four, and a one. Her Slap will be two, her Legs four, Uhm two (we treat ones like twos at this stage), and a Tits score of five. Both of them note their numbers on their character sheets.

The Intangibles

Discuss with you fellow players and GM what kind of personality and background your Bimbo might have, what her approach to difficult situations might be, what she likes to do in her spare time, how she knows the other Bimbos, and so forth. Give her a name, and write down a description of her. A good description will often include a reference to something she is good at and an indication of her approach to the task.

Select two Basic Abilities and one Advanced Ability. These will help differentiate your Bimbo from her fellows, and should complement your general character concept. If you cannot find a set of abilities that suit your character, talk with your GM and other players about creating new ones.

Bear in mind that Advanced Abilities are meant to be better than Basic Abilities. If you determined your stats collaboratively you should already have your Abilities.

Example Continued...

Caitlin, Josilyn, and Brittany look over the results of their die rolls, and talk about what these new Bimbos might be like. This is truly the business end of character creation.

Both are drop-dead gorgeous with the Tits scores of five. Caitlin's character is a bit smarter than Josilyn's, and Josilyn's is much more nimble and flexible than Caitlin's. They agree that this is a good distinction to build around. Perhaps Josilyn's heroine is the brains of the operation, and Caitlyn's is the muscle. Neither of them has a good Slap score, so they agree that whatever they've been up to hasn't involved pushing people around or hunting. Brittany suggests that maybe these are Urban Bimbos that are running a business together. Caitlin likes the idea and proposes that they are a two-woman criminal cren, with Josilyn as the planner and look-out lady, and Caitlin as her cat-burglar employee. Caitlyn names her thief "Cassandra" and Josilyn names hers "Debbie."

They look through the Basic and Advanced abilities for things that would help compliment their strengths and cover some problems. Josilyn picks up Ms. Smarty Pants and Unflappable as her Basic abilities, and Tittiemancy as her Advanced ability. She figures Debbie has two sides to her, a somewhat-flighty, shallow socialite by day, hard-nosed schemer by night. When she activates her Ms. Smarty Pants ability, she pulls her hair back into a ponytail, puts on her reading glasses, and is all-business.

Caitlyn picks out Bounce, Dem Hips, and Jumpy for Cassandra. She figures Cassandra might get into a tight situation or two where her low Uhm score will leave her caught with her hands in the cookie jar. Jumpy will cover for that. If a job goes sour, somebody will have to lay the smack down, and Dem Hips can make all the difference when neither player has a good Slap score. Caitlyn decides that Cassandra is fidgety, always in motion. If she isn't in the middle of a task, she is fiddling with her clothing or playing with her hair.

For her part, Brittany now knows that she needs to be thinking about an urban adventure that will give Cassandra and Debbie lots of opportunities to shine. She starts jotting down ideas while Caitlyn and Josilyn are completing their character sheets.

A Word on Competence –
While based on a cultural treasure trove of art and fiction that objectifies and frequently demeans the female, BBB is not a game about hapless weaklings that are forced into horrible situations. When playing a Bimbo or when presenting challenges as a Game Master, bear in mind that in her world the ditzy Bimbo is highly-competent compared to her peers and fully capable of heroic feats. She also happens to be a shallow, giggly, self-absorbed airhead.

Outfit

Equip your Bimbo with one top, one bottom, and footwear. These can be any garments for the upper and lower body and feet that you can think of, but should be flattering to your Bimbo's better assets. A Bimbo with a high Slap score would probably be happy to show off her rock-hard abs and triceps, and a Bimbo with a high Legs score wouldn't wear baggy pants. If your character would wear a muumuu, you probably need to consider whether you understand the core conceit of this game and start over from scratch.

Garments are important not only for indicating status and fashion sense, but also for Wardrobe Malfunctions when your heroine is in peril. Don't worry about sensible footwear; there are no rules that will punish you for those stiletto heels you had your eye on.

You may select one Heavy weapon and one Light weapon, and up to three accessories, though you do not have to. Your Game Master is probably going to put you in a violent situation or two, and a weapon might come in handy. You should almost certainly have a purse to carry things in; most Bimbo-appropriate garments lack useful pockets.

Starting equipment grants no special abilities; you don't get to start with fabulous magic items and designer fashions unless the GM makes an exception for you. Try bribes, flattery, or both.

Example Concluded...

Brittany has decided to start things out with a heist scenario, and is sketching floor plans while Josilyn and Caitlyn talk about what kinds of equipment Debbie and Cassandra will need. They ask some questions about what kind of city they're going to be in, where in the world it's located and what kind of culture it has. Brittany is open to suggestions, but likes the idea of a faux-middle-eastern oasis metropolis with lots of narrow alleys and crowded bazaars. Josilyn suggests that the city lie at the crossroads of a vibrant trade network. Caitlin suggests that there be a heavy spice and silk trade. They talk about it a bit and agree they don't really want the game to have anything to do with slaves, drugs, or the Man-kings.

With this in mind, they decide on an Arabian-nights-style wardrobe, with velvet slippers and translucent harem pants. Josilyn opts to have Debbie wear a push-up bra, a shawl on her head, and a sash adorned with copper coins. Caitlyn has Cassandra wear a short-cropped vest, a sheer veil, and a half-dozen metal bracelets. Cassandra keeps a small curved dagger hidden in her vest and a scimitar at her hip. Debbie has a small can of pepper spray that she keeps on her and a baton that she generally leaves at their shared apartment. They decide Cassandra's name isn't on the lease, but that they both have walk-in closets and a jacuzzi tub. They have an extensive kitchen with granite countertops and a gas stove, but neither knows how to cook.

Brittany looks over their choices and agrees this is reasonable. She asks Caitlin and Josilyn a few more questions: do their characters spend much time with their neighbors? Do they have day jobs? Do they have any enemies that might make for fun complications down the road? Once they are all satisfied with their answers, they are ready to play.



Basic Abilities

The following abilities grant you special advantages that not all Bimbos enjoy. Please note that if an ability that lets you swap out one stat for another is only useful if you have a good value for the swapped-in stat. Pretty Bimbos don't take Flex. When creating your first Bimbo, you may want to look at Method Two character creation and the Bimbo Archetypes for abilities that complement different character concepts and stat values.



Bargain Hunter

Some girls just have an eye for a good deal. Shopkeepers are considered to have zero Plot Armor against the first Uhm-based attack by this Bimbo.

Bounce

Attempts to grab or engage a Bimbo with the Bounce ability at Skin-to-Skin range are made at one degree greater difficulty (Easy → Medium → Hard).

Cleave

When you hit with a combat attack, you may make another attack. This attack is at one degree greater difficulty (Easy → Medium → Hard). Cleave may only be used once per turn.

Dat Ass

Once per scene a Bimbo with Dat Ass may substitute her Legs for her Tits score. This is usable for all applications of the Tits stat, whether social, shopping, or combat.

Dem Hips

When called upon to make a Slap check, make a Legs check instead. On a failure, lose access to Legs for one turn. A Bimbo may only use Dem Hips once per turn.

DTF

A Bimbo with the DTF ability can, upon a successful check to engage an enemy, attack at one degree less difficulty (Hard → Medium → Easy).

Flash

Once per turn, when you would otherwise be hit by a combat attack, you may re-roll a failed Wardrobe Malfunction check to negate the attack. Lose any abilities and modifiers attached to your top, and your top may not be risked for a Wardrobe Malfunction again until the end of your next turn.

Flex

When called upon to make a Tits check, make a Slap check instead. On a failure, lose access to Slap for one turn. A Bimbo may only use Flex once per turn.

Likable

This Bimbo is just really easy to get along with. Ignore all critical fumble results in social situations resulting from rolls made by a Likable Bimbo.

Ms. Smarty Pants

A Bimbo with the Ms. Smarty Pants may opt to bring her Tits score to one for the remainder of a scene to make her Uhm checks at reduced degree of difficulty (Hard → Medium → Easy).

Rawr

When you grab an enemy, you cannot let go or be forced to let go while that enemy is capable of fighting back. Other characters may only attack you or the opponent by engaging at Skin-to-skin range and initiating their own grab.

Upstage

When an ally of a Bimbo with Upstage is engaged with an enemy, the Bimbo with Upstage can engage that same foe or foes with a Medium Tits check instead of a Legs check (this check is unaffected by Bounce). On success, the ally is no longer engaged with anybody. Upstage may be used in social or combat scenes.

Unflappable

Nothing much really gets to this Bimbo. Ignore all critical successes against this Bimbo in social conflicts, or combat attacks meant to anger or embarrass her.

Watch Where You're Going

While engaged with the same opponent as an allied Bimbo, if the ally misses a Slap or Legs-based attack, you may make a medium Uhm check. On a success the ally may make an additional attack attempt and loses access to Uhm for a single turn. On failure, the Bimbo that tried to use this ability loses access to Uhm for a single turn. This ability may be used outside the normal turn order, but only once per turn.



Advanced Abilities

Any additional abilities make a Bimbo more effective in a pinch, but some are just plain better than others. The following Advanced Abilities are handy enough that a character probably shouldn't have more than one of them to start out with:

Aggressive

A Bimbo with the Aggressive ability may use her Slap stat instead of Uhm when rolling to determine initiative, surprise, or hesitation.

Alterations

Once per scene, upon failing a Tits check to determine suitability of an item, a Bimbo with the Alterations ability may make a Medium Uhm check as a re-roll. On a successful check, she will be able to modify the item after purchase to make it suitable. The item will be considered available to use after about an hour of work. No additional die-rolls are needed.

BFF

No more than once per game session, a Bimbo with the BFF ability can choose one Helpful non-Bimbo character to be her BFF. The character becomes immune to disposition changes in relation to the Bimbo, including those incurred by being harmed while helping her. The character is effectively under the complete control of the Bimbo's player.

Brazen Disregard

A Bimbo with Brazen Disregard may make a ranged attack against a target that is currently engaged in melee as a Medium Legs check.

Friend to the Animals

A Bimbo with the Friend to the Animals ability can choose one Helpful creature to be her special friend. The creature becomes immune to disposition changes in relation to the Bimbo, including those that would result from being harmed while helping her. This creature is effectively under the full control of the Bimbo's player.

Frugal

A Bimbo with the Frugal ability may make a Medium difficulty Uhm check to resist purchasing any Medium or High quality equipment that is labeled as being "on sale." She may also attempt a Hard Uhm check to resist purchasing any Medium or High quality equipment that is labeled as "buy two get one free."

Grease Monkey

When called upon to make an Uhm check related to the operation or repair of a machine, a Bimbo with Grease Monkey reduces the difficulty required by one degree (Hard → Medium → Easy). A Bimbo with the Grease Monkey ability may opt to use a Wardrobe Malfunction to avoid harm to any machine she is currently operating.

Grind

Once per turn when grabbed or grabbing another character, a Bimbo with the Grind ability may risk a garment to make a Medium Tits check. If successful, the Bimbo may make an additional attack beyond what she would normally be entitled to. If unsuccessful, the garment is sacrificed as with a Wardrobe Malfunction.

Jumpy

A Bimbo with the Jumpy ability may use her Legs stat instead of Uhm when rolling to determine initiative, surprise, or hesitation.

Just a Suggestion

When an allied Bimbo misses with a Slap or Legs-based attack, you may attempt a Hard Uhm check. On a success the ally may make an additional attack attempt. This ability may be used outside the normal turn order, but only once per turn. This is an improved version of Watch Where You're Going.

Oh No You Didn't

A Bimbo with Oh No You Didn't that sacrifices an article of clothing to negate an attack may reduce the difficulty of checks to engage with or strike the attacker in melee at a reduced difficulty. Legs checks to engage with the attacker are reduced (Hard → Medium → Easy). Slap checks to harm the attacker are reduced (Hard → Medium → Easy). This benefit lasts for the rest of the combat.

Quick Shots

A Bimbo with Quick Shots that is making a ranged attack may make a second attack at an increased difficulty (Easy → Medium → Hard).

SlapStorm

A Bimbo with SlapStorm may increase the difficulty of her Slap check by one degree (Easy → Medium → Hard) to attack more than one opponent this turn. This is an improved version of the Cleave basic ability.

Tittiency

Upon selecting Tittiency as an advanced ability, a Bimbo immediately receives a number of Mana Tokens equal to her Tits attribute and may select a number of Tittiency Spells equal to her Uhm stat. See the Magic section for more information.

Tittiency All Day

Upon selecting Tittiency All day as an advanced ability, a Bimbo immediately receives a number of Mana Tokens equal to her Uhm stat. Her maximum token count is now her Tits plus her Uhm (let the GM do the math here; we don't want you to hurt yourself).

Versatile Tittiency

Upon selecting Versatile Tittiency as an advanced ability, a Bimbo with Tittiency may learn a number of new Tittiency Spells equal to her Tits stat. This ability may be selected multiple times. See the Magic Section for more information.



Character Advancement

A common trope in adventure role-playing games is for characters to improve over the span of their stories. Busty Bimbo Barbarians makes only a few concessions to this notion:

Better Stats

Are you kidding me? You're beautiful the way you are! Don't let them tell you otherwise. That kind of attitude can lead to serious emotional problems. Your stats stay put.

Additional Abilities

From time to time, typically after a significant achievement by the player characters, a milestone in the overarching story of the game, or a particularly good spa session, the GM may dictate that the characters themselves, not their garments, accessories, and weapons, have improved significantly.

Replacing Abilities

Sometimes an ability just doesn't turn out to be as useful as you thought it would be. Any time your GM instructs you to add a new ability to your Heroine, you may also select a single ability you already had and replace it with a new one. If a character with Tittiemancy wants to replace which spells she knows, she may use this opportunity to completely replace her spell list.

Nicer Stuff

Generally speaking, a Bimbo improves her effectiveness by acquiring nicer clothes, a fancier weapon, and better-coordinated accessories. Shopping and treasure-hunting are key recurring themes. Whenever a Game Master is preparing a new adventure, she should look for ways to provide these opportunities.

Revenge of the Example...

After a couple of game sessions, Brittany has whipped up several scenarios, through which Caitlin and Josilyn have had Cassandra and Debbie sneak, talk, flatter, and fight their way through with aplomb. Each adventure brought with it valuables, and both Bimbos now have a small arsenal of magic items and high-end couture. A couple of NPCs have stood out over

the course of these sessions, and Brittany has started to thread events together into a bigger story. She informs her players that they can pick out a new ability each before the Silicone Cartel de Novos Cosméticos (S.C.N.C., or "skank") sends in their hit-women.

Caitlin has grown fond of the cashier NPC from the bakery down the street, Cindy. She was a great source of information and really came through during the lip-gloss riot, so Caitlin gives Cassandra the Advanced ability BFF. Cindy will always be available to help out with the upcoming trouble. Caitlin also had trouble a few times with machines during the last session, so she replaces Bounce with Grease Monkey. She didn't feel Bounce worked that well for her, and hopes this is a good trade.

Josilyn, on the other hand, found her abilities to be a little too useful for her own good. She cast so many spells her mana kept getting really low, so she selected Tittiemancy All Day as her new ability. She opts not to replace any of her existing abilities or spells.

All three talk about these choices. Josilyn is fine with Caitlin's BFF ability so long as Cindy doesn't move into the apartment. Brittany agrees that this all seems reasonable.

Everybody Else

Though this isn't always obvious, not everybody in the world is a Bimbo. What's plain as day is that the world is different for anything that isn't a beautiful woman. Any non-Bimbo character is referred to as an NPC, which stands for Non-Bimbo Character. It's my acronym and I'll spell it how I want to.

NPCs are not gifted with Slap, Legs Uhm, and Tits like Bimbos. They have only one stat, which reflects how competent they are at whatever defines them. For example, a dragon might have the stat "Dragoning (6)," which it would roll against to burn peasants, fly, and hoard treasure. For other actions, the dragon would roll against a default target number of 2. NPCs may have special abilities that are similar to Bimbo abilities.

For any rule that describes the use of a specific Bimbo stat (Slap, Legs, Uhm, or Tits), the NPC's single stat may be substituted at the GM's discretion.

Any NPC whose primary concept is appropriate for combat will make all of its attack, movement, and defense rolls using its single stat.

Making Friends & Influencing Monsters

Cassandra flopped down onto the chaise lounge with a heavy sigh. "I'm bored, Debbie, when's the next job?"

Deborah looked at her partner over the rim of her cappuccino. Sometimes they worked so well together, but when work was thin, no so much. "Patience, girl. We can't just go smashing up jewelry stores if we don't have a buyer. Somebody's got to move the goods out of town or things get recognized."

"Well I need to get out of the apartment. Spin class is in twenty minutes, you wanna join?"

Deborah crossed the room to check the full-length mirror hung from the back of their front door. She was the brains of their little criminal crew, but it wasn't entirely a brains operation. They found they got a lot further with a little improvisation, flattery, and some batting eyelashes than they ever did digging through musty blueprints and cracking alarm codes. "I think so, sure. Can't have you passing me up as the hottest chick in Al Qabab, can I?"

"Honey, it's gonna take more than a spin class to catch you up with me!" Cassandra threw her bag over her shoulder, slapped Debbie's ass playfully, and strutted out the door. "See you there."

What good is being a smoking-hot babe without having people around to appreciate how awesome you are? Pretty good, actually, but there's nothing wrong with having an entourage.

Rolling for Social Interactions

When two characters are talking to each other, asking and answering questions, telling stories, getting drunk and singing karaoke, et cetera, the Game Master and other players should simply go along with wherever the conversation leads. Rules for resolving social interactions are for when two characters are at odds and nobody wants to spend the whole game session working it out verbally, or it is clear that one or more of the characters involved is more persuasive in the context of the story than the player controlling her is in the context of the game table.

First the Game Master determines the difficulty of the rolls to be made. The more receptive the other character is to the Bimbo's suggestion or request, the easier the rolls. The Bimbo's player describes the line of reasoning used, or the kind of flattery employed or threats made, and rolls her dice.

If successful, the Bimbo's opponent is denied her one stat for a turn, and any rolls the Game Master makes on that NPC's behalf are against the default target number of two. Any successful attempt to influence a character while she is denied the targeted stat incapacitates that character for the purpose of the interaction.

If a hostile character is incapacitated, she is to be considered indifferent towards the Bimbo. Another interaction can be started up to influence that character further. If an indifferent character is incapacitated, she is to be considered helpful.

The Game Master may rule that a character may use a Wardrobe Malfunction or Plot Armor (described in the Combat chapter) during a social interaction to avoid being denied its one stat.

Dispositions

When a Bimbo attempts to lure, convince, or flatter somebody into getting her way, she uses one of her four primary stats (Slap to intimidate, Uhm to convince, Tits to ingratiate) to move the opponent toward the resolution she wants. Depending on a character's current attitude, different options are available in a social interaction.

Hostile: An actively Hostile character may attempt to physically leave or attack as per the movement and combat rules, whatever seems the most counter-productive to what the Bimbo wants. A socially-hostile character may make social attacks targeting the Bimbo's Uhm or Tits.

Chafing: A Chafing character will not take the most counterproductive action, but can make a Medium check to cause its attitude to degrade to Hostile.

Indifferent: An Indifferent character will generally not interfere with what a Bimbo is up to. A character that has recently been subject to a failed attempt at influence may make a Medium check to cause its attitude to degrade to Chafing.

Friendly: A friendly character wishes the Bimbo well in her endeavors but is not going to take any risks for her. Most of a Bimbo's acquaintances fall into this category. A particularly unreasonable suggestion can allow a Friendly character to make a Medium check to degrade its attitude to Chafing.

Helpful: A Helpful character is totally on-board with what the Bimbo is suggesting, and is willing to stick its own neck out a bit to see things along. A Helpful character will risk a moderate amount of wealth, a moderate amount of influence, and maybe a light injury to further the Bimbo's cause. A particularly unreasonable suggestion can allow a Helpful character to make a Medium check to degrade its attitude to Friendly.

Depending on how much cooperation the Bimbo is looking for, it may be adequate to talk a character down to merely Indifferent. In other cases, such as talking a guard into letting a prisoner walk free, there is a serious risk involved and the interaction would have to go through to Helpful to succeed.

Determining Difficulty

Whenever a Bimbo tries to influence another character's attitude towards her or convince them to do something they wouldn't otherwise do, the Game Master should judge how receptive each character is. First make clear what the player is trying to get the NPC to do. If the Bimbo is trying to trick the NPC, that is fine; the player wants the NPC tricked, not the GM.

- No die roll is necessary to get a Helpful character to do something.
- Characters that are Friendly or that basically already agree with whatever the Bimbo is suggesting require an Easy check to spur to action.
- Characters that are Indifferent or have a somewhat different take on how matters should be handled require a Medium check to improve their attitude to Friendly.
- Characters that are actively Hostile to the Bimbo or hold strong opinions contrary to the Bimbo's suggestion require a Hard check. A successful check against a Hostile or Chafing character will improve their attitude to Indifferent.

Often the best you can reasonably hope for is that a hostile character can be talked into getting out of your way. Some opponents may be so doggedly opposed to the Bimbo's viewpoint that the Game Master may rule that even a phenomenally-endowed heroine could not change its mind. That Game Master is wrong. What game are you trying to play here?

