CARTOON ACTION HOUR

THE 1980'S ACTION CARTOON RPG



2 BOOKS IN 1!

CYNTHIA CELESTE MILLER

EDDY WEBB

Table of Contents - Rulebook

Forward Page 4

Channel 1: Introduction Page 5
Time to Gear Up..... 5
Crash Course in Role-Playing..... 5
Don't Touch That Dial..... 6

Channel 2: Characters Page 7
What is a Character..... 7
Series Requirements..... 7
Tagline..... 8
Name..... 8
Personality..... 8
Background..... 8
Appearance..... 8
Story Hooks..... 9
Character Points..... 9
Traits..... 10
Specialties..... 14
Size..... 14
Oomph..... 14
Stunt Points..... 14
Hurt Points..... 15
Special Abilities..... 15
Creating Special Abilities..... 15
Sample SAs..... 28
Sample Characters..... 31

Channel 3: Using the Rules Page 37
Action Checks..... 37
Opposed Action Checks..... 38

Channel 4: Combat Page 39
Initiative and Turns..... 39
Actions..... 39
Close Combat..... 40
Ranged Combat..... 40
Situational Modifiers..... 40
Mental Attacks..... 41
That's Gonna Leave a Mark..... 41
Other Combat Rules..... 43
Vehicles in Combat..... 45
Combat Example..... 47

Channel 5: Game Master Rules Page 51
Miscellaneous Rules..... 51
Episodes and Series..... 51
The Season..... 51
Experience Points..... 51
Character Advancement..... 52
Degrees of Success..... 52
Wealth and Money..... 52
Inventions..... 53
Lifting..... 53
Falling..... 53
Drowning..... 53
Fire..... 53
Goons..... 54
Game Mastering..... 55
Jobs of the GM..... 55
Skills of the GM..... 55
Embracing the Genre..... 56
The Series..... 61
The Subgenres..... 61
The Series Guide..... 62
Creating NPCs..... 64
Villainy 101..... 64
Sample Villains..... 66
The Episode..... 69
Segment 1: Establish the Situation..... 69
Segment 2: Present the Problem..... 69
Segment 3: Confront the Problem..... 69
Segment 4: Climax and Resolution..... 70

Channel 5: Line Up Page 71
Ready-to-Run Series..... 71
Tommy K and the Star Kitties..... 71
Dark Brigade..... 73
Defenders of Aqua City..... 74
Star Warriors..... 77
Transbots..... 79
Series Seeds..... 82
Teen Angel Squad..... 82
Outlaws of Skull Gulch..... 82
Planet Patrol..... 83
Ruined World..... 83
My Alien Brother..... 84
Texas 2351..... 84
Team Bullwark..... 84
Final Lap..... 84
Dekkledd..... 85
Strikeforce Freedom..... 85
Superadvanced Rocketship Garmon XL..... 85
Inter-Galactic Wars..... 86
Holoverse..... 86
Super Battle Brothers..... 87
Rock 'N Roll Wrestling..... 87
Gladiatorz..... 88
Super League..... 88
L.A.W. Men..... 88
Dino-World..... 88
Paranormal Private Eyes..... 89
Action Cats..... 89
Space Rockers..... 89
Cyber Dragons..... 90

Appendix 1: Dials Page 92
Lackeys, Henchmen and Thugs... Oh My!..... 92
Giant Transforming Robots..... 94
Spell Clusters..... 97
Superhuman Ratings..... 98
Fan Popularity..... 98

Appendix 2: Glossaries Page 101
CAH Glossary..... 101
Glossary of 1980s Slang..... 102

Appendix 3: Recommended Viewing Page 104

Designers' Notes Page 107

Character Sheet Page 109

Series Guide Page 112

Table of Contents - Iconia

Game Master Rules Page 127
Introduction..... 127
The Two Roles of Iconia..... 127
Players or Game Masters..... 128
Backstory..... 128
The Genre..... 129
Creating Characters..... 129
Close Combat Weapons..... 131
Ranged Combat Weapons..... 132
Vehicles..... 132
Customizable Hero Templates..... 133

Channel 2: Haven Page 139
Overview..... 139
Principal Cities..... 139
Towns and Villages..... 140

Channel 3: The Blackskull Empire Page 141
Overview..... 141
Principal Kingdoms..... 141

Channel 4: Interesting Locales Page 144

Channel 5: Races and Societies Page 148

Channel 6: GM's Guide Page 150
Adjusting the Tone..... 150
That Sense of Wonder..... 150
Non-Blackskull Villains..... 150
Themes..... 151
Rotating Protagonists..... 151
And the Moral of the Story is..... 151
Heroes..... 152
Bouldarr..... 152
Combato..... 153
Falcor..... 154
Hawklady..... 156
Kazgull..... 158
Lorxan..... 159
Merlis..... 160
Noblara..... 161
Oshida..... 162
Sure-Shot..... 164
Villains..... 165
Blobbor..... 165
Buzzard Man..... 166
Gatlyna..... 167
King Krab..... 168
Monstro..... 169
Nekrottus..... 170
Serpentina..... 171
Shadow Queen..... 172
Spydar..... 173
Volcanus..... 174

Channel 7: Sample Episodes Page 176



FOREWORD

Crunch Berries or dice. Which one has more in common with cartoons?

Well, the honor used to belong solely to that colorful, wonderful bowl of sugar. After all, more kids sat down to watch their favorite animated heroes duke it out over the fate of the galaxy with a mouthful of cereal than a pocketful of dice. But that may be changing.

Even though Saturday-morning cartoons and role-playing games seem to be the epitomic star-crossed lovers for all us children of the '80s, proper licenses have eluded the full-on RPG treatment. Yes, some of these hot properties have undergone an "adventure game" treatment, but they amounted to no more than moving chits around a fold-out mat. At best, you were limited to the heroes they gave you (which were rarely the cool ones from the show). But, thanks to the ***Cartoon Action Hour*** team, this isn't so anymore.

Cindi, Eddy, and crew know cartoons — especially '80s cartoons. I'm talking about cartoons that weren't just animated stories, but mini-masterpieces that opened up whole worlds filled with dastardly villains and noble heroes, galactic battles and the epic struggle between good and evil. The cartoons of the '80s were nouveau-pulp escapism. They will stand out in the annals of the medium as wildly imaginative toy commercials whose heroes kicked enemy ass — and did it with *heart*. No cartoon of my childhood was worth its celluloid unless it drove home a life lesson. Not all of these lessons were explicit; some were hidden in the motives of the characters while others were tacked on at the end. But I know I'm not the only one who learned fire safety from a man named Barbecue.

These cartoons weren't villain-of-the-week throwaway shorts. They were epic tales with overarching themes and plots. Each episode showed a battle, yes, but the run of the series — *that* was the war! And when things got monotonous, there came a slew of new characters (and new action figures, of course)! Every weekend and after school afternoon saw a generation of gamers plopping into chairs and watching these mini-epics unfold… so why did it take so long for this game to come out?

I have no idea. But I'm sure glad it's here now. The book is chock full of '80s cartoon goodness. Just reading through the sample series gets my mind-wheels spinning and itching to play. You can tell that the ***Cartoon Action Hour*** team didn't just research some series and extract a bullet list of pertinent information — they actually love the genre. These cartoons were as much a part of their formative years as ours. They too were out back with their action figures in hand, recreating the episodes they had just seen while creating brand-new ones of their own. Reading this game made me want to do just that.

Crunch Berries or dice? Which one has more in common with cartoons? Well, for my money, I'll take the dice. After you read this book, I'll think you'll know why. And hey, knowing *is* half the battle.

Jason L. Blair
10-13-02

Channel 1
Introduction

THE ACTION IS BACK!

Remember, if you will, back to those magical days of the 1980s, when Saturday-morning and weekday-afternoon cartoons offered kids of all ages a heaping dose of fun, excitement, and action. From huge sentient robots to paramilitary strike forces to post-apocalyptic barbarians... and everything in between! The world of cartoons knew no bounds!

Well, guess what? Those days have returned! With ***Cartoon Action Hour***, you can relive it all... but this time, you're the star!

NOW A WORD FROM OUR SPONSORS

Cynthia Sez:
To spice up the game a bit, Eddy and I decided to use our *Handy-Dandy Alternate Universe Transporter Doohickey* (TM), travel to Cartoon World, and find a cartoon character to add some insight. We were after a brave protagonist with fists of steel, or perhaps a vile villain who craves nothing more than world domination.

Instead, we got stuck with Kargorr.

Eddy Sez:
That's right, Cynthia. Kargorr is a down-on-his-luck wanna-be conqueror who hasn't had a gig since "Galactic Heroes" was cancelled back in 1985 (after a dreadful six-episode run, no less). We couldn't help but feel sorry for him, so we convinced him to come back to our world and work for us.

Who knows – maybe he'll be entertaining if nothing else. Be prepared: He likes to shout the word "Bah!" an awful lot. It gets annoying, but he works cheap.

Cartoon Action Hour is the role-playing game of '80s-style action cartoons. With this book, you'll have everything you need to recreate your favorite cartoon show... or even come up with your own series! It's up to you!

The game is powered by a system that is easy to learn and simple to play. The versatility of the system makes it possible to cover a multitude of different types of series with little effort on your behalf.

So, put your old Underoos on, fix yourself a bowl of sweetened breakfast cereal, and get ready for a fun-filled trip back to the days you thought would never return!

TIME TO GEAR UP

While this book gives you nearly everything you need to get started, you'll also need a few basic supplies. Don't worry, there's no major investments here, gang.

- **Pencils and Paper:** 'Nuff said!
- **Dice:** The ultimate randomizers! You'll need just a few 12-sided dice (often referred to as d12s).
- **Imagination:** Chances are, if you're reading this, you already have an abundant supply.

CRASH COURSE IN ROLE-PLAYING

The role-playing game (RPG) is a game of imagination and cooperative storytelling. Everyone works together within the context of the rules to create a satisfying story that will be remembered for many years to come.

HOW DOES IT WORK?

RPGs are played by two or more people. One of them acts as the *Game Master* (GM), who interprets the rules and designs the episodes the characters will be take part in. The rest of the participants are called *players*. Each player creates a player character to act as an alter-ego in the game world (or, as we like to call it, the "series").

The game starts with the GM describing a particular scene or setting. The players then describe what their characters will do. In turn, the GM tells them what the effects of their characters' actions are – using the game rules. Any other characters the player

characters meet are controlled by the GM. These are called *non-player characters* (or *NPCs*). Anytime we say "character" (i.e., without "player" or "non-player" preceding it), we are referring to both types. This verbal interplay goes back and forth, creating an interactive story.

Things to Remember

Here are a few important notes about role-playing games.

- The GM is not out to beat the players. He's there to challenge them, sure, but it's not about killing off the player characters.
- There are no "winners" or "losers" in an RPG. The goal is to create interesting and exciting stories. If you have fun, you're a winner.
- RPGs use no boards or playing pieces. All the action takes place in your mind.

Don't Touch That Dial!

Unlike a novel or textbook, you don't have to read this game from cover to cover. Feel free to skip around as you see fit. If you aren't planning on GMing, you can get by with reading only Channel 3 in its entirety. You can skim over Channel 2, gleaning just enough info to get started making your character. Channel 4 is also handy, but hardly mandatory.

If you plan on GMing, you should read most of the book, though not necessarily in any particular order. The GM must be pretty familiar with the rules of the game.

Lastly, if you are new to role-playing games, you should check out all of Channel 1 (the one you're reading now).

Kargorr Sez:
Bah! This whole role-playing thing is positively preposterous! How can anyone have fun while having to act like a do-gooder like my old arch nemesis, Bravesteel? It simply doesn't make sense! Rubbish!!



Ahem

Alright, alright, you doddering designers of ludicrous games... I'll calm down. I happen to be one of the greatest rulers in all the cosmos, yet I'm stooping so low as to assist with this horrendous tome! You should feel lucky that I'm doing you this favor! It's not every day that a divine conqueror such as me graces someone's game, you know!

Channel 1: Introduction

This channel explains what the game is all about.

Channel 2: Characters

This channel is your one-stop source for creating characters.

Channel 3: The Rules

This channel teaches you all the core concepts behind the game system and its various applications.

Channel 4: Combat

This channel deals with all things relating to beating the tar out of the bad guys (and vice versa)!

Channel 5: Game Mastering

This channel is the ultimate source for running *Cartoon Action Hour*. Learn how to set up a series, capture the flavor of the cartoons, and a lot more!

Channel 6: The Fall Schedule

A few ready-to-run series for you to use, plus numerous series pilots designed to kick-start your imagination.

Appendix

Take a quick gander here to find an assortment of goodies – optional rules, recommended cartoons, a character sheet and, well, just go check it out for yourself if you want to know all the details. You won't be sorry!

Channel 2
Characters

WHAT IS A CHARACTER?

A character is your alter ego in the game world. It is the role that you play, hence the term "role-playing game." Strictly speaking, a character is nothing more than a piece of paper with a bunch of writing on it. Game stats, scores, abilities – it's all on that sheet of paper. Everything you need to play that character is listed on the paper.

Everything *except* that vital breath of life that makes any fictional character interesting. That's right – while the hard, cold statistics are all there, it's the way you portray the character that counts.

Unlike most other types of games, you get to create your own character in a role-playing game. That's what this channel covers: understanding and designing a character.

CLASSIC ARCHETYPES

The retro-toons were chock full of what we like to call "character archetypes." Many characters fit these molds while still maintaining their own individuality and uniqueness. Here's a selection of these archetypes for you to use as inspiration for your own concept!

- ★ **The Leader:** This character was traditionally the most level-headed of all the heroes. He knew how to accomplish whatever the group needed. He was often portrayed as the straight man.
- ★ **The Brute:** This guy provided the muscle. While there were an endless variety of brutes in the cartoons, many of them were either daft or big teddy bears.
- ★ **The Renegade:** This character was a maverick that always did things his own way, often disregarding the concerns of others. More often than not, the renegade was the youngest of the heroes and dressed or wore his hair a bit... differently.
- ★ **The Martial Artist:** This is the character who, in most situations, could take out the bad guys with his bare hands. They were often ninjas, and were nearly always introspective and spiritual.
- ★ **The Veteran:** This character was the grizzled old guy with lots of experience. Quick to grumble about the brash actions of the younger heroes, he always tried to give others advice based on his experience.
- ★ **The Casanova:** Smooth-talking and handsome, this character could charm the pants off anyone. He was typically easy-going and had a half-smile when using his wiles.
- ★ **The Brainiac:** While he didn't possess any substantial physical abilities, this character used his intelligence to make himself. He was often the wizard, the computer expert, or the strategist.
- ★ **The Cowboy:** Complete with a thick southern drawl and maybe a Stetson hat, the cowboy was usually portrayed as the classic "good ol' boy." His specialties varied wildly, from piloting ships to fist-fighting, but he usually spouted off country-fried bits of wisdom such as, "This is gonna get hotter than a pig tap-dancin' on a barbeque grill!"
- ★ **The Grease Monkey:** Gearheads. Mechanics. Fixers. Whatever you want to call them, nearly every series had one. These folks would rather be under a hover-car or a planetary starship than duke it out on the field of battle.
- ★ **The Rookie**: This archetype was new to the team – or his powers. Just learning the ropes was hard enough, but often he had a teenaged alter ego's social life to contend with as well.
- ★ **The Smart Alec**: The character who took everything lightly, and only lost his glib replies and witty banter in the most dire of circumstances. Villains often lost their temper when confronted with his jokes, puns, and running commentary on their wacky uniforms or code names.

SERIES REQUIREMENTS

Before you can begin constructing your character, you should take a look at the Series Guide (given to you by the GM) to see if there are any requirements and limitations. Find out what the series is about and create the character to fit. A mystical knight probably wouldn't mesh with a series about secret agents, for example.

So save yourself the time and effort of having to create and then scrap a square-peg-in-a-round-hole character. Get the skinny on what the GM will allow and disallow from the beginning. You'll be glad you did.

EXAMPLE: *Brice is making a character for a new series. He looks at the Series Guide prepared by the GM, Lisa, and finds that the series is called "The Outlaws of Skull Gulch." The series takes place on another planet very much like the Old West, except with a higher level of technology. The territory is ruled by Governor Plaxx, who is the most crooked polecat the galaxy has ever known. He placed all his weasel friends in positions of power, making everything unjust... including law enforcement. The PCs form a small band of outlaws who aim to enforce true justice and fight the cruel tyranny of Plaxx in the process. Brice thinks about it, and decides to make a former law enforcement type.*

TAGLINE

Now that your concept has been approved by the GM, you'll need to write up a *tagline*.

A tagline is nothing more than a fancy way to say "a single sentence that sums up your character." With a tagline, people will be able to quickly get a grasp of what your character is all about.

Look at these examples of taglines that describe existing cartoon characters.

- "Adventurous kid with a knack for finding trouble"
- "Hooded despot who runs his terrorist organization with an iron fist"
- "Short-tempered barbarian"
- "American-Indian lawman of the 24th century"
- "Skeletal sorcerer whose evil knows no bounds"
- "Phantom-like superhero who fights for justice in the cosmos"

EXAMPLE: *Brice decides that his character will be an "Ex-marshal who vows to restore order to Skull Gulch."*

Kargorr Sez:
In their total incompetence, those blasted writers neglected to provide the tagline for the greatest mastermind of them all – **me**! If you want something done correctly, you must inevitably do it yourself. And that's precisely what I've done:

"Completely superior conqueror who is absolutely infallible, indestructible, cunning, ingenious, awesome and downright wicked, unlike any other in the history of our existence!"

NAME

Although the types of names will vary from setting to setting, you'll be hard-pressed to find a cartoon character with a bland one. Even "normal" names are laced with dramatic implications: Jason Steel, Jazz Malone, Kyle Starr, Bart Brimstone, and the like.

Other cartoons skipped real names altogether, going for code-names and such: Steel-Jaw, Tuff Stuff, Lazer-Burn, Stonewall, etc.

As long as the name "says" something about your character, then you can't go wrong!

EXAMPLE: *Brice wants a name that will immediately indicate his heroic nature, yet keep an Old West feel. He chooses Austin Sterling.*

PERSONALITY

This represents the character's overall outlook and the way he generally behaves. If you make your character rich in personality, he'll be far more interesting for you to play. No one likes a cardboard character, in the cartoons or in a role-playing game. So, jump in and give it everything you've got!

EXAMPLE: *Brice writes, "Austin Sterling is an unselfish man whose heroism has become legendary on Skull Gulch. While he's generally serious, Austin has an ornery side – it just doesn't show all that often. Still, he remains likeable, especially with members of the fairer sex, who seem to find him irresistible."*

BACKGROUND

Your character didn't just begin life when the game begins. That's just not plausible. Give him some depth by inventing an entertaining back story for him.

You can get far-fetched, if you like (within the context of the series). Hey, this is the world of cartoons, where anything is possible. If the background is a bit corny or improbable, then all the better! It fits right into the genre.

Of course, you needn't flesh out the character's past entirely. Feel free to leave room for further development as the series progresses.

EXAMPLE: *Brice writes, "Austin was raised in a law-enforcement family. His mother was a respected marshal before she mysteriously disappeared, and his grandfather (who suffered the same fate) was a marshal as well. You could say that it's in his blood. Austin served as marshal for several years and became legendary in this capacity. But when Governor Plaxx seized power, Thadeus P. Gloom was appointed as marshal and Austin was fired! Upon seeing how the evil Plaxx ran things, Austin formed a small band of justice-minded folks and has set out to remove Plaxx from office... no matter what!"*

APPEARANCE

The visual aspect of a character is as important as his personality, background, and name. It's all about style! Below, you'll find a list of things to consider when devising your character's looks.

- Race (human, robot, alien, etc.)
- Skin Color (especially if the character is nonhuman)
- Eye Color
- Height
- Weight
- Costume/Clothes
- Distinctive Features (scars, tattoos, etc.)

EXAMPLE: *Brice writes, "Austin is a handsome man with a jaw seemingly made of granite. His black hair and dark eyes give him an enigmatic look, while his muscular body implies he can go toe to toe with practically anyone. Austin wears black pants, dark brown cowboy boots, a slate-gray shirt, and a black vest. His ensemble is completed with his custom black cowboy hat."*

THE CHARACTER SKETCH

The first page of the character sheet (pg. 109) is a page fashioned to look like an action figure package. This has a space reserved for a sketch of the character. Okay, so you might not be a fantastic artist – we know we're not. But even if you can give a rough idea of what your character looks like, then please give it a whirl. After all, you know what they say about pictures being worth a thousand words.

Cynthia Sez:
Many of the retro-toons (though certainly not all of them) had a noticeable shortage of female characters. The reason was that most cartoons were created to sell the associated line of action figures. And at the time, female action figures were "peg warmers" (i.e., they didn't exactly fly off the toy store shelves). So naturally, the toy companies made fewer female characters, which spilled over into the cartoons.

However, in ***Cartoon Action Hour***, we have no such restrictions. We aren't trying to sell a line of toys, so you can go wild with creating female characters.

Kargorr Sez:
Bah! Women are mere fodder to me! Too weak to be useful on the battlefield and too prone to have a conversation with. Women are good for two things: cooking me a nice, juicy Graggle steak and...

Cynthia Sez:
Don't finish that sentence, Kargorr!

STORY HOOKS

Some of the greatest characters in fiction suffer from some flaw. Such drawbacks open up a whole slew of interesting tidbits for role-playing, despite the potential negative repercussions. In the game, these are represented by Story Hooks.

You may choose to give your character between zero and five Story Hooks (this maximum also includes any Story Hooks given to Animal Companions or Vehicles, but you will learn more about those later). You should tie your Story Hooks into the character's Background, Personality, and maybe even Appearance whenever possible. This keeps your character from seeming cobbled together.

Role-playing your character's Story Hooks during the game (especially when it's inconvenient for your character) will make him more interesting and net you extra Experience Points.

The first thing you need to do is define the Story Hook. How does it affect the character? What does it do in game terms? Does it require any special rules of your own creation? A few basic ideas for Story Hooks include:

- Fears
- Hatreds
- Mental Problems
- Secret Identity
- Vulnerabilities
- Vows
- Archenemies
- Physical Problems
- Social Problems
- Dependencies
- Obsessions
- Codes of Conduct

Now you'll need to determine how severely the Story Hook limits the character. How often will this problem pop up? How badly will it hinder the character? Can it kill the character? Injure him? Embarrass him?

There are three levels of severity: *minor, moderate,* and *major*. The GM will help you choose one of these, based on the information below. Remember, the more severe a Story Hook is, the more Experience Points the character will receive for confronting it.

Minor: This Story Hook doesn't rear its head often or won't affect the character all that much.

Moderate: This Story Hook will happen on a regular basis or will have quite an adverse effect on the character.

Major: This Story Hook will affect the character quite often or will have a positively devastating effect on the character.

EXAMPLE: *Brice enjoys adding meat to any character he creates. Plus, he'll receive Experience Points for role-playing Story Hooks. Bonus!*

For the first Story Hook, he writes down "Wanted by the Law", which could be very nasty. For this reason, Brice assigns it a severity of Major.

The second Story Hook won't be nearly as inhibiting. Hoping to depict the character's devotion to his quest for justice, Brice jots down "Dedicated to taking Governor Plaxx down," and assigns it Moderate severity.

SAMPLE STORY HOOKS

Below, you'll find numerous Story Hook examples. Perhaps they will help spark some ideas for your own.

"In love with (insert character name)"
"Hates robots"
"Will never cheat or lie"
"Scared of heights"
"Extremely paranoid"
"Cannot walk"
"Is indentured to (insert character name)"
"Obsessed with solving mysteries"
"Is only 10 years old"
"Takes double damage from energy-based attacks"
"Takes 10 Hurt Points of damage for every hour he's not in water"
"Must always protect the defenseless"
"Vows to restore freedom in the galaxy at all costs"
"Has an immense ego"
"Very short tempered"
"Prone to violent fits"
"Archenemy: (insert character name)"

CHARACTER POINTS

To create your character, you'll be given a certain number of Character Points (CPs). The exact amount will vary from series to series. Obviously, a series that deals with thirty-foot-tall robots will grant you more CPs than one geared toward ghost-chasing freelancers. You'll need to find out from the GM how many CPs you get.

This will typically be between 60 and 100 points, but don't take that for granted. Ask before you build your character.

You spend Character Points to "buy" your character certain stats and abilities. This will be explained in depth as we venture further into the character creation process. The entire process is easy enough to do and a lot of fun as well.

EXAMPLE: *According to the "Outlaws of Skull Gulch" Series Guide, all the PCs are made with 100 CPs in order to allow for very heroic characters with a good variety of Traits and Special Abilities.*

TRAITS

A character's Traits define what he is able to do physically, mentally, and socially.

Not all characters will possess the same Traits. Furthermore, each Trait will have a different rating to reflect how adept or inept the character is in that area.

> **Kargorr Sez:**
> According to the pompous boobs (you know who I'm talking about), the GM has access to something called the Series Guide that he can fill out and give to all the players. This sheet tells you everything you'll need to know about the setting, including any requirements and limitations for character creation.
>
> Sounds like mumbo-jumbo to my divine ears.

A character who doesn't have a particular Trait is considered to have a default rating of 0 (average). This means that there's no need to list Traits the character is "average" at.

The higher the ratings, the better the character is at that Trait. These ratings range from -4 to 4, with 4 being the maximum a normal human can have.

Superhuman ratings, though very rare, are represented by a super-rating, which is always shown in parentheses next to the rating itself. Super-ratings range from 2 to 5.

By selecting a rating level of -4 to -1, you actually gain Character Points back. A character may never get more than 6 CPs back in this way. Keep in mind that these extra CPs are not added to the effective CP total of the character (e.g., a character built with 100 CPs and that also has 3 CPs worth of negative Trait ratings is still considered a 100 CP character). The CPs gained are compensated by a worse Trait rating.

So, let's take a look at the Trait list, which is divided into three separate categories for convenience: Physical, Mental, and Social.

TRAITS

Rating	CP Cost	Description
-4	4 returned	Nearly nonexistent
-3	3 returned	Animal
-2	2 returned	Poor
-1	1 returned	Fair
0	0	Average
1	2	Good
2	4	Great
3	6	Outstanding
4	8	World-Class
4 (2)	10	Enhanced
4 (3)	12	Super
4 (4)	14	Mega
4 (5)	16	Ultimate

PHYSICAL TRAITS

Armed Combat

The character's ability to fight effectively with close-combat weapons. ***Specialties***: Axe, Sword, Knife, Club, *specific attack*

- A character with -2 would hurt himself more than the opponent would in a weapon fight.
- A character with 0 can safely use a basic melee weapon like a knife, sword, or club.
- A character with 4 is a weapons master, a real "man at arms" (ahem!).
- A character with 4(5) can do things with weapons that will make jaws drop!

Athletics

The character's ability to perform feats of dexterity and balance. ***Specialties***: Climb, Jump, Run, Swim, *specific sport*

- A character with -2 is a clumsy oaf who trips over his own feet.
- A character with 0 can keep from embarrassing himself.
- A character with 4 is the equivalent of an Olympic gymnast.
- A character with 4(5) can easily dodge a hail of bullets.

Body

The character's strength, stamina and durability. ***Specialties***: Strength, Stamina, Weight-lifting

- A character with -2 is a frail weakling with no endurance.
- A character with 0 can use his muscles when necessary.
- A character with 4 is like a world-class power lifter.
- A character with 4(5) can lift mountains.

Coordination

The character's hand-eye coordination. ***Specialties***: Steady Hands, Pick Pocket, Pick Lock

- A character with -2 has a hard time touching the tip of his nose without poking his eye out.
- A character with 0 can perform reasonable feats of fine manipulation.
- A character with 4 can perform unbelievably intense precision work.
- A character with 4(5) is a paragon of fine motor abilities.

Driving

The character's skill at operating ground-based motor vehicles. ***Specialties***: Car/Truck/Jeep, Motorcycle, Transport, Tank, *specific vehicle*

- A character with -2 had better just stay out of vehicles. In fact, he shouldn't get within ten feet of one.
- A character with 0 can operate common vehicles such as cars, trucks, and cycles.
- A character with 4 is the equivalent of a professional race car driver.
- A character with 4(5) can do inhuman stunts that baffle the mind.

Piloting

The character's skill at operating water-based or air-based vehicles. ***Specialties***: Helicopter, Airplane, Motorboat, Sailboat, Large Ship, Spaceship, Hovercraft, *specific vehicle*

- A character with -2 would pass out just looking at the controls of an aircraft or ship.
- A character with 0 could possibly operate common vehicles like motorboats and rudimentary airplanes.
- A character with 4 is a world-class pilot who could pilot nearly anything he set his mind to... and do it well.
- A character with 4(5) can do inhuman stunts that baffle the mind.

LINKING IT TOGETHER

When deciding what abilities purchase for your character, try to tie them into the personality, background and appearance you came up with earlier. This will make the character far more interesting and thematic.

For example, if you decided your character is a rat-like humanoid, then buy him some appropriate Traits (perhaps Stealth, Athletics, Survival — Swamp) and Special Abilities (a bite attack, night vision, prehensile tail, etc.).

Never lose sight of your character's core concept is, and do everything you can to bring that out with his game stats.

Ranged Combat

The character's ability to hit targets with ranged weapons. ***Specialties***: Rifles, Pistols, Automatic Weapons, Thrown Weapons, Bows, Large Guns, *specific attack*

- A character with -2 would almost invariably shoot himself in the foot.
- A character with 0 can hit a basic target most of the time, under ideal circumstances.
- A character with 4 is a master marksman.
- A character with 4(5) can shoot a housefly from a mile away.

Riding

The character's knack for riding animals. ***Specialties***: Horse, Camel, Elephant, *specific animal*

- A character with -2 couldn't even get on the animal in the first place.
- A character with 0 can usually get the animal to go in the general direction he wants it to.
- A character with 4 is the equivalent of a rodeo rider, and can get the mount to do anything he wants.
- A character with 4(5) seems like he has a mental control over the animal.

Stealth

The character's knack for avoiding detection. ***Specialties***: Hiding, Sneaking, Security Systems

- A character with -2 couldn't sneak past someone who's deaf and blind.
- A character with 0 can be pretty quiet when needed.
- A character with 4 is a master of stealth, like a ninja or an infiltration specialist.
- A character with 4(5) can pass unnoticed through a room full of people who are looking for him.

Unarmed Combat

The character's ability to fight effectively with his fists, feet, head, or whatever body part comes in handy. ***Specialties***: Brawling, Martial Arts, Wrestling

- A character with -2 couldn't fight his way out of a wet paper bag.
- A character with 0 can handle himself in a brawl.
- A character with 4 is a master of martial arts, boxing, or some other form of hand-to-hand combat
- A character with 4(5) can hit you five times before you can even blink.

MENTAL TRAITS

Computers

The character is trained with computers and similar equipment. ***Specialties***: Computer Operation, Computer Programming, Communications

- A character with -2 will just stare blankly at a computer with no clue how to even start it up. He thinks an Apple II is a pair of fruits. (Hey, Apple IIs were big in the '80s!)
- A character with 0 can perform basic tasks on a computer.
- A character with 4 knows practically everything there is to know about computers.
- A character with 4(5) can make computers do things that computers weren't meant to do.

Demolitions

The character is trained to handle explosives of all sorts. ***Specialties***: Setting, Defusing

- A character with -2 doesn't know plastique from Silly Putty™.
- A character with 0 knows that to disarm a bomb, you have to clip one of the wires... but might have to guess which one.
- A character with 4 is an expert with all things that go "boom."
- A character with 4(5) has knowledge about explosives far beyond what the leading experts know.

Detective

The character's ability to use classic detective skills. ***Specialties***: Forensics, Cryptography, Deduction

- A character with -2 has trouble figuring out how the game *Clue* works.
- A character with 0 can piece together simple clues. Sometimes, he can even pull off a moderate one.
- A character with 4 is a master detective who can solve even the most complex mysteries.
- A character with 4(5) is capable of figuring out all the great mysteries of the world.

Disguise

The character's affinity for changing his appearance through the use of makeup, wigs, etc. ***Specialties***: none

- A character with -2 thinks "Groucho Marx glasses" make a great disguise.
- A character with 0 can muster up a modest disguise that may fool some people.
- A character with 4 is truly a master of disguise and can fool nearly anyone.
- A character with 4(5) can go far beyond what a normal person can in order to alter his appearance, mannerisms, and voice.

Inventor

The character's skill at building new items and objects. ***Specialties***: Vehicles, Weapons, Armor, Robots, Gadgets

- A character with -2 is completely absent of inventive thoughts.
- A character with 0 might be able to think up an extremely basic invention from time to time.
- A character with 4 has an incredibly inventive mind and can design nearly anything within the technology level available to him.
- A character with 4(5) can easily invent things that are beyond the technology level available to him.

Knowledge

A catch-all Trait that represents something the character knows a lot about. Upon taking this Trait for your character, you must immediately choose an area of knowledge, such as high society, politics, videogames, literature, old westerns, sports history, etc. ***Specialties***: none

- A character with -2 has never heard of the subject matter or has completely false information about it.
- A character with 0 has common knowledge of the subject, but nothing in depth.
- A character with 4 in an expert on the subject and knows far more than those with casual interest in it.
- A character with 4(5) knows things about the subject that normal humans, even experts, cannot fathom.

Medical

The character's ability to heal the sick. ***Specialties***: Medicine, Surgery, First Aid

- A character with -2 might be capable of applying a Band-Aid. Maybe.
- A character with 0 can apply common medical procedures, such as using a tourniquet, constructing a crude splint, and so forth.
- A character with 4 is the equivalent of a world-class surgeon, or such practitioner of medical treatment.
- A character with 4(5) can use medical techniques that are far beyond the comprehension of other people.

Perception

The character's sense of observation and attention to detail. This is used for detecting an ambush, spotting a clue, etc. ***Specialties***: Spot the Hidden, Strategy, Logic, Tracking

- A character with -2 is comically dense in the head.
- A character with 0 can put 2 and 2 together and come up with 4.
- A character with 4 is amazingly alert and observant of even the minutest details.
- A character with 4(5) is able to pick up tiny shifts in the environment that normal people simply can't.

Repair

The character's skill at fixing all things mechanical or electrical. ***Specialties***: Vehicles, Weapons, Armor, Robots, Gadgets

- A character with -2 gets confused at the thought of tightening a screw.
- A character with 0 can perform everyday repairs with time and effort.
- A character with 4 can fix virtually anything - and usually even improve it in the process.
- A character with 4(5) understands the intricate workings of practically anything he comes across, from any technological level.

Science

This covers all fields of science, from chemistry to biology to geology. ***Specialties***: Life Sciences (e.g., Biology, Zoology, Botany), Physical Sciences (e.g., Chemistry, Physics, Mathematics), Planetary Sciences (e.g., Geology, Mineralogy, Oceanography), Social Sciences (e.g., Archaeology, Geography), Space Sciences (e.g., Astronomy)

- A character with -2 has almost no concept of what science is.
- A character with 0 knows general information about a handful of sciences.
- A character with 4 is the equivalent of a world-renowned scientist.
- A character with 4(5) knows far more about how the universe's sciences work than any mere mortal does.

Survival

The character's ability to live off the land in the wilderness. This is used for fishing, locating edible plants, knowing the lay of the land, etc. ***Specialties***: Arctic, Desert, Forest, Jungle, Mountain, Ocean, Swamp, Plains, Urban

- A character with -2 would get lost in his own backyard.
- A character with 0 can generally survive for short periods of time in the wilderness.
- A character with 4 is an expert survivalist who is as comfortable in the wilderness as in civilization.
- A character with 4(5) knows almost everything there is to know about surviving in the wilderness.

Willpower

The character's strength of mind and ability to resist interrogation, seduction, con jobs, and even mental powers (like mind

control). It is also used when trying to hit with the mental attack Special Abilities. ***Specialties***: none

- A character with -2 sings like a canary at the mere mention of interrogation.
- A character with 0 has a decent amount of mental fortitude.
- A character with 4 has a will of iron and is darn near unbreakable.
- A character with 4(5) has mental strength unlike anything a human is capable of.

Social Traits

Appearance

The character's attractiveness. ***Specialties***: none

- A character with -2 is monstrously hideous to the eye.
- A character with 0 is your average Joe (or Jane) on the street. Not bad, but no great shakes.
- A character with 4 is the equivalent of a supermodel.
- A character with 4(5) has an indescribable aura that enhances the appearance, like an angel or god(dess).

Artist

The character's artistic ability. ***Specialties***: Drawing, Painting, Sculpting, Photography

- A character with -2 couldn't draw a straight line with a ruler.
- A character with 0 can execute a decent, but somewhat crude, piece of art.
- A character with 4 is one of the great artists.
- A character with 4(5) is capable of creating art that can redefine the word "art."

Performer

The character's ability to entertain a crowd ***Specialties***: Acting, Dancing, Singing, Comedy, Oratory, *specific musical instrument*

- A character with -2 would get booed off the stage in no time flat.
- A character with 0 is less than inclined at the performance arts, though he isn't a big embarrassment to himself.
- A character with 4 is a master performer – one of the best around, in fact.
- A character with 4(5) has the ability to perform at levels unheard of by humans.

Persuasion

The character's skill at convincing, seducing, conning, bribing, or otherwise talking someone into doing what you want. ***Specialties***: Intimidate, Interrogate, Bribe, Fast-Talk, Seduction, Command

- A character with -2 couldn't sell water to someone who has been stranded out in the desert for a week.
- A character with 0 is fairly good with people.
- A character with 4 is a world-class manipulator or leader.
- A character with 4(5) borders on being able to use mind control.

Psychology

The character's ability to understand the human mind. ***Specialties***: none

- A character with -2 most likely doesn't even know what "psychology" means.
- A character with 0 understands the basics of how the human mind functions.
- A character with 4 knows the intricacies of the human mind like he knows the back of his own hand.
- A character with 4(5) can truly say there is nothing he doesn't know about every facet of human behavior.

Streetwise

The character's ability to find and use contacts in the underworld. ***Specialties***: Connections, Rumors, Underworld

- A character with -2 sticks out like a sore thumb and couldn't find a contact to save his life.
- A character with 0 can track down an odd contact here and there.
- A character with 4 knows almost everything the underworld has to offer.
- A character with 4(5) can track down anyone at any time in the underworld.

Wealth

This Trait gauges the character's financial status. ***Specialties***: none

- A character with -2 has no source of money and maybe not even a place to hang his hat, so to speak.
- A character with 0 makes a comfortable (if modest) living.
- A character with 4 is independently wealthy and doesn't feel financial pressures often, if at all.
- A character with 4(5) has as much money as a single nation.

Writing

The character's ability to write informatively or in an entertaining way. ***Specialties***: Stories, Poetry, Articles, Textbooks

- A character with -2 has no panache with the pen. He may not even be able to write a full sentence.
- A character with 0 is able to write in a manner that gets his point across, but not much better.
- A character with 4 can write bestsellers
- A character with 4(5) has writing abilities that almost magically draw people to his prose.

EXAMPLE: *Brice wants to make his character competent in a fight, both offensively and defensively. He was a marshal, after all. To satisfy this area of the character, he takes* Armed Combat *2 (4 CPs),* Athletics *3 (6 CPs),* Body *2 (4 CPs),* Ranged Combat *3 (6CPs),* Stealth *1 (2 CPs), and* Unarmed Combat *3 (6 CPs). He adds a few non-combat Traits to round the character out a bit:* Knowledge – Law *2 (4 CPs),* Perception *2 (4 CPs),* Survival *3 (6 CPs),* Willpower *2 (4 CPs), and* Appearance *2 (4 CPs). Lastly, he feels that since the character is an outlaw (and*

therefore unable to stay in one place long enough to hold down a job), he should give him Wealth *-1 (1 CP returned). The total cost of these* Traits *is 49 CPs. He now has 51 CPs remaining.*

SPECIALTIES

Specialties allow characters to concentrate on specific areas of a Trait, while lagging in the other areas.

Most Traits have multiple Specialties available (listed as *Specialties* in the Trait descriptions). Here are a few useful facts about Specialties:

CHANNEL 2

- Characters can be given Specialties for free (i.e., it doesn't cost any CPs to do so) during character creation.
- If you want to have more than one Specialty, you must purchase the Trait itself twice. The Trait ratings must be identical to one another.
- A Trait must have at least a rating of 1 in order to be given a Specialty.

How Specialties Work

Upon selecting a Specialty, write it down in parenthesis next to the Trait, and choose either "1" or "2." This number is called the Specialty level and it dictates to what degree the character specializes in that area – Level 1 is basic specialization, whereas 2 is more extreme.

Now subtract the Specialty level from the rating you purchased for the Trait and write it down on the character sheet. Once this is done, add a slash mark after the modified rating. Now add the Specialty level to the rating you originally purchased for the Trait and write it down to the right of the slash mark.

Use the leftmost rating when performing tasks that aren't related to the Specialty itself. Use the rightmost rating when performing a task that is related to the Specialty.

MAXIMUMS

Ratings for Specialties cannot be raised above the limitations set by the GM for the series. So, if the series doesn't support characters with stats higher than 4, a Specialty cannot bring the rating beyond 4.

EXAMPLE: *Brice wants his character to take "Pistols" as a level 1* Specialty *for his* Ranged Combat Trait. *He subtracts 1 from the original purchased rating of 3, which gives him a 2. He adds 1 to the original purchased rating (for a total of 4) and writes it down, separating both ratings by a slash mark: "2/4." So, when using a pistol, he will have a rating of 4. Unfortunately, if he uses any other type of ranged weapon, his rating sinks down to 2.*

SIZE

You know what they say... size ain't everything. But it can still matter, especially in combat situations.

Size in ***Cartoon Action Hour*** is handled by categories:

- Microscopic (e.g., germ)
- Tiny (e.g., insect, nickel or bead, up to 6" tall)
- Very Small (e.g., gun, tin can or remote control, up to 18" tall)
- Small (e.g., small child, up to 4.5' tall)
- Medium (e.g., normal humans, up to 7' tall)
- Large (e.g., motorcycle, sofa, ogre, up to 10' tall)
- Very Large (e.g., car, pick-up truck, small shed, up to 15' tall)
- Huge (e.g., fire truck, semi, giant, house, up to 20' tall)
- Colossal (e.g., building, water tower, up to 200' tall)
- Gargantuan (e.g., skyscraper, up to 100,000' tall)

Each series will have its own default size, which represents how large the average PC will be. Characters automatically start at the default size, free of charge.

CPs may be spent to alter the character's size. For each category above or below the default size, you must spend 3 CPs. So, if the default is Medium and you wish your character to be Very Large, you'll be out 6 CPs.

EXAMPLE: *The default Size for the series is Medium. While Brice envisions his character as a large-framed fellow, he doesn't feel he is larger than seven feet tall. He jots down "Medium" on the character sheet.*

OOMPH

Oomph represents a hero or villain's "star status" - or that little something extra.

It's used for various things, but its most important function comes when you roll a 12 on an action check. Upon doing so, you add your character's Oomph score to the roll! Oomph also adds to your character's initiative rolls (see Channel 4).

If you want your character to have more than 1 Oomph, you'll have to purchase it with Character Points.

OOMPH

Oomph	CP Cost
0	2 returned
1	0
2	4
3	6
4	8
5	10

EXAMPLE: *Wanting his character to possess a great deal of flair and heroism, Brice spends 6 CPs for an* Oomph *of 3.*

STUNT POINTS

Most characters have at least one Stunt Point. Stunt Points are spent to increase the character's result during an action check. More information on how to use Stunt Points can be found in Channel 3. As with most things in character creation, you can purchase Stunt Points with CPs.

STUNT POINTS

Stunt Points	CP Cost
0	0
1	2
2	6
3	10

EXAMPLE: *Brice likes a measure of security in his characters, leading him to buy 2* Stunt Points *for 6 CPs.*

HURT POINTS

The character's Hurt Point total is figured from his final *Body* rating and, to a lesser degree, his *Willpower* rating. CPs aren't spent on this.

Use the table below to determine the character's base Hurt Points, using the modified *Body* rating in case of specialization. Then add or subtract the character's *Willpower* rating to or from the base Hurt Points. If the character has a super-rating on his *Willpower*, add it as well.

HURT POINTS

Body	Base Hurt Points
-2	23
-1	26
0	29
1	32
2	35
3	38
4	41
4 (2)	44
4 (3)	47
4 (4)	50
4 (5)	53

EXAMPLE: *Austin Sterling has* Body *of 2, which gives him 35 base* Hurt Points. *His* Willpower *2 is added to that, for a grand total of 37.*

SPECIAL ABILITIES

Many series will allow characters to have certain little "things" that set them apart from everyone else. Collectively, we call these Special Abilities (SAs). Here are a few examples of what can be represented with SAs:

- magic spells
- psionic abilities
- gadgets
- magic artifacts
- animal companions
- superpowers
- weapons
- racial abilities
- vehicles

You will not find a definitive list of Special Abilities in ***Cartoon Action Hour***. Instead, we let you design and personalize your character's Special Abilities. No single list of rigid "powers" can even come close to covering all the possibilities. Our system gives you the opportunity to cover the bases *you wish* to cover as well as *how* you wish to cover them.

CREATIVE INTERPRETATION

You should work with the GM when creating your own Special Abilities. Get his input. He is encouraged to make case-by-case rulings and use his own judgment when doing so.

If you create something that hasn't been covered here, consult the GM and come up with a reasonable solution.

CREATING SPECIAL ABILITIES

There are four basic steps to creating a Special Ability.

Step One: Define the Special Ability
Step Two: Purchase a Power Level
Step Three: Purchase Components
Step Four: Choose Modifiers

Step One: Define the SA

Name the Special Ability and describe what it does. All you need is a brief, but comprehensive, sentence or two. This should explain the SA's effects without any game jargon.

Beware of making one single SA that can do a gazillion things. While it may save you CPs by enabling you to buy Power Level only once (see Step Two), the GM may choose to nix the SA and make you strip it down. It's best to ask permission before taking this approach.

Step Two: Purchase the Power Level

Look at the effects of your SA and objectively ask yourself, "How powerful is this thing?" That's what it boils down to. Once you've answered this question, purchase the most appropriate Power Level.

Low (*2 CPs*): This is a minor SA that isn't very powerful, and probably won't affect the story's outcome.

Medium (*4 CPs*): This SA is more or less the standard in the series, so most SAs will fall into this category. It will typically be decently powerful and have a moderate impact on the story.

High (*6 CPs*): This is a major SA that is extremely powerful and will often affect the outcome of the story.

ALTERNATE DEFINITION

If the GM chooses, he can base the Power Levels on how common or rare the SA in question is. Low indicates an extremely common SA, Medium indicates an average SA, and High indicates a rare SA.

This should be measured based on each individual series. Powered armor, for example, might be somewhat common (i.e., Low or Moderate) in a series set in a technological future, but rare (i.e., High) in a more conventional modern-day series.

Step Three: Purchase Components

Since you already know what your SA is supposed to do, you're going to have to purchase appropriate components to make it work that way. It needs to be repeated: *The more an SA can do, the more components you must buy, and the more CPs it's going to cost!* However, no SA can ever cost *less* than 2 CPs.

The best way to fully grasp how components work is to compare the SA to a food recipe. When cooking the dish, you need to figure out how to achieve the desired taste by including certain ingredients. The same goes for SAs. You'll need to include all the components (i.e., the ingredients) that will make it function the way you described it in Step One.

Step Four: Choose Modifiers

Some SAs have special bonuses, extra effects, or restrictions limiting them that can affect the cost. Remember, no SA can have its cost reduced below 2 CPs. These modifiers can be adjusted (or even banned) by the GM to fit the series better.

Damage Rating (DR)

This component is used for SAs that cause damage.

- If the SA relies on the character's strength, his *Body* rating is added to the DR when he uses it. If the attacker has a super-rating in *Body*, the super-rating is added to the damage inflicted as well. Note this on your character sheet as X+Body.

- If the SA doesn't rely on the attacker's strength, add +2 to the DR. Note this on your character sheet as X+2.

DAMAGE RATING

Damage Rating	CP Cost
0	0
1	1
2	2
3	3
4	4
5	6
6	8
7	10
8	12
9	14
10	17
11	20
12	25
13 or more	+5 per point beyond 12

STRENGTH

Strength is a Specialty of *Body*. A character with a Specialty in Strength adds that rating to the damage for close combat attacks that depend on brawn (punching, swords, axes, etc.) rather than his vanilla *Body* rating.

SA TYPES

SAs are separated into several different categories that define what it does in a broad sense. These will be referenced throughout the book.

- ★ **Defensive Special Ability (or DSA):** This SA protects against damage.
- ★ **Offensive Special Ability (or OSA):** This SA causes damage.
- ★ **Movement Special Ability (or MSA):** This SA allows the character to travel faster or in an unorthodox manner.
- ★ **Transformation Special Ability (or TSA):** This SA enables the character to change into another form.
- ★ **Miscellaneous Special Ability (MiscSA):** This SA has effects that don't neatly fall into any of the other categories.
- ★ **Animal Companions (AC):** This SA is for any type of creature or animal sidekick the character might have.
- ★ **Vehicles:** This SA represents any kind of vehicle, from jets to warships to sports cars.

It's rare, but not impossible, to have an SA that belongs in more than one category.

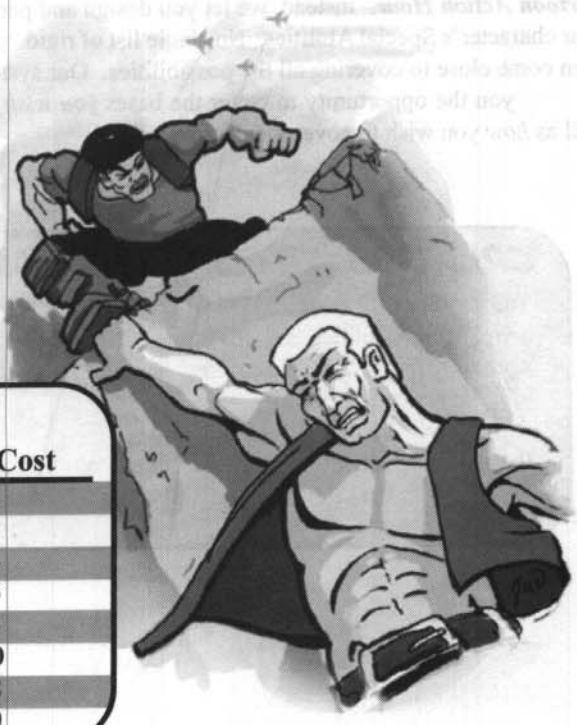
Duration

Not all effects are permanent. This component should be purchased to determine how long the effect lasts before going bye-bye. The GM may require you to purchase a duration, depending on the SA itself. For example, a gas cloud is going to dissipate at *some* point, but armor or telepathy probably won't. Use common sense (and ask the GM) to figure out what should logically have a Duration component. In most cases, you must roll for the Duration every time the SA is used (gas clouds don't dissipate at the same rate all of the time, for example). However, you can opt to make the duration Predictable. If the SA has a Predictable Duration, you don't need to roll every time the SA is used. Instead, the roll is made at the time of character creation.

The result is the number of turns, minutes, hours and so forth the duration lasts every time the SA is used. Alternatively, the player may forego the roll and accept 6 as the number. The player may choose to end the SA's effect at any time before the maximum time allotment. Making the Duration *Predictable* reduces the Duration component's cost by 2 (down to a minimum of 0 CPs).

DURATION

Duration	CP Cost
1d12 turns (5-60 sec.)	1
1d12 minutes	2
1d12 hours	4
1d12 days	6
1d12 weeks	8
1d12 months	10
1d12 years	12
Permanent	20



SA WITHOUT COMPONENTS?

There may be some SAs that require no components. This is rare, but completely within the realm of possibility. For example, let's say a character is given 360-degree vision. Such an SA wouldn't logically have a component.

In such a case, the total cost of the SA is two times the Power Level, before any modifiers are chosen. So a low-powered SA with no components would cost 4, a medium-powered one would cost 8, and a high- powered one would cost 12.

HEALING

Healing is a specialized component, but an important one nonetheless. If the SA makes the character heal himself or other characters more efficiently, then this component is required. There are two types of Healing components.

Type A represents regeneration (i.e., the ability to automatically heal yourself more rapidly). Unlike most characters, this character actually heals lost Hurt Points "right away" (see the Healing rules in Channel Four). The amount healed is equal to the Healing score. Furthermore, an additional number of lost Hurt Points are gained "a short while later" (this is in addition to the Healing rules in Channel Four). This extra number is equal to the Healing score. A character cannot bring his Hurt Point total above his normal Hurt Point total.

HEALING(B)

Score	CP Cost
1	1
2	2
3	3
4	4
5+	+2 CP per each point beyond 4

It costs 1 CP per point of Healing score. For example, if you want a Healing score of 6, you must pay 6 CPs.

Type B represents restoring another character's Hurt Points. Upon administering this effect, a number of Hurt Points are added equal to the Healing score. This cannot bring a character above his normal Hurt Point total.

MODE OF TRAVEL

How you travel via your MSA is just as important as how fast or how well you travel. And the more powerful the mode of travel, the more CP it will cost.

Running (2 CPs)	Swimming (2 CPs)
Bounding (2 CPs)	Burrowing (2 CPs)
Flying (4 CPs)	Levitating (2 CPs)
Wall Walking (2 CPs)	Teleportation (6 CPs)
Swinging (2 CPs)	Time Travel (20 CPs)
Dimensional Travel (16 CPs)	

PROTECTION

This component is purchased for DSAs that offer protection to the character. When the character is hit, subtract his DSA's Protection score from the damage done to him.

PROTECTION

Protection	CP Cost
1	1
2	2
3	3
4	4
5	6
6	8
7	10
8	12
9	18
10	24
11	30
12	36
13 or more	+10 CP per point beyond 12

Kargorr Sez: What foolishness is this? Why do the Protection values of 9 and higher cost so much more than the Damage values of 9 and higher? Is this some sort of trick?

Eddy Sez: No trick, Kargorr. This encourages faster combat, because a high protection score is going to be rarer than a high damage score.

Kargorr Sez: Excellent! I approve of this – I can defeat those do-gooders that much more easily!

Eddy Sez: Um, that applies to heroes *and* villains, Kargorr.

Kargorr Sez: Curses!

Range

This component is used for OSAs and certain other SAs (telepathy, telekinesis, etc.) that affect things from afar. Note that melee weapons ("point blank OSAs") actually give you 2 CPs *back*, but remember that the SA cost (after modifiers are taken) may never be reduced below 2 CPs.

RANGE

Range	OSA Cost	Non-OSA Cost
Point Blank (w/in arm's reach)	2 returned	0
Short (20 yards or less)	0	1
Medium (20 - 50 yards)	2	2
Long (50 - 300 yards)	4	4
Visual (300 yards or more)	6	6
Beyond Visual	8	8

CHANNEL 2

Rating

This component is used for SAs that will require an action check to use, but isn't directly related to a Trait. This is also used for Movement SAs to determine speed.

RATING

Rating	CP Cost
-4	1
-3	2
-2	3
-1	4
0	5
1	6
2	7
3	8
4	9
4 (2)	10
4 (3)	12
4 (4)	14
4 (5)	16

Size Alteration

This component is used for SAs that change the size of a character or object. The more the SA can shrink or enlarge a character or object, the more CPs you'll spend. This ability costs 3 CPs per size category.

For example, if you want the power to increase a target's size by up to three categories, then you must pay 9 CPs. If you want the SA to both shrink and enlarge a target, you must buy this component twice.

Trait Modification A

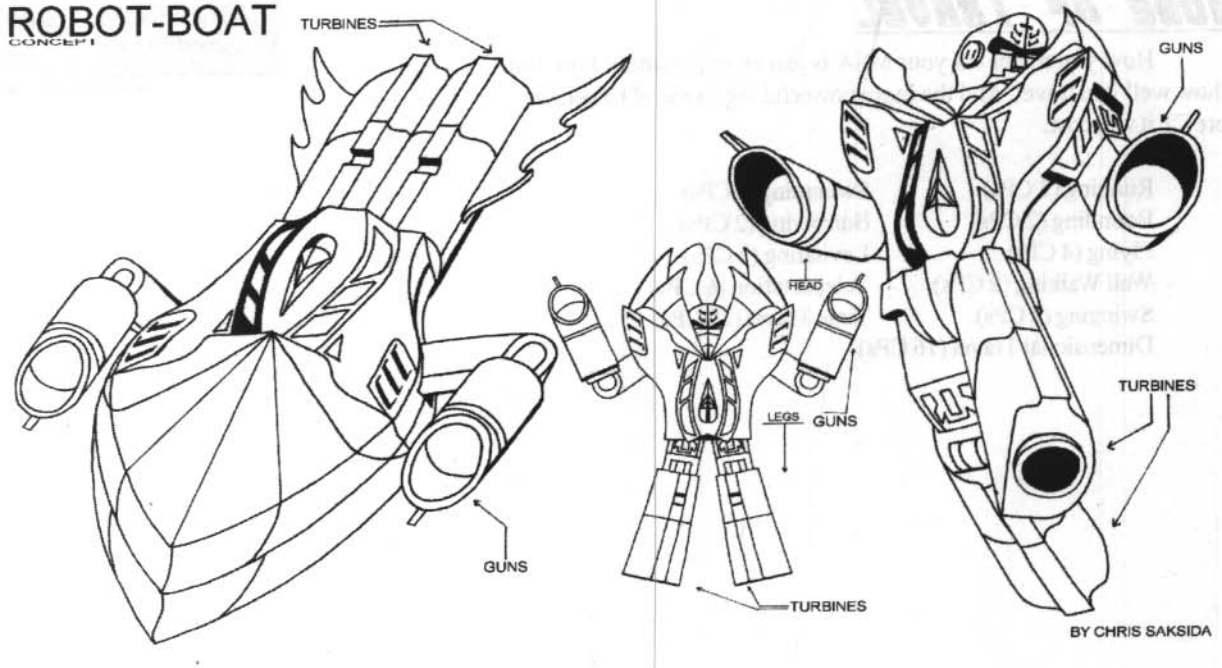
This component is for SAs that increase or decrease the character's own Trait ratings, or those belonging to a friendly character (decide which one when this SA is created). You must choose which Trait(s) this SA affects and then pay (or receive CPs back) for each one, based on the following:

- You pay 2 CPs per +1 bonus to the Trait rating.
- You can make the SA affect a Specialty rather than an entire Trait. You pay 1 CP per +1 bonus to the Specialty rating.
- You get 1 CP back per -1 penalty to the Trait rating. The SA cost (after modifiers are taken) may never be reduced below 2 CPs.

Trait Modification B

This component is for SAs that increase or decrease an enemy's Trait ratings. You must choose which Trait(s) this SA affects and then pay (or receive CPs back) for each one, based on the following:

- You pay 2 CPs per -1 penalty to the Trait rating.
- You can make the SA affect a Specialty rather than an entire Trait. You pay 1 CP per -1 bonus to the Specialty rating.
- You get 1 CP back per +1 bonus to the Trait rating.
  The SA cost (after modifiers are taken) may never be reduced below 2 CPs.



Transformation

This component must be purchased if the SA transforms the character into something else – a car, a robot, a plant or whatever else you can dream up.

This power has a base cost of 6 CPs per alternate form (his normal form is referred to as his *base form* and is the form he'll spend most of the game occupying). So, if your character has two alternate forms, you'll be out 12 CPs. No matter how many forms your character has, the TSA counts as one SA, so you only have to buy the power level once for all of your forms.

Before you start thinking you can load up on different forms for rock bottom prices, you now have to purchase the stats for these alternate forms. Check out the guidelines below:

- If the alternate form is a vehicle, follow the rules for Vehicles. The CP cost for the alternate form is added to the base cost of the TSA.
- If the alternate form is an animal or creature, follow the rules for Animal Companions. The CP cost for the alternate form is added to the base cost of the TSA.
- If the alternate form is a humanoid, use the Animal Companions rules to determine your Special Character Points. Create the form with the normal character creation rules, using the SCPs rather than CPs.
- If the alternate form is something more unusual and unorthodox (like water or fog, for example), then work with the GM to create a satisfactory form, using either the Animal Companion or Vehicle rules as a guide. The CP cost for the alternate form is added to the base cost of the TSA. If the new form doesn't have anything that costs CPs, just double the base cost of the form (to 12).

Bonuses

Advantage, Major: +3 CPs. These are major modifications that significantly improve the SA's performance, such as a +2 bonus to a trait. Cybernetic crosshairs (+2 Ranged Combat bonus), a sonic effect to the laser gun that stuns or deafens people, or creating blocks of immobilizing ice from a freeze beam gun are all major advantages.

New and Altered Modifiers

If you have an idea for a modifier that isn't represented here, you can always opt to design your own or tweak existing ones. When doing this, keep a sharp eye out for game balance. Otherwise, the GM will probably stop you on the spot and and make you rework your SA… and rightly so, we might add.

Advantage, Minor: +1 CP. A minor modification or effect, such as a +1 bonus to a trait. Examples are a silencer, a targeting scope that gives a +1 to ranged combat, or a magic sword that always points north.

Area of Effect: +2 CPs per 3 yards diameter. This SA affects an entire area, rather than one target.

Armor Piercing: +1 CP per point of Protection that the damage ignores. This OSA is proficient at breaking through tough defenses.

Auto Fire: +6 CPs. This OSA allows an additional attack each turn. This attack does not suffer from the normal multiple attack penalties (see Channel 4). This bonus can only be purchased once for each SA.

Burst Fire: +3 CPs. This OSA can make one additional attack against the same target each turn. This attack does not suffer from the normal multiple attack penalties (see Channel 4). This bonus can only be purchased once for each SA.

Collapsible: +4 CPs. *Items* only! This SA can collapse down into a smaller object that can be carried or hidden more easily.

Disintegrate Matter: +4 CPs/Type. This OSA will totally obliterate one type of non-living material. If the material is "living" (like crystal demons or rock men), this OSA acts as though they have the *Double Damage* bonus (below).

Double Damage: +3 CPs/Type. This OSA does double damage versus a specific type of material or being. This target must be specified when purchasing the Bonus. The damage is doubled *after* the roll is made. Figure how much damage would be done and simply multiply it by 2. The doubling takes place before Protection is taken into consideration.

Example*: Dirk Dashing hits his enemy Stonewall and rolls his normal 1d12+4 for damage. He gets a 10, but because his SA does double damage versus things made of rock/stone, this is doubled. His damage will be 20. Now he subtracts Stonewall's Protection of 8: dealing Stonewall a total of 12 damage.*

Hardened: +1 CP per point of *Armor Piercing* negated. This DSA is resistant to armor-piercing attacks.

Ignore DSA: +6 CPs/Type. May not be used for Vehicle Class OSAs. This OSA totally ignores one specific type of DSA (force field, armor, etc.). This type must be specified when purchasing the Bonus. There must be one or more simple ways to negate this bonus automatically that must be chosen upon creating this SA. An example of this is a gas-based attack, which can be avoided by holding your breath.

Intelligent Weapon: +3 CPs. *Items only!* This OSA is intelligent and capable of thinking and speaking on its own, though it may not take any independent actions.

Mental Attack: +6 CPs. The character uses his *Willpower* to hit rather than his *Ranged Combat*. This OSA completely ignores DSAs that protect against physical damage (such as armor, force fields, etc.). This SA cannot be used against robots, zombies or other living targets with an inorganic brain, or anyone else the GM rules is unaffected.

Mental Defense: +2 CPs. Rather than blocking physical damage, this DSA blocks mental damage.

Multi-SA: +X CPs. *Items* only! Adds a second SA or SA effect, such as a grenade launcher added to a Machine Gun, or a Freeze Beam added to a Laser Gun. X is equal to the CP Cost for the rating of the additional SA, plus any modifiers the second SA has. This allows you to skip paying the Power Level of the second effect.

SPEED

There are two scales of movement. Normal-scale movement is generally for characters or very slow-moving vehicles, while super-scale movement is reserved for most vehicles and characters with appropriate MSAs.

Whenever a super-scale character or vehicle is pursued by or is pursuing a normal-scale character or vehicle, the super-scale character or vehicle adds 3 to its pursuit check result. This means that a vehicle with super-scale movement rating of 2 (for example) is going to be faster than a vehicle with normal-scale movement rating of 2.

SPEED EXAMPLES (NORMAL-SCALE)

Athletics/Speed	Example
-4	Impaired human
-3	
-2	Inactive human
-1	
0	Average human
1	
2	Athletic human
3	
4	Professional Athlete
4(2)	Enhanced human
4(3)	
4(4)	Superhumanly fast
4(5)	

SPEED EXAMPLES (SUPER-SCALE)

Athletics/Speed	Example
-4	Aircraft Carrier
-3	Bicycle
-2	Bus
-1	Tank
0	Family Car
1	Van
2	Gyro-Copter
3	Motorcycle
4	Sports Car
4(2)	Race Car
4(3)	Airplane
4(4)	Jet
4(5)	Faster than light

No Line of Sight Needed: +8 CPs. The attacker doesn't need to see the target in order to hit him with this OSA.

Of One Mind: +1 CP per Trait retained (regardless of the ratings themselves) or +5 per entire category (Mental or Social) retained while in a transformative form. The character with this TSA retains some or all of his existing Mental and Social Traits at their normal ratings when he transforms into his alternate form(s).

Super-Scale Movement: +3 CPs. This allows the MSA to function on a scale usually reserved for vehicles and the like. See the sidebar for more details.

Transform Others: +4 CPs. This TSA can turn other characters into another form. Make sure to purchase Range, Rating, and Duration components for the TSA if you buy this Bonus. The rating will be used to determine if this works on your opponent – this will be treated as an opposed action check using your character's TSA rating versus the opponent's *Athletics* or *Willpower* (you must choose which one upon taking this Bonus). Objects resist on a DN chosen by the GM (usually 6-8). If this Bonus is taken, the character cannot use it on himself, unless you buy the TSA again.

Usable on Self and Others: +8 CPs. This SA can be used both on the user and others, rather than one or the other. Not available for TSAs or *Items*.

Vehicle Class: +8 CPs. This OSA is a powerful weapon designed to take out vehicles and large structures. When rolling for damage against vehicles and structures (like buildings), roll 2d12 rather than the normal 1d12. When rolling to damage characters, you still roll 1d12. After all, such huge weapons seldom score direct hits on characters - the explosion sends them flying instead!

Weightless: +3 CPs. *Items only!* This SA is virtually weightless, making it easy to carry around – it does not burden the wearer at all.

Kargorr Sez:
All right! That does it! How on earth can anyone with even the tiniest strand of intelligence come to the insipid conclusion that huge weapons do more damage to vehicles than to people? Take my old favorite death machine of mine called The Terror Cannon, for example. It was a towering weapon of destruction, perfectly capable of blasting the most heavily armored vehicle into oblivion let alone turning any hero into a puddle of smelly purple-ish goo!

So, how can these kinds of weapons do less damage to characters than to vehicles? This reeks of incompetence!

Cynthia Sez:
Kargorr, Kargorr, Kargorr... what are we going to do with you? For someone who lived in the world of cartoons, you sure are clueless about how things work there. In the action cartoons, these huge weapons never really score a direct hit on characters.

Instead, the attack lands near the character and the blast sends him careening through the air and into a wall or something. So, while it roughs him up quite a bit, the attack's full effect doesn't turn him "into a puddle of smelly purple-ish goo," as you so eloquently put it.

RESTRICTIONS

Cannot Control: -4 CPs. This SA is uncontrollable, either activating randomly or having a random effect when activated. Such random effects are up to the GM.

Charges, Major: -6 CPs. This SA is severely restricted in the number of uses it has due to charges, ammo, etc. It is usually only good for a single fight without being reloaded. This SA has an average of 6 uses before needing to be reloaded or recharged.

Charges, Minor: -2 CPs. This SA is slightly restricted in the number of

uses it has due to charges, ammo, etc. This SA is unlikely to run out after a couple of fights, but it will be useless if not recharged or reloaded for a protracted period of time. This SA has an average of 25 uses before needing to be reloaded or recharged.

Charges, Moderate: -4 CPs. This SA is restricted in the number of uses it has due to charges, ammo, etc. This SA will last for a fight, maybe two, but is unlikely to last much longer without being reloaded or recharged. This SA has an average of 15 uses before needing to be reloaded or recharged.

Charges, One Shot: -2 additional CPs. For *Charges* SAs only. This SA can never be reloaded, recharged, or reused.
It is burned out or destroyed when it is depleted.

Charges, Single: -8 CPs. This SA can only be used once, and then needs to be recharged or reloaded.

Disadvantage, Major: -3 CPs. You cannot use this SA under circumstances that are likely to come up often, or it offers up to a -2 in those situations. Not working during the day or in the rain are Major Disadvantages.

Disadvantage, Minor: -1 CP. You cannot use this SA under very rare or odd situations that are unlikely to come up often, or that are easily avoidable, or it offers a –1 in those situations. Things like while wearing red or during a lunar eclipse fall into this category.

Disturbance, Major: -5 CPs. Your SA creates a violent or extremely noticeable disturbance that is permanent. Sonic booms that shatter windows, a small impact crater from your bounding SA; these are all distinctive and permanent things.

Disturbance, Minor: -1 CPs. Your SA creates a brief, but noticeable disturbance when used, such as a loud sound or a flash of color. Minor Disturbances generally only last a second or two.

Disturbance, Moderate: -3 CPs. Your SA creates a noticeable disturbance that lasts for quite some time (as opposed to *Minor Disturbance*, which only lasts for an instant). The smell of brimstone after you teleport, a colored blur after you fire your X-ray laser that takes 30 seconds to fade. All of these advertise your presence and are easily noticed.

Fickle: -4 CPs. Every time the SA would normally work, roll a die. On an even roll it functions as normal. On an odd result, it doesn't.

Item: -2 CP. This SA is an object and can be lost, stolen, broken or used by others.

Limited Control: -2 CPs. This SA is controllable through artificial means, such as wearing emerald glasses to stop your mind-controlling gaze or wearing a special belt to avoid exuding bad luck to everyone around you.

Linked: -1 CP. This SA is linked directly to another SA (you must decide which one it is linked to). This SA cannot be used unless the "parent SA" is used.

Only affects X: -2 to -4 CPs. This SA only affects certain types of targets.

Rare Recharge: -2 additional CPs. For *Charges* SAs only. This SA requires a rare and hard to get item or energy source to replace or recharge it.

Self-Damaging, Major: -8 CPs. This SA deals 1d12+4 damage to the user every time it is activated.

Self-Damaging, Minor: -2 CPs. This SA deals 1d12-4 damage to the user each time it is activated. If the result is less than zero, it counts as zero.

Self-Damaging, Moderate: -4 CPs. This SA deals 1d12 damage to the user each time it is activated.

Specific Defense: -5 CPs. The DSA protects against *only* one specific type of attack – fire, bullets, piercing, etc. You may select the type yourself, but if it's too obscure or too all-encompassing, your GM may veto it.

Weak Spot: -3 CPs. The DSA's Protection score is halved (rounding down) when protecting against one of the following categories of damage: *physical* (clubs, fists, bullets, etc.) or *energy* (lasers, fire, electricity, etc.).

ANIMAL COMPANIONS

Animal Companions are considered Special Abilities. We are devoting this special section to them because they are created differently than other SAs.

Animal Companions have been a staple of the retro-toons for as long as they have existed. The trusty dog, the wise-ass parrot, the over-protective cute monster… the list goes on and on.

Animal Companions have Traits like characters do, such as Oomph, Stunt Points and Hurt Points. Animal Companions may also have Special Abilities as characters do. Animal Companions require the purchase of a Power Level, like any other SA. Since CPs paid for the companion, it is considered to be as much a part of the character as a superpower or magical ability, and should be allowed in all but the most inappropriate situations.

Step One: SPCs

Now you get to spend CPs to purchase... CPs. Actually, you'll receive a pool of *Special* Character Points (or SCPs), which are spent to create the animal companion.

Step Two: Natural Traits

Natural Traits are abilities that pretty much every animal or creature has access to. The following Traits are considered natural:

- Athletics
- Body
- Coordination
- Stealth
- Unarmed Combat
- Perception
- Survival
- Willpower
- Appearance

Natural Traits are purchased just like Traits are for characters.

