

Bancho Legend is an RPG about delinquents with nothing to lose and nothing to gain. Legendary delinquent gangs clash in battles to shake the very foundations of the Earth over the stupidest disputes imaginable.

Building the Gang

You and your friends are gonna be playing a gang of losers. Each loser has three stats:

Muscle: How good you are at performing absurd feats of violence and physical prowess.

Nerve: How good you are at menacing people into doing what you want without backing down.

Hair: The size of your pompadour and the scale of your legendary exploits.

Distribute 20 points between these. Don't make them higher than 10.

At the start of each adventure, everyone rolls $2d6 + \text{Hair}$. Whoever rolls the highest is the current Bancho, and he's the one who calls the shots. If there's a tie, don't resolve it.

Getting a Mission

Each adventure starts with a goal being established, usually by the presence of trouble. A rival gang is contesting your gang's ownership of the park bench down the street. One of your gang members was short-changed at a convenience store, and is seeking justice. Hell, go ahead and have several at once if you want. The point is, it should be something really stupid, but you should take it as seriously as possible.

When the gang sets out, the GM faces them with whatever obstacles seem funny. One should not aim for realism here.

Obstacles

Something's in your way. A fence, a perp making a run for it, something you have to overcome.

The GM sets a number. The scene gets an Escalation value starting at 2. One person in the gang describes how they try to overcome the obstacle, picks a stat, and rolls a d6 per point of Escalation, adding the stat. If the result beats the target number, the obstacle is defeated. If not, that person is eliminated from the challenge, and gets 1 EXP. Then, someone else can escalate.

In order to escalate, you need to give a description of your action that one-ups the guy who just failed in a ridiculous way. When you escalate, the Escalation value goes up by 1, and your gang can try again to overcome the obstacle. The person who failed can't act, so a different gang member has to step it up, and their description has to be more over-the-top than the one that came before it. Continue escalating until somebody succeeds or you all fail. You only get EXP for failing.

Conflicts

Sometimes, it's not a wall or a bike rack that's stopping you, it's another gang. Now it's time for conflict.

A conflict starts when someone makes a move on the other team. This can be throwing a punch (Muscle), throwing an insult or threat (Nerve), or boasting about how badass one of your allies is (Hair). This determines what Stat will be used for the first Volley.

Think of conflicts like volleyball - you're throwing the ball back and forth until one side doesn't get it over the net. When you start a volley, you roll stat + escalation d6 (Escalation is tracked separately for the two gangs, and starts at 2), and pass it over to the other team. That number is now the target number they have to beat, as if you were an obstacle. The first attacker gets to decide who they attack, and that person has to be the one to respond. Once they overcome the target number, then the volley is passed back to the person who made the attack initially, with the enemy team's winning roll being the new target number.

Here's an example:

Gang A

Bancho Uno (Muscle 3)

Bancho Dos (Muscle 6)

Bancho Tres (Muscle 9)

Gang B

Minion Bancho (Muscle 1)

Giga Bancho (Muscle 12)

- Bancho Uno starts the conflict by punching Minion Bancho in the face. He rolls 3+2d6, and gets a 10. The volley is now in Gang B's court.
- Minion Bancho rolls to take the hit, and rolls 1+2d6, totalling an 8. Not good enough to beat Uno's attack, so Minion is eliminated.
- Gang B escalates, Giga Bancho stepping forward. Gang B's escalation goes up to 3 as Giga uproots a stop sign to whack Uno across the head. He rolls 12+3d6, and gets a 20. The volley is now back in Gang A's court.
- Uno has to defend, and his target number is 20. He rolls 3+2d6 and gets a 9. Uno is eliminated.
- Gang A escalates, with Bancho Dos stepping up to hit Giga with a trash can. He rolls 6+3d6, and gets an 18. Still not good enough, Dos is eliminated.
- Gang A escalates again, Bancho Tres picking up a van and throwing it at Giga's face. He rolls 9+4d6, and totals 23. Finally, the volley returns to Gang B's court.
- Giga rolls 12+3d6 to counter, and rolls a 21. That's not high enough, and he no longer has any allies to call on, so Gang B loses the Volley.

What happens when a Gang loses a Volley depends on the kind of conflict - Simple, or Epic. In a Simple conflict, the losing side loses the conflict, and has to run or get beaten to a pulp. In an

Epic conflict, the last person to fail a roll on the losing side is eliminated from the conflict, and a new Volley begins, with the losing Gang serving. Escalation resets, but only for the side that won the last Volley.

Whenever a Volley ends, everyone who was eliminated gains 1 EXP. When someone fails a roll, that gang can choose to concede the Volley, in which case all of them get 1 EXP. This can be handy if you don't want your hardest hitter to get eliminated at the climax of the Volley.

Hair Conflicts

Fighting using the Hair stat is special. You never boast about your own deeds - that's what your fellow delinquents are here for: To talk up your badass exploits for you.

When you make an attack using Hair, tell a story about something awesome or terrifying one of your party members did in the past. Then, you roll the escalation dice, but you add THEIR Hair to the roll, not yours. If you roll Hair and fail, then the one eliminated is not you, but the person whose Hair you were invoking - if Bancho Uno boasts about the time Bancho Dos punched out the president, but the roll doesn't beat the target, then Bancho Dos's legend has been defeated, so one of them (anyone) has to escalate by doing a Hair attack using Bancho Uno or Bancho Tres's legends.

The only case where someone can invoke their own Hair is if they are the only person in their Gang.

Failure

The party will probably fail to overcome things fairly often. The results of this should be trivial. You are a bunch of deadbeat teens with nothing to lose. Get your asses kicked, then get back up and do it again tomorrow.

Advancement

Every time you get 3 EXP, you can spend it to raise one stat by 1 point. They never go above 20.

Encounter Difficulty

I don't recommend worrying too hard about balance for this game, because nobody cares if the losers win or lose. If you need a rule of thumb, though, a reasonably tough encounter will be one where the highest stat of the strongest enemy is equal to the highest stat of the strongest ally, +3 for each loser the enemy outnumbered the party by, or -3 per if the enemy outnumbered the party.