Improving an Attitude

Target is...	Dice roll is...	Target Becomes...
Hostile	Hard	Indifferent
Chafing	Hard	Indifferent
Indifferent	Medium	Friendly
Friendly	Easy	Helpful

Criticals & Social Interactions

A critical success, whether by a Bimbo or an NPC, should provide a meaningful benefit to the character involved. The critical benefit should be appropriate to the action rolled for, the abilities and thematic niche of the attacker, and should provoke delight and pride in the attacker's player and entertain everybody else at the table.

The following are a few suggestions of how the results of the roll can be accentuated:

Critical Success when calming down a hostile opponent: the target of the roll skips directly to Friendly. **THIS ISN'T WORTH FIGHTING OVER!**

Critical Failure when calming down a Hostile opponent: the target of the roll takes the opportunity to get a cheap shot in, rolling its next action as one step easier (Hard → Medium → Easy). **YOU'RE TALKING YOURSELF IN CIRCLES!**

Critical Success when trying to get cooperation from an Indifferent target: the target of the roll skips directly to Helpful. **A GREAT IDEA WELL-PRESENTED!**

Critical Failure when trying to get cooperation from an Indifferent or Friendly target: the Bimbo manages to undermine her own position, casting doubt on the whole idea. **BACK TO THE DRAWING BOARD!**

Critical Failure when calming down a Chafing creature: just when everything was going so well, it bites your hand. The creature's attitude degrades immediately back to Hostile. **RIP AND TEAR!**

When circumstances inspire a better idea for a benefit: whatever seems appropriate. **IT'S YOUR GAME, DO WHAT YOU WANT!**

Helpful vs. Helpful

Just because you went to the Juice Shack and hung out for a couple hours doesn't make you BFFs; a Helpful character will only do so much for you. Any Helpful character that takes a risk for a Bimbo and loses out as a result immediately degrades to an Indifferent attitude towards her. This can include destroyed property, lost status, or injury.

NPC Options

During social conflict, an NPC has different options depending on its current disposition.

- A Helpful character isn't really conflicting with the players' characters at all, and tries to act in their interest.
- A Friendly character can make a Medium check to shift its own disposition to Chafing if it has been slighted or asked to do something unreasonable, at the GM's discretion.
- An Indifferent character can make a Medium check to shift its own disposition to Chafing if a Bimbo has attempted and failed to influence its attitude recently.
- A Chafing character will generally make a Medium check to shift its own disposition to Hostile. No additional action by the players is required to set off a Chafing NPC.
- A Hostile character may actively work against a Bimbo. It may make a Medium check to render a single Bimbo stat (Slap, Legs, Uhm, or Tits) unusable for a turn. If the character remains Hostile on its next turn and targets the same unusable state successfully, that Bimbo is rendered incapable of continuing the conflict for the scene. This may take the form of a catty remark, an insult, or even physical violence.

Degrading Attitude

NPC is...	Dice roll is...	NPC becomes...
Friendly	Medium	Chafing
Indifferent	Medium	Chafing
Chafing	Medium	Hostile

Forcing a Bimbo's Hand

If an NPC tries to talk a player's Heroine into doing something the player does not want to do, leave it be. That player controls a single character in the game; let her choose to play as she pleases.

If the player is receptive to her Bimbo being manipulated by another character, use the guidelines suggested above with the Bimbo in the place of the NPC, and the NPC in the place of the Bimbo. Use Uhm or Tits (at the player's discretion) as the stat to be rolled against.

If both the NPC and the Bimbo are attempting to influence each other, resolve the Bimbo's attempt. If the Bimbo is defeated, the NPC may then attempt, with the player's consent, to influence the Bimbo.

The Noble Art of Shopping

“The sense of being perfectly well-dressed gives a feeling of tranquility that religion is powerless to bestow.” – Ralph Waldo Emerson

Dawn broke over the strip mall, the harsh desert sunlight glaring off the brushed-aluminum and glass of Suzee’s Vintage Clubwear. The job the night before hadn’t gone as planned. Sure, the caravan had stopped off at the Flying J for water and some trucker meth, allowing Cassie to sneak unnoticed into the spice-merchant’s wagon. That part was just fine. Good work scouting things out, Debbie. But how the hell did she miss the half-dozen baboons that were leashed to the product? The half-dozen half-starved, half-crazed, fully-aggressive baboons? Cassie looked down at her skirt and frowned; those stains are never going to come out. Pushing back her anger, Cassandra reminded herself that she is a hard-boiled thief and a ruined micro-mini is just the cost of doing business. She swung open the boutique door and sauntered in like she owned the place.

A Word on Verisimilitude – Verisimilitude is a really big word that has no place in this game. It should be entirely possible for a strip mall or boutique vintage consignment shop to appear in places that may not strictly make sense. Is there a Starbucks located in the hall of the Ice Witch? Of course there is; where else are you going to get that skinny iced latte you got a craving for while locked in combat with a platoon of Disco Yetis? Peets? Please.

Combat is a standard trope of role-playing games, but to address the conflicts that really matter to Bimbos, one must look to the acquisition of quality garments and accessories that coordinate well, flatter her figure, and provoke arousal in men and envy in other women.

Retail Conflict

In the bazaars and boutiques and malls, the canny Bimbo stalks her prey: flirty skirts, sexy lingerie, hoop earrings, clutch handbags, and that perfect pair of strappy heels. The material rewards of the world are many and varied, and between a Bimbo and her prize lay many challenges.

Selection

Those boots look fabulous, and match this belt perfectly, and are so this season, but do they fit?

After the Game Master has given a description of the merchandise available, any Bimbo looking to acquire a new Top, Bottom, or Footwear may make a Medium Tits check to tell whether there is an item that is suitable for her. Bimbos will not purchase unsuitable items; that is the kind of thing skanks and hobos do.

If more than one Bimbo succeeds, it is assumed that the same item is suitable for both of them. For each critical success, there is an additional suitable copy of the item available, possibly resulting in one for everybody.

Suggestions and guidelines for creating suitable items for a merchant to have in stock are available in the Equipment Chapter. Game Masters are encouraged to provide shopping opportunities with some regularity, both as rewards and challenges for the Bimbos. The rumored availability of a particular item can be a powerful plot hook for a girl that doesn’t want to have that last-season look.

Rivals

“Women dress alike all over the world: they dress to be annoying to other women.” – Elsa Schiaparelli

In a busy mercantile district, there are frequently more shoppers than suitable goods available. Supply & Demand would dictate that this would drive up the cost of the goods and price some of the shoppers out of the market. But economic theories are for nerds, not Bimbos. When there are too many shoppers for the available supply, conflict ensues.

There is no time when players’ Bimbos are more likely to find themselves at odds with each other as during a shopping expedition. Direct conflict between players should be handled judiciously and even-handedly, and can be a true challenge for a Game Master to make fair and fun for everybody.

The struggle to gain possession of an item can be intense, and is not for the faint of heart. To the victors go the spoils, and the vanquished are left to pick through the factory rejects in the bargain bin.

Shopkeepers & Clerks

Having successfully found just the right garment, accessory, polearm, or what-have-you, the intrepid Bimbo must overcome one final hurdle before permanently claiming ownership of her prize: the staff.

You might expect that overcoming a shopkeeper would be a simple matter of discerning the amount of money the shopkeeper demands for her wares, then produce that amount of money and subtract it from the amount of money your Bimbo has on her. There are two problems with this view of things:

- Bimbos aren't any good with managing money
- Keeping track of how much money your Bimbo has is math.

The interaction between a Bimbo and a shopkeeper is essentially another conflict as between multiple shoppers. This conflict is treated as beginning immediately after the Bimbo's last remaining rival has been subdued, with no opportunity to recover unavailable stats or garments lost to Wardrobe Malfunction before the interaction with the shopkeeper.

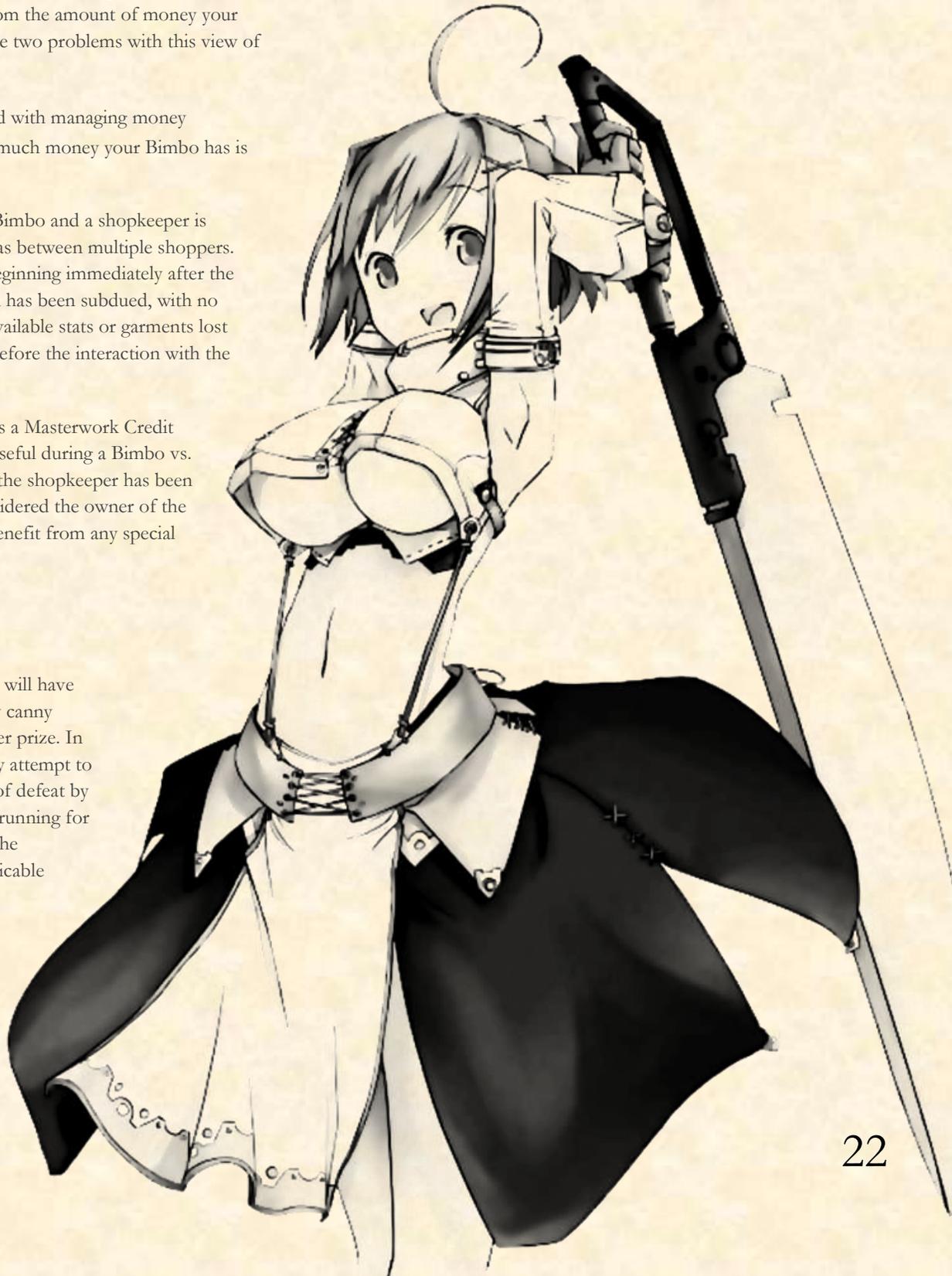
Certain magic items (such as a Masterwork Credit Card) are specifically only useful during a Bimbo vs. Shopkeeper conflict. Once the shopkeeper has been subdued, the Bimbo is considered the owner of the item in question and may benefit from any special abilities it may confer.

Shoplifting

From time to time a Bimbo will have problems with a particularly canny shopkeeper and is denied her prize. In such situation, a Bimbo may attempt to steal victory from the jaws of defeat by just snatching the item and running for it. See the Fleeing rules in the Movement chapter for applicable rules.

If a Bimbo attempts to get away with an item without first defeating the shopkeeper, the shopkeeper may attack the item itself with a Medium check of her one stat any time the shopkeeper wins the opposed check.

Whether she gets away with the item or not, the shoplifter makes a single Tits check. On a fumble, the cops show up, and your adventure may have to switch from Busty Barbarian Bimbos to Sexy Chicks in Cellblock Six.



Getting From Here to There

Outside of conflict, movement happens at the Game Master's discretion. If you need to walk down the street to stop by that nice café you heard about and the GM agrees that you weren't ambushed by ninjas on the way, it simply happens. Generally speaking, you cannot expect a Bimbo in high heels to walk for more than an hour or two at a time; those things are uncomfortable.

Engaged or Disengaged?

During a conflict, all characters involved are either engaged with an opponent or not. If engaged with another character, they may freely influence each other. If not engaged with another character, neither can directly influence how the other is moving. In fights, some weapons or spells allow attacks against rivals that the attacker is not currently engaged with.

Ranges

When engaged with another character, a Bimbo is at one of two ranges. Some abilities only work at certain ranges.

Normal – Plant your back foot, lunge forward with your leading hand all the way out. That's the furthest Normal range goes.

Skin-to-Skin – Close enough that avoiding physical contact is basically impossible. Close talkers prefer this range.

Who Goes First?

One Game Master can only handle so many Bimbos' input at once, so everybody is going to have to take turns. When everybody has an idea of what they want to be doing at the moment, the Game Master should have each other player make a Medium Uhm check. On a failed roll, the Bimbo hasn't caught up to her player just yet, and hesitates or is preoccupied with something else. She can try again next turn. Of the Bimbos whose checks succeeded, the one with the highest Tits score goes first.

Non-Bimbo characters always act after Bimbos. Any Bimbo that is subjected to an attack during a turn is allowed an additional Uhm check. If a Bimbo is engaged at Skin-to-skin range, her Uhm checks to overcome hesitation and distraction are reduced to Easy. A Bimbo that is harmed by an action is considered to have automatically succeeded her Uhm check.

Engaging an Opponent

Characters are either engaged with another character or not; don't spend a lot of time tracking distances and stuff. That's complicated.

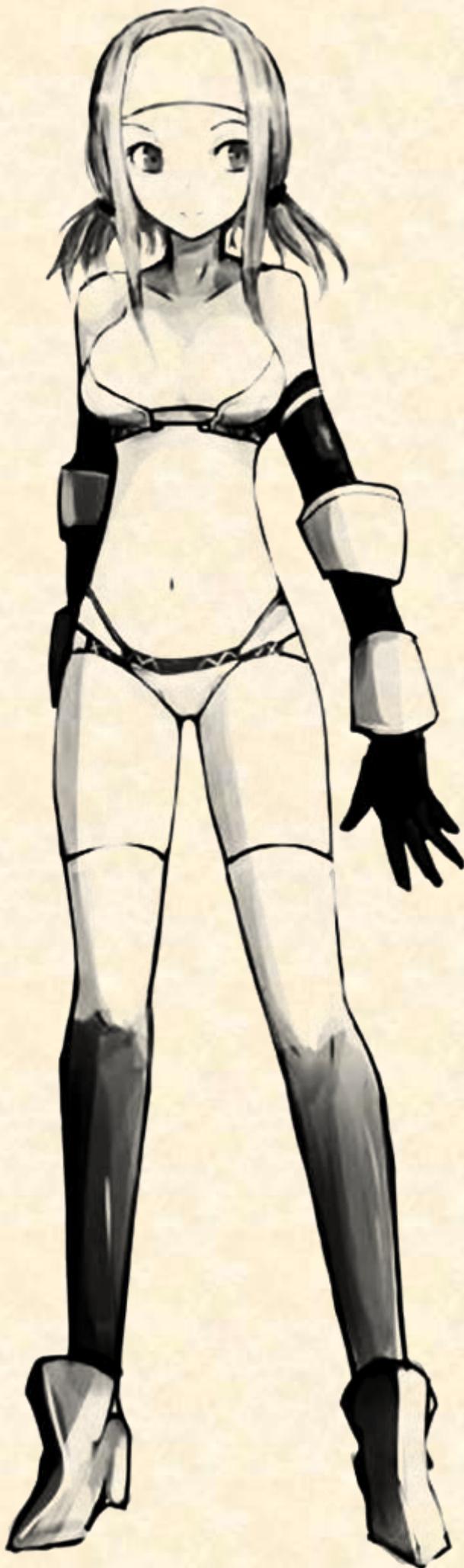
If two characters aren't engaged and one of them wants to change that, she may make a Medium Legs check to close the gap. Failure means that her opponent outmaneuvered her. NPCs use whatever their stat is, as usual. The person being engaged may opt to concede the engagement and just skip the die roll.

If a Bimbo successfully engages an opponent, she may immediately make check to influence or attack the NPC as if they had already been engaged at the beginning of the Bimbo's turn. An NPC that successfully engages an opponent may immediately take an action if the GM deems it appropriate.

Disengaging from an Opponent

Once engaged, a Bimbo may disengage with a Medium Slap, Legs, or Tits check. If there are multiple opponents engaged, a Hard check is required instead. This represents her shoving, dodging, or bluffing her way out of the situation.

If a Bimbo successfully disengages an opponent, she may immediately take a Legs-based action or attempt to engage a different opponent as described above.



Criticals and Movement

Any time you roll the dice, you may end up with a critical success or failure. These should provide some useful advantage or significant disadvantage.

Critical success when engaging one of several opponents: the moving character may engage one additional opponent of her choice (particularly nice if the moving character has Cleave or SlapStorm). I'LL TAKE YOU ALL ON!

Critical success when disengaging from an opponent: the moving character may perform another action upon disengaging, including a parting action against the opponent she just left. HIT & RUN!

Critical success when engaging an opponent that is already engaged with an ally: the moving character automatically flanks the opponent, with all the benefits that entails. BETWEEN A ROCK AND A HARD PLACE!

Critical failure when engaging one of several opponents: target is engaged, but may leave engagement on its turn with no roll; moving character does not get to act. OH CRAP, I FORGOT WHAT I WAS DOING!

Critical failure when disengaging from an opponent: the moving character fails to disengage, and actions against her are one step easier for a turn (Hard → Medium, Medium → Easy). DON'T LEAVE JUST YET!

Critical failure when engaging an opponent that is already engaged with an ally: the moving character not only fails to engage the opponent, but forces her ally to disengage as well. CAN I HAVE THIS DANCE?

As always, when adjudicating critical successes and failures, the GM's discretion applies. For example, reducing the difficulty of a check when it's already Easy, or making it harder when it's already Hard doesn't make a heck of a lot of sense.

Grids / Hex Maps

From time to time, the GM may find it convenient to use a map to present the details of how various terrain features and characters are positioned during a tactical situation. In this case, assume that each square or hex is one yard or meter, and that each Bimbo may move four squares or hexes plus her Legs stat as part of a normal Medium Legs check. Moving half that distance is an Easy Legs check. Moving twice that distance is a Hard Legs check. All counting of movement should be performed by the GM, as counting is math.

If everybody at the table agrees to a given move action, any character may move anywhere on the map. Die rolls and counting should be resorted to only when there is an objection.

Getting Violent

Sometimes Bimbos get into fights. In Busty Barbarian Bimbos they get into fights a lot. Life-or-death combat, where the stakes aren't retail merchandise, is handled fundamentally the same as between rivals at a store or dinner party. The consequences of being incapacitated may be somewhat more severe, and weapons are more likely to come into play.

This isn't always apparent, but there are some situations that come up in combat that only very rarely occur during a shopping expedition.

Attack

An attack is any gambit, be it rhetorical, psychological, or physical, meant to gain an advantage.

There are three general ways that characters attack each other in Busty Barbarian Bimbos: Verbally, Striking, and Wrestling.

Verbal Attacks

The chapter on Making Friends & Influencing Monsters revolved around getting another character to get along with you. When things are thoroughly hostile, weapons are bared, and people are about to die, this may not be the social outcome you want any more.

A Bimbo or NPC may attempt to confuse or insult an opponent into inaction by shifting its attitude from Hostile to Indifferent temporarily. This requires a Hard check made with the Uhm or Tits stat. An Indifferent character in the middle of a fight may be considered to have lost her initiative, and will need to make an Uhm check on her next turn in order to act meaningfully.

No physical damage is caused by a verbal attack, but this is the form of combat that can eventually lead to years of therapy, eating disorders, ruined relationships, and secret cutting if taken to extremes.

To verbally attack someone, you must first engage your target. A character can avoid verbal attacks using the Fleeing rules.

Striking

Perhaps the most straight-forward way to attack another character, striking involves using a weapon (such as a spear, hammer, golf club, or fist) to inflict physical trauma on an opponent.

To attack, a Bimbo or NPC rolls a check with the appropriate stat. Striking is normally done with a Medium check, but circumstances may increase or decrease the difficulty. Generally speaking, attacking with a hand-held



weapon uses the Slap stat, and attacking with a ranged weapon uses the Legs stat.