SCP

SCPs	CP Cost
5	4
10	6
20	8
25	10
30	12
40	14
60	16
80	18
100	20
120	30
140	40
160	50
180	60
200 or more	+10 CP per 20 SCPs beyond 100

NATURAL TRAITS

Rating	CP Cost	Description
-4	4 returned	Nearly nonexistent
-3	3 returned	Low Comprehension
-2	2 returned	Poor
-1	1 returned	Fair
0	0	Average
1	2	Good
2	4	Great
3	6	Outstanding
4	8	World-Class
4 (2)	10	Enhanced
4 (3)	12	Super
4 (4)	14	Mega
4 (5)	16	Ultimate

OTHER TRAITS

Rating	CP Cost	Description
-4	1 returned	Nearly nonexistent
-3	0	Low Comprehension
-2	2	Poor
-1	4	Fair
0	6	Average
1	8	Good
2	10	Great
3	12	Outstanding
4	14	World-Class
4 (2)	16	Enhanced
4 (3)	18	Super
4 (4)	20	Mega
4 (5)	22	Ultimate

By selecting a rating level of -4 to -1, you actually gain Special Character Points back. A character may never get more than 6 SCPs back in this way.

Step Three: Other Traits

There are some things animals and creatures simply cannot do as well as humans, if at all. How many times have you witnessed a snake plugging away at a computer, or a horse performing surgery?

Any Trait not listed as "Natural" fall into this category. Other Traits are purchased like Natural Traits, except that the animal or creature has a default rating of -3.

Many of these Traits simply shouldn't be given to some animals. Use common sense here... or else the GM will.

By selecting a rating level of -4, you actually gain Character Points back. A character may never get more than 6 CPs back in this way.

Step Four: Special Abilities

What? A Special Ability that can have Special Abilities? You betcha! The poisonous bite of a cobra, the claws and teeth of a panther, and the ability to shoot eye beams (hey, it's the world of cartoons!).

Purchase the animal's SAs as you would for any character, except that you'll be spending SCPs rather than CPs.

Step Five: The Other Stats

Purchase Oomph and Stunt Points as normal. Additionally, find out how many Hurt Points the animal has (add their Willpower rating as normal).

Additional Hurt Points can be purchased at the rate of one SCP per Hurt Point (up to a maximum of 10 extra Hurt Points).

Step Six: Primary Movement

Choose a primary means of movement for the animal.

- Land
- Sea
- Air
- Space
- Subterranean

The animal will use its *Athletics* Trait for purposes of moving via its primary mode of travel. Animal Companions are considered to have normal-scale primary movement, unless you pay an additional 3 SCPs to make it super-scale.

Step Seven: Size

Select a size and pay SCPs for it.

- Microscopic (e.g., germ): 20 SCPs
- Tiny (e.g., insect, nickel or bead, up to 6" tall): 10 SCPs
- Very Small (e.g., gun, tin can or remote control, up to 18" tall): 6 SCPs
- Small (e.g., small child, up to 4.5' tall): 2 SCPs
- Medium (e.g., normal humans, up to 7' tall): 0 SCPs
- Large (e.g., motorcycle, sofa, ogre, up to 10' tall): 2 SCPs
- Very Large (e.g., car, pick-up truck, small shed, up to 15' tall): 6 SCPs
- Huge (e.g., fire truck, semi, giant, house, up to 20' tall): 10 SCPs
- Colossal (e.g., building, water tower, up to 200' tall): 16 SCPs
- Gargantuan (e.g., skyscraper, up to 100,000' tall): 26 SCPs

Step Eight: Modifiers

Some Animals have special bonuses, extra effects, or restrictions limiting them that can affect the cost. No Animal can have its cost reduced below 2 CPs. These modifiers can be adjusted (or even banned) by the GM to better fit the series.

Bonuses

Inspired: +2 SCPs. This Animal Companion is essentially a full-blown character in its own right and is capable of deep thought. An Animal Companion that doesn't possess this bonus is referred to as a *Mundane* Animal Companion. While a Mundane Animal Companion may be intelligent for an animal, it is still bound to animal-like thought processes.

Mental Link: +2 SCPs. The character can see through the animal's eyes.

Secondary Movement, Limited: +2 SCPs. The animal has a secondary mode of transportation. It uses its *Athletics* Trait -2 for purposes of using this travel mode. Animal Companions are considered to have normal-scale secondary movement, unless you pay an additional 3 SCPs to make it super-scale.

Secondary Movement, Unlimited: +4 SCPs. The animal has a secondary mode of transportation. It uses its *Athletics* Trait for purposes of using this travel mode. Animal Companions are considered to have normal-scale secondary movement, unless you pay an additional 3 SCPs to make it super-scale.

Speaks: +2 SCPs. The animal can speak. Must purchase the *Inspired* bonus first.

Hurt Points

Body	Base Hurt Points
-2	23
-1	26
0	29
1	32
2	35
3	38
4	41
4 (2)	44
4 (3)	47
4 (4)	50
4 (5)	53

Stunt Points

Stunt Points	CP Cost
0	0
1	2
2	6
3	10

Oomph

Oomph	CP Cost
0	2 returned
1	0
2	4
3	6
4	8
5	10

Animal Companions as Mounts

A common sight in the retro-toons was the hero or villain riding their Animal Companion. This raises an interesting question: if an Animal Companion is being ridden by a character, do you use the character's *Riding* Trait or the Animal Companion's own Traits when performing maneuvers or stunts?

This depends on whether the Animal Companion is Mundane or Inspired (see the *Inspired* bonus, above).

For a Mundane Animal Companion, the GM may require the rider to make an action check using his *Riding* Trait. This is to get the animal to do what the player wants. If this is successful, the animal must make an appropriate action check.

For an Inspired Animal Companion, the animal's Traits come into play without the need for a *Riding* action check. In fact, the only time a *Riding* action check would come into play is if the animal doesn't want to perform the maneuver or stunt.

As for attacking, the Animal Companion's own Traits are used, regardless of whether it is Mundane or Inspired.



RESTRICTIONS

GM-controlled: -2 SCPs. The animal is controlled by the GM rather than by the player (not applicable for NPC's, since the GM will be controlling them anyway).

Linked: -1 SCP. This Animal Companion is linked directly to another SA (you must decide which one it's linked to). This SA cannot be used unless the "parent SA" is used.

Step Nine: Story Hooks

You may choose to give your Animal Companion its own Story Hooks. These are handled as per the normal Story Hook rules for characters.

Each Story Hook has a level of severity:

Minor: This Story Hook doesn't rear its head often or won't affect the Animal Companion all that much.

Moderate: This Story Hook will happen on a fairly regular basis or will have quite an adverse effect on the Animal Companion.

Major: This Story Hook will affect the AC a lot or will have a positively devastating effect on the Animal Companion.

CHANNEL 2

VEHICLES

Vehicles in ***Cartoon Action Hour*** are almost characters themselves, and in some cases, they *are* characters.

Vehicles are bought with SCPs much in the same way Animal Companions are purchased. They have Traits like characters do, which determine their hardiness just as traits determine Hurt Points for characters. Vehicles may also have Special Abilities.

Vehicles require the purchase of a Power Level, like any other SA. Since CPs paid for the vehicle, it is considered to be as much a part of the character as a superpower or magical ability, and should be allowed in all but the most inappropriate situations.

Step One: SCPs

Now you get to spend CPs to purchase... CPs. Actually, you'll receive a pool of *Special* Character Points (or SCPs), which are spent to create the vehicle.

Step Two: Modes of Travel

Purchase any modes of travel the vehicle is capable of.

- Land: 2 SCPs
- Sea: 2 SCPs
- Air: 4 SCPs
- Space: 6 SCPs
- Subterranean: 2 SCPs

You'll need to purchase a *Speed* rating for each mode of travel during Step Three. A vehicle without a given mode of travel is completely incapable of moving in the designated manner.

You must also determine whether the vehicle has normal-scale movement or super-scale movement for each mode of movement. Super-scale is the default here (i.e., it's free), but you can opt to make it normal-scale, thus gaining 4 additional SCPs.

SCP

SCPs	CP Cost
5	4
10	6
20	8
25	10
30	12
40	14
60	16
80	18
100	20
120	30
140	40
160	50
180	60
200 or more	+10 CP per 20 SCPs beyond 100

Step Three: Traits

Vehicles that are not sentient have only the traits listed below, while sentient ones may be given some appropriate Traits from the list available to characters.

By selecting a rating level of -4 to -1, you actually gain Special Character Points back. A vehicle may never get more than 6 SCPs back in this way. Note that you may take Specialties, just like you do with characters.

EXPERIENCE POINTS

Vehicles and animal companions don't gain Experience Points of their own (even if they are sentient), as they are merely an extension of the character they're attached to. If the sentient vehicle or animal companion does something worthy of gaining Experience Points, they go directly to the character. You can, of course, spend these Experience Points to increase the vehicle's (or animal's) stats.

PHYSICAL TRAITS

Armor

The vehicle's defensive plating or energy shielding that protects it from harm. If *Armor* is purchased above the *Body* trait of the vehicle, it reduces the effective speed of all movement modes by one. ***Specialties:*** Ballistic, Energy, *specific attack*

Auto-Gunner

The vehicle is equipped with automatic gunnery software, and may fire on its own using this Trait. ***Specialties:*** Beam Weapons, Missile Weapons, *specific attack*

Auto-Pilot

If the vehicle has an autopilot computer, this is used as its *Driving* Trait when engaged. ***Specialties:*** Evasive Maneuvers, Attack Maneuvers, *specific maneuver*

TRAITS

Rating	CP Cost	Description
-4	4 returned	Nearly nonexistent
-3	3 returned	Animal
-2	2 returned	Poor
-1	1 returned	Fair
0	0	Average
1	2	Good
2	4	Great
3	6	Outstanding
4	8	World-Class
4 (2)	10	Enhanced
4 (3)	12	Super
4 (4)	14	Mega
4 (5)	16	Ultimate

Body

Just like the *Body* Trait of a character, this represents the hull integrity of the vehicle and will factor in determining its Structural Points and ability to avoid a critical hit. This doesn't necessarily relate to size – a small tank is sturdier than a huge zeppelin. ***Specialties:*** *specific environment/conditions*

BODY EXAMPLES

Cycle: 3
Car: 4
APC: 4(2)
Tank: 4(3)
Battleship: 4 (4)

Crew

This Trait is purchased for vehicles only if they are of the NPC variety. The Crew Trait represents the average quality of the NPC crew assigned to such a vehicle. ***Specialties:*** Gunnery, Piloting, Recon, *specific function*

Maneuverability

This Trait modifies the pilot's *Driving* or *Piloting* roll and represents a vehicle with superior controls or response. If the vehicle is sentient, this Trait acts as its *Athletics*. ***Specialties:*** Accelerate, Dive, Jink (dodge), Club, *specific maneuver*

Speed

A measure of how fast the vehicle can go. This acts as the vehicle's *Athletics* Trait for purposes of pursuit. Each mode of travel must have its own *Speed* Trait. ***Specialties:*** *specific terrain (snow, sand, marsh, etc.)*

Stealth

This covers the sneakiness of a vehicle. *Stealth* 0 is the average internal combustion engine vehicle that's easy for most people to hear coming. Negative *Stealth* indicates a Tank or Bulldozer. ***Specialties:*** Night Operations, Desert Operations, *specific conditions/terrain*

Survival

The vehicle's ability to survive in various climates and environments. This Trait must be purchased as a Specialty for each climate or environment. ***Specialties:*** Arctic, Desert, Forest, Jungle, Mountain, Ocean, Swamp, Plains, Urban

MENTAL TRAITS

Computer

The vehicle is equipped with a computer and possibly other equipment. When a character has no applicable skill, he may use the vehicle's onboard systems instead. SPECIAL NOTE: A vehicle must have *Computer* to have any other mental Traits. ***Specialties:*** Computer Operation, Computer Programming, Communications

Detective

The vehicle has an onboard criminology lab, allowing any character with at least *Detective* 1 to use the vehicle's Trait instead, or allowing a character with less than *Detective* 1 to roll as if he had *Detective* 1. ***Specialties:*** Forensics, Cryptography, Deduction

Disguise

Vehicle's ability to appear as a normal vehicle of some type. Armed vehicles *must* purchase a Transformation SA or this Trait will simply help them appear to be *normal* armed vehicles. ***Specialties***: none

Knowledge

The vehicle's onboard computer has an extensive database, or perhaps a connection to a larger computer network, allowing it to search for information requested by its crew. ***Specialties:*** none

Medical

The vehicle has medical equipment onboard (such as an ambulance's gear) that will add 1 to the character's Trait for every 2 full points of *Medical* rating the vehicle possesses (add the super-rating to this if it has one). If the vehicle is sentient, an action check using the vehicle's Trait is allowed instead (such as a science fiction style "autodoc"). ***Specialties:*** Medicine, Surgery, First Aid

Perception

The vehicle has a suite of reconnaissance equipment aboard. ***Specialties:*** Spot the Hidden, Strategy, Tracking

Kargorr Sez:
Psssst! Listen up, you lowly players. I've found several ways you can manipulate the SA creation rules to create infinitely powerful characters! Just keep a sharp eye out for ways to bend the rules and you shall end up with characters that will defeat anything the GM throws your way! Muhahaha!

Eddy Sez:
Ignore this lamer's advice, gang. While it's possible to twist and contort the SA creation system in order to make overly tough characters, it's definitely against the spirit of the game. And don't forget that GMs typically dislike such behavior and may force you to either redesign the offending SAs or leave the game group. The SA creation rules allow for nearly limitless possibilities, and this is most assuredly intentional. The downside to such versatility is that unscrupulous players can abuse them. Just say "no" to cheese!

Repair

A package of repair tools is included with this vehicle. A rating of 1 indicates tools and parts that add to a character's *Repair* Trait. A higher rating indicates automated repair equipment. ***Specialties:*** Vehicles, Weapons, Armor, Robots, Gadgets

Science

This covers all fields of science, from chemistry to biology to geology, and indicates equipment or labs aboard the vehicle. ***Specialties:*** Life Sciences (e.g., Biology, Zoology, Botany), Physical Sciences (e.g., Chemistry, Physics, Mathematics), Planetary Sciences (e.g., Geology, Minerology, Oceanography), Social Sciences (e.g., Archaeology, Geography), Space Sciences (e.g., Astronomy)

Social Traits

Appearance

The vehicle's 'cool' factor. A sleek street bike might have a high Appearance, whereas a smuggler's ancient space freighter might not look like much, but have it where it counts. Specialties are possible – your team's rich benefactor may not think your Monster Truck is as 'cool' as your Good Ole Boy mechanic does. ***Specialties:*** *specific vehicular subculture*

Step Four: Special Abilities

While some SAs are redundant for vehicles (for example, "Flight" isn't needed, since it's covered in the vehicle's Traits), a vehicle can greatly benefit from other SAs. Purchasing SAs is handled as per normal characters.

The only real divergence is for...

Weapons

A vehicle can have many weapons, and in the cartoon genre, they often do. The main, or most heavily damaging, weapon on a vehicle determines the base weapon cost for the vehicle. Additional weapons cost substantially less, as the maximum damage capability of the vehicle might determines its effectiveness, and multiple smaller weapons might assist in defending against smaller opponents, but it will not be effective against the same types of vehicles the main battery is designed for.

Weapons are purchased just like OSAs for characters, with three important exceptions:

1) You do not have to buy a Power Level for vehicular weapons.

2) Vehicular Weapons are assumed to have the 8-point *Vehicle Class* modifier. Anti-personnel weapons are actually 4 points cheaper if purchased for a vehicle.

3) Only the weapon or weapons with the highest damage rating are paid for at full cost. This is because it is often the biggest gun on a vehicle that makes the difference. Other weapons are considered support weapons and cost half of the normal SCP cost (rounded up).

Example: Steelhull's MOTANK has a heavy gun as its main armament. Its ability to damage large, heavily armored targets makes its single anti-personnel machine gun a pretty insignificant thing, since any target that would require the use of the BigGun would probably just shrug off a few machine gun bullets.

Step Five: Capacity

How many characters can the vehicle carry?

- One enclosed driver or pilot space is free of charge. If this space is exposed, the vehicle costs 2 less SCPs.
- Further occupant spaces cost 1 SCP (exposed) or 2 SCPs (enclosed) each.

The term "enclosed" means the occupant is protected in some way (closed cockpit, etc.). The term "exposed" means the occupant has no real protection (e.g., a standard motorcycle).

Step Six: Size

Vehicular Sizes must be paid for just like a character's Size. Size in ***Cartoon Action Hour*** is handled by presenting a handful of categories:

- Microscopic (e.g., germ)
- Tiny (e.g., insect, nickel or bead, up to 6" tall)
- Very Small (e.g., gun, tin can or remote control, up to 18" tall)
- Small (e.g., small child, up to 4.5' tall)
- Medium (e.g., normal humans, up to 7' tall)
- Large (e.g., motorcycle, sofa, ogre, up to 10' tall)
- Very Large (e.g., car, pick-up truck, small shed, up to 15' tall)
- Huge (e.g., fire truck, semi, giant, house, up to 20' tall)
- Colossal (e.g., building, water tower, up to 200' tall)
- Gargantuan (e.g., skyscraper, up to 100,000' tall)

Vehicles automatically start at Large free of charge, but each series may have its own "default size," which represents how large the average vehicle will be. SCPs may be spent to alter the vehicle's size. For each category above or below the default size, you must spend 3 SCPs. So, if the default is Large and you wish your vehicle to be Huge, you'll be out 6 SCPs.

Step Seven: Structure Points

A vehicle's Structure Points (which are synonymous with Hurt Points) are calculated by adding its Body and Armor Trait ratings and multiplying the total by a number determined by the vehicle's Size. Remember that super ratings add to the Trait for this purpose.

- Tiny or Smaller: 0.5 (round up)
- Very Small: 1
- Small: 5
- Medium: 10
- Large: 20
- Very Large: 30
- Huge: 40
- Colossal: 50
- Gargantuan: 100

Step Eight: Vehicle Damage Modifier

When a vehicle is created, find its Vehicle Damage Modifier by adding its *Body* and *Armor* ratings (and super-ratings as well), and multiplying the total by two.

Step Nine: Story Hooks

You may choose to give your vehicle its own Story Hooks. These are handled as per the normal Story Hook rules for characters.

EXAMPLE SA'S

EXAMPLE FOR SA #1: *Brice decides to buy some SAs. His first SA is going to be a laser pistol that looks like a 6-shooter with a Gatling-like attachment. But it's not just any pistol. Oh no... it's rare. So rare, in fact, that it requires a chunk of Dargak stone to power it. He buys it at Medium Power Level (4 CPs). Since it is just a pistol, he picks up the Range component at Medium for 2 CPs.*

One more component is needed: Damage. He buys it at 6, which costs 8 CPs. Of course, since it's not reliant on the character's strength, 2 is automatically added to the damage.

Now for Modifiers! To simulate the Dargak stone, he selects Charges, Minor and Rare Recharge, which reduces the SAs cost by 4. It's also an Item, so another 2 CPs is lopped from the cost. Brice finishes up by choosing the Burst Fire bonus for 3 CPs. The laser pistol sets Brice back 11 CPs.

EXAMPLE FOR SA #2: *Brice wants to give the character an Animal Companion: a cybernetic horse named Eagle. Cyber-horses aren't very powerful, so he takes it at a Low Power Level. He spends 14 CPs on the Animal Companion, which means he has 40 SCPs to build it with. Starting with Traits, Brice settles on Athletics 4 (8 SCPs), Body 3 (6 SCPs), Perception 1 (2 SCPs) and Appearance 2 (4 SCPs).*

With his remaining 20 SCPs, he moves on to Eagle's SAs. He wants to give Eagle some armor to reflect the metal cybernetic parts. He opts for Low Power Level (2 SCPs), Protection 4 (4 SCPs) and 4 points of the Hardened bonus (4 SCPs).

Brice takes one final SA: leaping. Figuring that it could be quite useful, he buys it at Moderate Power Level (4 SCPs). He also takes the Range component to dictate how far Eagle can leap and goes with Short (1 SCP), which means he can leap up to roughly 20 yards. He selects Bounding as the SA's mode of travel (no cost).

Finally, Brice writes in all the remaining tidbits: Oomph of 1 (no cost), 0 Stunt Points, Hurt Points of 39 (1 SCP), Primary Movement: Land (no cost) and Size: Large (2 SCPs). Eagle is now complete.

EXAMPLE FOR SA #3: *With 14 CPs left to spend, Brice considers going back and increasing some Traits. But he figures he should probably create one more SA instead. He envisions a bulky set of goggles with gears and rivets that would allow the character to increase various sight-based abilities. He selects Medium Power Level for 4 CPs.*

To start with, he buys the Trait Modification A component, giving him a +4 to his Perception rating. To keep the cost down, he chooses to have it only apply to a Specialty (Spot the Hidden). This component runs him 4 CPs.

Next up, Brice wants the character to be able to see through solid objects and see extremely well in the dark. In order to squeeze both of these effects into the CP cost, he hopes to purchase it as one Rating component. He gets it at rating 3 for 8 CPs.

To finish up, he takes it as an Item, thus reducing the cost by 2 CPs. The total cost for the goggles is now 14 CPs. Brice is now flat broke. But, he has a great deal to show for it!

Or does he?

The GM looks at the SA and informs Brice that he must do some revising. First of all, the Power Level should be High, since the gadget can do so many different things. Also, the GM rules against Brice trying to lump two effects (x-ray vision and dark vision) into one component.

EXAMPLE FOR SA #3 (REVISED): *With his original idea scrapped by the GM, Brice starts revising things a bit. Brice purchases the Power Level at High (6 CPs).*

He keeps the Trait Modification A component exactly how it was in the first version (4 CPs). He then grabs another Trait Modification A component, this time adding +3 to Ranged Combat (pistols). This costs 3 CPs.

Looking over the bonuses available, Brice picks Advantage, Major and decrees that the goggles give the character 360 degree vision (3 CPs). Lastly, he keeps it as an Item, thus bringing the cost down to 14.

The GM checks the SA over and green-lights it after deeming it an MiscSA.

Each Story Hook has a level of severity:

Minor: This Story Hook doesn't rear its head often or won't affect the vehicle all that much.

Moderate: This Story Hook will happen on a fairly regular basis or will have quite an adverse effect on the vehicle.

Major: This Story Hook will affect the vehicle a lot or will



SAMPLE SPECIAL ABILITIES

Here are some Special Abilities as examples of what things you can do with the ***Cartoon Action Hour*** system. Refer to these Special Abilities as examples of different ways to construct Special Abilities for your own characters. We've even put the CP costs in brackets for you!

DEFENSIVE SPECIAL ABILITIES (DSA)

Life Shield
Power Level: Medium [4]
This is a magic spell covering roughly a 10 foot diameter, with a shield made of pure life energy. Since it uses a small amount of the caster's own life force, the shield can only be used a number of times before the caster needs a full night's sleep.
Protection 5 [6]
Duration (1d12 turns) [1]
Bonus: Area of Effect (3 yards diameter) [2]
Restriction: Charges, Minor (25 uses) [-2]
Restriction: Disadvantage, Minor (incantation) [-1]
Total cost: 10 CP

Power Armor
Power Level: High [6]
Cybernetic armor that not only protects the wearer from damage, but also increases the user's strength.
Protection: 8 [12]
Trait Modification A: Body (Strength) +2 [2]
Bonus: Hardened +6 [6]
Restriction: Item [-2]
Total cost: 24 CP

Stone Skin
Power Level: Medium [4]
Rock-hard skin that can shrug off the mightiest of blows.
Protection: 10 [24]
Bonus: Hardened +5 [5]
Total cost: 33 CP

OFFENSIVE SPECIAL ABILITIES (OSA)

Arrow of Seeking
Power Level: High [6]
This magical arrow is crafted for one specific individual, and that one alone. When fired at a target within a short distance, it mystically bypasses armor and most obstacles in its path to the designated target. The Arrow of Seeking requires great and powerful magic to create, and it loses all mystical properties once fired into a target.
DR 11+2 [20]
Range: Short [0]
Trait Modification A: Ranged Combat (Bow) +5 [5]
Bonus: Ignore DSA (Armor) [6]
Bonus: Advantage, Major (cannot be stopped by most obstacles or cover) [3]
Restriction: Charges, Rare Recharge [-2]
Restriction: Charges, Single Use [-8] *Restriction*: Item [-2]
Restriction: Only Affects (Named Victim) [-4]
Total cost: 24 CP

Razor Boomerang
Power Level: Medium [4]
This razor-sharp metal boomerang can bounce around a room, hitting multiple targets, and even hit them again on the way back to the thrower's hand!
DR 5+Body [6]
Range: Medium [2]
Bonus: Area of Effect (9 yards) [6]
Bonus: Burst Fire [3]
Restriction: Disturbance, Minor (blur of polished metal) [-1]
Restriction: Item [-2]
Total cost: 18 CP

Shoulder-Mounted Missiles
Power Level: Medium [4]
For the giant robot or technologically armored hero, these built-in heat-seeking missiles are fired in pairs, doing a large amount of damage to their target.
DR 8+2 [12]
Range: Medium [2]
Bonus: Advantage, Major (heat seeking warheads add +1 to the Ranged Combat Trait) [1]
Bonus: Area of Effect (6 yards) [4]
Bonus: Burst Fire [3]
Bonus: Vehicle Class [8]
Restriction: Charges, Moderate [-4]
Restriction: Disturbance, Major (explosions) [-5]
Total cost: 25 CP

MOVEMENT SPECIAL ABILITIES (MSA)

Rocket Pack
Power Level: Medium [4]
A backpack with rockets and rocket fuel, allowing the wearer to fly.
Rating 3 [8]
Mode of Travel: Flying [4]
Bonus: Super-scale movement [3]
Restriction: Charges, Moderate (1 hour) [-4]
Restriction: Item [-2]
Total cost: 13 CP

Teleportation
Power Level: High [6]
This character can (sometimes) blink out of one area, and instantaneously appear up to 50 yards away.
Rating 2 [7] (used for action checks, not speed)
Mode of Travel: Teleportation [6]
Restriction: Disturbance, Minor (small popping sound) [-1]
Total cost: 18 CP

Super Running
Power Level: Medium [4]
This character can run at incredible speeds!
Rating 4(2) [10]
Mode of Travel: Running [2]
Bonus: Super-scale movement [3]
Restriction: Disturbance, Minor (a streak that lingers for a second in the air) [-1]
Total cost: 18 CP

TRANSFORMATION SPECIAL ABILITIES (TSA)

Growth Pills
Power Level: Medium [4]
These pills allow to user to grow to Huge size, but only for a limited period of time.
Size Alteration: +3 categories [9]
Trait Modification A: Body +3 [6]
Duration: 1d12 hours [4]
Restriction: Item [-2]
Restriction: Charges, Rare Recharge (more pills) [-2]
Restriction: Charges, Single Use [-8]
Total cost: 11 CP

Pie Blaster
Power Level: Low [2]
Definitely one of the stranger SA's, this gun shoots beams of bright light, that turns its target into a delicious-smelling apple pie for a few minutes.
Rating: 4 [9]
Range: Short [0] Duration: 6 minutes [0]
Transformation [6] Cupcake Form: 5 SCPs [4]
Oomph: 0 [-2] Stunt Points: 0 [0]
Hurt Points: 17 Size: Tiny [10]
Traits: Athletics -4, Body -4, Coordination -4, Stealth -4, Unarmed Combat -4 [-6 max]
Bonus: Transform Others [4] *Restriction*: Item [-2]
Total cost: 23 CP

Transforming Robot Form
Power Level: Medium [4]
This robot can transform himself into a small, but powerful, automatic pistol.
Transformation [6] Range: Medium [2]
DR: 8+2 [12] *Restriction*: Charges, Moderate [-4]
Total cost: 20 CP

MISCELLANEOUS SPECIAL ABILITIES (MISCSA)

Commanding Voice
Power Level: Medium [4]
The character has the power to control people using only spoken commands. Only characters with a superhuman resolve have the chance to defy him, but if they do, he can't try to control them again once they've broken his considerable will.
Trait Modification A: Persuasion (Command) +2 [2]
Trait Modification B: Willpower -5 [10]
Restriction: Disadvantage, Major (if the victim succeeds in resisting, he can't try to command them again for the rest of the episode) [-3]
Restriction: Disadvantage, Minor (he must be able to speak, and your victim must be able to understand his language) [-1]
Restriction: Disturbance, Minor (his voice sounds strange when he use this SA) [-1]
Total cost: 11 CP

Psychic Visions
Power Level: Medium [8]
Visions of the past, present, and future come to the character. They are vague and confusing, and the character has no idea when he will receive a vision, but sometimes they offer an edge over the forces of evil.
Restriction: Cannot Control [-4]
Total cost: 4 CP

Special Attack
Power Level: Medium [4]
The character has a special, powerful form of attack that increases his strength and the damage of his hand-to-hand and melee attacks, but only if he shouts the name of his attack!
Trait Modification A: Body (Strength) +3 [3]
Duration: 1 turn [0]
Restriction: Disadvantage, Minor (you must call out the name of your attack) [-1]
Total cost: 6 CP

VEHICLES

Intercept Vehicle
Power Level: Medium [4]
This intercept vehicle is basically a frame, a missile launcher, a seat, a steering wheel, and some fiberglass strapped to one of the most powerful engines ever made for a land vehicle. In rough road conditions, it sometimes gets hung up or damaged due to its minimal shocks.
Traits: Maneuverability 1 [2], Speed 4(2) [10], Body 2 [4], Appearance 2 [4]
Travel Mode: Land [2]
Size: Large [0]
Capacity: 1 enclosed [0]
Structure Points: 40
VDM: 4
Story Hooks: Bad shocks - Minor
Weapons
Mini-missile launcher (DR 4+2 [4]; Vehicle class [0]; Long Range [4]; Armor Piercing 1 [1]; Item [-2]; Charges, Moderate [-4])
Total cost: 14 CP (25 SCP)

Space Fighter
Power Level: Medium [4]
A clunky old space fighter that is fast and still packs a punch.
Traits: Maneuverability 3 [6], Speed 4 [8], Armor 2 [4], Body 2 [4]
Travel Mode: Space [6]
Size: Large [0]
Capacity: 1 [0]
Structure Points: 80
VDM: 8
Story Hooks: Old – Moderate
Weapons
Quantum Torpedoes (DR 5+2 [6]; Vehicle class [0]; Medium Range [2]; Item [-2]; Charges, Moderate [-4])
Total cost: 16 CP (30 SCP)

Kargorr Sez:
Muhaaaaaa. The buffoon of an editor did not see me slipping this into his precious work. I think I have found a use for these pathetic Special Abilities! See what I, KARGORR, have crafted for you!

Mass-Energy Converter (TSA, Power Level: High [6])
This city-destroying weapon will convert any inanimate target it hits directly into energy – resulting in a nuclear explosion that obliterates anything in a 15-mile area of effect.
Rating: 4 [9] Range: Beyond Visual [8] Duration: 6 seconds [0]
Nuclear Firestorm Form: 120 SCPs [36] Oomph: 5 [10]
Stunt Points: 0 [0] Hurt Points: Doesn't matter
Size: Gargantuan (100,000 feet across) [15]
SAs:
Consume (OSA) Power Level: High [6] Damage: 27 [100]
Range: Touch [-2]
Trait Modification A: Unarmed Combat (Touch) +9, all Mental Traits -4 [-39]
Trait Modification B: Athletics (Avoid Attack) -5 [5]
Bonus: Armor Piercing +2 [2]; Double damage (aliens, animals, humans, humanoids, monsters, robots, vehicles) [24]; Ignore DSA (armor, toughness) [8]; Advantage, Major (all effects happen even if Nuclear Firestorm loses all Hurt Points) [3]; Advantage, Major (leaves radioactive fallout that poisons the living things who wander into the area) [3]; No Line of Sight Needed [8]; Vehicle Class [8]
Restriction: Cannot Control (must be used when transformation happens) [-4]; Disturbance, Major [-5]; Charges, One Shot [-10]; Self-damaging, Obliteration [+12]
Bonus: Transform Item [4]
Restriction: Disturbance, Minor (makes loud "powering up" noises) [-1]
Restriction: Item [-2]
Restriction: Charges, Single [-8]
Total cost: 52 CP

Eddy Sez:
(sigh) Just say no, kids.

ANIMAL COMPANIONS

Pol-E Series Robotic Animal **(Robot Parrot)**
Power Level: Low [2]
A robotic parrot that acts as a companion to its owner.
Traits: Athletics 1 [2], Body 1 [2], Stealth 3 [6], Unarmed Combat -1 [-1], Perception 2 [4]
Oomph: 1 [0]
Stunt Points: 2 [6]
Hurt Points: 32 [0]
Primary Movement: Air [0]
Size: Very Small [6]
Total cost: 12 CP (25 SCP)

Fiercor **(Fighting Cat)**
Power Level: Medium [4]
A large cat trained for battle.
Traits: Athletics 4 [8], Body 3 [6], Perception 1 [2], Armed Combat (Claws) 0/4 [4]
Oomph: 1 [0]
Stunt Points: 0 [0]
Hurt Points: 39 [1]
Primary Movement: Land [0]
Size: Large [2]
Special Abilities
Claws (Power Level Medium [4]; DR: 6+Body [8])
Pouncing (Power Level Medium [4]; Range, Short [1]; Mode of Travel, Bounding [2])

SAMPLE CHARACTERS

Here are a half-dozen characters (including our sample character, Austin Sterling) made with the ***Cartoon Action Hour*** system, ready to jump off the character sheet and into the action! These should give you an idea of what a "typical" ***Cartoon Action Hour*** player character should look like, but don't be afraid to let your creativity run wild.

AUSTIN STERLING

"Ex-marshal who vows to restore order to Skull Gulch"

Series: Outlaws of Skull Gulch

Oomph: 3 **Stunt Points:** 2
Hurt Points: 37 **Size:** Medium

Story Hooks
Wanted by the law – Major
Dedicated to taking Governor Plaxx down – Moderate

Traits
Armed Combat 2, Athletics 3, Body 2, Ranged Combat (Pistols) 2/4, Stealth 1, Unarmed Combat 3, Knowledge - Law 2, Perception 2, Survival 3, Willpower 2, Appearance 2, Wealth -1

Special Abilities
Dargak Laser Revolver (OSA, Power Level: Medium)
A laser revolver that uses chunks of Dargak stone to power it.
DR 6+2
Range Medium
Bonus: Burst Fire
Restriction: Item
Restriction: Charges, Minor
Restriction: Rare Recharge (Dargak Stone)
Total cost: 11 CP

Goggles (MiscSA, Power Level: High)
A set of technological goggles that sharpen Austin's eyesight, and allow him to "see" in 360 degrees.
Trait Modification A: +4 Perception (Spot the Hidden)
Trait Modification A: +3 Ranged Combat (Pistols)
Bonus: Advantage, Major (360 degree vision)
Restriction: Item
Total cost: 14 CP

Eagle **(Cyber-horse)** (Animal Companion, Power Level: Low)
A cyber-horse with amazing jumping abilities
Traits: Athletics 4, Body 3, Perception 1, Appearance 2
Oomph: 1
Stunt Points: 0
Hurt Points: 39
Primary Movement: Land
Size: Large
Special Abilities
Cyber Armor (Power Level Low; Protection 4; Hardened 4)
Leaping (Power Level Medium; Range [Short]; Mode of Travel [Bounding])
Total cost: 16 CP (40 SCP)

Total CP Value: 100 CP

Background

Austin was raised in a law-enforcement family. His mother was a respected marshal before she mysteriously disappeared, and his grandfather (who suffered the same fate) was a marshal as well. You could say that it's in his blood. Austin served as marshal for several years and became legendary in this capacity. But when Governor Plaxx seized power, Thadeus P. Gloom was appointed as marshal and Austin was fired! Upon seeing how the evil Plaxx ran things, Austin formed a small band of justice-minded folks and has set out to remove Plaxx from office... no matter what!

Personality

Austin Sterling is an unselfish man whose heroism has become legendary on Skull Gulch. While he's generally serious, Austin has an ornery side – it just doesn't show that often. Still, he remains likeable, especially with members of the fairer sex, who seem to find him irresistible.

Design Notes

Austin Sterling is a very well-rounded character, and also shows us how an animal companion works with a player character within the system.



"Gears" Houston

"Wisecracking mechanic with a Southern flair"

Series: Defenders of Aqua City

Oomph: 2 **Stunt Points:** 1
Hurt Points: 35 **Size:** Medium

Story Hooks
Has an ego in regard to his inventions – Moderate
Cannot attack or hit a woman – Major

CHANNEL 2

Traits
Athletics 1, Body 2, Coordination 2, Piloting (Barracuda) 1/3, Ranged Combat 2, Unarmed Combat 2, Computers 1, Inventor 4, Repair 4

Special Abilities
"Boom Gun" Sonic Rifle (OSA, Power Level: Medium)
A sturdy rifle that shoots compressed sonic beams, making it very powerful underwater. It uses a sonic resonating crystal to compress the beams, which shatters after a certain amount of usage.
DR 4+2
Range: Long
Restriction: Item
Restriction: Charges, Minor
Restriction: Rare Recharge (sonic resonating crystal)
Total cost: 6 CP

Hyper-Ratchet (MiscSA, Power Level: Medium)
An extremely versatile electronic tool that allows Gears to fix just about anything.
Trait Modification A: +3 Repair
Restriction: Item
Total cost: 4 CP

Ultra-Breather (MiscSA, Power Level: Medium)
A mask that allows humans to breathe underwater for four hours.
Duration 4 hours (Predictable)
Restriction: Item
Total cost: 0 CP (given free at creation - normally costs 2 CP)

***Barracuda* (Combat Submarine)** (Vehicle, Power Level: Medium)
A fast, sleek combat submarine designed by Gears to supplement the Aqua City forces.
Traits: Maneuverability 2, Speed 4, Armor 1, Appearance 2, Body 2
Travel Mode: Sea
Size: Large (default size)
Capacity: 4 enclosed
Structure Points: 60
VDM: 6
Story Hooks: Experimental – Moderate
Weapons
Sonic Guns (DR 4+2; Vehicle class; Medium Range; Item; Charges, Moderate)
Total cost: 16 CP (30 SCP)

Total CP Value: 75 CP

Background
Gears was born in Oceana before it was overrun by Lord Storm. He managed to escape to Aqua City, where he has pledged his life to defend Aqua City. He has a keen inventive mind, developing the sonic rifle "Boom Gun" and attack submarine *Barracuda* on his own.

Personality
Gears carries himself like a southern gentleman. He is very polite to women and very fiercely protective of his inventions. He is growing a bit conservative as he gets older, spending more time chastising young Defenders on their brashness.

Design Notes
Gears is a good example of a character with lots of technological gadgets - and a vehicle to boot.



Hope Curtis

"High-school gymnast blessed with the powers of healing and protection"



Series: Teen Angel Squad

Oomph: 3
Stunt Points: 3
Hurt Points: Teen 31/Angel 45
Size: Medium

Story Hooks
Naïve – Moderate
Will never cheat or lie – Major

Traits
Teen - Athletics 1, Body 1, Appearance 1,
Willpower -1
Angel Form - Armed Combat 2, Athletics 4(2), Body 4(2), Unarmed Combat 4, Medical 4(2), Perception 2, Willpower 3, Appearance 4

Special Abilities
Amulet of Michael (TSA, Power Level: Medium)
The Amulet of Michael is a magical amulet that gives the Teen Angel Squad great powers. The transformed character takes on an angelic appearance, complete with large white angel wings. The amulet works once per day, transforming the user into angel form for one hour.

Transformation (60 SCPs)
Restriction: Linked
Movement: Flight
Rating 2
Restriction: Linked
Healing, Type B (10 Hurt Points)
Bonus: Usable on Self and Others
Restriction: Linked
Protection 8
Bonus: Area of Effect (6 yards)
Bonus: Hardened 8
Bonus: Usable on Self and Others
Restriction: Linked
Restriction: Item
Restriction: Charges, Single
Total cost: 79 CP

Total CP Value: 100 CP

Background

Hope was a typical girl at Midtown High School when a band of imps tried to kidnap her. She and her friends managed to hold them off before Belial, the Demon Prince, and the Archangel Michael showed up to fight! With Michael's help they defeated the demons, and Michael gave each of them a powerful amulet that gave them angelic powers to help Earth against Belial's hordes.

Personality

Hope is a quiet, withdrawn girl. She enjoys gymnastics (she is one of the best in her class), but outside of gym class she doesn't interact with people much. In her angel form, she is much more confident, talkative, and flirtatious.

Design Notes

This character shows how you can have "super hero" forms in the system - 79 CP is a pretty hefty chunk of change!



ORBIT

"Young speedster who doesn't understand the meaning of the word 'fear'."

Series: Planet Patrol

Oomph: 3 **Stunt Points:** 2
Hurt Points: 38 **Size:** Large

Story Hooks

Curious – Major
Kid – Major

CHANNEL 2

Traits

Armed Combat 3, Athletics 4(3), Body 3, Coordination 4(3), Piloting (rocket belt) 2/4(3), Ranged Combat (laser pistol) 0/4, Unarmed Combat 2, Computers 2, Knowledge - Earth Pop Culture 3, Perception 1, Appearance 1, Wealth -1

Special Abilities

Super-speed (MSA, Power Level: Medium)
Orbit has amazing super-speed!
Rating 4(2)
Mode of Travel: Running
Bonus: Super-scale movement
Restriction: Disturbance, Minor (blur of movement)



Total cost: 18 CP

Rocket Belt (MSA, Power Level: Medium)
A standard-issue Planet Patrol rocket belt.
Rating 3
Mode of Travel: Flying
Bonus: Super-scale movement
Restriction: Item
Restriction: Charges, Moderate (1 hour)
Total cost: 13 CP

Spacesuit (DSA, Power Level: Medium)
A bright green spacesuit, designed to protect Orbit from energy attacks.
Protection 3
Restriction: Item
Restriction: Weak Spot (physical attacks)
Total cost: 2 CP

Laser Gun (OSA, Power Level: Medium)
A standard-issue Planet Patrol laser gun.
DR: 4+2
Restriction: Item
Restriction: Charges (Minor)
Total cost: 4 CP

Total CP Value: 120 CP

Background

Orbit was originally Johnny Wilson, a typical suburban kid with more energy than he knew what to do with. When the Planet Patrol unlocked his hidden powers, he discovered that he could run as fast as a sports car! With his super-speed, the technology from the Planet Patrol, and his friends, he protects the Earth from Warlord Zoldan.

Personality

Orbit is the typical hyperactive kid, cranked up to the thousandth degree. He talks a blue streak, and he's constantly moving or fidgeting with something. He also has an intense curiosity, which inevitably gets him into trouble.

Design Notes

Orbit has a number of super-attributes, as well as a couple of interesting MSAs. Notice how the *Charges* Restriction was used on the Rocket Belt MSA. This was done to reflect a limitation of the MSA, instead of as a Duration. This could have also been reflected as a Story Hook ("Rocket belt only lasts an hour").

Frank "The Wall" Wahlblonski

"Hulking, mute master of weapons"

Series: Ruined World

Oomph: 2
Hurt Points: 38
Stunt Points: 1
Size: Medium

Story Hooks
Mysterious Past – Major
Unable to speak – Major
Archenemy: Captain Styles – Minor

Traits
Armed Combat 4, Body 3, Ranged Combat 4, Unarmed Combat 3, Appearance -1, Persuasion -1, Writing 1

Special Abilities
Master of Weapons (OSA Cluster, Power Level: High)
The Wall has a variety of weapons hidden within his trench coat. He is always able to produce the right weapon for the job.
Cluster Pool 8
Restriction: Item
Restriction: Disadvantage, Major (weapon must fit in trench coat)
Total cost: 41 CP

Total CP Value: 75 CP

Background

Very little is known about The Wall. Rumor has it that his throat scar was gained at the hands of Captain Styles, but The Wall has never confirmed that. Regardless of his past, Strikeforce is very thankful for The Wall's combat prowess, and so doesn't ask a lot of questions.

Personality

The Wall is a quiet brute: he doesn't speak, but his masterful command of a variety of weapons tends to speak rather eloquently for him. On the rare times where he feels the need to communicate, he writes very elegant and flowery prose.

Design Notes

An archetypal mysterious hero, The Wall shows the flexibility of the "Spell Cluster" rules (see Appendix 1) – in this case, reflecting an uncanny array of secret weaponry. Note that the GM has made the Cluster a High Power Level, due to its extreme usefulness.



LIGHTBLADE

"Transbot Leader"

Series: Transbots

Oomph: 4
Hurt Points: 54

Stunt Points: 2
Size: Huge (one larger than the default size Very Large)

Story Hooks
Noble – Minor
Easily confused by human "illogic" – Moderate
Archenemy: Vandal – Major

CHANNEL 2

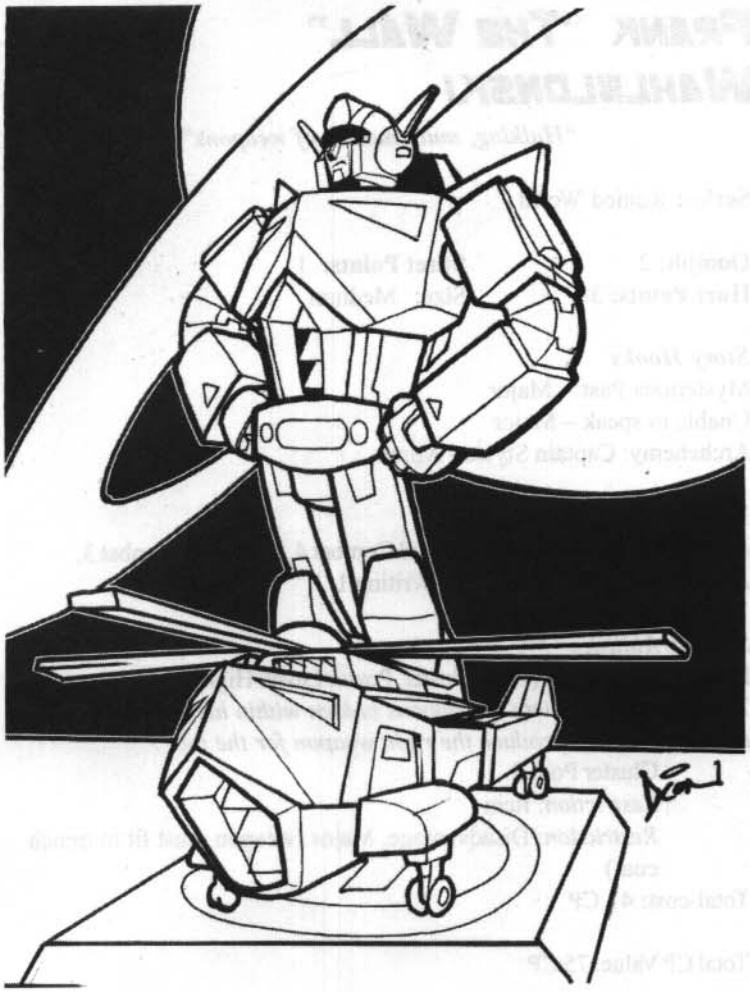
Traits
Armed Combat 4, Athletics 3, Body 4(4), Piloting 2, Ranged Combat 4(5), Unarmed Combat 4, Computers 3, Detective 3, Repair 2, Willpower 4, Psychology -1

Special Abilities
Lightblade Helicopter Form (TSA, Power Level: Medium)
Lightblade, like all Transbots, can transform into a vehicle - in this case, a super-fast military helicopter.
Traits: Maneuverability 4(3), Speed 3, Body 4, Autopilot 4(2), Auto-Gunner 4(2), Armor 3
Travel Mode: Air
Size: Very Large
Capacity: 4 enclosed
Structure Points: 210
VDM: 14
Story Hooks: Does not look like any other military aircraft – Moderate
Weapons
Laser Rifles (DR 7+2; Vehicle class; Long Range; Armor Piercing 2; Burst Fire; Item)
Whirling Rotary Blades (DR 5+Body; Vehicle class; Point Blank Range; Armor Piercing 5; Item)
Gas Cloud (Trait Modification B: -4 Maneuverability, Duration 1d12 turns, Area of Effect 12 yards, Disturbance, Moderate [unnatural black cloud], Charges, Moderate)
Bonus: Of One Mind (Mental Traits)
Total cost: 26 CP (100 SCP)

Double-Barreled Laser Rifle (OSA, Power Level: Medium)
Lightblade has a large double-barreled rifle that he uses to fight evil!
DR 7+2
Range: Long
Bonus: Burst Fire
Bonus: Vehicle Class
Restriction: Item
Restriction: Charges, Moderate
Total cost: 23 CP

Vibro-Sword (OSA, Power Level: Medium)
A thin sword that vibrates slightly.
DR 5+Body
Range: Point Blank
Bonus: Vehicle Class
Restriction: Item
Total cost: 14 CP

Total CP Value: 150 CP



Background

Lightblade was one of the first designs that Trevor Hasting developed at Tech-Corp, a combination troop transport and backup support to help extract wounded soldiers. When Maximillian Mercy took over, he had Lightblade reconstructed as an attack chopper. Before his insidious programming could take effect, however, Lightblade gained sentience and sought out his true creator. Now with High-Tech Concepts and Lightblade work together with Lightblade's fellow renegade robots to strike back at the evil Warbots!

Personality

Lightblade is always calm in tense situations. His cool logic sometimes causes him to misunderstand his more emotional human companions, but when the Warbots attack, his nobility and strength make the Transbots thankful to have him on their side.

Design Notes

Lightblade is one of the more complex characters, mechanically speaking. His vehicle form weapons are particularly interesting – note that his second weapon (Whirling Rotary Blades) is at half cost, since vehicles only have to pay full cost for the "main" weapon. Also, Gas Cloud isn't technically a weapon, so it's purchased as an SA at full cost (but using SCPs instead of CPs). His two OSAs are also Vehicle Class, since they are primarily used against other transforming robots.

Channel 3
Using the Rules

USING THE RULES

Traditional games such as card games and board games require participants to interact with the rules constantly. Sure, you may know the game's rules by heart, but they're always present, dictating how you play.

Role-playing games defy this concept – the flow of the story is more important than the rules.

You can play entire game sessions without rolling a single die or consulting the rules. In fact, the ***Cartoon Action Hour*** system was specifically designed to accommodate this style of play. The GM is the one who controls how often the rules are to be utilized. Some GMs use the rules frequently, giving the story an increased sense of randomness. Other GMs seldom access the rules, preferring just to employ the character stats as a guideline instead. Most GMs, however, fall somewhere between these extremes.

Kargorr Sez:
Bah! The rules can be ignored? What kind of pathetic nonsense is that? Any game worth its weight in Krigzak Stones must have rules. This is an outrage! I will not tolerate any more of this heresy! I'll...

What?

Fine! I'll go along with this for now, but when you least expect it, I'll snap your...

What was that? Jobless?

What I *meant* to say was that I'll... ermm... snap your... favorite pencil. Yeah, that's it.

ACTION CHECKS

Any time a character attempts to perform a trick action, the GM may ask the player controlling the character to make an *action check*.

To do this, the GM determines which Trait will be tested, based on common sense. He also chooses an appropriate Difficulty Number. The player then rolls a d12 and adds the Trait rating to the result. If the total result is equal to or higher than the Difficulty Number, the character succeeds!

DIFFICULTY NUMBERS

Not all tasks are equal. Some are stupendously simple while others are unbelievably laborious. To bring this fact of life into the game, we've included Difficulty Numbers (DNs). Here's a quick and easy set of benchmarks to assist the GM in selecting a fitting DN for action checks.

2: Almost anyone should be able to do this most of the time.

3-4: Most characters should be able to do this most of the time.

5-6: The action requires skill and effort. It's very possible for the average character to fail, though most highly skilled characters will accomplish it.

7-8: The task is difficult and "normal" characters only succeed every so often. It takes a lot of skill and a bit of luck, too.

9-10: This is a very difficult feat. Even professionals have a hard time pulling this off. Only the highest-skilled characters accomplish this with any regularity.

11-12: This action is extraordinarily hard and even the highest-skilled professionals often fail.

13-14: This task is nearly impossible to succeed at! Hardly anyone can pull it off and even then, it's by the skin of their teeth.

15-16: Only a massive amount of skill, a lot of effort, and extreme luck will enable the character to succeed at this task!

17+: A mere human cannot succeed at this level of feat. Only those blessed with superhuman abilities can accomplish it!

EXAMPLE: *Hayley's character is attempting to leap from one building to another. There's a big gap between the two structures, so the GM secretly decides that the DN is 9 (a difficult feat) and that the character's* Athletics *Trait will be used. Hayley's character has an* Athletics *rating of 2. She rolls a d12, which turns up an 8. Adding 2 (the* Athletics *rating) to this roll, the total is 10. This result is equal to or higher than the DN of 9, so the character successfully bounds to the other building!*

SUPER-RATINGS

Characters that possess a Trait rating beyond the human maximum will have a super-rating. The super-rating is listed in parentheses next to the Trait rating itself. Only ratings of 4 can have a super-rating.

In any case, you get to roll a number of d12s indicated by the super-rating when making an action check using that Trait. Once rolled, the highest roll is considered to be your result for the check.

EXAMPLE: *Cale's character is trying to lift a gigantic boulder over his*

head, in preparation for hurling it at an enemy. The GM silently sets the DN at 13, since the rock is so big. Fortunately for Cale, his character has a Body *rating of 4 (2). He tosses two d12s. One of them rolls 5 and the other rolls 10. He chooses the 10 (duh!) and adds 4 (the* Body *rating) to it. The final result is 14, which is equal to or higher than the DN of 13. The character hoists the boulder up successfully!*

Rolling 1

Any time a 1 is rolled for an action check (before any modifiers are added to or subtracted from it), the action is automatically a failure. This means that no matter how adept a character is, there's always room for failure. Nobody's perfect!

Rolling 12

Whenever you roll a 12 during an action check, you may immediately add the character's Oomph score to the result! If the Trait being used has a super-rating, then the super-rating itself is added to the Oomph. This rule allows even the most inept character that one unlikely chance to pull off a dazzling success. It won't happen often, but the possibility is still there. And if that character is superhumanly endowed in that Trait, then he is capable of performing feats undreamed of for an unaltered human.

CHANNEL 3

Spending Stunt Points

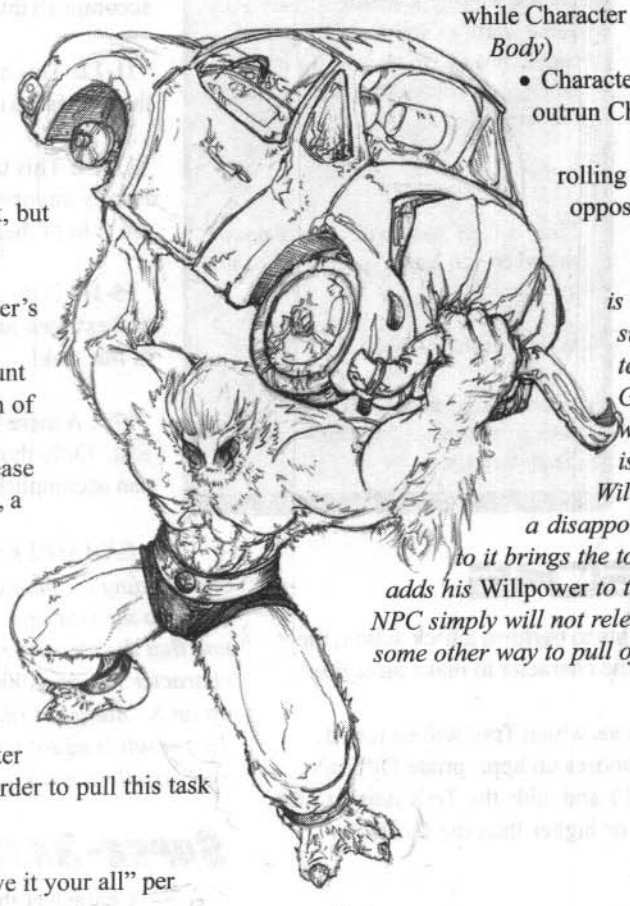
Stunt Points are spent to increase the character's result during an action check, but must be spent before the action check is actually rolled.

Each Stunt Point spent adds the character's Oomph score to the action check result. This is cumulative, so if you spend 2 Stunt Points and your character has an Oomph of 3, he can add 6 to the result.

You cannot spend a Stunt Point to increase another character's roll. Once expended, a character's Stunt Points return at the beginning of the next episode.

Giving It Your All: When the chips are down and a character really, really needs to succeed at an action check or opposed action check, you may choose for him to "give it his all." This represents the character putting every ounce of heart and soul he has in order to pull this task off.

- Only one Stunt Point can be spent to "give it your all" per action check or opposed action check.
- The spent Stunt Point is lost until next season (see Channel 5 for details about seasons).
- The character's Oomph score is multiplied by 4 for this action!



Opposed Action Checks

What if your character's action is being directly opposed by another character? Simple. The two characters make an opposed action check.

To perform an opposed action check, each involved character rolls a d12 and adds the appropriate Trait rating to the result. Whoever rolls the highest wins.

In the case of a tie, the character with the highest Oomph score wins. If it's a draw, the character with the highest active Trait rating (i.e., the respective Traits being used in this check) wins. A further draw will require a reroll from both participants, though this won't happen often.

A few examples of opposed action checks:

- Character A (using *Persuasion*) tries to swindle Character B (using *Willpower*)
- Character A (using *Stealth*) tries to sneak past Character B (using *Perception*)
- Character A trying to hold a heavy door shut (using *Body*) while Character B tries to force it open (also using *Body*)
- Character A (using *Athletics*) trying to outrun Character B (also using *Athletics*)

Note that the rules for rolling 1, rolling 12 and super-ratings apply to opposed action checks.

EXAMPLE: *Marco's character is attempting to convince his superior officer to let him send his team out on a rescue mission. The GM states that Marco's character will be using his* Persuasion *(which is 3) and the NPC will be using his Willpower (which is 2). Marco rolls a disappointing 3. Adding his* Persuasion *to it brings the total up to 6. The GM rolls 5. He adds his* Willpower *to the roll, getting a total of 7. The NPC simply will not relent. Marco's character must find some other way to pull off the rescue.*

Channel 4
Combat

BASHING, SMASHING, ZAPPING AND WHAPPING

As you know, this game has the word "action" in its title. And what action game would be complete without rules for combat?

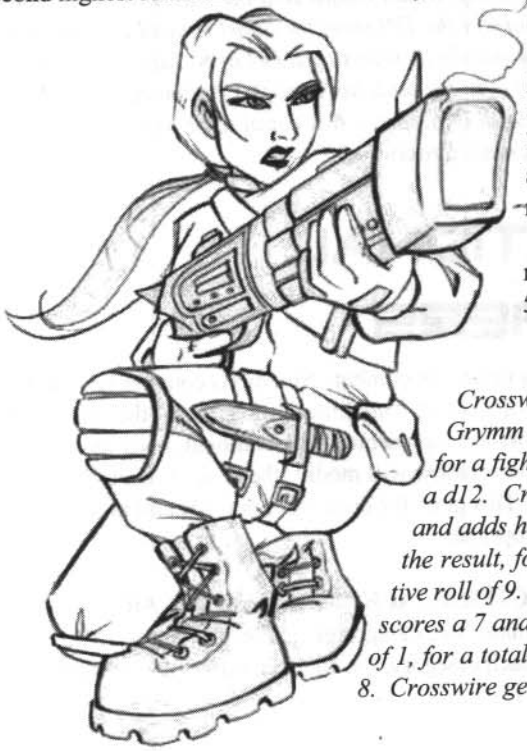
The combat rules presented below are simple and lightning-fast. You might notice a lack of absolute realism. Rest assured, this was no accident.

The spirit of the source material is of utmost importance. Anyone who has ever watched a 1980s action cartoon knows that combat wasn't exactly steeped in realism. The fight scenes were almost always cinematic, often with a touch of campiness thrown in for good measure.

The hero slams the heads of two goons together! The heroine swings across the room on a chandelier! The evil minions attack the protagonist one at a time rather than dogpiling him! All this and more fits perfectly into the genre.

INITIATIVE AND TURNS

When combat begins, all characters involved must roll a d12, adding their Oomph scores to the result. This is called the *initiative roll*. The highest roller gets to perform one action first, followed by the second highest roller and so on. Reroll any ties.



Once every character performs an action, a new turn begins and another initiative roll is made.

Each turn represents about 5 seconds.

EXAMPLE: *Crosswire and Major Grymm are squaring off for a fight. They both roll a d12. Crosswire gets a 6 and adds his* Oomph *of 3 to the result, for a total initiative roll of 9. Major Grymm scores a 7 and adds his* Oomph *of 1, for a total initiative roll of 8. Crosswire gets to go first!*

ACTIONS

An action is something a character can do rather quickly. Any attempt to do more than one action in a turn means that the subsequent actions are at -3 (with the exception of moving, below). Some examples of actions are:

MOVE

A character can move a number of yards equal to his Athletics rating +5 (add super-rating to this if applicable). Add +20 instead if the character has access to super-scale movement (by means of an MSA, Vehicle, or Animal Companion). If the character attempts to move after taking an action, he moves at half these values, instead of taking the -3 penalty.

ATTACK

Make one attack. (See "Close Combat" and "Ranged Combat", below)

> *Attack check* is the term we often use to describe the action check the attacker makes when trying to score a hit on a target. This applies for both close combat and ranged combat.

DODGE

If you take a dodge action, anyone trying to attack you physically for the rest this turn will suffer a -3 penalty to his or her attack check. If you still haven't taken your action this turn, you can declare this as your action as soon as an opponent rolls to hit your character, but before you roll *Athletics* to avoid the attack.

MENTAL DODGE

If you take a mental dodge action, anyone trying to attack you mentally for the rest this turn will suffer a -3 penalty to their attack check. If you still haven't taken your action this turn, you can declare this as your action as soon as an opponent rolls to hit your character, but before you roll *Willpower* to avoid the attack.

Parry

After an opponent makes a close combat attack (and you haven't yet taken an action this turn), you can parry. This forces the attacker to reroll his attack check (armed or unarmed), using the new roll instead, for better or worse. Once a character has spent his action to parry, he can no longer attack this round but he may parry any number of attacks that turn (regardless of whether the first parry was successful). This may sound like peaches and sugar, but there's a risky aspect of doing so. For each parry a character makes in a single turn beyond the first, the attacker's reroll is made with a +1 to the result. So if a character parries one attack and goes to parry another, the reroll on this next attack will enjoy a +1 bonus. If a third parry comes about, the reroll will have a +2 modifier. Logic should be used to determine whether parrying is possible. For example, a character shouldn't generally be allowed to parry an energy sword with his arm. Conversely, it makes sense to parry a punch with a character's arm.

Furthermore, if you successfully parry the attack, you can immediately make an attack check at +1 to the roll, but you still have the -3 penalty for taking a second action in the round.

EXAMPLE: *Crosswire moves in with a punch and rolls a 12. Ouch! However, Major Grymm decides to parry, forcing his adversary to reroll. Crosswire rolls a less-than-satisfactory 3. Since the attack was parried, Major Grymm gets to make an attack with a -2 penalty (+1 for the follow up attack after a failed parry, and -3 for an extra action).*

Miscellaneous Action

This can be any reasonable action not listed above. Some actions may take more than one turn to accomplish. This is up to the GM.

Close Combat

When a character attacks another character up close, he must make an opposed action check using the attacker's *Armed Combat* or *Unarmed Combat* versus the defender's *Athletics*. If the attacker wins the check, he hits!

The Trait used will vary according to *how* the attacker is trying to nail the defender.

- If the attacker is employing his fists, feet, or any other body part, then use the attacker's *Unarmed Combat*.
- If the attacker is weilding a close-combat weapon (sword, knife, club, whip, etc.), then use the attacker's *Armed Combat*.

Certain OSAs may blur the line somewhat. In such cases, the GM is the final judge of which Trait is most applicable. A good rule of thumb is this: *If it's a permanent part of the character's body, use* Unarmed Combat. *If not, use* Armed Combat.

EXAMPLE: *Major Grymm lets loose a snap kick at Crosswire and rolls 8. He adds his* Unarmed Combat *rating of 2 to it, for a total of 10. Not too shabby. Crosswire rolls 10, adding his* Athletics *of 3. This gives him a total of 13. Major Grymm's roll wasn't at least as high as Crosswire's roll, so the attack misses.*

Ranged Combat

Not all combat is up close and personal. Many characters prefer to use an OSA or improvised object to strike his opponents from afar. Hey, it's much safer, that's for sure.

Range

It doesn't take a brain surgeon to realize that it's harder to hit a target from a hundred yards away than from across the room. Pretty basic assumption, really. This also applies to combat in the game.

To hit a target, the attacker needs to make an attack check, using his *Ranged Combat* Trait. The Difficulty Number depends on how far away the target is.

There are six range categories:

- **Point Blank (Difficulty Number: 2-3) -** The target is within arm's reach.
- **Short (Difficulty Number: 4-6) -** The target is within 20 yards or less.
- **Medium (Difficulty Number: 7-9) -** The target is between 20 and 50 yards away.
- **Long (Difficulty Number: 10-12) -** The target is between 50 and 300 yards away.
- **Visual (Difficulty Number: 13-15) -** The target is beyond 300 yards away, but is still visible to the attacker.
- **Beyond Visual -** This is an extremely rare occurrence, as hardly any attack SAs have the capacity to affect what the attacker is unable to see. It's always going to be extremely difficult to pull off an attack against an unseen foe when there is no line of sight whatsoever. The GM determines the range between the attacker and the target in order to figure out what the normal Difficulty Number would be and then he adds 3 to that. The result is the final Difficulty Number for the attack.

EXAMPLE: *After a bit of fisticuffs, Major Grymm opts to retreat from Crosswire. He manages to get a safe distance away and takes a pot-shot with his pistol. The GM determines that Crosswire is roughly 15 yards away, which means that the shot will be at Short range. The GM looks at the DN span for Short ranged attacks (4-6). He goes right in the middle by selecting a DN of 5. Major Grymm rolls a d12 and gets a 4. He adds his* Ranged Combat *rating of 2, which gives him a total of 6. Since 6 is equal to or higher than the DN of 5, the attack nails Crosswire!*

Situational Modifiers

Nothing is certain in combat. Situations commonly arise that affect the outcome of a battle: sometimes little things, other times big things. These factors are represented by situational modifiers.

The situations below will modify the attacker's attack check roll as designated. This goes for both close combat and ranged combat where appropriate.

LARGER CHARACTER ATTACKING A SMALLER TARGET:
Find out how many size categories smaller the target is than the attacker. For each category, the attacker suffers a -1 penalty to his attack check.

SMALLER CHARACTER ATTACKING A LARGER TARGET:
Find out how many size categories larger the target is than the attacker. For each category, the attacker gets a +1 bonus to his attack check.

OBSCURED VISION
It is dark (e.g., moonlight): -1
It is pitch dark (e.g., a windowless room): -2
It is foggy or smoky: -1
It is raining: -1

COVER
The target is in soft cover (e.g., bushes, behind a bed): -1
The target is in hard cover (e.g., low wall, car): -2
The target is almost completely obscured by soft cover: -2
The target is almost completely obscured by hard cover: -3

TARGET'S ATHLETICS (RANGED COMBAT ONLY)
Rating between -4 and -3: +2
Rating between -2 and -1: +1
Rating of 0: No modifier
Rating between 1 and 2: -1
Rating between 3 and 4: -2
Rating between 4 (2) and 4 (3): -3
Rating between 4 (4) and 4 (5): -4

MISCELLANEOUS
The target is standing still: +2
The target is completely unaware of the incoming attack: +2

The above list is far from comprehensive. The GM can assign modifiers based on other factors as he deems necessary.

MENTAL ATTACKS

OSAs that target an enemy's mind are handled differently than traditional attacks. Hitting an opponent with a mental OSA requires the use of your *Willpower* Trait versus the targeted character's *Willpower* rather than *Ranged Combat* versus *Athletics*.

Size modifiers (see above) do not apply to mental attacks. The GM can also negate modifiers dealing with obscured vision and cover if he feels it's more suitable. Such attacks cannot affect nonliving targets, such as robots and zombies.

OPTIONAL DAMAGE

If you don't mind a little extra math, and you want that near-hit to leave a scratch and that awesome punch to pack a wallop, don't roll a d12 for damage. Instead, subtract the DN of the attack from the successful die roll (plus all modifiers), and then add the amount the attack roll was made by to the DR of the attack. Subtract that number from the target's Hurt Points as damage. If the attacker rolled a 12 on his attack and still hit (which is pretty likely), the attacker can still add their Oomph to the damage as well!

THAT'S GONNA LEAVE A MARK!

Getting hit hurts! Naturally, this rings true in ***Cartoon Action Hour*** as well. Even the mightiest hero or the baddest villain can feel the impact of a mallet or the burn of a laser. Yep, it's time to chat about damage!

DAMAGE RATING

Every attack is going to have a Damage Rating (DR). The DR dictates exactly how devastating the attack is once it hits the target. A small stick would have a very low DR while a laser cannon would have an obscenely high DR.

HAND-TO-HAND ATTACKS

Fisticuffs, baby! Punching, kicking, head-butting, and other basic hand-to-hand (i.e., unarmed) attacks have a DR equal to the attacker's *Body* rating. If he has a super-rating, add that as well.

Whenever a character has been successfully hit (with any form of attack, be it close combat or ranged combat), the attacker rolls a d12 and adds the attack's DR to the roll (this is often referred to as the *damage roll*). The number is subtracted from the victim's Hurt Points.

EXAMPLE: *Crosswire returns fire on Major Grymm and lands a shot. Crosswire's pistol has a DR of 4, which means he rolls a d12+4. The die rolls 6, so 10 is subtracted from Major Grymm's* Hurt Point *total.*

PERFECT HIT

Whether it's a joint in the armor, an extremely sensitive body part, or just lousy positioning, everyone has a weak spot. So, who are we to question such fundamental concepts of the universe?

If an attacking character scored an unmodified 12 on his attack check, he adds his Oomph not only to the attack check itself, but also to the amount of damage he inflicts!

This applies only if the attack actually hits the target. Remember, it's possible to roll a 12 and still miss the target. Not likely, but possible.

SIZE AND DAMAGE IN CLOSE COMBAT

The relative sizes of an attacker and his target can make a difference when determining the amount of damage inflicted.

- When a larger character deals damage to a smaller target in close combat (armed and unarmed), he will cause extra damage. Count the difference in size categories between the target and the attacker. For each category in the attacker's favor, the attacker deals two more damage than normal. This modifier also applies to damage from most thrown attacks (such as spears, slings, oulders, etc.), as they are also based on the attacker's strength.

SIZE CATEGORIES

- Microscopic (e.g., a germ)
- Tiny (e.g., insect, nickel or bead, up to 6" tall)
- Very Small (e.g., gun, tin can or remote control, up to 18" tall)
- Small (e.g., small child, up to 4.5' tall)
- Medium (e.g., normal humans, up to 7' tall)
- Large (e.g., motorcycle, sofa, ogre, up to 10' tall)
- Very Large (e.g., car, pick-up truck, small shed, up to 15' tall)
- Huge (e.g., firetruck, semi, giant, house, up to 20' tall)
- Colossal (e.g., building, water tower, up to 200' tall)
- Gargantuan (e.g., skyscraper, up to 100,000' tall)

- When a smaller character deals damage to a larger target in close combat (armed and unarmed), he will not cause as much damage. Count the difference in size categories between the target and the attacker. For each category in the target's favor, the attacker deals two less damage than normal. This modifier also applies to damage from most thrown attacks (such as spears, slings, boulders, etc.), as they are also based on the attacker's strength.

EXAMPLE: *The fight between Crosswire and Major Grymm continues in a nearby laboratory. Crosswire accidentally knocks Major Grymm into an elaborate piece of scientific machinery and activates the shrink ray, which temporarily decreases Grymm's size down to a foot tall! Crosswire then slugs the diminutive villain! Crosswire is Medium sized, while Major Grymm is Very Small sized, a difference of 2 size categories. Because of this, Crosswire will deal an additional 4* Hurt Points *worth of damage.*

OUT OF THE FIGHT

If the poor sap reaches zero or less Hurt Points, he is said to be "out of the fight" (or *OOF*, as we like to call it). The GM can use his creativity to describe how the character is OOF. A few examples:

- The attack blasts the stone archway above the character, causing it to collapse, thus burying him in rubble.
- The impact from the attack sends the character reeling back and he falls in the glue-like marsh behind him, trapping him.
- Upon stunning the character with the attack, the villain locks him in the dungeon.
- The character is hit so hard, he becomes unconscious!

The possibilities are endless. But the result is always the same -the character is no longer able to participate in the combat.