Some weapons may only be used as specific ranges (Unengaged, Normal, or Skin-to-Skin). See the Getting From Here to There chapter for guidelines on engaging and disengaging.

Wrestling

Any time a hot chick gets in a fight and there's no grabbing, tugging, squeezing, and squirming involved, everybody is left somewhat disappointed. Don't let this happen to you.

A character with an empty hand (or other suitable appendage) may attempt to grab hold of a rival with a successful Slap check against an opponent that is at Normal or Skin-to-skin range. The grabbing character and the target are now at Skin-to-skin range. A character initiating a grab must already be engaged with her target.

While grabbing, a character has a few options:

- She may make a Medium Slap check to choke out, crush, or joint-lock the grabbed opponent. The grab is maintained.
- She may make a normal attack against any character she is currently engaged with at Skin-to-skin range. Some weapons or abilities do not work at this range. The grab is maintained.
- She may release the grab.

While grabbed, a character has a few options:

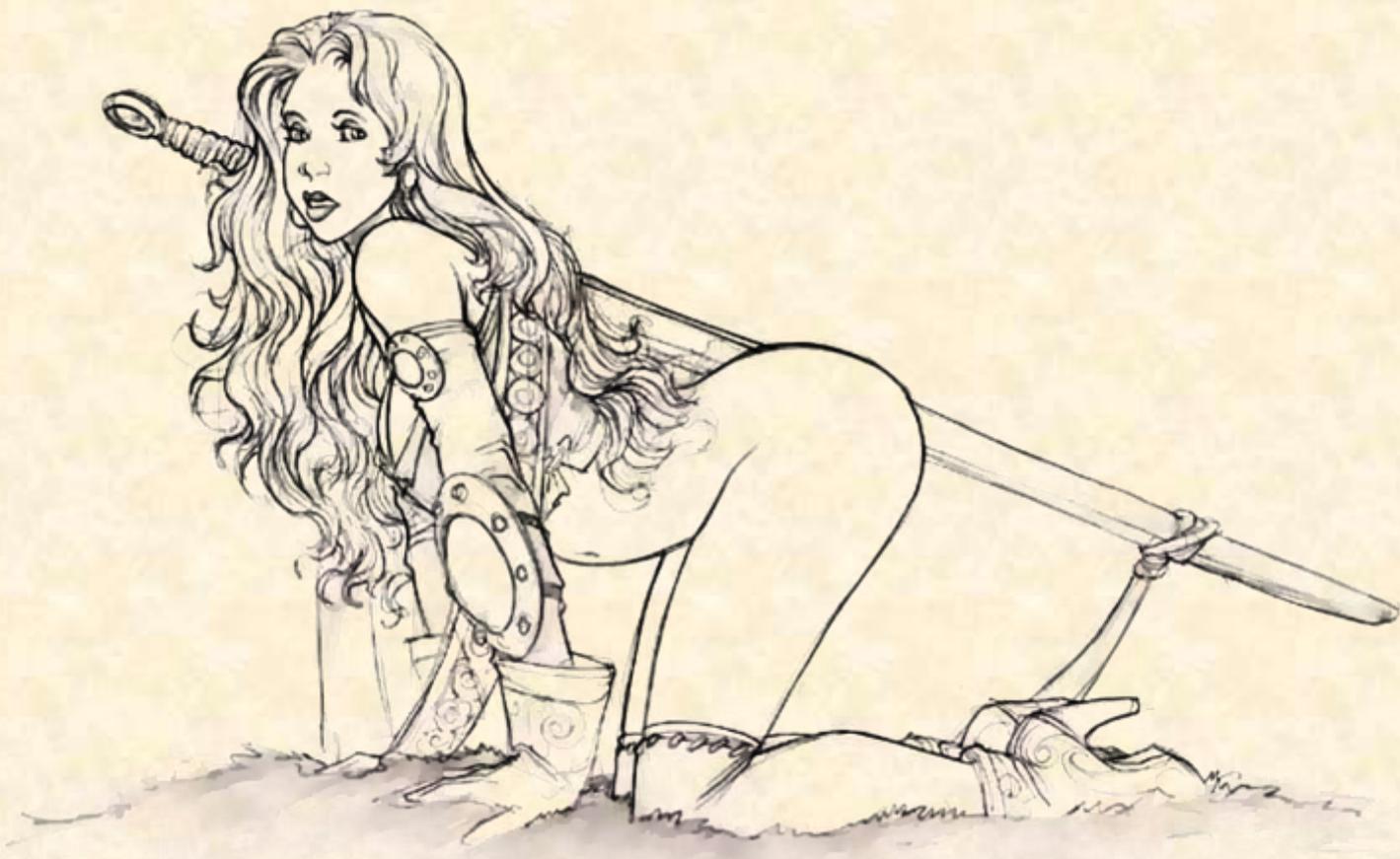
- She may accept that she is grabbed and grab her opponent back. Both characters are considered to be grabbed and grabbing at the same time.
- She may accept that she is grabbed and attack with a weapon or other ability that is usable at Skin-to-skin range.
- She may attempt to break the grab but stay engaged at Skin-to-skin range with a Medium Slap or Legs check.
- She may attempt to break the grab and completely disengage with a Hard Slap or Legs check.

Any character involved in a grab can only attack other characters if she is engaged with them at skin-to-skin range. It is possible for multiple characters to grapple each other simultaneously.

If there is oil, JELL-O, or mud present in sufficient quantities, the GM may allow a Bimbo to use her Tits score instead of Slap or Legs when grabbed or grabbing. For this reason it may be advisable for characters with good Tits scores to carry baby oil.

The **Rawr** and **Grind** abilities improve use of this generally-available maneuver.





Other Circumstances

There are a million things that could happen in the middle of a fight. Somebody might tip a jukebox onto an antelope's foot. A pitcher of sweet iced tea could be hurled onto a group of combatants locked in a grapple. You just never know until it happens. The following are suggestions for how the general rules can be adjusted to accommodate clever and inventive players:

Push

A character at Skin-to-skin range may make Medium Slap check to shove her opponent away. Upon success, the pushing character may select a new range (Normal or unengaged) for herself and her opponent. If she chooses unengaged range, the target is considered to be not engaged by any other character in melee. The **Upstage** ability is an improved version of this generally-available maneuver.

Trip

A character at Skin-to-skin range may make a Medium Slap or Legs check to knock her opponent prone. Upon success, the target remains engaged at the same range, but must make a Medium Legs check to simply stand up, or a Hard Legs check to stand up and attack.

All melee attacks against a prone character are one degree simpler than normal (Hard → Medium → Easy). All melee

attacks made by a prone character are one degree more difficult (Easy → Medium → Hard). These modifiers offset if both the attacker and target are prone.

Fighting in the Dark

Many wild creatures and several supernatural monsters prefer to hunt their prey by the gloom of night. When the lighting in an area is sufficiently poor, the Game Master may rule that the Bimbos are fighting blind.

When engaged at Skin-to-Skin range, there is no penalty for fighting without being able to see your opponent.

At any other range, it is a bit more difficult to make an effective attack. To locate an opponent, a Bimbo must make a Normal Uhm check every turn, followed by a Normal Legs check to re-engage at her preferred range.

Outside Skin-to-Skin range, all attacks become one step harder (Easy → Medium → Hard)

Mounted Combat

Whether riding a motorcycle or straddling a dinosaur, being mounted has its perks and perils. The trickiest part to mounted combat is the mount itself. Most animals aren't interested in doing anything dangerous, and vehicles like motorcycles and jet skis are hard to maintain with manicured nails. Any time a mount receives damage, it will require a Hard Tits check (if a creature) or a Hard Uhm check (if a machine) to coax into doing anything useful again.

Movement & Mounts

All Legs checks to engage or disengage while mounted are performed with the mount's One Stat. Disengaging from melee while mounted is one step simpler than normal (Hard → Medium → Easy).

Ranges & Mounts

Engagement between a character on foot and a character on a mount must be at Normal range. A Bimbo on foot may engage another combatant's mount at Skin-to-Skin range, but not a rider.

Losing a Mount

A Bimbo may make an Easy Legs check on her turn to voluntarily dismount. If a mount is incapacitated during a fight, the Bimbo must make a Hard Legs or Uhm check to avoid being hurt in the fall. A falling mount is treated as a Medium attack against the Bimbo's Legs stat.

An Uncooperative Mount

A living mount is a Helpful non-Bimbo character itself, and being harmed during a fight will normally cause its attitude to shift to an Indifferent attitude towards the Bimbo that got it hurt. An Indifferent creature will not immediately heed instructions, and may attempt to wander away. A Bimbo attempting to ride an Indifferent creature must engage it socially to return its disposition to Helpful.

A Chafing creature may attempt to throw its rider. Treat this as an attempt to trip the rider made by the mount itself.



Damage

On a successful attack, the target is denied the use of one of her stats until the end of the attacker's next turn. The attacker chooses which stat is affected, but it should be appropriate to how the attack is described.

Successful attacks against an unavailable stat render that character incapacitated in a manner chosen by the GM.

An otherwise-successful attack may be negated by use of a Wardrobe Malfunction or Plot Armor. A Bimbo without clothes or an NPC without Plot Armor is pretty easy to knock out of a fight, requiring only two hits.

An unavailable stat automatically recovers after one full turn. This may represent an off-balance Bimbo getting her feet back under her, a dazed monster snapping out of it, or an exhausted character getting a second wind.

Wardrobe Malfunction

Losing use of a stat for a full turn can be pretty bad, and two successful hits in a row can incapacitate a character, but hit points and status effects are complicated and make a Bimbo's head hurt. Instead, a Bimbo that has been successfully attacked may risk an article of clothing (top, bottom, or footwear) and attempt a Medium Tits check to negate the attack. If the check is successful, the attack is negated with no ill effect to the Bimbo. If the check fails, the article of clothing is ruined. Additional articles of clothing may be risked if the first (or second) attempt fails. Objects sacrificed in this manner are rendered permanently useless.

If the Bimbo is wearing more than three garments, only three are eligible for this purpose. Any additional garments cannot provide special abilities either. There are no rules-advantages for bundling up under extra layers of clothes.

*Recovering from Injury –
This isn't a medical drama. A character that is incapacitated during a fight is not necessarily physically hurt, but may be irretrievably dead. This is a matter of GM discretion. GMs should take into consideration that months of convalescence rarely make for entertaining play.*



Plot Armor

At the GM's discretion, some NPCs pose too significant a challenge to be rendered vulnerable with a single attack. Perhaps this is a particularly large and fearsome opponent, and the GM wants some assurance that it will survive to at least attack once. When facing a group of aggressive Bimbos that are cooperating with each other this gets tricky. Each element of Plot Armor entitles the NPC to a single save against damage, similar to the Wardrobe Malfunction mechanism used by Bimbos. After being subject to a successful attack, an NPC with Plot Armor may attempt a Hard check with its one stat, risking one element of Plot Armor to negate the attack. If the check fails, that element of Plot Armor is no longer available for the remainder of the conflict.

NPCs make a Hard check while Bimbos need only a Medium check because Plot Armor is inferior to Wardrobe Malfunctions.

Ideally each element of Plot Armor is some specific descriptive and interesting one-time evasion of harm by the NPC. Perhaps a Black Knight's shield is splintered, saving her from harm for the moment, or a giant plate of chitin is torn from the thorax of a giant soldier ant. This isn't strictly necessary for the Plot Armor mechanic, but makes for better play.

Plot Armour

At the GM's discretion, some NPCs are too British for Plot Armor and will add a 'u' to demonstrate their cultural superiority. Plot Armour functions exactly as Plot Armor, but with a certain air of defeated nostalgia.

Critical Hits in Combat

Any time dice are rolled, there is a possibility of a critical success (two or more ones rolled) or a critical failure (two or more sixes rolled). Some suggested Critical Hit benefits:

When attacking an opponent that currently has Plot Armor or garments available to for a Wardrobe Malfunction remaining: the target is denied the opportunity to negate the attack. **PENETRATING BLOW!**

When attacking an NPC with no Plot Armor that still has use of its main stat: Never mind disabling the stat, go straight to incapacitating the target. **DEVASTATING BLOW!**

When attacking a Bimbo with no garments available for a Wardrobe Malfunction that still has use of her targeted stat: take out an additional stat on the target. **MULTI-TASKING!**

When engaged with multiple opponents in melee but the attacker doesn't have Cleave or Slapstorm: The attacker may immediately attack another target. **WHIRLWIND OF DEATH!**

When the attacker has Bounce and really would rather not be engaged at the moment: attacker may immediately disengage from any and all melee. **I'M OUTTA HERE!**

When the attacker has the Tittiemancy ability and is short more than one mana token: hand the player back a mana token. **REFRESHING ATTACK!**

When the attacker is only engaged with one of several opponents and would have finished it off with a normal success: immediately allow the attacker to make a Legs check to engage (and attack) another opponent. **DEADLY SKIRMISHER!**

Critical Misses in Combat

Much like a critical success, a critical fumble should be meaningful, appropriate, and interesting.

When an allied character is engaged with the same target: fumbling attacker gets in her comrades' way, increasing the difficulty to attack (Easy → Medium, Medium → Hard). **BITCH, YOU'RE IN MY WAY**

When the attacker is using a bow: bowstring breaks, miss a turn or switch to another weapon. **TWANG!**

When the attacker is using a melee weapon: weapon dropped. **BUTTERFINGERS!**

When the target is unarmed but capable of using the attacker's melee weapon: weapon transferred to target's possession. **USE THE POINTY END!**

When the attacker has already fumbled in this combat: attacker hits herself. **OW! OW OW OW OW OW OW!**

When the attacker has been missed repeatedly by its opponents: attacks against the fumbling character are reduced in difficulty for a turn (Hard → Medium, Medium → Easy). **GUARD? WHAT GUARD?**

When the attacker has been making bad decisions generally: attacker loses a turn. **WAIT, WHAT WAS I DOING AGAIN?**

Other uses of Movement

Footwork is arguably more important in an actual life-or-death struggle than when squabbling over lingerie. Simply getting into and out of melee with an opponent do not represent all the things a Bimbo may want to do in regards to moving during a battle. Flanking, fleeing, and seeking cover are common movement-related actions.



Flanking

When engaging an opponent that is already engaged, a character may choose to flank her opponent. This is accomplished by making a Medium Legs or a Medium Uhm check. A character may opt to flank an opponent instead of making her normal attack upon successfully engaging it.

All Slap, Legs, or Uhm-based attacks against a flanked opponent become one degree less difficult (Hard → Medium → Easy).

Tits-based attacks suffer from the flanked target being already distracted, and become one degree more difficult (Easy → Medium → Hard).

Fleeing & Chasing

When outnumbered or outclassed or just plain scared, running away can be a very attractive option. To completely escape an opponent that she does not wish to confront, a Bimbo may opt to run away. This requires a series of challenges; fleeing isn't just a matter of speed, though speed is important. A fleeing character must succeed at two out of three opposed checks to escape pursuit.

- First roll the Bimbo's Uhm to have her pick a good escape route.
- Next roll the Bimbo's Legs to get some space between her and her pursuers.
- Finally roll either Slap or Tits to overcome some obstacle that sets the pursuers back enough that the pursuit is effectively over. Which stat is used is up to the fleeing character.

For each check, roll once for the Bimbo, and once for all of her pursuers. If they both succeed, roll again. If the Bimbo fails and the pursuers succeed, she is stuck in combat for another round and they may act normally. If the Bimbo succeeds and her pursuers fail, move on to the next check. A fleeing Bimbo may use a Wardrobe Malfunction to treat her pursuers' last roll as a failure.

Seeking Cover

At the GM's discretion, a combatant that is not currently engaged may make a Legs check to seek cover. The GM's discretion is important here because there may be no cover available. A character benefiting from cover cannot be attacked by opponents that have not engaged her. A character seeking to make a ranged attack against an opponent benefiting from cover may make a Hard Legs check to remove the cover status.

Equipment

“Remember that always dressing in understated good taste is the same as playing dead.” – Susan Catherine

It is generally assumed that a Bimbo can have a top, a bottom, and shoes. These three items serve an important function through the Wardrobe Malfunction rule. A Bimbo may have any number of accessories or weapons, though at some point it may get ridiculous. It is assumed that a Bimbo can only wield one heavy weapon at a time, and no more than two light weapons, though GM discretion always applies. If a garment, accessory, or weapon has special properties, it must be worn or wielded at the time the ability is activated (so you don't get the benefit of an enchanted push-up bra that you've got in a closet at home).

A truly mind-boggling array of garments, accessories, weapons, and tools are possible, due to combinations of styles and materials and combinations of decorations. This chapter contains random generation tables for use when the Game Master is not particularly inspired to make everything up from scratch, and suggested properties for exceptional or magical items to have.

Random Generation

The following are intended as master tables for randomly-stocked purveyors of equipment, items found in treasure hoards and abandoned closets, et cetera.

Outfit Material Generation Tables

To randomize entire outfits, use these tables to generate a garment material, primary decorative material, secondary decorative material, and lining material. Fill in these materials as needed for all parts of the outfit. Otherwise, you may generate items individually.

d6	Garment Material	Primary Decorative Material	Secondary Decorative Material	Lining Material
1:	Cloth	Cloth	Metal	Cloth
2:	Cloth	Cloth	Metal	Cloth
3:	Metal	Metal	Metal	Fur
4:	Fur	Fur	Gem	Fur
5:	Leather	Leather	Gem	Leather
6:	Leather	Leather	Gem	Leather

For footwear, add two to the garment material type (more likely to be leather, won't be cloth). Roll footwear separately if creating a full outfit and the garment material would otherwise be "cloth"

	Cloth			Metal		
d6	Low Quality	Medium Quality	High Quality	Low Quality	Medium Quality	High Quality
1:	canvas	Satin	Silk	copper	bronze	gold
2:	canvas	Satin	Silk	copper	bronze	gold
3:	cotton	Satin	Silk	chrome	iron	platinum
4:	cotton	Velvet	Fishnet	brass	iron	platinum
5:	wool	Velvet	Fishnet	tin	steel	titanium
6:	wool	Velvet	Fishnet	nickel	silver	titanium

	Fur			Leather			Gems		
d6	Low	Medium	High	Low	Medium	High	Low	Medium	High
1:	beaver	wolf	leopard	raw	Black	white	rhinestone	lapis lazuli	diamond
2:	beaver	wolf	leopard	raw	Black	white	rhinestone	lapis lazuli	diamond
3:	deer	wolf	tiger	raw	Black	white	bone	lapis lazuli	sapphire
4:	deer	bear	cheetah	brown	Maroon	red	bone	amber	sapphire
5:	rabbit	bear	zebra	brown	Maroon	red	cubic zirconia	amber	ruby
6:	rabbit	bear	zebra	brown	Maroon	red	cubic zirconia	amber	ruby

Colors

A descriptive color can always be handy, and why settle for your basics? Particularly with garments, a player doesn't need a strong color vocabulary to form vivid associations with the following. Not all combinations make sense; I for one have never seen a Brilliant Jet Black or a Deep Daffodil Yellow, but your mileage may vary.

d6	Modifier	Yellows	Blues	Reds	Greens	Whites
1:	Bright	Apricot	Sky blue	Cinnamon	Chartreuse	Charcoal
2:	Brilliant	Amber	Powder blue	Crimson	Emerald green	Cream
3:	Vivid	Daffodil yellow	Electric blue	Magenta	Forest green	Ivory
4:	Deep	Lemon	Navy blue	Sweetheart Pink	Mint green	Jet black
5:	Delicate	Saffron	Sea blue	Raspberry	Sage green	Oyster white
6:	Florescent	Tangerine	Turquoise	Scarlet	Seafoam green	Snowy white

Decorations

Many items, whether garments, weapons, or accessories, have additional embellishments.

d6	Decoration Type	Image Type
1:	studded with [secondary decoration material]	a skull
2:	lined with [lining material]	a heart
3:	encircled by bands of [primary decoration material]	foreign calligraphy
4:	menacing with spikes of [secondary decoration material]	the designer's mark
5:	with an image of [image type] in [primary decoration material]	a diamond
6:	with hanging rings of [primary decoration material]	an eye

Example of Outfit Creation

The Game master needs to come up with a list of items that are found in the lair of a rival Bimbo, quick. She picks up her trusty dice and gets to work. First she decides this is a medium-quality wardrobe. She rolls for garment material – metal. She rolls again for the type of metal – bronze. She rolls again for decoration type – menacing with spikes of... She rolls for a secondary decoration material – another metal. She rolls again for the type of metal – Iron. The first top, bottom, and footwear she creates will be made of bronze, menacing with spikes of iron.

Equipment Generation Tables

To generate equipment using these tables, start with the sentence at the top and roll d6s to fill in the brackets.

Footwear

This is a pair of [garment material] [base shoes]. They are [heel type] [decoration type].

I challenge you to name me a material possession more valuable than a good pair of shoes.

d6	Base	Boot Size	Heel Type
1:	sandals	ankle high	flats
2:	sandals	mid-calf	short wedges
3:	[boot size] boots	below the knee	high wedges
4:	[boot size] boots	knee high	stilettos
5:	pumps	above the knee	platforms
6:	pumps	thigh high	platform stilettos

Bottoms / Tops

This is a [adjective] [garment material] [base bottoms/tops]. It is [decoration type].

For the purposes of the rules, a Bimbo may wear a single garment on her top, and another below the waist. It is conceivable that a Bimbo may actually wear a thong under her hotpants or a bra under her breastplate, but she may only benefit from one top and one bottom at a time for the purposes of special equipment, and any Wardrobe Malfunction affecting her top or bottom will render her nude from the waist up or waist down accordingly.

D6	Adjective	Base Bottoms	Base Tops
1:	Skin-tight	Thong	Bodice
2:	Flirty	Miniskirt	Tube
3:	Short-cut	Loincloth	String Bikini Top
4:	Sheer	Pair of Hotpants	Breastplate
5:	Billowing	Skirt	Bra
6:	Minimal	Pair of Panties	Halter Top

Accessories

This is a [garment material][base accessory]. It is [decoration type].

Accessories are vital to putting a look together, but generally have no effect on the rules of the game. They are not eligible to be sacrificed as part of a Wardrobe Malfunction.

d6	Base	Headwear	Bracelet	Glove Length	Necklace
1:	Glasses	Crown	[Glove length] Glove	Wrist length	Collar
2:	Handbag	Tiara	Bracer	Wrist length	Choker
3:	Headwear	Headband	Wristband	Elbow length	Necklace
4:	Ring	Animal Ears	Anklet	Elbow length	Torque
5:	Bracelet	Helmet	Armband	Shoulder length	Ruffle
6:	Necklace	Hair tie	Bracelet	Shoulder length	Bowtie

Heavy Weapons

This is a [base weapon][decoration type]. The grip is made of [lining type].

The types for these weapons have no effect on any rules, and are here just for description. A “bearded” axe is one where the business-end of the blade curves down further than the part of the blade that attached to the handle. A “flanged” mace has a bunch of fins radiating out from the center. A “flanged” spear has one or two fins on the blade that help keep it from bending. A “barred” spear has a crossbar at the base of its blade to keep it from sticking too far into anything. A “kukri” is a large dagger that is curved a bit like a boomerang. A “baton” is a light club frequently wielded by members of the flag team. “Taser” is a brand name and registered trademark of TaserInternational and used in this document without express permission or any association with that company or its fine products.

d6	Weapon	Ranged	Normal	Skin-to-skin
1:	sword	n/a	normal	n/a
2:	axe	penalty	normal	n/a
3:	hammer	penalty	normal	n/a
4:	flail	n/a	normal	n/a
5:	mace	n/a	normal	n/a
6:	spear	normal	normal	n/a

d6	Sword Type:	Axe type:	Hammer Type
1:	straight bladed, single edged	single bladed	single headed, round
2:	straight bladed, double edged	single bladed, bearded	single headed, square
3:	curved bladed, single edged	double bladed	single headed, round, spiked
4:	curved bladed, double edged	double bladed, bearded	single headed, square, spiked
5:	wave bladed	single bladed, spiked	double headed, round
6:	serrated	single bladed, bearded, spiked	double headed, square

d6	Flail Type	Mace Type	Spear Type
1:	single headed	round	broad headed
2:	spiked	flanged	narrow headed
3:	flanged	studded	flanged
4:	triple headed	spiked	barred
5:	triple headed, spiked	headless, spiked	serrated
6:	triple headed, flanged	banded	barbed

Light Weapons

This is a [base weapon], [decoration type].

d6	Weapon	Ranged	Normal	Skin-to-skin
1:	dagger	penalty	normal	normal
2:	kukri	n/a	normal	normal
3:	baton	n/a	normal	n/a
4:	whip	n/a	normal	n/a
5:	Taser	n/a/	normal	normal
6:	bow	normal	n/a	n/a

d6	Dagger Type	Whip Type	Bow Type
1:	long bladed	weighted	flat
2:	short bladed	black leather	short
3:	wave bladed	brown leather	long
4:	serrated	multi-tailed	decurve
5:	tapered	barbed	recurve
6:	broad bladed	woven	composite

Examples of Item Creation

Having already determined that a new outfit will be primarily bronze, menacing with spikes of iron, the Game Master is still at a loss as to what the actually is. Writer's block is truly the greatest enemy!

She rolls for footwear type – pumps. She rolls for heel type – platforms. She rolls for bottoms – panties, and again for the top – a breastplate. It'll take somebody special to pull that look off.

For another occasion, the game master is looking to create a memorable heavy weapon for a villain, a murderous feral Bulldyke, to wield in a climactic showdown. She rolls for weapon material – steel. She rolls for weapon type – hammer. She rolls for hammer type – single headed, square. She rolls for decoration type – encircled by bands of... She rolls for primary decorative material – gems. She rolls for gem type – lapis lazuli. It is a steel warhammer with a square head, encircled by bands of lapis lazuli.

Magic Item Properties

The following list is of special abilities granted by magic, amazing sci-fi, or by the basic conceits of the Busty Barbarian Bimbos genre. They are presented with a material type or decoration detail that may be the result of the random equipment tables. Just rolling a particular decoration or material type doesn't mean an item has that ability; the GM must rule that it is a special item and has final say on what abilities, if any, a given item grants.

Advanced weapons, accessories, and garments should grant alternate stats, special actions, or access to abilities rather than numeric modifications to a character. This is in keeping with the "math is hard" ethic.

Example Items

Chainmail Bikini – This bikini top and bottom are made entirely from interlinked metal rings. When both the top and bottom are undamaged, a Bimbo wearing this outfit may substitute her Tits stat for any roll normally governed by Slap or Legs once per round.

Moonsilk Bustier – This alluring top is woven from mystical moonsilk, and goes nicely with white, red, and dark blue garments. A Bimbo wearing this bustier gains the benefits of the Bounce ability.

Tyrant Lizard Boots – These calf-high go-go boots are crafted from the hide of a Tyrannosaurus Rex and goes nicely with any black, white, or green garments. A Bimbo wearing these boots gains one free Wardrobe Malfunction per turn when engaged in melee with more than one opponent (the boots are not damaged by this one free use).

For a broad variety of adventure concepts suitable for BBB, there is no good reason for the villains to have items that a Bimbo would be interested in using, which would tend to limit opportunities to replace ruined equipment and participate in the time-honored process of character advancement by way of getting better stuff. Magic is one way to allow Bimbos to turn available materials into weapons, accessories, and garments without skinning anything or ruining their nails. The Create Item spell in the Magic chapter is one easy way for Bimbos to replenish their wardrobes.

Properties by Decorative Material

Each form of decoration from the random equipment tables can influence the type of magical effect that equipment can grant (this list is incomplete and meant to spark ideas):

Ideally the effect of a magic item should be thematically appropriate to the decoration and type of item. A bracelet probably wouldn't grant a movement advantage, but a pair of eyeglasses might aid with perception or ranged attacks.

Bone (necromancy)

Grasping Hands – Hundreds of skeletal hands burst up out of the ground, clawing and grabbing at anything they can catch hold of. Any attempts at movement through the affected area, including engaging, disengaging, or changing engagement range, are made at an advanced difficulty (Easy → Medium → Hard). The item with this ability is unavailable for any other use so long as the hands are in play.

Skeletal Assistant – Upon command, this item sprouts skeletal arms, legs, hands, and feet. It functions as an animated skeleton with a Skeleton Servitoring skill of 3. The item with this ability is unavailable for any other use so long as the skeletal servitor is in play. If the skeletal servant is incapacitated, the item remains useless until the end of the encounter.

Rhinestone / Cubic Zirconia / Diamond (light)

Bedazzled – An item with this ability may be rendered useless for a full turn to create a dazzling effect that causes all opponents to become disengaged from the item's owner.

Diamond Bedazzled – As with Bedazzled, but affected opponents are treated as no longer engaging anyone, not just the item's owner.

Diamond (defensive toughness perks)

A Girl's Best Friend – Once per encounter, this item allows its wearer to become totally immune to attacks against her Slap, Legs, or Tits scores for a full turn. Activating this ability does not constitute the owner's action for that turn, and if any of her stats are currently disabled, they are immediately restored, permitting immediate use.

Amber (snare/grab/trap effects)

Diceless – Once per encounter the owner of this item may automatically succeed at any action that would normally require a die roll. Using this ability renders the item useless for the remainder of the encounter.

Stuck on You – An item with this ability increases the difficulty of all attempts to leave engagement with its owner by one degree (Easy → Medium → Hard). This ability may only be placed on items that are eligible for a Wardrobe Malfunction.

Lapis Lazuli / Sapphire (cold & water effects)

Wave-slicing – An item with this ability removes all penalties to movement caused by water or ice, and all penalties to ranged attacks or perception-related Uhm checks caused by fog.

Slippery When Wet – An item with this ability reduces the difficulty of Legs checks to escape grabs or disengage from melee by one degree (Hard → Medium → Easy). This ability may only be placed on items that are eligible for a Wardrobe Malfunction.

Cooler than Cool – An item with this ability enables its owner to make a ranged attack with a Medium Tits check. This ability may only be placed on heavy weapons. This is considered to be a cold or ice effect.

Ruby / Bronze (fire & heat)

Some Like it Hot – An item with this ability enables its owner to make a ranged attack with a Medium Tits check. This ability may only be placed on heavy weapons. This is considered to be a heat or fire effect.

Too Hot to Handle – Any character attempting to grab or make a skin-to-skin range attack against the owner of an item with this ability is immediately subject to a heat/fire attack. The owner of the item makes a Hard Tits check to determine if there is an effect. This is resolved after the triggering attack is resolved. This ability may only be placed on items that are eligible for a Wardrobe Malfunction.

Fishnet (snaring, immobilizing, disarming effects)

Stay A While – An item with this ability reduces the difficulty of attempts by its owner to grab or otherwise restrain an opponent by one degree (Hard → Medium → Easy). This ability may only be placed on items that are eligible for a Wardrobe Malfunction.

Come Hither – An item with this ability allows its owner to make a Medium Tits check to engage an opponent instead of a Legs check. Using this ability renders the item useless for one full turn. This ability may only be placed on items that are eligible for a Wardrobe Malfunction.

Satin & Silk (freedom of movement)

Slippery When Wet – An item with this ability reduces the difficulty of Legs checks to escape grabs or disengage from melee by one degree (Hard → Medium → Easy). This ability may only be placed on items that are eligible for a Wardrobe Malfunction.

Copper (electricity)

Zap! – An item with this ability enables its owner to make a ranged attack with a Medium Tits check. This ability may only be placed on heavy weapons. This is considered to be an electrical effect.

Wolf / Bear / Leopard Fur (melee combat perks)

Hungry Like the Wolf – The owner of an item with this ability is always considered to be flanking any opponent that is engaged by an ally.

Bear Hug – The owner of an item with this ability reduces the difficulty of grab attempts by one degree (Hard → Medium → Easy). This ability may only be placed on items that are eligible for a Wardrobe Malfunction.

Bear Fur (defensive perks)

Warm All Winter – The owner of an item with this ability may completely ignore any ill effects from cold weather, and the difficulty of all cold-based attacks against her are increased by one degree (Easy → Medium → Hard). This ability may only be placed on items that are eligible for a Wardrobe Malfunction.

Cheetah Fur (speed/movement perks)

Sprint – The difficulty of Legs checks to engage an opponent are reduced by one degree (Hard → Medium → Easy). This ability may only be placed on items that are eligible for a Wardrobe Malfunction.

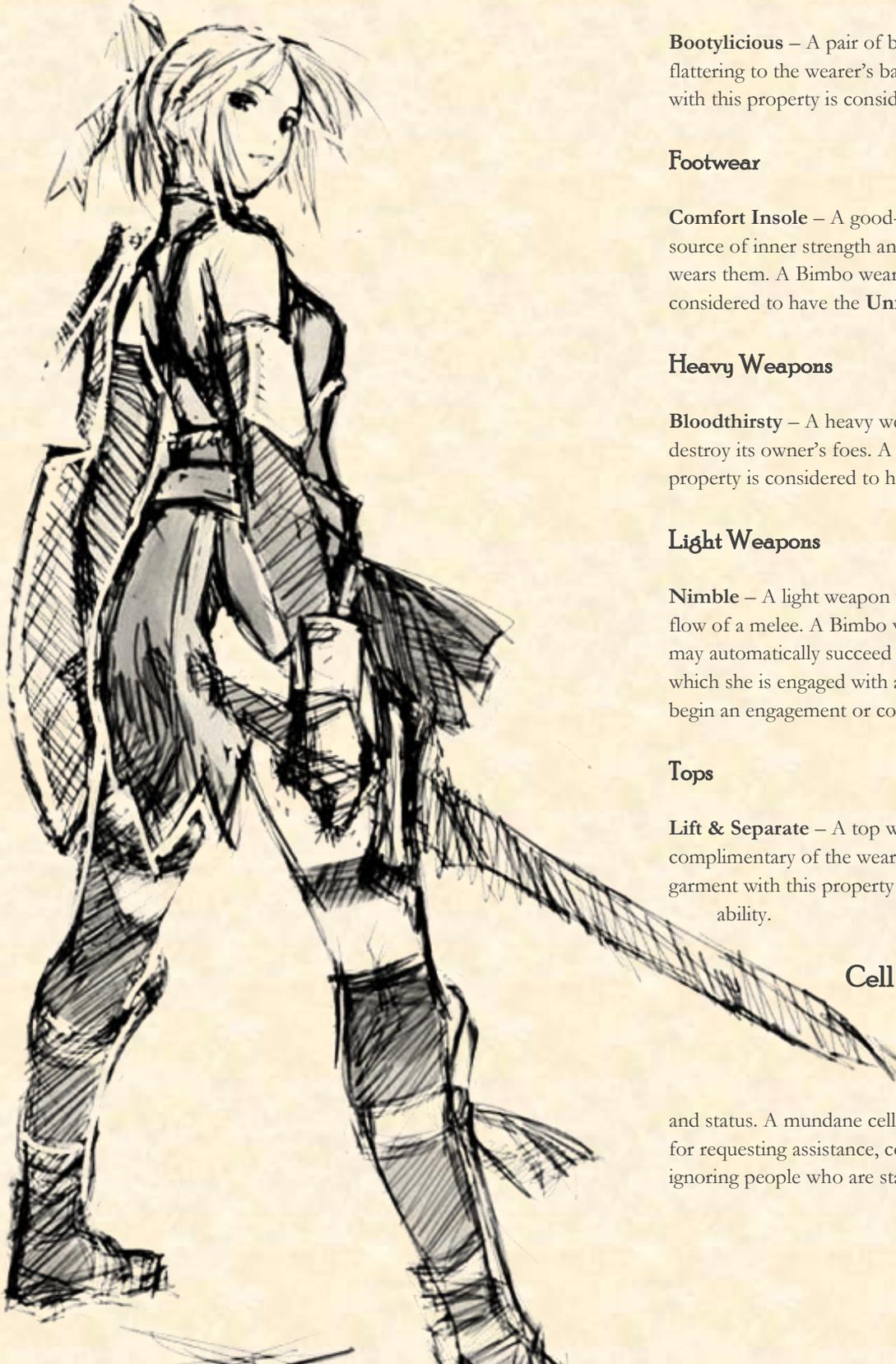
Zebra Skin (lesser speed/movement perks)

Outta Here – The difficulty of Legs checks to disengage an opponent or made as part of an attempt to flee are reduced by one degree (Hard → Medium → Easy). This ability may only be placed on items that are eligible for a Wardrobe Malfunction.

Video Review – Once per scene, the owner of an item with this ability may set the difficulty of a die roll to any value she chooses (Easy, Medium, or Hard). The roll may be one made by herself, and ally, or an opponent.

Properties by Item Type

Each form of item can influence the set of magical abilities available. Many of the abilities determined by decorative material are limited to particular types of weapons, or only for accessories, or for garments that are subject to *Wardrobe Malfunction*. Other properties are more thematically tied to the item's type than anything else.



More on Verisimilitude –

There's that stupid word again. Go ahead and assume that any casually-available convenience may exist in your setting, even if that setting is prehistoric or post-apocalyptic. There have always been (and there always will be) cellphone towers, they just didn't always have 4G.

Bottoms

Bootylicious – A pair of bottoms with this quality is particularly flattering to the wearer's backside. A Bimbo wearing a garment with this property is considered to have the **Dat Ass** ability.

Footwear

Comfort Insole – A good-looking pair of comfortable shoes is a source of inner strength and confidence for the Bimbo that wears them. A Bimbo wearing footwear with **Comfort Insoles** is considered to have the **Unflappable** ability.

Heavy Weapons

Bloodthirsty – A heavy weapon with this quality is eager to destroy its owner's foes. A Bimbo wielding a weapon with this property is considered to have the **DTF** ability.

Light Weapons

Nimble – A light weapon with this quality dictates the pace and flow of a melee. A Bimbo wielding a weapon with this property may automatically succeed at a **Legs** check to change the range at which she is engaged with an opponent. She must still roll to begin an engagement or completely disengage.

Tops

Lift & Separate – A top with this quality is particularly complimentary of the wearer's bosom. A Bimbo wearing a garment with this property is considered to have the **Bounce** ability.

Cell Phones

More than simply a means for communication, a mobile phone can be an artifact of great utility and status. A mundane cell phone can be tremendously useful for requesting assistance, coordinating plans, booty calls, and ignoring people who are standing like three feet away from you

so you can gossip.

Whenever a Bimbo attempts to use a cell phone while under pressure, the Game Master may require that she attempt either a Medium Uhm check (representing good coverage from a well-chosen carrier) or a Hard Tits check (representing dumb luck), Bimbo's choice, to have adequate reception. Trying to get reception is considered to be a Bimbo's action during her turn, though once a call has been connected she may continue chattering for hours and likely will.

A cellphone is an accessory, so a Bimbo may possess any number of them, though she may only actively use two of them at a time.

Cellphone – The base cellphone allows a Bimbo to communicate with another character that otherwise would not be able to hear her. At the Game Master's discretion the other party may be required to attempt an Uhm or Tits check for reception as well. A basic cellphone may be included in a Bimbo's starting outfit.

Smartphone – This advanced cellphone, in addition to the benefits of a normal cellphone, grants a Bimbo the ability to retry a failed Uhm check by looking something up on the Web. This may only be attempted once per scene. On a fumble, the Bimbo gets distracted by a game app and is treated as though she had previously failed her initiative check.

eyePhone – This highly-fashionable smartphone is just like any other smartphone but more conspicuous and sought-after. EyePhone owners cannot attempt to use Uhm when checking for reception (their antennas are lousy), but an eyePhone may be sacrificed as part of a Wardrobe Malfunction.

FlipPhone – This archaic and deeply-unfashionable cellphone gets excellent reception and has great voice quality, but has no smartphone capabilities and is embarrassing to us. Any Bimbo using a FlipPhone is considered to have a Tits score of 2 until the device is stowed out of sight. It is never necessary to check for reception with a FlipPhone.

Credit Cards

A credit card is a mystical object of tremendous utility to a Bimbo, though it is often misunderstood. Wise women often say that a credit card is a tremendous responsibility, to be wielded with great discretion and judgment.

Credit cards are technically accessories; a Bimbo may possess any number of them, though she may only wield one at a time during a shopping encounter. A number of credit card varieties are available:



Credit Card – The base credit card grants a Bimbo an additional Credit stat of 3 which she may roll instead of Tits when trying to convince a shopkeeper to let her leave with an item. A basic credit card may be included in a Bimbo's starting outfit.

Masterwork Credit Card – Also known as a Master Card, this item confers a Credit stat of 4.

Golden Masterwork Credit Card – This card confers a Credit stat of 5.

Platinum Masterwork Credit Card – This card confers a Credit stat of 6.

Credit cards are potent but fickle; a failed check ruins the card, as it has been declined, and somebody will have to call the bank and sort things out. This can be an excellent opportunity for a side-adventure to restore the potency of a powerful magic item.

On a critical success with a credit card, the Game Master should note which player made the roll. On her next shopping expedition, she should either be granted one free success with her Credit Card or a bonus-miles benefit such as a magically-enchanted item. Not redeemable in all areas, certain blackout dates may apply, not available in Connecticut or Rhode Island.

Magic

Many aspects of play can be readily identified as unrealistic or supernatural, but magic is when something is happening that is clearly not just a matter of exaggeration.

Bimbo Spellcasting

A Bimbo with the advanced ability Tittiemancy (the magic of Tits) gains access to mana tokens and spells:

Tokens

A Bimbo with Tittiemancy gets a number of mana tokens (poker chips work well) equal to her Tits attribute. Having physical chips to represent how much magical oomph she has will help avoid having to write down exactly how many she has at any given time, which could quickly turn into math. All Tittiemancy spells cost a single token to invoke, which avoids any mandatory counting; just grab a chip and hand it to the GM while you declare your action. If the spell fails but does not fumble, the GM should hand the token back.