DEATH

Death? In the old action cartoons? You've gotta be kidding! In order to represent the source material fully, death should very rarely be used and even then, only as a plot device. Player Characters shouldn't die unless the controlling player agrees first. Yes, this goes against the grain of conventional RPGs, but how many times have you seen characters buy the farm in the action toons of old? Hardly ever!

PROTECTION

Heroes and villains often have some form of DSA against damage - body armor, force fields, extraordinarily tough skin, and so on. It all does the same thing: saves the character's tushie!

When the character is hit, subtract his Protection score from the damage done to him.

EXAMPLE: *After growing back to full size (see the last example), Major Grymm shoots Crosswire with his pistol again. For his damage roll, Grymm gets a total of 9. But Crosswire is fortunate enough to have a flak vest with a* Protection *of 4. He subtracts 4 from 9 and thus takes 5* Hurt Points *worth of damage.*

MENTAL ATTACK DAMAGE

Mental attack SAs do normal damage, but aren't hindered by protection powers that protect against physical damage (force fields, scaly skin, etc.).

Transforming and Damage

The GM can select one of the following methods of handling damage and transformation.

- When a character takes damage in one form and then transforms into another form, all damage remains.
- When a character takes damage in one form and then transforms into another form, all damage heals up. This option should be carefully considered by the GM before it is implemented, as it can be extremely powerful.
- When a character takes damage in one form and then transforms into another form, he heals a certain amount of damage.

It can also be decreed that characters who are reduced to a certain amount of Hurt Points (10 say), cannot transform and must remain in that form until healed to the acceptable amount of Hurt Points.

Healing

Damage to a character isn't permanent. Wounds heal, broken bones mend, and bruises go away.

Healing is handled using the following time frames:

Right Away: This is immediately after the events that caused the damage. There simply hasn't been enough time to heal any damage.

A Short While Later: This is generally up to twelve hours after the events that caused the damage. The character regains half his lost Hurt Points back (rounded up).

A Long While Later: This is roughly one day after the events that caused the damage. The character has all his lost Hurt Points back.

Vehicles and Robots

In most series, robots, vehicles, and other norganic beings don't heal naturally. Rather, a character can use the *Repair* Trait. This works like using the *Medical* Trait does for organic characters.

If allowed by the GM, though, nonorganic characters can have SAs (like a "self-repair system") that allow them to heal naturally.

Medical Trait

Other characters (PCs or NPCs) can attempt to use the *Medical* Trait to help with healing. To do so, a *Medical* check vs. 8 must be made. For every 2 full points the Difficulty Number is beaten by, the wounded character gains 1 Hurt Point back. If this is done during a stressful situation (e.g., combat), it takes 3 actions to complete.

Other Combat Rules

Called Shots

This rule allows characters to aim a ranged or close-combat attack at a specific area of the target to achieve a particular effect. An example of this would be trying to shoot the enemy's pistol out of his hand. This incurs a -2 penalty to the attack check. But if the attack succeeds, the desired effect occurs.

Called Shots can also be used to target a critical or weak spot on the attacker (throat, eyes, etc.). In such cases, rather than a specific effect happening, the damage done to the target is increased by 4. This incurs the same -2 penalty to the roll.





Grappling

A wrestling attack is any attempt to restrain, seize, or apply a grappling hold to an enemy. The wrestling attack is carried out like any other *Unarmed Combat* attack.

Getting Free

If the attack is successful, the attacker has hooked the opponent. During each turn, the trapped character can attempt to do one of the following:

- **Power Out:** Make an opposed check using the captured character's *Body* vs. the capturing character's *Body* to break free of the hold. This takes the character's action for the turn. If the trapped character succeeds, he has escaped the hold.
- **Slip Out:** Make an opposed action check using the captured character's *Athletics* vs. the capturing character's *Unarmed Combat*. This takes the character's action for the turn. If the trapped character succeeds, he has escaped the hold.
- **Counter Move:** Make an opposed check using the captured character's *Unarmed Combat* vs. the capturing character's *Unarmed Combat*. This takes the character's action for the turn. If the trapped character succeeds, he has escaped the hold and either traps the opposing character or nails him with another type of close combat attack (e.g., elbow to the gut, hip toss, etc.). Damage is done as normal for such attacks.

Damaging

A character who has an opponent trapped may relinquish the hold during any of his turns and perform an action as normal.

If the character keeps the hold on his opponent, he may choose to spend his action to inflict damage. The poor sap in the hold will take damage as per any unarmed attack.

This damage will be caused on every one of the capturing character's turns, until the captured character manages to escape.

Charge Attacks

A character who is at least 5 yards away from an enemy can charge him. This is where you put your head down and slam your running body directly into an opponent!

Hitting

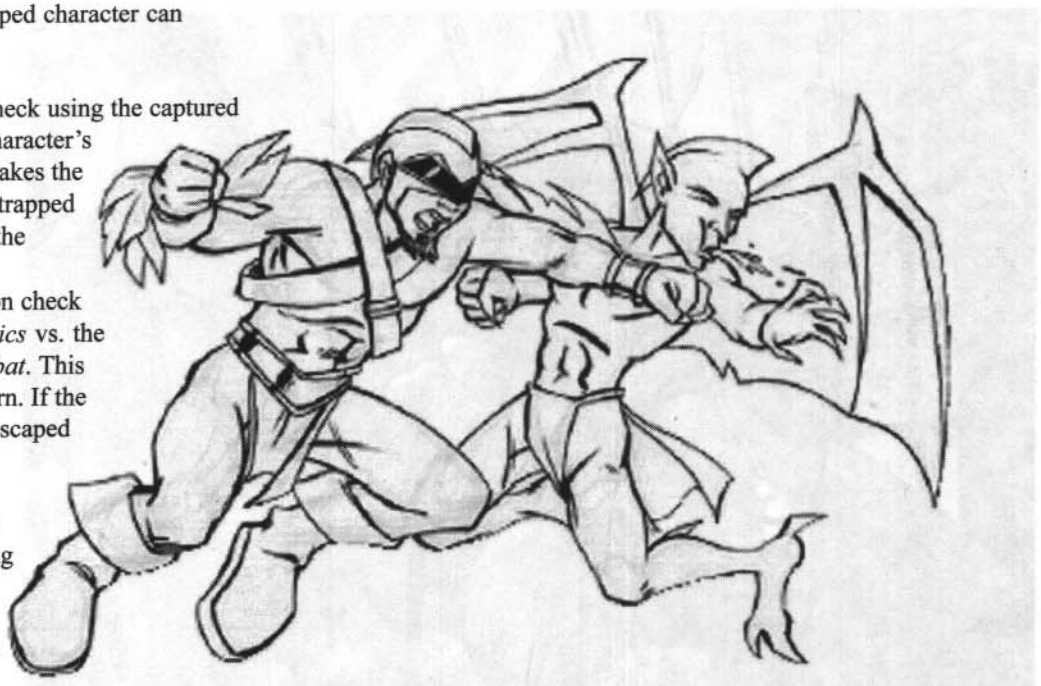
This is treated as a normal *Unarmed Combat* attack. The only exception is that charge attacks are easier to avoid, as the enemy can see it coming and has time to evade the impact.

To represent this, the charging character must subtract 1 from his attack check roll for every 5 yards he has to cover. So, if the charging character is 10 yards away from his target, he subtracts 2 from his result.

Damaging

Although its harder to connect with a charge attack, it generally causes more damage than a normal unarmed attack. This is due to the momentum the character gains.

If the attack hits, add +2 to the damage for every 5 yards away the charging character is.



VEHICLES IN COMBAT

Dogfights in the sky! A car duel on a long stretch of highway! A mass ground combat involving tons of vehicles!

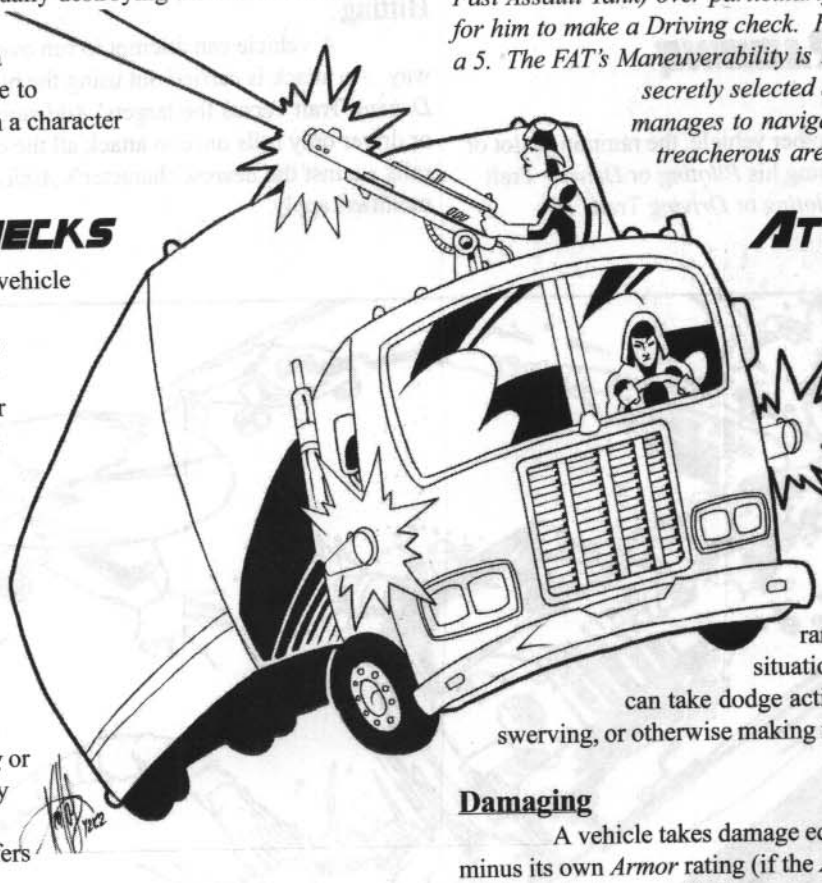
All of these make for very thrilling action sequences. The vehicular combats shown on the retro-toons were chock full of pulse-pounding, no-holds-barred excitement in lieu of total realism. That's what we've tried to simulate with these rules.

Combat for vehicles is handled much like combat for characters, with a few slight changes. The major difference is that while vehicles have Structure Points, which act just like the Hurt Points of a character, they may also take *critical hits,* which could disable a system or systems without actually destroying the vehicle. In other cases, heavily armored tanks might explode with a hit from a crossbow bolt. This is also due to critical hits. These occur when a character defeats the vehicle's armor.

MANEUVERABILITY

Maneuverability	Check Modifier
-4 to -3	-2
-2 to -1	-1
0	0
1-2	+1
3-4	+2
4(2) - 4(3)	+3
4(4) - 4(5)	+4

EXAMPLE: *Speed Freak is driving the FAT (a.k.a. the Fast Assault Tank) over particularly swampy terrain. The GM calls for him to make a Driving check. His Driving rating is 3 and he rolls a 5. The FAT's Maneuverability is 1, so the total result is 9. The GM secretly selected a DN of 7, so Speed Freak manages to navigate the vehicle safely through the treacherous area.*



MANEUVER CHECKS

Driving or piloting a vehicle normally doesn't require any action checks. As long as the character doesn't have a -1 or lower rating for his *Piloting* or *Driving* Trait, then he can get the vehicle to go wherever he wants.

Sometimes, however, he will encounter stressful situations. Maybe the terrain is extremely icy or an area is full of land mines.

Whenever these situations arise, the GM may require him to make a *Piloting* or *Driving* check. Failure usually means the vehicle crashes, careens out of control, or suffers some other unpleasant fate.

The check is modified by the vehicle's *Maneuverability* Trait rating.

ATTACKING A VEHICLE

The primary mode of vehicular combat lies with guns, missiles, torpedoes, and other ranged attacks.

Hitting

All the normal rules for ranged combat apply, including situational modifiers. And, yes, vehicles can take dodge actions. This represents jinking, swerving, or otherwise making it more difficult to be hit.

Damaging

A vehicle takes damage equal to the damage roll minus its own *Armor* rating (if the *Armor* has a super-rating, add it to the *Armor* rating).

Also, if the damage roll (before subtracting the

ATTACKING A VEHICLE

Damage Roll (minus VDM)	Effect
17 or more	*Explosion!* Massive, impressive fireball! All occupants are reduced to zero Hurt Points automatically!
15-16	*Wreck!* The vehicle is destroyed... only a twisted hunk of metal remains. All occupants take a large amount of damage. The amount is up to the GM.
13-14	*Firepower Kill!* The vehicle's weapons are knocked out.
11-12	*Mobility Kill!* The vehicle loses its drive capability.
10	*Enclosed Personnel Hit!* Damage to one or more enclosed drivers, pilots, crew, or passengers. The amount of damage is up to the GM.
9	*Exposed Personnel Hit!* Damage to one or more exposed drivers, pilots, crew, or passengers. The amount of damage is up to the GM.
7-8	The pilot or driver is forced to make a *Piloting* or *Driving* check in order to keep from swerving. This may cause a collision.
6 or less	The attack does nothing detrimental to the vehicle aside from normal damage.

NOTE: If one result is not possible (for whatever reason), use the result directly beneath it instead.

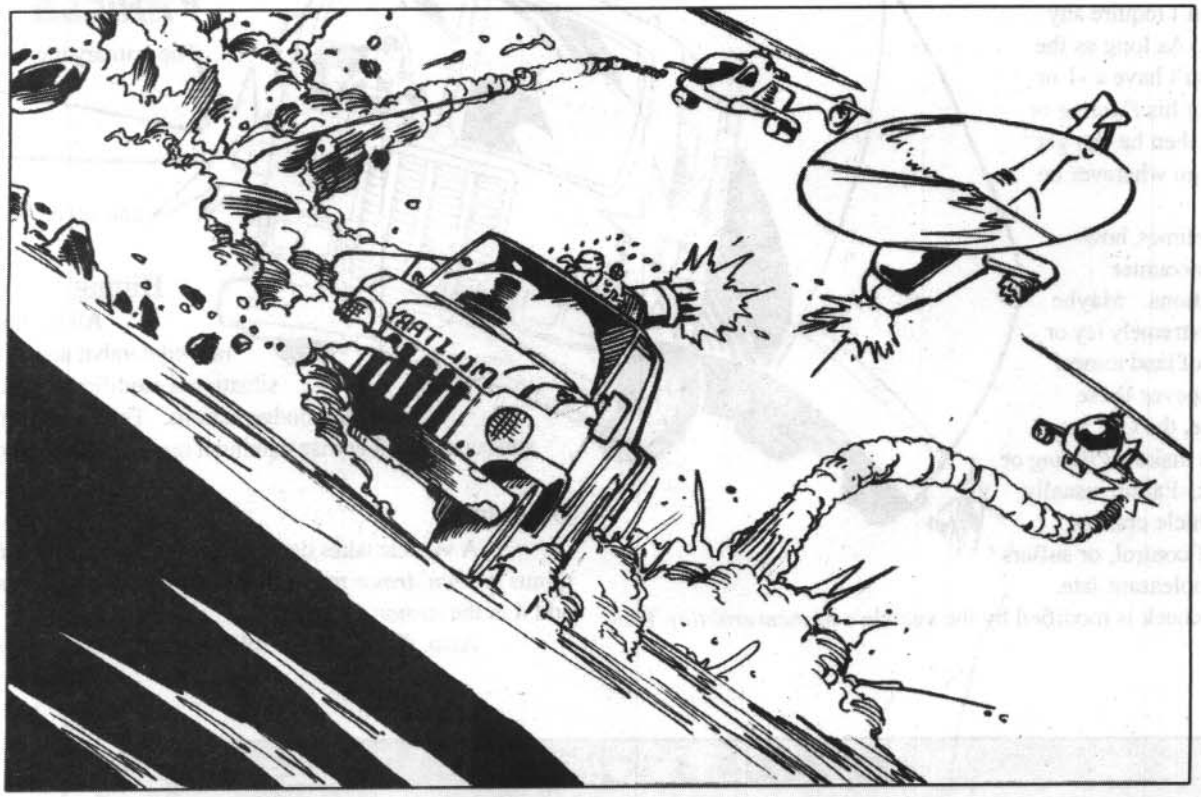
Armor rating) is equal to or higher than the VDM, a critical hit may have been scored. Check the Vehicle Critical Hit Table below, using the damage roll minus the VDM.

EXAMPLE: *Speed Freak, in the FAT, scores a hit on an enemy Spider Tank, using the main cannon. The cannon is Vehicle Class (meaning it rolls 2d12 against other vehicles instead of 1d12) and has a DR of 6. One die rolls 7 and the other one rolls 9, for a total of 22, once the DR is added in. The Spider Tank has Armor of 4, so it loses 18 Structure Points (22 - 4 = 18). Also, the total damage roll (22) is 8 higher than the Spider Tank's VDM of 14. This indicates that the pilot or driver must make a Piloting or Driving check to keep from swerving, according to the Vehicle Critical Hit Table.*

Collisions and Ramming

Hitting

To successfully ram into another vehicle, the ramming pilot or driver must make an attack check, using his *Piloting* or *Driving* Trait versus the enemy pilot or driver's *Piloting* or *Driving* Trait. All standard situational modifiers apply.



Damaging

When a collision occurs, both vehicles suffer damage. The damage dealt depends on the other vehicle's size compared to your own vehicle's size. (Refer to Size Catagories on page 42.)

- Vehicles of the same size categories will deal 2d12 damage to each other.
- Smaller vehicles deal 2d12 damage, minus the difference in size categories, to larger vehicles.
- Larger vehicles deal 2d12 damage, plus the difference in size categories, to smaller vehicles.

If the vehicle runs into an inanimate structure, such as a building, the vehicle suffers damage according to the material it collides into.

- **Light Material (wood, plaster, etc.):** 1d12+4
- **Medium Material (brick, concrete, etc.):** 2d12+4
- **Heavy Material (steel, metal, etc.):** 2d12+8

The GM can alter any of these modifiers based on the circumstances, such as slow-moving vehicles.

Running Over Characters

Hitting

A vehicle can attempt to run over characters who get in its way. An attack is carried out using the pilot or driver's *Piloting* or *Driving* Trait versus the targets' *Athletics* Traits. The vehicle's pilot or driver only rolls once to attack all the characters in his path – he rolls against the nearest character's *Athletics*. All standard situational modifiers apply.

Damaging

It goes without saying that if you get run over by a vehicle, you're going to be waist-deep in agony. Fortunately, this is the world of cartoons, where this sort of thing seldom happens. Usually, the character dives out of the way in the nick of time.

Sometimes, however, characters do get nailed by the vehicle. Again, this is the world of cartoons, so there's not going to be a flattened pile of flesh laying on the battlefield. Rather, the vehicle hits the character and knocks him clear of its path.

This still inflicts damage, but not as much as it would in reality. Characters hit by a vehicle suffer 1d12+5 damage. This can be modified by the GM to reflect various circumstances, such as a slow-moving vehicle.

COMBAT EXAMPLE

Scott is running a sci-fi fantasy hybrid series called "Realm Warriors." The diabolical Tyrannar has created a device that is capable of traveling to various dark dimensions. If he can pull this off, he will recruit all manner of devil-beasts into his forces. This would surely seal the fate of Hykaria itself! That's precisely why our heroes have set forth on a journey to Tyrannar's lair, known only as the Onyx Palace.

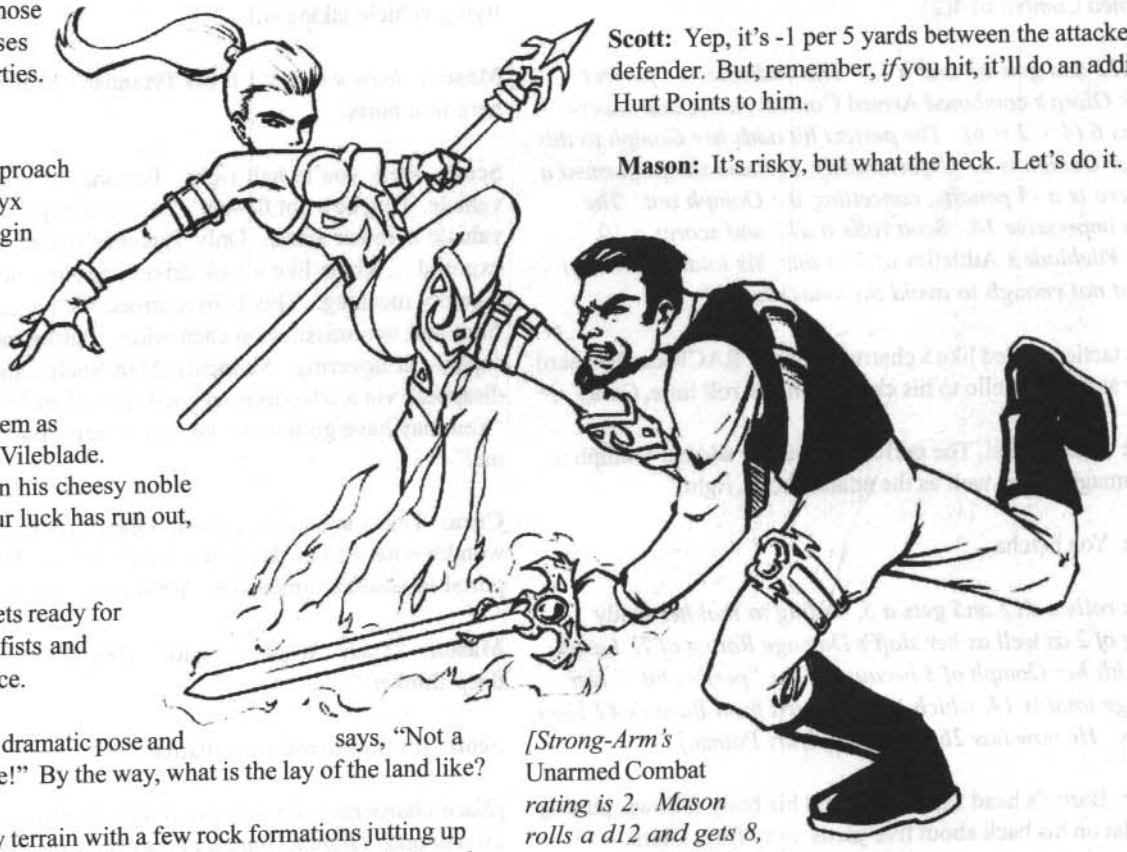
The heroes have made it to the courtyard of the dread palace, but now find themselves facing the evil overlord's henchmen. But before the battle commences, let's take a moment to introduce the combatants.

The Good Guys

- **Strong-Arm (*played by Mason*):** This mountain of a man may lack intelligence, but he makes up for it with sheer strength and durability.
- **Olara (*played by Cara*):** Trained since childhood with various weapons, Olara can outmaneuver most opponents in the heat of battle. She prefers to use a golden staff.

The Bad Guys

- **Mad-Sludge:** Monstrous minion made of black ooze.
- **Baron Vileblade:** Sinister swordsman whose sword possesses magical properties.



Scott (GM): As you approach the courtyard of the Onyx Palace, storm clouds begin moving in. Suddenly, you see the gate open up and two figures step out. The gate slams shut behind them. You recognize them as Mad-Sludge and Baron Vileblade. The Baron speaks up, in his cheesy noble voice, "It looks like your luck has run out, fools!"

Mason: Strong-Arm gets ready for battle, doubling up his fists and taking a defensive stance.

Cara: Olara hits a cool, dramatic pose and says, "Not a chance, Baron Vileblade!" By the way, what is the lay of the land like?

Scott: It's mostly rocky terrain with a few rock formations jutting up from the ground here and there. You're only about fifty yards from the palace. Anyway, Baron barks out the order for Mad-Sludge to charge the heroes! It's time to roll initiative.

[Each character rolls a d12 and adds their Oomph to it. Cara rolls 3 and adds Olara's Oomph of 3 to get a total of 6. Mason rolls 8 and adds Strong-Arm's Oomph of 2 to get a total of 10. Scott rolls for the villains; Mad-Sludge rolls 2 and adds his Oomph of 2 for a total of 4. Baron Vileblade rolls 9 and adds his Oomph of 4 for a total of 13.]

Scott: Looks like Baron goes first, followed by Strong-Arm, Olara, and then Mad-Sludge. Baron Vileblade rushes in at Olara with a mighty swing of his sword.

[This is a Half Move action, so he's going to suffer a -3 to his attack check. He has Armed Combat *of 4(2). Scott rolls 2d12; a 3 and a 9. Scott obviously uses the 9, adding 4 to it, but then subtracting 3. This gives him a total of 10. Now, Cara has to roll* Athletics *to avoid being hit. Her* Athletics *is 4. She rolls a d12 and gets an 11! With her* Athletics *added in, this boosts the total up to 15, which is higher than Baron Vileblade's 10.]*

Cara: Yes! I thought she was nailed!

Scott: Baron swings his sword in a downward motion. Olara's keen reflexes allow her to dodge nimbly out of the way. Next up... Strong-Arm.

Mason: Alrighty! Strong-Arm tries to ram right into Mad-Sludge. "Take THIS!" he bellows.

Scott: Okay, this is going to be a Charge Attack. And Strong-Arm is about 30 yards away from Mad-Sludge, which means that we're dealing with a -6 penalty to your attack check.

Mason: Minus 6?

Scott: Yep, it's -1 per 5 yards between the attacker and defender. But, remember, *if* you hit, it'll do an additional 12 Hurt Points to him.

Mason: It's risky, but what the heck. Let's do it.

[Strong-Arm's Unarmed Combat *rating is 2. Mason rolls a d12 and gets 8, adding 2, which brings it up to 10. Now comes the hefty -6 penalty. The total is now 4. Mad-Sludge's* Athletics *is -2. Scott rolls a d12 and gets 5. With the -2 brought into play, his total is 3.]*

Scott: Strong-Arm gets a long running start and barrels toward Mad-Sludge, building up steam. Mad-Sludge sees it coming, but underestimates

Strong-Arm's speed. Kablapppp!! Make a damage roll, Mason. Strong-Arm's *Body* rating is 4(4) and don't forget to add in the whopping +12 for the distance he charged. This is gonna hurt!

[Mason rolls a d12, and lands a 10! Add to this the total of Strong-Arm's Body *rating and super-rating (4 + 4 = 8) as well as the distance bonus of +12. 30 Hurt Points would be done, but Mad-Sludge has a Special Ability called "Goopy Body" which gives him a Protection of 8. Subtracting 8 from the 30 damage results in a final damage total of 22. Mad-Sludge had 47 Hurt Points, but is now at 25.]*

Scott: The impact of this hit was so great that the two behemoths go flying back involuntarily into a rock formation, busting it to pieces and then end up slamming against the metal wall of the palace.

Mason: Ouch! Do we take damage from this?

Scott: Nah, it's just for effect. It's now Olara's turn to do something.

Cara: Olara takes advantage of Baron Vileblade's miss by doing a backward flip to put a gap between them and then nailing him with her staff in an uppercut motion. Is that do-able?

Scott: Sure, and I won't even make you roll for the flip, though it still counts as a Half Move. Looks like you need to make an attack check, using your *Armed Combat* of 4(2).

[Cara rolls 2d12 and gets a3 and a 12. This indicates a "perfect hit". She adds Olara's combined Armed Combat *rating and super-rating, which is 6 (4 + 2 = 6). The perfect hit adds her Oomph to this as well, and her Oomph is 3. Unfortunately, because she performed a Half Move, there is a -3 penalty, cancelling the Oomph out. The total roll is an impressive 18. Scott rolls a d12 and scores a 10. Adding Baron Vileblade's* Athletics *of 3 to this, his total is 13. Not too shabby, but not enough to avoid the smackdown.]*

Scott: Olara's tactic worked like a charm! A loud CRACK can be heard as her staff says hello to his chin! Damage roll time, Cara.

Cara: Cool beans! The perfect hit lets me add her Oomph to the damage roll as well as the attack check, right?

Scott: You betcha.

[Cara rolls a d12 and gets a 5, adding to that her Body *rating of 2 as well as her staff's Damage Rating of 7. Lastly, she adds her Oomph of 3 because of the "perfect hit." Her damage total is 14, which is subtracted from Baron's 42 Hurt Points. He now has 26 remaining Hurt Points.]*

Scott: Baron's head flings back and his body follows, putting him flat on his back about five yards away from Olara.

Cara: With a wry smile, Olara says, "Gotta keep your chin up, big fella."

Scott: Only one person left to go this turn... and that's Mad-Sludge. After being rammed into the side of the palace by Strong-Arm, ol' Sludgie ain't none too happy. He rears back his massive fist and throws a haymaker punch. And he's spending both of his Stunt Points to do so. Like I said, he's angry!

Mason: Both of 'em? Uh oh. And Strong-Arm already acted this turn, so he can't take a Dodge action. This could get reeeeeeal ugly.

[Scott rolls a d12 and gets an 8. He adds Mad-Sludge's Unarmed Combat *rating of 1 to it. Additionally, he spent not one, but two Stunt Points. Each Stunt Point allows him to add his Oomph of 2 to the result. Since two of them were spent, he adds 4. This brings his total up to 13. Mason rolls a d12 and scores a 5. He adds Strong-Arm's* Athletics *of 2 to the result for a total of 7. Scott makes a damage roll. The d12 rolls 9 and Mad-Sludge's* Body *is 4(5), so 9 (4 + 5 = 9) to that. The damage total is 18. Strong-Arm has a Special Ability called "Thick Armor" which has a Protection rating of 6. The actual damage taken is 12 (18 - 6 = 12). Strong-Arm had 50 Hurt Points, but now has 38.]*

Scott: The big punch connects, sending Strong-Arm reeling back a few steps.

Mason: "Is that all ya got? My mother hits harder than you!" he snarls. Geez, it's fun to spout off those cheesy lines.

Cara: Time for a new turn. Let's roll for initiative.

Scott: Not so fast, Cara. The heroes hear a strange sound, like a flying vehicle taking off.

Mason: Awww man! I'll bet Tyrannar's hauling butt to get out of here in a hurry.

Scott: Well, you're half right. Tyrannar is indeed in a flying vehicle. But, he's not fleeing... he's zooming toward the battle! The vehicle is rather small. Only Tyrannar's head and upper torso is exposed … kinda like a tank driver popping out of a hatch, if you take my meaning. This baby's armed with a large cannon in the front and two missiles on each wing. Furthermore, the vehicle is capable of hovering. Suddenly, Mad-Sludge and Baron Vileblade disappear via a teleportation spell from their boss. Tyrannar yells, "You may have gotten this far, you twerps, but you'll never get past me!"

Cara: That's sooooo not good. Olara says to Strong-Arm, "I wonder what he has those two creeps doing. Possibly preparing the portal to another dimension. We'd better act fast!"

Mason: "Yeah. What *you* said." Heh. Strong-Arm's not exactly a deep thinker.

Scott: It's time to roll for initiative.

[Each character rolls a d12 and adds their Oomph to it. Cara rolls 10 and adds Olara's Oomph of 3 to get a total of 13. Mason rolls 1 and adds Strong-Arm's Oomph of 2 to get a total of 3. Scott rolls for Tyrannar and gets 8, plus his Oomph of 4 for a total of 12.]

Scott: Alrighty then, Olara goes first, followed by Tyrannar and Strong-Arm. Cara?

Cara: Is there an exposed engine on the vehicle?

Scott: It's partially exposed, toward the rear of the vehicle.

Cara: Olara pulls out her laser pistol and makes a Called Shot to the engine.

Scott: No problem. Of course, you'll suffer a -2 penalty to hit, and your attack bonus for the vehicle being a larger target will be negated.

Cara: Yeah, but the payoff could be worth it if she hits it.

Scott: You're at Medium range, so I'll say you have a Difficulty Number of 9.

[Cara rolls a d12 and gets a 10. Her Ranged Combat *rating is 3, so this is added. The vehicle's* Maneuverability *(which counts as* Athletics *for vehicles) is 4, and according to the situational modifiers this doles out a -2 penalty. Another -2 penalty for the called shot is applied, making the total 9, which is exactly what she needed to score the hit.]*

Cara: That was close!

Scott: No kidding. Roll for damage.

[Cara rolls a d12 and gets an 11. The laser pistol's Damage Rating is 8, but all ranged Offensive Special Abilities add +2 to the DR, making it 10. The vehicle has an Armor *rating of 2, so the 21 damage becomes 19 instead. This is subtracted from the vehicle's Structure Points, bringing it from 120 down to 101.]*

Scott: The shot punctures the engine itself, due to the Called Shot. Smoke begins billowing out of the vehicle. Tyrannus seems taken aback by this and screams out, "Look what you've done, you ridiculous morons! I shall make you pay dearly!"

Cara: "Don't count on it, Tyrannus! Your evil scheme will not succeed!"

Scott: It's Tyrannus' turn to act. He aims the cannon at Olara and lets loose a rather large blast in her direction. Luckily for her, the smoke from the engine is obscuring his vision, so he's going to suffer a -3 penalty. He's still at Medium range, so 9 is still the Difficulty Number.

Cara: Cool! That cannon sounds kind of nasty. Let's hope that she doesn't get nailed by it.

[Scott rolls a d12 and gets an 10, adding to that Tyrannar's Ranged Combat *rating of 4. The -3 smoke penalty comes into play as does the -1 penalty for the target being one Size category smaller than the attacker and the -2 penalty for Olara's* Athletics *of 4. The total attack roll is 8!]*

Scott: The blast barely misses Olara. She can feel the heat from it as she deftly dodges out of the way. Over to you, Mason. What does Strong-Arm do?

Mason: How low is the vehicle hovering?

Scott: The damaged engine has affected how high it can hover. I'd say it's about 10 yards off the ground.

Mason: Great! Can Strong-Arm use his leg strength to jump up on top of the vehicle and smack Tyrannar himself?

Scott: It's possible to get there this turn, but it will count as a Full Move. So, you can't attack him this turn. Your Difficulty Number is 8 to land on target.

Mason: Okay, I'm going for it.

[Mason rolls a d12 and gets a 1! This is a critical failure, meaning that it fails automatically.]

Mason: Oh, crap!

Scott: Tyrannar spots Strong-Arm getting ready to leap out of the corner of his eye. In response, he quickly maneuvers the vehicle out of the way, causing the hero to fall clumsily to the ground with a resounding thud! The villain laughs out loud, saying, "You may as well surrender now, do-gooders! You are outclassed!" With that, he readies all his missiles! Time for the next turn.

Mason: Oh man! This is gonna get messy!



Channel 5
GameMaster Rules

CHANNEL 5

MISCELLANEOUS RULES

EPISODES AND THE SERIES

Just like the classic cartoons, the game is organized by episodes and series. An *episode* is one complete story, often referred to as a "adventure" or "module" in other games. A *series* is the ongoing chronicles of one or more particular hero(es). This means that the same main protagonists will appear episode after episode. This is a great way to develop the characters' personas as well as their abilities. A series can last for as long as you and the players wish to carry it on: weeks, months, even years!

Kargorr Sez:
More drivel from the authors, I'm afraid. They say that this channel is divided up into four subchannels! Bah! Just another feeble attempt to sound like they're intellectuals. Trust me, cretins – they aren't!

The first subchannel is meant to give you, the GM, some extra rules to help out. Balderdash, I say! You should be allowed to make up your own rules, so you can lord over those pesky players with an iron fist!

The second subchannel is devoted to them talking down to you about how to run the game! As if you were an incompetent boob! Bah! Down with the authors!

The third subchannel is more hogwash from you-know-who. This time, they supposedly teach you how to set up your own series.

The final subchannel discusses designing your own episodes. Feh!

THE SEASON

A cartoon series isn't just an endless parade of episodes. Quite the contrary. Just like other television shows, cartoons had "seasons." This applies to ***Cartoon Action Hour*** as well. While the exact number of episodes in a given season is up to the GM, a typical season should last for 10-15 episodes.

Seasons serve to break things up a little and provide an added bit of structure to a series, capturing the feel of the retro-toons. Also, it gives the players and GM an opportunity to step back, evaluate everything, and discuss what changes (if any) they'd like to make to the series "next season." Many of the retro-toon series would change things between seasons. Usually, these changes were fairly minor: new characters added to the mix, old characters being de-emphasized, existing characters getting a make-over, and so on.

Sometimes, though, the alterations were more severe in nature: characters were written out, an entirely new group of bad guys replaced the old ones, or even the focus of the series being changed.

EXPERIENCE POINTS

The old saying "practice makes perfect" is absolutely true. If a character goes out and does his thing, fighting evil (or being evil, if we're talking about a villain), he's bound to improve his abilities.

At the end of each episode, the characters should be awarded Experience Points.

- **Base Reward!** Every character gets this reward for participating in the episode. ***5***
- **Good Role-playing Award!** A character who was role-played true to character receive this award. ***5-10***
- **Great Moment Award!** A character who did something extremely clever, inventive, or appropriate in order to further the story receive this award. This award can be given more than once per episode if appropriate. ***1-3***
- **Story Hook Reward!** A character who confronts one of his Story Hooks during the episode at a time when it's really inconvenient to do so. The more Story Hooks he confronts per episode, the more Experience Points he receives. He will be rewarded only once per Story Hook, though, regardless of how many times he confronted that Story Hook during the episode. ***Minor: 1, Moderate: 2, Major: 3-4***

- **Victory Award!** A character who contributed to defeating the bad guy receives this award. *5-10*
- **After-Show Message!** A character that had a speaking role in the after-show message gets this reward (see Subchannel Four). *2*

Experience Points for NPCs

All NPCs (good guys or bad guys) that took part in the episode should receive Experience Points.

- If the NPC played a prominent role in the episode (he participated in combat, helped the heroes out significantly, etc.), he should receive an amount equal to the average of the Experience Points gained by the PCs. If the NPC is the main villain of the episode, add 1d12 to the total.
- If the NPC played a bit part or didn't affect the story much, he should get an amount equal to the average Experience Points gained by the PCs, divided by 2 (rounding up).
- If the NPC made a cameo appearance, wherein he basically acted as scenery (without making any contribution to the story), he receives no Experience Points whatsoever.

Character Advancement

Experience Points may be spent between seasons to increase the character's abilities. This wait may come as a jolt to old-school gamers, but the retro-toons never really featured ability advancement during a season.

Improvement

Traits: Trait ratings can be improved by 1 by spending 60 Experience Points. Note: the character's Hurt Points will increase if *Body or Willpower* is increased (see the rules for creating characters in Chapter 2). A Trait cannot go from 4 to 4 (2) without express permission from the GM, not to mention a darn good reason.

SAs: SA scores, ratings, or other stats can be improved by 1 by spending 80 Experience Points.

New Stuff

Traits: You can purchase a new Trait (i.e., one that you had at 0 rating) by spending 60 Experience Points. This Trait has a rating of 1. Note that your character's Hurt Points will increase accordingly if *Body* or *Willpower* is purchased (see the rules for creating characters in Channel 2).

SAs: To purchase a new SA, figure it up as if you were creating an SA for new character, working out the CP cost. Multiply the CP total by 2 and add it to 100 to determine how many Experience Points you must pay in order to obtain the SA. You must also have permission from the GM (and a good rationale, too).

Kargorr Sez:

According to those vile authors, GMs should feel free to disallow character advancement, otherwise known as Experience Points. Now, *this* I agree with! After all, why should the goody-goods get to improve while the villains linger in mediocrity? I hereby urge all GMs out there to put a stop to this travesty! Ban character advancement!

What was that? The villains *do* get to advance? Splendid. Then, by all means, use Experience Points. Just be sure to slip the bad guys a few extra. Hahaha!

Degrees of Success

Sometimes, it may be helpful for you to know how well a character succeeded (or how badly he screwed up) when making an action check.

- If the character rolled 4 or more under the DN, the attempt didn't even come close. An embarrassing failure, to be sure.
- If the character rolled 1 to 3 less than the DN, it was a standard failure. Close, but no cigar.
- If the character rolled equal to the DN, it was a partial success. Enough to get the job done... or at least, *most* of it.
- If the character rolled 1 to 3 higher than the DN, it was a standard success. A solid accomplishment.
- If the character rolled 4 to 6 higher than the DN, it was an outstanding success. The character passed with flying colors.
- If the character rolled 7 or more higher than the DN, it was a critical success! A perfect attempt!

Wealth and Money

There's little reason to keep track of every dime a character has. That would be pointless and silly, since ***Cartoon Action Hour*** isn't an "explore the dungeon, kill the monsters, and grab the gold" game.

This isn't to say that money won't come into play, though. For the most part, you can use common sense to judge what a character can and cannot afford to purchase. Just look at his *Wealth* Trait rating and make a judgment call.

Or if you really feel the need, have the player make a *Wealth* check. The Difficulty Number should reflect how expensive the object he wants is. If he succeeds, he can purchase it. If he fails, he just can't afford it.

If a character purchases something that would realistically hurt his bank account (or wallet), feel free to lower his *Wealth* rating temporarily.

Alternate Advancement

If you, as GM, prefer a more traditional approach to character advancement, you should feel free to allow the characters to improve their stats between episodes, rather than between seasons.

INVENTIONS

Many characters try to build things: gadgets, vehicles, armor, weapons, etc. Three things must be done before a gadget can be made.

1) Make a *Wealth* Check
Using the rules given above, the player must make a *Wealth* check in order to have the materials at your disposal.

2) Make an *Inventor* Check
The character will need to make a successful *Inventor* check to see if he can build it. If the character is hiring someone else to build the object for him, then the hired character must make the check instead. The Difficulty Number should depend upon how complex the object is to create. If the check is successful, the character builds it, though you can dictate how long it takes to build.

3) Pay Experience Points
You must have enough Experience Points to purchase the item as if it were an SA. This is an exception to the "characters can only spend Experience Points between seasons" rule.

LIFTING

Characters can lift only so much weight. Just like in real life, this amount varies from person to person (or character to character). The exact amount a character can lift up to his waist without having to make an action check depends on his *Body* rating.

LIFTING

Body	Maximum Lift
-4	A lunchbox
-3	A Brick
-2	A Small Stack of Books
-1	A Television
0	A Reclining Chair
1	A Fold Out Sofa
2	A Refrigerator
3	A Car Engine
4	A Motorcycle
4 (2)	A Full-grown Grizzly
4 (3)	A Car
4 (4)	A Passenger Jet
4 (5)	A Mountain

MODIFYING THE LIFTING NUMBERS

The numbers above are typical for most cartoon series. This doesn't mean they are absolute. Ratings from 4(2) to 4(5) are completely open to your interpretation. If you desire a higher lifting capacity, then try multiplying the weights by 2, 5 or 10. Adjusting the amount of weight a character of a given *Body* rating can lift will drastically alter the tone of your game. It is recommended that you more or less leave the numbers for *Body* -2 through 4 as they are, unless humans aren't the primary race of beings in the series.

FALLING

A character who falls from any decent height will take damage. DSAs do protect against this damage.

FALLING

Distance	Damage
0-8 Feet	No Damage
9-20 Feet	1d12
21-41 Feet	1d12+6
42-62 Feet	2d12+6
63-82 Feet	3d12+6
83-113 Feet	4d12+6
For every additional 20' above 113 add an extra d12	

DROWNING

A character can hold his breath for a number of turns equal to his *Body* rating +6 (adding the super-rating to this number, if applicable). Every turn he's submerged after this, he loses 1d12 Hurt Points. DSAs offer no assistance here, except force fields or extremely specialized SAs.

A "drowned" character in ***Cartoon Action Hour*** isn't really dead, of course. You can use all kinds of cartoon clichés here ("He washes up on the shore," "His life is saved by a benevolent race of sea people," etc.).

FIRE

Fire should be used more as a *threat* than as an actual source of damage in most cases ("Medico, you can't go in that blazing building! It's too dangerous!"). You just didn't see people catch on fire in most retro-toons, as such scenes were deemed "bad influences" on kids. Oddly enough, robots and vehicles were fair game.

But if you really want to use fire, here are rules for doing so:

Every turn a character is exposed to fire, he suffers 1d12+4 damage. This goes down to 1d12 damage per turn if the character has a gas mask or similar SA that prevents harmful inhalation.

Kargorr Sez:
Falling! Drowning! Fire! Now, *this* is my cup of grog! There's something beautiful about this kind of mayhem! It is the first time I've become interested in this bunion of a game since I signed on. Perhaps this job won't be so awful after all!

GOONS

Back in the day, master villains liked to keep around a horde of nameless grunts to do all their dirty work for them. These henchmen were usually hapless and often had troubles fighting their way out of a wet paper sack. In large groups, however, they could prove to be somewhat of a threat. And a few them were pretty darn nasty!

In any case, these expendable minions are called *goons*. When goons attack the heroes, combat is handled differently. There's no point in slowing down the game just to represent twenty goons battling the heroes. It would take far too long and wouldn't represent how things were in the toons.

GOONS

Goon Factor	Description
2	The lowest of the low! Barely worth their weight in spit.
3	Somewhat competent! No great shakes, though.
4-5	Basic goons for most series.
6-7	High quality! Better than the average henchmen.
8-9	Elite! Usually very formidable foes.
10-11	Superior! They can take out many PCs fairly easily.
12+	Devastating! When these guys come after you, run!

MOBS

Rather than statting out each goon individually, we deal with them in mobs. Each mob consists of 3-10 goons, but the exact number isn't terribly important. What *is* important, though, is the mob's Goon Factor. This determines exactly how tough they really are.

WHEN GOONS ATTACK!

When the heroes confront goons (or vice versa), you should give each PC a mob to fight. If they defeat the mob, then you can throw another one at them next turn if you deem it necessary. But that's getting ahead of ourselves.

Anyway, there's no need for an initiative roll. The player fighting a mob must make an *Armed Combat*, *Unarmed Combat,* or *Ranged Combat* check, depending on which one is most appropriate. The Goon Factor acts as the player's DN for this check.

If the check is successful, the PC dispatches the goons. Have the player come up with a colorful description to explain how the hero took the mob out... or you can do it yourself. It's up to you. A few examples:

- "Big Shot yanks the rug out from under the goons as they charge him."
- "After the goons pile on Derik, he uses his judo skills to send them flying."
- "The goons rush toward Lana, but she uses her exploding wrist rockets to knock a nearby statue on top of them."

If this check is failed, the PC should generally be given one more chance to make the roll, but at a -2 penalty. If the PC fails *this* check, he is overwhelmed and is at their mercy. This usually means he is captured and thus loses Hurt Points. The amount of damage is up to you, but 1d12+6 is about average. Or, you can automatically reduce him to 0 Hurt Points.

RESCUES

If a hero gets captured, a nearby buddy can usually attempt a rescue. To do this, the buddy must make an action check (*Armed Combat*, *Unarmed Combat,* or *Ranged Combat*) against the capturing goon mob's Goon Factor. This cannot be attempted on the same turn the buddy fought a goon mob of his own.

Feel free to tweak these rules to reflect the situation.



GAME MASTERING

THE JOBS OF THE GM

The word "Game Master" says it all. An emphasis must be put on "Master", for this word alone sums up what you must strive for as the GM. What must you try to master?

We're glad you asked.

MASTER OF STORYTELLING

You are, in many ways, the primary storyteller. It's true. While the players have a gigantic impact on how the story unfolds, you are the one who knows what is *really* going on. You know about the ambush the bad guys have set up. You know when the main villain will strike. You know that the player's "buddy" is really in cahoots with the enemy. You know that the niece of one of the PCs is going to get kidnapped.

Of course, the PCs' actions can drastically affect all this stuff. After all, it's no fun for players to be railroaded by a pushy GM who already has everything etched in stone. You must be able to roll with the punches and improvise wildly in order to give the players freedom. Remember, this *is* an interactive storytelling game. And there's nothing interactive about stubbornly refusing to change things according to the PCs' actions.

The trick is to find a balance between totalitarian GMing and being an absolute push-over when it comes to how much freedom you give the players.

In any case, you control the pace of the game, the events that the PCs must deal with, who the bad guys are. and so on. For this reason, you should work toward becoming the master of verbal storytelling. The better you describe the scenes and events, the more enthralling the game will be.

MASTER OF ACTING

The players play the main heroes. You play everyone else! Any time the PCs meet up with another NPC, guess who steps into the shoes of that character? You do.

This means you might be playing quite a few characters in a given episode. That's okay - it can be a great deal of fun. Think about the diversity: you might be playing a crazy old coot in one scene and a buffed-out warrior in the next. Or perhaps both of them in the same scene.

MASTER OF REFEREEING

Games are meant to be fun, and ***Cartoon Action Hour*** is no exception. There's a zillion things the players could be doing instead of sitting around a table pretending to be someone else. That's why you must make sure that a good time is had by all.

This means keeping things on track when trouble pops up. If the players spiral into an argument, it's up to you to defuse the situation. If one of the players begins disrupting the game by telling jokes or long-winded stories about gaming sessions of days gone by, you're the one who gets to straighten him out. If a player starts bickering needlessly about the rules, you get to settle the issue.

MASTER OF THE RULES

It's your responsibility to know the rules of the game. You can discard or modify the rules as you see fit, but you are the one who makes any and all judgments on the rules. Besides, becoming familiar with all the rules will speed the game up immeasurably, as you won't need to constantly refer ro the rulebook during the game.

SKILLS OF THE GM

You'll develop certain skills and abilities as you run more and more games. To help you along, we'll discuss some of the areas you might want to concentrate on. Don't let yourself feel overwhelmed by these. To be honest, your skills will improve on their own with experience. The more you run games, the better you'll become.

DESCRIPTION

As the GM, your aim is to give the players a solid idea of what their characters' surroundings are like. There is a delicate balance to preserve in doing this. On one hand, you don't want to skimp on the details – this will simply strip away the images in the players' imaginations, making the game world a colorless, generic place. On the other hand, you don't want to drown the players with your descriptions – if the players really want to know exactly how many buttons are on an NPC's jacket, then they can ask you.

Give them enough detail to make the setting interesting, but not so much that the game bogs down. In general, give detailed descriptions of things that will either add to the atmosphere or have some importance to the story. You can mention the rest briefly.

Below are three examples.

Example 1: *"You enter Liege Lord's castle. It has gray walls and there's a big door on the opposite wall. Suddenly a sense of foreboding and dread washes over you."*

While the above example adequately tells you what your character sees, it lacks excitement, drama, or pizzazz. It works, but it's definitely a no-frills approach. Let's try again, shall we?

Example 2: *"You push open the large wooden door, using the slate gray stone handle, and enter Liege Lord's castle. The first thing you see is a long staircase covered with a regal red carpet made of crushed velvet. On the wall is a morbid coat-of-arms with six skulls, a set of crossed swords, and a green and brown snake. The ceiling of the room is roughly twenty feet from the floor and has a chandelier made of bone. Across the room is an ornate metal door with a gargoyle-themed handle. On the floor, you see...."*

Wow! The GM in the above example was going overboard with describing every single detail. This isn't necessary. When the GM drones on, it can have the not-so-positive effect of boring the players. Let's have one more whack at it.

Example 3: "As you open the heavy wooden door, a musty odor hits your nose. You step inside Liege Lord's castle and immediately take notice of the long staircase leading to the upper sections of the structure. Morbid trappings, like a chandelier made of bone, fill the room, and you see an ornate metal door on the opposite wall."

See? The above example provided a good atmosphere while giving the players a decent amount of information about their surroundings. The players quickly get a sense of their surroundings, yet they weren't bombarded with a ton of useless information. This is what describing a scene is all about... implanting images in the players' minds without having to spend an hour to do so.

Improvisation

The art of improvisation is crucial in Game Mastering. No matter how well-planned your episode is, the players will invariably come up with something you never thought of. And there's nothing wrong with that – it keeps you on your toes. Besides, if the players never did anything unpredictable, much of the challenge would dissipate for you. It can be quite fun to keep the game going while improvising wildly.

One important thing to remember is that you should avoid letting the game get too far off-track when improvising. Concoct some way to bring the action back in line with the plot. That said, you shouldn't railroad the players into moving along a perfectly linear plot-path. Doing so will give the players the feeling of having no control. Give them plenty of choices, while still maintaining the point of the episode.

It's a fine line to walk, but it's not nearly as difficult as it may seem.

Fudging

Yes, gang, this means cheating. Not the malicious variety of cheating, though. Let me explain.

Many GMs will ignore the actual die rolls during the game if it makes for a better story. If a player flubs a crucial roll at the climax of the episode and the story would be more interesting had the character succeeded, then by all means devise a way for him to succeed. It's not really cheating if it makes for a better tale.

Kargorr Sez:
Cheating, eh? I do believe I know a thing or two about cheating. Perhaps I can be of assistance here.

First of all, Game Master, you should use cheating to crush, maim, and otherwise decimate your players and their egos. Slay their characters! Run them into the ground for your own fiendish pleasure.

Come on... you know you want to!

Cynthia Sez:
Ignore him.

Don't let the players know you're fudging, though. Let them believe they succeeded on their own. It doesn't harm anyone, so just keep it your own little secret.

To fudge successfully, it's a good idea for you to utilize a "GM screen." Anything will work for this - a folder, a cereal box, or an upturned open book. As long as it blocks the players' view of your die rolls, you're good to go.

Many GMs dislike the idea of fudging. No problem. If it doesn't seem right to you, go right ahead and stick exclusively to the rules.

Pacing

Pacing is the art of keeping the game moving at an appropriate speed. If you're running an edge-of-your-seat chase sequence, keep the action fast and furious. Don't bog the game down with a heap of details. Talk fast and don't give the players a whole lot of time to think.

On the other hand, if you're running a melodramatic scene where two best friends must part ways forever, don't zip through it at a break-neck speed. Allow the players to savor the moment and perhaps feel the emotion from the scene.

Think about the scene you're doing and pace it accordingly.

Embracing the Genre

The cartoons of the 1980s had their own flair – a certain style that's absent in most modern cartoons. In this section, we're going to pinpoint the elements that made the classic toons so special and then discuss ways to bring these elements to life in the game.

Morality

Morality in the cartoons was, for the most part, black and white. The good guys were heroically good and the bad guys were insidiously bad. While betrayal certainly played a part in many of the stories, there was still always a sense of good and evil. It was extremely clear-cut.

Using it in the Game:

This is mostly done by encouraging the heroes to be "good": rescuing innocents, risking their lives to save a friend in need, upholding justice, and so forth. Likewise, your villains should be extremely "bad": lying, cheating, stealing, and, of course, trying to take over the world (or even the galaxy). Don't create villains the players will feel sorry for... create ones that they will want to thrash soundly.

Optimism

The outlook was nearly always optimistic. The good guys would prevail in the end, no matter how much the odds were against them. It was never an easy victory, as the villains invariably put them to the test.

Using it in the Game:

Should you let the heroes succeed all the time? Well, that's really up to you. You should, at the very least, let them win nearly all the time. But throughout the story, you shouldn't hesitate to allow the villain to get the better of the heroes from time to time. It builds drama for the big climax.

Exaggerated Action

Heroes (and villains too) pulled off incredibly unlikely stunts that have little basis in realism. If, for example, a hero was standing outside a window on a narrow ledge while a man was being thrown out that window by the baddies, the hero might very well be able to reach out and grab the man by the arm to prevent his fall... without falling off the ledge himself!

Could that happen in reality? Not likely! But the cartoons had a rather odd sense of logic, all for the sake of an exciting story!

Using it in the Game:

Encourage the players to engage in over-the-top derring-do. Let them swing from chandeliers, leap from building to building, and jump onto the villain's getaway vehicle as it roars away. It will make the game truer to the source - and more fun for the players.

Kargorr Sez:
The writers should've let me do these ridiculous spots!

I could see it now: Little Jimmy is playing near the road. I walk up, looking quite majestic I might add, and say, "Jimmy, don't play near the road... play *in* the road! Trust me - playing dodge-car is oodles of fun!" Hahaha! I love me!

Coincidence

One extremely popular convention was the use of unlikely coincidence. The hero is in the right place at the right time, or things always happen while he is nearby. For example, Stoney Brock (a member of Team Freedom) visits his elderly aunt and uncle who live in a small, peaceful midwestern town. While he's there, he comes across a teenage kid with a tattoo on his arm that resembles the emblem for the worldwide terrorist group known as S.P.Y.D.E.R. He follows the kid, only to find an underground S.P.Y.D.E.R base.

Using it in the Game:

This affects how you craft your episodes. Try to weave events and occurrences so that it's all nice and tidy. Allow the heroes a chance to go to that art show, so that they're present when the ne'er-do-well crashes in to steal an expensive masterpiece. Corny, yes. Implausible, absolutely. Appropriate to the genre, you betcha!

Rogues' Gallery

In most cases, each cartoon series had one pool of bad guys to draw upon. One-shot villains weren't unheard of, but for the most part the show's cast of established bad guys usually supplied the villainy. Similarly, it was common for each series to only have one major villain throughout the show's run. The other, lesser villains worked for him. There were exceptions to this rule, but not many.

Using it in the Game:

This goal is best achieved by carefully designing a collection of scoundrels. Do your best to make each one of them memorable and inventive. After all, the PCs will be going up against them on a regular basis. If the villains aren't interesting enough to make the players want to thwart them, why would they even want to play?

Comic-Relief Characters

This seemed mandatory in the cartoons of yore – the cute or goofy characters the viewers either loved or loved to hate. The bumbling sorcerer, the spunky robot, the over-protective troll, the bubble-headed blonde bombshell, and the cowardly beast. They all fit into this category... and there's plenty more possibilities in this area.

Using it in the Game:

If none of the players create a comic-relief character, you can always do it yourself and run it as an NPC. Even if the character doesn't show up often, no series is complete without such a character. Besides, comic-relief characters are great plot devices. You'd be surprised how much deep poo-poo they can get the PCs into.

The After-Show Message

Many of the great retro-toons featured a sixty-second segment at the end of each episode, where one or more of the heroes gave out safety tips or advice ("Never tell a stranger that you're home alone"). Some of them provided a moral to the story we just watched ("Telling the truth is always the best"), which may require careful series-crafting on your behalf as GM.

These tips would always appear as a vignette. For example, two kids would be playing with fire. Suddenly, the hero appears and teaches them about the dangers of doing this.



Using it in the Game:

If you decide to include an after-show message in one of your episodes, ask if any of the players would like to participate. Then play out the scene like you would a normal scene in the game letting the players bring their characters in and do their thing.

Each player who contributes to this scene should receive Experience Points (as detailed in the Experience Points section).

The Movie

Over the years, numerous series have hatched one or more animated movies. These movies generally boasted a more grandiose story, a darker tone, better animation, and lots of changes to the series from that point on.

Death may not have been a part of the retro-toons, but when a cartoon series spawned its own cartoon movie, all bets were off! Even during these movies, though, death didn't come cheap. It was always a pivotal moment, chock-full of drama and sentiment.

Also, the movies' plots were set on a larger scale. The scope and the stakes were almost always magnified.

Using it in the Game:

Design the story as a movie. In other words, make the plot self-contained and make it grandiose in comparison to other storylines you've run for the series up to that point. Pull out all the stops! Bring out the best bad guys! Do something unexpected! And, yes, allow death. But only when dramatically appropriate.

Playing out a movie is also a good excuse for changes in character attitudes, outlooks, or even physical form. Someone who's really tired of their character can even use the movie as a nice dramatic way to remove their character from the game and start anew (and remember, if they later decide they liked their old character better, cartoon heroes have a hard time staying dead for long).

Use any or all of the following rules to simulate a movie:

- Whenever a character's Hurt Point total goes below -5, you can opt to kill him off. In all fairness, you should at least allow the character to hover at death's door long enough to say a few last words, hopefully something melodramatic and poignant.
- Disallow dodging and parrying to make combat more dangerous. In the movie, combat should be a tense affair in which the stakes are much higher than normal.
- All PCs and major NPCs begin the game with one or two extra Stunt Points. After all, the movie should be where all the coolest stuff happens.
- Experience Points may be spent to advance the characters after the movie.

The Star of the Show

It was commonplace for the retro-toons to have one hero that acted as the star of the show while the other heroes played second fiddle to him. Sometimes, the star character was really no more powerful than the others, but the stories revolved around him. Other times, however, the star was clearly superior to his comrades. The amount by which he was more powerful varied from series to series, ranging from slightly more capable to so much more potent that there was hardly a reason for the other heroes to exist.

Conventions of the Genre

Some things in "cartoon land" work differently from our own, more mundane, world. The rules of logic we're so accustomed to are thrown right out the window and are replaced with new ones.

Barrels and garbage cans rule! Slap one of these suckers on a villain's head and he'll wander around in a helpless daze, unable to get it off his head for a turn or two. This is regularly accompanied by the villain asking , "Who turned the lights out?" or something similar.

Villains attack in single file! Even though villains would have better luck if they all swarmed the hero, they hardly ever do. Naturally, this leads them to defeat in almost every case. Maybe they'll learn their lesson some day. Naaaah!

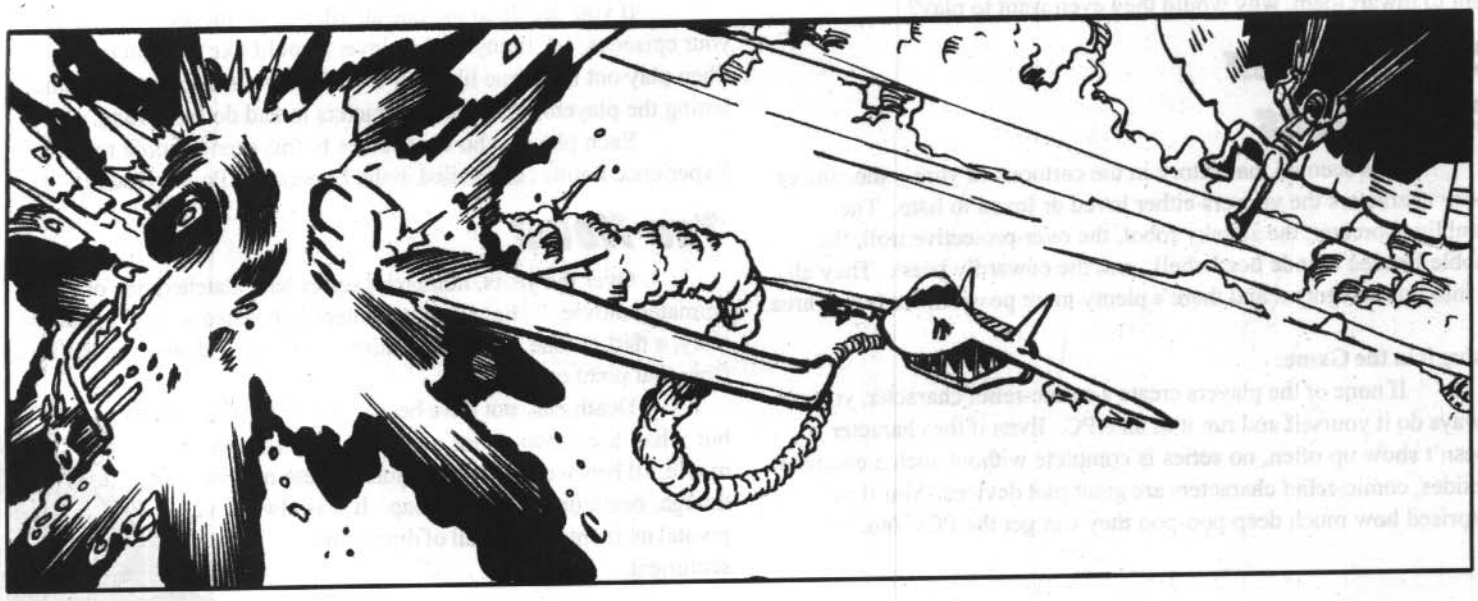
Villains are blabbermouths! Once the main villain has the heroes "right where he wants them," he customarily tells them his entire master plan. After all, they're going to die, so they can't do anything to stop him anyway. Riiiight!

The heroes are the world's only hope! Realistically, the Special Forces, police or other organization in a position of authority could step in to douse the bad guys' flames. But in the land of cartoons, no one can do it except the heroes!

Villains think big! Master villains don't settle for minor schemes. They always think big! Grand! Global! Cosmic! Why take over a bridge when you can take over the world (or universe) instead?

Parachutes save lives! Whenever a flying vehicle bursts into flames, you can always see the pilot and crew escape and parachute to safety. Likewise, almost every soldier has the foresight to leap from their vehicle the moment before a missile strikes it and it explodes.

Evil is as Evil Does: People in the real world seldom realize they're evil. Not so in the cartoons! The villains are evil and they're usually quick to boast about it.



When a show did have a star hero, the series itself was typically named after him in full ("The Adventures of Justarr") or in part ("Steel Man and the Protectors of the Galaxy").

Using it in the Game:

The "star" concept works better for a cartoon than it does for a role-playing game. After all, few players want to play second banana to a fellow player's hero. This can quite easily spoil the fun for the players. However, some playing groups may have no problem playing sidekicks, finding it more of a challenge.

In any event, it puts your Game Mastering skills to the test, because it's your job to provide all the heroes with balanced challenges... and something that may be a challenge for the second-string heroes may be a cakewalk for the main protagonist. One way to do this is to have two types of villains: ones that can go toe-to-toe with the lesser heroes and ones that can duke it out with the star. And do your best to discourage the main hero from polishing off the other heroes' villains for them. Such behavior is bad form and directly goes against the spirit of the cartoons.

If you want the star hero to be slightly tougher than the others, allow the character an extra 15-25 CPs to build it with. If you're after a star that is moderately more proficient than the co-stars, add 40-60 CPs. If you're aiming to make the star vastly more powerful, hand out an extra 80-100 CPs.

TRICKS OF THE TRADE

As the GM, you have a multitude of narrative tricks at your disposal. Even the rank beginner can put these to good use in order to make the game more enjoyable.

CLIFFHANGERS

We all enjoy action-packed excitement, where the hero is duking it out with the malevolent baddie, with the entire world at stake! But what if, right at a crucial and suspenseful moment, you saw the words "To Be Continued" on the screen?

Yep, that's what I thought. You'd be on the edge of your seat wanting more! Would you come back again to see what happens? Of course you would.

That's what cliffhangers are all about – making the audience (or in this case, the players) come back for more! It works in role-playing games even better than it works in any other form of entertainment because the players are a part of the action, not just watching or reading it.

When you feel it's appropriate and you want to wrap up the game, cut it off right at a key moment... and you'll have the players beating down your door the next night to get you to run more of the game.

Kargorr Sez:
What? Cartoons never pulled the dastardly "to be continued" ploy! This is an outrage!

Cynthia Sez:
Well, Kargorr, for once you are correct. Partially at least. While it's true that cliffhangers at the end of an episode were pretty rare, it wasn't unheard of. Furthermore, the writers of the cartoons *did* give us a steady diet of cliffhangers before going to a commercial break. The hero would be falling to his apparent doom or the main villain's goons finally captured the hero. And the viewers would have to wait for what seemed like an eternity before finding out the scene's resolution.

So, ending the *session* in a cliffhanger situation would represent the pre-commercial break cliffhanger. Except that the players will have to wait longer than a few minutes.

CUT TO...

Cutting to other scenes is an extremely powerful tool. Anytime you need to switch scenes, just find an appropriate cut-off point and then say, "Meanwhile, back at the [*insert location*]."

This technique is crucial if the PCs are in different locations. Just make sure you don't stay with one scene too long or the other players will grow tired of waiting. No one wants to twiddle their thumbs while another player gets to have all the fun. Keep it snappy.

Another use for cut scenes is when you want to show the players what certain NPCs (usually the villains) are doing. Play out the cut scene by yourself - or if you really trust the players, let them portray some of the NPCs for the scene's duration. Whichever route you take, be sure that the scene is germane to the story – we sincerely doubt the players would be intrigued by "watching" the villain clipping his toenails while engaging in small talk with his henchmen. Unless, of course, the players are incredibly weird. Or Kargorr.

FLASHBACKS

The flashback has been a popular story-telling device for an inconceivably long time. There's a good reason for that: *it works*! Not only does it work, but a well-done flashback sequence can add a lot to an episode. For game purposes, there are two types of flashback sequences: *basic* and *advanced*.

A basic flashback is quick and to the point. You describe the flashback to the players and they have no real input. This method is mostly utilized as a plot device.

An advanced flashback is more interactive. These sequences should essentially be treated as a sub-game, with the player(s) role-playing it as normal. Heck, you could even base a whole episode on a flashback! Just make sure all the players have something to do.

ESCAPES

Even when completely trapped by the heroes, a good master villain usually had some way to escape: a get-away rocket, a secret door, or maybe a zoom tube. His henchmen didn't always have such a luxury, but the main baddy consistently covered his own rear.

Keep this in mind whenever it looks like the villain is going to be undone by the heroes. Retreating is always a better option than being captured.

The trick here is to be creative with these escapes. And don't forget to let the bad guy spout off a few last words as he flees the scene ("You may have defeated me *this* time... but next time I'll have my revenge! Hahaha!").

HAM IT UP!

Don't hesitate to ham it up! Use a Marlon Brando voice when speaking as your main bad guy. Make a loud explosion sound ("KABOOOOOOM!") when a bomb goes off. Act overtly silly when playing the comic relief NPC. Have the PCs do a short educational scene at the end of an episode for an extra Experience Point or two ("And knowing is half the battle!").

It's all about having fun and capturing the spirit of the retro-toons we all know and love!

Mood Setting

Do whatever it takes to get the players (and yourself) into a 1980s cartoon mindset. Watch a few episodes of your favorite retro-toon before the game begins. Find appropriate music and have it playing in the background during the session. Decorate the room with '80s paraphernalia — toys, posters, album covers and more. You can even dress in clothes of the era.

This may sound ridiculous, but it really does convey the spirit of the game.



THE SUBGENRES

While the overall genre of ***Cartoon Action Hour*** is 1980s-style cartoons, there are numerous "subgenres" that exist within this rather wide-open classification. One series might be a western and another might be a comedy. Many of the retro-toons were amalgams of multiple subgenres. As GM, you can mix and match all the different elements to come up with a unique series.

COMEDY

Everyone loves a good laugh, which is why the comedy subgenre was so popular. The humor found in the retro-toons was, more often than not, straightforward physical comedy. Even shows that were mostly serious brought comedy into play from time to time. Such humor typically manifested itself in the form of comic-relief characters doing something dopey or cute.

In fact, this type of comedy spot often served as the ending to an episode - after the bad guys are defeated, the heroes see a shadow of the dark-cloaked lead villain, his arms flailing menacingly about. The protagonists gasp, thinking that a new fight will begin. But when they look over, they see that the "threat" is really just the goofy comic-relief character, who has accidentally got himself tangled in the master villain's spare cloak. One of the heroes quips, "It looks like Blappo has this case all wrapped up!" Everyone laughs heartily as the episode ends.

ESPIONAGE

Espionage is just a big word for "spy stuff." This subgenre wasn't all that common in the cartoons of yesteryear, but it wasn't entirely absent either. A large number of them incorporated espionage into their formula, even if only in small doses. Military-based series are incredibly ripe for "cloak and dagger" elements.

The key to portraying espionage in the game is to encourage covert missions and the like. Instead of presenting the characters with a "run out and smash the baddies" scenario, aim for something more subtle. We're not recommending that you avoid combat, just that you emphasize things such as gathering information, sneaking around, and infiltrating the enemy's base.

Another staple of the subgenre is high-tech gadgets. By encouraging the use of such gizmos, you'll add that extra splash of style that so characterizes the spy milieu.

FANTASY

Powerful wizards, dramatic sword fights, fire-breathing dragons, dark dungeons, and quests to save the princess! These notions are all associated with the fantasy subgenre. Few subgenres capture the imagination the way fantasy does.

A fantasy series should focus on, well, the fantastic. Heroes don't just walk to the grocery store – they travel across beast-infested lands to the dark sorcerer's castle! They don't fight common thugs – they do battle with giants! They don't carry around knives – they wield mighty greatswords! Everything in cartoon fantasy is dramatic and epic.

HORROR

Cartoon horror is, generally speaking, a different beast than other forms of horror. As the cartoons were geared toward a younger audience than horror movies, the scary elements were watered down significantly. There was no blood, no guts, and no seat-grabbing suspense to speak of. Truthfully, calling it "horror" is stretching the imagination to some degree.

More accurately, what these cartoons had were horror-like elements and themes. Whereas a series might have a vampire as its main villain, you're probably not going to see any blood when he chomps down on a victim's neck. Heck, you *may* not even get to see the bite at all. Much of it is merely implied. In other words, when you want a series to have horror in it, think *Tremors* instead of *Friday the 13th.*

MILITARY

Many cartoons had a military theme, though most combined it with at least one other subgenre, most notably science fiction. The military subgenre allows you, as GM, to showcase all sorts of cool hardware and nifty vehicles. Use this stuff as the backdrop or as storytelling tools - the heroes themselves should still take center stage.