Replenishing Tokens

There are four ways by which a Bimbo may recover spent mana:

- Once per day, when a Bimbo puts on her makeup, she regains 1 mana token. On a successful Medium Tits check, she receives two instead.
- Whenever a Bimbo receives a new garment or accessory, she regains 1 mana token.
- Whenever a Bimbo completely changes her outfit (all garments eligible for Wardrobe Malfunction), she regains 1 mana token.
- Whenever the GM judges that circumstances merit resetting the Bimbo's mana, she may recover all of her mana tokens.

If replenishing mana would otherwise take a Bimbo over her maximum quantity (normally her Tits score), she may make a Hard Tits check to go over her maximum. Rules like maximum mana don't really apply to pretty people.

Spells

Upon selecting the Tittiemancy ability, a Bimbo gains access to a number of spells equal to her Uhm stat. A smart and beautiful Tittiemancer is a terror.

Each spell should have both a success state and a fumble state. If all dice are 6's, the fumble effect kicks in.

Check These Out, Boys – Roll a Medium Tits check. On a success, all the caster's allies are immediately rendered invisible in respect to any character with line of sight to the caster. Creatures affected by CTOB return to normal upon being attacked for damage, losing line of sight with the caster, or if the caster performs any action other than moving. On a fumble, the caster's failure to entice her opponents is so embarrassing that her Tits is effectively reduced to 0 for one round.

Clairvoyance – Roll a Hard Tits check. On a success, the Bimbo spaces out severely, her mind wandering to other places. Literally. The material component here would be a shiny object or nice pair of shoes, not necessarily in the

immediate possession of the caster. On a fumble, the Bimbo spaces out so much her mind gets lost on the way back. She's stuck outside of her body for one extra hour and has to make an Uhm check in order to remember why she left her body in the first place.

Create Item – Spend a token on a suitable incapacitated

enemy ("suitable" at the GM's discretion) and render it into a garment, accessory, or weapon. Consult with the GM and the equipment tables to determine the exact item and its benefits. On a fumble the target was not properly incapacitated and its life force lingers in the transformed object. Clothing and weapons come to life and will require being tamed through combat before being usable.



Defensive Flaking – Roll a Hard Tits check. On a success, the caster is not considered to be engaging any other character, no other character is considered to be engaging her, and no character may target her for any purpose (friendly or hostile) for a full turn. This must be the only action the caster takes this turn. On a fumble the caster flakes to the point of rendering herself completely open. The next attack roll against her is considered automatically successful; don't even roll for a fumble.

The Difference is I Make This Look Good – Make a Medium Tits check and pay a mana token to cast this spell. You may immediately make an attack that would normally be governed by Slap or Legs with a Tits check instead. On a fumble the attack is instead made the character's lowest stat.

Friend-zone – Make a Medium Tits check to change the social disposition of a humanoid to Friendly. This spell may not be cast on a male that has attempted to engage another female character in the preceding round (he's just not that interested in you, honey). On a fumble the target may immediately engage with the caster, automatically disengaging with any other opponents.

Future Lower Back Pain – Cast this spell and make a Medium Tits check. If successful, the caster is treated as having a 6 score in Tits for the remainder of the scene/combat. On a fumble the caster's Tits score is treated as 1 for the rest of the scene/combat.

Hands Off – When a Bimbo with Hands Off successfully uses a Wardrobe Malfunction or Flash to negate a melee attack, she may spend a token; the range of engagement with the attacker is shifted to whatever the Bimbo prefers, up to and including disengagement. On a fumble, the target may instead shift to the range of engagement it prefers, and may immediately make a grab attack against the caster.

Oh That's Where I Put It – A Bimbo with OTWIPI that has had equipment damaged or destroyed during a scene may, immediately after the scene is resolved, make a Medium Tits check to discover that one of the objects was not actually harmed at all, and was simply misplaced. Oops. This ability may only effect items that were in the immediate possession of the Bimbo with this ability when they were damaged or destroyed, and can only affect one item per scene. On a fumble, the caster instead discovers that another accessory or garment of hers has been damaged (consult with the GM to pick which one).

Offensive Flaking – Roll a Hard Tits check. On a success, the target is not considered to engage others (though it may still be engaged by others that wish to). The target considers all other creatures (friend or foe) to be invisible and inaudible until it is struck by a damaging action or the scene ends. On a fumble, the caster accidentally affects her allies instead of her opponents.

Friendly Bimbos may recover with a Medium Uhm check or upon being struck by an enemy.

They Followed Me Home – This spell causes a garment or accessory the caster can see to animate as if worn by an invisible copy of the caster. It proceeds to do as mentally instructed by the caster for the remainder of the scene/combat. The difficulty of the Tits check depends on who owns the item and whether it is already being worn or not. For objects owned by the caster, make an Easy check for an unattended item or a Medium check for an attended item. For objects not owned by the caster, make a Medium check for an unattended item or a Hard check for an attended/worn item. Upon a fumble, a less desirable article of clothing animates instead, or the item is placed in the direct control of the GM for the rest of the scene/combat (either at the GM's discretion).

Non-Bimbo Character Spellcasting

If appropriate to the concept for a non-Bimbo character, an NPC may have the ability to cast magical spells, as though she were a Tittiemancer. Non-Bimbo characters that can cast spells do not use tokens to do so.

Spells

Non-Bimbo characters have simplified rules governing their characteristics, and this applies to spellcasting as well. All non-Bimbo spells use the caster's One Stat at Medium difficulty.

Attack Spell – This spell allows the NPC to attack an opponent in combat in a manner that is thematically appropriate. At the cost of one Plot Armor, the caster may affect multiple targets with a single attack (up to the caster's One Stat).

Movement Spell – This spell allows a non-Bimbo character to cause one character to engage or disengage with another character. At the cost of one Plot Armor, the caster may affect multiple targets with a single attack (up to the caster's One Stat). At the cost of two Plot Armor, the caster may completely remove itself from the conflict (treat this as automatically succeeding at an attempt to flee).

Suggestive Spell – This spell allows a non-Bimbo character to treat another character as Indifferent or better for the purposes of social interactions.

Utility Spell – This spell allows a non-Bimbo character to manipulate an unattended object. It is generally limited to making an object do something it is normally meant to do (a door may open or close, a broom may sweep a floor, a lantern or torch may light itself, a switch or lever may flip, et cetera).

Running the Game

When you decide to play *Busty Barbarian Bimbos*, somebody gets to be the Game Master. This is the person with the most influence on the story, and is the person with the most moving parts to fiddle with. Of everybody in your game's world, the game master controls nearly everybody.

The Terrible Burden of Math

Almost no math is explicitly used during play, with even preschool-level counting kept to a minimum, but there is underlying math that can help in running a game. If you don't want to accidentally overwhelm the Bimbos with a combat encounter, the number of opponents, the value of their One Stat, and the amount of Plot Armor (if any) they have will have a strong bearing.

A character will make a Medium check against a two about once out of every four tries. Against a target number of four this increases to nearly three successes for every four tries. Against a target number of three, you can expect a success every other try.

For Hard checks, things are significantly more difficult. A target number of four only succeeds a little under once for every three tries. Against a target number of two you can only expect to see success once for every twenty tries or so. The opposite is true for Easy checks; they're called easy for a reason.

Adjust your scenarios with this in mind, particularly with the stats and abilities of the Bimbos. If they are probably going to hit almost every time they attack, their opponents are going to need some Plot Armor to keep them alive long enough to be interesting.

Preparation

It is always a good idea to have a strong idea of what challenges you intend to throw in front of the Bimbos before a game session starts. Ideally these challenges should incorporate opportunities for each Bimbo to contribute in a way her player finds engaging.

Due to the One Stat system for non-Bimbo characters, improvising encounters becomes simple. As a general guideline, give a bad-guy, creature, or antagonist a One Stat of three or four. If you mean to have the Bimbos outnumbered, lean toward three. If you mean to have the Bimbos outnumber their opponents, lean towards four or five, and consider providing enough Plot Armor to allow the antagonist to act at least twice before the Bimbos have dispatched him.

Critical hits can cut this short, but this is

OK; you want the Bimbos to win, just like the other players do.

When planning for a game session, bear in mind that if there is going to be a lot of fighting going on, a fair amount of clothing is going to get destroyed.

If you fail to provide opportunities for the Bimbos to replace their wardrobes, you are going to make things much more difficult on them.



Play Aids & Props

While spoken language is a wonderful medium for relating narratives and describing things, a picture or map or scrap of writing introduced appropriately can help tremendously. When preparing for play, finding photographs or drawing of people or creatures that represent non-Bimbo characters can be great for helping everybody engage in the story. Exotic locations that have real-world analogs can also be

presented with pictures. No great artistic skill is required, just use the Internets.

Targeting Stats

In a verbal argument, an NPC will generally target the Uhm or Tits of a Bimbo. In a fight, an NPC will generally target the Slap or Legs. That isn't always the case, and a Game Master should be prepared to describe actions against any of the four stats as the need arises.

Slap – In a fight, an action that might target a Bimbo's Slap, rendering it temporarily useless, could be a particularly frightening action, leaving our heroine apprehensive. Socially, an action that might target Slap might include an appeal to etiquette and social norms. Nobody gets shot at Taco Cabeza.

Legs – In a fight, an action that physically hurts a Bimbo could reasonably be said to target her Legs stat. An attack that knocks the wind out of a Bimbo or entangles her could be described as targeting Legs. Socially targeting Legs is a tough sell, but Legs is a tough stat to use effectively in a social environment, barring a discotheque.

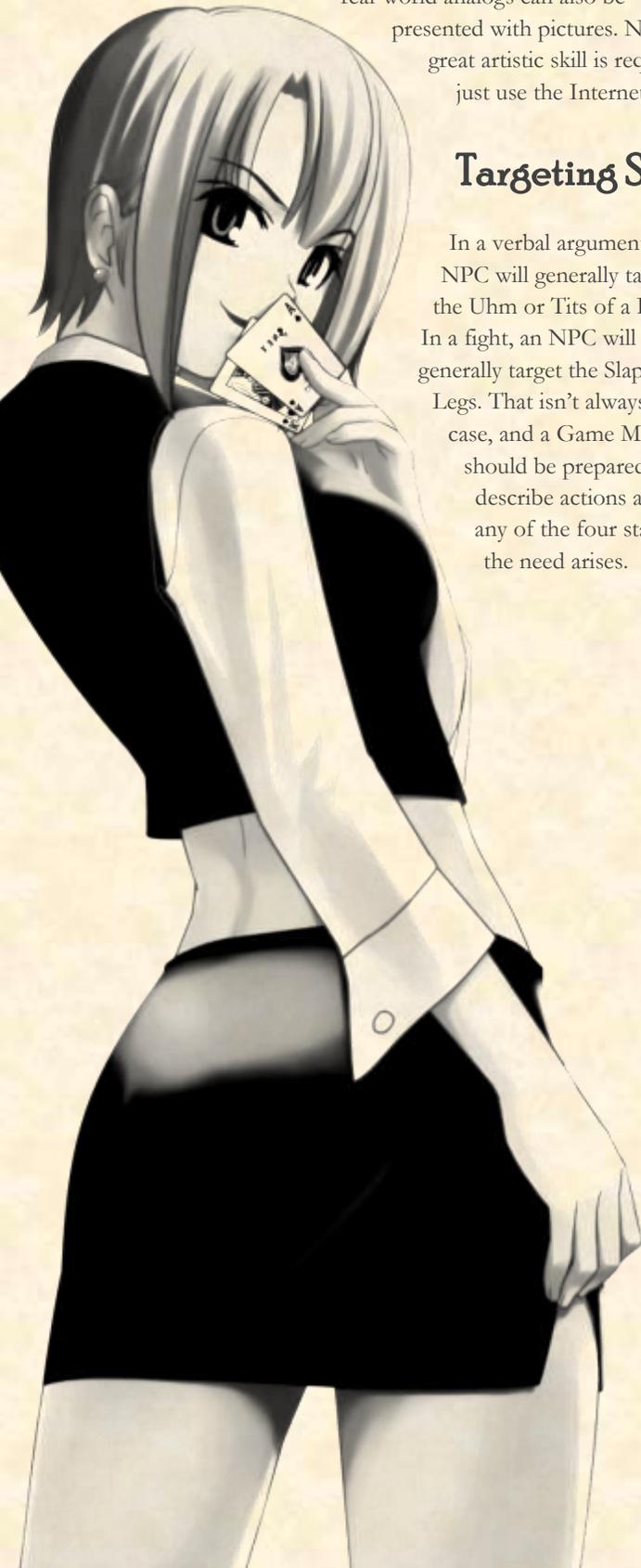
Uhm – In a fight, Uhm often represents a Bimbo's awareness of her surroundings and insight into how things might work to her advantage or disadvantage. While a simple blow to the head could be said to deny a woman her intellect for a moment, dazzling her with a bright light, throwing sand in her eyes, or acting in a flamboyant, nonsensical way can also produce confusion and effectively attack a Bimbo's Uhm stat. In social situations, introducing a flurry of formal fallacies or talking about religion and politics can effectively derail a conversation away from reason.

Tits – A great rack and a tight booty are great assets in any situation, but presentation is everything. Targeting Tits in a fight is a fairly straightforward proposition: mess her hair up, sting her eyes so her mascara runs, slap her in the face so her cheek's bright red, the list goes on and on. In social situations, attacking a Bimbo's Tits almost always comes in the form of hurtful confidence-shaking language, the kinds of things you expect to year twelve-year-old girls say to each other that result in years of therapy and eating disorders. Most girls are experts at this style of emotional violence. A classic go-to is simply to accuse your opponent of being a fat slut.

General Guidelines

A few pointers that can be broadly-applied to the duties of the Game Master:

- Bimbos should not be punished for erring on the side of being girly.
- Bimbos should not be punished for erring on the side of being sexy.
- Bimbos should not be punished for erring on the side of being bold.
- Bimbos should not be punished for erring on the side of being funny.



Bimbo Archetypes

We all know that each Bimbo is a precious and beautiful snowflake, but many characters are likely to reflect the timeless Platonic forms of idealized Bimbocity. The following are but a few possibilities

The Airheaded Archer

There's a kind of clarity that comes from obliviousness, embodied by the Airheaded Archer. She hails from a primitive hunter-gatherer tribe that roams the savannahs seeking game, where the elder Bimbo-warriors taught her the use of the bow and arrow, how to prowl through high grasses unnoticed, and act as protector for her people. Others find her to be scatterbrained, but really she is.

S ☑ L ☑ U ☑ T ☑

Abilities: Bounce, Flash, Brazen Disregard

The Brutal Bimbo

Wading out of the melee, clothing torn, hair matted, and skin glistening with sweat and blood, the Brutal Bimbo exemplifies the spirit that leads to elderly people being trampled at Wal-marts after Thanksgiving. She knows what she wants, and she takes it. If it weren't for those double-D's straining against her chainmail bikini, you would almost find her attitude towards such matters to be masculine. The Brutal Bimbo may have once served in the gladiatorial arenas of the Man-kings.

S ☑ L ☑ U ☑ T ☑

Abilities: Flex, DTF, Oh No You Didn't

The Cheerleader

Athletic, perky, outgoing, and cooperative, the Cheerleader is a team player, so long as everybody knows where they fit into things. The Cheerleader can have difficulty understanding the troubles of less attractive people, and has a tendency to gather a tight clique of companions around herself, often to the exclusion of others.

S ☑ L ☑ U ☑ T ☑

Abilities: BFF, Bounce, Upstage

Miss Congeniality

Gifted with athletic abilities and a sharp wit, this poor Bimbo always has to work harder than the prettier girls do. Miss Congeniality has a hard time relating to other Bimbos, and has an embarrassing habit of wearing clothes that just aren't quite cut right for her. She puts a brave face on it, though.

S ☑ L ☑ U ☑ T ☑

Abilities: Cleave, Flex, Grease Monkey

The Kung-Fu Vixen

A master of hand-to-hand combat and veteran of countless Black Friday melees, the Kung-Fu Vixen is as poised and deadly as she is aloof and forbidding.

S ☑ L ☑ U ☑ T ☑

Abilities: Cleave, Slapstorm, Upstage

The Prophetess

The Prophetess was picked out as special at a young age, recognized her for high cheekbones and taken in by her jungle tribe's medicine woman, who taught her many secrets of spirituality and cosmetics. In time, her talents and her bosom blossomed to fruition, and the spirits continued to grace her with many intangible advantages. All the young girls look up to her, and even the village elders defer to her wise judgments.

S ☑ L ☑ U ☑ T ☑

Abilities: Bounce, Ms. Smarty Pants, Tittiemancy

Spells: Check These Out, Boys, Clairvoyance, Friend Zone, Offensive Flaking

The Urban Bimbo

This cunning Bimbo grew up in a crowded hive-city, relying on her speed, smarts, and charms to avoid slavery and manual labor. She works part-time as a cocktail waitress, a specialist at the fragrance counter of a department store chain, and as a smuggler of illicit goods. Her network of friends and acquaintances numbers in the hundreds, but her list of rivals and enemies is growing faster than her collection of designer handbags.

S ☑ L ☑ U ☑ T ☑

Abilities: Flash, Ms. Smarty Pants, BFF

Non-Bimbo Characters

The following list is by no means comprehensive, but meant to provide a Game Master with a baseline rogues gallery and easy reference.

Agents of Civilization

Rabble

You can't swing a hip in the crowded hive-cities of the Man-kings without hitting some rabble or other. They're everywhere. There are millions of them. Rabble can be found everywhere there are masses of people; they're the very masses themselves! When items are significantly marked down by sales, rabble can sometimes be found shopping, though they are rarely aggressive outside the context of Black Friday or when their local sports club wins a playoff game.

Rabble: (Rabbling 3) Rabble generally punch, grab, and trample in combat, and almost never have the will to get into a fight if they don't massively outnumber an opponent. Punches are used at Normal range, Grabs at Skin-to-skin range, and Tramples only on prone characters.

Eunuch Soldier

Emasculated by the evil Man-kings, these ex-men serve as fodder on the fields of slaughter, keep watch on the walls of the Man-kings' citadels, and patrol the streets of the teeming slave-cities. They are almost always hostile to attractive women and are considered to have a point of Plot Armor for social purposes. If you find yourself competing with a Eunuch while shopping, reconsider your purchase, girl; they have bad taste.

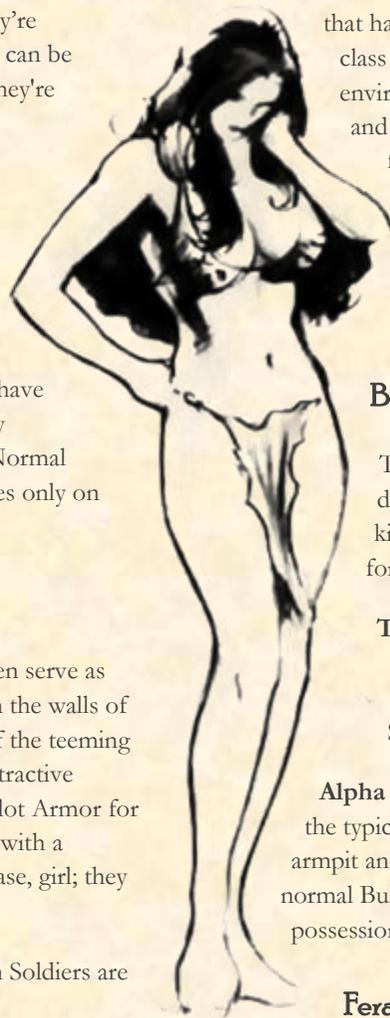
Eunuch Solider: (Sexless Soldiering 3) Eunuch Soldiers are normally found wielding weapons.

Hipsters

An unavoidable consequence of large numbers of people living in close proximity to each other is a need to establish social cliques and in-groups. Most urban rabble are participants in such structures, but some actively seek to buck the trends they perceive around them. They band together in groups that are too cool to try to be cool and meticulously manufacture a carefully-constructed air of contrived carelessness.

Fake Geek Girl: (OMGROLFMAOing 3, Plot Armor 2) Clad in fashion that's intentionally one season out-of-date and a pair of thick-rimmed glasses she doesn't need, this nerd poseur spends most of her time poking away at her smartphone, taking photos of her food, and spewing malformed approximations of nerd-speak. In social conflict instead of sacrificing Plot Armor to negate an Uhm-based attempt to influence, she may load up an app that provides her with an ironic retort. The Fake Geek Girl has an unlimited number of apps, rendering her effectively immune to intellectual influence.

Skinny-Jeans Guy: (None 2) Yeah, these pants would look better on a girl, I get it. Skinny-Jeans Guy is a Typical Male that has been enlightened about the struggles of the working class and the occupied people and the plight of the environment and is fighting the system by wearing a scarf and growing out a peachfuzz beard. He can often be found wearing the tee-shirt of a band you've never heard of and seeking the company of Fake Geek Girls.



Barbarians

Bulldykes

The wild bulldyke is a terror to behold, the descendants of women who seized upon the Man-kings' magics and have harnessed a form of manliness for their own purposes.

Typical Bulldyke: (Dyking 4, Plot Armor 1)

Bulldykes, like Bimbos and other humans, are capable of using weapons, substituting Dyking for Slap or Legs as appropriate.

Alpha Bulldyke: (Dyking 4, Plot Armor 3) Tougher than the typical Bulldyke, the Alpha Bulldyke uses her copious armpit and leg hair to work magic akin to Tittiemancy. As with normal Bulldykes, they can wield weapons, and are frequently in possession of magic weapons and power tools.

Feral Bimbo

The feral Bimbo is the dark side of jungle-based Bimbo culture. They don't coordinate their accessories properly, wear white after Labor Day, and are often aggressive physically and socially towards other Bimbos. Feral Bimbos are almost never found engaged in the noble act of shopping, choosing instead to vandalize and intimidate legitimate shoppers. Sometimes shopkeepers will offer discounts to Bimbos that can rid them of a feral Bimbo infestation.

Feral Bimbo: (Jungle Boogie 4, Plot Armor 2) A particular Feral Bimbo may have any ability a player-character Bimbo might have, and may be similarly armed.

Pygmy Cannibals

When the Man-kings leeched the manliness from the world around them, the effect mostly happened about three feet above the ground, leaving pygmy warriors mostly unaffected. They remain to this day fierce and proud savages with a taste for human flesh. They generally have no facial hair, however, and are no good at climbing things.

Pygmy Warrior: (Cannibalizing 3) Typically encountered in groups, attacking from ambush, pygmy cannibals prefer to fight with spears and poisoned blowdarts. Blowdart poison can affect Slap, Legs, or Uhm at range. Pygmy warriors like to scamper away from combat, and are treated as though they have the **Bounce** ability.

Creatures

Dinosaurs

Biologists and paleontologists have been unable to explain the rise of several species of giant reptiles since the collapse of civilization and the rise of Bimbo culture. Or maybe they have. Those guys are such nerds, who wants to listen to them drone on about that stuff?

Ankylosaurus: (Bashy Club Tail 4, Plot Armor 10)

These dinosaurs are slow and usually docile, unless they get spooked and trample everything in their path. Their tail-clubs can smash rocks. Tribes of jungle-dwelling Bimbos often use them as beasts of burden or mounts. A slow creature, Ankylosaurs use the default target value of two for movement purposes.

Brontosaurus: (Bro-ing, 5, Plot Armor 15) The massive Brontosaurus always appears suddenly as travelers emerge into a clearing, having somehow gone unseen in the distance. The Brontosaurus has an extremely long neck, eats only plants, and is

known for being hella cool bros. I don't know why a Bimbo would end up fighting one.

Pterodactyl: (Terrorizing 4, Plot Armor 3) The Pterodactyl is the funny-looking bird-dinosaur that's supposed to be all scary in the movies but ends up looking like a goofy bat with a beak. It swoops down from cliff faces and tries to carry victims away. Attempting to grab a victim uses its main stat, but actually trying to fly with a victim uses a default target number of two. This sometimes leads to a great chase-and-rescue scenario, but usually just ends with dactyl-kabobs.

Triceratops: (Horning 4, Plot Armor 6) these three-horned plant-eaters do not eat people, but are inexplicably fond of trampling and gorging them. Go figure.

Mob Raptor: (Steady Mobbin' 3) Almost always found in groups, a Mob Raptor prefers to engage and flank, and rip its prey to pieces with its sharp hind-claws and needle-like teeth.

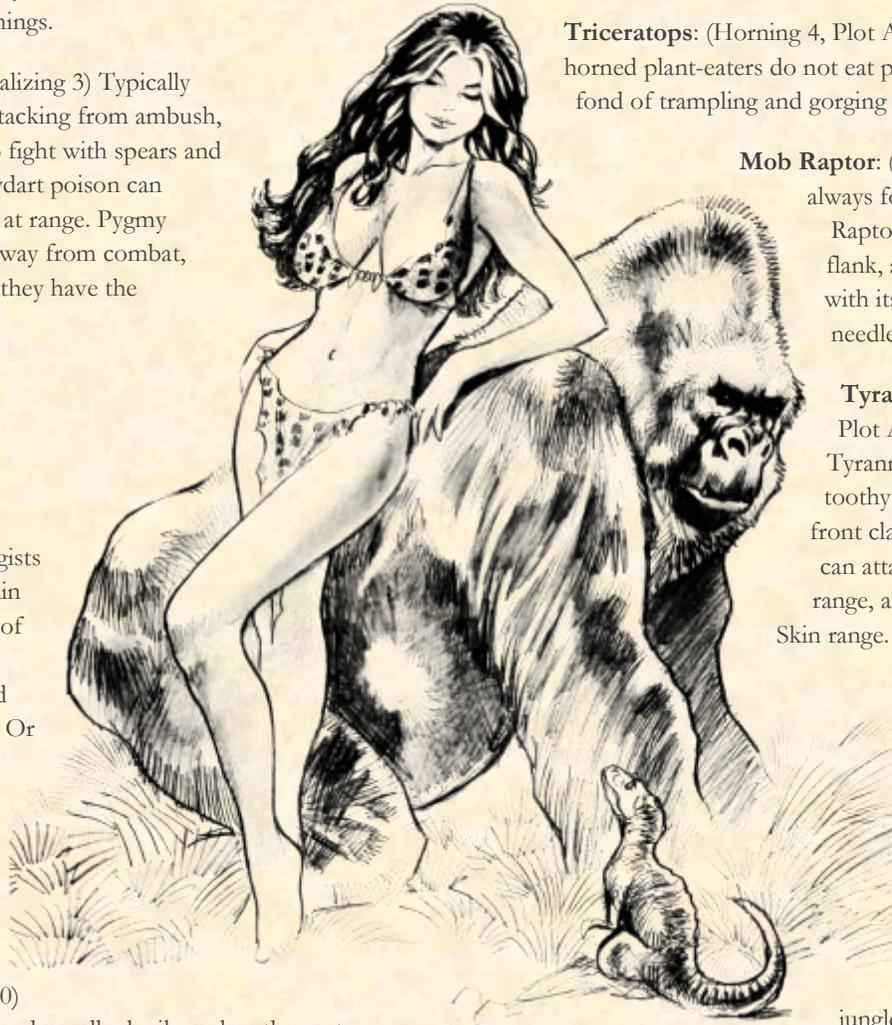
Tyrant Lizard: (T-Rexing 5, Plot Armor 6) The mighty Tyrannosaurus Rex is big and toothy and has comically-small front claws. Isn't that adorable? It can attack with its bite at Normal range, and can stomp at Skin-to-Skin range.

Giant Gorilla

A Giant Gorilla is more than just a thinly-veiled allusion to people of African descent being scary, they're also credible foes for Busty Bimbos. They live in the jungle, as do many Bimbos,

they're big and physically imposing, and they fit a number of closely-related genres well, particularly if you give one a human-like mind and make it intent on world domination.

Giant Gorilla: (Gorillaing 5, Plot Armor 1) A Giant Gorilla will typically attack a Bimbo's Slap rating by striking with closed fists at Normal range, attack her Tits by tearing at her outfit and messing up her hair and makeup at Skin-to-Skin range, or her Legs by grabbing at Normal or Skin-to-Skin range. A Giant Gorilla makes grab checks as an Easy Gorillaing check when at skin-to-skin range.



Python

Greater even than the Giant Gorilla as a metaphor in animal form, the python is an excellent close-quarters opponent for a lone Bimbo that is cut off from her allies. Game Masters are warned that even a hypnotizing demon-python does not present a credible threat to a cooperative party of adventuring Bimbos.

Python: (Pythoning 4, Plot Armor 1) The giant Bimbo-eating Python prefers to subdue its prey by attacking Uhm with its hypnotic gaze. This can be done at both Normal and Skin-to-Skin range. Failing this, it will often attempt to and crush its prey. It is considered to have the Rawr ability.

Tiger

Tigers are canny hunters that work alone (hence the high Plot Armor). A tiger is a worthy opponent in combat, and its pelt can produce visually striking garments and accessories. Conflict between tigers and Bimbos is inevitable.

Tiger: (Tigering 4, Plot Armor 5) A Tiger will typically attack a Bimbo's Slap rating by scratching with its claws at Normal range, biting at Normal or Skin-to-skin range, or raking with its hind claws at Skin-to-skin range. A tiger can grab, and is considered to have the Rawr and DTF abilities.

White Tiger: (Tigering 4, Plot Armor 5) Just like a regular Tiger, but better at performing on-stage in Vegas.

Men

Typical Male

The typical man, deprived of his manliness by the foul magics of the Man-kings, is a pitiful thing to behold. He lacks enthusiasm, appreciation for sports, competence with hand-tools, and is barely capable of thirty seconds of sexual activity before passing out from exertion and shame. The typical male makes all checks against the default target number of two, lacking any significant single stat.

Typical Male: (none, 2) the typical male is not proficient at much, although they are said to be much better listeners than before the rise of the Man-kings.

Typical Man-king

There is no such thing as a typical Man-king. Each is a singular unholy paragon of masculinity and an evil force of nature unto himself. They almost never cooperate with each other, each harboring deep grudges against his rivals. There are myths and

rumors of a powerful artifact capable of denying a Man-king his manliness, bypassing his powerful Plot Armor, but surely an epic quest would be necessary to obtain it.

Chest Rockwell: (Manning 6, Plot Armor 20) Chest is perfectly adept at hand-to-hand and ranged combat, mustache and lawn maintenance, barbecue cooking, sports history, automotive repair, and sexual prowess. Even when denied his Manning stat, this Man-king is considered to have a default target number of 5 in any task related to the above. Chest Rockwell may expend a point of his Plot Armor to make a female that can see him immediately orgasm, negating the target's Uhm and Tits attributes. No check is necessary; this attack is not subject to negation by Wardrobe Malfunction. His legions of eunuchs are highly-disciplined and maintain robust logistical operations.

President Camacho: (Manning 6, Plot Armor 20) President-for-life of the United State of Merikah, President Camacho is a forty-seven-time international professional wrestling champion, former Navy Seal that personally assassinated two hundred and ten second-in-command leaders in Al Qaeda, personally murdered Adolf Hitler, John F. Kennedy and John Lennon, and holds the standing record for the greatest number of kegs of Lowenbrau consumed during a single keg-stand. Even when denied his Manning stat, this Man-king is considered to have a default target number of 5 for any task involving being stubborn, violent, or consuming alcohol. President Camacho can expend a point of his Plot Armor make any Typical Male within fifty feet attempt to emulate him, granting them a temporary Manning stat of four for a single action. His armies consist mostly of poorly-trained eunuch grunts whose primary function is to provide witnesses to Camacho's fearsome battlefield mastery.

Razor Ramon Sumitomo: (Manning 6, Plot Armor 20) Unique among the Man-kings for his complete disinterest in women, Hard Gay, as he is known to his subjects, is perhaps also the most benevolent of the Man-kings. He is frequently found roaming the streets of his demesne in leather short-shorts and a vest, assisting them with their daily tasks while making lewd hip-thrusting gestures. Even when denied his Manning stat, this Man-king is considered to have a default target number of five for any task that does not involve trying to woo a female or be subtle. Hard Gay may sacrifice a point of Plot Armor to render a single target Friendly towards him. His eunuch armies are flamboyantly dressed and highly-disorganized. What they lack in discipline and order they make up for with enthusiasm.

Shopkeepers

Barterer

This is not so much a shopkeeper as an entrepreneur. She wants to work out exactly the most advantageous deal possible, and is one of the few merchants Bimbos are likely to encounter that is willing to sell goods but does not accept credit (something about the fee structure).

Bartering Betty: (Horse-trading 5, Plot Armor 1) Betty's horse-trading stat negates all advantages granted by credit cards.

Minimum Wage Slave

This chick's just holding down a job to keep her mom off her back, and maybe for a little store credit. Off-shift, she may be a formidable Bimbo in her own right, but here she is disinterested and disengaged.

Jenny the Cashier: (Shirking 4, Plot Armor 5) Jenny doesn't really want to be here right now. Her Shirking stat is primarily used to verbally avoid confrontation. Her stat is negated by any Credit Card item, reducing her to the default target number of 2 and negating her Plot Armor.

The Little Old Lady

She must be at least a hundred years old, and acts as though she's nearly blind and deaf, but this shrewd old hag has been in business since your grandmother was in diapers, and she knows every trick in the book.

Mrs. McPruder: (Old Hagging 5, Plot Armor 5) Mrs. McPruder is exceptionally difficult to intimidate, flatter, or trick. Her Old Hagging stat is completely negated by any Credit Card

item, reducing her to the default target number of 2 and negating her Plot Armor.

Shoppers

That Skinny Bitch

This leathery anorexic thinks she's all that, and there's no way she'd pull that outfit off like you could. Skinny bitches tend to travel in over-tanned packs.

Skinny Bitch (Bonying 3) Skinny Bitches can wield weapons, but generally opt not to.

The Coupon Lady

This shopper came fully prepared to get precisely the deal she was looking for. She probably already tried the item on when it was at regular price, and gets to act once before any rival in a shopping conflict due to her heightened state of readiness.

Coupon Lady (Snipping 4) Coupon ladies often wield scissors (treat as a dagger).

The Liposuction Candidate

There's no way this lady is going to fit into that miniskirt, but God help anybody that tries to tell her she's not a size two anymore.

Lardass (Lardassing 5, Plot Armor 2) the Liposuction Candidate is one of the few common types of shoppers that is both frequently armed with proper weapons and is willing to use Plot Armor for Wardrobe Malfunctions. Whenever a Lardass successfully uses her Plot Armor, all rivals that make attacks against her do so at one step greater difficulty (Easy → Medium → Hard) for the rest of the conflict; you didn't want to see that.

Exhilarating Example Exploits

The following are three brief sample adventures suitable for getting a game going. Everything here assumes a loosely-defined post-apocalyptic setting that is a cross between stone-age barbarism, magic, and science fiction.

High Noon

A mercantile scenario for one or two Bimbos

Everybody in town was excited; this day had been a long time in coming. Finally the merchant caravan from the distant land of Jimmy Choo was on its way, set to arrive and open up for business in the downtown fountain plaza at twelve-o'clock noon Wednesday. The sling-backs, wedges, and strappy stilettos of Choo are highly sought after for their rarity, craftsmanship, and aesthetics. What a privilege it was going to be.

That was a week ago. Yesterday, however, a gang of Skinny Bitches showed up from their beachside chateau. They've been flashing their jewelry and platinum cards around all over the town, intimidating the locals and making it clear that they're going to get the pick of the coveted footwear. Will this aggression stand? Can the villagers be rallied to action, or will our Heroines stand alone?

Adversaries

The High Noon scenario requires a reasonably-daunting number of Skinny Bitches in comparison to the number of Heroines involved. Four Skinny Bitches (bonying 3) per Bimbo should do. Throw in one Alpha Bitch (bonying 4) with three Plot Armor per Bimbo as their leader.

The Skinny Bitches have distinctively high-class names like Aleetzia, Carleesha, Fantaisa, and Shanaynay. Their leader is Courtney.

Notable NPCs

Avarice Wong, The Merchant of Choo (Old Hagging 5, Plot Armor 5) – The master of the Jimmy Choo caravan is a shrewd middle-aged shopkeeper of refined tastes. She will calmly refuse to do business with any party until the predetermined time, and will sell her wares without preference to Bimbo, Skinny Bitch, and Townsfolk alike. As with normal little old lady shopkeepers, Ms. Wong is vulnerable to credit-cards, denied her Plot Armor against them.

Caravan Guards (Guarding 4, Plot Armor 2) – The Jimmy Choo caravan is accompanied by a number of guards equal to the number of Skinny Bitches used for the scenario. Their

Guarding stat and Plot Armor are available both for social and combat checks. These are hard-ass chicks, each clad in leather pants and bustier, wielding spears.

Cowardly Townsfolk (Cowering 4) – There are about twenty young women in the village that by all rights should be sticking up for themselves and attempting to augment their wardrobes. For any purpose other than avoiding confrontations, these women use the default target number of two.

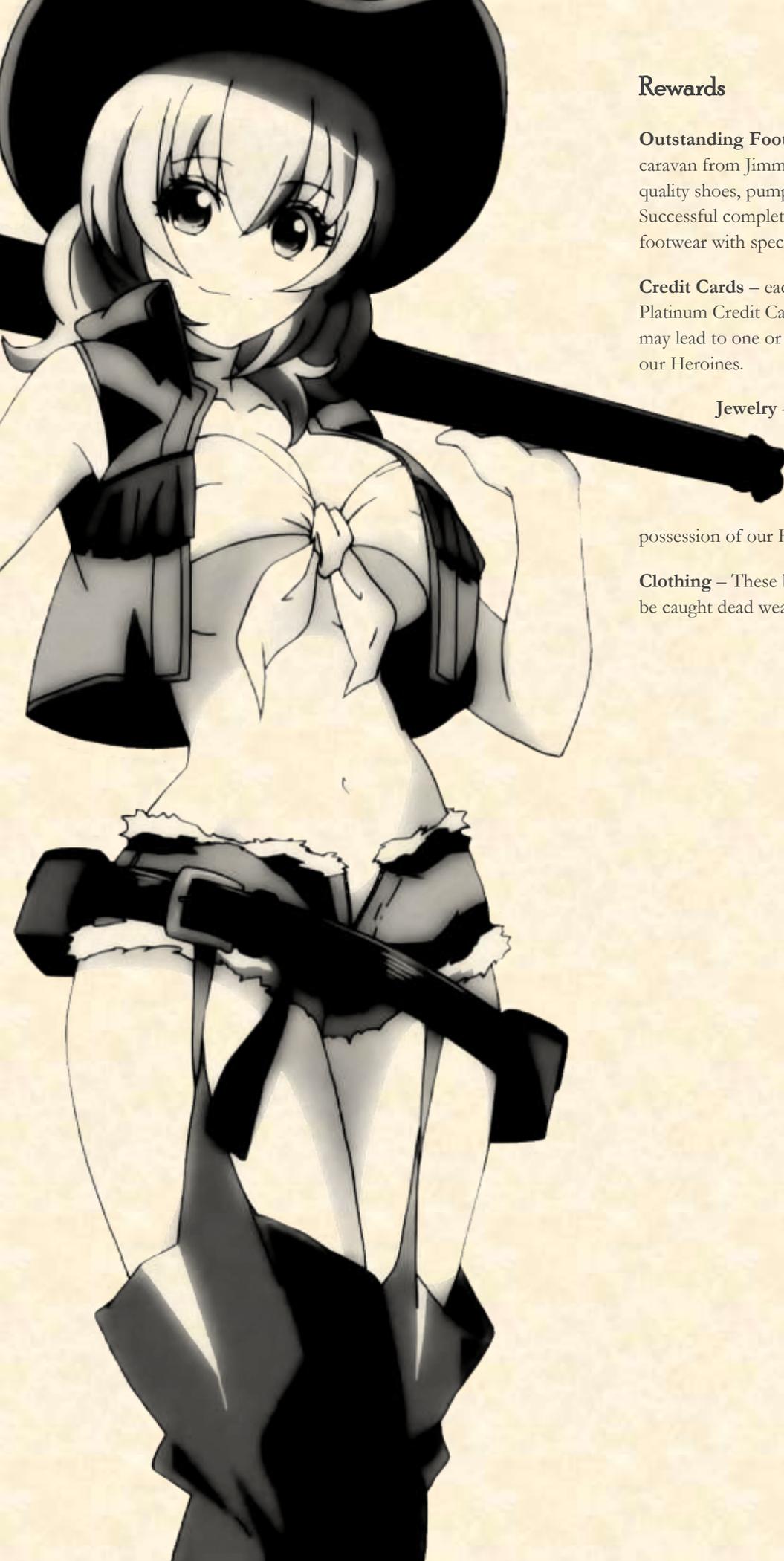
Prudence MacGruder, Frugal Fearmonger (Prudence 4, Plot Armor 3) – This woman is more interested in making sensible choices than in fashion. She is well aware of the premium prices demanded by the Merchant of Choo, and has been going around explaining to the townsfolk that the presence of Skinny Bitches with Platinum Cards will completely undermine any demand-side pressures of the price of shoes. Successfully removing her from the situation has the effect of bringing the other Townsfolk's Cowering stat down to 3.

Locations

Downtown Fountain Plaza – This center of commerce and culture is the traditional location for out-of-town merchants to set up their wares. This is a cobblestone-paved acre of open space dead-center in the middle of town, with a marble fountain in the form of three dolphins as its centerpiece. At any given day you can find carts laden with fruits and vegetables from nearby farms, piles of pelts from hunters, and a Boost Mobile kiosk. The Merchant of Choo will arrive here on Tuesday evening. Her caravan guards will camp with the wagons while she stays at the Red Velvet Inn.

Red Velvet Inn – The classiest boarding house in town, this will be the temporary home both for the Skinny Bitches and the Merchant of Choo.

Rose's Salon – An important cultural anchor for the women of town, here all of your highlighting, trimming, manicure, pedicure, and waxing needs can be met. This is possibly the best place to find groups of townsfolk that should have an interest in fine shoes.