One aspect of the military subgenre that should carry through into the game is the prominence of large-scale battles. Massive battle sequences with a lot of combatants! Tanks belting out devastating cannon blasts! Laser bolts whizzing harmlessly about the battlefield! Aircraft dueling it out for supremacy of the sky (and let's not forget parachutes and ejector seats)! Infantry troopers exchanging burst after burst of laser fire (yes, even machine guns shoot lasers in the cartoons)!

Of course, you needn't play out every attack in the battle when running epic sequences. It's enough to just describe what is going on around the central characters, keeping the dice-rolling to a minimum.

POST-APOCALYPSE

The earth is in ruins and humanity is all but destroyed! The post-apocalypse subgenre is set in the world after it suffers some manner of catastrophe, be it a meteor slamming into the earth's surface, global flooding, the moon breaking in half (ahem!), a nuclear war, or whatever else you can dream up.

The end result is more or less the same: the world is in bad shape! Although the premise seems to be fairly narrow, there really is a near-endless supply of things that can be done to make such a series interesting. Perhaps the only life that still exists are robots. Or maybe the effects of the catastrophe created mutated monsters! Or what if it actually gave some humans superpowers? Or perhaps the world itself has become a living entity... and not a very benevolent one at that.

Regardless of which route you go with it, a post-apocalypse series can be one of the most "visual". Imagine the characters stumbling across the ruins of the Lincoln Memorial or coming upon the Mississippi River, which is now filled with radioactive mud instead of water. You can use our modern world (well, the world of the '80s in any case) to reinforce how bad the world has become after the cataclysm.

SCIENCE FICTION

Possibly the single most popular subgenre of the retro-toons due to its versatility and wide scope. While you may think of science fiction as being about spaceships, faraway worlds, and exotic alien life forms, that isn't always the case. Some featured very different elements: vehicles that

could transform into battle platforms with drivers who donned helmets with special properties! A strikeforce of highly trained people clad in specialized power armor! A police department with officers who boast cybernetic devices! There's no end to the nontraditional science fiction series ideas.

That said, there were indeed plenty of space opera-style cartoons transmitting through our television sets back in the '80s. The truth of the matter is that sci-fi cartoons knew no bounds in terms of variety.

Superheroes

The comic-book superheroes were no strangers to the world of animation. They have been a staple of animated programming for decades, and the '80s had its fair share of them. It should come as no surprise, since the heroes and villains of the comic-book page are so colorful and over-the-top. They translate to animation in an incredibly pleasing fashion.

If you wish to run a superhero campaign, you can expect an emphasis on Special Abilities (mostly in the form of superpowers, naturally). More than with any other sub-genre, you should allow the players to go hog-wild with them. Encourage them to tailor their SAs to a theme, if possible - a hero called "Mr. Fly" should probably have flight, enhanced sight, and maybe even wall-crawling.

Wild West

Cartoons with wild west themes almost always had a secondary subgenre as well. Of course, nothing is stopping you from breaking that trend and going whole-cloth western if you wish. And why not? The western is full of cartoon potential if done right – showdowns at high noon, black-hatted bad guys, white-hatted good guys, the untamed frontier, wild boomtowns and "savage" natives all play a large part of the subgenre and should translate seamlessly to the action cartoon genre.

The Series Guide

We have included a blank Series Guide at the end of the book (page 112). This sheet is for you to record all the important information about the series you'll be running. Copies of the completed Series Guide should be handed out to the players before they make their PCs.

Let's look at each section of the Series Guide, while lending you a hand with creating your series. The Guide is divided up into three areas: *General Information*, *Player Characters* and *Miscellaneous Notes*.

General Information

Name

How often have you seen a cartoon series without a name? You might want to name the series after you complete the rest of the Series Guide.

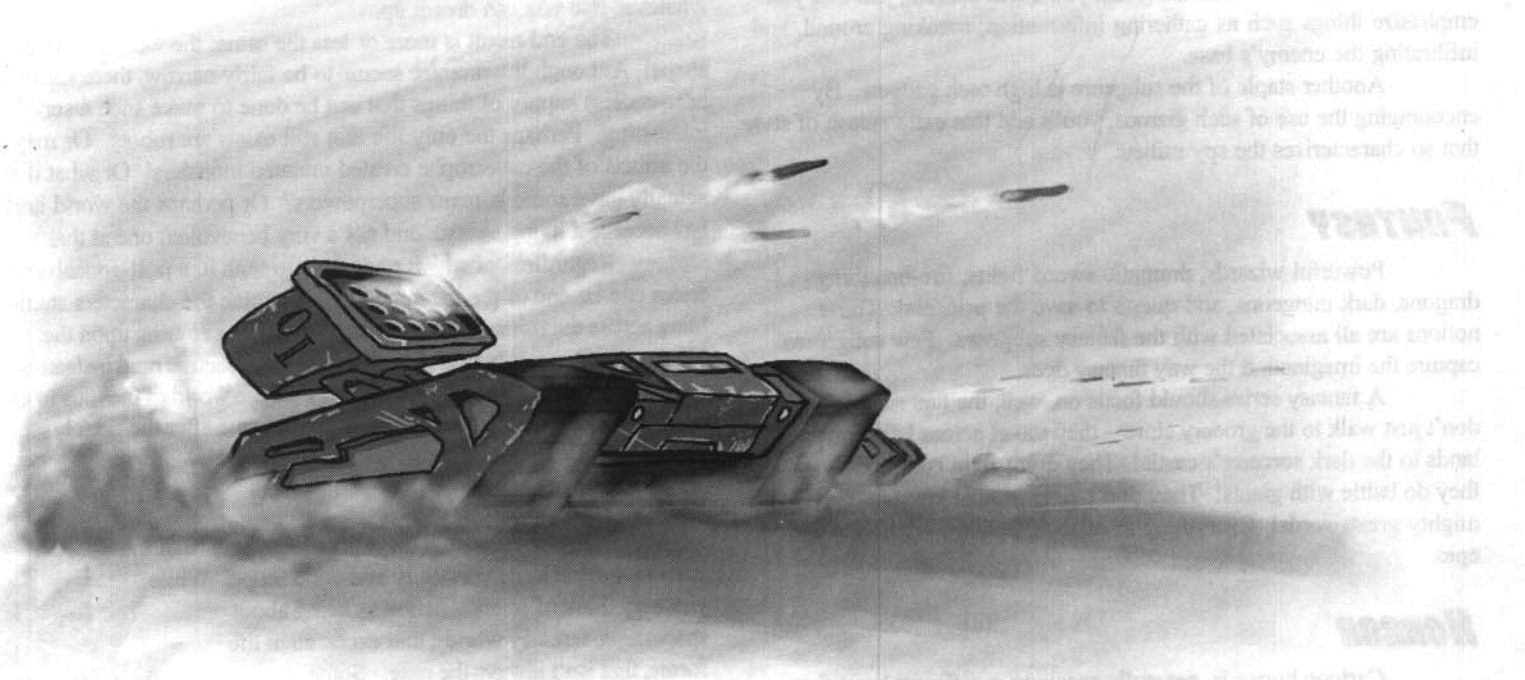
Tagline

What? You thought only characters had Taglines? Jot down a clever phrase that sums up the series and that sounds cool. Remember how many of the retro-toons had snappy slogans? Here are a few examples from classic shows:

- "It's crime-fighting time!"
- "A real American hero"
- "More than meets the eye"
- "The evil that lies within"
- "Knights of the magical light"
- "Power extreme!"
- "Mighty robots, mighty vehicles"

Game Master

Slap your name on here!



Players

Write down all the players who will be participating in the game.

Premise

The premise should provide the players with all the information they'll need in order to understand the setting, themes, and background of the series.

The best cartoons always had an interesting premise behind them. Your series should be no different. A strong central theme will provide you with a solid foundation upon which you can build the rest of your series.

There's nothing wrong with borrowing elements from other sources. Comic books, television shows, movies, novels, and of course cartoon shows offer a staggering number of ideas from which you can use as inspiration.

Player Characters

Character Points

It's your job to decide how many CPs are allotted to the players for creating their characters. Write down the amount here, so they'll know for sure.

There is no right or wrong amount of CPs to hand out to each character. This is highly subjective, as one series may require very powerful characters like gargantuan transformable robots and another one may require normal teenagers.

- A normal character without any access to SAs (like average joes-on-the-street) should receive between 15 and 30 CPs, depending on how competent he is meant to be.
- For characters that are less powerful than most main characters, go for 40 to 50 CPs. Such characters are great for "low-level" PCs or supporting NPCs in "higher-level" series.
- Most main characters will probably be made with 60 to 100 CPs.
- Slightly beefier main characters can be made with 120 to 180 CPs.
- If you're looking for truly powerful characters, you can't go wrong with 200 to 250 CPs.
- Anything amount over 300 CPs will produce unbelievably powerful characters of cosmic proportions.

General Guidelines

This is where you let the players know what you expect out of the PCs for your series. Should the PCs have a military background? Do they have to be robots? Are they all going to be members of a top-secret spy organization? Do they have to be teenagers?

Default Character Size

Each series has a default size for characters, and this is where it's noted. In most series, this will be Medium.

Default Vehicle Size

Each series has a default size for vehicles. In most cases, this is Large.

Maximum Trait Ratings

What is the highest Trait rating you'll allow in the series (for the PCs)? If the characters aren't allowed to have any artificially enhanced, supernatural, or superhuman Traits, then put the limit at 4.

You may also elect to only limit certain Traits in this way. For example, if the series is based around psychically endowed alien PCs, you might declare that only *Willpower* may be given a rating of higher than 4.

Required Traits

If the players are required to purchase one or more Traits for their characters, say it here. This also applies to Specialties.

Disallowed Traits

Not all Traits will fit into every setting. The *Computers* Trait would be absolutely useless in a traditional sword-and-sorcery series, for example. So, any Traits that conflict with the parameters of the setting should be recorded here. These Traits simply don't exist in the series. You can also ban certain Specialties without banning the parent Trait itself.

New Traits

Have you created one or more Traits that are specific to your series? Or do you have new Specialties to add to existing Traits? If so, this is the place to put them. Write the Trait's name, a brief description and any Specialties that may be chosen for it.

A quick word of warning: Avoid arbitrarily creating new Traits and Specialties. You don't want to have Traits stepping on each other's toes, so to speak. If you do create one, make sure it's completely distinctive and separate from any existing Traits or Specialties.

Maximum CPs for SAs

If you feel the need to restrict SAs in your series, simply impose a maximum number of CPs the players can spend on them.

Types of SAs Allowed

As you already know, SAs can be used to represent a wide variety of different things, from magic armor to superpowers to vehicles. And if you give the players free rein, you're likely to wind up with a motley assortment of mismatched and non-themed SAs. One character may have the ability to turn into a giant snake, while another owns a flying space bus, and yet another totes around a gun that can open up portals to other dimensions!

This may work well for certain series, but it may completely destroy the feel of others. To avoid such an unhappy fate, write down which SA types are allowed in the series. If, for instance, you don't have "magical items" written down, the PCs aren't permitted to give their characters any manner of magical items.

Other SA Guidelines

This is where you can write down specific restrictions or requirements regarding SAs. For example, if the series takes place entirely under water, you might say some-

thing like, "All characters must have SAs that let them breathe under water."

MISCELLANEOUS NOTES

Anything that doesn't fit anywhere else should be written into this area.

CREATING NPCS

The world is yours to populate! Whenever the PCs come into contact with another character, that character will be one that you create.

For NPCs that have virtually no impact on the game, you shouldn't bother even giving them stats. A good example might be a local bartender who the PCs ask for directions to the space port. Chances are, this character will only have one or two speaking lines *ever*. Hardly worthy of designing him as a full-fledged character. Heck, he doesn't even need a name.

Some NPCs might have a minor effect on the game. These characters can be ad-libbed if you feel comfortable with that sort of thing. For example, a generic one-shot punk who starts a brawl with one of the PCs. Just say he has *Unarmed Combat* 1 and *Body* 1 and jump right into the fight.

Then there are the more important NPCs.

Any NPC that will figure prominently into the story should be given the full treatment. Use the character creation rules in Channel 2 and design him from the ground up.

VILLAINY 101

It's been said that a hero is only as heroic as his villains are villainous. This saying is one-hundred-percent true! Heroes need not only challenged, but challenged by entertaining bad guys. If a villain is bland, there's little chance the players wanting to face him again in the future. Hopefully, this section will help you create interesting and reprehensible bad guys for your characters to go up against.

Without further ado, I present you with the top four signs of a bad guy who's so good ya gotta love him!

Kargorr Sez:
Ah, yes. The section we've all been waiting for! Frankly, I've been quite bored until now. Finally, we get to learn about something interesting.

Plus, villainy is something I'm an expert at! No one can pull off the amazing and elaborate plans that I have plagued my enemies with! You would marvel at my ingenious machinations! Become slack-jawed at my... umm... meanness. Or something.

Anyway, what are you doing just hanging around here, listening to me talk? Read this section!

THE BALANCED VILLAIN

The key to designing a balanced villain is deciding how many CPs he will be built with. This one step could mean the difference between a bad guy that gives the heroes fits and a bad guy that trounces the heroes with one hand tied behind his back.

Kargorr Sez:
To the Netherworld with the ***Balanced*** Villain!!

Multiply the heroes' average CP total by ten and build the master villain with that number of CPs! Do as I say!

First of all, you need to determine how the villain fits into the scheme of things. Is he the main baddie, a lackey, or something in between? This alone will dramatically affect how many CPs you build him with. The higher up the totem pole the villian is, the more points you should use.

Here are some quick-and-dirty guidelines. Feel free to stray away from these figures if you desire.

- If the villain falls into the "faceless foot troop" role, calculate the average CP cost of the PCs and divide the result by 3 or 4, rounding any fractions down. This is the number of points you have to create the villain with. This works best for creating the numerous minions and soldiers of the main bad guy that are just a step above goons.
- If the villain is one of the main bad guy's personal henchmen, divide the average CP cost of the PCs by 1.5 or 2, rounding any fractions down. This is the number of points you have to create the villain with.
- If the villain is one of the main bad guy's elite underlings, build him using a number of CPs equal to the average CP cost of the PCs. This will put the villain on par with any of the heroes in a one-on-one confrontation.
- If this is the main bad guy, you should build him with *at least* as many CPs as the average PC. If you're after a truly intimidating master villain, pump him up a bit more by adding 40, 60 or even 100 CPs to the total.

THE THEMED VILLAIN

Not all villains should have a particular theme, but plenty of them *did* back in the day! There was no shortage of thematic bad guys – from snakes to ninjas to skeletons!

Select a theme and run with it. Tailor the rest of the character to this theme as well. It's usually not enough to call the character Barakuda and give him a fish-looking costume. Why not complete the theme and let him breathe underwater and possess a mouthful of tiny dagger-like teeth?

It must be noted that theme villains may not fit into some series. As the GM, you can make this decision yourself.

THE WELL-DRESSED VILLAIN

The cartoon, by its very nature, is a visual form of entertainment. Role-playing, on the other hand, relies on the spoken word to get across what the characters look like. This means that your descriptions will shape how the players will view the villain in their mind's eye. For this reason, it's of utmost importance for you to create a lasting impression.

So, what defines "well-dressed"?

That's a good question and a difficult one to answer. After all, many of the more memorable cartoon villains were a bit on the gaudy side … or a *lot* on the gaudy side in some cases. So, technically "well-dressed" should be replaced with "interestingly dressed", but that's neither here nor there.

The point is, you need to create a visual identity for the villain – something that will immediately give the players a vague idea of what the character is all about. To give you a better idea of what

we're talking about, let's take a glimpse at a couple of examples:

Example 1: *The character is a tall man with a black body suit and a mustache.*

Not particularly memorable, is it? The players will know what he looks like, sure. But, will they remember what he looks like when they're retelling their characters' accounts a few years down the line? Not likely.

Example 2: *The character is a gaunt, menacing man with burning red eyes and a disfigured face. He wears an all black three-piece suit, a thin tie, and a stove-pipe hat, giving him a macabre appearance.*

Now *this* guy is going to lodge himself directly into the players' minds for many years to come.

Kargorr Sez:
A good point is raised here, I must admit (though I'm loath to do so). Any serious villain goes out of his way to look his best! Take me, for instance. I spent many, many hours compiling my overlord ensemble! And I must say... I'm the most fearsome looking villain I've ever seen!

I once ran into a fellow conqueror who went by the name "Rainbow Master." A laughable fellow to say the least! What's worse is that he was totally oblivious to his sheer suckitude. He wore these horrendous bell-bottoms and a flared shirt... all in rainbow colors! Hahaha! And don't get me started on his mask! Bwahahahahaha!

The Over-the-Top Villain

The main villain should always be over-the-top. No plan is too outrageous and no lengths are too drastic! The world (or cosmos) is his to take! Nothing can stop him now! Muhahaha!!

Let him hatch radical schemes that no sane person would dream of – he's your big baddie after all. Great villains never think small. They are always planning, always thinking.



And let's not overlook the villain's vocabulary! No, siree. Have him call the heroes such names as "Do-Gooders," "Boobs," "Dolts," and "Nitwits!" When his plans go sour, let him bellow "Curses," "Blast it," "Drat," or "Bah!" Allow him to refer to things as "Blasphemous," "Wretched," "Pathetic," or "Idiotic!"

Give the Villain Some Goons!

Here's a completely unique Special Ability that you can give your villains.

Step One: Power Level
Make sure to purchase a Power Level for your Goon SA.

Step Two: Goon Factor
It costs 2 CPs per point of Goon Factor.

Step Three: Mob Quantity
This tells how many mobs per hero the villain has access to during any given scene. If, for example, a villain who has Mob Quantity of one is confronted by four heroes, he can unleash one mob at each hero during that scene, for a total of four mobs. It costs 6 CPs per point of Mob Quantity.

Step Four: Special Rules
If you want your villain's goons to be particularly original, you can create one or more special rules for them, or check out the rules in Appendix 1.

SAMPLE VILLAINS

This is a small rogue's gallery of villains, designed to combat the sample heroes we made in Channel 2. Like those do-gooders, these villains are here as examples to give you some ideas, but these are only a few ways to make them – feel free to try some ideas of your own!

DEPUTY SCARR

"Evil deputy with an ugly puss and a mean rifle hand"

Series: Outlaws of Skull Gulch

Oomph: 3 **Stunt Points:** 2
Hurt Points: 39 **Size:** Medium

Story Hooks
Drinks neo-whiskey – Minor
Likes to shove others around – Moderate
Loves his rifle – Major

Traits
Armed Combat 2, Body 3, Ranged Combat (Multi-Rifle) 2/4, Riding 1, Unarmed Combat -1, Knowledge – Skull Gulch Law 1, Perception 2, Survival (Desert) 0/2, Willpower 1, Appearance -3, Wealth 1

Special Abilities
Multi-Rifle (OSA, Power Level: Medium)
Large rifle that shoots a variety of different beams. Scarr can change the beams by sliding back on the rotator bar, causing the rifle to make a loud cocking sound and changing the beam mechanics. Each "cock" takes an action, and the rifle rotates through the settings in order.

Energy Blast (default setting)
DR: 6+2
Range: Medium
Bonus: Burst Fire
Restriction: Item
Restriction: Disturbance, Minor (blasting sound)
Restriction: Charges, Minor

Freeze Ray
Trait Modification B: -6 Body
Range: Medium
Duration: 1d12 hours
Bonus: Multi-OSA
Restriction: Disturbance, Minor (vibrating sound)
Restriction: Charges, Minor
Restriction: Linked (only accessed by cocking rifle)

Sonic Beam
DR: 6+2
Range: Long
Bonus: Double Damage (crystal/rock)
Bonus: Multi-OSA
Restriction: Disturbance, Moderate (loud, continuous shriek)
Restriction: Charges, Minor
Restriction: Linked (only accessed by cocking rifle)

Hyper-grenades
DR: 6+2
Range: Long
Bonus: Area of Effect (6 yards)
Bonus: Multi-OSA
Restriction: Disturbance, Minor (explosions)
Restriction: Charges, Moderate
Restriction: Linked (only accessed by cocking rifle)

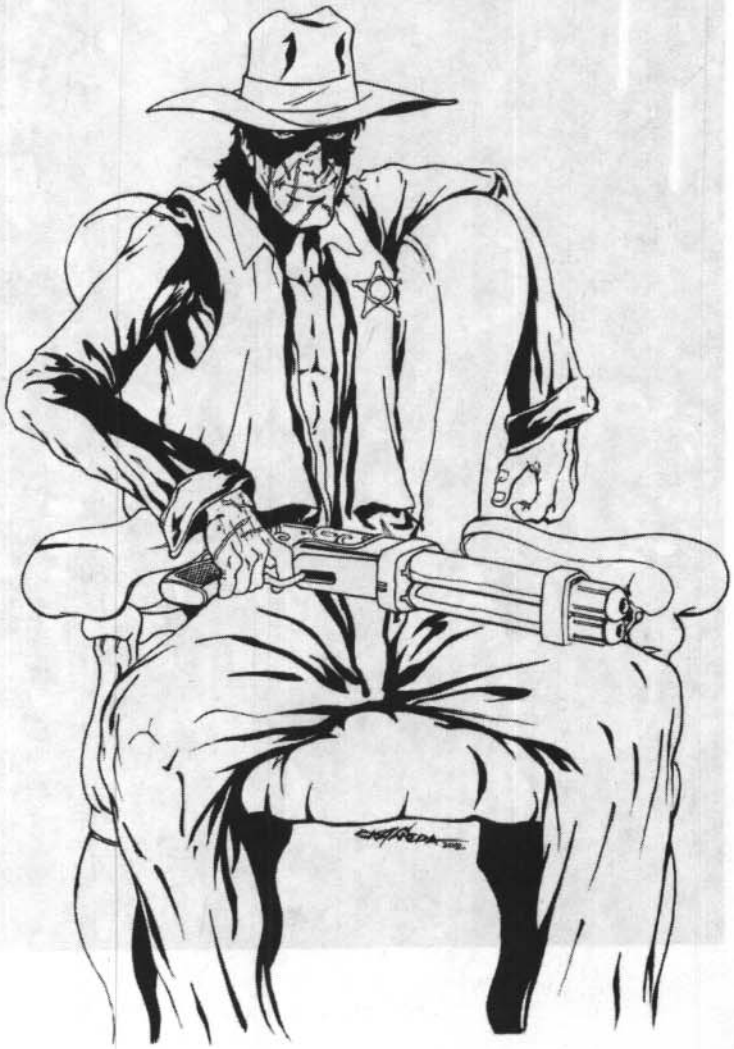
Plasma Beam
DR: 6+2
Range: Medium
Bonus: Armor Piercing 8
Bonus: Multi-OSA
Restriction: Disturbance, Minor (roaring sound)
Restriction: Charges, Minor
Restriction: Linked (only accessed by cocking rifle)

Total cost: 62 CP

Total CP Value: 100

Background

No one knows what Scarr looked like before his accident, but rumors say that when Scarr's old gang tried to rob a bank some years ago, the banker set fire to his bank rather than give him the money. Scarr was so horribly burned that the medicine found in the frontiers of space wasn't able to reconstruct his face. Governor Plaxx saw real potential in Scarr, and offered him one hundred thousand mega-pesos



to work for him. Scarr asked instead for the prototype multi-rifle that one of Plaxx's companies was developing. Since then, Scarr's powerful rifle, twisted face, and even more twisted morals have been the terror of Skull Gulch.

Personality

Deputy Scarr is meaner than a snake and three times as ugly. He loves to lord his authority over the citizens of Skull Gulch, taking their property or making them do demeaning chores for him. The only thing he loves more than being a bully is his multi-rifle – should anyone manage to steal or destroy his rifle, he will have made an enemy for life.

Design Notes

Deputy Scarr's Multi-Rifle is a good example of how to beef up an OSA using the Multi-OSA bonus. It may seem like a cheap way to pack a lot of powers onto a character, but without his rifle, he's largely helpless (as witnessed by his negative *Unarmed Combat* score).



WARLORD MARINUS

"Merman Warlord of the Drifting Scourge"

Series: Defenders of Aqua City

Oomph: 2 **Stunt Points:** 2
Hurt Points: 40 **Size:** Medium

Story Hooks

No Legs – Major
Hatred: Aqua City – Moderate

Traits

Armed Combat (Cyber-trident) 2/4, Body (swimming) 3/4(2), Unarmed Combat 2, Demolitions 2, Survival (Ocean) 0/4, Willpower 2, Wealth 2

Special Abilities

Mermen Scourge (Goon SA, Power Level: Medium)
Marinus has a small group of mermen followers that are loyal to his every command.

Goon Factor 6
Mob Quantity 1
Restriction: Disadvantage, Major (No legs)

Total cost: 19 CP

Cyber-trident (OSA, Power Level: Medium)
A fearsome weapon, Marinus' Cyber-trident is a three-pronged weapon with spinning barbs that can chew through most armor.

DR: 6+Body
Bonus: Armor Piercing 2
Restriction: Item

Total cost: 12 CP

Total CP Value: 75

Background

Not a lot is known about Marinus. Like most mermen, he wasn't born that way – he is a mutant that has become half-man, half-animal. Marinus tried to befriend the people of Aqua City, but when Zeb Storm convinced him that Mayor Seaport was trying to kill him, he developed a bitter hatred of the "normals" of Aqua City and fought his fellow mutants, turning the mermen from a loose conglomeration into a dangerous fighting force. Of course, Marinus' first action with his new fleet was to thank Lord Storm by thwarting Storm's attempt to attack Aqua City, wanting that prize for himself. Marinus was beaten off by the experimental submarine *Barracuda*, piloted by Gears Huston.

Now Marinus tries to direct the entire Drifting Scourge itself, preparing for the day where he can destroy Aqua City personally.

Personality

Marinus is a (mer)man of extremes. When he laughs, he laughs loudly. When he's angry, he bellows and throws things. When he's at war, nothing can deter him from his goal. He's fought his way to the top of the mermen of the Drifting Scourge, and fancies himself as nothing more than a warrior who will do anything to win.

Design Notes

Marinus is an extremely specialized character – many of his Traits have a split rating, to reflect certain limited circumstances. This creates a character who is somewhat ineffectual in some areas, but devastating in others. He also has a minor Goon SA which is equally limited.

VANDAL

"Warbot Commander"

Series: Transbots
Oomph: 4
Hurt Points: 57
Stunt Points: 3
Size: Very Large (the series' default size)

Story Hooks
Inferiority complex: Feels like a copy – Minor
Easily confused by human "illogic" – Moderate
Archenemy: Lightblade – Major

Traits
Armed Combat 4, Athletics 1, Body 4(5), Driving 2, Ranged Combat 4(2), Unarmed Combat 2, Perception 4, Survival 3, Willpower 4, Psychology -1

Special Abilities
Vandal Armored Van Form (TSA, Power Level: Medium)
Vandal, like all WarBots, can transform into a vehicle – in this case, a heavily armored van.
Traits: Speed 2, Body 4(4), Auto-Pilot 3, Auto-Gunner 3, Survival 3, Armor 4(4)
Travel Mode: Land
Size: Very Large
Capacity: 6 enclosed
Structure Points: 480
VDM: 32
Story Hooks: Does not look like any other military aircraft – Moderate
Weapons
Machine Guns (DR 7+2; Vehicle class; Long Range; Armor Piercing 2; Burst Fire; Item)
Front-Mounted Ramplate (DR 5+Body; Vehicle class; Item),
Rocket Launchers (DR 7+2; Vehicle Class; Visual Range; Armor Piercing 8; Auto Fire; Item; Charges, Moderate)
Bonus: Of One Mind (Mental Traits)
Total cost: 24 CP (100 SCP)

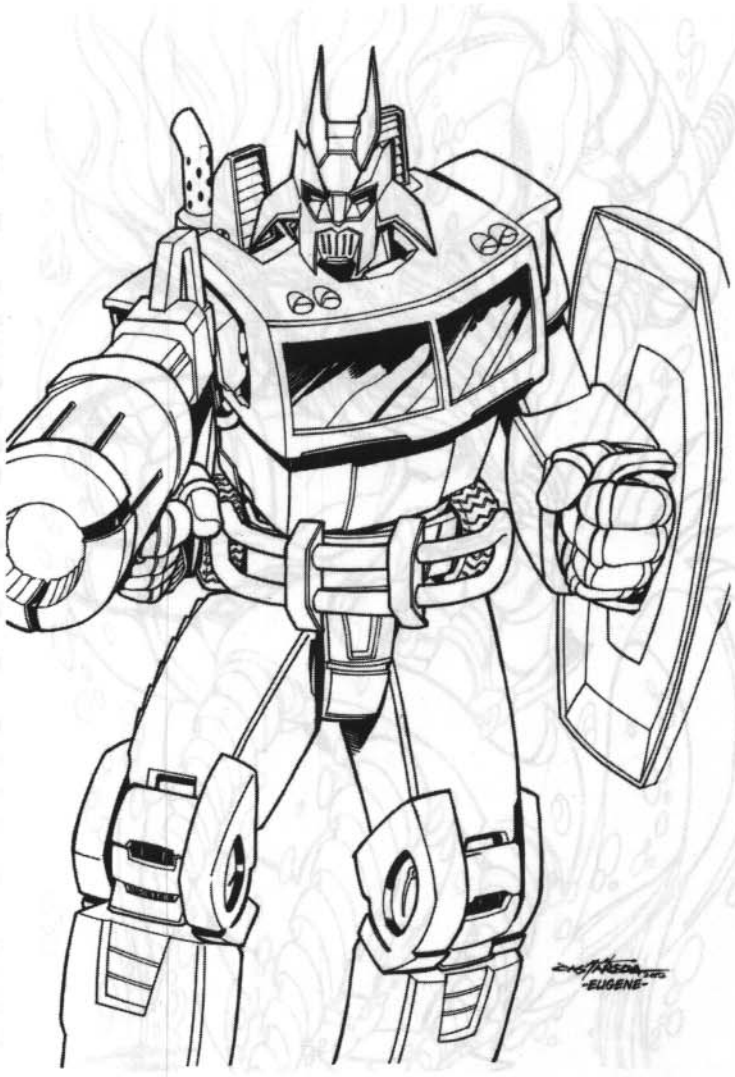
Rocket Rifle (OSA, Power Level: Medium)
This long rifle shoots a large supply of rockets, causing huge areas of explosive death!
DR: 7+2
Range: Long
Bonus: Area of Effect (6 yards)
Bonus: Armor Piercing 8
Restriction: Item
Restriction: Charges, Moderate
Total cost: 24 CP

Ramshield (DSA, Power Level: Medium)
Vandal's ramplate becomes a shield on his left arm. When activated, it turns into a large force shield that can deflect most energy attacks.
Protection 7
Duration 1d12 turns
Bonus: Hardened 7
Restriction: Specific Defense (Energy)
Total cost: 19 CP
Total CP Value: 150

Background
Vandal is Maximillian Mercy's first Warbot. When Lightblade gained sentience, Mercy had Lightblade's programming copied and placed into his own creation, Vandal! Vandal is, in many ways, Lightblade's "brother", but Lightblade doesn't know this yet. However, Vandal does know that he is just a copy of Lightblade's mind, and is resentful of this fact. He goes out of his way to make trouble for Lightblade and the rest of the Transbots.

Personality
Much like his "brother", Lightblade, Vandal is usually calm in tense situations, but his coldness isn't masking a heart of gold – Vandal is heartless through and through. Like Lightblade, though, Vandal doesn't understand humans, but then again, he's not particularly interested in learning about them anyways.

Design Notes
Like Lightblade, Vandal is a complex character. Note that he only pays full cost only for the first weapon in his vehicle form, and all of the Vehicle Class bonuses are free. His Ramshield is an interesting DSA – it's pretty tough, but it only lasts for a short while, and only against energy attacks (which are common for Transbots to use).



THE EPISODE

An episode can easily be divided into four segments, each with its own goal and purpose:

- Segment One: Establish the Situation
- Segment Two: Present the Problem
- Segment Three: Confront the Problem
- Segment Four: Climax and Resolution

To design an episode, just write down some notes about each of the four segments. Remember; don't plan on carrying it out in an inflexible manner. There's no telling what the players will have their PCs do during the game – this is why a bunch of loose notes are more effective than a more rigid plan of how the episode should play out.

Segment One: Establish the Situation

This initial phase of an episode is essentially the setup. It serves to let the PCs know what's going on.

This is also a great time to showcase some character interaction. Go easy with establishing the scene – it should be business as usual for the PCs. The true problem that will drive the episode has not been revealed yet.

A few examples of what you could write:

- "The PCs are at their secret mountaintop headquarters, trying to fix their security systems."
- "The PCs are enjoying their vacation on a tropical planet, relaxing on the beach."
- "The PCs are in the midst of taking out a few random thugs who have robbed a local jeweler's shop"

Segment Two: Present the Problem

During this phase, the PCs will become aware of the villain's plot, or whatever else will be the focal conflict of the episode.

The trick is to decide exactly *how* the PCs learn about the situation. Back to our ongoing examples:

- "While the security systems were down, Punk Rokk (one of The Jackyl's henchmen) snuck in and kidnapped the PC's friend and inventor, Lisa, who was in her workshop developing a powerful new weapon. The PCs discover her disappearance when they check on Lisa and find some broken equipment instead."
- "An unidentified spacecraft crashes into the jungle a mere five miles from where the PCs are resting. After taking a look-see, they find that there is no one in or near the wreckage. There are no footprints."
- "Warning bells ring throughout the village. Asking the people rushing by, the PCs learn that a storm of unprecedented intensity is heading their way... and fast. Sure enough, a quick glance up at the northern sky reveals dark clouds."

Kargorr Sez:
You call *those* good examples of schemes and ploys? Bah! How feeble!

Look, if you want ideas for villainous plans, then look no further. Get in touch with me and I shall fill that miniscule brain of yours with visions of conquest, power, and triumph!

My genius in this area is unmatched. For example, I once hatched a brilliant scheme to make all the herd animals on the planet mean-natured. This way, people would have to fight the animals to get their meat. So, I unleashed my spell and it was done!

grumble

Well, it *would've* worked, but all the people decided to stop eating meat and become vegetarians.

grumble

Segment Three: Confront the Problem

At this stage of the episode, the PCs will have a chance to do something about the current situation. Most of the game will take place during Segment Three, as it is the meat of the episode.

It's important that you don't overplot the events that will transpire here. Doing so would be nothing more than forcing the players to do what you want them to do. That's just bad for everybody.

Instead of trying to write down exactly how the players should approach the problem(s), give a synopsis of what is really going on, as well as what will happen if the PCs didn't interfere. This allows you to know the important information without second-guessing what the PCs will do. If you like a bit more structure, you can always come up with a handful of encounters that must be dealt with along the way.

And never be scared to toss in a plot twist or two. Just when the players think they've figured everything out, sock it to 'em and shift the entire complexion of the story. That'll make them think!

Again with the examples:

- "The Jackyl has captured Lisa and plans to force her to design a device capable of drying up the world's oceans and lakes. Knowing that an upstanding person like her would normally refuse to cooperate, Jackyl hired Dr. Mentalus to hypnotize her into carrying out his nefarious scheme. He has his very own water recycling machine, so he and his followers will live after his plan succeeds."
- "The benevolent crew of the space craft have been taken underground by the Worm People. The reason there were no footprints is because the insidious subterranean humanoids came up from the ground and covered their hole when they descended back to the planet's depths. King Sq'lagg (the leader of the Mole People) plans to suck the prisoners' memories and knowledge from them. Unfortunately, this knowledge includes cloning, which would allow the relatively small population of Worm People to grow to monstrous numbers. All the better for taking over the world!
- "The storm isn't natural. In fact, it was magically created by Skarklos, the evil sorcerer! He aims to flood the valley, which contains the entire kingdom of Brightmar. Once the flooding is

finished, he plans to bring his skeletal soldiers and destroy what little is left of the king's army. At last, the valley will be his! Currently, Skarklos is sitting high atop his tower, just to the south of the valley, watching his plan come to fruition."

Segment Four: Climax and Resolution

Avoid creating a one-way-to-win situation, as this makes for a bad gaming experience. How much fun will it be watching the players sitting around guessing at the single method for success? Not much, I'd say. There should always be more than one way to skin a cat, or in this case, to kick the bad guy's butt!

So, come up with a handful of ways to defeat the villain and always stay open to new ways created by the players. Keep it open-ended. If the players devise an interesting, entertaining, and reasonable plan to defeat the villain, then by all means roll with it. It's not a "you versus them" situation.

The most important thing in Segment Four is pacing. Build up to the climax, making it dramatic and nail-biting! Few things are more satisfying than a well-paced end-game, when the PCs finally confront the villain and attempt to put a stop to his plans.

As with the other steps, it's best to maintain a loose format. You might have planned that the players will duke it out with the master villain in the throne room of his headquarters... but if the players decide to use smoke bombs to gas him out, you're going to have to rethink things a little.

Let's look at the conclusions:

- "The Jackyl brainwashed Lisa and has her locked in a workroom, where she toils on the device. The PCs could win by defeating Jackyl himself, by forcing Dr. Mentalus to un-brainwash Lisa, or by destroying the device. This situation should ideally come down to the wire, with the device just being finished and ready to be launched in exactly five minutes from the time the PCs get there. Time is of the essence!"
- "Most likely, the PCs will have to travel into the underground world of the Worm People and do something about their scheme. Success can be attained by capturing King Sq'lagg, preventing the cloning process, or rescuing the prisoners. If the cloning succeeds, the players find a way to deal with the massive army of Worm People before they can take over the world!"
- "The best way to halt this destructive storm is to locate Skarklos and defeat him. Other possibilities include finding another powerful wizard to counter the magical storm or destroying Skarklos' spell book. Of course, Skarklos will have his minions and skeleton troopers ready to defend him with their lives (or unlives)."

MAKING IT '80S!

It's not enough to come up with an interesting plot or story idea... you need to make it feel like the series could've been shown on the cartoons of the 1980s! Otherwise, you're not really playing ***Cartoon Action Hour*** to its full potential – you'd be using it as just another universal role-playing game.

Here are a few nuggets of advice that should help you out in this department:

Outrageous Schemes

Any cartoon villain worth his salt never thinks small! Why rob a bank when you can turn the world's population into mindless slaves? Why attack a village when you can wage war on an entire kingdom? Why ambush a small ship when you can nail a huge fleet of vessels?

Make your villain's scheme over-the-top. And it should always have great impact if it succeeds. Otherwise, why would the heroes bother trying to prevent it? If the villain's plan is to burn out every toaster oven on earth, it's hardly worth the heroes' attention (unless it's a comedy series).

Commercial Breaks

Pencil in a commercial break from time to time. This time could be used for players to get up from the table and stretch, go to the bathroom or grab some munchies. This break shouldn't be very long, though, as the players may become disconnected from the game.

Clichés

Believe it or not, clichés can work *for* you rather than *against* you, as long as you use them in moderation. Clichés were used in the retro-toons on a fairly regular basis, though you don't want to risk making your episode seem contrived by over-using them. Just sprinkle around a few clichés now and then and you'll do just fine. Get corny! Be cheesy! Have your NPCs say things that no one would actually say in real life ("Go out there and get 'em, kid. You're country is depending on you!"). It's okay, this type of thing is half the fun of playing ***Cartoon Action Hour***! And if it gets a few giggles from the players, so much the better. As adults, we all recognize that it's hokey, but we appreciate it just the same. By tossing some clichés into your episode, you're solidifying the genre in the minds of your players.

Don't be afraid to put the characters into stereotypical death traps ("When the sands in this hour glass run out, you will all be squashed like bugs!") or situations (forcing the character to choose between disarming a bomb or going after the fleeing villain, letting the bad guy kidnap the girl the hero was becoming romantically involved with, and so on.).

One-Shot NPCs

Whenever a cartoon episode introduced a minor plot-driven character (a love interest, a famous scientist who has been captured by the enemy, a crooked politician, etc.), it was a relatively safe bet that he wouldn't be showing back up in a later episode. By the end of the episode in question, the character would nearly always be written out – the love interest realized that she wasn't ready to settle down, the famous scientist went back to his laboratory to continue his projects to help humanity, and the crooked politician saw the error of his ways and vowed that the heroes would not have further problems with him.

Channel 6
The Line Up

READY-TO-RUN SERIES

Kargorr Sez:
Guess what?

The oh-so-pretentious writers have once again decided to split a channel into two subchannels.

The first one is a collection of fully fleshed-out series for you, the GM, to run for those sniveling players.

The second one offers you a collection of "series seeds." Each seed gives you a starting point for your own series.

THE CHARACTERS

The various series found below give general outlines for characters that can be used in the series. These are, by no means, all-encompassing. Players and GMs shouldn't feel obligated to create stats for these specific characters. In short, the "default characters" are there if the players and GM want to use them... and can be ignored if they *don't*. More than anything, the characters are included for inspiration and to give examples of the types of characters that fit into the given series.

Look out, kids! Here come five series backgrounds that, with a little work, are ready to run!

Tommy K and the Star Kitties

Created by Steve "Bull" Ratkovich and Jon Szeto

General Information

Tagline

"Bringing Rock 'n' Roll to the Stars!"

Premise

Introduction

It's the 1980s, and Rock 'n' Roll means three things: big hair, synthesizers, and an MTV attitude. And Tommy K and the Star Kitties is the hottest band in the universe - literally!

In a galaxy that doesn't have music, only a race of primitive, backwater beings on an undiscovered planet at the edge of the Galaxy called Earth has discovered music. A group of alien explorers stumbles over Earth, and after hearing the Star Kitties through radio transmissions, brings the band back to their home planet for a one-time-only concert.

Unfortunately, the Galaxy is ruled by the evil Slaggorian Police Force, who view music as a threat to their domination of the galaxy by fear and force and try to capture the Star Kitties. During the ensuing fight, the alien spacecraft that brought the Star Kitties from Earth is destroyed, along with the only record of where Earth is located.

Now the Star Kitties travel the galaxy, along with a helpful but goofy alien named Dorn, playing concerts and staying one step ahead of the Slaggorian Police Force, all the while searching for a way back to Earth.

Introducing... Tommy K and the Star Kitties!

Tommy K: A charismatic and talented vocalist, Tommy K and Cat founded the Star Kitties, blending new wave and punk music. Tommy K is a smart, charming, and perceptive young man of Asian decent, who misses very little. He loves being in the spotlight and performing for fans, and while he enjoys the thrill of seeing the galaxy, he uses his brains instead of his blaster, and would rather be back home on Earth.

Michelle "Cat" Catrell: While Tommy K is the new wave heart of the band, Cat is the punk soul. With her combat boots, tattoos, and wild hairstyles, Cat is pure attitude. She serves as the lead guitarist and backup singer for the Star Kitties,

and shares writing duties with Tommy K. She acts fierce, although the truth is that traveling the stars and being around so many aliens scares her a bit. However, she'll be the first with blaster in hand if fighting starts.

Kenny Dean: Kenny is the typical '80's surfer dude, straight from Malibu Beach. With his tan skin, long blond hair, and laid-back attitude, Kenny is a girl magnet, even with alien girls, and this often leads him into trouble. Kenny rarely takes life seriously and has fun no matter what, whether he's surfing the Purple Waves of Marthor's beaches or trading fire with Slaggorian Cops. Kenny is the drummer for the Star Kitties.

Elaine Duncan: Born and raised in the heart of Beverly Hills with parents who spoiled her rotten, Elaine received extensive classical piano training when she was younger. She joined Tommy K's band as keyboardist partly to rebel against her parents and partly to prove she could do something on her own. She gets a thrill out of traveling the stars and has a weakness for intergalactic malls. Elaine is a gorgeous blond with a valley girl accent, but is smarter than she lets on.

Dorn: Standing about five feet tall with brown leathery skin, a bulbous nose, and bugged out eyes, Dorn is always wearing a huge, broad-brimmed tan hat and a matching jacket and pants covered in pockets. An intergalactic trader in his younger days before he started getting slightly forgetful, Dorn serves as a combination of manager, tour guide, and wizened grandfather, as well as often providing comic relief. He never forgets important stuff, but can rarely remember where he put his own glasses, even when they're sitting perched on his nose!

Others

The Slaggorians: Slaggorians are large, muscular, and dumber than a bag of hammers. They have deep blue skin, four arms, and seem to cover the galaxy. While not the official rulers of the Galaxy, they form the majority of the Galactic Police Force, and enforce laws of their own design, usually keeping an iron fist on planets. They have outlawed most forms of entertainment - and music tops their list of illegal entertainment.

Lt. Vox Grundar: Lt. Grundar leads the GPF squad that has been tracking the Star Kitties across the Galaxy. He's smarter than the average Slaggorian (though that's not saying too much), and he's ruthless and relentless in his pursuit.

The Commissioner: The Commissioner is the head of the GPF and Lt. Grundar's supervisor. The Commissioner is never seen in person, only as a hooded figure on a viewscreen. He has a deep, harsh voice and is the driving force behind the GPF. He does not appear to be a Slaggorian. Nothing else is known about him.

Player Characters

Character Points: PCs receive 50 CPs with which to create their characters.

Guidelines: The PCs are normal people, and thus have no innate special abilities, though they may acquire gadgets as the game progresses. If they start on Earth or just after, the only Gadgets the characters may start with are normal Earth gadgets. If starting later in the series, characters may begin with alien gadgets and blasters.

The band must have three core members: drummer, keyboardist, and lead guitarist. Additional band members can include a bass guitarist. A lead singer and a backup singer or two are possible, though often one of the instrumentalists also acts as singer.

Traits:

Maximum Rating: 4

Required Traits: Perform at 3 or 4. At least one character must have the new Trait, *Compose*.

Disallowed Traits: None, though if the game is starting before or just after the PCs launch into space, combat skills should be kept to a minimum.

New Traits: *Compose*. This is a Social Trait, and is used for creating new songs and song lyrics. When composing a new song, make a *Compose* check. A result of 1-4 means you have writer's block, and can't come up with anything decent. A 4-8 is an average song. 9-12 is a Chart Topper, and a 13+ is an Instant Classic!

Special Abilities:

Maximum CPs for SAs: 20

Types of SAs Allowed: Gadgets

Other Guidelines: The group has a single spaceship at their disposal, owned by Dorn. The spaceship has no weaponry or shields, but may be upgraded by the PCs as the game progresses, or by spending starting CPs from their available SA CPs.

Miscellaneous Notes

Tommy K and the Star Kitties is a light-hearted game that's all about the fun and glitz and glam of '80s rock, along with some fun action that includes bumbling intergalactic cops and strange alien races.

The After-Show Message is replaced here with the Closing Number. The Closing Number is a song that closes each show. Performing well can earn the characters a few additional Experience Points, depending on how well they do.

The Closing Number

To perform a closing number, each player makes a *Performance* check. Players then add their *Performance* checks together. Add in any appropriate modifiers, and then consult the Closing Number chart to see how many Experience Points are earned, rounded down. These Experience Points are divided among the members of the band (with a minimum of 1 Experience Point). If the players actually sing a song as the closing number, each player gets 1 additional Experience Point, though modifiers can only be applied if they actually create a new song to sing.

Modifiers:

New song: +4
Chart Topper: +3
Instant Classic!: +5

Closing Number Chart:

10-19: 3 Experience Points
20-29: 6 Experience Points
30-39: 9 Experience Points
40-49: 12 Experience Points
50+: 15 Experience Points

DARK BRIGADE

Created by Sabrina Belle and Eddy Webb, with additions by Chase Miller

General Information

Tagline

"Defending the world from the forces of darkness!"

Premise

Introduction

In the militant setting of Dark Brigade, the heroic UN soldiers led by General Anthony Cannon struggle to defend humanity from the vile forces of the dreaded vampire Lord Syn! The Dark Brigade mixes macabre settings and monsters with paramilitary units brandishing lasers and quick wits. In the end, evil must be defeated or all is lost!

The Brotherhood of Death

For years, the enemies of man moved about just beneath the surface of society, emerging only occasionally. Monsters such as vampires, werewolves, zombies, ghouls, and goblins aren't just myth, they're real. Worse still, they are organized into a single militant organization dedicated to taking over the world and using humans as an endless food supply!

The Brotherhood's Most Vile

Lord Syn: Once the best soldier in the world, General Steven Syn was in charge of a UN Special Military branch when the Brotherhood of Death first emerged as a world threat, albeit a sloppily run one. In a series of carefully planned raids, General Syn nearly brought the Brotherhood to its knees. Unfortunately, as the final victory was just within his grasp, tragedy struck! General Syn was converted and brought into the Brotherhood as its newest and most cunning vampire. Declaring himself Lord Syn, the vampire then scoured the Earth, turning many of the best fighting men and women into inhuman warriors loyal only to him. And so, the Brotherhood of Death was reborn!

Duchess Lillith: The former leader of the underground women's international military, EVE X, Lillith is a witch of the highest and most despicable order. Trained in the assassin's arts, Lillith could just as easily sneak up behind you as she could turn your body armor into tissue paper! Although she is loyal to Lord Syn, the Duchess prefers to have little to do with the rest of the Brotherhood except when its absolutely vital to the cause.

Commander WarFang: A huge brute nearly eight feet tall, WarFang hails from the frozen Canadian Yukon, and his personality shows no signs of thawing anytime soon! A master of his fellow werewolves, the Commander takes great pride in his "Pac"'s ability to tear through even the best defenses with zeal. His Pac is a band of unruly werewolf scavengers and miscreants, only loosely associated with the Brotherhood. They prefer to remain allies at best, and bitter rivals to their arch-foes, the vampires, at worst.

Deacon Death: The original leader of the Brotherhood, the Deacon is a ghoul who has lived (or rather, unlived) on the fringe of human society for centuries. With considerable foresight, Deacon saw the need to corrupt General Syn for the Brotherhood's vile purpose. This act was his undoing, however. Lord Syn was supposed to become a pawn of the Deacon, not his organization's usurper! Fearing reprisals from the Deacon, Lord Syn had Deacon Death's body encased in a concrete casket with just his head exposed so the ghoul can still talk and give him counsel. In spite of this setback, the Deacon remains one of the most dangerous fiends in the Brotherhood!

The Haunter: A former English aristocrat, the Haunter is a zombie with an insatiable taste for the luxuries he enjoyed in his life: fine clothes, fine furniture, and nearly endless power. However, due to the curse placed upon him by Duchess Lillith, the Haunter also desires human flesh - preferring the brain or heart, of course! A classically trained actor and one-time highly decorated officer in Her Majesty's military, the Haunter can be called upon to create some of the best strategies or lead some of the most delicate operations. A snobbish, hateful creature, the Haunter despises all but himself but is still loyal to the cause, if for no other reason than to secure his own title in the world order when the Brotherhood finally finishes off humanity!

Von Blood: Few names have the ability to strike fear and despair in the hearts of its enemies as that of Von Blood! In 1824 the Von Blood keep, home of Count Hans Von Blood had been converted into a laboratory for the re-animation of dead flesh. Having assembled a huge monster comprised of the parts of a dozen men, Von Blood planned to give his hideous creation life. As the last of the electrical diodes were strapped to the monster, the villagers of Stephensburgh burst through the door and began to destroy Von Blood's laboratory. Von Blood was knocked into his creation, and as powerful electrical current coursed through Von Blood and his monster and the keep collapsed into flames, the Count's story was thought to be over. However, when a Brotherhood of Death excavation team unearthed the charred remains of the Von Blood keep in search of signs of the Count's infamous research, what they found was a undead giant of misshaped, stitched, rotten flesh that was infused with the mind of a mad genius. From that day on, he has assisted the Brotherhood in their plans of conquest, even playing a large role in the insidious transformation of Steven Syn into the fearsome Lord Syn.

Other Enemies of Man

The Brotherhood is only one inhuman enemy, however. Another vile cause exists, comprised of some of humanity's oldest enemies! Loosely organized into the Order of Charr, these enemies range from the few remaining mummified Pharaohs to the undead sorcerers from feudal Japan. Often well funded, these sometimes independent terror cells have been known to pose considerable threats to both humanity and the Brotherhood of Death.

Dark Brigade

So who are humanity's champions in the face of such overwhelming evil? The Dark Brigade, of course! Created by General Syn just days before his corruption at the hands of the Brotherhood, the Brigade continues on without its mentor, struggling to end Lord Syn's vile plans at every turn. Now led by Syn's former best friend, General Anthony Cannon, the Dark Brigade has UN authority to go anywhere and do anything to stop the Brotherhood and the Order of Charr. Armed with some of the best weapons and high-tech gadgetry the world has to offer, the Brigade is set to take the fight to the Brotherhood's front door!

General Cannon: A master strategist and born leader, Cannon is almost the perfect man to lead the Brigade (the best man was

Steven Syn, but as you can see, he's otherwise engaged). Still, Cannon has managed to pull off some impressive victories against his former commander, saving humanity on more than one occasion. Always willing to go that extra step to make sure the job is done, General Cannon leads as much by example as anything else. A real hands-on guy, Cannon leads from the front lines rather than from an office.

Nikita V: The current head of the female underground militia, EVE X, Nikita V is one of the world's premiere female warriors. With seemingly endless skill and an equal determination, Nikita can speak a number of different languages fluently and enjoys hacking into the computer files of major international corporations in her spare time. Also trained as an assassin, a mystic, and a diplomat, Nikita is a jack-of-all-trades and one of General Cannon's closest advisors.

CHANNEL 6

Thomas "Lightning Claw" Dobbs: For centuries, the Native Americans have fought wars of blood and spirit against the monstrous forces of the indigenous werewolves and goblins of North America. Each generation, one brave Indian warrior is said to emerge as the Great Spirit's Right Hand. This warrior, called Lightning Claw, then pledges his life to saving humanity from the forces of evil. Thomas Dobbs, a modern day Sioux, was in the Far East serving a stint in the American military when the Great Spirit called to him. Having received advanced stealth and unarmed combat training in the Special Forces, Dobbs requested a leave of absence from the military due to religious reasons. After returning to North America, Thomas's spirit merged with the Great Spirit becoming Lightning Claw. Thomas joined the Dark Brigade in the midst of the organization's first great battle, turning the tide in humanity's favor.

Sharky Malone: Born on the San Diego Naval Base, Christopher Malone was in love with ships, even from the crib. Excelling in all things nautical, Christopher was given the nickname of "Sharky" for his aggressive attitude during underwater exercises. Malone can be called upon any time the world's oceans are threatened by the forces of the Brotherhood of Darkness.

Player Characters

Character Points: PCs receive 75 CPs with which to create their characters.

Guidelines: The PCs are normal people, and usually have no innate Special Abilities (although there are exceptions for the rare mystic). PCs may have SAs that represent weapons, gear, armor, gadgets, or other equipment.

Traits:

Maximum Rating: 4
Required Traits: All PCs should take *Knowledge – Supernatural* at rating 1 or more.
Disallowed Traits: None
New Traits: None

Special Abilities:

Maximum CPs for SAs: 30 CPs
Types of SAs Allowed: Gadgets, vehicles, weapons, animal companions, magic.
Other Guidelines: None

Miscellaneous Notes

The military theme is the series' focal point. These are brave men and women who have devoted their lives to eliminating the supernatural threat that could very well consume the world.

The Defenders of Aqua City

Created by Sabrina Belle

General Information

Tagline

"In the future, the last active underwater domed city struggles for its existence in the face of great evil. Besieged by the armies of the Drifting Scourge and the Pirate Hordes of Lord Storm, the Defenders are Aqua City's only hope!"

Premise

Introduction

At the dawn of the 21st century, the nations of Earth were embroiled in a devastating world war. Much of the surface was ravaged by the conflict, forcing thousands to live in huge underwater domed cities. These cities were connected by underwater trade, commerce, and a shared struggle to survive in a League of Cities. In time, surface life became a distant memory while a new peace and prosperity formed beneath the waves. Then came the enemies of peace. With huge numbers of mutant freaks, war hungry pirates, and an alien entity desiring the ultimate price, peace surely will not last!

Some of the Known Domed Cities:

Aqua City	Threshertown	Downland
Oceana	Cockleton	Helix
Triton	Luna Vicca	Oyster
Corralis	Jamaicanna	Atlantic Bay

Of these, only Aqua City remains intact, although other lesser-known Domed Cities may have survived somewhere, perhaps on the other side of the world.

The domed cities are only one source of habitation, though. Some independent families prefer to live in smaller settlements, establishing townships in undersea caves and other man-made constructs. A few brave souls might even try to survive the polluted air and toxins of the surface world, though such places usually remain the domain of the mutants of the Drifting Scourge.

Enemies of the League

The Dread Bo-ka: The first great threat to the League of Cities came in the form of an age-old entity known as the Dread Bo-ka. This huge creature resembled a cross between a black octopus and a huge unblinking eye and it floated by an unknown means a few feet off the ground when not in water. Its long tentacles and tuft of orange hair presented quite a bizarre picture. Possessing a keen intellect, the Bo-ka first sought to eradicate the humans of the undersea with its ability to control the minds of aquatic life forms, but eventually it ceased its destructive ways, having fallen in love with the woman Belinda Seaport, daughter of Aqua City's own Jonathan Seaport.

The Dread Bo-ka is now an evil mastermind and a wise oracle of knowledge. With a mysterious ability to foresee the future and a nearly photographic memory, the Bo-ka can be called upon to help give advice or insight when all other means are lost. However, the

Dread Bo-ka's help always comes at a price. Sometimes it's simply a matter of having dinner with Belinda Seaport or her sister Janna (both of which he seems to favor) while other times thre price is much more painful. Even worse, the Dread Bo-ka is just as likely to turn on his would-be pupils as he is to help them. Still, the Dread Bo-ka has no love for the Drifting Scourge or Lord Storm's Pirate Fleet.

The Drifting Scourge: The Drifting Scourge is a huge underwater armada of mutants who ravage the underwater townships and cities. An almost unstoppable enemy, the mutants of the Drifting Scourge range from grossly deformed abominations of humans to half-man/half-aquatic life forms. Somehow, the human portion of their makeup keeps them from being controlled by such entities as the Dread Bo-ka, but particularly charismatic leaders can dupe them into betraying each other and their cause. In fact, the entire culture of the Scourge is made up of warlords with varying degrees of skill and raw, animalistic aggression. Occasionally, these warlords gather their forces together, forming a vast armada that ravages the undersea. The Drifting Scourge knows no allies, hates everyone with equal fervor, and is relentless so long as they have a superior number to their enemies. If the Scourge's enemies outnumber them, the war fervor is harder to maintain and the mutants flee in all directions. The Drifting Scourge has destroyed hundreds of Undersea townships and dozens of domed cities in the League of Cities – even the pirates of Lord Storm are wary of going head to head against such a foe.

Lord Storm: Born many years ago on the surface world, Zeb Storm was an enterprising young man with considerable talent in the areas of weapons and life-support systems. His best friend was Nathan Seaport, father of Jonathan Seaport, eventual Mayor of Aqua City. As the world war came closer to wiping out all surface life, Zeb, his mother, Nathan, his wife Glenda, and their children all tried to enter the domed-city relocation program of Aqua City. Unfortunately, a corrupt immigration officials denied Zeb and his mother their request, sentencing them to certain death while passing Nathan and his family. Nathan had been so close to Zeb that if he had known of the officials underhandedness, he surely would have refused to go.

In the horrors to follow, Zeb and his mother fled the devastation in an experimental suspended animation chamber he had constructed with help from Nathan as a last-ditch effort to save their families. Years later, Zeb emerged from the chamber to find it relatively intact, now on an island where once there had been a continental coastline! Unfortunately, his mother's chamber had been damaged and she could not be awakened.

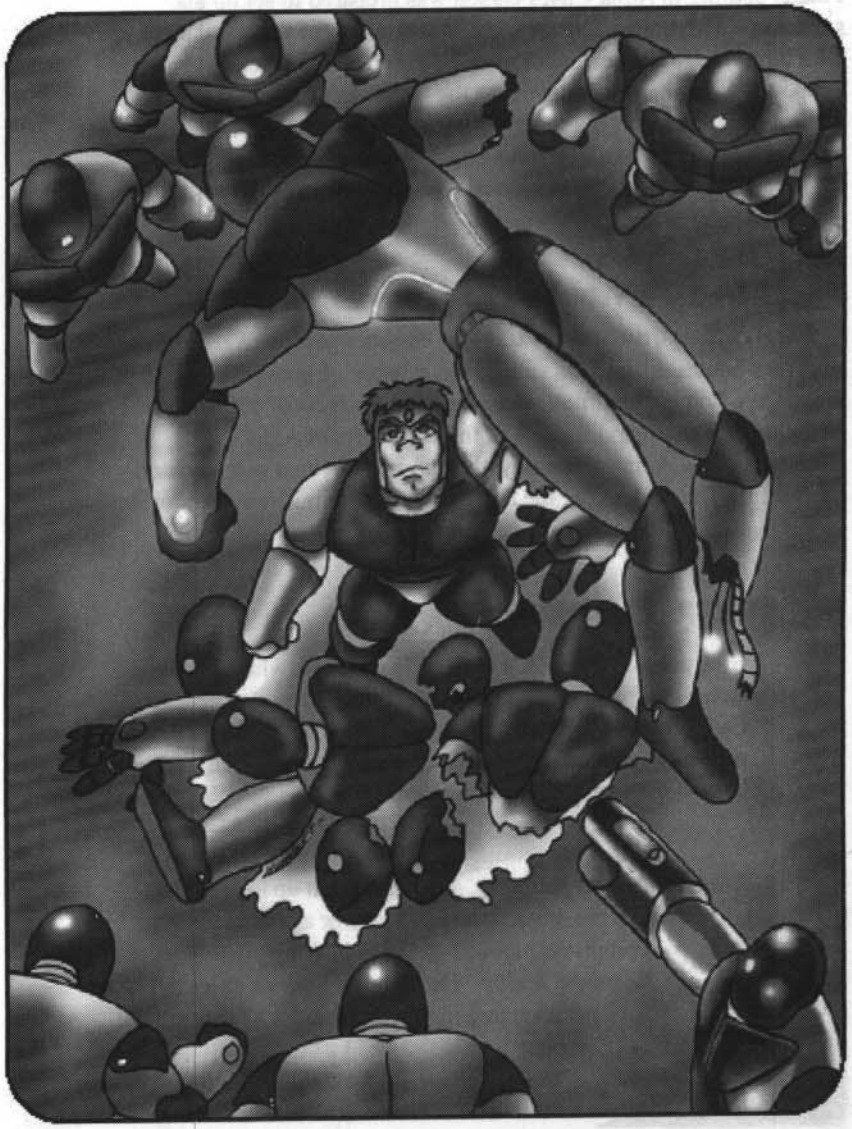
In anguish, Zeb tried to contact Aqua City for help. Though the message didn't transmit correctly, someone answered anyway. Members of the Drifting Scourge rose from the sea, tearing apart much of the facility after hearing the signal. Storm managed to fight off the attackers, though his face was horribly scarred in the attack. With no way of protecting his mother's dormant body, Storm was forced to evacuate the island in a submarine. Believing that Aqua City had sent the Drifting Scourge to attack him, Storm's mind began to sink into insanity and he sought some way of extracting revenge. Coming across the undersea pirates of Skeleton Way, Zeb declared himself Lord Storm and vowed to bring the seven seas under his heel! In the time since, Lord Storm has engineered some of the worst plots and most ferocious attacks against the Undersea realm. Between Lord Storm's Pirates and their arch rivals, the Drifting Scourge, almost all of the domed cities have been destroyed! Of the entire League of Cities, only Aqua City has managed to survive.

Benton Forrd: The Mayor of the fallen undercity Corralis, Benton Forrd was a glory hound in political circles until doom came to his people. In the final days of his city, it was discovered that Forrd had actually allowed the Drifting Scourge into the city without opposition. Having struck some unholy bargain with the Scourge, Benton disappeared. Since that day, the Drifting Scourge has grown in its intensity and resolve, seemingly possessing insider knowledge of Aqua City's defenses. Since Forrd was a Mayor, he was privy to all kinds of knowledge and was even believed to be a friend of Mayor Seaport. At one point, Benton had a romance with Belinda Seaport. What her feelings are for the diabolical Benton Forrd is unknown at present.

The Defenders of Aqua City

Mayor Jonathan Seaport: Jonathan is a born leader, commanding the domed city during its most turbulent times. A radical thinker both in politics and in war, Jonathan has created the Defenders Program to stand as Aqua City's last line of defense against the Drifting Scourge and Lord Storm's Pirate Fleet. Jonathan has two daughters, Belinda and Janna, both of whom are Defenders.

Belinda Seaport: The older daughter of Mayor Seaport, Belinda is a communications expert and occasional



newscom reporter. Having courted such legendary evils as the Dread Bo-ka and the Mayor of Corralis, Benton Forrd, Belinda always seems to invite disaster.

Janna Seaport: The teenage daughter of the Mayor is Aqua City's top computer geek. A renowned hacker with her own fan club and a league of computer supporters, Janna scours Aqua City's advanced computer fortifications. Since she is a social recluse, the Mayor is constantly trying to get his Defenders to help his daughter to break out of her shell.

Steel Mack AZT: Steel Mack is a towering mass of metal and gears wrapped around a heart of gold. A huge, lumbering transmorphable robot which can change from robot mode to a tank driven drill to a fast-attack submersible, Steel Mack was the prototype Nathan Seaport, Jonathan's father, was working on when he mysteriously disappeared just before the Drifting Scourge attacked the first domed city, Helix. The robot has cognizance, but cannot be duplicated due to the extraordinary amount of materials required to make him and the fact that only Nathan knew the specific schematics of the machine.

Mr. Pearson: One of the world's foremost weapons designers before the destruction of the surface world, Pearson hid in the domed cities for years, always trying to stay one step of the law. A notorious criminal infesting the undercities, Mr. Pearson led bands of thugs in armed criminal rebellion. As the Drifting Scourge ravaged one undercity after another, Mr. Pearson was forced to flee several times. Finally settling in Aqua City, Pearson was prepared to set up his subversive activities yet again when the long arm of the law caught up with him. Instead of sentencing Mr. Pearson to hard labor, Mayor Seaport drafted the weaponsmith to the Defenders Program. This controversial decision has led the Mayor's support to dwindle, but Seaport has faith in Mr. Pearson's desire to preserve himself at the very least. In truth, Pearson himself sees the Defenders as his last chance to redeem himself.

The Defender's Vehicles

S.S. Aquatica 1- B: The *Aquatica* is Aqua City's huge undersea battleship. A vast submarine capable of going thousands of miles from home, the *Aquatica* is operated by a crew of 300 and serves as the mobile command fortress of the Defenders of Aqua City. Commanded by Admiral Bentley, the current *Aquatica* is the second such ship. The first, under the command of Admiral Hooves, was lost in the battle to defend undersea city Threshertown.

Player Characters

Character Points: PCs receive 75 CPs with which to create their characters.

Guidelines: The Player Characters often have one particular specialty (cannoneer, detective, scientist, and so on), though they can branch out from this specialty somewhat.

Traits:

Maximum Trait Ratings: 4 normally, but up to 4(3) is allowed if playing a nonhuman race or a human with appropriate bionics.

Required Traits: None, but a *Body* of at least 0 is encouraged, as swimming is a fairly crucial aspect of this series. If you truly desire *Body* of less than 0, you should consider taking a Specialty or Concentration in the *Swimming* Sub-Trait.

Disallowed Traits: None

New Traits: None

Special Abilities:

Maximum CPs for SAs: 30 CPs

Types of SAs Allowed: Racial abilities, gadgets, vehicles, weapons, and animal companions.

Other Guidelines: All characters receive the following MSA for free. The cost has been listed for posterity:

Ultra Breather (MiscSA, Power Level: Medium)
This device enables humans to breathe underwater while wearing it.
Duration: 4 hours
Restriction: Item
Restriction: Disadvantage, Major (can be pulled off by enemies, causing the character to possibly drown)
Total cost: 2 CP

Miscellaneous Notes

The focus of this series is high-tech humans, protecting humanity's last vestiges of life from evil in all its many forms.

STAR WARRIORS

Created by Evan Waters

General Information

Tagline

"They battle for the universe!"

Premise

The peaceful Universe League is facing its most deadly threat. The evil Lord Zarnon, survivor of an ancient and wicked race, has sent his Cybertroops to conquer all of space. On the remote planet of Freedonia, former military commander Lance Starfire has gathered together an elite force of combatants who, using the latest in superscience, defend the universe against Zarnon and his evil warriors. Will Zarnon realize his evil dreams, or will the Star Warriors defeat him and his twisted servants?

The universe of "Star Warriors" is a vast, sweeping expanse of exotic planets where a constant war rages between the forces of good and evil. Starting from their secret base on Freedonia, characters may encounter the peaceful metropolis of Satrenia, the sinister fortress of Malitron, or even the ancient homeworld of Zaronia. Whatever worlds are visited, the emphasis is always on action and adventure!

History: Billions and billions of years ago, long before the dawn of man, the universe was dominated by a powerful and terrible race. The Zarians, evil beyond measure, intelligent and ambitious, spread their claws all over the developing systems of the young universe. Soon these powerful warlords dominated all of space. With no more enemies to conquer, they began to fight among themselves. In their titanic struggles they brought their own Empire into ruin, and soon their once-mighty race disappeared.

But there was one survivor. Zarnon, the most cunning and calculating of all his kind, saw that he could not conquer the universe when his own civilization, with its technological wonders, had collapsed. He placed himself into suspended animation until such time as the other races of the universe had developed the superscience he needed to conquer them.

In the eons that passed, the universe recovered from the scourge of its invaders. New civilizations spread across the stars. Humanity developed star travel, discovered the other peoples that had conquered space and flourished. Together, the spacefaring races forged the Universe League, to provide for the protection and welfare of all peoples of the stars.

It was in the year 2525 that Lord Zarnon's plans went into action. Dr. Roboticus, a scientist whose hunger for power and knowledge knew no bounds, found Zarnon's coffin on the desolate world of Malitron. Suspecting that the ancient being held great secrets, Roboticus awakened the sleeping villain and was instantly enslaved. Reborn, Zarnon recruited the vilest criminals in the universe to serve as his henchmen, and set Dr. Roboticus to work developing an army of Cybertroops. Once the army was developed, Zarnon attacked the entire galaxy, waiting for the day he would become its ruler.

At first, the soldiers of the Universe League were overwhelmed. But Lance Starfire, former commander of the League's forces, had crashed on Malitron and witnessed Zarnon making his plans for conquest. Armed with this knowledge, he worked with Dr. Rex Tolken, an old partner of Roboticus, to set about equipping and recruiting a select strike force to deal with the threat of Lord Zarnon. Soon they had assembled a team capable of beating back the Cybertroops and reclaiming the universe. And so began the story of... the *Star Warriors*!

Races of the Universe

Deceptoids: Purple-skinned creatures with large eyes and ears. Sometimes gifted with the ability to influence the weak-minded. They live on Mantennor.

Fangors: Large furry bipeds that look ferocious but are often genuinely good at heart. They live on the jungle world of Kashdor.

Flamites: Beautiful orange-skinned humanoids. They live mostly on very hot planets and have an affinity for fire, which the most powerful ones can even control. Their homeworld is Thermia.

Humans: By far the most numerous and widespread creatures in the galaxy. Zarnon holds a particular dislike for these puny mammals.

Mentons: Incredibly intelligent, these aliens often possess powerful telepathic abilities. They resemble humans with green skin. Their homeworld is Cerebros, a remote world covered by forests.

Mutants: Leftovers from a particularly nasty war held by the Zarians long ago, mutants were created to be the Zarians' soldiers, but they hung around long after the war was over. Each mutant is unique, though they are often ugly and fierce.

Zarians: So far, only one – Lord Zarnon – is known to have survived the collapse of the race. Their homeworld, Zaronia, is shrouded in mystery and not even Zarnon has re-discovered its location.

The Universe League

An organization dedicated to protecting the freedom of all space, the Universe League is run by members of all of the known intelligent races of the universe. This necessarily large group meets on Satrenia, a bustling city-planet known for its beautiful buildings and sparkling seas. The current President of the UL is *Christopher Sage*, a wizened old human known for his compassion and good nature. The Vice President is *Eberona*, a Menton woman who tries to help the war effort by peering into the future (though her visions are often cryptic). Both of them often assist the Star Warriors whenever they can, though more often they're the ones who need rescuing.