Rewards

Outstanding Footwear – as described in the premise, the caravan from Jimmy Choo contains a treasure trove of high-quality shoes, pumps, and sandals for the victorious to claim. Successful completion of this scenario should yield one pair of footwear with special properties per Heroine.

Credit Cards – each of the Skinny Bitches is armed with a Platinum Credit Card. At the GM's discretion, circumstances may lead to one or more of these falling into the possession of our Heroines.

Jewelry – each of the Skinny Bitches is also equipped with bling. Diamonds and gold are the preferred materials here. At the GM's discretion, circumstances may lead to some of these accessories falling into the possession of our Heroines.

Clothing – These bony-assed skanks don't have anything you'd be caught dead wearing. Don't go there, girl.

Run Through the Jungle

A wilderness romp for three or four Bimbos

It was just another beautiful morning in paradise. Having slept in late after a night of mojitos and dancing, one of the Bimbos was preparing for her day when disaster struck: her curling iron wouldn't heat up! Well that's terrible. Resorting to a ponytail and baseball cap, she headed out to Shelly's Repair Shop to get it taken care of. But nobody is in! What's happened?

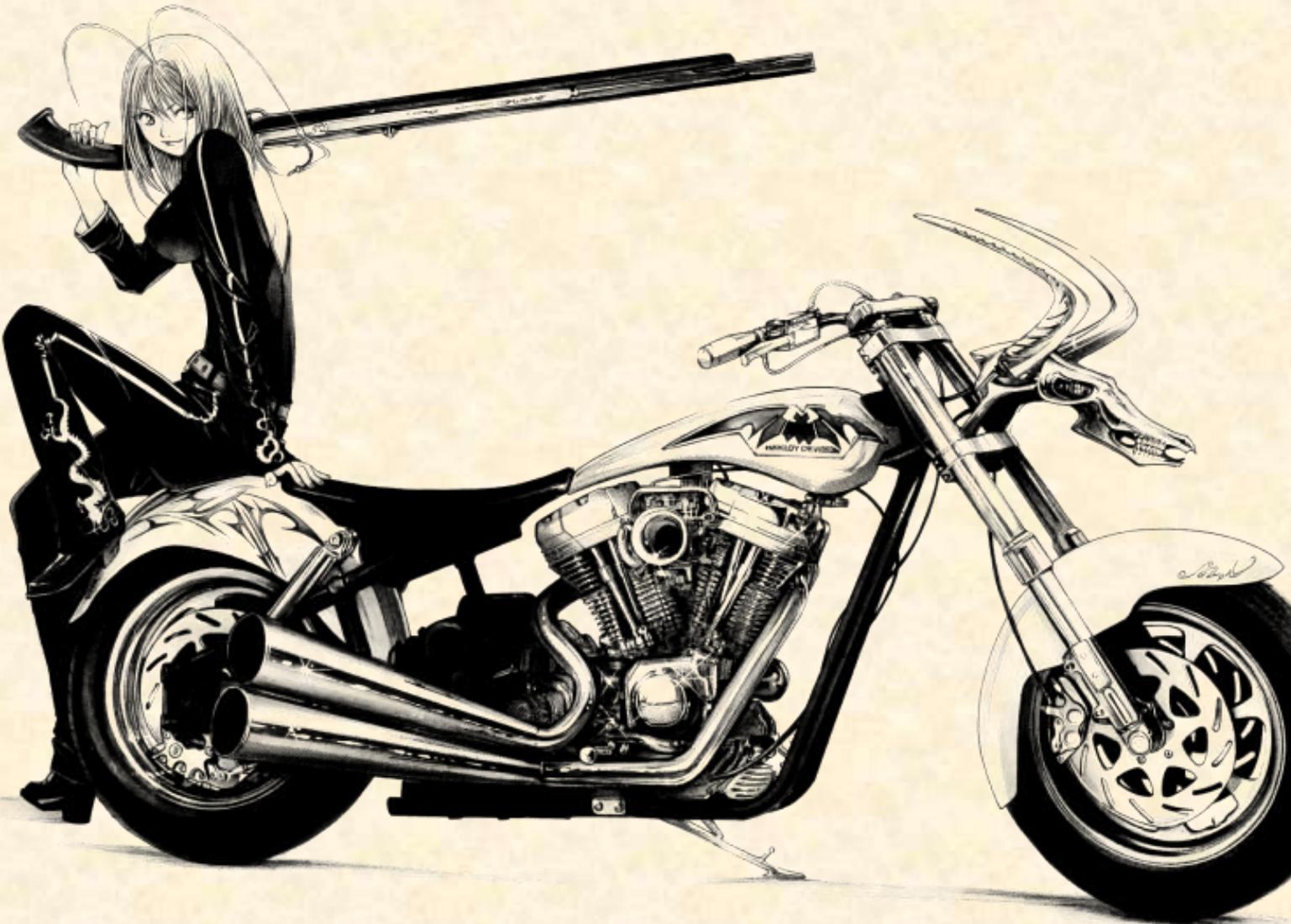
Gorilla Kidnappers, that's what. Driven by a mad plot to acquire a bitchin' motorcycle, a gang of great apes snuck into the village just before dawn and have stolen away the only mechanically-inclined person for miles in any direction. To defend the hair-styling appliances and other necessities of their civilization, our Heroines must track down these villains and rescue Oilstain Shelly.

Adversaries

Gorilla Goon (Gorillaing 4, Plot Armor 2) – Initially there are three Gorilla Goons for each Heroine. In typical gorilla fashion, they prefer to grasp at and tear the clothing of their opponents, seeking to subdue and take away any that they can defeat in combat.

Gorilla Boss (Gorillaing 5, Plot Armor 3) – You can tell this is the Gorilla Boss because he has a necktie on. It was his brilliant plan to kidnap the mechanic.

Sally the Cashier: (Shirking 4, Plot Armor 5) – If diverted to a strip mall during their pursuit of the bad-guys, a retail encounter may ensue. As with most minimum-wage boutique clerks and baristas, Sally has no stake in anything and doesn't care about what the Bimbos are in the middle of. If they want a latte or to replace a damaged garment, they will have to deal with this wall of retail apathy.



Notable NPCs

Oilstain Shelly (Handiness 4) – Shelly was born to a tribe of feral Bulldykes in the depths of the jungle, but was abandoned as a small child due to her unacceptable femininity. Hardly Bimbo-material, Shelly is short, barrel-shaped, with a plain face and mannish hands. In truth, she is the manliest person in town, including the magically-emasculated males. Nevertheless, she has found a place in society by employing her innate mechanical skills in a small hairdryer-repair shop. Her One Stat is useful almost exclusively for dealing with mechanical and electronic devices; for all social and combat checks use the default target of two.

Locations

Shelly's Repair Shop – This is the scene of the crime, a modest storefront with an assortment of refurbished appliances. On display are several electrical gadgets, including hairdryers, curling irons, crimping irons, and battery-operated personal massagers.

From the outside, Shelly's is dark, its sign still flipped to the "Sorry, we're closed" side. On a Medium Uhm check, a Bimbo can determine that the door had been forced open; its deadbolt is still locked, and the door jamb is splintered. The door swings freely. If the Heroines check the rest of the outside, on an Easy Uhm check they will notice that the back-yard fence has been busted down (they broke it on their way back out to the jungle). The hole in the fence leads directly to the animal trail the gorillas have followed back to their lair.

On the inside, Shell's is a mess. The normally-immaculate displays are knocked over. Several of the appliances are visibly broken. On a Medium Uhm check, a Bimbo can notice that there are a number of banana peels piled up in a corner. They aren't brown enough to have been there for very long.

The Road – Not just for touring rock bands anymore! The marauding gorillas have taken a series of animal trails through the depths of the jungle back toward their lair. The path itself is a narrow trail through the thick undergrowth. The sunlight filters down dimly through the forest canopy. Vines hang down, providing obstacles and opportunities to seek a higher vantage point. Obnoxious insects buzz around, hunted by birds and lizards and snakes.

Four times during their pursuit, our Heroines may each make a Hard Uhm check. If any Bimbo succeeds, they are able to promptly and safely find the gorillas' trail and continue pursuit. On a failed check, all Bimbos must make a Medium Tits check. If everyone succeeds, they have stumbled upon a strip mall and take a break to catch a latte and check out the local clothes boutique. For each Bimbo that failed her check, two Gorilla

Goons are lying in ambush; roll Uhm checks for surprise, there's gonna be a fight! Having resolved any retail or combat encounters, the Bimbos are able to proceed as though they had beaten the Uhm check.

If any Bimbo makes a critical success on her Uhm check during the pursuit, they have actually caught up with the gorillas, with Shelly still in hand. Two gorillas peel off to slow down the Heroines, while the rest attempt to flee as dictated in the Combat chapter. If the Bimbos catch back up during the flight attempt, two more gorillas peel off to try to slow them down. Repeat until the Gorilla Boss is cornered or he gets away.

The Heart of Darkness – After four Uhm checks worth of pursuit, our Heroines arrive at the gorillas' destination, a vine-shrouded grotto heavily shadowed by the jungle canopy. Here the gorillas have assembled what they believe to be the necessary components to reconstruct the fabled Harley Davidson Road King. Oilstain Shelly has been pressed into labor, working with a spanner and a pair of pliers on the confusing pile of parts under the watchful eye of the Gorilla Boss. Any of his remaining goons (those not eliminated during the pursuit) are gathered outside, watching in silent reverence. Their attention is on the motorcycle, so any attempt to sneak up on them is one degree of difficulty easier than normal.

Rewards

The gorillas themselves have nothing of value to a Bimbo aside from the motorcycle parts. If rescued, however, Shelly is tremendously grateful. She can offer one of the following rewards as payment for her freedom:

Harley Davidson Road King – the Gorilla Boss wasn't much to look at, but he knew his scavenging. Given a week of hard work and a little elbow grease, Shelly can assemble a beautiful relic of bygone days when manliness was shared by men everywhere, not hoarded by a corrupt few and imitated by dykes elsewhere.

Rod of Self-sufficiency – this is a prized personal possession of Oilstain Shelly, and she attributes a fair amount of her business success to it. This fourteen-inch-long cylinder, when applied for five to ten minutes in private, has the power to render men almost completely unnecessary. Make an Easy Tits check. During the next twenty-four hours, your first check made using Slap or Uhm to perform a task traditionally relegated to men (such as opening a jelly jar or fixing a plumbing problem) is one degree less difficult (Hard → Medium → Easy). On a fumble, the rod has run out of batteries and will require repair.

Into the Deep

A dungeon delve for three to five Bimbos

Rumor has it the Courtly Caves are home to fabulous treasures, if only someone were bold enough to seek them out. Structured as an old-fashioned motivation-light dungeoncrawl, the Courtly Caves provides a series of environments each with its own challenges, culminating in a big monster battle and treasure. Rather than a traditional hole-in-a-mountain dungeon, the Courtly Caves are actually a partially-buried multi-use sports complex that has been taken over by a cult of John Waters look-alikes that have been trying to cultivate manliness for themselves.

Adversaries

Horrible Little Men (Creeping 3) – Tiny, spindly mockeries of human males, these wretched creatures cavort with unnatural smiles plastered on their pencil-mustachioed faces. When given the opportunity they will attempt to woo the most attractive female present, leering at them and almost-but-not-quite making physical contact repeatedly while they offer delicacies and fine gifts. If pressed into combat they will only fight if they outnumber their opponents, attempting to flee otherwise.

Evil Empanadas (Burning 4) – They look delicious, but these empanadas have been possessed by the spirits of dead immigrants, who will haunt the unwitting Bimbos that consumed them. After consuming an Evil Empanada, a Bimbo will be afflicted with a terrible supernatural curse. For the next twenty-four hours, any time an afflicted Bimbo attempts to influence the attitude of another character, the afflicted spirits will try to manifest themselves around her in the form of a noxious cloud. The Empanadas make a Burning check to degrade the NPC's disposition as though the Bimbo had made an unreasonable request. NPCs with no sense of smell are unaffected. On a critical success, the afflicted Bimbo must excuse herself from the situation for fifteen minutes or so.

That Horrible Pervy Thing (Bad Touching 5, Plot Armor 3) – There's nothing that will ruin a tomb-robber's day quite like a slimy monster with big ropy tentacles that gets all touchy-feeling. Gross. The Horrible Pervy Thing can attack freely at Normal and Skin-to-skin ranges. It prefers to grab its opponents, lashing out at whichever Bimbo has the most garments available for Wardrobe Malfunctions.

The Horrible Queen (Queening 5, Plot Armor 4) – At first glance, this is a woman with terrible fashion sense trying to make up for her deficiencies with bright colors, sequins, and rhinestones. A Medium Uhm check reveals the terrible truth:

this is just the leader of the Horrible Little Men in drag. The Horrible Queen has access to the NPC Movement spell, which she uses to make sure her Horrible Little Men are able to gang up on her enemies reliably. If defeated, she transforms from a Drag Queen into a Dragon.

The Dragon (Dragoning 6, Plot Armor 5) – A giant reptilian beast with wings, a tail, big pointy teeth, and claws. Can shoot fire, targeting all opponents that are currently engaged with it (and all creatures engaged with those targets, possibly hitting allies). Tremendously dangerous, hopefully our Heroines are prepared, or at least prepared to run away.

Notable NPCs

Damsels in Distress (Grinding 3) – Recently the Horrible Little Men have had some success in capturing several young women, some of whom they have pressed into dancing with them at the Queen's Court, some of whom have resisted and are at various stages of their horrible justice system.

Dude in Distress (Cooking 3) – the Horrible Little Men raided a caravan a few weeks back, and took Steve, a Typical Male with some culinary skills, as a slave to work in the Food Court's kitchen. He is of basically no use unless there is some food preparation to be done, and will cower uselessly in any threatening situation. He made the empanadas and is oblivious to their effect on the female digestive tract.

Locations

The Basketball Court – Eight Horrible Little Men are attempting to play a four-on-four basketball game. They are armed with a single basketball between them, and are each wearing short polyester shorts, and tank tops that show off their gangly limbs. They offer to answer a question or let the Bimbos pass peacefully if they can win a pick-up game to five baskets. If the offer is accepted, they are able to use their Creeping stat on defense, crowding uncomfortably close to our Heroines, bumping into them inappropriately but somewhat effectively. When they have possession, their creepiness doesn't help so much, and they use the default target number of two.

The Tennis Court – Four Horrible Little Men are playing a game of doubles on a faded old synthetic grass surface. Each is armed with a tennis racket and wears a collared shirt and short white shorts that show too much of his pasty chicken-legs. They're dripping with sweat. Upon noticing the Bimbos, they immediately halt their game and attempt to squee on the ladies. They seek to get the Bimbos to agree to come with them to the Food Court, where they will be wine and dined with the finest

foods and chilled beverages. The word “electrolytes” comes up a lot.

The Food Court – This modest cafeteria’s natural lighting is terrible, obscured by the landslide that consumed the sports complex ages ago. A chandelier hangs from the middle of the ceiling, with a dozen candles providing dim light that the Horrible Little Men think should provide a romantic mood. There are three dilapidated food court eateries here with counters facing the dining area. At one counter a normal male, the Dude in Distress, is chained to a cash register, forced to make food for his captors. He will plead with the Bimbos for his release, offering them his gratitude in the form of delicious empanadas that just came out of the oven a few minutes ago. He does not comprehend that they are dangerous.

There are six Horrible Little Men present when the Bimbos arrive, plus any they may have brought with them from elsewhere. They will offer food and drinks to the Heroines, and try to entice them with promises of fine clothing and accessories. Their promises aren’t empty, there is a treasure trove of quality garments and accessories at the Queen’s Court. Their demeanor renders nearly everything they say or do insincere.

The People’s Court – When a female is captured by Horrible Little Men, presuming they are unable to woo her, they will drag her before Judge Horrible Pervy Thing at the People’s Court. The Horrible Little Men will make an elaborate accusation of wrongdoing by the accused, and she will be given an opportunity to verbally defend herself, though she will have been gagged and incapable of intelligible speech. Carefully weighing the evidence presented and existing legal precedent, the Horrible Pervy Thing will invariably rule against the defendant, rip her clothes off, and try to eat her. If somehow one of the Bimbos was incapacitated in an earlier scene, she should take the place of the defendant so her comrades can rescue her.

There is one Horrible Pervy Thing and four Horrible Little Men present. Three of the men are unarmed. The fourth, a bailiff, wields the Sword of Truth.

The Queen’s Court – A hallway leads deep into the landslide from the People’s Court. It ends at a pair of rhinestone-encrusted wrought-iron gates that swing open to a subterranean chamber. Lights from multiple sources flash and swirl around the vault confusingly. A dozen Horrible Little Men are dancing with three young women that look equal parts frightened and exhausted. A fourth woman is working the controls for the chamber’s sound system, laying down a steady torrent of New Jack Swing for her captors. On the far side of the dance floor, a terribly-dressed woman sits at a high-backed chair, watching the others over a jeweled goblet. This is the Horrible Queen, mistress of the Horrible Little Men and the Courtly Caves.

The women are dressed in very nice going-out-on-the-town outfits but are unarmed. The Horrible Little Men are wearing polyester pant-suits and platform shoes in an attempt to maximize their negligible sex appeal. They are armed with switchblades if things get violent.

About half of the Horrible Little Men will peel off to engage the Bimbos in a sweaty hip-thrusting, leering approximation of dance. If the Bimbos resist this and incapacitate three or more of their attackers, the Horrible Queen will engage them directly, inevitably transforming into a dragon.

Rewards

The Sword of Truth – This is a cruciform steel sword straight out of the age of Chivalry, with no embellishments or decoration. On a successful attack, this sword bypasses any Plot Armor the GM deems is conferred by illusion or trickery, revealing the hidden, unmasking the disguised, and laying bare secrets.

The Handbag of Holding - this white leather accessory looks like a normal clutch handbag but can hold a wallet, two or three compacts, a brush, a small mirror, and several other small items as though it were a full-sized purse.

Necklace of Pearls – this accessory is a long strand of iridescent pearls and is highly flattering. As a part of a Wardrobe Malfunction roll, a Bimbo wearing this accessory may sacrifice it instead of a garment. The surrounding area is now littered with pearls, increasing the difficulty for her opponents’ checks to engage or disengage by one degree (Easy → Medium → Hard). The necklace may be reassembled after the scene with an hour of work; it is not permanently destroyed. Found in the Queen’s Court’s closet.

Shimmering Slip – this slip dress with a boat neck and low-cut back is made of an exquisite gossamer material that seems to amplify light that strikes it. A Shimmering Slip that has been damaged by a Wardrobe Malfunction repairs itself at the end of an encounter if its owner makes a Medium Tits check. Found in the Queen’s Court’s closet.

Miscellany – The closet in the Queen’s Court contains a gigantic assortment of mundane-but-workable club clothes, including tops, bottoms, footwear, bracelets, necklaces, and earrings. Upon vanquishing the Dragon, each Bimbo is entitled to six checks to determine if suitable garments and accessories are present. On a critical success, the garment found has a magical property (such as described in the Equipment section).

Several Scenario Seeds

A broad variety of adventures are possible for an intrepid band of Bimbos. The Game Master cannot always predict how the heroines will deal with a situation ahead of time, and sometimes the simplest of story ideas can be diverted to something unexpected. The following is a selection of popular adventure tropes with suggestions for how they can be tailored for some Busty Barbarian Bimbos:

Any Port in a Storm

The Bimbos are seeking shelter from the elements or some other threat, and come across a place to hole up. They find that they have stumbled across something dangerous, secret, or supernatural, and must then deal with it in order to enjoy a little rest.

- The shelter has no electrical outlets.
- The shelter has a Starbucks inside. Of course.
- The shelter is filthy, in disarray, or poorly-decorated. The horror!

Fashionably Late

Some bad guys have arrived and done some bad guy things. Our heroines were totally unaware of it at the time. The bad guys have now made good their escape, and the Bimbos have caught wind of it in time to chase them down before they make it back to their lair, their home nation, behind enemy lines, or whatever.

- The bad guys escaped by a means that the Bimbos know better than they do.
- The bad guys take a detour not to their home base but to lay in ambush or get a spa treatment.

Blackmail

An antagonist holds something over the heads of the Bimbos. This could be any kind of threat from physical to social, but it depends on the villain having something - even if it's information - that others don't have. She is pulling the strings of the heroines, telling them to do things they don't want to. For the heroines to break the cycle of blackmail they must deprive the villain of her edge, all the while having to keep her satisfied.

- The Bimbos have done something to help or reform the villain, which allows her to take advantage of them.
- To succeed, the heroines must collaborate with other blackmail victims.

Breaking & Entering

Mission objective: enter the dangerous place, and retrieve the vital MacGuffin or valuable person. Overcome the area's defenses to do so.

- A cabal of creepy men are said to have a cache of haute couture.
- Urban Bimbos must brave the wilds to get the shiny whats-it. Alternately, Jungle Bimbos must infiltrate a hive-city to get to their quarry.
- The Bimbos must replace the thing with another thing. Re-shelving fees are a bitch.