General Brock, a human male who is tough and stubborn but always has the best intentions, leads Universe League's regular army. He sometimes tries to help the Star Warriors in order to prove that his men are capable of saving the universe by themselves, thank you very much. In reality his forces are currently faring badly against t h e Cybertroops. In addition to the actual soldiers, Brockcommands a fleet of Battleships and Starfighters.

The Star Warriors

The Star Warriors are a small group of highly talented heroes who fight off entire hordes of Cybertroops, or more often, get to the bottom of whatever plans Zarnon is using to try and force his way to victory. They meet on the remote world of Freedonia, a desolate rock world dominated by Star Warrior Central, the high-tech fortress used as a base of operations.

Lance Starfire created the Star Warriors when he learned of Zarnon's plans, and currently heads the team. He is a tall, thin, handsome man with white hair, a hawk-like nose, and a suit of silver body armor. His favored weapon is his laser rifle, though his fists often do as good a job.

Dr. Rex Tolken, mechanical wizard and science expert, designs most of the gear the Warriors use, and also pilots the Star Warrior Shuttle, the vehicle the team uses to travel across space. He is a bald black man with glasses and a mustache, who most often wears a tan outfit. When he needs to fight, he uses his trusty Sonic Stunner. In the lab he is assisted by Oddily, a lovable one-eyed alien that he rescued from Dr. Roboticus' lab.

Red Maverick is the newest member of the team, a tough and independent go-getter with red hair and plenty of attitude. He loves riding into action on his Supercycle, and his Rocket Cannon is one of the most powerful weapons the team has.

Sheila Sapphire is a young blonde woman whose superb detective skills help the Star Warriors uncover Zarnon's evil plans. Her Hawkeye Scout Cruiser helps her spy the skies for trouble, but she is most often seen in the crime lab at Star Warrior Central.

Psychlos is a Menton who uses his mysterious telepathic powers to decimate unsuspecting enemy hordes. In his white robes he looks unthreatening, but when he unleashes his mind blasts - look out!

Roboman was another subject of Dr. Roboticus' twisted experiments. Turned into a cyborg like the evil scientist, he defected from the invading forces at the opening battle of Satrenia, and now aids the Star Warriors team as a rough-and-tumble soldier. His left arm has a powerful steel fist, which can be removed to reveal a blazing energy cannon.

Brutas is a Fangorn warrior who joined the team after Roboman's apparent destruction on Zaronia. He is tough but goodnatured, and loves a good joke. His most powerful weapons are his mighty fists.

Lord Zarnon's Forces

Lord Zarnon is the last known surviving Zarian, and would-be ruler of the universe. He manipulates his henchmen, soldiers, and other underlings with two goals in mind – the fall of the Universe League, and his own rise as Emperor of Space. He very rarely does any fighting himself, but can unleash deadly eye-rays and wound enemies with blasts from his Cosmic Scepter.

Dr. Roboticus is the evil scientist who created Zarnon's Cybertroops. Half robot himself, this demented old man is dedicated to the perfection of his machines, and only cares incidentally for the success of Zarnon's campaign. He can conjure up any variety of deadly gadgets for his master's evil plans.

The ***Cybertroops*** are the backbone of Zarnon's invasion force. Hulking metallic monsters with eyeless domes for heads and powerful energy rifles in their silver hands, the Cybertroops are a match for most normal soldiers, but are easily disposed of by the might of the Star Warriors. They are loyal, uncreative, and rather stupid.

Cyberchief is the head of the Cybertroops. He looks like his underlings except for his gold and black paint job. He is smarter and more independent than the 'Troops, though this sometimes brings him into conflict with his creator. He wields a Command Rod that gives him control over all his soldiers.

Mutaton is Zarnon's chief bodyguard. He is a mutant left over from the ancient wars, a powerful and ugly green monster with black pants. He is not terribly bright, but what he lacks in intelligence he makes up for in willpower. He can often boss around Zarnon's other henchmen by claiming to speak for his master. He also leads the

Mutant Horde, a group of assorted mutant monsters that act as a gang of toughs.

Baron Hypno is a Deceptoid and Zarnon's chief of spies. He uses his powerful hypnotic powers to lure normal, peace-loving Universe League citizens into unwittingly serving the enemy. He is also expert at manufacturing Skul, an addictive drug made to undermine important communities.

Infuriana is a beautiful and deadly Flamite woman whose power of fire control is greater than any other member of her race. She can shoot pure flame from her palms, and her beauty only makes her more dangerous. She is sly and calculating, trying to appear the most loyal to Zarnon while getting as much power as she can for herself. She has white hair and wears a flowing white dress over her orange skin.

Zarnon and his important henchmen often fly around in the *Dragonship*, a black rocketcruiser made to look like a dragon. It "breathes" a powerful plasma ray. Cyberchief flies the *Cybercommand Saucer*, while the Mutant Horde travels in the bulky and ugly - but heavily armed - *Space Raider.*

Player Characters

Character Points: PCs receive 100 CPs with which to create their characters.

Guidelines: PCs are members of the Star Warriors team. They should each have a certain specialty or fill a particular niche so that they work well as a group.

Traits:

Maximum Trait Ratings: 4 normally, but up to 4(3) is allowed if playing an alien race, mutant, or enhanced human.
Required Traits: None.
Disallowed Traits: None
New Traits: None

Special Abilities:

Maximum CPs for SAs: 60 CPs
Types of SAs Allowed: Gadgets, psionic abilities, racial abilities, weapons, superpowers, vehicles, and animal companions.
Other Guidelines: Normal human PCs are limited to Gadgets, Weapons, Vehicles and Animal Companions. Characters with other SA types.

The Transbots

Created by Cynthia Celeste Miller and Chase Miller, with contributions by Eddy Webb

General Information

Tagline

"More than machines"

Introduction

On May 10, 1984, Tech-Corp finished its most ambitious endeavor to date... Project: Transbot, a series of sentient combat robots that were capable of transforming into vehicles. The president of Tech-Corp at the time, Trevor Hasting, planned to sell these war machines to the U.S. government for their military defense forces. Unfortunately, this plan was not to be – Hasting was removed as president, and replaced by Maximillian Mercy, a cutthroat businessman with a passion for power. He ordered the technicians to start reprogramming the Transbots to help take over the world. As the technicians reprogrammed half the bots, the other half saw what was going on and rebelled!

The valiant Transbots fought their way past their evil ex-comrades and managed to escape to freedom. Luckily, they met up with Trevor Hasting, who was struggling to found a new company, High-Tech Concepts. After hearing about Mercy's machinations, Trevor agreed to assist them in their battle as well as offer them shelter and repairs. Now the Transbots, along Trevor Hastings, must defend the planet against the maniacal man-machine Maximillian Mercy and his tyrannical Warbots, while protecting themselves against the ever-growing anti-robot hysteria that is gripping the public.

The Transbot Team

The original prototypes built by TechCorp. Befriended by their creator Trevor Hastings and led by the Lightblade, the Transbots try to live in peace, enjoying their newfound awareness. However, acknowledging that they are the only ones mighty enough to halt the destructive force of the Warbots, these noble soldiers of steel defend the planet time and time again. Ever since the appearance of the Transbots and Warbots, anti-robot hysteria has ignited across the world, often leaving the Transbots insulted and attacked by those they would save.

Lightblade: Heroic leader of the Transbots, he understands that though the weight of leadership is heavy upon his shoulders, he must fight on until there is peace. He is willing to sacrifice himself, for his ideals. Transforms into a super-fast assault helicopter.

Quasar: The scientific base of the Transbot team, he understands humans the best. Though his curious nature often gets him in trouble, his morality always reminds the Transbots why they must fight on, even in their darkest hour. Transforms into a space shuttle.

Sentinel: Sentinel will follow his orders to the letter on any mission, regardless of personal threat – a model soldier, though he

lacks imagination and mental flexibility. Transforms into a police squad car.

Crusader: A true adventurer who will traverse any area on the planet for action and glory. With a sharp eye for detail and a methodical investigative mind. Transforms into a tank-treaded van.

Spectre: Always nervous, Spectre would prefer to do anything other than risk harm to himself in battle. However, as much as he dislikes it, his duty will always come first. His stealth capabilities make him invaluable as a forward scout and spy. Transforms into a sleek, silent motorcycle.

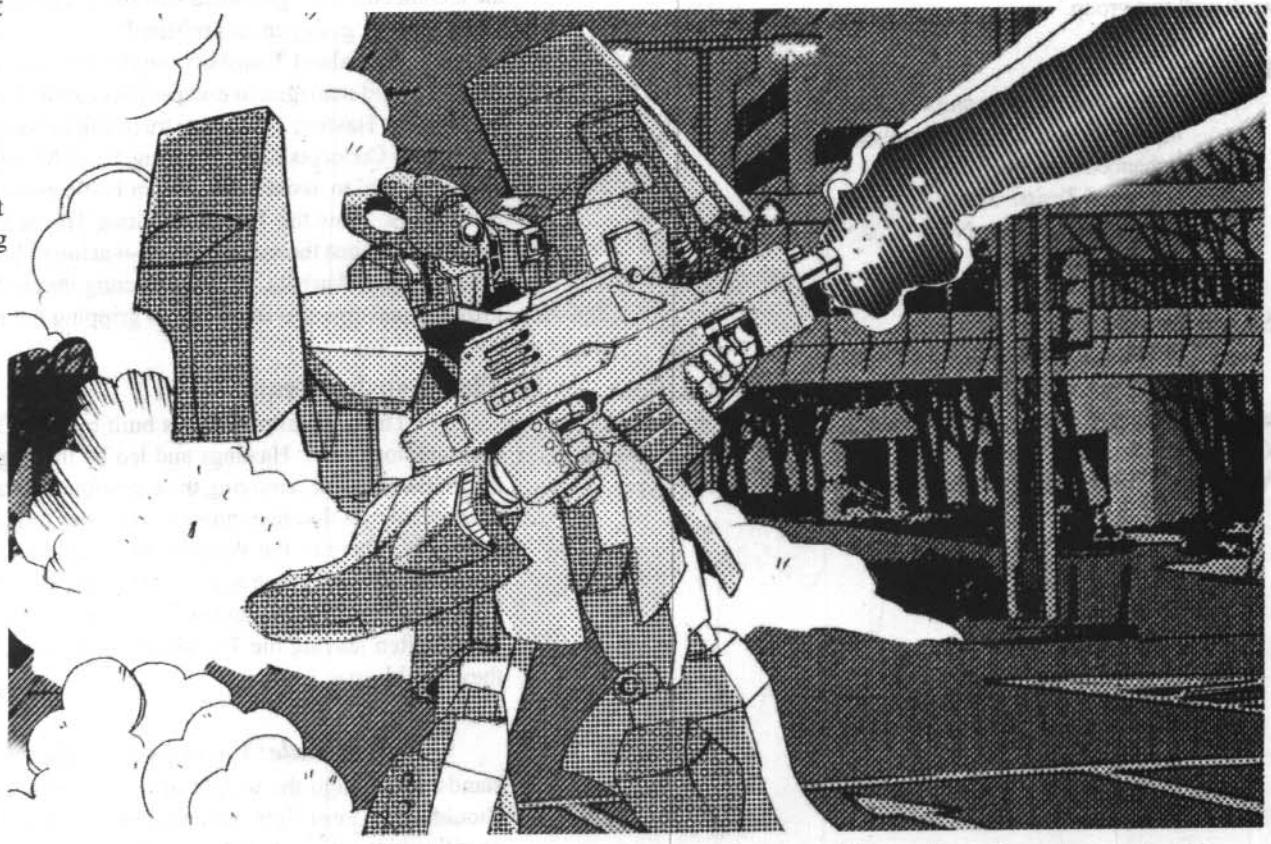
Skimmer: A comedic personality who never passes up a good practical joke, Skimmer is highly adaptable to almost any situation, and is a jack-of-all-trades. Transforms into a hovercraft.

Titanos: Massive and imposing as a robot, the only thing greater than his strength is his ego. A fierce warrior with a fearsome temper, he considers himself essential to any Transbot mission. Transforms into a semi with trailer.

Trevor Hastings: Co-founder of Tech-Corp and creator of the Transbots, he is now a man haunted by his own research. Trevor has befriended his original creations, and aids them in their endeavors against Mercy and his Warbots, using his genius for the good of all mankind.

The Warbot Legion

Tech-Corp's military line of the Transbots, these prototypes were infused with malevolent programming. Following the orders of the mad cyborg Maximillian Mercy, the Warbots plague all organic life with the threat of extinction. Humans, the Transbots, or any other life form that opposes them are to be obliterated. To them, Earth is merely an extremely large fueling station to drain dry.



Vandal: The Warbot commander, he is the perfect war machine. Wielding awesome might, he commands his troops with terrifying efficiency, and has a personal hatred of the Transbot leader, Lightblade. Transforms into an urban assault vehicle with mounted heavy cannon.

Stormbolt: Using advanced stealth/cloaking abilities, Stormbolt is an assassin who strikes fast and disappears. He rarely participates in open warfare. Transforms into a Stealth Fighter Jet.

Jetlag: A twin in robot form to fellow Warbot Turbulence, he exists solely for war. A capable enough warrior, his endless tirade of threats and boasts distract his opponents, leaving them open for the finishing blow. Transforms into a Su-27 Flanker Jet Fighter.

Turbulence: Much like his twin, Jetlag, Turbulence is known for a desire for destruction and a penchant for shooting his mouth off before his artillery. Transforms into a Mig-29 Jet Fighter.

Dead Air: Rarely ever speaking, this silent predator prefers to let the deadly power of his electron blade swords do the speaking for him. Transforms into an Apache Assault Helicopter.

Freefall: A classic bully, he often wastes valuable time just frightening innocent humans. In combat he avoids making fatal attacks, instead maiming his opponents to listen to their moans of agony. Transforms into a Harrier VTOL fighter plane.

Backfire: A coward through and through, Backfire is always found near the rear of the ranks. While impressively equipped for offense, his armaments would be much more impressive if not for Backfire's poor aim. Transforms into a open-cab jeep with mounted heavy gatling gun.

Maximillian Mercy: Co-founder of Tech-Corp and former overseer of the corporations' military line. Injured in the rebellion of the Transbots, he had a number of his bodily organs replaced with cybernetic implants, making him more machine than human. Gone, now, is any semblance of emotion or humanity. He commands his Warbots to erase all organic life in his quest for global domination.

PLAYER CHARACTERS

Character Points: PCs receive 150 CPs with which to create their characters.

Guidelines: The player characters are huge transforming

robots, and this should be reflected in their physical traits.

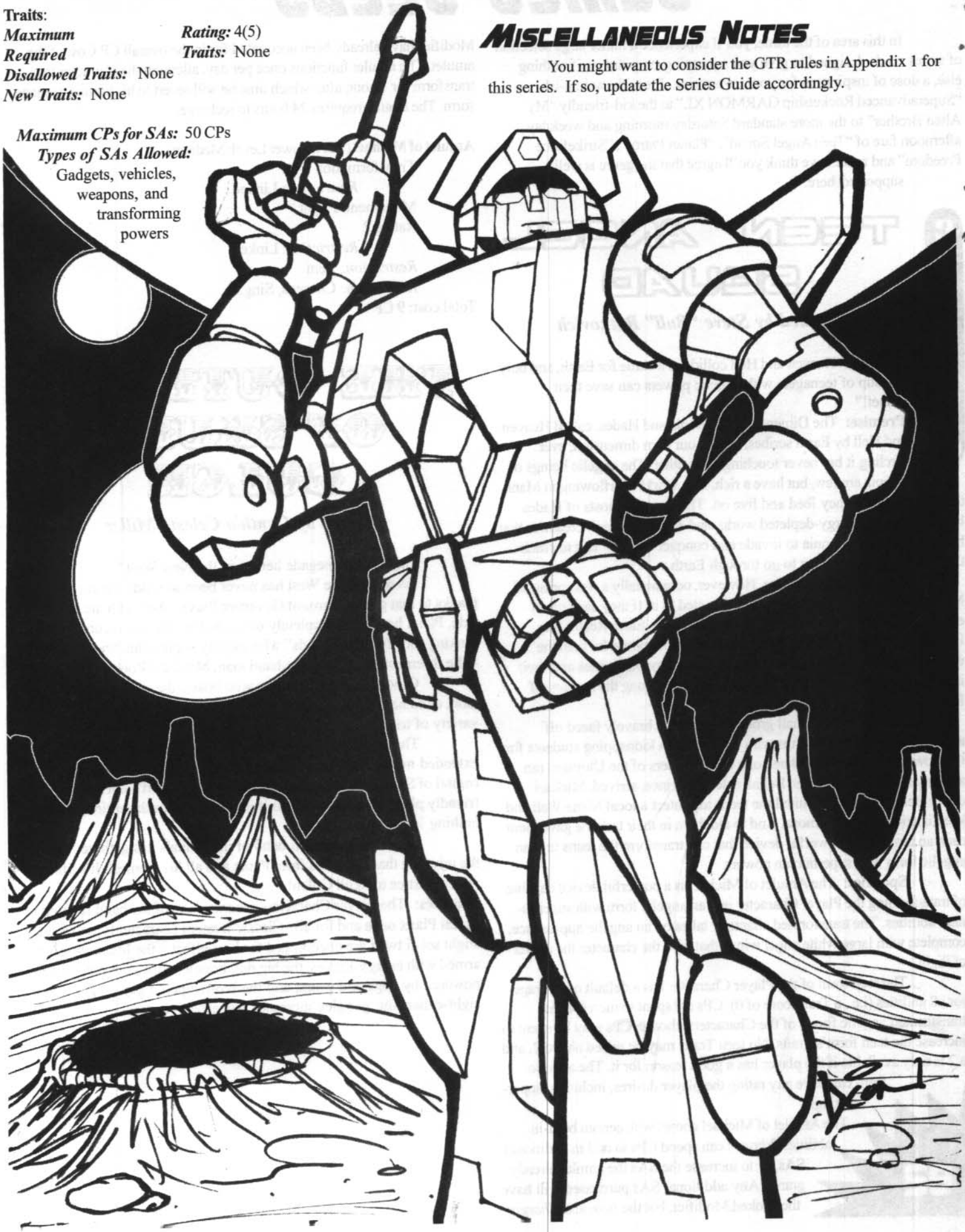
Traits:
Maximum Rating: 4(5)
Required Traits: None
Disallowed Traits: None
New Traits: None

Maximum CPs for SAs: 50 CPs
Types of SAs Allowed: Gadgets, vehicles, weapons, and transforming powers

Other Guidelines: Each character should have one TSA to represent their transformative powers

Miscellaneous Notes

You might want to consider the GTR rules in Appendix 1 for this series. If so, update the Series Guide accordingly.



SERIES SEEDS

In this area of the tome, you'll experience a rather large selection of series seeds designed to give you a jumping-on point or, if nothing else, a dose of inspiration for your own series. From the anime-ish "Superadvanced Rocketship GARMON XL" to the kid-friendly "My Alien Brother" to the more standard Saturday morning and weekday afternoon fare of "Teen Angel Squad", "Planet Patrol", "Strikeforce Freedom" and more... we think you'll agree that the genre is well supported here.

TEEN ANGEL SQUAD

Created by Steve "Bull" Ratkovich

Tagline: "Heaven and Hell collide in a battle for Earth, and only a group of teenagers with angelic powers can save their planet!"

Premise: The Dimensions of Utopia and Hades, called Heaven and Hell by Earth scribes, border our own dimension, ever circling it but never touching each other. The angelic beings of Utopia are few, but have a rich, lush world overflowing in Mana, the energy source they feed and live on. The demonic hosts of Hades live in a barren, energy-depleted world, and are savage, evil creatures that have sought for millennia to invade and conquer Utopia. But to reach that dimension, they have to go through Earth.

On Earth, Mana is rare. However, occasionally a wellspring of Mana will form, and the demons are attracted to it. If they can collect enough Mana, they can create a gateway from the Earth Realm into Utopia. And while the angels are singularly more powerful than the demons, they are badly outnumbered by the demonic hordes and their imp allies. So the angels must recruit help from among the humans of Earth.

In Midtown, a small group of teenagers bravely faced off against a small group of imps who were bent on kidnapping students for their own amusement. Michael, one of the leaders of the Utopians (an archangel), interceded when Belial, a demon prince, arrived. Michael drove Belial off, and recruited the teens to protect a local Mana Well and keep it safe from the demons. And to aid them in their task, he gave them each an amulet – a powerful device that can transform the teens into an angelic form with superhuman powers.

Specifics: The Amulet of Michael is a powerful device capable of transforming the Player Character into an angelic form with superhuman abilities. The transformed character takes on an angelic appearance, complete with large white angel wings that give the character the power of flight.

The teen form of the Player Character has a default of Average for all abilities (i.e., a Trait score of 0). CPs are spent to increase the transformed angelic forms of the Characters, though CPs may be spent to increase the teen form's Traits. No teen Traits may be raised above 2, and a 2 is only available if the player has a good reason for it. The angelic form can have any rating the player desires, including super-ratings.

The Amulet of Michael comes with certain built-in abilities. Players can spend CPs to add in additional SAs, or to increase the SAs the amulet already grants. Any additional SAs purchased will have the Linked Modifier, but the *Item* and *Charges* Modifier have already been accounted for in the overall CP Cost of the amulet. The amulet functions once per day, allowing the character to transform for 1 hour, after which time he will revert to his human, teenage form. The amulet requires 24 hours to recharge.

Amulet of Michael (TSA, Power Level: Medium)
- Transformation
  - *Restriction*: Linked
- Movement: Flight
- Rating 2
  - *Restriction*: Linked
- *Restriction:* Item
- *Restriction:* Charges, Single

Total cost: 9 CP

THE OUTLAWS OF SKULL GULCH

Created by Cynthia Celeste Miller

Tagline: "Renegade heroes in the New West"

Premise: The West has never been so wild! Or corrupt... thanks to that greedy varmint Governor Plaxx! And with the law on his side, Plaxx has been completely untouchable. He has secured high-ranking jobs for his "friends" who eagerly support his brand of villainy – the foremost being his right-hand man, Marshal Gloom.

Gloom is a cruel hombre who boasts the quickest draw in the land, or so he claims. He carries a very large six-shooter that fires a variety of trick bullets (heat-seeking bullets, phase bullets and so on).

The planet of Skull Gulch is mostly desert with several extended mountainous and wooded regions to break things up. The capital of Skull Gulch is called Silverbolt City and it's not a nice, friendly place to wind up. Plaxx's influence spans the entire place... nothing is beyond his grasp.

Fortunately, a small band of individuals has gathered to fight the injustice that emanates from Plaxx and all his cronies! It's time to restore justice to Skull Gulch!

Specifics: The Player Characters are members of the band seeking to defeat Plaxx once and for all. Classic western character types with a slight sci-fi twist are encouraged for best effect – the Indian tracker armed with energy-knives, the big dull brawler with a cybernetic arm powered by cogs and gears, and the hot-tempered gunslinger whose sight-enhancing goggles increases her effectiveness.

PLANET PATROL

Created by Andy Lucas

Tagline: "Banding together to combat a universe of evil, our Galaxy's defenders form the ultimate defense force."

Premise: A mysterious race from beyond the galaxy threatens to overwhelm the universe, led by the Warlord Gozdan and his unstoppable armies of vicious creatures and powerful robots. Planet after planet has fallen before the unstoppable wave of evil minions sent against the peace-loving Confederation of Races. Much of the galaxy has been enslaved, and the war is entering its final stages as the front lines engulf Earth.

Earth is a backward little planet of no real significance to either side, but it is the last bastion of defense between the Confederation and Gozdan's horde. Earth isn't even a member of the Confederation, yet Gozdan has slated it for enslavement and destruction. Earth's last chance for survival lies with a crippled Planet Patrol ship manned by a ragtag crew of war-weary confederation soldiers that crash in the Canadian wilderness.

From this covert base, the Planet Patrol recruits promising Earthlings, training them in the ways and equipment of the Planet Patrol, and conscripting them in the war against Gozdan. Luckily, the drafted warriors turn out to be remarkable possessors of powers the like of which neither Gozdan or the Confederation has ever seen before.



Taking the forefront in the war for good, the young earthlings drive an armada of horde ships away from Earth, saving their planet. But the battle for Earth has only just begun!

Specifics: The Planet Patrol has access to the advanced technology within the downed starship, which acts as a base of operations. An unexpected benefit of this technology has been the awakening of the full potential of a few select Earthlings. By tapping into the latent genetic power locked deep within the chromosomes of humanity, certain humans can manipulate energy – the very building block of reality. In addition to the rocket belts, stylish spacesuits and laser weapons common to Confederation troops, they are also imbued with immense superpowers.

Six of these unique individuals become the Earth contingent of the Planet Patrol:

Corona, the leader of the group, can absorb light energy and radiate it from his body in a glowing aura of raw heat.

Pulsar can project powerful blasts of radiation from his hands, and is well known for his quick temper.

Warp teleports instantaneously across incredible distances.

Fission is able to split her body into exact duplicates of herself, but for a limited time, which is reduced exponentially by the number of duplicates produced.

Fusion absorbs matter, converting it into raw strength.

Quark is the sneakiest of the six, but also the most insecure. His ability to shrink to subatomic sizes is the least flashy of the group.

Together they are the Planet Patrol, and they are the Galaxy's last hope!

RUINED WORLD

Created by Cynthia Celeste Miller

Tagline: "There's nothing left. No society, no cities, and no governments. That world is all gone now. In it's place is a new world filled with beastly monstrosities, blood-thirsty bandits, and terror like nothing anyone has ever seen before!"

Premise: In the year 2169, an unfathomable cross-dimensional catastrophe wracked the earth, destroying civilization as we know it! Most of the world's population was wiped out, leaving anarchy in its wake. Strange, fearsome monsters began appearing – all-knowing cosmic entities (referred to as the Dark Ones) with an appetite for the destruction of the human race. These creatures were gibbering masses of organic material with writhing tentacles... unexplainable in their appearance and nearly infinite in their intelligence.

Suddenly, Earth became a much darker, more dangerous place. Society had collapsed, along with any military or police forces to help fight the marauding monstrous deities and their equally hideous minions (known as Dwellers). What's left of the world is now in danger of being consumed by these cosmic entities.

And there's more than creatures to worry about. The lawless outlands are teeming with bandits, land pirates, and other unscrupulous dregs of humanity, looking for any opportunity to serve their own violent desires. In short, the world isn't a nice place to visit. And it's an even worse place to live!

Fortunately, a large but loose-knit

organization of freedom fighters has formed. Calling themselves Strikeforce, the group is dedicated to ridding the world of the monsters for all time, while rebuilding society.

Specifics: There should be two basic types of monsters – Dark Ones and Dwellers. Dark Ones should be built with 250 (or more) Character Points, as they are nearly unbeatable cosmic gods. The Dark Ones typically stay in the background, letting the Dwellers do most of the work. Dwellers can be built with any number of CPs – these are the monsters players will face.

The PCs will most likely be members of Strikeforce. Beyond that, virtually any character concept will work, since the organization is made up of people from all walks of life. Starting PCs out with somewhere between 60 and 80 CPs is advised in order to capture the "normal people fighting a seemingly impossible battle" feel, even though 60 and 80 CPs are still beyond what a normal, mundane individual would have. But hey, it's the world of cartoons!

CHANNEL 6

MY ALIEN BROTHER

Created by Sabrina Belle and Cynthia Celeste Miller

Tagline: "Be careful what you wish for!"

Premise: Young Kevin Burke always wanted a sibling to play with, to talk to, and to lean on. On his tenth birthday, as he blew out the candles on his cake, he silently wished for a brother. Later that night, Kevin was awakened by a loud noise coming from a patch of woods behind his house.

He ran out to see what caused the noise, and stumbled upon a very small flying saucer that had crash-landed. Inside was an alien boy. Astoundingly, the alien looked almost exactly like Kevin. Well, except for his pointy ears and blue skin, that is!

Kevin nursed the boy (who turned out to be a prince called Nivek) back to health in secrecy. Nivek has taken residence in a hidden cave in the wooded area near where his saucer landed, being careful to avoid extensive contact with society.

Unfortunately, society is the least of Nivek's worries. A group of unscrupulous alien bounty hunters have landed on Earth to try and find the young prince for their own insidious gain. A lot of money could be made if they were to sell him to the "right people" from the Havlock Galaxy.

Can Kevin and Nivek avoid these scoundrels? Can Nivek ever lead a normal life on Earth? Will he ever make it home? Stay tuned!

Specifics: Obviously, this series is intended for two players and a GM, though it shouldn't be too hard to alter things a bit. Also, the names can be changed if so desired. Heck, even the gender can be changed. Just run with it!

In any case, the CPs should probably be kept lower than average, perhaps in the 30 to 40 range or so.

TEXAS 2351

Created by Jeff Webb

Tagline: "The USS Texas is our last defense against oblivion."

Premise: Earth's outer planets have been attacked by a mysterious alien race bent on conquest. The brand new United Terran Colonies fleet has been destroyed at the hands of these marauders, who have proven to be immune to the latest state-of-the-art energy weaponry. A last-ditch defense of Ganymede by UTC Marines flying outdated fighters showed them to be vulnerable to ancient railguns and slug-throwers. The desperate defenders of the Inner Colonies and Earth herself began the frantic refit of massive space battleships and their support vessels, left dormant as hulks or museums of the Final War that saw Earth under one government at last.

Now, a United Terran Colonies crew must lead their century-old fleet into action against the "Marauders", with the refitted USS Texas, the last of the ancient space dreadnoughts, at the lead. The Fleet consists of French, British, Russian, German, and Japanese ships from the Final War, and older railgun and missile-armed fighters.

Specifics: The players, a multi-ethnic group of young soldiers dealing with old equipment and a relentless, faceless enemy, must work together to defend the inner planets from total destruction.

Team Bulwark

Created by Jeff Webb

Tagline: "Bulwark – the shield-bearer of the Free World!"

Premise: A pair of brilliant super-scientists happen upon the formula for cold fusion, which allows the practical construction of massive robot-like fighting machines. Lured by the promise of wealth, one scientist sold his secret to a band of terrorists before betraying and murdering his colleague, who had refused to sell the technology for fear that it could be used for terrible purposes.

The characters, one of whom is a relative of the deceased scientist, find that he had built a power suit for his niece/nephew and friends (one for each PC) to combat the inventions of the terrorists – power suits with massive shields attached to their arms. When great need is at hand, these suits can combine to form Bulwark, the shield-bearer of the Free World!

Specifics: Each episode, the terrorists and their scientist lackey create new challenges for Team Bulwark to overcome, and only by each of their special skills and their teamwork as Bulwark can they overcome the menace presented by the evil terror network!

FINAL LAP

Created by Jeff Webb

Tagline: "It's high octane time!"

Premise: The players form a racing team that travels the world participating in high profile, high-speed events, whether it be stock cars, Formula 1, cross country, motorcycle, or some other form of race. At each exotic location (from Paris to Cairo, Antarctica to the Amazon), the team runs afoul of nefarious activity and takes time out of their race preparation to investigate and stop these illegal goings-on.

Specifics: The different locations should be the highlight of this series, with clichéd bad guys galore. These bad guys should often be locale-specific, such as a burly communist in Russia or a big-game hunter in Africa.

Dekkledd

Created by Cynthia Celeste Miller

Tagline: "Trapped in a world they never knew existed, five individuals must struggle to survive and somehow find their way back home!"

Premise: A group of archaeologists stumbled upon an ancient dimensional gate deep within the jungles of South America.

The gate opened and whisked them away to Dekkledd, a fantastic yet deadly world of sorcery and dragons, where their next step may very well be their last.

To make matters worse, as soon as the group arrived, they are attacked by a horde of small, purple-skinned humanoids with pointed ears and sharp teeth. With the suddenness of a bolt of lightning, a man appeared in the distance and ordered these creatures to cease. They obeyed instantly. As the man approached, it became obvious that he was no friend. His skin was obsidian, his eyes gleamed with evil, and he wore armor made of brass.

He introduced himself as Lord Killgrave and informed the group that they were to become his prisoners and slaves. When they refused, he attacked! They stood little chance of victory against this menacing dark warrior, but were able to hold him off long enough to devise a clever escape.

The team is now hunted by Lord Killgrave. But why does he want them so badly? What do they have that he desires?

Specifics: The entire team doesn't have to be archaeologists. With a spot of creativity, you can create reasons as to why non-archaeologists would be tagging along on an expedition. Perhaps one of them is a hired bodyguard. Or maybe there's a young kid who secretly tailed the crew. Or one character could be the spouse of another character.

Strikeforce Freedom

Created by Tim Kirk

Tagline: "Freedom is the name of the game!"

Premise: When the cold war was in full swing, an evil terrorist organization known as SPIDER formed. Their goals were to spread tyranny and terror, but most of all to put their leader "General Arachnid" in control of the world.

They use high technology and experimental devices to achieve this end, usually raiding laboratories, kidnapping scientists, and building vast bases all over the world to exploit a variety of resources. To combat this, the US formed the organization named StrikeForce Freedom, which later went on to gain a UN charter and UN backing of their counter-terrorist actions.

Specifics: Very few Special Abilities exist in an SFF series. Most of them are pieces of technology, robots, weapons, or special vehicles. They are either extremely rare or used solely by a single star. For example, J.J. Ellis, also known as Jumping Jack, possesses a reliable and working jet pack. His special operation is rapid strike capabilities, so the jet pack makes sense for him. Also the Widow, an espionage agent for SPIDER, uses a unique mask that allows instant



alteration of her feature to any female features she desires – this is a unique device that only she has and is not reproducible.

Since PCs are normal, albeit highly trained, individuals, the CP total should be kept relatively modest (in the 75-100 range, perhaps).

Superadvanced Rocketship Garmon XL

Created by Norbert Franz

Tagline:: "A Romantic Space Opera Experience"

Premise: In a spacefaring far future in which mankind has conquered and populated many star systems, and where everything can be bought and built for the right price, most human settlements are found on small trader planets far from the original planet Earth (which is only a remote legend to most).

These trader planets typically control the mining, processing, and delivering of a specific resource. They are all dependent on one another, which has led to relative political stability in the last 200 years. One star system may control the gold, another aluminum, while others provide food, clean water, charcoal, methane, micro- circuits, iron, gas, or paper. The philosophy has been that every planet specializes in something, and every member of the interstellar community has to bring something to the table.

Unfortunately, in this universe,

idealistic values, art, and things that "don't make any profit" are suffering. Most of the trader systems are governed by despotic CEO-Presidents of nearly absolute power or galactic "noble houses" of incredibly wealthy families.

One of the young, good-looking scions of one of these houses is Prince Runilial of the Japret family, who has just returned from a brutal military campaign against the hostile machine-man collectivists from Altair VIII. Shortly after his heroic exploits as a young force commander, his father passed away, leaving Runilial a massive fortune, though not on the same level as the financial fortune of the five leading trader systems. Runilial now nominally governs a world (known as the Storm Planet) that mainly exports metals and crystals. He has no enthusiasm for being a trader all his life, as he is brave, adventurous, sensitive, thoughtful, an artist, and an aesthete, and he is desperately in love with (the disdainful) Adira of the Ice Wastes, who unfortunately shows no interest in men and lives with her entourage of servant girls.

Wounded and heartbroken, Runilial arranges for another big company to take over the Storm Planet. The money he gets through that deal is used to build a gigantic, never-before-seen spaceship of unequaled power – the Garmon XL, in which Runilial and his friends could actually survive for decades, if they chose to do so. Runilial assembles the best of his friends and companions to become interstellar gypsy-adventurers. A plan to win Adira's heart through the fighting of space pirates and other crimes backfires, so Runilial develops another idea.

Aboard the restless ship that is Garmon XL, he and his assistants build a beautiful female android, an "uber-babe" that resembles his dream girl. He names her Adira Ubelan-1. She has most of the real Adira's features, plus she's got the advantages of never growing old, never being sick, and never being unfaithful. Ethereally beautiful, nimble, witty, enduring, and curious, Adira goes through thick and thin with Runilial and his crazy crew, and saves his life many times. However, as time goes by, Runilial tires of being a despotic master to an android slave girl. He wants to see Adira U-1 as an equal being, as a real girl. He is looking for something that so far no riches in the galaxy could buy – a true human soul for Adira.

While he's traveling from planet to planet in search of a means to achieve this, consulting with the galaxy's best computer specialists, technologists, geneticists, and religious figures, enemies assemble to hunt the Garmon XL. Some have unfinished business with Runilial's clan from the last war, others despise his eccentric lifestyle, and some suspect he's hiding destructive secrets inside his spectacular super-ship. Soon, half the galaxy seems to bear a grudge against him. Industrial espionage, financial greed, social misunderstandings – they all have their reasons.

Furthermore, Adira U-1 is not a completely mindless automaton. As the series progresses, she is learning bit by bit what makes real humans tick, and is longing to be more "human" herself.

What well happen next?

Will Adira U-1 gain a human soul and live with Runilial happily ever after?

Will the real Adira fall in love with the melancholy space prince after all?

Will Runilial ever meet another girl that can get him over his fascination for androids?

Will the other crewmembers ever tire of his eccentric wiles?

Will the machine-man collectivists return and make Adira U-1 one of them?

The possibilities are all there...

Specifics: The PCs should all be humans that belong to the core crew of the Garmon XL. They are all rugged and independent, but may include technicians, scientists, or fighters (armed escorts) of all kinds. Don't forget a ship's cook and a medical officer!

Beginning player-characters should all be built on 80-100 CPs.

INTER-GALACTIC WARS

Created by Cynthia Celeste Miller

Tagline: "Three races. Three viewpoints. One goal."

Premise: Somewhere in the depths of space, billions of light years away from our own galaxy, a war rages! The Gholari, a violent alien race, has declared war on all of the nearby galaxies. Their goal is to enslave all other races for the glory of the Gholari Empire.

Gholari society is based on war, and their physiology supports this. Not surprisingly, a single Gholari is more than a match for ten humans on the field of battle, which makes them a menace unmatched by any alien species before them.

Nearly every civilized race has fallen to the might of the Gholari Empire, leaving a scant three to carry on the battle: the humans, a catlike race called the Felinoids, and the telepathic Vreear. They must put aside their previous differences and unite if there is to be any hope of defeating the invaders, and so they form the Coalition.

Specifics: The Gholari have dark green skin, bulbous yellow eyes, six arms (two of which end in razor-sharp talons) and no body hair. They have terrible eyesight but a superhuman sense of smell and hearing. Most Gholari are equipped with powerful X'zaruk Rifles that shoot out small parasitic insects that either explode on contact or imbed in the victim and turn him into a host for more insect larvae.

The PCs will play various members of the Coalition. Humans are… well, humans, but have access to the best equipment. The Felinoids are unbelievably agile and vicious. The Vreear possess mysterious mental powers and are quite enigmatic.

Holoverse

Created by Cynthia Celeste Miller

Tagline: "The power of the hologram!"

Premise: Hundreds of years in the future, a man named Garret Colton discovered another plane of existence: the Holoverse, a strange realm of powerful holographic beings. These beings can be drawn into our universe for very short periods of time, channeled through people gifted with a talent known as Portaling. The first time someone Portals, two random Holo-Beings "attach" themselves to the individual. From that point on, the person can only summon these two beings.

Upon finding out about Colton's discovery, a regional ruler, Baron Slaughter, swiped some files containing the secrets of the Holoverse and harnessed its power for himself. Surely with this knowledge, he would finally have the chance to forcibly become the Emperor of the Council of Worlds! He gathered a group of like-minded underlings with the ability to Portal (whom he dubbed "The Tyrants"), and began laying out his plans.

Colton saw this coming and raised his own group of Portalers to combat the Tyrants and maintain order in the universe. This group was to be known as "The Knights of Justice."

Specifics: Holo-Beings vary drastically in their appearance and abilities. While all of them resemble holographic images, they are



as solid as you and I. Some look like towering monsters, while others look like majestic cats of prey – the variety is never ending. Once a Holo-Being is summoned, the Portaler has no control over it, though Holo-Beings usually attach themselves to people of the same disposition. So, evil Holo-Beings attach themselves to evil people and so forth.

Once summoned, Holo-Beings can only remain in our existence for a limited time before being sucked back into their own dimension! The exact time differs for each Holo-Being, but none have been able to last for more than 30 minutes.

The Super Battle Brothers

Created by Sabrina Belle

Tagline: "In the ultimate laser boxing arena of the future, only the toughest survive!"

Premise: In the far future, humans have colonized many worlds and become friends with several alien races. To satisfy the need for entertainment, an intergalactic sports organization has created Laser Boxing. At the top of the Laser Boxing world is the narcissistic heavy weight champion Gorenatron and his following of alien toughs. In fact, Gorenatron is so powerful that no puny human can stand up to him! Then enter the Super Battle Brothers, Ricky and Tommy! With a street-smart guile and brightly colored Laser Shock Gloves, the Super Battle Brothers quickly rise through the ranks, rivaling some of Gorenatron's henchmen in toughness and ability... but do they have the stuff to beat the Champion? Only time will tell!

Specifics: This setting features two main characters but can easily be expanded to include their close friends, most of who are assumed to be Laser Boxers but could also be managers, trainers, girlfriends, etc. In fact, women could be allowed to be Laser Boxers as well. The boxers should be made with around 75 to 100 CPs and all others with around 25 to 50 less than the boxers. Alien Laser Boxers should each have one super ability to exemplify the race while the humans are allowed an extra trait or two to equal the odds.

Rock 'N' Roll Wrestling

Created by Cynthia Celeste Miller

Tagline: "Where music and grappling collide!"

Premise: Problems abound in a run-down neighborhood known as Slumview, and most of these problems are connected to the Evil Grapplers Organization (or EGO), a band of wrestlers who terrorize the citizens with their wicked plots to get rich.

What? You didn't think those rascals would go unopposed did you? Not even close. EGO has its hands full with a group of good guy wrestlers called Team Tuff, who oppose them at every turn. You see, the leader of EGO is a wrestler named Mr. Money, who is (as you might've guessed) filthy rich. He wants to buy Slumview so he can build the Money Tower in its place. In true villainous fashion, he's willing to do whatever it takes to succeed.

Of course, we can't forget the two major themes of the show – professional wrestling and rock music. All the wrestlers on the show wrestle for the Awesome Wrestling League – in fact, the climaxes of many of the episodes were settled in the ring. The show's rock and roll is provided by two rival teenage musical groups, Hot Rock Inc. and The Metal Blasters. The members of Hot Rock Inc. are impossibly good kids who hang around with Team Tuff. The Metal Blasters' lead singer, Spike, is Mr. Money's hateful nephew, so they are always seen with the members of EGO.

Specifics: PCs can either be the wrestlers of Team Tuff or members of Hot Rock Inc. For an interesting twist, you might want to have each player take on the role of two characters – a wrestler and a band member. This would enable you to run some dual storylines and engage the game on two different levels. In any case, the wrestlers should be built on 60 to 75 CPs, while the teenaged musicians should be built on even less (perhaps 40 to 60). All SAs should reflect special attacks or wrestling moves ("The Mega-Suplex", "Super Slam", "Hiptoss From Heck", etc.).

GLADIATORZ

Created by Cynthia Celeste Miller

Tagline: "When the going gets tough, the tough get tougher!"

Premise: In the Zeophoid Sector, on the outer fringes of known space, there is no law. There is only chaos. Amidst this chaos a new combat sport has arisen called "Thunderfight".

Thunderfight consists of dropping two teams of three combatants into a booby-trapped arena, where they must do battle against each other. The last team with at least one member standing is declared victorious. All combatants bring in their own weapons, which never seem to kill anyone – they just knock 'em out. Gotta love the cartoons!

Unlike most cartoons, Gladiatorz doesn't have a single main villain. Each episode introduces a new bad guy team for the protagonists to face in the Thunderfight arena. The villain team is always conniving, mean, or just downright snotty and invariably try to pull some kind of sneaky stunt to better their chances in the big game at the climax of the episode.

Specifics: PCs should be created with 75 to 100 CPs. This allows for some really creative and nasty weapons, armor, and gadgets for use in the arena (built as SAs, naturally). Alien characters are possible as well, so you can devise unusual racial abilities too. If, by chance, you have more or less than three players, you should feel free to adjust the number of combatants allowed per Thunderfight team.

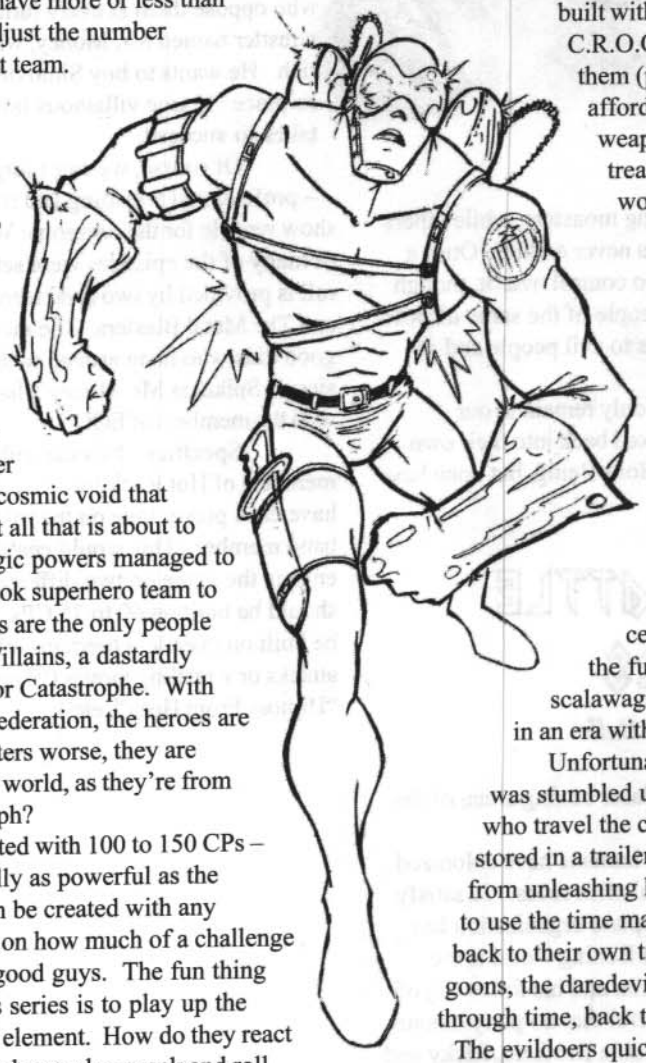
SUPER LEAGUE

Created by Cynthia Celeste Miller

Tagline: "Heroes of the world... *unite*!"

Premise: The world has been overrun by super powered criminals ever since all the heroes were sucked into a cosmic void that swept them off into another reality. But all that is about to change. A young boy blessed with magic powers managed to bring his favorite Golden Age comic book superhero team to life in the real world! Now, these heroes are the only people that can stand up to the Federation of Villains, a dastardly supervillain group led by the vile Doctor Catastrophe. With more than two dozen members of the Federation, the heroes are very much outnumbered. To make matters worse, they are extremely out of touch with the modern world, as they're from the 1940s. Will the Super League triumph?

Specifics: PCs should be created with 100 to 150 CPs – heroes in the Golden Age weren't usually as powerful as the mod- ern day heroes. The villains can be created with any number of CPs, depending on how much of a challenge you want to give the good guys. The fun thing about running this series is to play up the "man out of time" element. How do they react the first time the heroes hear rock and roll music? How do they react to 1980s clothes? What happens when they come across video games? This can lead to some interesting (and funny) moments.



L.A.W. MEN

Created by Cynthia Celeste Miller

Tagline: "Crime does not pay!"

Premise: On the space colony known as Granite City, crime is a part of everyday life. Traditional law enforcement has become obsolete, as the criminal mastermind Reese Rubout invented and introduced ground breaking technology to all the underworld's most notorious yahoos. He forged these selected hoods into an organization he dubbed C.R.O.O.K. (the series never explained what it stood for). The police were now outnumbered and very heavily outgunned.

Rather than sit back and watch his beloved city collapse into a state of total lawlessness, Chief Byron Bullet founded a new arm of the police department called the Legal Authority Warriors (or L.A.W.). Bullet brought in the best police officers from all the various space colonies throughout the galaxy to become members of L.A.W. What these crime fighters lack in high technology, they make up for in skill, technique, and heart! With the creation of L.A.W., the war on crime has been waged. It is technology versus the human spirit in a shoot out for the ages, but in the end, one thing remains true: crime does not pay!

Specifics: If you want to play up the fact that the agents of L.A.W. are the underdogs, then the PCs should be built with around 100 CPs, while the criminals of C.R.O.O.K. should have more CPs pumped into them (probably between 150 and 200) so they can afford a bunch of high tech cybernetics, weapons, and gadgets. For a more equal treatment, 100 CPs or so would most likely work best.

DINO-WORLD

Created by Cynthia Celeste Miller

Tagline: "Prehistoric time, big adventure!"

Premise: The time traveling miscreant Zelgar came to the 20th century from ten thousand years in the future, and he brought an assortment of scalawags with him. His goal: to conquer the world in an era with technology far inferior to his own.

Unfortunately for Zelgar, his plot (and headquarters) was stumbled upon by a group of motorcycle daredevils, who travel the country in a large van (with their cycles stored in a trailer latched to the back). To prevent the fiend from unleashing his fury upon the world, the stuntmen tried to use the time machine to send Zelgar and his henchmen back to their own time. But, things went awry and Zelgar, his goons, the daredevils and their vehicles all got sucked through time, back to the prehistoric age.

The evildoers quickly adapted to their new setting by locating a large amount of mean-spirited dinosaurs and injecting them with a serum that enabled them to evolve in a matter of seconds.

These reptilian beasts gained human-level intelligence and were turned into humanoids. But all did not go as planned. These Dinoids (as they called themselves) weren't about to serve mere humans, who they viewed as nothing but cavemen. They broke free and started their own society, vowing to conquer the earth for themselves. Meanwhile, the stuntmen made contact with a tribe of cave-dwelling humans (who could inexplicably speak English. *Broken* English, but still...). They became staunch allies and the cavemen agreed to help them fight against Zelgar and the Dinoids. Thus began a three-way conflict that would engulf this prehistoric age for a long time to come.

Specifics: The players should play the daredevils and/or the cavemen. Either way, 75 to 100 CPs should suffice. But remember that each daredevil must have his own motorcycle, which must be purchased as per the normal rules for creating vehicles as SAs. Zelgar's minions should be created with 100 to 125 CPs. The Dinoids, on the other hand, should come off as being superior to them all – 200 to 250 CPs would do them justice.

The Paranormal Private Eyes

Created by Cynthia Celeste Miller

Tagline: "For the Paranormal Private Eyes, strange is the norm!"

Premise: Jake Slate started his small-time detective agency back in the 1950s. Jake and his two partners, Sam Gunn and Tommy Stone, took the cases that were too strange for other detectives – alien abductions, ghosts, conspiracies, Bigfoot sightings and whatever else came down the pike.

All this came to an abrupt halt some 10 years later, when all three men mysteriously disappeared. No one had seen or heard from them, until 1984. While cleaning out the old place of business, the detectives' grandchildren stumbled upon a secret room. In this room, they found book after book filled with research journals. The last case the detectives worked on was one that involved a spectral menace known as Elias McSpook, who wore a Victorian style suit and top hat, and possessed the "face of a demon" according to the books.

The teenagers re-opened the business and became paranormal private eyes themselves. They vowed to learn more about Elias McSpook and learn the fate of their grandparents... and hopefully rescue them. One way or another, Elias McSpook would pay for his misdeeds.

Specifics: The PCs are the grandchildren of Jake Slate, Sam Gunn and Tommy Stone. Each PC should be built with 60 CPs.

Action-Cats

Created by Cynthia Celeste Miller

Tagline: "Face the feline fury, if you dare!"

Premise: In the futuristic year of 2000, the cat-obsessed Dr. Karl Durk (and his six pets) blasted off into space in his rocketship. His quest – to obtain the legendary Enifel Stone, which supposedly held the power to make any feline as intelligent as a human being.

After more than 20 long years of searching, Dr. Durk's journey came to an end. The jungle planet of New Eden is where the stone was finally found. Excited beyond words, he exposed his cats to the Enifel Stone. But, to his surprise, they not only gained intelligence, they became humanoids as well!

The cats immediately split into two factions – the nasty-tempered ones in one camp and the good natured ones in another. The former group named themselves the Feral-Cats and were led by the charismatic yet utterly contemptible Mange. Mange and his miscreants attempted to subjugate the other felinoids as well as Dr. Durk himself! But one particularly heroic felinoid named Manxar stepped to the forefront and fought back. As mighty as he was, Manxar was too severely outnumbered to come out triumphant. Just as it seemed like all was lost, the other good natured cats entered the fray on his behalf, igniting a conflict that would rock the planet for many years to come.

Mange and his cohorts fled the rocketship, though the battle damaged it beyond repair. The good natured felinoids formed a bond that day and dubbed themselves the Valor-Cats. The war was on!

Specifics: The Valor-Cats and Feral-Cats are built with 100 CPs.



Space Rockers

Created by Cynthia Celeste Miller
Based on Art by Joe King

Tagline: "Battle of the bands, cosmic style!"

Premise: Zokar came from a long line of famous musicians. He was destined to become one too. That is, until his new Quantum-Kicker P-400 amp exploded and left his body devastated. With no arms, no legs and only half a head, Nark would never be able to follow in his relatives' footsteps. He was given crude cybernetics that enabled him to live a relatively normal life, but no matter how hard he tried, his musical capabilities were

gone due to his now-clumsy metal fingers.

Zokar decided that if he couldn't make music himself, he would put together a band to manage and make them the biggest stars in the galaxy at all cost. His band would be called Katastrophe and it would be comprised of the most talented, yet devious musicians he could find.

There was one teeny problem though.

That problem came in the form of the Cozmix, the most popular band the universe had ever known. In order to rule the music world, Nark and his band would have to get rid of them once and for all.

But the Cozmix were to be no pushovers. They had good hearts and noble intentions, not to mention wicked-keen combat skills.

All across the cosmos, the two bands would go head to head, both on-stage and off in a struggle for rock and roll supremacy.

Specifics: The PCs will be members of the Cozmix. The main characters should be created with 60 to 75 CPs). Obviously, the characters will need to have the *Performer* Trait.

CHANNEL 6

CYBER DRAGONS

Created by Steve Darlington

Tagline: "They have returned!"

Premise: Long ago, when the world was new, the land and the skies were ruled by the greatest beasts that have ever been known: the dragons. For a thousand years, their mighty empire was untouched by war or evil. But then came the rise of Man.

As these new creatures grew stronger, smarter and more numerous, the dragons quickly realized that these humans would soon threaten their empire, even their very survival. Draconis Rex, ruler of the Dragon Empire and master of the House of Orthlox, believed that dragons and humans could learn to live together in harmony, if only they worked to understand each other. But Prince Tyrannus Maximus, of the House Serpentis and blood-cousin of the king, vehemently disagreed. To him, any sacrifice and any condescension to these creatures was an insult and a blasphemy to the great name of dragonkind. Indeed, the humans should be wiped out before they could spread any further. Tyrannus' arguments were very popular, as vanity and greed run thick and deep in dragon veins, and soon the vast empire was split in two over this issue: the side of Orthlox, under Draconis, and the side of Serpentis, under Tyrannus.

For a hundred years a vicious and bloody civil war razed across the heavens and the earth. Thousands of dragons died in the fighting, and in the carnage, the world was burned and torn asunder countless times. Finally, the Orthlox dragons were able to defeat the Serpentis army, but the victory was a hollow one. The fighting had almost destroyed the whole world, and almost eradicated the man creatures that Draconis had so deeply wished to save.

The punishment for the surviving Serpentis army - including Tyrannus himself - was to be exile to another plane, through powerful dragon magic. Draconis knew then what he must do. While there were dragons on Earth, humans would never be safe. The only solution was for the Orthlox dragons to choose exile as well.

As a parting gesture, however, Draconis changed the nature of the spell - perhaps out of pride, perhaps out of guilt, no-one can know. He changed the spell to allow a memory of dragons to remain in the human imagination, so that humans would never forget the majestic and magnificent creatures who once ruled the world they had so generously been given. And so it was - dragons became part of mankind's dreams, and myths, throughout the whole world, to inspire and to amaze. And the real dragons left this earth forever.

Or so they thought.

In Tokyo, the brilliant scientist Doctor Kilobyte, working at the Megatronic Game Company, recently created the world's greatest computer game. The game, DragonSlayers, involved players using their magical suits of armor and weapons to defeat laser-shooting dragons from outer space. This game is still experimental and is not yet available in stores, but children line up for hours to try out the prototype in the toy labs of the Megatronic factory.

The two greatest players of DragonSlayers are Tommy and Jenna Sparks, a pair of mischievous oprhans who spend far too much of their life skipping class so they can go to the video arcade – or, even better, down to the Megatronics factory to test out whatever new game Doctor Kilobyte has just created. Their teachers don't approve, of course, but their dedication has made them unbeatable. And that's why Doctor Kilobyte invited them to stay late one night to try out his latest addition to the DragonSlayers game: a program which would allow the players to step into the game world itself, a world where the computer would control everything they can see and hear, where they would feel as if they were really wearing the magical suits of armour, and fighting real dragons.

And thus did Draconis' parting gift prove his greatest mistake.

As fantasy and reality merged so completely inside the game, the wall between these realms was fractured. That fracture was all that Serpentis dragons needed. Still hungry for revenge, they swarmed through the gap, pouring into the computer world in their thousands, and spreading through the other computers throughout the Megatronic factory. Suddenly, all the computers in the factory went black and on every screen, three words appeared:

WE
HAVE
RETURNED.

And then on every screen, in every game, they were there, stretching their wings and looking out at the world they were denied, staring with a wild hunger and a savage greed that a thousand years of brooding and seething had built up inside them. Earth would be theirs again, oh yes…as soon as they found a way out of these boxes…

It was not long before the Orthlox dragons knew of the return. Draconis did not quite know how it had happened, but he could not allow the humans to be destroyed by the evil and cruel Serpentis. Whatever the cost, he would lead his followers back through the same fracture, to fight the Serpentis dragons for the control of earth one more time. Only this time, it will not end in exile - but in death.

And so Draconis and his forces also found themselves in this strange cyber-world behind the computer screen. Both sides are trapped and confused by their new environment, and aren't quite sure how to manipulate it. This lucky circumstance bought humanity some time. But dragons are not stupid, and their powerful magic can seem to control the fabric of the computers themselves. Worse, Draconis far underestimated Tyrannus' forces, which have grown exponentially during their imprisonment. Outnumbered, outmaneuvered and unprepared, Draconis has to find a way to understand this new battleground - before the Serpentis dragons find a way to break through the screen and reclaim the world with fire and blood.

But help is at hand. When the dragons arrived, Tommy and Jenna were trapped in the game as well. All they want to do is get out again and go home, before they get eaten. But their computer gaming

skills may be the only thing that can help the Orthlox dragons fight, and if they leave there may not be a home to go to. Both human and dragon soon realize that their only hope is each other. Only if dragon and human work together, can they save the world from complete annihilation.

The dragons have returned. The fate of our world hangs in the balance. Enter the cyber realm, and join the battle for planet earth! Prepare to face *Cyber*Dragons*!

Specifics: Each episode, Tyrannus and his Serpentis forces will find another possible way to enter the human world, and Tommy, Jenna and the Orthlox dragons will have to find a way to stop them. Sometimes, one or two dragons may even cross over; likewise Jenna and Tommy may cross back occasionally. Meanwhile, Doctor Kilobyte has figured out what is going on, and can provide support from the outside – as well as communicate information and advice to the two heroes.

In the gameworld, Jenna and Tommy can choose to take their "battle forms" – giant neon pink and blue (respectively) glowing suits of plate armor, complete with glowing swords which can project a magical blast once per day. However, the dragons can reach other games in the Megatronic system, and Tommy and Jenna can change their game personas to suit the new universe (whatever the heroes of that game look like). Similarly, as the missions vary, different dragons will be working with the children, and taking centre stage for the episode. A different world every episode, and different heroes as well. Of course, the episodes always start and end in the Orthlox home-base – DragonSlayer Castle, from the original game.

DragonSlayer Castle and the world around it looks like a medieval world, only more stylized and with the occasional garish colors - in other words, like a medieval world from a 1980's computer game.

Finally, as Tommy and Jenna can occasionally cross over, other humans can come in and join them over a series (as indeed can adorable robots, monkeys or robot monkeys). Players can thus, if they wish, control both a human character and a whole collection of dragons, choosing which to play for each episode.

Dragon design need not be locked into one single design, since mythology provides so many possibilities. For example, dragons could have only two legs, a poisonous tail, breathe gas or electricity instead of fire (or have no breath at all), be wingless, have an extra pair of legs, or none at all, have multiple heads or tails and may be armed with claws, horns, spines, armored plates, fangs, even a prehensile tongue. GMs could provide a point cost for these elements, so players can pick and choose. Magical, psionic and superpowers are also available to dragons; dragons are unlikely to use items or vehicles however. Humans can have access to gadgets and other items at any time, and may have differing magical, psionic or super powers depending on the game world they are visiting. The glowing suits of armor from the DragonSlayers game provide the kids with great strength and agility, and resistance to a variety of attacks. They also come with a shield that can reflect dragon breath, and the aforementioned magic-blasting swords. These will keep them alive, but in a fight, most of the heavy work will come from their dragon companions. It is up to the GM if they work in other game worlds.

Appendix 1
Dials

Just like the dials on your TV that you use to adjust the picture to look just the way you want it, this Appendix is a collection of "dials" (or optional rules) that you can use to make your game of ***Cartoon Action Hour*** the best for your group of heroes!

Lackeys, Henchmen and Thugs... Oh My!!!

The goon rules found in Channel 5 handle cannon fodder hordes in a quick and easy manner; a group of PCs can take on a gaggle of goons without any complicated rules to bog the fight down.

However, an unfortunate side effect of this simplicity is lack of variety and color. All goon mobs are reduced to a single number, which works great, but it can't fully represent some of the nuances that some goons may have.

If you'd like to add a touch of pizzazz to the goons in your series, you've come to the right place!

Changes to the Goon Rules

When using the basic Goon rules, a character makes his attack roll, attempting to meet or beat the Goon Factor. If he succeeds, the mob goes down like bowling pins. If he fails, the mob apprehends him.

If you use the optional system presented here, it still works mostly the same, but with the following alterations:

Initiative

Instead of assuming the characters get the drop on the goons every time, an initiative roll is made as per a normal fight, except the goons add nothing to the roll, whereas the characters add their Oomph.

If the Goons get initiative, the character gets a -2 penalty to his attack check against them.

The Goon Table

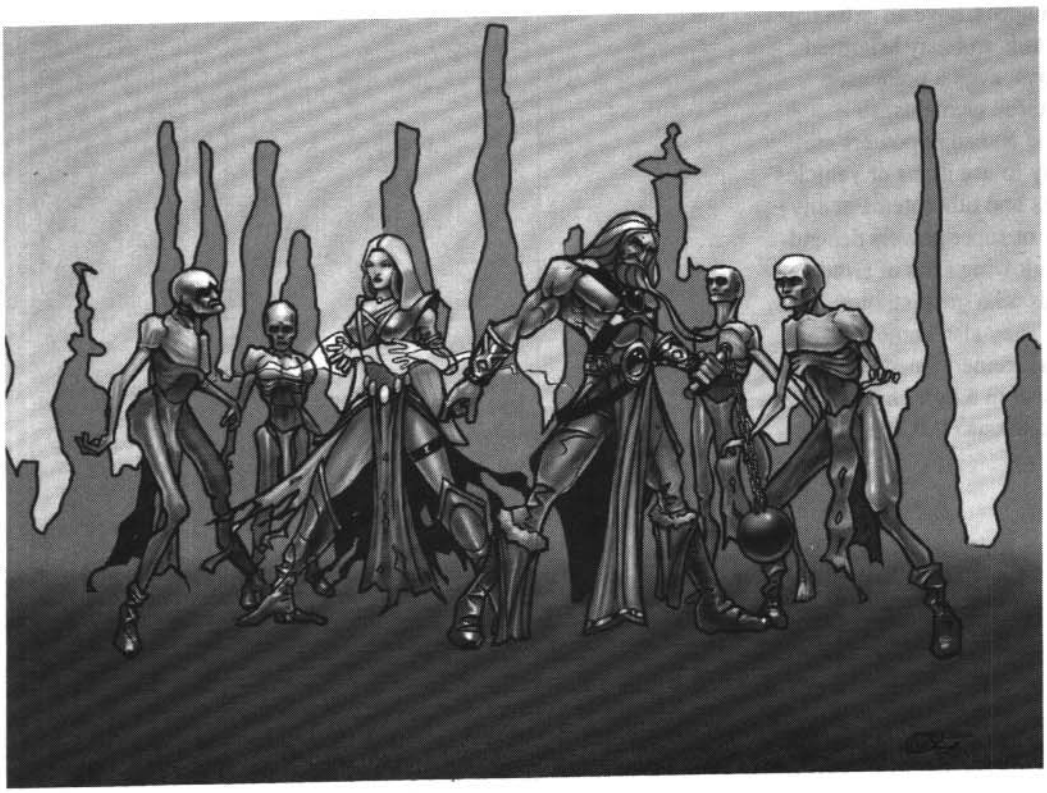
Once initiative is determined, the character facing the goon squad rolls his attack check, just like he does in the basic goon system. This is the case even if the goons won the initiative roll. Figure up how much the character beat or failed the roll by and consult the Goon Table.

More than 6 lower than the Goon Factor: The character is taken down by the goons and is quickly taken away. The character is automatically reduced to 0 Hurt Points and is captured. Furthermore, a Rescue is only possible if the rescuing character first makes an *Athletics* check with a DN of 9. ***This result cannot be rerolled.***

5-6 lower than the Goon Factor: The character holds his own, but gets sucker-punched. The character is automatically reduced to 0 Hurt Points and is captured.

3-4 lower than the Goon Factor: The character puts up a valiant fight, but the numbers game is too much. He loses 1d12+6 Hurt Points and is captured.

1-2 lower than the Goon Factor: The character nearly defeats the mob, but finds himself overwhelmed. He loses 1d12 Hurt Points and the GM rolls a d12 + the character's Oomph. If the GM's result is equal or less than the mob's Goon Factor, the character is captured. If the result is higher than the Goon Factor, the Goons realize they are in trouble and retreat.



Equal to the Goon Factor: The character barely manages to clear out the goon mob, but suffers 1d12 Hurt Points in the process.

1-3 higher than the Goon Factor: The character pulls off a win against the mob, but not without a few scrapes. He suffers 1d12-4 damage (minimum of 1)

4-6 higher than the Goon Factor: The character has no problem cleaning up the mob.

More than 6 higher than the Goon Factor: The character breezes through the mob like they were paper dolls! He gains a +1 bonus to the next attack check he makes during this scene. If there are no more attack checks to be made, this bonus is lost.

The Goon Table

When using these rules, the character may choose to reroll an undesired attack check, but with a -2 penalty to the result. In the basic rules, this was recommended, but in these expanded rules, it must be allowed (unless a Goon Table result or Modifier forbids it).

Goon Modifiers

Some goons possess unique capabilities that set them apart from the crowd. When buying goons as an SA, you can slap on one or more Bonuses or Restrictions. As per the normal Modifiers rules, Bonuses cost extra CPs and Restrictions reduce the CP cost of the SA.

LEVELS

Some of the Modifiers listed here are marked with a "#." This indicates that the Modifier in question has a variable level that affects how limiting or helpful it is.

Bonuses

Rugged

+2 CPs. The character fighting the mob doesn't get to take the normal reroll if he fails the first roll to defeat the goons.

Vicious Assault

+2 CPs. If the character fighting the mob succeeds in defeating it, the character may take a bit of damage anyway. He suffers 1d12-4 damage (minimum of 1). If the character was dealt damage from the Goon Table result, this modifier has no effect.

Determined #

+2 CP per level. If the character fails the first roll to defeat the mob, the character suffers an additional -1 penalty (in addition to the normal -2 penalty) for each level the mob has this Bonus at. So, level 1 would make the total penalty -3, level 2 would make the penalty –4, level 3 would make the penalty –5, and so on.

Relentless

+2 CPs. If the character defeats the mob, the mob rises back up and the character must make the Attack check again, but this time with a +1 to the result.

Ranged Combat Specialists #

+1 CP per level (maximum of 3 levels). Whenever the character faces these goons in ranged combat, the character suffers a -1 penalty to his attack check per level of this Bonus the goons possess.

Close Combat Specialists #

+1 CP per level (maximum of 3 levels). Whenever the character faces these goons in close combat, the character suffers a -1 penalty to his attack check per level of this Bonus the goons possess.

Fast #

+1 CP per level (maximum of 3 levels). The GM receives a +1 bonus to the initiative roll per level of this Bonus the goons possess.

High Damage #

+2 CPs. If the character takes damage from a Goon Chart result, the damage is increased by an amount equal to the level of this Bonus. This is figured before any Protection (or other SA effect) is factored in.

Tough as Nails

+2 CPs. The character fighting this mob must roll twice for the attack check and use the lowest result. Note: this can be rerolled as normal.

Grab

+1 CP. This represents goons that have tentacles, pincer-claws, nets, or other means of enhancing their ability to capture opponents. If the character gets the "1-2 lower than the Goon Factor" result on the Goon Table, the player must roll two d12s (still adding Oomph) and take the lowest roll for determining if the character gets captured.

Flight

+1 CP per level. Whenever a character tries to rescue a character who has been Captured by this mob, the rescuer's roll to do so is reduced by an amount equal to the level of this Bonus. Note: This Bonus can be renamed to fit the type of movement the mob has (Teleportation, Tunneling, etc.)

CREATING NEW MODIFIERS

The list of Modifiers presented here is not exhaustive. We've hardly scratched the surface of the possibilities. So, if you have a great idea for a new Modifier, write it up and use it. Just do what you can to maintain balance, using the ones listed here as a guideline.

And if for some reason you're a player with a Goon Squad, don't forget to get your GM's permission to use the new Modifiers.

Restrictions

Fragile

-2 CPs. The character fighting this mob gets to roll twice for the attack check and choose the best result. Note: this can be rerolled as normal.

Natural-Born Followers

-2 CPs. The mob suffers a -2 penalty to its Goon Rating if there's not an appropriate character with a *Persuasion* rating of at least 2 in the general area.

Slow #

-1 CP per level (maximum of 3 levels). The goons suffer a -1 penalty to the initiative roll per level of this Restriction the goons possess.

Low Damage #

-2 CPs. If the character takes damage from a Goon Chart result, the damage is reduced by an amount equal to the level of this Restriction. This is figured before any Protection (or other SA effect) is factored in.

Weak-Willed #

-1 CP per level (maximum of 3 levels). If the character fails the first roll to defeat the mob, the character reduces his penalty (normally -2) for the reroll by an amount equal to the level of this Restriction. So, level 1 would make the penalty a –1, level 2 would make the penalty 0, level 3 actually grants the character a +1 bonus, and so on.

GIANT TRANSFORMING ROBOTS!

Whether they were sentient beings, futuristic war machines, or vehicles that combine, what would a game about '80s cartoons be without giant transforming robots? As great as we think ***Cartoon Action Hour*** is, there are some things about giant transforming robots (we'll call them GTRs from now on) that the basic rules can't cover, or don't cover well. In this section there are two kinds of rules: new rules for ***Cartoon Action Hour*** (called *Add-Ons*), and alterations to existing rules to more easily run a GTR-oriented series (called *Tweaks*). If you want to have a GTR in just a minor role in the series, not all of these rules may be needed. Talk to your GM if you're not sure.

Add-Ons

Character Creation

- Giant robots are generally more powerful than humans, and much more complex. It's a good idea to give GTRs more Character Points than usual – perhaps something in the 100 to 150 CP range.
- The maximum rating for GTRs is usually 4(5) – giant robots are pretty buff!
- The default size for GTRs is usually Very Large, while humans are Medium by default.
- The maximum CPs for SAs on GTRs is 50. Use the rules for creating TSAs to design the character's alternate form(s).
- The character's base form should be that of the robot itself, not the vehicle.
- If the transformable robot can carry other transformable robots, you must pay for "passenger space" as normal. One GTR passenger space equals 3 human sized passenger spaces.
- All GTR SAs are assumed to be Vehicle Class, as per the "Weapons" section of Vehicle creation.
- Despite the fact that they are robots, sentient GTRs can earn Experience Points just like an organic character can. This goes for non-transforming robots as well. Of course, this only applies if the GM allows character advancement.

Merging – "Gestalt" Robots

Some robots and vehicles have the ability to combine into one larger robot form. This was a common gimmick in most Japanese Sentai (5 Team) series and other robot shows, with pilots of robots or vehicles (or sentient GTRs themselves) that can transform and merge into one giant robot.

This component is an extension of the Transformation component. Merging has a base CP cost of 6. Each player that will be involved in the Merging must pay this cost separately.

From there, as a group, all players involved should build the robot form as a normal transformation form. All players must unanimously agree on what the robot form will do. Once the new form is built, the cost is divided equally by the members of the team, rounded up. This cost is separate from the cost of any vehicles or vehicle forms involved, and comes from the players' CP total, not the Vehicles' SCP total.

Merged Robots count as one size class larger than their original forms, or the largest original form if they are different.

The Merge Team must also elect a "Head" for the Merged Robot. This Head character (whose robot or body usually forms the head of the Merged Robot) acts as team leader, and will make the final decisions for the Merged Robot's actions. However, if *all* the other members of the Merge Team disagree with the Head's actions, they can veto him. This causes the Merged robot to "disassemble" back to its smaller robot forms, though, so team Heads should carefully consider their actions and consult their team often.

***Example**: Super Rescue Team Six is a team of five martial artists that drive various rescue-type vehicles, such as ambulances and fire trucks. When needed, the team can have their vehicles transform and merge into Super Rescuetron, a 60' tall robot. The Super Rescuetron form costs 120 CP, so each member of the team must pay 24 CP for the divided cost of Super Rescuetron, and 6 CP for the merge power, for a total of 30 CP, besides the base cost for the vehicles and their traits.*

Tweaks

Traits

If you're running a game about sentient GTRs (not piloted ones), the Traits as written aren't quite appropriate. When in a vehicle form, do they use *Driving* or *Athletics*? When do they use Vehicle Traits, and when do they use Character Traits? With this tweak, a GTR uses its robot form's traits in all forms, and doesn't have to purchase them again for each vehicle form.

Physical Traits

Armor: Use this Trait as per the Vehicle rules, but *Armor* has effects in both robot and vehicle forms. If the Armor Trait is greater than the *Body* Trait, the *Speed* Trait is reduced by one step.

Athletics: When in vehicle form, *Athletics* is used in place of the *Maneuverability* and the *Driving/Piloting* Traits. This applies only to vehicle forms.

Driving: The *Driving* Trait is removed.

Piloting: The *Piloting* Trait is used for all of the sentient GTR's attempts to operate a vehicle (not his vehicle form), whether flying a starship, driving a garbage scow, or riding a cyber-mammoth. This replaces the *Driving* and *Riding* Traits. The GTR uses the *Athletics* Trait when piloting his own vehicle form.

CRITICAL HITS ON TRANSFORMABLE VEHICLES

When a transformable vehicle suffers a critical hit, use the following table instead of the normal one.

Damage Roll (minus VDM)	Effect
17 or more	*Explosion!* Massive, impressive fireball! All occupants (and/or the sentient GTR) are reduced to zero Hurt Points automatically!
15-16	*Wreck!* You have been reduced to a pile of scrap metal, and sentient GTRs are reduced to zero Hurt Points. All occupants take a lot of damage – the amount is up to the GM.
14	*Untransformable!* Until you get repaired, it is impossible to transform into another form.
12-13	*Firepower Kill!* Your weapons are knocked out.
11	*Mobility Kill!* You lose your drive capability.
10	*Enclosed Personnel Hit!* Damage to one or more enclosed drivers, pilots, crew, or passengers. The amount of damage is up to the GM.
9	*Exposed Personnel Hit!* Damage to one or more exposed drivers, pilots, crew, or passengers. The amount of damage is up to the GM.
7-8	Make a *Maneuverability* (*Athletics* for sentient GTRs using the "tweaked" rules) check in order to keep from swerving. This may cause a collision.
6 or less	The attack does nothing detrimental to you aside from normal damage.

NOTE: If one result is not possible (for whatever reason), use the result directly beneath it instead. For example, many GTRs don't carry passengers and such, so any result that only deals with passengers are considered impossible.

Riding: The *Riding* Trait is removed.
Speed: Use this Trait as per the Vehicle rules, but *Speed* has effects in both robot and vehicle forms.

Mental Traits

Medical: Medical has no effect on sentient GTRs – use *Repair* instead.
Repair: Repair has the effects of both the *Repair* Trait and the *Medical* Trait when used on sentient GTRs.

Social Traits

Wealth: The *Wealth* Trait is removed. What would a giant robot do with money?

Initiative

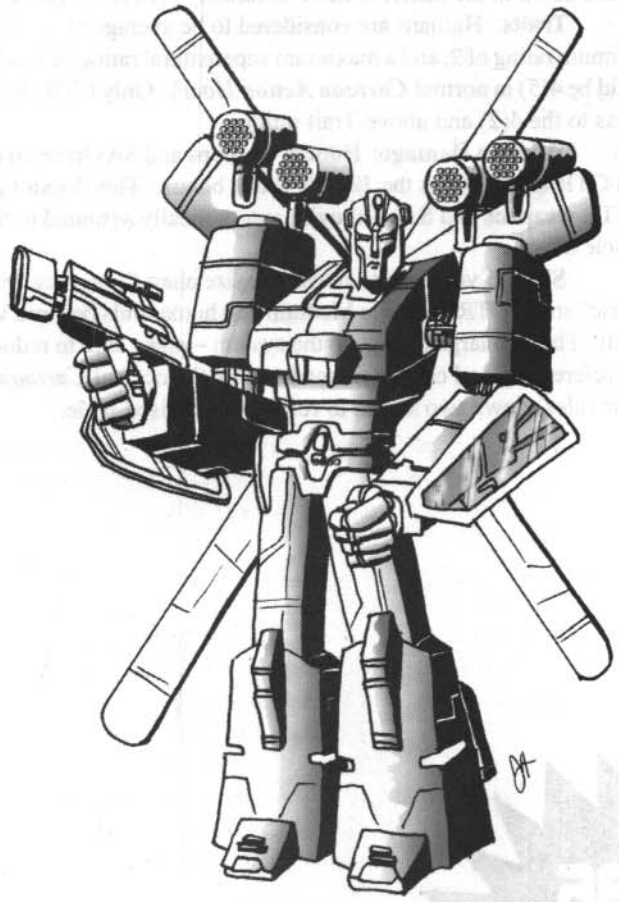
Add the sentient GTR's *Speed* Trait (as well as Oomph) to any Initiative rolls.

Hurt Points, Structure Points and Healing

Sentient GTR's are characters, not vehicles. When creating a sentient GTR's vehicle form, ignore Structure Points – the GTR will use its Hurt Points in both robot and vehicle form. Calculate Body Points as normal, but add both the GTR's *Willpower* rating and *Armor* rating to the base Hurt Points. If the GTR has a super-rating on either *Willpower* or *Armor*, add that as well.

A good, standard system for "healing" is to give all GTRs an "auto-repair" system for free, to simulate healing. The GTR can only auto-repair up to half of its Hurt Points without the use of the *Repair* Trait or buying an appropriate SA. When a GTR reaches 10 or less Hurt Points, it is considered "Damaged", cannot transform, and cannot auto-repair without the use of the *Repair* Trait. A GTR transforming from robot to vehicle form heals their *Body* in Hurt Points (once per scene or commercial break), but transforming from vehicle to robot form does not heal any Hurt Points.

Don't like those rules? You can use the healing rules as they are written – just supplement *Repair* for *Medical* – but it takes out a lot of the flavor of playing a robot. Also, your GM can allow your character to heal all or none of his damage when changing forms.



Transformation

When buying the Transformation SA for GTRs, you don't need to purchase a Power Level, nor spend the 6 CP cost for the first form. Also, the GTR does not need to buy the "Of One Mind" Bonus, using the Trait rules above instead.

Transformation Forms

Nearly all of the TSA forms for robots are going to be made in the "Vehicles" section. Even robotic animal forms should be made as if they were vehicles (and yes, you *can* have a robotic panther with a rocket launcher!)

For vehicle forms, you do not have to purchase traits for the vehicle, unless you want to modify them in your GTR's vehicle form. You can adjust Traits in vehicle form up or down by spending SCPs, but you can't get CPs or SCPs back – you can only spend them. If you change your *Body*, *Willpower,* or *Armor* in vehicle form, this doesn't change your Hurt Points.

You also do not have to calculate Structure Points, nor can you take Story Hooks (besides the one you normally can take for a character, of course).

Vehicle Class Damage

Vehicle Class weapons do only 1d12 to giant robots, not 2d12. Non-Vehicle Class weapons can do much less, at GM discretion (see below).

Humans in GTR games

It doesn't make much sense that an average human and an average giant robot are exactly the same. Here are some ways to scale humans down in the game, to more accurately reflect the genre.

Traits: Humans are considered to be average at -2, have a maximum rating of 2, and a maximum supernatural rating of 4 (what would be 4(5) in normal ***Cartoon Action Hour***). Only GTRs have access to the 4(2) and above Trait ratings.

Weapon Damage: Human weapons and SAs have no effect on a GTR unless it has the *Vehicle Class* bonus. This doesn't apply to GTR weapons and SAs – they're automatically assumed to be Vehicle Class.

Size: If you wish to revise the size chart for a more "robot-centric" scale, GTRs become Medium and humanoids become Very Small. This is a large change to the system – make sure to reduce all size references (and characters made under the normal ***Cartoon Action Hour*** rules) down two stages to reflect this revised scale.

Example PC in GTR rules

Here is Lightblade from Channel 2, revised under the GTR rules tweaks, to give you an idea of how a GTR character for ***Cartoon Action Hour*** differs from a normal character.

Lightblade

Transbot Mission Leader

Series: Transbots
Oomph: 4 **Stunt Points:** 3
Hurt Points: 57 **Size:** Huge (unrevised scale)

Story Hooks
Noble – Minor
Easily confused by human "illogic" – Moderate
Archenemy: Vandal – Major

Traits
Armed Combat 4, Armor 3, Athletics 4(3), Body 4, Ranged Combat 4(5), Speed 3, Unarmed Combat 4, Computers 3, Detective 3, Repair 2, Willpower 4, Psychology -1

Special Abilities
Lightblade Helicopter Form (TSA, Power Level: None)
Lightblade, like all Transbots, can transform into a vehicle – in this case, a super-fast military helicopter.
Travel Mode: Air
Size: Huge
Capacity: 6 enclosed
VDM: 14
Weapons
Laser Rifles (DR 9+2; Vehicle class; Long Range; Armor Piercing 2; Auto Fire; Item)
Whirling Rotary Blades (DR 5+Body; Vehicle class; Point Blank Range; Armor Piercing 5; Item)
Gas Cloud (Trait Modification B: -4 Maneuverability; Duration 1d12 turns; Area of Effect 15 yards; Disturbance, Moderate [unnatural black cloud]; Charges [Moderate])
Total cost: 16 CP (60 SCP)

Double-Barreled Laser Rifle (OSA, Power Level: Medium)
Lightblade has a large double-barreled rifle that he uses to fight evil!
DR 7+2
Range: Long
Bonus: Auto Fire
Bonus: Vehicle Class (free)
Restriction: Item
Restriction: Charges, Moderate
Total cost: 15 CP

Vibro-Sword (OSA, Power Level: Medium)
A thin sword that vibrates slightly.
DR 5+Body
Range: Point Blank
Bonus: Armor Piercing 2
Bonus: Vehicle Class (free)
Restriction: Item
Total cost: 6 CP
Total CP Value: 150 CP

SPELL CLUSTERS

Magic spells in the retro-toons are a far cry from those drawn from more traditional fantasy games. There's generally no need to keep track of every single spell a character knows. Instead, you create what we call a spell cluster.

A spell cluster is an open-ended SA that allows the caster to pop out spells in an improvised fashion. Sound too good to be true? Well, read on.



Definition of a Cluster

There are seven types of spell clusters: Defensive, Offensive, Movement, Transformation, Miscellaneous, Animal Companion, or Vehicle. You've probably noticed that these clusters directly correspond to the SA types – this isn't accidental.

A cluster determines what kind of spells the character can cast. If, for example, he has the Offensive cluster, he can use fireball spells, magic arrow spells, fire-sword spells – anything that causes damage. If he has the Transformation cluster, he can make himself grow, turn people into frogs, transmute rock to mud, or anything else that changes something's physical form.

Purchasing a Cluster

Begin by purchasing the cluster's Power Level. This determines the maximum scope of the character's spells, in terms of sheer power. This works identically to purchasing Power Levels for normal SAs, except that it's going to cost more, due to the high degree of versatility a cluster offers.

- **Low (14 CPs):** This cluster will probably not have much impact on the story, but could help the character out from time to time.
- **Medium (18 CPs):** This cluster is more or less the standard in the series. It will have a decent amount of impact on the story and will help the character out on a very regular basis.
- **High (22 CPs):** This cluster will dramatically affect the story and will most likely contribute heavily to saving the day regularly (or ruining the day, if the character is villainous).

Next, you determine how many CPs you want to invest into the Cluster Pool. Every 3 CPs spent will give you one point in the Pool. The Cluster Pool will be used by the GM to determine the component efficiency whenever a spell is cast.

For example, Tom's character has a Cluster Pool of 8 for his Defensive cluster. He decides to cast a magic forcefield spell. The GM looks in the component section to see how much Protection 8 CPs/Cluster Pool will get. As a result, his character receives a Protection of 6.

If the cluster has more than one component, the Cluster Points must be split up amongst them as the casting player sees fit. For example, Tom decides to cast an eye-beam attack spell after using his Offensive cluster. His character has a Cluster Pool of 10. He allocates 2 points for range, which gives him Medium range. He sinks 2 points into damage, which gives his a DR of 2. Lastly he spends 6 points on rating, giving him a rating of 1.

Lastly, you may choose any appropriate modifiers for the cluster. These, too, are identical to the ones given for normal SAs. But keep in mind, the modifiers selected will affect all spells from the cluster!

How Spellcasting Works

It's very simple, actually.

First, announce what you want your spell to do. If the GM approves, the spell is carried out, which may require an action check or opposed action check. In such a case, the Cluster Pool will indicate the spell's rating. This is done by checking the component section of the book (see the example above). In fact, this process is carried out to determine everything about the spell - Range, Duration, Damage Rating and so on.

Specific Spells

If there's a spell or two that the character will use regularly, you can purchase it like a normal SA, rather than as a spell cluster.

Multispells

Some spells may actually tap into more than one type of Spell Cluster. To do such a spell, the character must possess all the appropriate Clusters. When the spell is cast, you must make the action check for each Cluster type involved.

If any of these checks fail, then common sense must be used to determine how

this partial failure affects the spell.

For example, a character is attempting to turn a small patch of ground into a pool of burning goop. This requires both Transformation and Offensive checks. The player succeeds at his Transformation check, but fails his Offensive check. The GM decrees that he was able to transform the patch of ground into *something*, but since the Offensive check was botched, it wasn't transformed into anything harmful.

Other Ways to Use These Rules

With the GM's permission, the Spell Cluster rules could be used to represent things other than spells, such as utility belts that always seem to have just the right tool for the job or even a magic item that bestows seemingly random powers upon those who possess it.

SUPERHUMAN RATINGS

The finite nature of the ratings in ***Cartoon Action Hour*** may be off-putting to some gamers. If you feel that way yourself, fear not! Below, we will discuss some alternate methods of expanding the scale.

Method #1

This is probably the most straightforward means of altering the upper end of the rating spectrum. Simply treat ratings of 4(2) as 5, ratings of 4(3) as 6, ratings of 4(4) as 7 and ratings of 4(5) as 8.

If you really want, you can open it up further by allowing ratings to go even higher than 8. Each point beyond 8 (for both Traits and SAs) will cost you an additional 2 CPs (or SCPs for vehicles and animal companions) during character creation.

Method #2

This method simply expands the scope of the ratings to go up to 4(6) and even higher. Each point beyond 4(5) (for both Traits and SAs) will cost you an additional 2 CPs (or SCPs for vehicles and animal companions) during character creation.

Method #3

You could devise a Special Ability to simulate higher levels of ability. The SA creation system is a very powerful tool that can do pretty much anything. A few examples:

- A MiscSA that enables you to always add your Oomph score to all action checks made with one specific Trait.
- A MiscSA that allows you to add your character's Oomph to rolls of 11, and Oomph x2 to rolls of 12. Obviously, this must be tied to one specific Trait.
- A TSA that boosts your own Trait rating beyond 4 by going "beyond 4(5)".

FAN POPULARITY

This option is used to add a different flavor to your series. If used, it completely replaces the standard Experience Point system - or can be mixed with the standard system at the GM's discretion.

Cool Factor

Using this variant, all characters are treated as "cartoon characters" - if they aren't popular with "the viewers", they might be written out of the series. This popularity (or lack thereof) is represented by a stat called *Cool Factor*. Each character (PC and NPC alike) has this stat and it starts out equal to his Oomph score (minimum of 1). If a character's Cool Factor reaches zero, he might be kaput! More on this will be given shortly.

Good Points and Bad Points

Whenever a character does something particularly clever, cunning, or true to his personality, the GM can award the character a Good Point. Conversely, whenever a character does something particularly bland or untrue to his personality, the GM may plague the character with a Bad Point. As soon as a PC gets a Bad Point, the GM automatically assigns a Good Point to any NPC that has appeared in the current episode. The GM may decide which NPC gets the reward.

Good Points and Bad Points are not accumulated from one episode to the next.

Cool Factor Rolls

After every episode, each PC has to make a Cool Factor roll. This is carried out by rolling a d12, adding all of the Good Points the PC has accumulated to the roll, and subtracting all of the Bad Points he's received.

- If it comes up 1 or 2, the character's Cool Factor is decreased by 1.
- If it comes up 3 through 10, the character's Cool Factor remains the same.
- If it comes up 11 or 12, the character's Cool Factor is increased by 1.

Perks

Whenever a character's Cool Factor reaches 10, he receives a Perk. If this happens, roll a d12 on the Perk Table to determine which Perk he receives. Upon doing this, reduce your character's Cool Factor to its original score (i.e., equal to his Oomph, with a minimum of 1). If he somehow goes over 10, any excess points get added to his reduced score.

Perks are cumulative. So, if you end up with the same Perk multiple times, simply write "x2" in parentheses beside the Perk's name on your character sheet.

Some Perks add to your existing stats on a permanent basis. In such cases, don't forget to increase your character's overall CP total to reflect that he has grown in power.

DROPPED LIKE A HOT POTATO

The use of the "Dropped Like a Hot Potato" section is entirely optional, but it does add some incentive for players to keep doing cool things with their characters!

As previously mentioned, a character who reaches zero Cool Factor might be dropped! In other words, he'll cease to exist. It sounds harsh, but the cartoon industry is a cruel and fickle thing. There could be a light at the end of the tunnel for a character who has been dropped, though. If he can get enough "fans" to like him during his

Perk Table

1: Miraculous Feat: One of the writers decided to let your character pull off an amazing task that he probably couldn't be able to do otherwise. *When making an action check (but before the roll has been made), you may announce that your character is "spending" this Perk. At that point, whatever you roll on your action check (after all modifiers and Trait ratings have been applied) is doubled! Once this Perk is used, your character no longer possesses it. Erase it from the character sheet.*

2: Artist's Pet: The art team has taken a liking to the character and puts more effort into drawing him. He gets all the cool poses and more detail to his clothing. *The character will always add a minimum of 1 to his Cool Factor rolls. This Perk lasts for the rest of the season.*

3: Good Scripts: The scripts this season have allowed the character to really strut his stuff. *The character adds 1 Stunt Point to his total for each episode for the rest of the season.*

4: Tough as Nails: The writing team thinks your character has been coming off too wimpy lately. To rectify this, they plan to make him more rugged. *The character adds 15 Hurt Points for the rest of the season.*

5: Star of the Show: The next episode is going to focus on the character (at least to some degree). *The character receives 3 free Good Points for the next episode. Ideally, the GM should work this Perk into the story by giving the character some additional time in the spotlight.*

6: Controversy: One or more parent groups have targeted something your character has done on the show, saying it's immoral, indecent, or otherwise damaging to the minds of innocent children. While this sounds like a *bad* thing, it's really not. After all, kids always love whatever their parents loath. *When making a Cool Factor roll after each episode, ignore the first die that comes up a 1-2, treating it as "no effect" instead. This Perk lasts for the rest of the season.*

7: New Direction: The writers feel your character is becoming stale. To shake things up, they decide to change a few things around. *The character loses one of his Story Hooks and gains a new one. This Perk permanently affects the character. This does not increase his overall CP value.*

8: Heroism/Villainy: The character is all set to be used in a more heroic manner (or dastardly manner for villains). *The character gains +1 Oomph.**

9: Writer's Pet: A new writer has been scripting some of the episodes, and he really likes your character. This leads him to write the character as being a little more powerful. *The character increases any one of his Trait ratings by one. **

10: Diversify: The writing team seeks to add a new facet to your character. *The character gains a new Trait at a rating of 1.**

11: Power Boost: The writers don't think the character's powers, weapons, spells, or whatever, do him justice. *The character gains 5 CPs to spend on increasing any of his existing SA components. Any unspent points are wasted.**

12: New Toy Variant: The character has a new action figure variant with a cool new action feature or accessory. Naturally, the animation studios have to integrate it into the show itself... at least while the action figure variant is all the rage. *The character receives 10 CPs to spend on one or more new SAs. All unspent CPs can be saved for later, in case you land this Perk again and want to create one more powerful SA.**

** This Perk permanently affects the character's stats in some way. Don't forget to increase the character's overall CP Total to reflect that he has grown in power. You can do this by consulting Channel 2 and finding out how much the increase would cost (in CPs).*

farewell episode, he might not have such a drastic fate after all. What? We didn't mention the farewell episode? Okay, we'll explain.

When a character is dropped, the next episode is slated to be his farewell episode. During this episode, the character will have a chance to muster fan support. The GM should work in a cool way to write the character out of the series. Cliffhanger situations are extremely appropriate for this because if, by some miracle, the character rallies enough fan support to be picked back up, he can conveniently be written back into the scene in the follow-up episode.

The Last Chance Roll

Immediately after the farewell episode, the character's player rolls a d12 on the Last Chance Table. This procedure takes place instead of the character's Cool Factor roll, but Good and Bad Points add to this roll just like a Cool Factor roll.

Last Chance Table

3 or less: The character's existence still inspires fans to bombard The Animation Company with "kill him off" letters. His ending should be unhappy. Muhahaha!

4-9: The fans indicate that they still aren't fond of the character and would perfer a more interesting character replace him. His ending should be sweet and sappy.

10-11: According to polls, the fans feel the character might not be so bad after all and they're willing to give him another chance. The character is not dropped and begins the next episode with a Cool Factor equal to his Oomph -1 (minimum of 1).

12 or more: The fans suddenly begin to see the character's true potential and decide that they could really get to like the character. The character is not dropped and begins the next episode with a Cool factor equal to his Oomph (minimum of 1).

Popularity Poll

Instead of modifying the Last Chance roll according to how many Good Points or Bad Points the character acquired, the GM may opt to hold a "popularity poll".

This involves each player (except the one who plays the character) and even the GM (unless it's an NPC in danger of being dropped) gets to cast a vote. Each participant writes down "Like" or "Hate" on a piece of paper and passes it to the GM. Each "Like" vote adds 1 to the Last Chance roll, while each "Hate" vote subtracts 1 from the Last Chance roll.

Arise From the Ashes

As soon as a character has been dropped and flubs the Last Chance roll, he gets to roll on the Revision and Comeback Table. Roll a d12 with no modifiers whatsoever.

Revision and Comeback Table

1-9: There's just not enough interest in the character to bring him back. Nicely put, the character will never see the television screen again. Sorry.

10: In time (roll on the Time Chart with +2 to the roll), the character will be heavily revamped and brought back as an entirely different person. Redo the character, but keep the basic concept and name. The SAs may be retained if you wish.

11: In time (roll on the Time Chart), the writers plan to make the character return to the cartoon biz. Give the character a new "look" and exchange an SA for another one of your own creation (it must be worth the same number of CPs).

12: Fans are clamoring for the character to make a comeback exactly the way he was. Roll on the Time Chart to determine how long it'll be before he returns to action. Nothing about the character needs to be changed.

Time Chart

1-3: The character returns 3 episodes later or at the beginning of the next season (whichever comes first).

4-6: The character returns 6 episodes later or at the beginning of the next season (whichever comes first).

7-9: The character misses the rest of this season and the entire next one.

10 or more: The character misses the rest of this season and all of the next two seasons as well.

Retiring Characters

Instead of rolling on the Revision and Comeback Table, you can volunteer to retire the character. The advantage of doing this is that your new character begins the game with all of the retiring character's Perks. Furthermore, the new character receives an automatic Good Die at the beginning of his first episode to represent that the kids watching the show are looking forward to a brand new character joining the cast.

Story Hooks

Since the Fan Popularity rule does away with the notion of Experience Points, the rules for Story Hooks have been changed.

Each time a Story Hook is confronted by the character at an inconvenient point in the episode, he will get a number of Story Hook Points (SHPs), which can be jotted down somewhere on the character sheet. The number of Story Hook Points he receives depends on the severity of the Story Hook confronted.

Minor: 1 SHP
Moderate: 2 SHPs
Major: 3 SHPs

As soon as a character reaches 3 Story Hook Points, he may cash them in and receive a Good Point for the episode. Or he can save them and spend them in the same manner later on.

That said, if the GM feels the player is just thrusting his Story Hooks into the game *too* much, he can cut him off. Furthermore, the GM may want to eliminate the extra record-keeping this creates. If so, he can take a more free-form approach to dealing with Story Hooks, thus eliminating SHPs altogether.

Appendix 2
Glossaries

Cartoon Action Hour Glossary

Action Check: A Trait-based roll that determines the success or failure of a character's more challenging actions. To do an action check, the GM determines which Trait will be tested, based on common sense. He also chooses an appropriate Difficulty Number. The player then rolls a d12 and adds the Trait rating to the result. If the total result is equal to or higher than the Difficulty Number, the character succeeds!

Actions: During each turn (in combat situations), every involved character can perform one of six actions - Move, Attack, Dodge, Mental Dodge, Parry or Miscellaneous Action.

Bonuses: Modifiers that boost the efficiency of Special Abilities in some way.

Character Points (CPs): Points used to build your character with. They are "spent" to purchase the character's various statistics and abilities.

Components: The "ingredients" that define exactly what a Special Ability does. Each SA is comprised of one or more components.

Damage Rating (DR): Every attack is going to have a Damage Rating. The DR dictates exactly how devastating the attack is once it hits the target. A small stick would have a very low DR while a laser cannon would likely have an obscenely high DR. Whenever a character has been successfully hit (with any form of attack, be it close combat or ranged combat), the attacker rolls a d12 and adds the attack's DR to the roll (this is often referred to as the "damage roll"). The number is subtracted from the victim's Hurt Points.

Difficulty Number (DN): A number chosen by the GM to reflect how difficult a task is (for action checks). The higher the DN, the tougher the task is to accomplish.

Episode: An episode is one complete story, often referred to as an "adventure" or "module" in other games.

Experience Points: A method of rewarding players (and in return, the characters) for good role-playing, heroic actions, and so forth. Experience Points are accumulated throughout a season. Once the season is concluded, the points may be spent to improve or change the characters.

Game Master (GM): The participant who acts as the lead storyteller. He creates the setting and situations the players will be a part of, working in unison with them to help tell an exciting story.

Goons: Two-bit thugs or troops that act as cannon fodder. ***Cartoon Action Hour*** features simplified rules for handling fights between characters and goons.

GTR: Short for "giant transforming robots", this refers to the specialized rules in Appendix 1.

Hurt Points: Each character has his own pool of Hurt Points. Whenever damage is inflicted upon them, a certain amount of Hurt Points is subtracted from his pool. Once he reaches zero, the poor sap is Out of the Fight (OOF) and cannot contribute to the battle at hand.

Initiative: When combat begins, all characters involved must roll a d12, adding their Oomph scores to the result. This is called the initiative roll. The highest roller gets to perform one action first, followed by the second highest roller and so on. Reroll any ties. Once all the characters perform an action, a new turn begins and another initiative roll is made. Each turn represents about 5 seconds.

Kargorr (*Kargorr's Definition*): "I'm an utterly godlike conqueror who is feared and dreaded all throughout Cartoon World! Muhahaha!"

Kargorr (*Writers' Definition*): "Kargorr is a complete moron who thinks he's an utterly godlike conqueror who is feared and dreaded all throughout Cartoon World."

Maneuver Check: A specific type of action check that deals with vehicles performing dangerous maneuvers and the like.

Non-Player Character (NPC): Characters controlled by the GM rather than the players.

Oomph: Oomph represents a hero or villain's "star status" or that little "extra something" that's so difficult to define. It's used for various things, but it's most important function comes through when you roll a 12 on an action check. Upon doing so, you add your character's Oomph score to the roll! It also adds to your character's initiative rolls.

Opposed Action Check: An action check that is directly contested by another character. To perform an opposed action check, each involved character rolls a d12 and adds the appropriate Trait rating to the result – whoever rolls the highest wins.

Out of the Fight (OOF): A character who is reduced to zero Hurt Points is considered Out of the Fight and is incapacitated, knocked out, captured, or otherwise unable to participate in the rest of the battle.

Player: The participants who generally only control one character apiece. Players generally aren't aware of everything that the GM has prepared for the game, but they can drastically affect these things by making decisions for their own characters.

Player Character (PC): A character controlled by a player.

Power Level: A way to grade how impacting a Special Ability is. There are three Power Levels – Low, Medium, and High.

Restrictions: Tidbits that hamper the efficiency of Special Abilities in some way.

Season: A string of 10-15 episodes.

Series: A series is the ongoing chronicles of one or more particular hero(es). This means that the same main protagonists will appear episode after episode. A series can last for as long as you and the players wish to carry it on: weeks, months, even years!

Special Ability (SA): A term that collectively describes all sorts of cool things a character can have – superpowers, magic spells, weapons, armor, gadgets, racial abilities, magic items, and more! There are seven broad categories of SAs: Defensive Special Abilities (DSAs), Offensive Special Abilities (OSAs), Movement Special Abilities (MSAs), Transformation Special Abilities (TSAs), Miscellaneous Special Abilities (MiscSAs), Animal Companions (ACs) and Vehicles.

Specialties: More concentrated "areas of expertise" within a given Trait.

Story Hooks: Drawbacks that help make for interesting story possibilities to explore. Characters may have between zero and fivé Story Hooks. If these are role-played, the character may be awarded extra Experience Points.

Structure Points: Hurt Points for vehicles. Functionally, they are the same.

Stunt Points: Most characters have at least one Stunt Point. Stunt Points are spent to increase the character's result during an action check.

Super-Rating: Superhuman ratings, though very rare, are represented by a super-rating, which is always shown in parenthesis next to the rating itself. Super-ratings range from 2 to 5.

Traits: A character's Traits define what he is physically, mentally, and socially able to do. Not all characters will possess the same Traits. Furthermore, each Trait will have a different rating to reflect how adept or inept the character is in that area. A character that doesn't have a particular Trait is considered to have a default rating of 0 (average). This means that there's no need to list Traits the character is "average" at.

Turn: A measurement of game-time (used mostly in combat situations). A turn represents about 5 seconds of time.

Vehicle Damage Modifier (VDM): A stat that determines a vehicle's resilience to damage.

Glossary of 1980s Slang

The lingo below can be used by your characters in order to lend more authenticity to the series.

Awesome: Something great or cool ("That's awesome!")

Bad: Very good or awesome ("That car is bad!")

Barf Bag: An insult, often meaning a gross person.

Barf Me Out: A response to someone saying something you find disgusting or offensive. A typical Valley Girl phrase.

Bitchin': Something great or cool (Check out those bitchin' waves!").

Bodacious: A male word, used to describe an attractive woman ("That chick is bodacious!").

Bogus: Something that is unfair or undesirable ("That is totally bogus!").

Bummer: Something negative or depressing ("Being grounded is such a bummer!")

Chill Out: To relax or become mellow ("Buddy, you seriously need to chill out.").

Ditzy: Someone lacking intelligence or common sense.

Doofus: A clutz or idiot.

Dope: Very hip or cool.

Downer: Something negative or depressing ("This is such a downer!")

Dude: A common word used to refer to any male.

Dudette: A cool girl.

Duh: Sarcastic exclamation, meaning that someone just stated the obvious (Person One: "Thomas Dolby is awesome!" Person Two: "Duh!").

Dweeb: A nerd or someone who isn't a part of the "in crowd".

Fly: Very hip.

For Sure: To stress the point you or someone else is making (Person One: "That movie was so awesome!" Person Two: "For sure!"). Typically said by Valley Girls or surfers.

Gag Me With A Spoon: Standard Valley Girl response to something you dislike (Person One: "You are like so in love with him." Person Two: "Oh gag me with a spoon!").

Geek: Someone who is not trendy or popular. Typically refers to computer/book worms.

Get Out: An exclamation denoting disbelief (Person One: "I'm going to the concert with Jean Swanson." Person Two: "Get out!!").

Gnarly: Something incredibly cool.

Grody: Something gross.

Grody To The Max: Something amazingly gross.

Heavy: a grave or thought-provoking situation ("This math problem is heavy.").

Heinous: Not good.

Hunk: A gorgeous male. Sometimes described as "hunky", as in "He's so hunky!"

Ill: Something uncool or lame.

I'm So Sure: A sarcastic Valley Girl comment meaning "yeah, right!"

Joanie: A bland, unexciting girl.

Killer: Something incredibly cool ("That denim miniskirt is killer!")

Like: Used before certain words to emphasize them ("That is like way uncalled for!")

Mega: Used before certain words to emphasize them ("This class is mega lame!")

Neomaxizoomdweebie: A complete geek or dork.

Nerd: An intellectual who isn't socially "with it."

New Wave: A type of music featuring a lot of synthesizer work. A variant of pop music.

No Way: An exclamation denoting disbelief.

O-Rama: said after an adjective to indicate that the event, person, or item is extremely "whatever the word is" ("The family reunion was a snore-o-rama.").

Poseur: Wanna-be or fake.

Preppy: A guy or girl from a well-to-do family who wears sweaters, polo shirts, deck shoes, etc. Often snobbish toward those of lesser wealth. Sometimes called "Yuppy Larvae".

Psych: A way of saying "just kidding", after telling a fib or lie.

Rad or Radical: Something great or cool.

Rips: A description of something great ("That new video game rips!").

Spaz: An over-excited person. Sometimes used to mean "dork".

Spaz Out: To freak out or otherwise lose control or get mad.

Stellar: Very cool.

Stud: An attractive or manly fellow.

Take A Chill Pill: A way of telling someone to calm down.

Totally: To stress the point you or someone else is trying to make.

Tubular: Something overwhelmingly cool.

Valley Girl: Spoiled girls from San Fernando Valley who were stereotyped as being highly air-headed. Sometimes called "Vals".

Wicked: Great or cool.

Yo: A greeting.

Yuppy: A white, career-oriented, white-collar person who flaunts their material possessions. Stems from the acronym, YUP, which means Young Urban Professional. Their children are often preppies.

Appendix 3
Recommended Viewing

RECOMMENDED VIEWING

We have compiled a list of action cartoons, along with some basic information on each one.

Blackstar
Filmation, 1981-82

After being sucked into a black hole, astronaut John Blackstar landed on Sagar, a planet ruled by the despot known as the Overlord of the Underworld. Along with a race of cute Hobbit-esque little people, a sorceress named Mara, and a shape-shifter named Klone, Blackstar battled Overlord and his minions, hoping to restore freedom to the planet!

Cynthia Sez: Originally, John Blackstar was supposed to be an African-American. Apparently, this was just too racy for the conservative television execs, so plans were changed.

Bravestarr
Filmation, 1987-1988

A sci-fi western cartoon set in the 24th century, on a distant planet known as New Texas. The stories revolved around a tough lawman, Marshal Bravestarr, and his battle to rid the territory of lawlessness. Most of this lawlessness was provided by a nasty hombre called Tex Hex who led the Carrion Bunch, an outlaw gang with shady benefactors.

Eddy Sez: This show ruffled a few conservative feathers at the time, as its main protagonist was from an ethnic background (American Indian). In any case, this series masterfully blended two genres together. Sci-fi westerns aren't very easy to pull off, but the Bravestarr crew did just that.

C.O.P.S. (aka Cyber C.O.P.S.)
DIC / Claster, 1988-89

Empire City was a metropolis rotting from the rampant crime. The most notorious crime lord was the Big Boss, who sounded exactly like Edward G. Robinson, but had a vicious streak a mile long. Of course, what series would be complete without a gaggle of good guys to put a stop to the villains' wrong-doings? Enter the Central Organization of Police Specialists (a.k.a., C.O.P.S.), lead by "Bulletproof" Vess. The protagonists each had their own specialty and an appropriate name to match.

Eddy Sez: C.O.P.S. was "cyber" before that sort of thing really came into fashion. It had a really nice "feel" unlike any other cartoon I've ever seen – a really cool blend of pulp, superheroes, and sci-fi.

Centurions
Ruby-Spears / Worldvision, 1986

From Yesterdayland.com: "Inspired by her heroic father, Crystal Kane gathered together a band of computer-generated specialists to battle the megalomaniacal Dr. Terror, his sidekick Hacker, and his army of Doom Drones. Kane's squad consisted of Jake Rockwell, Ace McCloud, Max Ray, Rex Charger, and John Thunder. The team also had a pair of animal mascots, Shadow the dog and Lucy the orangutan."

Cynthia Sez: The thing that always stood out in my mind about the Centurions was the incredible action sequences.

Challenge of the GoBots
Hanna-Barbara, 1984-86

It's a classic story of good robot protectors gone bad and then trying to take over the world (in this case, Gobotron). Lead by the maniacal Cy-Kill, the Renegades wrecked havoc episode after episode. And only the noble Guardians, led by Leader-1, could stop them!

Cynthia Sez: The GoBots hit the screen and toy isles at more or less the same time the Transformers did. While not a terribly bad cartoon, the GoBots simply couldn't survive the uber-popularity of their rivals. The world just wasn't big enough for two lines of transforming robots.

Dino-Riders
Marvel / New World / Orion, 1988

Valoria was a resource-rich, peace loving planet where the natives could speak telepathically. Without warning, a race of reptilian conquerors called the Rulons invaded! A small band of Valorians, headed up by Questar, escaped their wrath and traveled back in time... to an age where dinosaurs ruled Valoria. But, the Rulons, led by Krulos, weren't far behind. The Valorians were able to communicate with the dinosaurs, who agreed to help them out. Not to be outdone, the evil lizardmen used mind control to force other dinosaurs to help them take care of their enemies once and for all!

Cynthia Sez: This series had a rather slick premise, with good plot twists and interesting characterization. Plus, the Rulons were just cool!

Dinosaucers
DIC / Michael Maliani Productions, 1987-88

From Yesterdayland.com: "After centuries of dino-wars, Reptillion was near destruction, so the Dinosaucers and Tyrannos moved their battle to a new orb: Earth. Like any good alien species, the Dinosaucers immediately made friends with a few young earthlings. Paul, Sara, David, and Ryan were each given powerful rings by their new outer space buddies, and the teens joined the fight against evil as the "Secret Scouts." And for comic relief, the show also included a race of friendly, fuzzy round fellows called Furballs, to whom the Tyrannos were allergic."

Cynthia Sez: Pretty standard fare here, with very little to offer. The writers did go for more character interaction though, so I'll give credit where credit is due.

G.I. Joe
Marvel / Sunbow / Claster, 1983-87

It's G.I. Joe against Cobra in this archetypal cartoon of paramilitary action! G.I. Joe is a top-secret military strike force, comprised of the best specialists the U.S of A has to offer. They fight for freedom in all the world's hot spots, opposed by Cobra Commander (who was later overshadowed by Serpentor) and his villainous terrorist organization.

Cynthia Sez: While I've always preferred the comic book counterpart, I feel that this cartoon has a lot to offer. The animation was excellent and it maintained a team-based approach at all times. No character really hogged the spotlight.

Eddy Sez: I don't know – it seemed to me that Snake Eyes got a disproportionate amount of time, but then again, mute ninja assassins are just cool.

He-Man and the Masters of the Universe
Filmation, 1983-85

Handsome but mild mannered Prince Adam and his cowardly green and yellow tiger, Cringer, wielded the power to morph into the heroic protectors of Eternia, He-Man and Battle Cat. Along with their allies, Man-at-Arms, Teela, Orko, Ram Man and a few others, He-Man and Battle Cat protected Castle Greyskull from the most vile of cretins... Skeletor, who was aided by his own minions such as Beast Man, Mer-Man and Evil-Lyn!

Cynthia Sez: In many ways, Masters of the Universe is the retro-toon by which all others are measured against. It had a wonderful cast of characters and some truly entertaining stories. Skeletor will always be one of the all-time greatest villains in my mind.

The Inhumanoids
Marvel / Claster / LBS, 1986

A scientific group known as Earth Corps made a *huge* mistake when they started exploring beneath the earth's crust using huge exo-suits. Much to their own chagrin, these humans accidentally released a trio of elemental terrors called the Inhumanoids, who were imprisoned long ago by three other elemental groups collectively known as the Mutores. Now, Earth Corps must team up with the Mutores to imprison the Inhumanoids once more!

Cynthia Sez: A lot darker than many other cartoons, the Inhumanoids is highly underappreciated and undeservedly so. This was a great example of what could be done with an animated action adventure cartoon in the 1980's.

Jayce and the Wheeled Warriors
DIC, 1985-87

Jayce's father had invented a magic root that could feed everyone in the world. Unfortunately, the twisted Sawboss interfered and kidnapped him, along with one half of the root. Sawboss used the root to create a race of plant-like creatures called the Monster Minds. Jayce, who possessed the other half of the root, found some allies (Herc, Gillian, Oon, Flora, and Brock) and headed off to find and rescue his father. If the two parts of the root could be reunited, peace would be restored. And let's not forget about all the awesome vehicles they all piloted!

Cynthia Sez: This series was written by none other than J. Michael Straczynski of Babylon 5 fame. Possibly the most complex and involved storyline ever displayed in action cartoons.

Jem
Sunbow / Wildstar / Wildfire / Claster, 1985-87

An action cartoon with girl appeal, this series centered around Jerrica Benton who could transform into the rock star, Jem. How could she do this, you ask? Her late father invented a high-tech computer called Synergy, which could create very realistic holograms for use with Jerrica's videos (she was CEO of a lucrative record company). So, using Synergy's abilities, she turned herself and three others into Jem and the Holograms! Of course, there was the evil girl rockers, the Misfits, who gave Jem and company a hard time at every turn.

Cynthia Sez: Jem was always entertaining, despite some outwardly silly music videos that appeared. It was the perfect hybrid of Madonna, Barbie, and more traditional action cartoons.

MASK
DIC, 1985-86

Cashing in on the transformable vehicle craze of the mid-1980's, this series introduced a fresh variant... vehicles that changed into other vehicles, with a bung load of weaponry added in for good measure. The show was about the conflict between Mobile Armored Strike Kommand (or MASK) and the Vicious Evil Network of Mayhem (or VENOM). Furthermore, each character had his or her own high-tech helmet that granted them a super power.

Eddy Sez: *MA-MA-MA-MASK!* The earlier episodes were remarkable, for the most part. In 1986, the show took on a lame racing theme, which I believe shortened its lifespan significantly.

Pole Position
DIC, 1984-86

Three orphans continue their family business, a stunt car show. These aren't ordinary cars, mind you, but sentient cars, called Roadie and Wheels. To make things even more exciting, the kids also battled crime for a top-secret government agency.

Cynthia Sez: A fairly obscure cartoon, Pole Position far surpassed the quality of the video game it was based on.

Eddy Sez: That isn't that hard to do …

She-Ra: Princess of Power
Filmation, 1985-86

Adora (aka She-Ra) was the sister of He-Man, who was already a well-established action cartoon/toy superstar. This series took place on the world of Etheria, most of which has been conquered by the nefarious Hordak. A small rebellion was set into motion, headed up by She- Ra, who previously worked as Hordak's right hand gal... until she had seen how cruel and unjust he was. Much like Masters of the Universe, Princess of Power featured an array of unusual villains... in this case, Catra, Frosta, Leech ,and Mantenna, as well as a host of heroic protagonists like Bow, Queen Angella, and Glimmer.

Cynthia Sez: Probably the best attempt to combine elements that appeal to both genders in a cartoon. Only Jem could even come close.

Silverhawks
Rankin-Bass / Telepictures, 1986

A band of heroes are given metal bodies and wings, and they set forth to thwart Mon*Star, an alien crime boss. Mon*Star, too, has been altered, fitted with a gargantuan metallic body. The protagonists are led by the very capable Johnathan Quick, now known as Quicksilver, and his metal bird TallyHawk.

Eddy Sez: A good series, I thought.

Cynthia Sez: Except that it featured possibly the most annoying character to plague cartoons, Bluegrass. In case you're wondering, Bluegrass is a cowboy hat-wearing, sonic guitar-picking individual who absolutely drove me nuts. Cowboy hats and metal bodies don't mix so well.

Thundarr the Barbarian
Ruby-Spears, 1980-82

One part Conan, one part Star Wars, and one part Mad Max! According to the show's back story, in 1994, a runaway planet hurtled between the Earth and the moon, dealing out "cosmic destruction". Two thousand years later, the Earth has been transformed into a far more dangerous place, full of sorcerers, mutants, and robots! Thundarr, a hot-tempered barbarian, escaped slavery with the aid of a beautiful magic user named Ariel and a foul-tempered, strong humanoid named Ookla. Now, they travel the deadly country-side, fighting injustice wherever is raises it's head.

Cynthia Sez: Thundarr is my absolute favorite cartoon! The writing was great, the characters (designed by Jack "King" Kirby) were interesting, and it had atmosphere! The setting itself was unbelievable, as we were treated to seeing various remains of landmarks and locales. I can't recommend this cartoon enough.

Thundercats
Rankin-Bass, 1985-87

After their planet's destruction, a group of felinoid aliens escape and land on Third Earth. Unfortunately, they were followed by the evil Mutants! But more importantly, the Thundercats attracted the attention of a black hearted demon-like entity, Mumm-Ra, who sought to take the Eye of Thundera from our heroes. Fortunately, their Leader, Lion-O, had the Sword of Omens and a slew of allies to assist him in protecting the source of their power.

Eddy Sez: One of the more prolific cartoons of the 80's to be sure. The true strength here was the characterization. Each character came across really well, which made the show instantly more enjoyable. Well, except Snarf.

Transformers
Sunbow / Hasbro / Marvel, 1984-87

"Many millions of years ago, on the planet Cybertron, life existed, but not life as we know it today…" With these words in 1984, a new story was born; a story of alien sentient robots from a distant planet battling in an ancient war on the planet Earth. These breeds of robots – Autobots and Decepticons – became known collectively as the Transformers. The Autobot leader, Optimus Prime, fought to keep the Earth's energy resources away from the Decepticon leader, Megatron.

Eddy Sez: This was my favorite action cartoon, and still is! In my mind, robots were never this believable, especially in terms of personality.

Visionaries
Marvel / Sunbow / Hasbro / Claster, 1987

The planet of Prysmos is tossed back into a dark age following a cosmic calamity. Magic ruled the day and two factions were destined to collide: the noble Spectral Knights and the evil Darkling Lords. Merklyn gathered them together to bring about peace to a world gone to hell. The ones who passed his rigorous tests would be able to transform themselves into an animal that bore their specific traits. Several of them were also given holographic staves that held great power and was used by repeating a rhymed mantra.

Cynthia Sez: Definitely not typical kiddie fare. The animation was jaw-dropping and the stories were top-notch, often mixing involved action with a bit of wry humor. I've never understood why this series didn't last longer than it did. Perhaps it was simply ahead of it's time.

Other Noteworthy Series

Bionic Six
Captain N: the Game Master
Defenders of the Earth
Dragon's Lair
Dungeons and Dragons
Ghostbusters
Hulk Hogan's Rock N' Wrestling
Kids Super Power Hour with Shazam
Kidd Video
Laser Tag Academy
Mighty Orbots
Mister T
New Adventures of Flash Gordon
Rambo
Real Ghostbusters
Spider-Man and his Amazing Friends
Superfriends
Tarzan, Lord of the Jungle
Teenage Mutant Ninja Turtles
Tranzor Z
Turbo Teen
Voltron

Designers' Notes

Cynthia's Notes

Humble Beginnings

So there I was, watching an episode of "Thundarr the Barbarian" on Cartoon Network and doodling on some scratch paper. All of a sudden, I started thinking about how cool a Thundarr role-playing game would be. I tossed aside my current piece of paper (which was mostly used up by that point anyway) and immediately began jotting down some ideas for a character sheet.

Halfway through, another idea struck me – what if I combined Thundarr with "Masters of the Universe" to create my own setting? I told Skitch Belle about this idea, and she was very receptive to it – after all, she grew up on these cartoons as well and shared my love of the genre. The next thing you know, this idea morphed into something more ambitious. One of us (I honestly don't remember which one) came up with the notion that we could take this further and turn it into a game that could be used for any 1970s and 80s action cartoons. But what could we call this game? We kicked around a few really generic names, like ***Action Quest*** and ***Action Toon***, but nothing clicked. We figured we could decide on a name later and continue with the design process.

I'm gonna level with you. Some of our initial designs were abysmal. At one point, we were going to use poker cards, dice, and beads... all at once. It was a highly cluttered system and we quickly tossed it into the garbage can. Our next version was actually pretty good, though I don't remember many of the details. I do recall that this was where the SA creation system (then called the "Power Creation Toolkit") first came into existence (you'd be surprised at how much of it has remained intact in the final product).

We contacted Adam Tyner, who ran a large "Masters of the Universe" website at the time (this was in early 1998) and told him about our project. He agreed to post a big section for it on the site, which garnered us a lot of attention. When he asked us what the game was called, I felt like a cornered rat. I just spat out the first thing that came to my mind: ***Saturday Morning Action Hour***. At long last, we had a name.

Unfortunately though, things fell through. Our financial status was pretty much nonexistent and we became discouraged. So, being the dorks that we were, ***Saturday Morning Action Hour*** was placed on the backburner.

Second Life

And that's where it stayed until late 2000. Our other game, ***Midway City***, was going to be published by a company called Dark Onyx Entertainment. They liked our stuff so much that they agreed to publish another game of ours. Guess which one we elected? You got it – ***Saturday Morning Action Hour***. To usher in a new era for a new system, we opted to rename our brainchild ***Cartoon Action Hour***. (This is around the time that I first met Jared Brown, who has loyally stuck by our side through thick and thin. He has been our perennial artist ever since.)

We decided to whip up an all-new system for the game. We had grown a lot as designers, and figured we could do it better this time around. We threw ourselves into the project and hashed out some really great stuff, but personal problems reared their ugly head, causing Skitch to become less involved with the company. To make matters even worse, Dark Onyx went the way of the dodo bird, leaving us without a publisher. Once again, the game was sidelined.

We briefly hooked up with another small company who agreed to publish both ***Midway City*** and ***Cartoon Action Hour***, but they wanted to produce a small wargame first called ***Broken Earth***. So, I cranked out everything I was supposed to, but nothing ever came of it. I parted ways with the company and set off on my own.

A New Direction

Shortly thereafter, I began writing a column for Zan's Super Home website (a great resource for superhero role-playing, by the way) where I designed a game right before the readers' eyes. Sure the idea had been done before, but I had fun with it. The game was called ***Capes, Cowls and Villains Foul***. I was very proud of the system I devised for CC&VF. So proud, in fact, that I used a modified version of it for a Golden Age superhero role-playing game known as ***Four Colors***. I posted it as a freebie on the Internet, and it quickly generated a nice little buzz in the gaming community.

By this time, I stumbled across RPGnow, an online game store that sold digital role-playing games. Holy cow! It was like fireworks going off in my head! I never thought games could actually be sold in PDF format. It simply never occurred to me before. I said to hell with depending on other companies to publish my game, and set out to do it myself – I had entered the world of e-publishing. But the question was, "What the heck was I going to e-publish?"

I had recently designed a fun little collectible disk game called ***Warriors of the Cosmos*** for my favorite lil' munchkins in the whole world, Jonny and Dusty – just something for us to goof around with. This game was based loosely on "Masters of the Universe", so the retro-toon genre was fresh in my mind. This, of course, influenced my final decision about what game I was going to e-publish. I blew the dust off of ***Cartoon Action Hour*** once more.

The Final Game Takes Form

For whatever reason, I tossed away most of the existing system in favor of a very abstract one that was based on bidding as a means of task resolution. This lasted about a week. It simply wasn't conveying the spirit of the action cartoons – it was too convoluted.

I was once again without a system. Then, like some manner of omen, I received an email from someone who was praising the heck out of ***Four Colors***. Hmmmm. People seemed to truly enjoy that system. Without another thought, I dug up all my ***Four Colors*** material and began working on modifications to make it more cartoonish.

I hastily threw the game together and created an email discussion group dedicated to playtesting it. I was fortunate enough to be blessed with the greatest group of playtesters imaginable! They dissected it, tugged at it, twisted it, and helped forge it into a playable game. The Special Ability creation system took the biggest pounding, that's for sure. It was re-written I don't know *how* many times. But the end result was worth it, as it allowed players to really let their imaginations go crazy and still maintain game balance.

Released at Last!

On April 30th, 2002, Cartoon Action Hour became available to the masses as a PDF release, and they snapped it up in astonishing numbers. I was expecting about 20 copies to be purchased, but to my surprise, the total number of sales dwarfed that estimate within a week! Better still, people began talking about it on the Internet forums, and incredibly positive reviews surfaced shortly thereafter. In my mind, ***Cartoon Action Hour*** was wildly successful.

Right around this time, Eddy Webb was hired on as a co-developer. Believe me, this was a move I'll never regret. Eddy jumped right

into things from the get-go and hasn't slowed down since.

In Pursuit of Hardcopy

In September of 2002, I found an inconspicuous little post on an online forum. It was from Zev Shlasinger, head of Z-Man Games. According to the post, his company was accepting offers to publish other designers' games.

It didn't take me long to crank out a proposal. After all, I had wanted to publish ***Cartoon Action Hour*** in hardcopy format for a long time, but lacked the funds to do so. This was the perfect chance to grab my dream by the nostril and yank it down to earth for me to ride. A few days and a phone call later, a verbal agreement had been reached. It was final! ***Cartoon Action Hour*** was going to be published!

Epilogue

This leads us to the present. As I write this, we're in the last stages of the production process, and it's been a relatively smooth ride. Murphy's Law be damned! Zev has been a real dream to work with. He could've been a tyrant about things, but instead, he has given us a huge amount of freedom. For that alone, I'm eternally grateful.

Speaking of "eternally grateful", I want to take this time to personally thank all our fans. Without them, CAH would be nothing but a failed experiment. But instead, it has taken on a life all its own, which pleases me beyond belief. Our fans have crafted this game into something that I'm truly proud of. Thank you one and all.

I hope this version of the game brings you as much joy as all those cartoons did when you were a rug-rat. Here's to the magic of nostalgia!

– Cynthia Celeste Miller

Eddy's Notes

"Because good will always triumph over evil."
- Cynthia Celeste Miller,
Cartoon Action Hour *PDF release*

Wow. To say that 2002 was a wild ride, both for Spectrum Game Studios and for me personally, would be an understatement. Things have changed a lot since Cynthia wrote those words almost a year ago – we're going into a full-fledged published book of ***Cartoon Action Hour***, we have a lot of supplements and other support material planned, and Cynthia has brought me on to help her share the load of this unique game system. Although Cynthia and I both love 80s action cartoons (for every one of her loving references to "Masters of the Universe", I had one for "Transformers"), we could see past the details of each series to the fundamental joys that many of the cartoons held for us, and we've tried to bring that core to your table. As the original designer of ***Cartoon Action Hour***, she trusted me with her baby, and I plan to work with her to take good care of it.

However, I will be the first to admit that, as much as I love ***Cartoon Action Hour***, it's not perfect for everything. When I first read the game, I felt that the Special Ability section was too cryptic in its presentation. Cynthia listened to my concerns and gripes, just like she does for all Spectrum fans, and we came up with a massive reorganization of that system. The core of the system is largely untouched (except for a few tweaks here and there, based on data we gained from player feedback), but we hope that the mystery of the SA system is gone, leaving behind only a powerhouse in recreating just about any aspect of the cartoons. We've also clarified confusing details in the combat section, moved the Spell Cluster rules into an optional channel with some other rules ideas we've come up with (including my own GTR rules), and given a ton of examples to help people get an idea of just what's possible with the system. One thing we've discovered is that the system is very versatile, and it can withstand a lot of tweaking and twisting to make sure that you get the retro-toon RPG experience you want.

So, what's in store for the future of ***Cartoon Action Hour***? Our partnership with Z-Man Games has really opened up a number of opportunities for us, and we're certainly not resting on our laurels with the release of this book! By the time you read this, our first issue of ***After These Messages…***, our quarterly e-magazine, should be available for download off of the Spectrum and Z-Man Games websites. Supplements are also in the works – we have at least two series books planned (***Darkness Unleashed*** and an untitled ***Transbots*** book), as well as the tentatively titled ***Kids Action Hour***, which modifies the system to better recreate cartoons aimed at girls and younger kids. We're also branching out into small-scale skirmish games, and as I write this, the first baby steps on ***Cartoon Action Zone*** are being taken.

As a company, we don't plan to remain just "that 80s cartoon company". Cynthia and I are working on revamping her science-fiction game ***Midway City***. It's a sort of "Dick Tracy meets *Blade Runner*", but its also so much more. I'm personally also working on a couple of tentative game designs – keep an eye out for more details!

On a final note, although you see Cynthia and I a lot in this book and on the Spectrum forums, a lot of good people put their time and love into this game. Flip back to the first page, and look at all of those names. Everyone there put something into this game, and (in many respects) this company. If it weren't for them, no one would know about ***Cartoon Action Hour***.

– Eddy Webb

Super Heroic Action!

4+

CARTOON ACTION HOUR





CARTOON ACTION HOUR

CHARACTER NAME

TAGLINE: _____

SERIES: _____

PLAYER: _____

CP TOTAL: _____ EXPERIENCE: _____

STUNT PTS: _____ HURT PTS: _____

SIZE: _____ **OOMPH**: _____

CHARACTER PROFILE

APPEARANCE

PERSONALITY

BACKGROUND

TRAITS

STORY HOOKS

SPECIAL ABILITIES

NAME: _____

POWER LEVEL: _____ TYPE: _____

DESCRIPTION: _____

COMPONENTS: _____

BONUSES/RESTRICTIONS: _____

★ ★ ★ ★

NAME: _____

POWER LEVEL: _____ TYPE: _____

DESCRIPTION: _____

COMPONENTS: _____

BONUSES/RESTRICTIONS: _____

★ ★ ★ ★

NAME: _____

POWER LEVEL: _____ TYPE: _____

DESCRIPTION: _____

COMPONENTS: _____

BONUSES/RESTRICTIONS: _____

★ ★ ★ ★

NAME: _____

POWER LEVEL: _____ TYPE: _____

DESCRIPTION: _____

COMPONENTS: _____

BONUSES/RESTRICTIONS: _____

COPYRIGHT 2003 SPECTRUM GAME STUDIOS UNDER LICENSE TO Z-MAN GAMES. PERMISSION GRANTED TO PHOTOCOPY FOR PERSONAL USE ONLY.

NAME:
POWER LEVEL: TYPE:
DESCRIPTION:

COMPONENTS:

BONUSES/RESTRICTIONS:

★ ★ ★ ★

NAME:
POWER LEVEL: TYPE:
DESCRIPTION:

COMPONENTS:

BONUSES/RESTRICTIONS:

★ ★ ★ ★

NAME:
POWER LEVEL: TYPE:
DESCRIPTION:

COMPONENTS:

BONUSES/RESTRICTIONS:

★ ★ ★ ★

NAME:
POWER LEVEL: TYPE:
DESCRIPTION:

COMPONENTS:

BONUSES/RESTRICTIONS:

★NOTES★

CARTOON ACTION HOUR

★VEHICLES AND ANIMAL COMPANIONS★

VEHICLE NAME/TYPE:
DESCRIPTION:
POWER LEVEL: CAPACITY:
SIZE: VDM: STRUCTURE POINTS:
MODES OF TRAVEL:
TRAITS:
WEAPONS:
OTHER SPECIAL ABILITIES:

STORY HOOKS:

★ ★ ★

VEHICLE NAME/TYPE:
DESCRIPTION:
POWER LEVEL: CAPACITY:
SIZE: VDM: STRUCTURE POINTS:
MODES OF TRAVEL:
TRAITS:
WEAPONS:
OTHER SPECIAL ABILITIES:

STORY HOOKS:

★ ★ ★

ANIMAL COMPANION'S NAME:
DESCRIPTION:
POWER LEVEL: PRIMARY MOVEMENT:
SIZE: OOMPH: STUNT PTS: HURT PTS:
NATURAL TRAITS:
OTHER TRAITS:
MODIFIERS:
SPECIAL ABILITIES:

STORY HOOKS:

★ ★ ★

ANIMAL COMPANION'S NAME:
DESCRIPTION:
POWER LEVEL: PRIMARY MOVEMENT:
SIZE: OOMPH: STUNT PTS: HURT PTS:
NATURAL TRAITS:
OTHER TRAITS:
MODIFIERS:
SPECIAL ABILITIES:

STORY HOOKS:

CARTOON ACTION HOUR

SERIES GUIDE

NAME:
TAGLINE:
PREMISE:

★GAMEMASTER★

★PLAYER:
CHARACTER:
★PLAYER:
CHARACTER:
★PLAYER:
CHARACTER:
★PLAYER:
CHARACTER:
★PLAYER:
CHARACTER:
★PLAYER:
CHARACTER:

★PLAYER CHARACTERS★

CHARACTER POINTS:
GENERAL GUIDELINES:

DEFAULT CHARACTER SIZE:
DEFAULT VEHICLE SIZE:
MAXIMUM TRAIT RATINGS:
REQUIRED TRAITS:

DISALLOWED TRAITS:

NEW TRAITS:

★ SPECIAL ABILITIES★

MAXIMUM CPs FOR SAs:
TYPES OF SAs ALLOWED:

OTHER SA GUIDELINES:

★SERIES INFORMATION★

MAJOR NPCs:

MAJOR ENEMIES:

MAJOR PLACES:

MAJOR ARTIFACTS/ITEMS:

★MISCELLANEOUS NOTES★

CARTOON ACTION HOUR



ICONIA

WARRIORS OF THE COSMOS SERIES BOOK

Z-MAN games

SPECTRUM GAME STUDIOS

"Warriors of the Cosmos" Concept by
Cynthia Celeste Miller, Jonny Miller, and Dustin Belle

Written by
Cynthia Celeste Miller

Additional Writing
Tim Kirk, Norbert Franz, Eddy Webb

Character Stats
Norbert Franz, Cynthia Celeste Miller

Sample Adventures
J.R. Romero

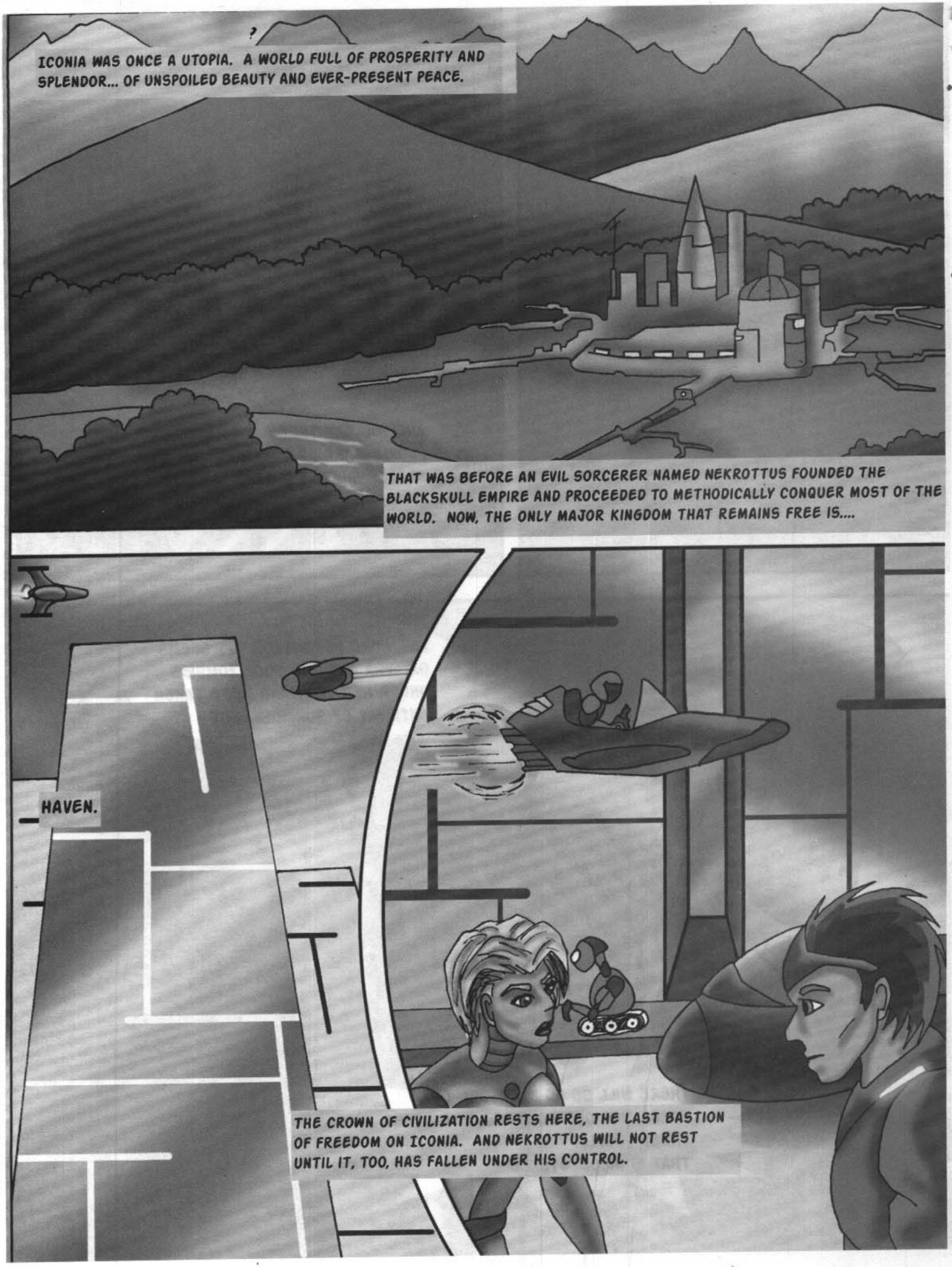
Editing
Eddy Webb, Gavin Edwards, Cynthia Celeste Miller

Art
Josh Diffey, Jeremy Dale, Jared Brown

Mini-Comic
Script by Cynthia Celeste Miller
Art by Jared Brown

Publisher
Zev Shlasinger

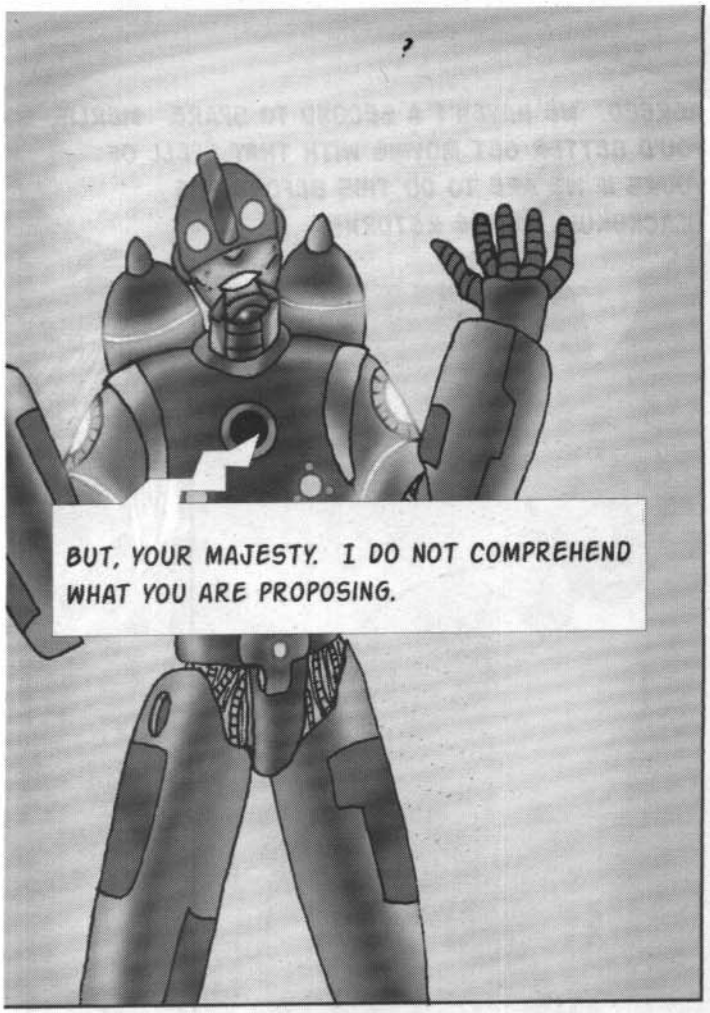
Playtesters
Norbert Franz, Shelly Bateman, Sabrina Belle, Jason Sartin, Chase Miller

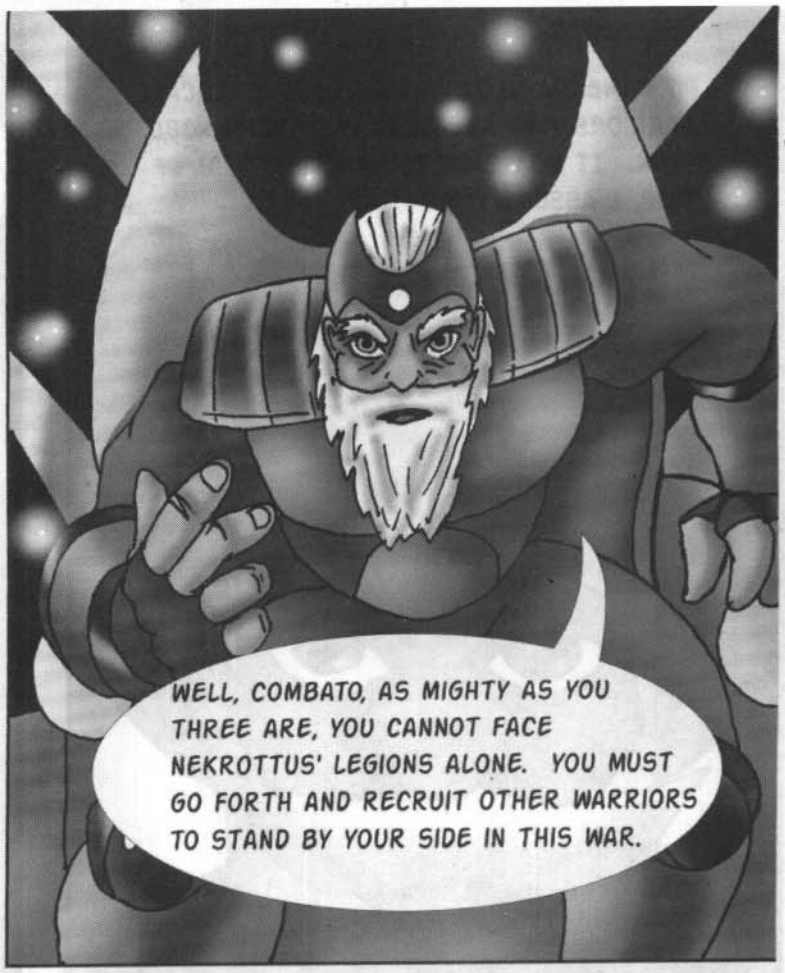

ICONIA WAS ONCE A UTOPIA. A WORLD FULL OF PROSPERITY AND SPLENDOR... OF UNSPOILED BEAUTY AND EVER-PRESENT PEACE.
THAT WAS BEFORE AN EVIL SORCERER NAMED NEKROTTUS FOUNDED THE BLACKSKULL EMPIRE AND PROCEEDED TO METHODICALLY CONQUER MOST OF THE WORLD. NOW, THE ONLY MAJOR KINGDOM THAT REMAINS FREE IS....
HAVEN.
THE CROWN OF CIVILIZATION RESTS HERE, THE LAST BASTION OF FREEDOM ON ICONIA. AND NEKROTTUS WILL NOT REST UNTIL IT, TOO, HAS FALLEN UNDER HIS CONTROL.