Coconuts to Radios

The Bimbos need to build or repair something to move on with the story. Perhaps a drawbridge is stuck or a vehicle's starter isn't turning over, or there is a stain on somebody's garment and such simply must wear it to their destination.

- The Bimbos must discover some resource or secret about where they're stuck.
- The repair will take long enough that sustenance and shelter are an issue. Are there any good restaurants around here?

Didn't Anybody Bring a Map?

The Bimbos are minding their own business and find themselves transported to a strange place. They must figure out where they are, why they are there and how to escape.

- Somehow the Bimbos still have all their things, but they can't get any cell coverage.
- The Bimbos have been transported to a gladiatorial arena by inscrutable aliens that have them fight a variety of threats familiar and weird.

Diplomatic Shark wants us to Sign the Treaty

The Bimbos are a diplomatic vanguard, trying to open up (or shore up) either political or trade relations with a strange culture. All they have to do is manage for a day or so among the strange customs without offending anybody . . . and what information they have is both incomplete and dangerously misleading.

- The Bimbos were chosen by somebody who thought they weren't prepared for it - an NPC trying to sabotage the works.
- The other culture is inexplicably resistant to Tits-based diplomacy, can Uhm save the day?

Dora the Dungeon Delver

The Bimbos are treasure-hunters, who have caught wind of a treasure-laden ruin. They go to explore it, and must deal with its supernatural denizens to win the treasure and get out alive.

- The treasure itself is something dangerous.
- The treasure isn't in a ruin, but in a wilderness or even hidden somewhere "civilized."
- The treasure is someone else's rightful property.
- The treasure turns out to have a will of its own.
- The treasure was within you all along.

Dude, Where's My Car?

One or more of the Bimbos wakes up with no memory of the recent past, and now they find themselves in some kind of trouble they don't understand. The Bimbos must find the reason for the memory lapse, and solve any problems they uncover in the meantime.

- The forgetful Bimbo voluntarily suppressed or erased the memories, and they find themselves undoing their own work.
- The forgetful Bimbo is suspected of involvement with a crime.
- The forgetful Bimbo inexplicably has a large amount of something valuable.

Escort Service

No, not that kind escort service. The Bimbos have a valuable object or person, which needs to be taken to a safe place or to its rightful owner, etc. They must undertake a dangerous journey in which one or more factions (and chance and misfortune) try to deprive them of the thing in their care.

- The escorted person is a young brat that's half a step away from becoming just another Skinny Bitch. She keeps trying to sidetrack the Bimbos and even escape their supervision.
- The escorted person is suspiciously helpful and cheery, and probably up to no good.

Good Housekeeping

The Bimbos are placed in charge of a large operation (a trading company, a feudal barony, a Jamba Juice) and must, despite lack of experience in such things, make it work and thrive.

- The Bimbos are brought in because something terrible is about to happen and want to get away in time.
- The peasants, neighbors, employees, et cetera resent the Bimbo's good looks and work to undermine their efforts.
- The job seems to require protective footwear or other garments that offend our heroines' fashion sense.

Help is on the Way

A person is in trouble and cannot get by without rescue. The Bimbos are on the job. In some scenarios, the hook is as simple as a distant yell or crackly distress signal.

- The victim is a hostage, or under siege from enemy forces, and the Bimbos must deal with the captors or break the siege.
- There is a danger that any rescue attempts land the Bimbos in the same trouble.
- The "victim" doesn't realize that she needs rescuing; she thinks she's doing something reasonable and/or safe.
- The threat isn't villain-oriented at all; it's a natural disaster, nuclear meltdown, or disease outbreak.
- Running away isn't an option, the victim is in the middle of something that cannot be interrupted or relocated, like a tanning booth.

Hidden Base

The heroines come across a hornet's nest of bad guys, preparing for Big Badness.

- The villains appear to be an overwhelming force; can the Bimbos get word out in time to evacuate the orphanage?
- The villains are about to deploy a technological terror or arcane horror; can the Bimbos interfere with its operation and get out alive?
- The villains are about to sit down for lunch.

How Much For Just the Unobtanium?

There's something rare and precious in a remote location. The Bimbos want it, but so do one or more other groups. The ones that get it will be the ones that can outthink and outrace the others, deal best with the locals, and learn the most about their target. Each competing group has its own agenda and resources.

- The natives require the competing factions to gather before them as pals to state their cases.
- The precious thing was en route somewhere when its conveyance or courier wrecked or vanished, the locals may not even know its value.
- The locals treat the object with religious reverence and require that the spirits be appeased before it is released.

Murder, She Tweeted

A crime or atrocity has been committed; the Bimbos must solve it. They must interview witnesses, gather clues. They must then assemble proof to deliver to the authorities, or serve as personal ministers of justice.

- The heroines are working to clear an innocent already accused.
- The Bimbos must work alongside a special investigator or are otherwise saddled with an unwanted ally.
- Midway through the adventure, the Bimbos are "taken off the case" - their invitation/authority to pursue the matter is closed.
- The climax is a courtroom scene or other arena of judgment.



Ninjas Out of Nowhere

The Bimbos are minding their own business when they are attacked or threatened. They don't know why. They must solve the mystery of their attacker's motives, and in the meantime fend off more attacks. They must put two and two together to deal with the problem. Not literally, of course. We talked about math earlier, didn't we?

- The Bimbos have something that the bad guys want - but they don't necessarily realize it.
- The bad guys are out for revenge for a dead compatriot from a previous adventure.
- The bad guys have mistaken the Bimbos for somebody else.
- The GM is just stalling for time and trying to get the players engaged.

None Shall Pass

The Bimbos are assigned to guard a single vital spot from impending or possible attack. They must plan their defensive strategy, set up watches, set traps, and so on, and then deal with the enemy when it arrives.

- A gaggle of Feral Bulldykes caught wind of a dance party and are looking to crash it.
- Eunuch slavers working for one of the Man-Kings have been seen in the area, the Bimbos must secure a cave entrance while the village males cower inside.

Pandora's Can of Worms

Somebody has opened a portal to the Mean People Dimension, cracked a wall at the state prison, or summoned an ancient Babylonian god into a penthouse. Before the PCs can even think of confronting the source of the trouble, they must deal with the waves of trouble already released by it: monsters, old foes out for vengeance, curious aliens who think cars/citizens/McDonald's hamburgers resemble food, and so forth.

- The Bimbos can't simply take the released badness to the mat; they have to collect it and shove it back into the source before it the adventure can really end.
- The Bimbos are drawn into the source and must solve problems on the other side before returning to this one.
- A secret book, code, or other rare element is necessary to plug the breach.

Peculiar Happenings

Something both bad and inexplicable is happening and a lot of people are very troubled by it. The Bimbos must track the phenomenon to its source, and stop it.

- The Bimbos are somehow unwittingly responsible for the whole thing.
- All the beauty supplies in town have gone missing.
- The males are starting to show signs of manliness again.
- There are no episodes of Law & Order airing at the moment.

Quest For the Sacred Plot Device

Somebody needs a MacGuffin to do something very important. The Bimbos must learn more about it to track it down, and then deal with taking it from wherever it is.

- A prophet has foreseen a device that can neutralize the Manliness of a Man-King, if the Bimbos can find it and are brave enough to use it.
- An essential component for the machine that manufactures lip gloss has burned out; can the Bimbos find a suitable replacement or will the village be doomed to a future of chapping?
- The Bimbos must "go undercover" or otherwise infiltrate a group or society, gaining the dingus by guile or stealth.

Recent Ruins

A town, castle, starship, outpost, or other civilized construct is lying in ruins. Very recently, it was just dandy. The PCs must enter the ruins, explore them, and find out what happened.

- Slavers have captured or run off an entire settlement.
- The inhabitants destroyed themselves in a freak tanning-booth accident.

Running the Gauntlet

The heroines must travel through a hazardous area, and get through without being killed, robbed, diseased, or disheveled by whatever is there. The troubles they encounter are rarely personal in nature - the place itself is the "villain" of the adventure.

- The Bimbos, in an effort to flee or pursue a villain, must cross a crumbling trail through a lava field.
- The hills are alive with the sound of music. Horrible music that may drive the Bimbos insane.

- Since ducking into the fitting room to try out some new clothes, the store has filled with hostile Skinny Bitches and Liposuction Candidates. Can the Bimbos get to the cash register with their purchases intact?

Safari

The Bimbos are on a hunting expedition, to capture or kill an elusive and prized creature. They must deal with its environment, its own ability to evade them, and possibly its ability to fight them.

- Wild herds of Suede Cattle pass through this area only once every five years.
- The herd's only male velociraptor has caught ill. If the village is going to have raptors to ride and dinosaur canapés, they will have to venture into the jungle and bring back a wild, unharmed replacement.

Score One for the Home Team

The Bimbos are participants in a race, contest, tournament, scavenger hunt or other voluntary bit of sport. They must win.

- Beauty pageant.
- Volleyball.
- Beer Pong.
- Fast-pitch softball against highly-competent bulldykes.

Somebody Better Order Pizza

The Bimbos are working surveillance - spying on a person, gathering information on a beast in the wild, scouting a new sector. Regardless of the scale, the primary conflict (at least at the start) is the rule that they are only to watch, listen and learn. They are not to make contact or let themselves be known.

- The target gets itself in trouble and the PCs must decide whether to break the no-contact rule in order to mount a rescue.
- The target has a valuable weapon, garment, or accessory that the Bimbos covet.
- A passer-by offers the Bimbos a coupon for 25% off a spa treatment if they act today. Can they resist temptation?

Skip Trace

Someone is gone: they've run away, gotten lost, or simply haven't called home in a while. Somebody misses them or needs them returned. The Bimbos are called in to find them and bring them back.

- The target has been kidnapped by gorillas trying to rebuild a motorcycle.
- The target is valuable and escaped from a place designed to keep him safe, cozy, and conveniently handy.
- The target has a reason for leaving that the heroines will sympathize with.
- The target isn't a runaway or missing/lost - they're just someone that the Bimbos have been hired to track down.

Stalag 7½ Wide

The Bimbos are imprisoned, and must engineer an escape, overcoming any guards, automatic measures, and geographic isolation their prison imposes on them.

- A gang of incarcerated Bulldykes attempt to make one of the Bimbos their bitch.
- The Bimbos have been hired to "test" the prison - they aren't normal inmates.
- Other prisoners decide to blow the whistle for spite or revenge.
- The Bimbos must escape on a tight schedule to get to another adventure outside the walls.

A Stitch in Time

A villain or organization is getting ready to do something bad, and the Bimbos have received a tip-off of some sort. They must investigate to find out more, and then act to prevent it.

- The initial tip-off was a red herring meant to distract the Bimbos from the actual caper.
- There are two simultaneous Bad Things on the way, and no obvious way to deal with both of them - how to choose?

Sweep & Clear

There is a place where bad things live. The Bimbos must make it safe for nice people, systematically clearing it of danger.

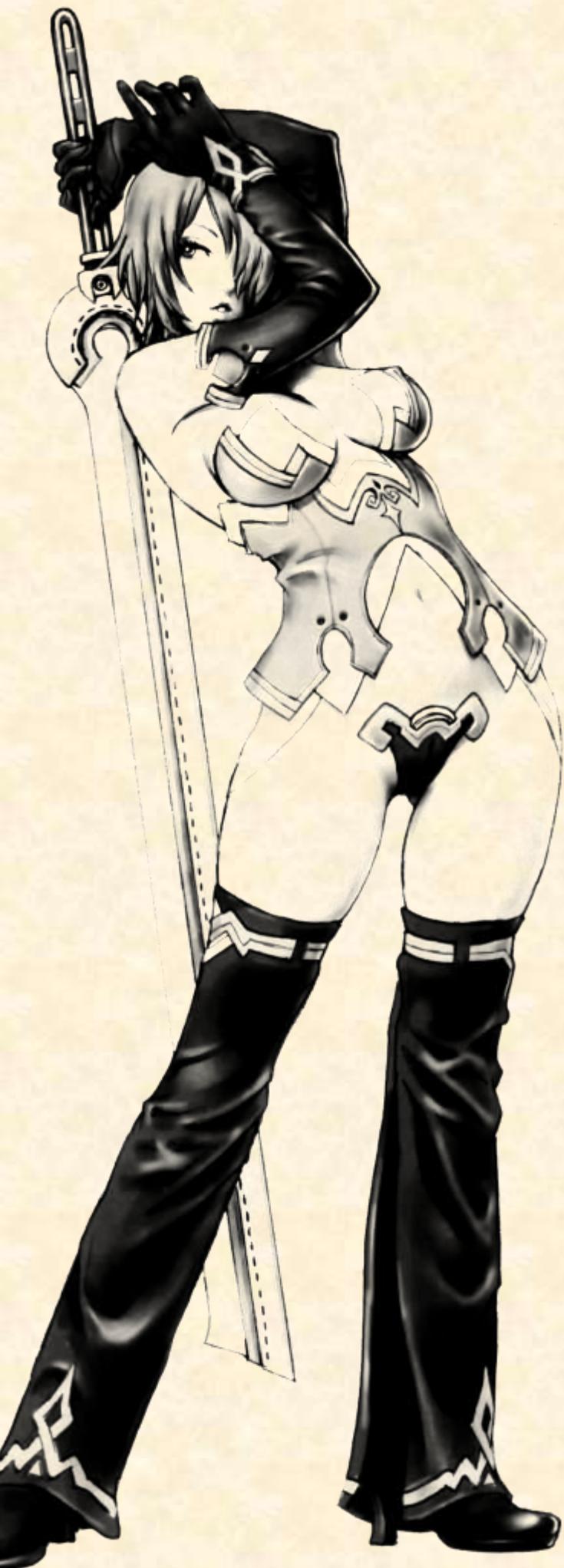
- The Haunted Tanning Salon.
- The Bulldyke-infested Shopping Mall.
- Trolls in the Forum

Three-hour Tour Gone Bad

The Bimbos find themselves hijacked. The Bimbos must take action.

- The Bimbos are on a cruise ship that is boarded by shark-man pirates. They mean to scuttle the ship and eat all the passengers.
- The Bimbos are aboard a train that is attacked by bandits. The bandits are trying to find something valuable in the luggage compartment.
- Our Heroines had been captured by slavers. They awake in the dark of night to find that their captors have been slain and replaced by mysterious outsiders with another agenda.





Troublemakers

A bad guy is kicking up a ruckus. The heroines have to go where the trouble is, locate the bad guys, and stop the party.

- A gaggle of Skinny Bitches with Platinum Credit Cards are throwing their weight around town.
- Semi-evolved apes are staging a frat party downtown.
- A religious group is trying to impose requirements for modest clothing.

Uncharted Waters

The Bimbos are explorers, and their goal is to enter an unknown territory and scope it out. Naturally, the job isn't just going to be surveying and drawing sketches of local fauna; something is there, something fascinating and threatening.

- The place itself is threatening, perhaps with noxious gas or unbearable heat or cold.
- The place itself is very valuable and wonderful, and something else there is keen on making sure the Bimbos don't let anyone else know.

Flip that Trope!

Put the Bimbos in the position of the NPCs in any of the adventure ideas above.

- The heroines find themselves on the receiving end of the adventure.
- Instead of hunting, they may be hunted.
- Instead of trying to gain something, they are trying to get rid of it.
- Instead of fixing something they are seeking to break it.

Chained Adventures

In a campaign that lasts multiple sessions, you will often find yourself picking up where you left off last time around. Depending on the actions of the Bimbos and NPCs in one adventure, a follow-up scenario may present itself as the next adventure. Bimbos in an Uncharted Waters scenario may come across some Recent Ruins. Upon investigating the ruins, they may find themselves in a Fashionably Late scenario, which in turn leads them to a Running the Gauntlet scene. Most roleplaying game adventures can be seen as a connected series of smaller adventurous scenes like this. A good GM will pick and choose scene types that suit the story and the other players' preferences.

Assumed Setting

Busty Barbarian Bimbos assumes that all player characters are attractive young women in skimpy clothing that go around adventuring for some reason or other, often involving getting into fights with enemies that would just as soon kill, kidnap, enslave, and/or ravage them (any or all of the above, not necessarily in that order). Adventures do not happen in a vacuum (unless somebody has been playing with a shrink-ray), so there must be a setting for these adventures to happen in and challenges for the Bimbos to overcome.

The following is one take on a setting appropriate for a BBB game:

Dark Moon, a Post-Apocalyptic Wasteland

This was once a verdant, fertile, and prosperous land. The menfolk toiled in the fields and protected the towns, and the world was as it should be. There were industries and commerce, high education and the arts. Mankind was at its apogee. Then the Man-Kings rose to power. Using forbidden technology and foul magic, the Man-Kings leeched the very manliness from the air, water, and soil around them, gathering its power and hoarding it for themselves. The women-folk looked on in horror as their husbands, fathers, and sons withered before their very eyes, their masculine stubble thinning out to peach fuzz, their muscles shrinking away to near-usefulness, their vitality and enthusiasm in the bedroom almost completely exhausted. The Man-Kings captured and enslaved thousands of subjects to toil in their factories. They castrated hundreds and pressed them into service as eunuch-soldiers for their incessant wars of pride and aggression against each other. They thundered across the wastelands in their Ford F-150s and Dodge Rams with the KC lights and lifted suspension kits bringing down wild game with guns and spear and their own bare hands.

Grimdark hive-cities surrounded by parched, craggy badlands belch black smoke into the sky. Storm-ravaged seas crash dark waves against rocky shores. Foreboding mountain ranges quake with volcanic eruptions and landslides. Bones and broken weapons litter battlefields ancient and new along the borders between the Man-King realms. Dragons wheel in the sky, vomiting flame and lightning. Under the thumb of the Man-Kings, this is an age of gasoline, magic, and heavy metal. In the wilds, it is a primitive struggle for survival, sorely deprived of the secrets of automotive repair, barbecue cuisine, and other manly arts.

Humanity is now a shadow of what it once was. Continuous war, a ravaged environment, and premature ejaculation have taken their toll on the population. Only one child in ten is a boy now, and only one in ten of them survives to a effeminate adulthood without falling prey to sickness or being press-ganged into a man-kings' legions. In the man-kings' territories, women perform nearly all the labor, toiling in the hot sun or sweatshops. The fairest are taken away to serve in the pleasure palaces and temples. But not all people live under the man-kings' thumbs. In the icy mountains and deep jungles, small bands of free women live simple but desperate existences. These women rely on hunter-warrior women to bring food to their tables and fend off ravenous dinosaurs, great apes, and slavers.

Dark Moon provides a handful of character background archetypes for players to work with, a some stock antagonist types for the GM, and a veneer of an explanation as to why Bimbos in bikinis might be running around with axes and swords killing things and taking their stuff. About as skimpy an explanation as one of the heroines' halter tops.

Reference Material worth looking into:

The Dark Sun D&D campaign setting

The movie Heavy Metal

Every Iron Maiden album ever

Boris Vallejo art

Jungle Girl Comics

The fevered imagination of any 12-year-old boy

Reskinning Busty Barbarian Bimbos

The Dark Moon world is just one of many settings for intrepid heroines to find adventure and fortune and that perfect lip-liner. In the interest of maintaining a central theme and not producing a five-thousand-page doorstop of a tome, the abilities, archetypes, equipment, NPCs, and scenarios all use post-apocalyptic sci-fi fantasy as a basis. With a little work, all of these can be modified to fit a variety of other settings. The following are a few suggestions:

Boobs, Beads, & Byahkees: New Orleans party girls investigate Lovecraftian weirdness that threatens to destroy the world and ruin Mardi Gras. Equipment and abilities should be set to realistic 20th century fare, opponents should include lots of creepy old people, cultists, and unspeakable horrors. See Chaosium's *Call of Cthulhu*.

Burly Barbarian Bros: Muscle-bound manly men vanquish various villains in the tradition of swords & sorcery fiction. Replace the SLUT engine with Puissance, Erudition, Conditioning, and Steel (PECS). Equipment should be largely confined to loincloth-and-helmet fare, abilities should focus almost entirely on survival and combat, and opponents should be liberally stolen from more serious RPGs. See 99% of other fantasy RPG material available on the market.

Leggy Lesbian Liches: Having entered into a pact with an adorable, cryptic creature, formerly-normal high school girls face the challenges of normal life, extinction-scale threats to Earth, and the schemes of their own patron by using the power of friendship & magic. Equipment should be set to whimsical 20th century fare, Tittiemancy should be prevalent and possibly mandatory at character creation with spells that act more directly in combat. Opponents should include colorful magical beasts capable of leveling city blocks. See *Puella Magi Madoka Magica*.

Vampire: The Spray-tanning: Bodacious bloodsuckers contend with political intrigue and sunburns. Equipment should be set to stylized 20th century or Victorian fare, abilities should be themed to vampires and vampire tropes, and opponents should include a bunch of alternate flavors of vampires, thralls, and maybe werewolves. See White Wolf's *Vampire: The Masquerade*.

Warhammer 36DD: In the grim darkness of the far future, impractically-garbed, heavily-armed, impossibly-hot super-soldier warrior nuns struggle to protect humanity across a far-flung galactic empire without ruining their nails. See Games Workshop's *Warhammer 40,000*.