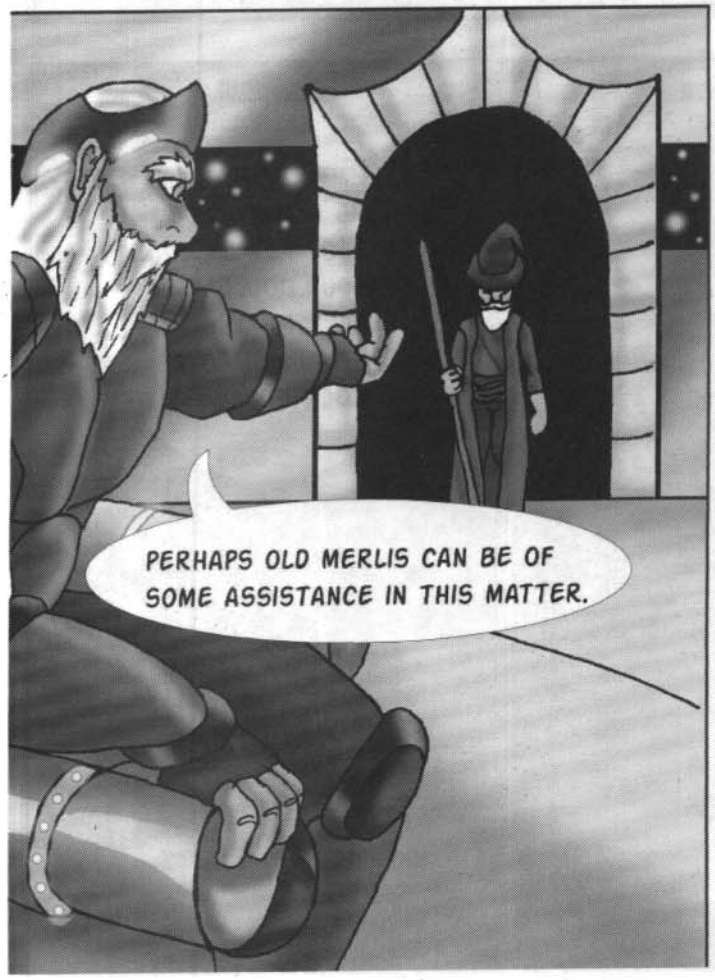

AND YOU SAY THREE PEOPLE CARRIED OUT THIS ATTACK SHADOW QUEEN?
YES, LORD NEKROTTUS. IT SEEMS GATLYNA AND THE GOOP ZOMBIES UNDER HER COMMAND WERE TAKEN ENTIRELY BY SURPRISE. BUT -
THERE WILL BE NO EXCUSES! OUR HORDE WAS OVERPOWERED BY A SCANT THREE PEOPLE! THAT IS INCOMPETENCE


ONE OF OUR SPIES LEARNED THAT KING RASTOR OF HAVEN HAS GATHERED A COLLECTION OF POWERFUL WARRIORS. PERHAPS *THEY* ARE THE ONES RESPONSIBLE FOR THIS TRAVESTY.
WHY WASN'T I INFORMED???!!!
I WANT YOU TO CONTACT KING KRAB IMMEDIATELY! TELL HIM TO ASSEMBLE HIS ARMY OF ROBOTS AND BRING THEM TO THE FORTRESS OF GLOOM. I HAVE A JOB FOR HIM. BETTER YET, CONTACT ALL OF MY GENERALS! I SHALL PUT AN END TO RASTOR'S LITTLE BAND OF DEFENDERS ONCE AND FOR ALL.


KING RASTOR, THE AMBUSH WAS SUCCESSFUL! WE STOPPED THE HORDE OF GOOP ZOMBIES BEFORE THEY COULD REACH DARSHIRE.
UNFORTUNATELY, I'M CERTAIN THAT NEKROTTUS WILL TRY TO TAKE THE CITY AGAIN. BUT NEXT TIME HE'LL BRING FORTH GREATER NUMBERS.
THAT IS A RELIEF, NOBLARA. I GREATLY FEARED FOR THE LIVES OF THE TOWNSFOLK THERE. YOU HAVE DONE WELL.
YOU RAISE A GOOD POINT, OSHIDA. WE MUST INCREASE OUR NUMBERS.
PREPARE YOURSELVES FOR A JOURNEY. YOU LEAVE AT SUNRISE.


BUT, YOUR MAJESTY. I DO NOT COMPREHEND WHAT YOU ARE PROPOSING.

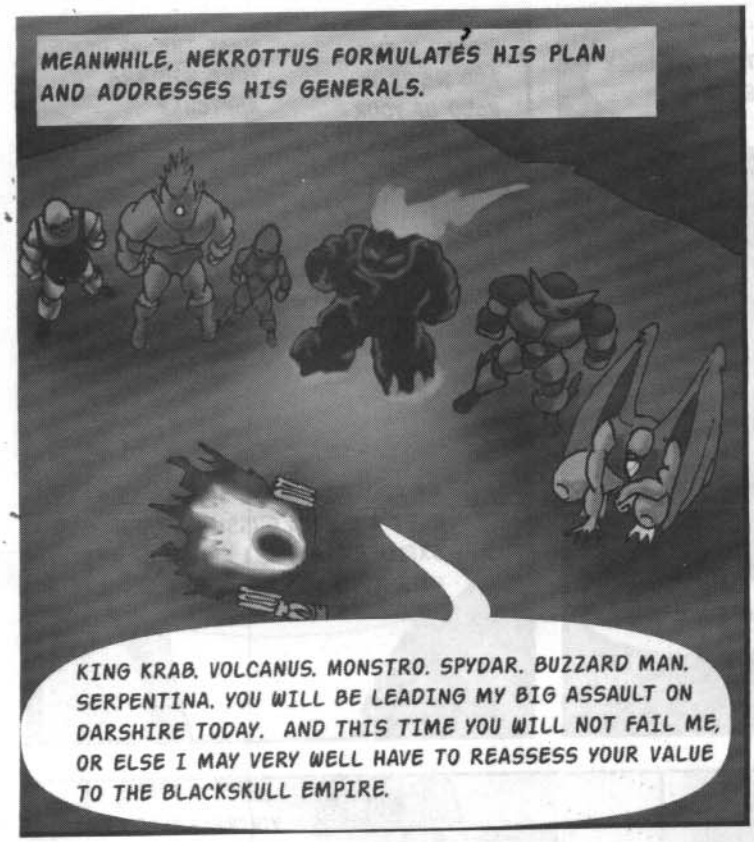

WELL, COMBATO, AS MIGHTY AS YOU THREE ARE, YOU CANNOT FACE NEKROTTUS' LEGIONS ALONE. YOU MUST GO FORTH AND RECRUIT OTHER WARRIORS TO STAND BY YOUR SIDE IN THIS WAR.

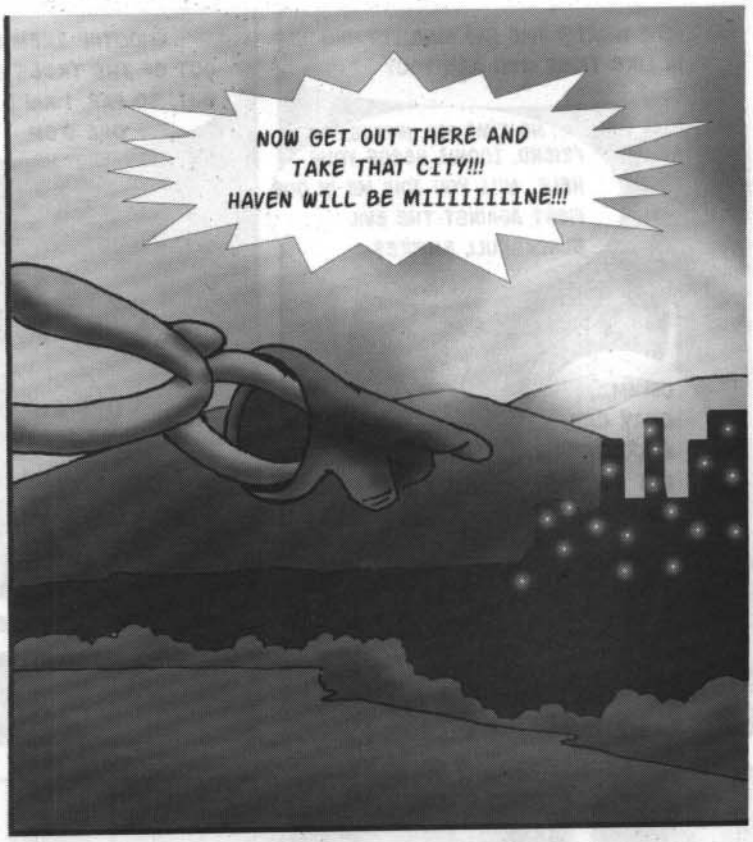

PERHAPS OLD MERLIS CAN BE OF SOME ASSISTANCE IN THIS MATTER.


HOW SO?


MY POWERUL MAGIC CAN BE USED TO LOCATE WARRIORS WHO ARE WORTHY OF YOUR NOBLE TASK. IT WILL SAVE YOU A GREAT DEAL OF TIME, I ASSURE YOU.
AGREED. WE HAVEN'T A SECOND TO SPARE. MERLIS, YOU'D BETTER GET MOVING WITH THAT SPELL OF YOURS IF WE ARE TO DO THIS BEFORE THE BLACKSKULL EMPIRE RETURNS.
MMMMMMM. THIS IS GOING TO BE BEST POT OF ROCK SOUP BOULDARR EVER MAKE. BOULDARR LOVES ROCK SOUP.

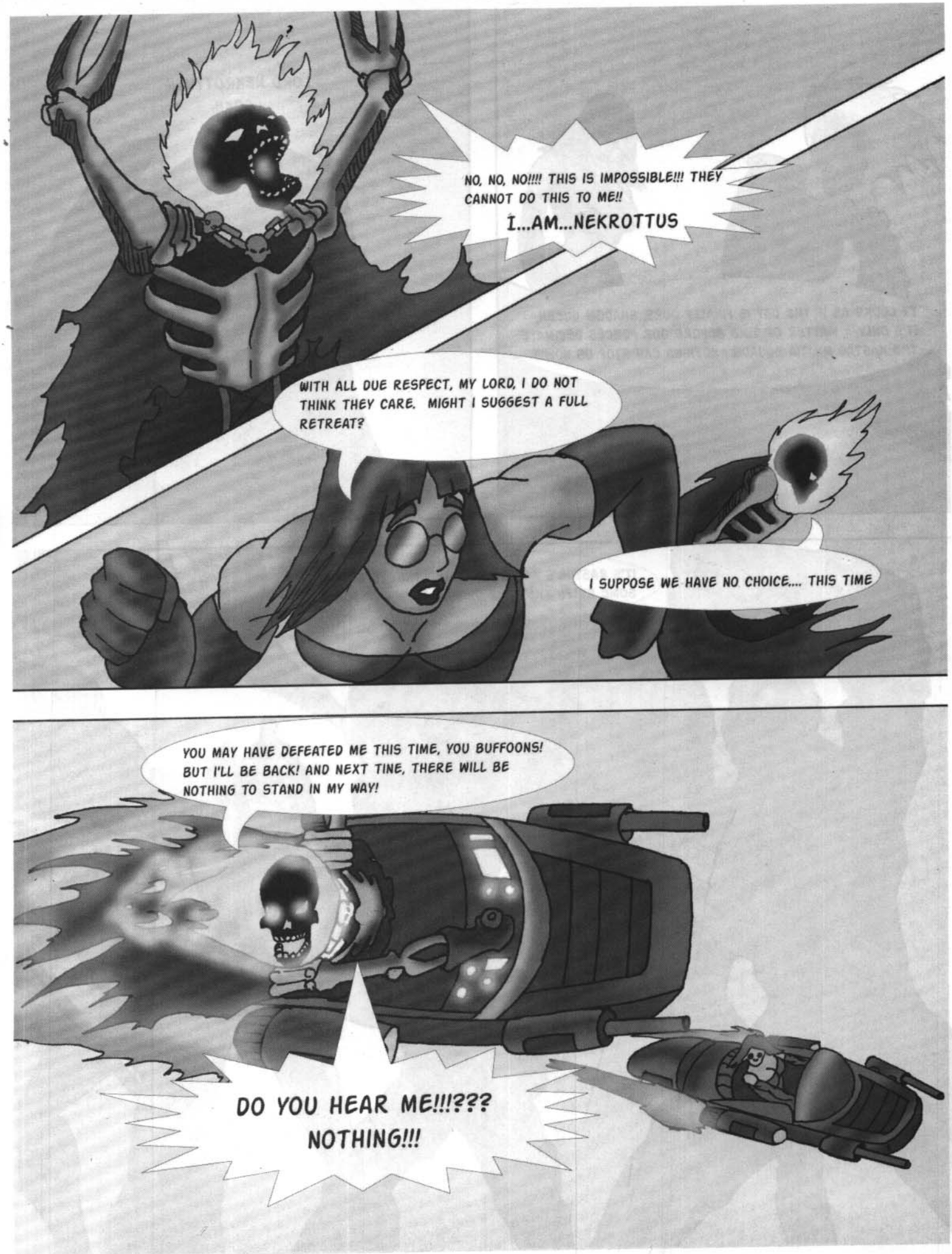

HEY! WHAT'S THE BIG IDEA POPPING IN LIKE THIS? WHO ARE YOU?
NO TIME FOR, INTROS, FRIEND. ICONIA NEEDS YOUR HELP. WILL YOU JOIN ME IN OUR FIGHT AGAINST THE EVIL BLACKSKULL EMPIRE?
UMMM.... OKAY. CAN BOUULDARR EAT HIS SOUP FIRST?
SHOOTIN' THEM LIL' BERRIES OUT OF THE TREES SHORE AINT EASY. BUT, SO FAR, I AIN'T MISSED A ONE O'EM.
HELLO, SURE-SHOT.
INDEED I AM. AND WE'RE IN NEED OF YOUR ABILITIES.
WHAT THE...?? HEY, YORE NOBLARA AIN'TCHA?
MY ABILITIES? AWW, SHUCKS. I'M JUST A SIMPLE GUNSLINGER AND EXPLORER, BUT IF I KIN BE OF ANY HELP, THEN YOU KIN COUNT ME IN.
I APPRECIATE YOU INVITING ME UP HERE FOR DINNER, FALCOR. YOUR HOME IS SO BEAUTIFUL.
YOU'RE WELCOME, KAZGULL. ITS THE LEAST I COULD DO. AFTER ALL, I WOULD'VE BEEN EATEN ALIVE BY NEKROTTUS' GOOP ZOMBIES YESTERDAY HAD YOU NOT HEARD THE NOISE AND HELPED ME OUT.
WELL, IF IT ISN'T MY OLD FRIEND COMBATO! LONG TIME NO SEE. I'M GLAD YOU STOPPED BY.
I'M AFRAID THIS IS NOT A SOCIAL CALL. THE BLACKSKULL EMPIRE IS READYING FOR A MASSIVE ASSAULT ON HAVEN AND WE NEED YOUR HELP.
CERTAINLY.
I'LL COME ALONG AND TEACH THOSE BLACKSKULL GOONS A LESSON.


MEANWHILE, NEKROTTUS FORMULATES HIS PLAN AND ADDRESSES HIS GENERALS.
KING KRAB. VOLCANUS. MONSTRO. SPYDAR. BUZZARD MAN. SERPENTINA. YOU WILL BE LEADING MY BIG ASSAULT ON DARSHIRE TODAY. AND THIS TIME YOU WILL NOT FAIL ME, OR ELSE I MAY VERY WELL HAVE TO REASSESS YOUR VALUE TO THE BLACKSKULL EMPIRE.


NOW GET OUT THERE AND TAKE THAT CITY!!! HAVEN WILL BE MIIIIIIIINE!!!


AND SO THE ASSAULT BEGINS. DARSHIRE'S MILITIA AND THE DEFENDO-BOTS FIGHT VALIANTLY, BUT FIND THEMSELVES OVERWHELMED BY THE HORDES OF GOOP ZOMBIES, TURGS, AND KING KRAB'S ROBOTS.


IT LOOKS AS IF THE DAY IS FINALLY OURS, SHADOW QUEEN. IT'S ONLY A MATTER OF TIME BEFORE OUR FORCES DECIMATE THE RAGTAG MILITIA SQUADS. NOTHING CAN STOP US NOW!!!
LORD NEKROTTUS!! LOOK!!
IT'S RASTOR'S ROYAL ARMY! AND THEY'VE BROUGHT SOME HELP!! THEY ARE DRIVING BACK OUR FORCES!


NO, NO, NO!!!! THIS IS IMPOSSIBLE!!! THEY CANNOT DO THIS TO ME!!
I...AM...NEKROTTUS
WITH ALL DUE RESPECT, MY LORD, I DO NOT THINK THEY CARE. MIGHT I SUGGEST A FULL RETREAT?
I SUPPOSE WE HAVE NO CHOICE.... THIS TIME
YOU MAY HAVE DEFEATED ME THIS TIME, YOU BUFFOONS! BUT I'LL BE BACK! AND NEXT TINE, THERE WILL BE NOTHING TO STAND IN MY WAY!
DO YOU HEAR ME!!!??? NOTHING!!!


AFTER THE BATTLE OF DARSHIRE HAS ENDED...
YOU HAVE DONE A SPLENDID JOB HERE TODAY. I AM VERY PROUD OF YOU. BUT THIS IS JUST ONE BATTLE IN THE WAR TO COME. I FEAR WE HAVE NOT SEEN THE LAST OF NEKROTTUS AND I DO NOT WISH TO BE UNPREPARED FOR HIS NEXT MOVE.
SO IT IS WITH GREAT PRIDE THAT I ANNOUNCE THE FOUNDING OF THE GUARDIANS OF ICONIA, DEDICATED TO THWARTING THE PLOTS OF THE BLACKSKULL EMPIRE. AND I FORMALLY INVITE YOU ALL TO BE THE FOUNDING MEMBERS.
KING RASTOR, YOU CAN COUNT ON US!
TO THE GUARDIANS OF ICONIA! HURRAH!!
AND ON THAT DAY, A NEW ERA WAS BORN.

Warriors of the Cosmos action figures!

Each sold separately: subject to availability.



Bouldarr

Amazing rock-skinned warrior of Haven

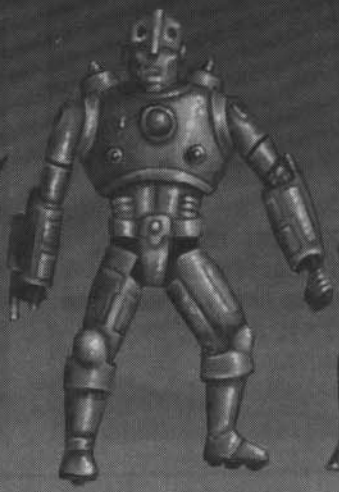
(with boulder-throwing arm)



Lorxan

Brave winged gargoyle

(with wing-flapping action)



Combato

Friendly robot bodyguard

(with pop-out roller wheels)



Noblara

Former ruler of Shadestar

(with sword-slicing action)



Nekrottus

Evil despotic king of the Blackskull Empire

(with light-up magic staff)



King Krab

Ruler of the Krab People

(with clamp-claw action)



Monstro

Hulking one-eyed general of the Blackskull Empire

(with glowing eye)



Gatlyna

Automatic-weapons expert of the Blackskull Empire

(with gatling cannon that fires plastic missiles)

Coming in 1983: Merlis, Falcor, Sure-Shot, Oshida, Kazgull, Shadow Queen, Serpentina, Spydar, Volcanus and Buzzard Man!

This is a mock advertisement. These toys are not actually available, silly.

Iconia

Introduction

by Cynthia Celeste Miller

I've always been a big fan of "Masters of the Universe." Back in the nostalgia-drenched year of 1981, I first laid eyes on these action figures while looking at a brand new catalog of some sort (probably one of the Christmas editions from Sears or Wards that my grandparents always purchased). Within a week, I had convinced my parents to plop down the money for a couple of these awesome toys.

It was love at first sight. Even my dad thought they were cool, constantly saying that he wished he had toys like them when he was a kid. From there, my collection kept increasing, as I picked and sold pecans to feed my action figure addiction.

The main thing that struck me was how the toy line merged science-fiction elements with fantasy elements. In my mind, this had never been done *better*. The mini-comics included with each toy, while often choppy and lacking continuity, were magical to my young eyes.

And when the cartoon rolled around, I became an enthusiastic viewer. Even if I did hate Orko.

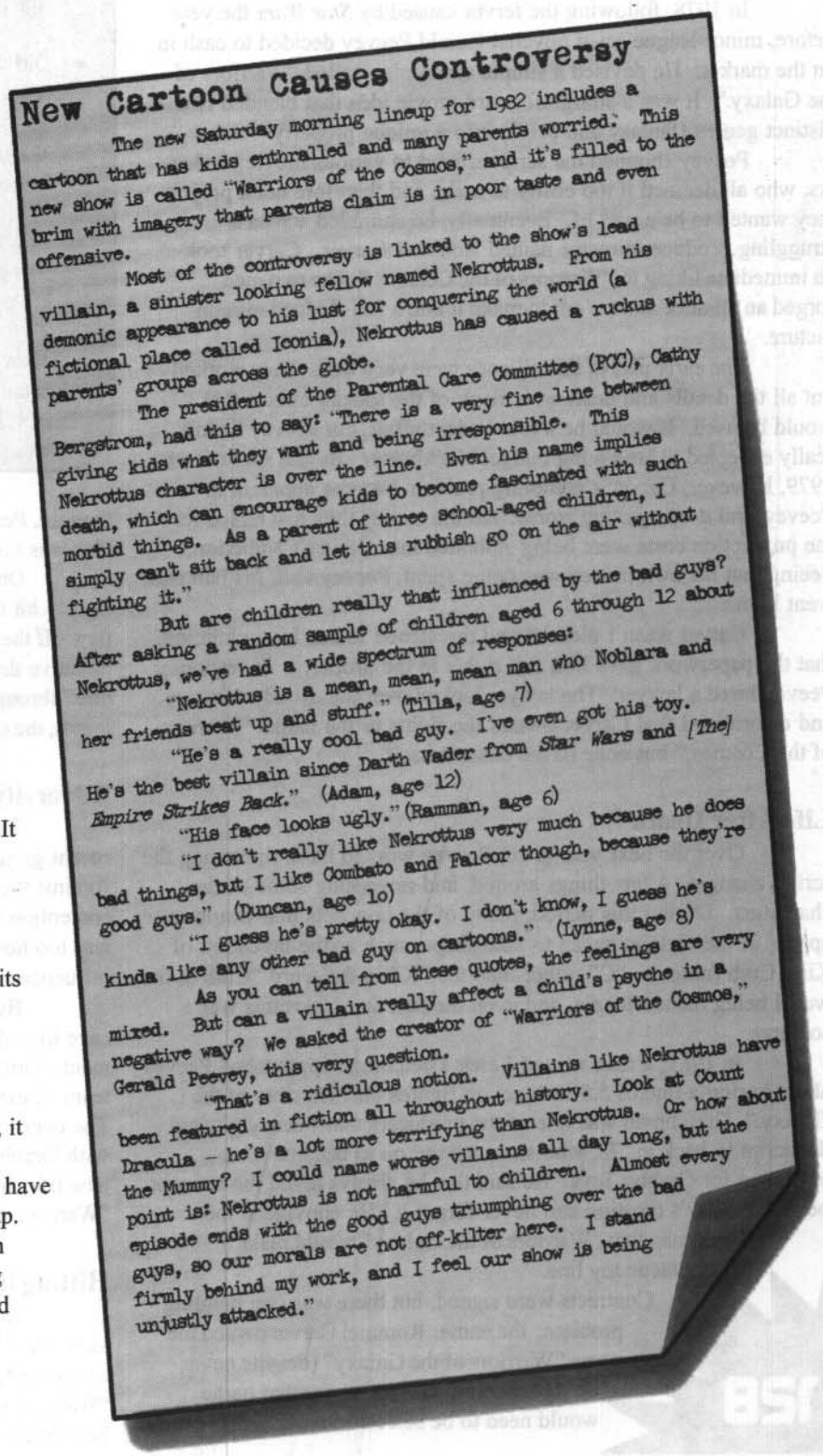
The point of all this rambling is that the "Masters of the Universe" mythos really affected me, spurring my creativity in ways I never thought possible. Before then, I had no idea that such different genres could be combined. It was a novel approach, at least to me, and it completely changed the way I looked at fiction.

Iconia is my fond tribute to He-Man and crew. More appropriately, it is my tribute to the fine folks who created and cultivated the "Masters of the Universe" in all its many forms. I owe them all my gratitude.

The Two Roles of Iconia

This book serves two distinct purposes. Primarily, it acts as a series that you can pick up and use instantly after reading through it. That's a great help for those who don't have enough time to construct their own series from the ground up.

Iconia's secondary role is serving as an instruction guide on how to design your own series. I will be explaining certain design considerations, offering words of wisdom, and sprinkling in some advice. These tidbits will be found in the "Cynthia Sez" sidebars.



New Cartoon Causes Controversy

The new Saturday morning lineup for 1982 includes a cartoon that has kids enthralled and many parents worried. This new show is called "Warriors of the Cosmos," and it's filled to the brim with imagery that parents claim is in poor taste and even offensive.

Most of the controversy is linked to the show's lead villain, a sinister looking fellow named Nekrottus. From his demonic appearance to his lust for conquering the world (a fictional place called Iconia), Nekrottus has caused a ruckus with parents' groups across the globe.

The president of the Parental Care Committee (PCC), Cathy Bergstrom, had this to say: "There is a very fine line between giving kids what they want and being irresponsible. This Nekrottus character is over the line. Even his name implies death, which can encourage kids to become fascinated with such morbid things. As a parent of three school-aged children, I simply can't sit back and let this rubbish go on the air without fighting it."

But are children really that influenced by the bad guys? After asking a random sample of children aged 6 through 12 about Nekrottus, we've had a wide spectrum of responses:

"Nekrottus is a mean, mean, mean man who Noblara and her friends beat up and stuff." (Tilla, age 7)

"He's a really cool bad guy. I've even got his toy. He's the best villain since Darth Vader from *Star Wars* and *[The] Empire Strikes Back*." (Adam, age 12)

"His face looks ugly." (Ramman, age 6)

"I don't really like Nekrottus very much because he does bad things, but I like Combato and Falcor though, because they're good guys." (Duncan, age 10)

"I guess he's pretty okay. I don't know, I guess he's kinda like any other bad guy on cartoons." (Lynne, age 8)

As you can tell from these quotes, the feelings are very mixed. But can a villain really affect a child's psyche in a negative way? We asked the creator of "Warriors of the Cosmos," Gerald Peevey, this very question.

"That's a ridiculous notion. Villains like Nekrottus have been featured in fiction all throughout history. Look at Count Dracula – he's a lot more terrifying than Nekrottus. Or how about the Mummy? I could name worse villains all day long, but the point is: Nekrottus is not harmful to children. Almost every episode ends with the good guys triumphing over the bad guys, so our morals are not off-kilter here. I stand firmly behind my work, and I feel our show is being unjustly attacked."

Players or Game Masters?

You may be wondering if ***Iconia*** is one of those "for GMs' eyes only" settings. Simply put, no. Everyone can read ***Iconia***. In my opinion, it's a little silly to exclude players from an entire book. A section here or there is one thing – but I wanted to make ***Iconia*** accessible to everyone.

The only exception is Channel Eight: "Sample Episodes." If your GM is planning to run these episodes, you should resist the urge to read them. It's common courtesy, really.

Backstory

Humble Beginnings

In 1978, following the fervor caused by *Star Wars* the year before, minor-league sci-fi novelist Gerald Peevey decided to cash in on the market. He devised a simple screenplay called "Warriors of the Galaxy." It was a straightforward movie idea that blended two distinct genres (fantasy and sci-fi) into a unique property.

Peevey shopped the script around to various movie producers, who all deemed it too costly to make and therefore not a project they wanted to be a part of. Eventually, he stumbled across a struggling producer/director named Rommel Carver. Carver took an immediate liking to "Warriors of the Cosmos." The two men forged an alliance and set out to make it into a full-fledged motion picture.

The early part of this alliance went very well. They worked out all the details and dealt with many of the special effects that would be used. It would be a low-budget affair, but Peevey hadn't really expected to land a big budget blockbuster. By the summer of 1979, however, Carver's gambling problem became apparent to Peevey, and it was getting worse. All the money they had raised for the production costs were being siphoned into Carver's addiction. Seeing that his own money was being spent, Peevey took his ball and went home.

Carver wasn't pleased and threatened to sue him, claiming that the paperwork gave him full rights to the property. In response, Peevey hired a lawyer. The lawyer looked over the shoddy contract and determined that Carver owned the rights to the name "Warriors of the Cosmos," but none of the content itself.

Life After Death

Over the next year or so, Peevey worked hard, tightening the script, changing a few things around, and reworking some of the characters. During this period, many of the concepts that would later appear in the cartoon began to take shape, such as the invention of King Crab (note the "C" rather than the "K" in the word "Crab"), the world being named Iconia, and even the fact that Nekrottus was a sorcerer.

In 1981, a man named Lewis Gretchman approached Peevey about basing a line of 5.5 inch action figures on "Warriors of the Galaxy." Gretchman was one of the producers that Peevey pitched the script to back in '78, who since moved on to become a top executive for Grabbo Toys. He said that he always loved the concept behind Peevey's creation and never forgot it. He convinced the young man that "Warriors of the Galaxy" would make a fantastic toy line.

Contracts were signed, but there was one niggling problem: the name. Rommel Carver owned the name "Warriors of the Galaxy" (despite never doing anything with it), so another name would need to be selected. After some thought, Peevey proposed replacing "Galaxy" with "Cosmos." The idea was accepted, and the whole project began rolling forward.

Cynthia Sez:
Creating a meta-history of your series is not only fun to do, it also adds depth. Even a little depth brings a series to life.

If you decide to write up a meta-history, try to ask yourself the following questions:

- What year did the series begin? What year did it end?
- Who created it? How did he create it? How did he get it on the air?
- Was the series well received by the viewers? How about the parents of the viewers?
- Did the series inspire action figures, lunchboxes, kites, and other such merchandise?
- What trials and tribulations did the series face? Was it a smooth ride or a very bumpy one?
- How did the series come to an end? Did it slowly fizzle as it ran out of steam, or was it cut down before it could reach its full potential?
- How do people feel about the series "now"? Has it amassed a cult following? Has it been mostly forgotten? Or, worse yet, has it become a laughing stock, ridiculed by nearly everyone?

On December 1st, 1982, the "Warriors of the Cosmos" action figures hit the stores with resounding success! The toys practically flew off the shelves. A few months later, Grabbo Toys was offered a lucrative deal to base a cartoon series on the "Warriors of the Cosmos" through Kilamir Studios. Despite some initial legal entanglements, the cartoon's pilot aired in September, 1983.

Adversity

The show immediately met with protests from two different parent groups: the Parental Care Committee (PCC) and Mothers Against the Corruption of Youth (MACY). The main bone of contention was with the principal villain, Nekrottus. They felt he was too horrifying for children and considered him to be a bad influence.

By February of the following year, the FCC was ready to cave in and force "Warriors of the Cosmos" into a premature retirement. Grabbo Toys and Kilamir Studios stood their ground, hiring a team of extremely talented lawyers to bring the matter into court. The court battle dragged on for months before the judge finally sided with Grabbo and Kilamir. The cartoon (and toy line) was given a new life, and the controversy only served to increase the popularity of "Warriors of the Cosmos."

Hitting it Big

In the matter of a few months, it went from being a popular kids' show to being nothing short of a sensation! This, of course, led to further licensing projects, and the market was quickly flooded with "Warriors of the Cosmos" merchandise: lunchboxes, Trapper Keepers, boardgames, toothbrushes, T-shirts, Underoos, and much more.

The show and toys continued to take the market by storm for several more years, but the market began to get saturated with "Warriors of the Cosmos" stuff, leading to a not-so-slow decrease in popularity.

What Goes Up....

By the time the 1988 Fall season was announced, "Warriors of the Cosmos" was limping. The creativity was less than it was in the beginning, the characters were less interesting, and the budget had begun to drop. The ratings for the 1988 season were extremely poor.

The show was not picked up the following season. The phenomenon was officially dead, and the toy line soon followed suit.

Aftershocks

Since that time, the "Warriors of the Cosmos" has amassed a sizeable cult following, spawning several active online communities and a petition to bring it back. No one knows whether or not "Warriors of the Cosmos" will rise from the grave, but one thing is for certain: those who watched the show and played with the action figures will never forget it and will fondly remember it for the rest of their lives.

The Genre

Iconia is a hybrid of fantasy and science fiction. Let's take a look at several aspects of the setting:

Weapons: Laser guns exist side by side with swords – with an emphasis on the latter. The primitive forms of weapons are slightly more common than those made from high technology. That said, high-tech weapons aren't terribly rare.

Armor: While powered armor does exist on Iconia, it isn't commonplace. Most armor is metal: chain or even plasteel.

Travel: Many citizens drive mechanical vehicles, both on land and in the air. The poorer citizens, and those who live far away from civilization, often ride horses or similar animals as their primary form of transportation.

Communication: Little advancement has come about in this area. The wealthier citizens (particularly royalty) possess bulky screens and communication consoles. Unfortunately, everyone else depends on the "go over and talk to the person" method of communication.

Cynthia Sez:
Writing up the character creation guidelines is possibly the most important step in setting up your own series. It sets the tone for your entire series, defining how powerful the heroes will be. But remember, NPCs shouldn't be bound to the guidelines. After all, you might need a single villain that can go toe-to-toe with the entire group of heroes.

Take extra time when you set up the guidelines. Then try making a sample hero with them, just to see how accurately the guidelines represent the series you have devised.

Player Characters

Character Points: Player Characters receive 100 CPs.

Guidelines: The Player Characters are the most powerful warriors in Haven. Thematic characters are highly appropriate, but not required (e.g., Beagal Man, Combato, Avius, etc.).

Traits:
Maximum Trait Ratings: 4(5)
Required Traits: None
Disallowed Traits: Computers. While high technology (lasers, vehicles, robots, etc.) exists on Iconia, computers don't.
New Traits: None

Special Abilities:
Maximum CPs for SAs: 60 CPs
Types of SAs Allowed: Magic spells, racial abilities, superpowers, magic items, gadgets, vehicles, weapons, and animal companions
Other Guidelines: None

Creating Characters

The character creation rules in the ***Cartoon Action Hour*** rulebook are all in effect for ***Iconia***. However, this is a great time to discuss some series-specific stuff.

Character Concepts

It's not always easy to come up with a full-blown character on the spot. No sweat! The following collection gives you some ideas to pick up and elaborate upon.

Roll 2d12 (or 3d12 for the "Ability" chart) and check the appropriate charts to piece together a character concept.

The character is a (Personality) (Race) (Description) with (Ability).

Nonhuman Races

Humankind makes up the majority of Iconia's population, but there's always room for nonhuman characters. Variety is a good thing.

You may be wondering, "How the heck do I go about creating a race?"

First of all, you should develop some cool details about the race itself before bothering with stats and such. Don't forget, though, that you're essentially designing a *retro-toon* race. You needn't worry about many of the niggling details that are necessary when creating a race for a more realistic RPG. I mean, really, how many of the 1980s cartoons delved into the mating habits and diets of the races they featured?

In most cases, the writers would provide just enough information to make the race intriguing and exciting for the viewer and leave it at that. Besides, more details can be added later on, which can be very helpful for storytelling

dark? You can create "stock" SAs that all members of the race have, but you'll still have to pay the CPs for them. You can also assign

Character Concepts

	Personality (Hero)	Personality (Villain)	Race
2	Happy-go-lucky	Vindictive	Monster
3	Noble	Spooky	Cyborg
4	Bumbling	Bumbling	Robot
5	Savage	Loudmouth	Animal Man/Woman
6	Goofy	Grumpy	Mutant
7	Quiet	Quiet	Humanoid
8	Somber	Barbaric	Human
9	Veteran	Mysterious	Human
10	Jovial	Abrasive	Human
11	Wise	Vicious	Human
12	Brash	Egotistic	Human
13	Gruff	Vengeful	Human
14	Soft-hearted	Snarling	Human
15	Over-confident	Spiteful	Human
16	Dashing	Grizzled	Human
17	Enigmatic	Dopey	Human
18	Charming	Mean-natured	Humanoid
19	Excitable	Evil	Humanoid
20	Charismatic	Moody	Race from Channel 5
21	Rowdy	Sarcastic	Race from Channel 5
22	Smart alec	Brutish	Animal Man/Woman
23	Haughty	Flamboyant	Monster
24	Courageous	Disgusting	Other

	Description (Hero)	Description (Villain)
2	Ex-noble	Exiled Noble
3	Entertainer	Recluse
4	Inventor	Overlord
5	Ninja	Ninja
6	Leader	Ex-soldier
7	Laborer	Brute
8	Barbarian	Barbarian
9	Guard	Thief
10	Prince/Princess	Sorcerer
11	Defender	Bully
12	Warrior	Warrior
13	Wizard	Flunky
14	Enforcer	Outlaw
15	Weapon Master	Weapon Master
16	Ranger	Mercenary
17	Survivalist	Witch
18	Sage	Conquerer
19	Freelancer	Bounty Hunter
20	Soldier	Assassin
21	Gladiator	Thug
22	Scholar	Criminal
23	Martial Artist	Martial Artist
24	Wanderer	All-Purpose meanie

	Ability (3d12)
3	Illusion-based abilities
4	Elemental-based powers (air, earth, fire, etc.)
5	Healing or regenerative abilities
6	Specialized armor
7	Extra limb(s)
8	Animal- or insect-based powers
9	The ability to fly
10	Sonic powers
11	Mystical powers
12	Superhuman strength
13	A specialized vehicle
14	Transformation abilities
15	Strange skin
16	A specialized ranged weapon
17	Specialized close-combat weapon
18	Gadgets
19	A wide variety of weapons and/or equipment
20	A magical weapon
21	An unusual travel power (leaping, teleportation, tunnelling, etc.)
22	Macabre powers
23	Superhuman agility
24	One or more cybernetic appendages
25	Sensory powers
26	Mental powers
27	Superhuman intelligence
28	An animal companion
29	A prehensile tail
30	A magical item
31	Spell-casting abilities
32	Special close combat attack
33	Special ranged combat attack
34	Roll twice on this chart and take both results. If this result is rolled again, re-roll.
35	Roll twice on this chart and take both results. If this result is rolled again, re-roll.
36	Roll twice on this chart and take both results. If this result is rolled again, re-roll.

purposes.

Here are some things to consider:

Name: What is the race called? In most cases, the race's name signified something about them. For example, a race of lizard-men would be called the Scaledons, or a race of hunter-gatherers would be called the Primatars.

Habitat: Where does the race live? We have intentionally kept much of Iconia's geography sketchy, so if you want to say the race dwells in a desert of your own invention, you can easily do so. Knock yourself out when working up the race's habitat.

Society: Just give a few snippets of what the race's society is like – only enough to spur the imagination. Are they matriarchal? Do they only come out at night? Do they all live together in one giant cave complex? Do they have a particular code of conduct?

Appearance: What do they look like? Again, you don't have to go overboard, listing all the possible eye colors or skin-pattern variations. Be straightforward with appearance.

Abilities: Is there something the race can do particularly well or that other races generally can't do? Are they all mechanically inclined? Are they particularly agile? Do they have long tails with spikes at the end? Can they fly? Jump great distances? See in the

modifiers for Trait ratings that apply to all characters of the race. Just make sure to balance it – each +1 bonus to one Trait should bring about a -1 penalty to another Trait.

Special Ability Advice

When devising your character's SAs, stick to a theme, even if the theme is rather vague. If you're using the random character concept tables above, then part of the work has already been done for you.

Start with the SA that is most central to the character. Not necessarily his most powerful SA, just the one that says the most about the character. If you want your character to have wings, for example, you could use any of the following ideas to base the rest of the SAs around:

- The character is butterfly-like with SAs relating to nature.
- The character is a clunky metal robot with jet boots and other appropriate SAs (Armor, Ray Eyes, etc.).
- The character has a bat motif with appropriate SAs (Super Hearing, Fur Armor, etc.).
- The character is a winged, red-skinned demon that was summoned by Nekrottus but escaped to Haven to help the good guys. He could be given cartoony versions of classic demonic powers (Fire Breath, Horns, etc.).

Obviously, these aren't your only options for a winged character. The options are nearly limitless, but the examples display how you can take one SA and base all the others around it in a cool, thematic way.

One method of thinking up your character's SAs is to visualize the action figure. Try to imagine what kind of action features or accessories the toy might have. Borrow liberally from action figures of the 1980s. If it fits your character's theme and would make a nifty action feature or accessory, then chances are it will be an equally cool SA.

Character Names

Many different naming conventions are appropriate to ***Iconia***.

Wordplays: You can play on words to get a great effect. Sometimes, this has the added effect of helping you along with a centralized theme for your character. *EXAMPLES*: Eye-Spy, Brain E Acck, D-Stroy, Miss Tyree.

Appearance: By tying the character's name into his appearance, you'll give the notion that your character concept is rock solid. *EXAMPLES:* Brainface, Rat-a-Tat, Skunkor, Kreature-Feature, Fish-Man.

Ability: You can base the name off of the character's SAs or even his Traits. *EXAMPLES:* Bear-Hugg, Spikester, Blastarro, Warmaster, Split-Screen, Leap-Frog.

Just a Cool-Sounding Name: Not all names have to mean something. Just slap on a particularly neato moniker and go with it. *EXAMPLES:* Grondar, Veekarra, Darko, Princess Vysta, Ardann.

Magic

While the world of Iconia is rich in magic energy, not everyone can harness its power. In order to become a wizard, the person must first possess an innate knack for the mystical arts. This is something you're either born with or not – there is no middle ground.

Secondly, the person must devote himself to studying magic. It can take many years for someone to become a decently capable wizard, and many decades to become a master.

Using Magic in the Game

Using the optional Spell Cluster rules (found in Appendix 1 of the ***Cartoon Action Hour*** rulebook) is highly recommended for ***Iconia***. The CP cost for acquiring Clusters is high enough that it will prove to be somewhat prohibitive, yet still provide a character with ample power.

Close Combat Weapons

The following is a list of some of the more common melee weapons.

Battle Axe (OSA, Power Level: Medium)
DR: 8+Body
Range: Point Blank
Bonus: Armor Piercing 2
Restriction: Item
Total Cost: 14 CP

Club or Mace (OSA, Power Level: Medium)
DR: 6+Body
Range: Point Blank
Restriction: Item
Total Cost: 8 CP

Dagger (OSA, Power Level: Low)
DR: 3+Body
Range: Point Blank
Bonus: Advantage, Minor (it can also be thrown at Short range)
Restriction: Item
Total Cost: 2 CP

Morning Star (OSA, Power Level: Medium)
DR: 6+Body
Range: Point Blank
Bonus: Advantage, Major (it does +2 damage on the first turn of a combat, but only if the character is able to swing it around first – i.e., he isn't surprised)
Restriction: Item
Total Cost: 11 CP

Sword, Energy (OSA, Power Level: High)
DR: 10+Body
Range: Point Blank
Bonus: Armor Piercing 6
Restriction: Item
Total Cost: 25 CP

Sword, Large (OSA, Power Level: Medium)
DR: 7+Body
Range: Point Blank
Restriction: Item
Total Cost: 10 CP

Sword, Small (OSA, Power Level: Medium)
DR: 5+Body
Range: Point Blank
Restriction: Item
Total Cost: 6 CP

Cynthia Sez:
This information is something that we could have easily left out of this book. Having a list of pre-made SAs isn't truly necessary in a game where you can simply design your own. However, by including them, I have established a benchmark for weapons and vehicles in the setting. This way, you won't have players asking you questions like, "How much damage would a typical laser pistol do?", "What would be a good *Body* rating for a sky-cycle?" or "Hey, could you lend me a few bucks for my half of the pizza fund?" Okay, so they might still ask the last question. If they ask you the first two questions, though, you can plop open the book and show them the information they seek. Or if a player wants to, he can just pay the CPs (or SCPs) for one of the stock weapons or vehicles and be done with it.

Ranged Combat Weapons

The following is a list of some of the more common distance weapons.

Quasar Pistol, Small (OSA, Power Level: Medium)
DR: 4+2
Range: Medium
Restriction: Charges, Moderate
Restriction: Item
Total Cost: 4 CP

Quasar Pistol, Large (OSA, Power Level: Medium)
DR: 6+2
Range: Medium
Restriction: Charges, Moderate
Restriction: Item
Total Cost: 8 CP

Quasar Rifle (OSA, Power Level: Medium)
DR: 6+2
Range: Long
Restriction: Charges, Moderate
Restriction: Item
Total Cost: 10 CP

Ray Gun (OSA, Power Level: Medium)
DR: 8+2
Range: Short
Bonus: Armor-Piercing 4
Restriction: Item
Total Cost: 18 CP

Quasar Rifle, Repeating (OSA, Power Level: Medium)
DR: 4+2
Range: Medium
Bonus: Auto Fire
Restriction: Charges, Moderate
Restriction: Item
Total Cost: 10 CP

Bow (OSA, Power Level: Medium)
DR: 5+2
Range: Long
Restriction: Charges, Single
Restriction: Item
Total Cost: 4 CP

Vehicles

The following is a list of some of the more common vehicles.

***Battle-Wing* Airship** (Vehicle, Power Level: High)
These enormous airships are like flying fortresses, armed with enough weaponry to take out anything else in the sky ten times over.
Traits: Maneuverability -1, Speed -1, Body 4(3), Armor 4(2), Stealth -1, Appearance 3
Travel Mode: Air
Size: Colossal
Capacity: 3 pilots, 2 gunners (all enclosed)
Structure Points: 650
VDM: 26
Weapons
Battle Cannon (Range: Visual, DR 12+2, Armor Piercing 12, Vehicle Class, Disadvantage, Major [only 180-degree fire arc toward the front])
Scatter Blaster (Trait Modification A – Ranged Combat +3, Range: Long, DR 8+2, Area of Effect [9 yards], Vehicle Class)
Total cost: 26 CP (100 SCP)

***Land Grinder* Tank** (Vehicle, Power Level: High)
This Blackskull Empire tank is as slow as slow can be, but it packs a devastating punch in combat. Plus, its thick armor keeps it from getting bashed up too badly, which helps it in its role as a troop transport. These tanks are greatly feared by the populace of Haven and are seen as the symbol of the Blackskull Empire's might.
Traits: Maneuverability -1, Speed -1, Body 4(3), Armor 4, Stealth -1
Travel Mode: Land
Size: Huge
Capacity: 1 driver, 1 gunner, 11 passengers (all enclosed)
Structure Points: 440
VDM: 22
Weapons
Land Shaker Cannon (Range: Long, DR 10+2, Armor Piercing 10, Vehicle Class)
Total cost: 24 CP (80 SCP)

***Paladin* Tank** (Vehicle, Power Level: Medium)
While not as fearsome or dangerous as the Land Grinder, the Paladin is the best tank the Haven military has to offer. It is a highly mobile light tank with a long-range cannon and explosive shells.
Traits: Maneuverability 1, Speed 2, Body 4, Armor 2
Travel Mode: Land
Size: Very Large
Capacity: 1 driver (enclosed), 1 gunner (exposed)

Structure Points: 180
VDM: 12
Weapons
Justifier Cannon (DR 5+2, Range: Long, Area of Effect [9 yards], Vehicle Class)
Total cost: 18 CP (40 SCP)

***Trakkster* All-Terrain Vehicle** (Vehicle, Power Level: Medium)
The Trakkster is an eight-wheeled vehicle designed for traversing rugged terrain. It is used primarily for exploration and long overland journeys.
Traits: Maneuverability 2, Speed 3, Body 4(2), Armor 2, Appearance 2
Travel Mode: Land
Size: Very Large
Capacity: 1 driver, 3 passengers (all exposed)
Structure Points: 240
VDM: 16
Special Ability
Off-Road Capabilities (Low Power Level, No Components – this vehicle ignores all but the most drastic Maneuverability penalties for traversing rough terrain)
Total cost: 18 CP (40 SCP)

Wind Blaster (Vehicle, Power Level: Medium)
The Wind Blaster is the workhorse airship of the Haven military. It's maneuverable enough to avoid getting hit much and has a decent amount of armor plating as well – an all-around solid vehicle.
Traits: Armor 2, Body 2, Maneuverability 4(2), Speed 4(2), Appearance 3
Travel Mode: Air
Size: Very Large
Capacity: 1 exposed
Structure Points: 120
VDM: 8
Weapons
Double-Laser (Trait Modification A – Ranged Combat +2, Range: Medium, DR 8+2, Burst Fire, Vehicle Class)
Total cost: 20 CP (60 SCP)

Customizable Hero Templates

If you want to get started quickly, without having to fuss with the character creation rules, all you have to do is choose one of the following character templates, tweak it according to the instructions, and play! Each template presents a wide range of possibilities, making it possible for more than one player to play the same template without stepping on each other's toes.

Traits: Each template has a list of ratings as well as a list of Traits that are available to the character. Assign the ratings to the Traits as you see fit. None of the Traits given here have Specialties attached to them. You may give your character as many Specialties as you like.

Other Stats: With the exception of Hurt Points, these are set in stone and cannot be changed. Hurt Points fluctuate according to the character's Body and Willpower, as per normal character creation.

Special Abilities: Each template has three Special Ability "packages." Choose the one that best fits your vision of the character.

Cynthia Sez:
It's very easy to create new templates. Not just for "Warriors of the Cosmos," but for any other series as well.

Start with a concept and allot yourself the appropriate amount of CPs. Purchase the Traits, selecting the ones that would seem to be important to the template's role. For example, if you're creating a template called "Explorer," you might want to pick Traits like *Survival*, *Stealth*, and so on. Then choose some all-purpose Traits. The Trait Ratings and the Traits themselves should be separated upon buying them so that the players can match them up when they customize the template.

The "Other Stats" are cut and dried. Purchase Oomph, Stunt Points, and go for a different Size (if you wish). There's no need to calculate Hurt Points, as they will vary depending upon what ratings the player assigns to Body and Willpower.

Next comes the tricky part: Special Ability packages. With the CPs you have left, purchase three sets of SAs. In doing so, try to keep to a theme with each one, so that they have their own flavor.

That's all there is to it. Slap on a cool tagline and your template is ready to hit the small screen!

Grizzled Warrior

"Rugged master of weapons"

Traits

Assign the ratings to the Traits however you wish.

Ratings: 1, 1, 2, 2, 2, 3, 4, 4(2), 4(2)
Traits: Armed Combat, Athletics, Body, Piloting, Ranged Combat, Unarmed Combat, Perception, Survival, Willpower

Other Stats

Copy down these stats verbatim. Hurt Points are calculated as described in the Hurt Points Table.

Size: Medium
Oomph: 2
Stunt Points: 3
Hurt Points: See the Hurt Point table in Channel 2 of the main rulebook

Special Abilities

Choose any one of the "SA Packages."

Package #1

Great Sword (OSA, Power Level: Medium)
Range: Point Blank
Damage Rating: 9 + Body
Trait Modification: -1 *Armed Combat*
Restriction: Item

Thick Skin (DSA, Power Level: Medium)
Protection: 6

Laser Pistol (OSA, Power Level: Medium)
Range: Medium
Damage Rating: 4+2
Restriction: Item

Package #2

Morning Star (OSA, Power Level: Medium)
This weapon consists of a ball and chain with a long handle for him to hold on to it with.

Range: Point Blank
Damage Rating: 7 + Body
Bonus: Advantage, Major (if he makes a Move action and then attacks, he adds +4 to the Damage Rating for that attack)
Restriction: Item

Battle Armor (DSA, Power Level: Medium)
Protection: 8
Restriction: Item

Enhancement Visor (MiscSA, Power Level: Medium)
His helmet features a visor that can be pulled down to enhance his vision

Trait Modification: +4 *Perception*
Restriction: Item (the SA represents an object rather than an inborn ability)
Restriction: Minor Disturbance (the visor emanates a low humming noise when it's being used)

Package #3

Laser Rifle (OSA, Power Level: High)
Range: Visual (i.e., it can shoot as far as the eye can see)
Damage Rating: 10
Bonus: Auto Fire
Restriction: Item

Evasive Maneuvering (MiscSA, Power Level: Medium)
Once per turn, he can force a ranged attack that is targeting him to suffer a -2 to the attack check. This must be declared before the attack check is actually made.

Battle Princess

"Graceful but tough female combatant"

Traits

Assign the ratings to the Traits however you wish.

Ratings: 1, 1, 2, 2, 2, 3, 4, 4, 4(2), 4(3)
Traits: Armed Combat, Athletics, Body, Ranged Combat, Stealth, Unarmed Combat, Perception, Willpower, Appearance, Persuasion

Other Stats

Copy down these stats verbatim. Hurt Points are calculated as described in the Hurt Points Table.

Size: Medium
Oomph: 2
Stunt Points: 2
Hurt Points: See the Hurt Point table in Channel 2 of the main rulebook

Special Abilities

Choose any one of the "SA Packages" below.

Package #1

Laser Pistol (OSA, Power Level: Medium)
Range: Medium
Damage Rating: 4+2
Restriction: Item

Short Sword (OSA, Power Level: Medium)
Range: Point Blank
Damage Rating: 5 + Body
Restriction: Item

Talking Companion (Animal Companion, Power Level: Medium)
This companion is of the goofy-but-useful variety. He's pretty rugged and can even fly a bit.

Traits: Athletics 3, Body 2, Unarmed Combat 1, Stealth 2, Perception 3
Oomph: 1 Stunt Points: 1 Hurt Points: 35
Primary Movement: Land Size: Medium
Bonus: Inspired
Bonus: Speaks
Bonus: Secondary Movement , Limited (Air)

Package #2

Energy Staff (OSA, Power Level: Medium)
Range: Point Blank
Damage Rating: 7 + Body
Bonus: Burst Fire
Restriction: Item

Enhanced Dodge (DSA, Power Level: Medium)
Trait Modification: +3 *Athletics*
Restriction: Minor Disadvantage

Lucky (MiscSA, Power Level: Medium)
Once per episode, you can reroll a single die roll you made. This reroll must be used, whether it's better than the first roll or worse.

Package #3

Mystic Kick (OSA, Power Level: Medium)
Range: Point Blank
Damage Rating: 6 + Body
Bonus: Advantage, Major (if an enemy loses 16 or more Hurt Points from a single hit with this attack, the character may be knocked "out of the fight")
Restriction: Fickle

Mystic Armor (DSA, Power Level: Medium)
Protection: 7
Restriction: Item

Sense Evil (MiscSA, Power Level: Medium)
She can sense the presence of true evil within 20 yards of her. Not the exact locations - she can just determine if there's evil around.

Range: Short
Rating: -1

SORCERER

"Wise master of magic"

TRAITS

Assign the ratings to the Traits however you wish.

Ratings: 1, 1, 2, 2, 3, 4, 4(2), 4(3)
Traits: Armed Combat, Athletics, Ranged Combat, Knowledge (Magic), Perception, Willpower, Appearance, Persuasion

OTHER STATS

Copy down these stats verbatim. Hurt Points are calculated as described in the Hurt Points Table.

Size: Medium
Stunt Points: 2
Oomph: 4
Hurt Points: See the Hurt Point table in Channel 2 of the main rulebook

SPECIAL ABILITIES

Choose any one of the "SA Packages" below.

PACKAGE #1

Zap Spell (OSA, Power Level: Medium)
Damage Rating: 7+2
Range: Medium
Restriction: Disadvantage, Minor (he must speak to cast the spell)
Restriction: Disadvantage, Minor (he must use hand gestures to cast the spell)

Flight Spell (MSA, Power Level: Medium)
Rating: 3
Mode of Travel: Flying
Restriction: Disadvantage, Minor (he must speak to cast the spell)
Restriction: Disadvantage, Minor (he must use hand gestures to cast the spell)

Protection Ring (DSA, Power Level: Medium)
Protection: 6
Restriction: Item

PACKAGE #2

Power Staff (OSA, Power Level: Medium)
Damage Rating: 7+Body
Range: Point Blank
Bonus: Advantage, Minor (it adds +1 to his initiative roll if he used this weapon the previous turn)
Restriction: Item

Healing Touch (MiscSA, Power Level: Medium)
Range: Point Blank
Healing Type B: 8
Rating: 3
Restriction: Disadvantage, Major (this SA cannot be used unless the character spent his last turn doing absolutely nothing)

Cloak of Vanishing (DSA, Power Level: Medium)
This magical cloak allows the wearer to be invisible for a finite amount of time.
Trait Modification B: -2 *Armed Combat*
Trait Modification B: -2 *Unarmed Combat*
Trait Modification B: -2 *Ranged Combat*
Duration: 1d12 turns
Restriction: Item
Restriction: Disadvantage, Major (the Trait Modifications apply only to characters trying to attack him)
Restriction: Self-Damaging, Moderate

PACKAGE #3

Mind Blast (OSA, Power Level: Medium)
Range: Medium
Damage Rating: 7+2
Bonus: Mental Attack

Telekinesis (MiscSA, Power Level: Medium)
Range: Short
Rating: 2
Restriction: Disadvantage, Major (this SA cannot be used unless the character spent his last turn doing absolutely nothing)

Mind Cloud (MiscSA, Power Level: Medium)
The target's mind becomes hazy and foggy.
Range: Point Blank
Rating: -2
Trait Modification B: -2 *Perception*
Duration: 1d12 minutes
Restriction: Fickle

Metallic Combatant

"Heroic robot or cyborg"

Traits

Assign the ratings to the Traits however you wish.

Ratings: 1, 2, 2, 4, 4(3), 4(4)
Traits: Armed Combat, Body, Ranged Combat, Unarmed Combat, Knowledge - choose something he knows about - and Willpower

Other Stats

Copy down these stats verbatim. Hurt Points are calculated as described in the Hurt Points Table.

Size: Medium Oomph: 4
Stunt Points: 1
Hurt Points: See the Hurt Point table in Channel 2 of the main rulebook

Special Abilities

Choose any one of the "SA Packages" below.

Package #1

Metal Plating (DSA, Power Level: Medium)
Protection: 10
Restriction: Weak Spot (energy-based)

Rocket Boosters (MSA, Power Level: Medium)
Rating: 2
Mode of Travel: Flying
Restriction: Disadvantage, Major (he can only stay airborne for 2 turns before letting the rockets cool down for 2 turns)

Extending Arm (MiscSA, Power Level: Medium)
Telescoping robot arm
Range: Short
Rating: 2 (Body of the arm)
Restriction: Disadvantage, Major (retracting the arm takes one full turn and requires you to spend an action)

Package #2

Partial Metal Plating (DSA, Power Level: Medium)
Protection: 10
Restriction: Fickle

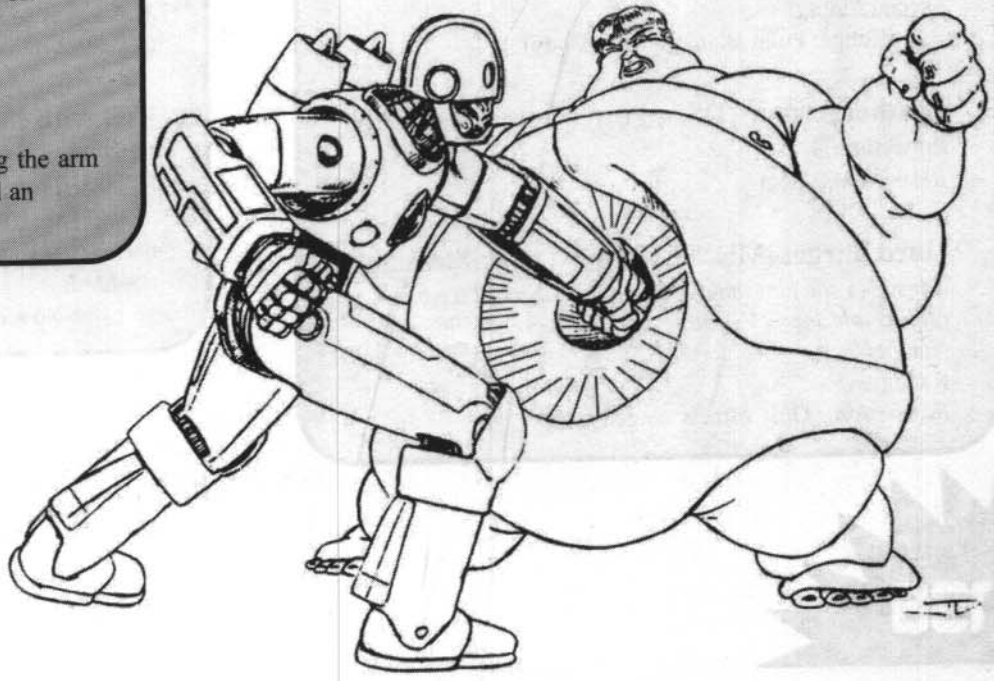
Arm Cannon (OSA, Power Level: Medium)
Range: Long
Damage Rating: 9+2

Package #3

Metal Plating (DSA, Power Level: Medium)
Protection: 8

Thunder Mace (OSA, Power Level: Medium)
Range: Point Blank
Damage Rating: 10+Body
Trait Modification A: -2 *Armed Combat*
Restriction: Item

Roller Jetboots (MSA, Power Level: Medium)
Rating: 1
Mode of Travel: Running
Bonus: Super-Scale Movement



Spunky Teen

"Surprisingly versatile young man or lady"

Traits

Assign the ratings to the Traits however you wish.

Ratings: 1, 1, 1, 2, 2, 3, 4, 4, 4, 4
Traits: Armed Combat, Ranged Combat, Athletics, Coordination, Stealth, Perception, Willpower, Appearance, Persuasion, Survival

Other Stats

Copy down these stats verbatim. Hurt Points are calculated as described in the Hurt Points Table.

Size: Medium Oomph: 5
Stunt Points: 2
Hurt Points: See the Hurt Point table in Channel 2 of the main rulebook

Special Abilities

Choose any one of the "SA Packages".

Package #1

Wolf-like Companion (Animal Companion, Power Level: Medium)
This companion is a giant wolf-like beast.
Traits: Athletics 4, Body 2, Stealth 2, Unarmed Combat 2, Survival 1
Oomph: 2
Stunt Points: 0
Hurt Points: 35
Primary Movement: Land
Size: Large
Bonus: Inspired
Special Ability
Bite (Range: Point Blank, DR: 6+Body)

Leather Armor (DSA, Power Level: Medium)
Protection: 4
Restriction: Item

Hard Target (MiscSA, Power Level: Medium)
Whenever the character is to be the target of a ranged attack, add this SA's rating to the attacker's Difficulty Number.
Rating: 3
Restriction: Only affects ranged attacks

Package #2

Stealth Cloak (MiscSA, Power Level: Medium)
Trait Modification A: +3 *Stealth*
Restriction: Item

Slingshot with Regular Stones (OSA, Power Level: Medium)
Damage Rating: 4+2
Range: Medium
Restriction: Item

Boom Stones (OSA, Power Level: Medium)
Damage Rating: 6+2
Range: Medium
Bonus: Area of Effect (6 yards diameter)
Bonus: Armor Piercing 3
Restriction: Item
Restriction: Linked to Slingshot

Package #3

Twin Billy Clubs (Power Level: Medium)
Damage Rating: 6+Body
Range: Point Blank
Bonus: Auto Fire
Restriction: Item

Force Field Ring (DSA, Power Level: Medium)
Range: Short
Protection: 5
Restriction: Item
Restriction: Disadvantage, Major (the hero cannot use this to protect himself)

Roll with the Punch (DSA, Power Level: High)
When the character is hit in close combat, roll a d12. If you roll 9 or more, the damage from the attack is prevented outright. If you roll 2-8, the character takes damage as normal. If you roll 1, the enemy's total damage roll is doubled!
No Components

CHANNEL TWO: HAVEN

Overview

Haven is the last major kingdom that has yet to fall beneath Nekrottus' bootheel. Even before the founding of the Blackskull Empire, Haven was the largest, most prosperous kingdom in the land. It was always this kingdom that solidified peace on Iconia.

Haven itself covers a vast expanse of land, from the Dargor Mountains to the north to the Dread Valley to the south. It consists of two large cities and countless towns and villages, all scattered across the landscape.

Principal Cities

Questa

Questa, the capital city of Haven, is where the Palace of Justice is located. The city itself is surrounded by a twenty foot tall wall with four massive defense cannons, capable of dealing with heavy vehicles as well as scads of enemy soldiers. The buildings in Questa are angular, made of white marble and shining metal, and are usually quite tall and regal.

Questa Goons
In most situations, the following troops should be treated as Goons.

Royal Guard (Goon Factor: 9)
King Rastor always has a select group of his own personal bodyguards at his disposal. These men and women are among the most highly trained soldiers in Iconia.

The King's Soldiers (Goon Factor: 6)
The King's Soldiers (also called Haven Soldiers) are well-trained individuals who carry lasers and swords into battle.

Militia (Goon Factor: 3)
The Militia are merely citizens who have taken up arms to help repel any attack the Blackskull Empire launches.

The Palace of Justice

The Palace of Justice is a star-shaped building – each "arm" of the star is dedicated to providing the living spaces of the ambassadors from other realms, and the Heart of Justice is the seat of power in the center of the star. Above the Heart is the highest tower, where Rastor and his family make their homes when in Questa proper.

The palace is fashioned of marble and paneled with goldenwood (grown in the Metal Forest, now under Nekrottus' control). The wood is known for its sheen, which looks greatly like polished brass.

Below the palace is a series of storage areas, meeting rooms, and the largest library on Iconia. At the very bottom stands the Star-Chamber, a meeting place protected by the fiercest magics, where King Rastor holds meetings with his chosen warriors.

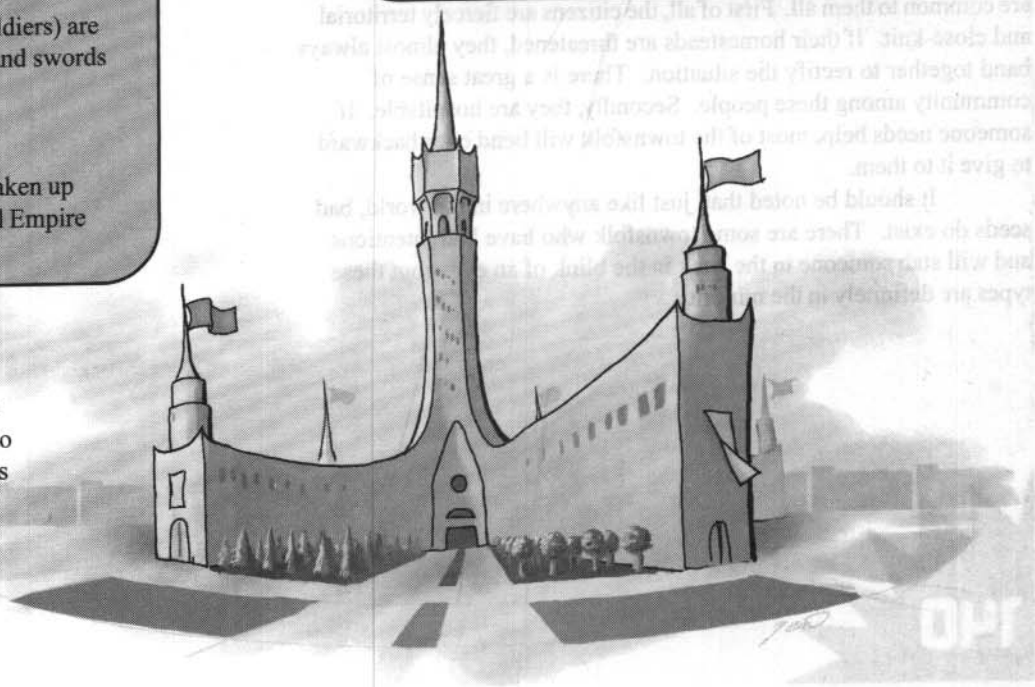
Outside the palace is the Iconia Grand Garden, populated by every known flora and a small sampling of fauna from all over Iconia. Some areas are set apart by great carved gaps and walls to keep people from stumbling upon the deadlier breeds of flora.

The Marketplace

On the southern edge of Questa is a massive marketplace filled with tents, booths, and carts, with merchants selling their wares to anyone who drifts through. The marketplace is always bustling with activity, day and night. The marketplace takes on a labyrinthine appearance and an unknowing person could easily get lost.

Anything and everything can be purchased here; merchants come from all across Iconia to hawk their goods. Of course, obtaining these goods can be extremely dangerous for these merchants, given how dangerous many exotic locales can be – bandits, wild beasts, and Blackskull minions are dangers that plague vulnerable merchants as they travel the countryside. Naturally, this fact drives prices up considerably. After all, the merchants must charge prices that make it worth their while to bring their wares to the marketplace.

Money
Haven has its own coinage known as Zarklo Pieces, which are made of a very rare metal found only in the icy, northern-most areas of Iconia. Each Zarklo Piece is triangular in shape and has an array of detailed glyphs on it.



Darshire

Darshire is the main center of education in Haven, boasting two colleges: the Divine College of Wizardry and the Institute of Knowledge. While not as large as Questa, Darshire has always played an important role in Haven's development.

Unfortunately, much of the city has become war-torn due to the infamous Battle of Darshire, which left a legacy of ruined buildings, bomb craters, piles of rubble, and damaged roads. On the upside, the colleges suffered minimal damage during the assault and were easily repaired.

Divine College of Wizardry

Anyone who shows aptitude for magic can attend this illustrious school – for a handsome sum of Zarklo Pieces. Only the most talented sorcerers are allowed to teach the ways of magic at the college and the pupils are expected to study extraordinarily hard in order to graduate.

The campus is made up of several medium-size buildings of various shapes around one very large central building. Known as the Great Hall, the central building is where most of the truly important classes are taught.

Institute of Knowledge

Most of Iconia's leading technology came from the Institute. Its many scholars work tirelessly to teach their students and create new and improved technologies. Much of the inventing is done in secret, darkened chambers deep beneath the college's buildings.

The Institute of Knowledge comprises three buildings: the Chamber of Science, the Chamber of History, and the Chamber of Astrology. Each building is identical to the others except for a unique statue in front.

Towns and Villages

Haven's landscape is dotted with various towns and villages. These burgs are crucial to the kingdom's prosperity, for most of the folks who live here are farmers and miners; without them, there would be no food or minerals.

Each town and village has its own identity, but certain things are common to them all. First of all, the citizens are fiercely territorial and close-knit. If their homesteads are threatened, they almost always band together to rectify the situation. There is a great sense of community among these people. Secondly, they are hospitable. If someone needs help, most of the townsfolk will bend over backward to give it to them.

It should be noted that, just like anywhere in the world, bad seeds do exist. There are some townsfolk who have bad intentions and will stab someone in the back in the blink of an eye – but these types are definitely in the minority.

Darhire Goons
In most situations, the following troops should be treated as Goons.

Defendo-Bots (Goon Factor: 7)
About five years ago, the wise scholars of the Institute began creating inexpensive, yet formidable, robot soldiers capable of helping the City Guard stave off assaults.

City Guard (Goon Factor: 5)
The City Guard are capable soldiers, perhaps not as well trained as the King's own soldiers, but certainly proficient in their own right.

Militia (Goon Factor: 3)
The Militia are merely citizens who have taken up arms to help repel any attack the Blackskull Empire launches.

Cynthia Sez:
Many types of series rely on exotic locations that will be used on a regular basis (the headquarters, the villain's lair, etc.).

I recommend planning these places out ahead of time. You don't have to write a novel on each one, but having a handful of notes on them can reduce the amount of ad-libbing you'll have to do during the game.

CHANNEL THREE: THE BLACKSKULL EMPIRE

Overview

The Blackskull Empire began its existence as a miniscule kingdom with only a sliver of land under its control. Since its founding, however, the Empire has branched outward, absorbing one kingdom after another by force or by guile. Eventually, it swallowed up every major kingdom on Iconia, with the exception of Haven.

Keep in mind that Nekrottus hasn't conquered every minor kingdom and unsettled area Iconia has to offer – he has concentrated on the more heavily populated regions, particularly those that contain a large kingdom or free city.

Principal Kingdoms

The Blackskull Empire is comprised of more than two dozen kingdoms. Most of these were conquered by force, their people subjugated by Nekrottus' evil minions. Others chose to submit peacefully rather than suffer the inevitable bloodshed. Regardless, the Empire has grown to gargantuan proportions.

Let's take a look at a few of these kingdoms.

Galloway

Pre-Blackskull Empire

Galloway was Haven's closest neighbor, being only a few hundred miles to the east of it. The two kingdoms always maintained a very strong relationship and traded many goods, thanks to the friendship of King Rastor and King Vander.

Once every Spring, Haven and Galloway would hold a festive celebration in an area roughly halfway between the two kingdoms. It was a fair, a carnival, and a circus, all rolled into one event that lasted an entire weekend.



Fortress of Gloom

What would any self-respecting master villain be without a super-keen base of operations? Never let it be said that Nekrottus isn't up to snuff, for the Fortress of Gloom is a first-class, Grade-A headquarters!

Located in the most remote and dangerous parts of the Outlands, the Fortress of Gloom is an imposing and impressive sight to behold. It is situated at the very top of one of the Fogshroud Mountains. The steep, rocky mountainside itself ensures that anyone wishing to attack the fortress is going to have their work cut out for them. It would be an uphill battle... *literally*.

The fortress is made of dark gray metal, which gives it a cold, unsettling appearance. There is a tall tower at each of the four corners of the building. The massive drawbridge dominates the front facing of the building. As if this wasn't imposing enough, large birds of prey seem to constantly be circling the upper reaches of the structure, as if waiting for someone to die.

Naturally, Nekrottus wouldn't dream of leaving his fortress unprotected. Although the inaccessible location of the Fortress of Gloom goes a long way toward making it defensible, that's not enough to satisfy the dread conqueror. He has installed numerous cunning traps – trapdoors, living statues, cage traps, lightning-bolt zappers, teleport traps, fear traps, and much more. An entire tome could be written on the subject of all the traps found in the Fortress of Gloom! Furthermore, Nekrottus always has a large number of troops to defend him and his precious fortress.

Post-Blackskull Empire

Upon taking Galloway, Nekrottus locked the weak-willed but good-natured King Vander in the sweltering dungeons of Castle Galloway. Rastor has attempted several rescue missions, but all of them were unsuccessful.

Galloway now acts as Nekrottus' supply depot and a center for vehicle production, as it's very close to Haven. This ensures that the Blackskull assaults on Haven aren't foiled by lack of supplies or vehicles.

Other Information

Galloway isn't a terribly large kingdom, in terms of land coverage. Rather than existing as a collection of cities, towns, and villages, it consists of one city. Of course, the city itself carries the Galloway name.

Fernsar

Pre-Blackskull Empire

Fernsar is far north of Haven, almost five hundred miles away. Fernsar was the major agricultural center of the northern kingdoms, and as such was on at least neutral terms with everyone. Right after the fall harvest, Fernsar held their giant Harvest Festival, rivaling Haven and Galloway's Spring Festival in size, but with more rustic entertainments – the nobility didn't often attend the Harvest Festival.

Fernsar covered a number of private farms, ranches, and estates, and derives its name from the main farm complex Fernsar. The owner of the Fernsar complex helps to run the kingdom, and it has been passed down through the Fernsar family for generations. (No, they're not a terribly creative kingdom.)

Post-Blackskull Empire

The last of the Fernsar line, Albright Fernsar, didn't want to be a "ruler of lettuce," and eagerly gave Fernsar over to Nekrottus in exchange for a share of the spoils of the Blackskull Empire. Nekrottus repaid his generosity by telling the other farmers about Albright's treachery, and releasing him into their care before he started his oppression of the kingdom. The fate of Albright is uncertain.

Fernsar is the main source of Nekrottus' food supply, although his Goop Zombies don't require food. As such, Nekrottus has burned a few of the outlying farms to keep the populace in fear of the Blackskull Empire. Due to its extreme distance north of Haven, its hard to cut supply lines to the Empire.

Other Information

Outside of its food production, Fernsar is a very underdeveloped kingdom. There is a definite "small town" feel to the area, and the normally quiet and honest farmers of Fernsar are now sullen and paranoid of strangers.

Blackskull Empire Goons

Turgs (Goon Factor: 7)
Nasty little humanoids that live for bloodshed. It's no wonder Nekrottus keeps them around.

Goop Zombies (Goon Factor: 8)
Made of skin and ooze, these are hardly the horrific zombies featured in horror movies. Created from captives and other helpless people, Goop Zombies are merely shells of their former selves who shamble relentlessly forward to attack anyone in their path!

Blackskull Empire Troops (Goon Factor: 6)
These troops are loyal to Nekrottus and will gladly defend him with their very lives. Morons.

The Barony of Darquist

Pre-Blackskull Empire

The Barony of Darquist lies deep in the frozen tundra, far to the north of Haven. The Darquist family founded this moderate-sized kingdom more than four hundred years ago. The family always resided in Dreadspire Manor, an impossibly tall mansion with steep, pointed roofs and creepy, narrow windows.

To keep a distance between the nobility and the commoners, the manor was constructed over ten miles away from the nearest town or village. Surrounding Dreadspire Manor is a smattering of buildings, where handpicked servants and laborers made their homes.

The people of the Barony of Darquist were hard-working individuals who became rugged and hardy due to the harsh weather that is prevalent there. They managed to eke out a living for centuries and knew how to cope with the climate and all its dangers

Post-Blackskull Empire

Surprisingly, the Barony of Darquist was one of the first places Nekrottus attempted to take over. Much to Nekrottus' chagrin, it took three separate attacks to accomplish. The first two times, the staunch citizens took up arms and repelled the minions (who were led by Spydar) fairly easily. The third time, Nekrottus allowed Shadow Queen to coordinate the invasion, which made all the difference. By the following day, the Barony was under the Blackskull Empire's control.

The current Baron, Cornelius Darquist, has been allowed to remain in charge of his kingdom, but Nekrottus keeps close tabs on him to ensure that he is not betrayed by the haughty noble. This offends the Baron more than words can express, as his pride has been severely injured by being forced to have a ruler himself. Even still, the Baron has yet to betray Nekrottus. Whether or not he has something up his sleeve remains to be seen.

Other Information

The Barony of Darquist is particularly valuable to Nekrottus due to the strange mineral known as Ebony Stone that can be found beneath the area's surface. This type of rock can be used to fuel vehicles and, most importantly, power Nekrottus' experimental weapons.

The Yupor'uh Tribes

Pre-Blackskull Empire

The noble savages, known as the Yupor'uh, are calm and rational people. They advocated peace and harmony with nature, fighting only when their lives were threatened. But when they *were* driven to combat, they became fierce and mighty warriors. The Yupor'uh's kindness was legendary and won them great respect among the other kingdoms, despite the cultural differences.

Post-Blackskull Empire

The Yupor'uh were caught unaware when the Blackskull Empire invaded the tribes. The Yupor'uh braves fought valiantly, but the element of surprise and the superior technology possessed by the Empire made their efforts futile.

Today, most of the once-proud Yupor'uh live as slaves, chained and forced to do manual labor for their cruel masters. Some of the Yupor'uh escaped into the woods, vowing to avenge their people and save them from their miserable existence. They have conducted guerrilla raids, rescue attempts, and even a few organized attacks, which have been largely unsuccessful.

Other Information

The Yupor'uh dwell in the grassy flatlands to the south of Haven. They have founded small communities and live in sod houses with thatched roofs and animal-skin doors.

Check out Channel 5 for more information on the Yupor'uh.

Island of the Krab People

Pre-Blackskull Empire

The Island of the Krab People was never a formal kingdom by any stretch of the imagination. Its denizens possessed thoughts and ideals that were simply too alien for humans (and most other races) to fathom. Even their language was unpronounceable by any other species. The island nation (for lack of a better term) was actually called Xz'klurglikxxkitzuzztrcaa.

For the most part, the enigmatic Krab People have isolated themselves from other races. This was an easy task, given that their island lay hundreds of miles from any other large land mass. On the rare occasions that the Krab People encountered other races, violence always resulted. The Krab People were brutish and belligerent, but could also change moods without warning. They could be calm and jovial one minute, only to turn hostile and aggressive the next.

Post-Blackskull Empire

When Nekrottus came along, he used his guile to befriend the leader of the Krab People, who goes only by the name King Krab. He offered King Krab many things in return for his allegiance – and has indeed followed through with his promises. The two egomaniacs have forged a frighteningly strong friendship.

King Krab uses not only his Krab People warriors, but also a small legion of robots (which Nekrottus has dubbed the "Drones") to strengthen the Blackskull Empire's fighting forces significantly.

Other Information

The Island of the Krab People covers a significant area and is peppered with large structures made of seashells, seaweed and a strong type of natural sponge.

Check out Channel 5 for more information on the Krab People.

The Craggs

Pre-Blackskull Empire

The Craggs were a kingdom only in the mind of its unruly denizens, the Turgs. These brutes formed a society forged of disorganization and infighting. This alone kept the Turgs from being a real threat to the other kingdoms. They raided unaligned villages and farms, but that was the extent of their activities.

The Craggs were an unbelievably rocky area. In fact, you'd have been hard-pressed to find ground made of soil. Caves, boulders, piles of stone, and rock formations that jut up from the surface – this is what you could expect to see when going to the Craggs.

Post-Blackskull Empire

Nekrottus never actually "conquered" the Turgs. He didn't *have* to! They sensed a kindred spirit and immediately offered their services to Nekrotts in return for some of his power. He agreed to this, though he never intended to honor his word. Not that it matters anyway, since the Turgs haven't even noticed that he failed to come through for them. Not terribly bright creatures, those Turgs.

Regardless, the Turgs have helped fill out Nekrottus' fighting forces significantly. Despite their lack of intelligence, these brown humanoids possess a sadistic streak and a genuine love of combat.

Other Information

The Craggs cover a vast expanse of land. In fact, it covers a larger area than Haven does, which is impressive. It is so large that major trade routes steer completely clear of it to avoid Turg raiding parties.

Check out Channel 5 for more information on the Turgs.

CHANNEL FOUR: INTERESTING LOCALES

Iconia is chock-full of intriguing places, most of which aren't in Haven or the Blackskull Empire. This section is devoted to exploring some of these locations. Not only is it impossible to describe every single interesting locale on the planet – it would restrict your imagination. There's always room for other cool places on Iconia, so GMs shouldn't feel limited to the ones presented here.

Silverwick Mines

A hotly contested stretch of land meandering through the Mountains of Rasmyz along the northern edge of the continent, Silverwick bleeds through the earth at the heart of the mines. Silverwick is a silver liquid that is a crucial component to most of the powerful eldritch-tech weapons wielded by both the Blackskull Empire and Free Iconia. The liquid is toxic to the touch of all Iconian species, save one: the ancient Silverwick Miners.

These miners were crafted centuries ago as free-willed automatons, and have evolved into a complex society of their own. The Miners sell Silverwick to whomever controls the land at the moment, having no real interest in what goes on around them while they tap the veins and bleed off Silverwick, or fashion great pools for its storage. The miners themselves are nonviolent, and even nonaggressive under most circumstances.

Story Ideas

Silverwick Miners approach the heroes and demand they do something about someone draining their local storage pools. It's a plot by one of the lackeys of the Blackskull Empire to create an endless supply of the precious material – only he doesn't realize just how toxic the stuff is, and as his minions fall deathly ill, he is willing to cut a deal for half the Silverwick he's stolen if they let him and his minions flee.

A cave-in has trapped a notable ambassador to Iconia during his inspection of this "wonder" material's source. The heroes must find a way to dig him out before he is poisoned by the Silverwick or runs out of air. The Miners are strangely reluctant to help.

The Sky-Rend

In the northern sky above the Isle of Melancholy, when night falls for its brief visit to the pole, the Sky-Rend shows day-lit sky. The Rend is a hole to yesterday – exactly twenty-four hours into the past. A powerful tool for good or evil, except the past is never changed easily, and occasionally, the changes make the present worse. The "Hole to Yesterday" occasionally drops creatures, objects, or people from other times and places them onto the soft bog soil of the Isle. Neither side wishes to claim it, so it sits: a sinister threat or a beacon of hope to some fateful few.

Story Ideas

A figure falls from the hole – lost, alone, and extremely powerful. Its appearance sends alarms to the mystics and sensitives of the land. Is he or she a friend or foe? What does he or she want?

The Guardians of Iconia pursue a villain through the Rend to prevent him from tampering with the past. But in doing so, something changes – the Empire rules the land with an iron fist, and the heroes are forgotten, or considered criminals. Now the heroes must travel yet again back through the Rend and undo whatever changes they made to restore the world they remember.

Dino Valley

The tropical jungles in the southern regions of Iconia are inaccessible to all but the most hardy explorers. At the very center of these jungles is a gargantuan valley where dinosaurs still walk the earth, as do prehistoric cavemen.

Stepping into the valley is like stepping through time back to a savage age. To say that Dino Valley is dangerous would be a severe understatement. There's a reason few people make the trek to this locale, and it's not because of the heat.

Story Ideas

A dinosaur is wrecking havoc upon Questa! The PCs must put a stop to this and find out who is responsible for the beast's relocation. To top it all off, they must get the dinosaur back to its natural habitat. This means a dangerous voyage to Dino Valley is in order.

Fortress of the Forgotten Lords

An ancient fortress alone in the desert, sealed completely from the ravages of time. It has numerous statues of terrible forgotten creatures, and men in armor alien to Iconia. It vanishes every few days, only to reappear somewhere else in the desert, waiting for some ancient key or predestined call. The fortress is a black building layered with beautiful golden reliefs and gargoyle statues. It is nearly four times the height of any other structure on Iconia – foreboding, brooding, and immense.

Story Ideas

Evil creatures were imprisoned within. The empire desperately seeks to open the Fortress and free those spirits, but they are beyond the control of even the most powerful of the Empire.

The Fortress is the hall of a powerful wizard-king, who grew tired of the petty game of mere mortals, but now he's become interested in Iconia and its struggles again. Whom will he aid? Whom will he hinder?

The Fortress is the home of the last survivors of many ancient races. They wait alone for their inevitable end – but could they be inspired to thrive again and forge new bonds with the younger races?

Aquilla

Legend has it that an underwater nation existed long ago, even before the humans appeared on Iconia. This nation spanned a large area beneath the Atallan Sea. Supposedly, it was a magnificent civilization of free-thinkers and artists, where no one ever disagreed and violence was unheard of. This civilization is known to us as Aquilla.

Since that time, many have explored the Atallan Sea in hope of rediscovering the ancient kingdom or at least learning of the civilization's fate. Unfortunately, no one has been successful in these attempts. For now, the questions linger: Where is Aquilla? What happened to its people? Did it actually ever exist?

Story Ideas

A crazy-eyed scholar claims to have discovered information that will lead him to the ruins of Aquilla. He says there are three scrolls hidden in faraway locations that collectively give directions to the underwater kingdom, which is imbued with powerful magic. Nekrottus finds this out and kidnaps the scholar. He plans to find these scrolls and exploit Aquilla's magical properties for his own gain. Can the heroes find the scrolls before he does?

A fishlike humanoid is found washed ashore. King Rastor's men bring him back to the Palace of Justice to nurse him back to health. Upon awakening, he informs them that he is, in fact, an honest-to-goodness Aquillan. Can he be trusted? Is he telling the truth? Or is it some kind of evil ploy by Nekrottus?

Lair of the Doom-Worm

Somewhere in the wilderness is an immense natural cave, within which lives the Doom-Worm. The worm's lair is a massive natural cavern with many traps and dangers placed by legions of others from eras in the distant past, desperate to prevent its awakening by any means. It will take the brave heroes weeks to search the dark and dank lair and find the worm, but what it looks like is unknown.

Story Ideas

The lair is a ruse by the Empire, created to lure foolish people to their dooms – the traps, tricks, and other things are all designed to capture, hurt, and otherwise annoy the heroes. But at the heart, where the Empire minion supervising the traps has made his current home, the worm really waits. It appears to be an innocuous little millipede munching on insects – until the minion annoys it then it grows to its true size, causing earthquakes and collapsing the cave on the villain.

The worm is really a sage advisor, handing out wisdom to whoever comes and asks – but the knowledge, like all knowledge, can be used for good or ill.

The Dread Gulch

A great writer once referred to Dread Gulch as a "desolate and lonely hole in the ground, filled with misery and howling wind from end to end." No sane man or woman dares to stay in Dread Gulch for more than a few hours at a time. Aside from the intense heat and the flame that erupts from the ground, this area is laden with more predators than the mind could possibly fathom.

Many people have gone into the valley and never returned.

Story Ideas

King Rastor has been poisoned by one of Nekrottus' minions, who infiltrated the Palace of Justice with a really clever disguise. Merlis tells the PCs that the only antidote to the poison is the venom from the Scorpion Dragon, which dwells somewhere in Dread Gulch. The PCs must seek it out and somehow bring back the cure for Rastor's woes!

A previously unknown race of cactus-like humanoids has been seen coming from Dread Gulch. They have been mindlessly attacking nearby villages, making their way toward Haven! Now the PCs have to get to the bottom of things. What are these creatures? Why are they attacking? Is someone controlling them or are they acting of their own accord?

Haunted Marsh

It is said that hundreds of years ago, a large band of settlers headed west into unexplored territory and were never heard from again. According to legend, they met their end somewhere in the foggy swampland now called the Haunted Marsh. No one knows how or why these colonists perished, but numerous people have spotted their ghostly forms wandering the swamp, glowing eerily in the moonlight.

Story Ideas
A group of teenagers enter the Haunted Marsh to determine if it really is haunted or not. They planned on staying overnight, but it has now been three days since they vanished. The PCs set out to track them down and return them to their village. But will it be that easy? Perhaps they've been captured by froglike humanoids. Or maybe the hostile ghosts made them disappear into a spectral dimension. Who knows? Nekrottus could be behind it all (isn't he always?).

Tarpathian Forest

An ancient forest of cloud-raking oak trees and lush vegetation, the Tarpathian Forest is a shrine to nature itself. It fosters abundant wildlife, picturesque babbling brooks, and a full-size lake known as Lake Zeberia. Most importantly, this is the home of the sage wizard Merlis. Many, many years ago, he constructed a slender but tall tower out of magical stone and enchanted wood.

Since that time, Merlis has placed the woods under a powerful protection spell that drives evil away instantly. No evil being can even enter the Tarpathian Forest. Furthermore, the woods are guarded by a race of magical bears that Merlis calls the Ursinarrs. The Ursinarrs stand more than seven feet tall and possess near-human intelligence, though they aren't capable of speech.

Story Ideas
Merlis is missing! King Rastor has been unable to contact him for weeks now and is getting extremely worried. The PCs are sent to the Tarpathian Forest to find him. Is he there? Will the PCs have to go on a journey to track him down? Where does Nekrottus fit into this (if at all, but c'mon – he usually *does*)? For a humorous twist, perhaps Merlis has been attending a secret wizard convention halfway across Iconia and just forgot to mention it to anyone.

One of Merlis' spellbooks has been stolen while he was visiting King Rastor. But who could have done it? After all, the protection spell is supposed to keep out those who are evil. And with the spellbook gone, the spell over the forest is weakening, which means that all Merlis' spell-casting knowledge is in danger!

Sky Realm

Hidden away in the clouds that float above Iconia is a kingdom known as the Sky Realm, which consists of several floating cities. These cities remain suspended above the planet by its people's mastery of gravity-based technology. The Realm is truly a sight to behold. Each city appears to be a massive disc with pointed buildings and towers of gold and silver. The Bird People can be seen flying about and there is never a lack of activity.

But not all is well in the kingdom in the clouds. At the highest peaks of a nearby mountain range, there exists the Buzzardoids, a race of opportunistic vulture-like humanoids who despise the Bird People. The Buzzardoids regularly cause trouble for the Bird People, attacking and raiding at every turn.

Story Ideas
Merlis has discovered an ancient scroll that shows that the Buzzardoids and the Bird People are actually related. How does this affect the Bird People? Why are the young Bird People seemingly embracing the news? And how can Nekrottus capitalize on this similarity?



SUBTERRANIA

Far beneath the surface of Iconia lies a network of caverns, tunnels, and chambers built by the highly intelligent Worminoids. No one knows how extensive these catacombs are. Some say that they are so vast, that even the Worminoids have no idea. This leads one to believe that there are countless swarms of Worminoids scattered all throughout the planet's depths, most of which have never met any other swarms.

Very few people can boast that they've seen Subterrania. The few entrances to the underworld are well hidden. Furthermore, the areas surrounding these entrances are heavily booby-trapped by the Worminoids to keep interlopers out of their world.

Check out Channel 5 for more information on the Worminoids.

Story Ideas

A wounded Worminoid is discovered on the surface – he cannot speak, but through gestures and slow Mindsight he relays a story of being kidnapped and tortured by agents of the Blackskull Empire. The Worminoid is a royal heir to the grand Subterranean Priest-King Oroumoul. When the heroes traverse the depths, they discover the Temple this Worminoid belongs to has been destroyed and the other Worminoids scattered. The prince will need great aid to reclaim his people and rebuild his Temple-home, but is he the best leader for these people? He appears to be ineffectual at best and cowardly at worst – Is this his true self, or is a real Worminoid of courage hiding within?

Heroes stumble onto ancient Worminoid traps – one of which shrinks the heroes to the size of rodents. Can they fight their way free of massive tunnels and caverns filled with all forms of lethal lifeforms now much bigger than them? Is there a cure to their condition in the Worminoid lair?

A group of Worminoid war-monks aid the heroes in some unclaimed cavern. They were sent to find a long lost messiah from above. During a battle the war-monks see one of the foes and recognizes some prophetic sign – is it feigned to trick the monks, or does this villain have a true role to play in the Worminoids' salvation?

Giant Scurriers

Another deterrent to intruders is the presence of the enormous rat-like creatures known as the Giant Scurriers. These beasts typically grow to be 20 feet in length and 8 feet tall from the ground to their shoulders. They have matted dark fur and attack with their jagged teeth.

Traits: Athletics 1, Body 4(3), Unarmed Combat 3, Survival 3, Willpower -2
Oomph: 1 **Stunt Points:** 0 **Hurt Points:** 47
Size: Huge

Bite Attack: Range: Point Blank, DR: 4+Body

CHANNEL FIVE: RACES AND SOCIETIES

An entire set of encyclopedias could be written on the subject of races and societies on Iconia. Sadly, we don't have that much space, and besides, there's no reason to spell out every single race imaginable. So rather than create an exhaustive list of races and societies, we've opted to feature six races for use in your games or as inspiration for your own.

Bird People

Habitat: The Bird People live in the Sky Realm (see Channel 4), a collection of huge metal platforms that float high above Iconia's surface. Each platform is crowded with sleek, pristine buildings made of gold and silver. Families usually live in tall apartment buildings, with each apartment being self-contained.

Society: The Bird People have a very civilized society, where crime and corruption is all but unknown. Freedom is highly valued by the citizens, and they will fight like rabid dogs when someone threatens that freedom. The Bird People's king doesn't have total authority – instead, the Bird People have a governing body of leaders called the Tribunal that is headed by the king. Only the most respected individuals are allowed to become members of the Tribunal. This, of course, creates a feeling of trust between the citizens and the Tribunal itself. All major decisions are voted on by the Tribunal, with the king's vote counting as two votes.

For thousands of years, Bird People society has remained more or less unchanged… until the last ten years or so. The younger citizens have starting bucking many of the age-old traditions in favor of practicality and functionality. They forego the meditation rituals, skip the candle-lighting ceremonies, and gloss over the three-day-long wedding procedures. It's a new age in the Sky Realm.

Appearance: The Bird People are stocky with stout body frames. The most prominent feature on a Bird Person's body is the two large feathered wings, protruding from his or her upper back. Their skin is ruddy in complexion and the men often wear long beards. The latter is particularly true with the older generation of Bird People. In recent years, the younger ones have gone against tradition by going beardless - much to the chagrin of the elders. As far as clothing is concerned, Bird People usually steer clear of shirts, preferring to go without or to wear open vests instead, coupled with loose-fitting trousers, and boots. The females nearly always wear long, flowing gowns, the exception being the warrior women who are defying the conservative viewpoints of ages past.

Abilities: Not only are the Bird People capable combatants, they are also extremely gifted in the ways of science and technology. Additionally, their stocky bodies lead their enemies to mistake them for graceless oafs. This assumption is far from the truth, for the Bird People possess an innate degree of nimbleness that defies their appearance.

You can use the Bird People as goons (Goon Factor 8). If you want to create an individual character, they possess the following Trait modifications: +1 Athletics, +1 Body, -2 Streetwise. Furthermore, if you purchase Science at rating 1 or higher, the character will receive +1 to it.

Obviously, all Bird People must have wings – these are purchased as a normal MSA. They are considered to be at Medium Power Level and require two components, Rating and Mode of Travel: Flying.

Buzzardoids

Habitat: The Buzzardoids dwell among the highest peaks of every mountain range on Iconia. They typically live in massive buildings that exist within the sides of these mountains, although most are more like fortresses than houses.

Society: Buzzardoid society is based off of the military. All Buzzardoids (male and female alike) are required to join the Elite Command upon their 20th birthday. There, they are trained in the ways of combat and survival. There are completely equal rights between the sexes – a soldier is a soldier, period!

Appearance: The Buzzardoids resemble their namesakes, with bald heads, feathered wings and long, slender necks. They stand in slightly crouched positions and have beady little eyes. Buzzardoids nearly always wear military-esque clothing in shades of gray or dark blue.

Abilities: You can use the Buzzardoids as goons (Goon Factor 8). If you want to create an individual character, they possess the following Trait modifications: +1 Unarmed Combat, +1 Athletics, -1 Willpower, -1 Perception.

Obviously, all Buzzardoids must have wings – these are purchased as a normal MSA. They are considered to be at Medium Power Level and require two components, Rating and Mode of Travel: Flying.

Buzzardoids also have talon-like claws protruding from their fingertips – these are purchased as a normal OSA. This is considered to be at Medium Power Level and requires two components, Damage and Range (Point Blank).

Krab People

Habitat: These odd humanoids live on the Island of the Krab People (see Channel 3 for more information). The Krab People are a race of strange contrasts. While they are brutish, they are also artful and creative, decorating their arms and armor with natural wonders from the sea. This artistic nature also spills over into their architecture. The buildings they craft are of seashell, seaweed, and a surprisingly sturdy sponge. These buildings are usually off-white, pale pink, or dull green in color and display uncanny craftsmanship. The overall look of the structures is organic.

Society: Krab children are born at sea and raised by seagoing females, who eventually herd them to shore to learn from their assigned burrow leader. Krab People molt, losing their shells and regenerating them; males temporarily lose their pincer during this time. It is rumored among the Krab People that one day a great leader will be born whose carapace is of purest silver – so far King Krab has kept a merciless watch for any threats to his leadership.

Females usually act as leaders and strategists of the Krab People, as the menfolk usually lack the intelligence and insight the females have been blessed with (King Krab being a notable exception). In war, they fight using fairly advanced weapons that work both on land and underwater, with many of their weapons being based on focused soundwaves.

Appearance: Males tend to be larger, and are often colored more brightly than females, with blues, reds, and undersea tans mixed

across their armored forms. Females tend to traditional brown and grey with occasional markings of red and blue. The Krab people have tough exoskeletons that protect them from harm - and the ocean depths.

Abilities: Male Krabmen have an oversized pincer that they use in melee combat, while females lack this distinction and have two fully manipulative limbs. This has created a distinct societal imbalance, for the Krab women have far more skill in technical and artistic fields than the males, who relish the more physical activities – battle-games, strength contests, warfare, and (surprisingly) ritualized dances. Males tend to be slow-witted, while females follow intellectual pursuits. This perhaps is why King Krab has gone beyond his simple kingdom in pursuit of power – as a somewhat bright male, he doesn't fit the traditional role of pure warrior.

Most Krab People are treated as goons (Goon Factor 7). If you want to create an exceptional Krab Person character, you must first purchase two special SAs. The first is "Shell Armor", which is considered *Medium* Power Level. The Protection it gives can vary from character to character. The second SA is "Live Underwater", detailed in the sidebar.

Then you make the following Trait modifications based on the gender:

Females: +1 Coordination, +1 Perception, +1 Artist, -1 Body, -1 Armed Combat, -1 Unarmed Combat.

Males: +1 Body, +1 Unarmed Combat, +1 Armed Combat, -1 Perception, -1 Coordination, -1 Persuasion.

Males will also have to buy a "Pincer" SA, which is considered *Medium* Power Level. The Damage component is variable though, depending on how much damage you want the character to inflict with it. Other Modifiers can be added as well.

Krab People are capable of breathing in air as well as underwater. All Krab People characters must purchase this SA:

Live Underwater (MiscSA, Power Level: Low)
(An automatic ability, this has little game effect; no components are needed.)
Total cost: 4 CP

Turgs

Habitat: Turgs live almost exclusively in a rocky area called the Craggs (see Channel 3 for more details). Some Turgs live in the multitude of caves, while others prefer living in subterranean tunnels they spend years digging. A lesser number of Turgs build shelter above ground, using rocks and even wood.

Society: Turg society, if indeed such a thing exists, is based around... well, nothing really. Calling it a society at all is stretching the truth. Turgs are gruff savages with a penchant for combat, so much of their society revolves around it. Whenever there's a conflict, Turgs will do what comes naturally - fight! Whoever remains standing wins the dispute.

Appearance: Turgs are squat humanoids with leathery brown skin and knotted muscles. They have long, slender faces with thin, hooked noses, which gives them a slightly comedic appearance. The Turgs have narrow, coal-black eyes. They wear primitive clothes made from animal skins. War paint is common among the Turg warriors.

Abilities: Individually, Turgs lack any substantial combat prowess. However, if you encounter a group of them, you could be in for a rough time. They specialize in dog piling an opponent in order to maximize their numbers.

Most Turgs are treated as goons (Goon Factor 7). If you want to create an exceptional Turg character, they possess the following Trait modifications: -2 Ranged Combat, -1 Unarmed Combat, -2 Perception, -2 Science, +1 Body, +2 Survival, +2 Knowledge – Craggs, +1 Willpower, +1 Athletics.

Worminoids

Habitat: Worminoids live in Subterrania (see Channel 3 for more details). They sleep in small but cozy holes in the wall (well, cozy for Worminoids!), located in a huge circular chamber called the rest chamber. Each chamber contains literally thousands of these holes, situated side by side. Small stone stairs and walkways allow access to higher areas with more sleeping holes.

Society: Worminoid society mirrors certain aspects of the Roman Empire from our world's past. This is plainly evident in the way they dress (togas, leather sandals, and golden or silver helmets), their fascination with gladiatorial combat (prisoners versus Giant Scurriers is a favorite event), and their architecture (yes, they have buildings down there!). They primarily use tridents and nets, though many of them pack laser pistols as well. The Worminoids are gluttons and tend to be quite vicious when the mood takes them.

Appearance: Worminoids stand about the same height as an average human, but weigh significantly less, due to their light, flexible skeletons. To be frank, they look like worms that have somehow evolved into humanoid form, with pale pinkish-white skin and hairless bodies. They don't have hands or fingers per se, but their arms are malleable enough to perform fine manipulation.

Abilities: You can use the Worminoids as goons (Goon Factor 7). If you want to create an individual character, they possess the following Trait modifications: +1 Stealth, +1 Survival, -1 Body, -1 Perception.

Yupor'uh

Habitat: The Yupor'uh live in the plains to the south of Haven. These plains are ripe with edible vegetation and roving herds for hunting. The mild weather facilitates prosperous farming, which the Yuppor'uh have mastered. The tribes are made up of small communities scattered about the flatlands. Each family resides in a sturdy-but-crude sod dwelling with a thatched roof and animal skins covering any openings.

Society: Yupor'uh society is based on honor, spirituality, and bravery. Those who display these qualities are treated with more respect that those who do not. It is also a patriarchal society, with the males acting as warriors and community leaders while the females handle the domestic aspects of society. Each community is lead by an Elder Chief, who is always the oldest and wisest member of the group. The Elder Chief is treated with utmost respect.

Appearance: The Yupor'uh tend to be tall (almost always more than six feet) and slender (almost always under 200 pounds). They have blue-gray skin with coal black hair, which is never cut short. They have narrow eyes of black, yellow, or blue. All Yupor'uh wear clothes made from the skins of herd animals that they have hunted for food.

Abilities: The Yupor'uh are a lithe and nimble people. They have perfect bodies for warfare – swift, durable, and highly coordinated. They possess more strength than their appearance would lead one to believe.

You can use the Yupor'uh as goons (Goon Factor 8). If you want to create an individual character, they possess the following Trait modifications: +2 Athletics, +1 Coordination, +1 Survival, -2 Wealth, -2 Piloting.

CHANNEL SIX: GM'S GUIDE

Adjusting the Tone

As it stands, "Warriors of the Cosmos" is a little darker than many series. Not so dark that it exits the realm of Saturday morning fare, but still dark enough to evoke a feeling of impending doom. After all, Nekrottus has already conquered most of Iconia – that alone creates a slightly gloomy outlook. However, it doesn't take much effort to adjust the tone of the series.

Making it Lighter

You can turn down the "gloom knob" a bit if you're going for a more optimistic attitude. Here are some ideas for doing so. Use any, all, or none of the options:

- Instead of having Nekrottus rule over most of Iconia, you could decrease his influence accordingly. For a really light series, you could simply arrange it so that he only has a small or medium size kingdom and hasn't been able to conquer anything else.
- Encourage corny (or cornier) dialogue between characters. This is simple enough – just start having the NPCs talk in exaggerated voices, and don't forget to hit all those clichéd lines! *"Then by all that is right, that evil scallywag Nekrottus must be stopped... at any cost!"*
- Avoid using villainous schemes that could (in theory) kill people. Even though death usually isn't possible in ***Cartoon Action Hour***, the "in story" threat of death can make the series darker. Rather than allowing the master villain to hatch a plot designed to poison Iconia's water supply and kill everyone on the planet, how about making the "poison" turn the citizens into mindless, docile slaves? It's still very villainous, but it skirts the death issue.
- Put more emphasis on comedic elements. Nothing lightens the mood like a silly character or a moment of slapstick. Play this up and watch the gloom dissipate.

Making it Darker

This is a trickier affair than making the series lighter. As I previously mentioned, "Warriors of the Cosmos" already possesses a slightly pessimistic feel. Not entirely, sure, but if you make it a whole lot darker, the retro-toon elements will be washed away, leaving you with a typical science-fantasy game. And really, where's the fun in that?

Here are some ideas for making your series darker. Use any, all, or none of the options:

- Instead of billing the PCs as "Iconia's greatest warriors," bill them as "the last of Iconia's warriors." All the best warriors perished fighting the Blackskull Empire, and these are the only true warriors left. If you really want to emphasize this, give the players only 70 or 80 CPs to build their characters with.
- Set it up so that Nekrottus has taken over all of Iconia, including Haven, which is now used as the Blackskull Empire's capital. This puts the PCs in an uphill battle, as they have to use hit-and-run type tactics to back Haven from the evil overlord.
- Add a morbid element by making Nekrottus a demon. Or make him a minion of an even more powerful entity.

That Sense of Wonder

As GM, you should do your best to introduce a sense of wonder to the game. Iconia is a gargantuan place with countless awe-inspiring locales and colorful races. There's enough room for you to implant anything you can come up with! And that's exactly what you should do.

You'll surely notice that this book contains no map of Iconia. Is this because we didn't feel like paying an artist to render such a map, or because I have absolutely no idea of what to put on the map? Nope, I did it for a much better reason. You see, if we included a map, I would be carving Iconia in stone. I would be imposing on your creativity, forcing you to work with my pre-conceived notions about where things are. In the descriptions of various locales, I give a few reference points ("This kingdom is far to the west of Haven"), but I avoided too many specifics. This enables you to interpret things as you see fit.

If you want a raging river of fire-water to twist through a mountain range not far from Questa, then you should feel free to do so. Go crazy! Would it suit your story to have a race of plump humanoids with pink skin dwelling in a nearby forest? No problem! By devising plenty of interesting locations and races, you'll give the feeling that Iconia is indeed a large, varied place that is full of wonder.

And don't forget to give places nifty sounding names like the Broken Hills, the City of Despair, the Vogura Caves, the Castle of Ghosts, and so on. Sure, it may seem cheesy, but that's part of the genre!

Non-Blackskull Villains

As cool as Nekrottus and his pals are (hey, I'm biased), you shouldn't involve them in every episode. Most of them, sure, but not all. Stagnation is bad for a series. Throwing a few non-Blackskull baddies at the PCs is a fantastic way to keep stagnation from setting in.

There are endless possibilities when it comes to new bad guys – an insane hermit-wizard, a creepy race of ape-like humanoids, a demented king who blames Rastor for the fall of his kingdom, a huge monster that is terrorizing the countryside… the list goes on and on.

I'm personally fond of using creatures as alternative antagonists for the PCs. Nothing says "you're not on Earth any more" like throwing a dragon made of diamonds or a blob with fifty tentacles at the stalwart heroes.

Another great adversary is nature. Having the PCs face nature's wrath can make for an entertaining episode. Maybe there's a wildfire raging out of control and the players must rescue a young girl who is somewhere in the woods. Or perhaps the PCs must fight for survival as several tornadoes wreck havoc on Haven. Or what if an

earthquake causes a deep chasm to form and King Rastor is swallowed up by it? Even Nekrottus himself cannot match the power of Mother Nature!

Themes

An entire episode can easily be structured on an underlying theme. This has the effect of unifying everything that happens in the episode, while adding to the depth in a cartoony way. Numerous cartoons used themes to do just that, and it usually worked wonders. Of course, this wasn't always the case – I recall several thematic episodes that were brow-slappingly bad.

Themes are particularly effective for "Warriors of the Cosmos." I've always imagined the series to be incredibly adaptable, in that it's a science-fantasy setting that isn't firmly "mapped out." This allows you to insert pretty much anything you want into the setting with very little effort. You can plop down whatever locales, races, or events you deem helpful to furthering your chosen theme. For example, if you wanted to have an episode based on the theme of "justice", you could create a race that has a legal system that is very alien to ours – just snap it into Iconia, and run!

However, running a thematic episode is something of a double-edged sword. If it goes right, then your game seriously benefits from it. If it doesn't go right... well, let's just say that it can have a detrimental effect on the episode.

You can base your episode on any number of things, but I find that, for cartoon-esque purposes, it's best to avoid utilizing more than one theme at a time. Choose one and run with it. Many games that introduce the concept of themes will advise you to be subtle about themes. Not so in ***Cartoon Action Hour***! Subtlety was a seldom-seen quality in the retro-toons, and your games should follow suit. This isn't to say you should cram the theme down the players' throats. Just don't try to be sneaky about it. Players are astute… very astute. You needn't beat them over the head with your theme for them to realize it's there.

You can use almost anything as a theme. Just a few of the possibilities are greed, insanity, loyalty, honor, trust, lust for power, blind belief, and unity.

And The Moral Of The Story Is...

I admit it. I'm a sucker for those "moral of the story" bits that were shown at the end of certain cartoons (in place of the traditional safety tips and such). Sometimes helpful, sometimes clever, always cheesy, these snippets aimed to teach kids a valuable lesson.

You can do the moral-of-the-story routines as the after-show message, if you like. These are handled as normal after-show messages, except that the moral always ties directly into the events of the episode that just ended. Let the participating players know what the moral of the story was (on the off chance that it didn't occur to them) and let them do their thing.

Another way to bring forth the moral of the story is by having an NPC bring it up in the closing scene of the episode ("See, Bouldarr? You really can overcome any obstacle as long as you use teamwork.") This has a disadvantage, though, as it squeezes out the PCs' involvement in the scene while putting the spotlight on an NPC instead. Use this method with extreme caution.

If you've themed the episode (see the section above this one), you can anchor the moral of the story to the theme you selected. This is highly recommended. Otherwise, your theme won't match the story's moral and it will seem being disjointed and cobbled together.

A word of warning though: do *not* railroad the PCs into doing certain things in an effort to maintain the moral of the story. Seriously. This is supposed to be a game, after all. If you steer the protagonists along a predetermined path, then you're stripping away any control the players may have. This is supposed to be an interactive experience. If the PCs' actions somehow "spoil" the moral of the story, it's not the end of the world. Just give it another try in the next episode.

Rotating Protagonists

One great way to run "Warriors of the Cosmos" is with rotating heroes. Have each player create two PCs instead of just one, or you can just give them the option to create a second PC later on if the players don't feel like designing two in a row.

The players needn't play both characters at the same time. Rather, they can choose which one they wish to portray before each episode. This goes a long way toward keeping the series fresh and variety-filled.

If you use this option, then it should apply to all players. Otherwise, you'll end up with one player who has a single character gobbling up Experience Points while the other players share them between their characters. So, it should be an all or nothing approach.



Heroes

Bouldarr

"Amazing Rock-Skinned Warrior of Haven"

Oomph: 3 **Stunt Points:** 2
Hurt Points: 50 **Size:** Medium

Story Hooks
Easily duped – Moderate
Obsessed with rocks – Minor
Cannot remember his past – Moderate

Traits
Armed Combat 1, Athletics 2, Body 4(3), Ranged Combat (Throw Boulders) 0/4, Stealth -1, Unarmed Combat 3, Disguise -1, Willpower 3, Performer (Comedy) -1/1, Persuasion 1

Special Abilities
Armored Skin (DSA, Power Level: High)
Protection: 13
Total Cost: 52

Emergency Boost of Strength (MiscSA, Power Level: Medium)
Trait Modification A: +2 to Body (Strength)
Duration: 1d12 minutes
Restriction: Charges (Major)
Total Cost: 2

Total CP value: 100 CP



To create a significantly more powerful version of this character, as a PC or NPC, increase the Protection value of his DSA up to 20 (cost: 116 CP), and add the bonus of *Hardened* for +5 points. This will give you a superheroic version of Bouldarr that is worth a total of 175 CP, but most of those points (73%) will be used to justify his nearly impenetrable rock-skin. He needs Protection 20 in order to be impervious to the damage done by most weapons and attack powers in the series (lucky dice rolls with high Oomph scores, vehicle explosions, and plot-device weapons excepted).

Armored Skin (DSA, Power Level: High)
Protection: 20
Bonus: Hardened 5
Total cost: 127

175 CPs Total for enhanced version of Bouldarr

Background

Somewhere in the wide expanse that is Iconia, there is a benevolent race of humanoids known as the Bouldarians. The problem is that no one knows exactly where they are or even if they still exist – the classic lost race. Given the Bouldarians' reclusive nature, this comes as no surprise. It is known that they once dwelled in the Darkrain Jungle, but this was more than four hundred years ago. One day, they seemingly vanished into thin air, just like that.

However, some five years back, one of the Bouldarians was spotted roaming the forests southwest of Haven. Upon hearing of the Bouldarian's presence, several scared and irrational townsfolk from Marlonburgh (a nearby village) searched high and low, hoping to hunt him down. During this journey, the band was attacked by a dozen Garka Beasts. Just when it looked as if the group was doomed, a large rocky figure emerged from the trees and fought off the predatory monsters. It was the Bouldarian! The Marlonburghers felt awful for intending to harm such a heroic individual, and offered their friendship as well as an apology. The Bouldarian told them that he had lost his memory – he couldn't remember where he came from or how he arrived in the area. He didn't even recall his own name, so his new friends dubbed him Bouldarr.

Since that time, Bouldarr has become the unofficial protector of Marlonburgh, though he lives about ten miles from the village in his rock house. In fact, he once repelled a Goop Zombie attack on Marlonburgh single-handedly!

Bouldarr was approached by Oshida about joining the Guardians of Iconia in preparation for the Battle of Darshire, and he has remained a member ever since.

Personality

Bouldarr is a simpleton. He's not outright stupid, but he *is* slow on the uptake. And he's obsessed with rocks. He can talk about rocks for hours on end if you let him. He particularly enjoys teaching others about the myriad uses for them.

Aside from his fixation on rocks, Bouldarr is like a big, loyal puppy dog. Do something nice for him (or listen to him rave about rocks) and he'll do anything in the world for you in return. And let's face it, there are worse friends to have than a big rock guy who lobs boulders at your enemies.

COMBATO

"The Friendly Robot Bodyguard"

Oomph: 2 **Stunt Points:** 1
Hurt Points: 47 **Size:** Medium

Story Hooks
Devoted to finding Fliggitz – Major

Traits
Armed Combat 4(3), Athletics 2, Body 4(2), Coordination 2, Piloting 1, Ranged Combat (Vehicle Gunner) 1/3, Unarmed Combat 3, Disguise -1, Inventor -1, Perception 2, Repair 1, Willpower 3

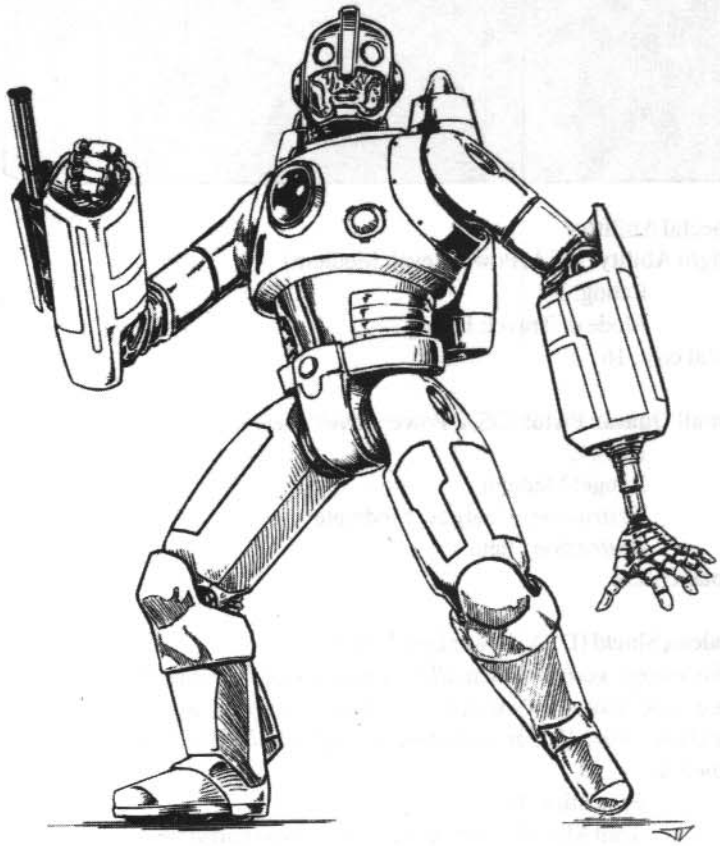
Special Abilities
Armor Plates (DSA, Power Level: Medium)
Protection: 8
Total cost: 16

Mini-Gun (OSA, Power Level: Medium)
DR: 4+2
Range: Medium
Restriction: Item
Restriction: Charges, Moderate
Total cost: 4

Telescopic Vision (MiscSA, Power Level: Medium)
This negates one level of the applicable range category from the DN, so Visual becomes merely Long, Long becomes Medium, etc.
No components
Total cost: 8

Roller Skates (MSA, Power Level: Medium)
Combato has skates built into the soles of his feet that he can extend at will when he needs an extra edge in short distance movement actions!
Rating: 3
Mode of Travel: Running
Total cost: 14

Total CP value: 100 CP



Background

Fliggitz the Wise was considered one of the most knowledgeable people on Iconia. He was a visionary beyond compare, dwarfing even the knowledge of Merlis. But while Merlis delved into magical knowledge, Fliggitz concentrated on all things technological.

At one point, he was nearly kidnapped by a crazed anti-technologist named Orby, but the attempt was foiled by Noblara. Unfortunately, she would not be able to be by Fliggitz's side at all times, so he designed an incredibly advanced robot bodyguard that possessed human intellect and personality. He named his creation Combato, and the two became fast friends.

Eventually, Orby struck again. After seeing Combato, the fiend retreated, but Combato gave chase, following him into the dark woods nearby. This was a big mistake! While Combato was pursuing Orby, a shadowy figure slipped into Fliggitz's home and captured him. Upon Combato's return, he realized he was tricked, and now his creator and friend were gone. He vowed on that day that he would find Fliggitz and make his captor pay dearly. The only clue left behind was a bit of black spider-like fur. Could it be Nekrottus' minion, Spydar?

Personality

Combato may have human emotions, but he still thinks like a robot, which can be both a good and bad. Nearly everything he does is approached from an analytical standpoint. This means that he knows no fear, but will retreat if it's the logical thing to do.

Combato's primary goal is to rescue Fliggitz. This goal will take precedence in any situation, and he will face any threat imaginable to accomplish this task.

To create a significantly more powerful version of Combato, as a PC or NPC, increase the Rating of "Roller Skates" to 4, and the *Athletics* trait to 3. You may also make his Size Category "Large" (+3 CP), which adds to his damage and armor protection. Also, add the following Special Abilities:

Force Shield Projector (DSA, Power Level: Medium)
Protection: 5
Bonus: Area of Effect (9 yards)
Restriction: Charges, Moderate
Restriction: Rare Recharge (sonic crystal)
Total cost: 10

Chest Lasers (OSA, Power Level: Medium)
DR: 6+2
Range: Medium
Restriction: Charges, Moderate
Restriction: Disadvantage, Minor (he can use the lasers only while standing still, like a weapons platform)
Total cost: 9

Capturing Sling (OSA, Power Level: Medium)
This is a metallic rope that shoots forth from a hidden compartment in Combato's torso to lasso one or several foes. Combato will use his own Ranged Combat trait to hit with this lasso.
Trait Modification B: -3 Athletics
Range: Short
DR: 10 (used as the strength of the bonds – that is, a captured foe can use their Body (Strength) trait vs. a DN of 10 to escape)
Bonus: Advantage, Major (it prevents a captured foe from using any appropriate action checks while entangled)
Restriction: Charges, Single (there is only one rope!)
Restriction: Item
Restriction: Minor Disturbance (it makes a rather loud sound)
*Restriction:*Disadvantage, Major (Combato can use the lasso only when not using any other OSA)
Total cost: 16

Rocket Pack (MSA, Power Level: Medium)
Rating: 2
Mode of Travel: Flying
Restriction: Item
Restriction: Charges, Moderate
Total cost: 9

150 CPs Total for enhanced version of Combato

FALCOR

"Brave King of the Sky Realm"

Oomph: 2
Hurt Points: 40
Stunt Points: 1
Size: Medium

Story Hooks
Wants to reconcile with his brother, Falconus – Moderate
Extremely devoted to his people – Major
Has a fondness for Kazgull – Minor

Traits
Armed Combat 1, Athletics 4(3), Body 3, Riding -3, Ranged Combat 3, Unarmed Combat 2, Disguise -1, Knowledge – Sky Realm 4, Knowledge – Sky Realm Politics 2, Perception 4(2), Willpower 2, Appearance 2, Persuasion (Command) 1/3, Psychology 1, Streetwise -1

Special Abilities
Flight Ability (MSA, Power Level: Medium)
Rating: 3
Mode of Travel: Flying
Total cost: 16

Small Quasar Pistol (OSA, Power Level: Medium)
DR: 4+2
Range: Medium
Restriction: Charges, Moderate
Restriction: Item
Total cost: 4

Falcon Shield (DSA, Power Level: Medium)
This energy gadget is actually a small device on Falcor's left wrist that looks like a wristwatch; it extends a large oval-shaped force field over him. He can turn it on and off at will, even in aerial combat.
Protection: 6
Trait Modification A: +2 to Athletics (Parrying)

To create a significantly more powerful version of this character, as a PC or NPC, increase his *Armed Combat*, *Perception*, *Psychology* and Stunt Points by +1 each, add *Wealth* 3 to his Traits and *Hardened* 6 to his Falcon Shield, and add the following to his Special Abilities:

Falcon Air-Suit (DSA, Power Level: Medium)
Protection: 9
Restriction: Weak Spot (physical attacks)
Restriction: Item
Total cost: 17

Supreme Aerial Swiftness (MiscSA, Power Level: Medium)
A secret function built into the shinguards and boots of the Air-Suit that increases Falcor's abilities in flight.
Trait Modification A: +2 Athletics
Duration: 1d12 minutes
Restriction: Charges, Moderate
Restriction: Linked (Falcon Air-Suit)
Restriction: Item
Total cost: 3

Falcon Stun-Staff (OSA, Power Level: Medium)
DR: 6+Body
Range: Point Blank
Restriction: Item
Total cost: 8

150 CPs Total for enhanced version of Falcor

Bonus: Collapsible
Restriction: Item
Restriction: Weak Spot (physical attacks)
Total cost: 13

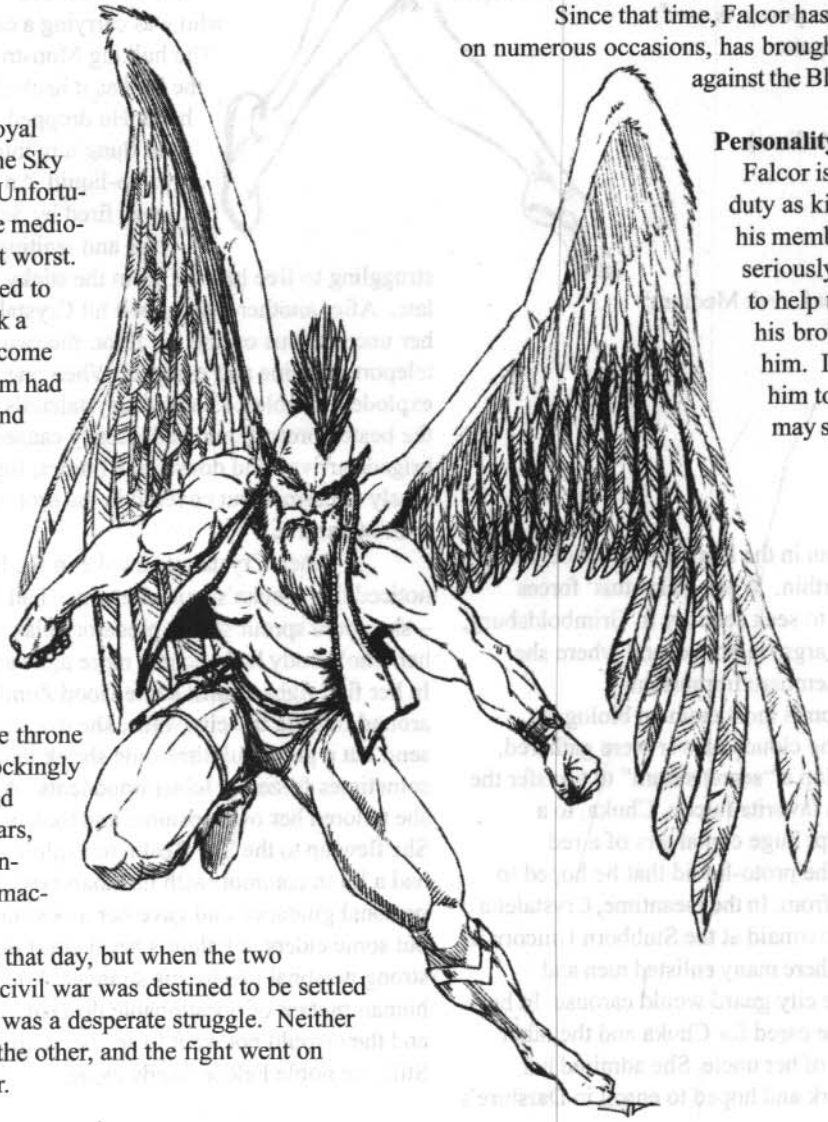
Total CP value: 100 CP

Background

Falcor was born of royal blood – his family has ruled the Sky Realm for all of its existence. Unfortunately, the last four kings were mediocre at best, outright horrible at worst. So, when the crown was passed to Falcor at the age of 14, he took a solemn oath that he would become the greatest king the Sky Realm had ever known. He was bound and determined to restore the citizens' faith in the crown by leading with pride, honor, and logic, rather than ego. So far, he has done admirably.

Five years ago, Falcor's brother, Falconus, let his envy and hatred show when he attempted to seize the throne for himself. He gathered a shockingly large number of supporters and attempted a coup. For two years, the loyalists and the rebels constantly battled, leading to a climactic battle in the sky.

Many lives were lost that day, but when the two brothers faced each other, the civil war was destined to be settled one way or another. The duel was a desperate struggle. Neither man showed dominance over the other, and the fight went on indecisively for almost an hour.



When the smoke cleared, Falcor was triumphant. Falconus and his remaining troops flew away, swearing revenge. No one has heard from them since. Have they simply gone away, or will they return with something to give themselves a big advantage? Have they joined with Nekrottus? As it stands now, nobody knows for sure.

Since that time, Falcor has joined the Guardians of Iconia, and on numerous occasions, has brought forth his forces in the fight against the Blackskull Empire.

Personality

Falcor is a solemn fellow who takes his duty as king very seriously. He also takes his membership in the Guardians of Iconia seriously, and will always do what he can to help the others. Despite the civil war his brother caused, Falcor does not hate him. In fact, he hopes to someday bring him to his senses, no matter how futile it may seem.

HAWKLADY

"Falcor's Staunch Consort and Flying Scout"

Oomph: 3 **Stunt Points:** 2
Hurt Points: 35 **Size:** Medium

Story Hooks
In love with Falcor – Moderate

Traits
Armed Combat 1, Athletics 4, Body 2, Coordination 3, Stealth 2, Unarmed Combat 4, Knowledge – Sky Realm 3, Perception 3, Appearance 4, Persuasion 2, Riding -2

Special Abilities
Demoralizing Shriek (MiscSA, Power Level: Low)
Trait Modification B: -2 Willpower
Duration: 1d12 Turns
Bonus: Area Effect (12 yards)
Restriction: Charges, Moderate
Total cost: 11

Eyes of the Hawk (MiscSA, Power Level: Medium)
Trait Modification A: +2 to Perception (Sight)
Duration: 1d12 minutes
Restriction: Disadvantage, Minor (she has to concentrate for one full extra turn before this power is used)
Restriction: Charges, Moderate
Total cost: 3

Flight Ability (MSA, Power Level: Medium)
Rating: 3
Mode of Travel: Flying
Total cost: 16

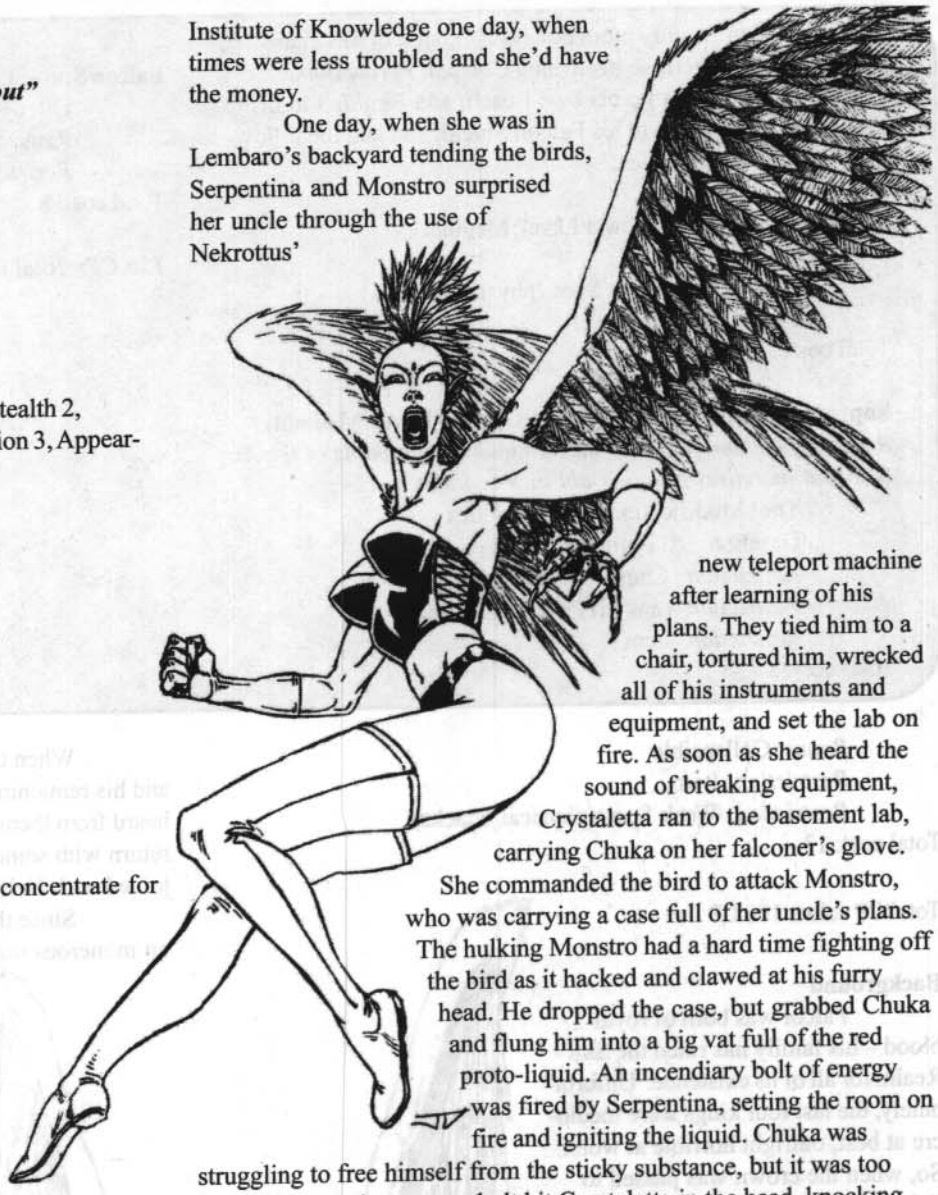
Precision Strike Claws (OSA, Power Level: Medium)
DR: 2+Body
Range: Point Blank
Total cost: 4

Total CP value: 100 CP

Background

Hawklady was born a human in the Darshire province, under the name Crystaletta Calliope Immurthin. When Nekrottus' forces approached, her parents wanted her to seek security in Grimboldsburg, which was heavily guarded by the gargoyle police, and where she could stay with her scientist uncle, Lembaro Immurthin.

Lembaro, one of the kingdom's most eminent biologists, enjoyed the hobby of falconry. As the clouds of war were gathered, Lembaro Immurthin set out to develop a "secret serum" to transfer the eyesight and the flying ability of his favorite falcon, Chuka, to a human. For months, the scientist kept huge containers of a red bubbling liquid in his laboratory – the proto-liquid that he hoped to extract the serum from. In the meantime, Crystaletta was working as a barmaid at the Stubborn Unicorn in Grimboldsburg, where many enlisted men and members of the city guard would carouse. In her spare time, she cared for Chuka and the other trained birds of her uncle. She admired her uncle's work and hoped to enroll in Darshire's Institute of Knowledge one day, when times were less troubled and she'd have the money.



One day, when she was in Lembaro's backyard tending the birds, Serpentina and Monstro surprised her uncle through the use of Nekrottus' new teleport machine after learning of his plans. They tied him to a chair, tortured him, wrecked all of his instruments and equipment, and set the lab on fire. As soon as she heard the sound of breaking equipment, Crystaletta ran to the basement lab, carrying Chuka on her falconer's glove. She commanded the bird to attack Monstro, who was carrying a case full of her uncle's plans. The hulking Monstro had a hard time fighting off the bird as it hacked and clawed at his furry head. He dropped the case, but grabbed Chuka and flung him into a big vat full of the red proto-liquid. An incendiary bolt of energy was fired by Serpentina, setting the room on fire and igniting the liquid. Chuka was struggling to free himself from the sticky substance, but it was too late. After another energy bolt hit Crystaletta in the head, knocking her unconscious on the lab floor, the two bad guys turned on the teleport machine and escaped. When one of Lembaro's machines exploded, the blast knocked Crystaletta's body into the hallway, but the heated proto-liquid had already caused a freak reaction. The fire brigade arrived and doused the flames, finding Crystaletta miraculously unharmed but covered in the proto-liquid. Lembaro and Chuka did not survive.

When Crystaletta awoke in the hospital later that night, she noticed that Chuka's animal essence had somehow fused with her own – she could sprout strong predatory claws out of her fingers at will, her whole body had become more agile and athletic, and she could fly. In her first fight against some Goop Zombies that were sneaking around outside the city walls, she discovered that she was able to send out a powerful ultrasonic shriek that not only irritated, but sometimes froze her lesser opponents. After scaring away the Goops, she tailored her own costume and took on the "Hawklady" moniker. She flew up to the Sky Realm to explore it, and learned that she now had a lot in common with its inhabitants. Falcor put her under his personal guidance and gave her a position among his royal defenders, but some elders at Falcor's royal court objected to their young king's strong personal ties to this stranger. After all, to them she was a human mutant of questionable descent, not one of the Bird People, and they would not want to see her marry into the royal bloodline. Still, the noble Falcor stands by her.

Personality

Hawklady is a determined and brave defender of the Sky Realm, and ultimately all of Iconia. After learning that Falcor had made a long-term commitment to the Guardians of Iconia, she followed him down to King Rastor's capital in Haven. If there ever was a loyal, determined flying warrior on Iconia, she is it, and her loyalty to Falcor's kingdom is unwavering. She has repeatedly suffered injuries and torture by Nekrottus' goons as a consequence of that loyalty. For all her prowess in fighting bad guys, at heart, she is an extremely gentle person and a pacifist. She desires nothing more than to bring peace and stability to all people on Iconia again, and she is a warrior with the goal that one day all war will be unnecessary. Hawklady fights cautiously, not taking too many risks.



KAZGULL

"Barbarian Warrior from the Steppes of Karmahn"

Oomph: 4 **Stunt Points:** 3
Hurt Points: 44 **Size:** Medium

Story Hooks
Close friends with Falcor – Moderate
Tormented by his people's fate – Major
Archenemy: Monstro – Moderate
Archenemy: Nekrottus – Major

Traits
Armed Combat (Battleaxes) 3/4(2), Athletics 4, Body 4, Ranged Combat 1, Riding (Steppe Animals) 1/3, Stealth 3, Unarmed Combat 4, Perception 3, Survival (Steppes of Karmahn) 2/4, Willpower 3, Appearance 1, Persuasion 2

Special Abilities
Over-Sized Axe (OSA, Power Level: Medium)
DR: 7+Body
Range: Point Blank
Bonus: Armor Piercing 4
Restriction: Item
Total cost: 14

Total CP value: 100 CP

Background

The Steppes of Karmahn could never be called a beautiful place to live… or even to visit. Arid and treeless, the area was bleak and dismal, but to some, this was home, most notably the various barbarian tribes who have been warring with one another for several millennia.

One of the most devious barbarian warlords, known only as the Destructor, learned of a powerful man who would surely ally himself with him in his quest to decimate the other tribes – Nekrottus. He approached the king of the Blackskull Empire, who agreed to help him. All Nekrottus asked for was a favor sometime in the future. Needless to say, the Destructor agreed to this arrangement.

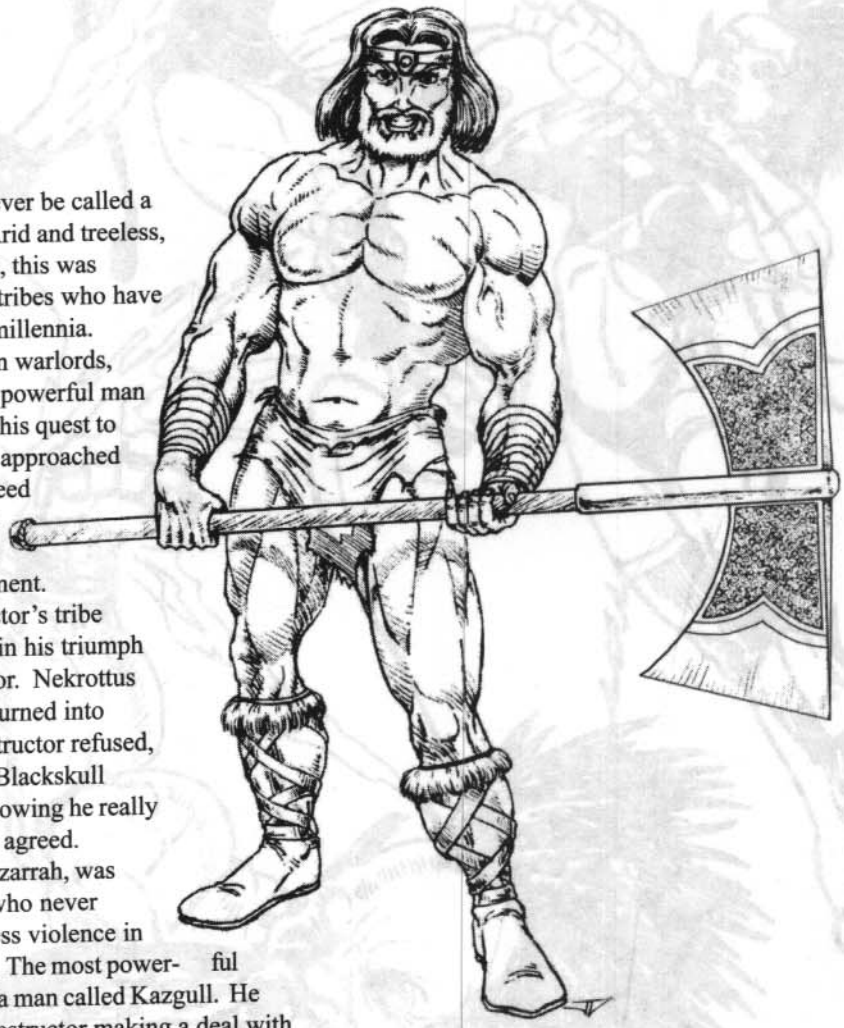
With Nekrottus' help, the Destructor's tribe conquered most of the others. He basked in his triumph – that is, until Nekrottus redeemed his favor. Nekrottus demanded that all the barbarian tribes be turned into mindless Goop Zombies. At first, the Destructor refused, but Nekrottus promised him a place in the Blackskull Empire hierarchy. With reluctance (and knowing he really had no choice), the Destructor once again agreed.

One barbarian tribe, called the Dezarrah, was composed of very honorable individuals who never intentionally participated in all the senseless violence in which the other tribes so gleefully partook. The most powerful warrior of the Dezarrah was a mountain of a man called Kazgull. He had heard rumors about the Destructor making a deal with a non-barbarian warlord in a far away land. He left the Steppes of Karmahn to track down the warlord and put an end to this deal. Unfortunately, Kazgull was too late. By the time he returned, every last barbarian had become shambling, mindless monsters, barely resembling the people they once were. Kazgull was outraged, and swore that both Nekrottus and the Destructor would pay for this crime against his people. With one last look over his shoulder, Kazgull walked away from the land he loved.

A few weeks into his travels, Kazgull stumbled across Falcor, who was struggling to fight off a large group of humanoids, similar to those his tribesmen had been transformed into. Kazgull sprung into action and the two warriors managed to defeat the Goop Zombies as a team. To thank him, Falcor invited him up to the Sky Realm for a feast. While in the Sky Realm, Combato appeared out of thin air (thanks to Merlis' magic) and asked for Falcor's help in defeating Nekrottus. Falcor accepted and Kazgull offered his services as well. Following the Battle of Darshire, Kazgull officially joined the Guardians of Iconia.

Personality

Kazgull is known for his determined nature as well as his "never say die" attitude. It's obvious that he's a man who is haunted by the fate of his people. Kazgull is usually quiet and reserved, but once battle commences, he lets out all his anger and rage upon his foes. He views his fellow Guardians as his new "people," and will never let any harm befall them.



LORXAN

"Chubby Gargoyle Scout"

Oomph: 1 **Stunt Points:** 0
Hurt Points: 37 **Size:** Small

Story Hooks
Has a relentless appetite – Minor
Suspicious of other gargoyles – Moderate
Sensitive to "fatso" jokes – Minor

Traits
Armed Combat 2, Athletics 2, Body 2, Coordination -1, Driving -1, Piloting -1, Ranged Combat (Spear Throwing) 0/4, Stealth 1, Unarmed Combat 2, Knowledge – Gargoyle Lore 3, Knowledge – Recent History 2, Perception 4(2), Willpower 2

Special Abilities
Rock Skin of the Gargoyles (DSA, Power Level: Medium)
Protection: 7
Bonus: Hardened 7
Total cost: 21

Flight Ability (MSA, Power Level: Medium)
Rating: 3
Mode of Travel: Flying
Restriction: Charges, Minor
Restriction: Disadvantage, Minor (he's limited to relatively short distances)
Total cost: 13

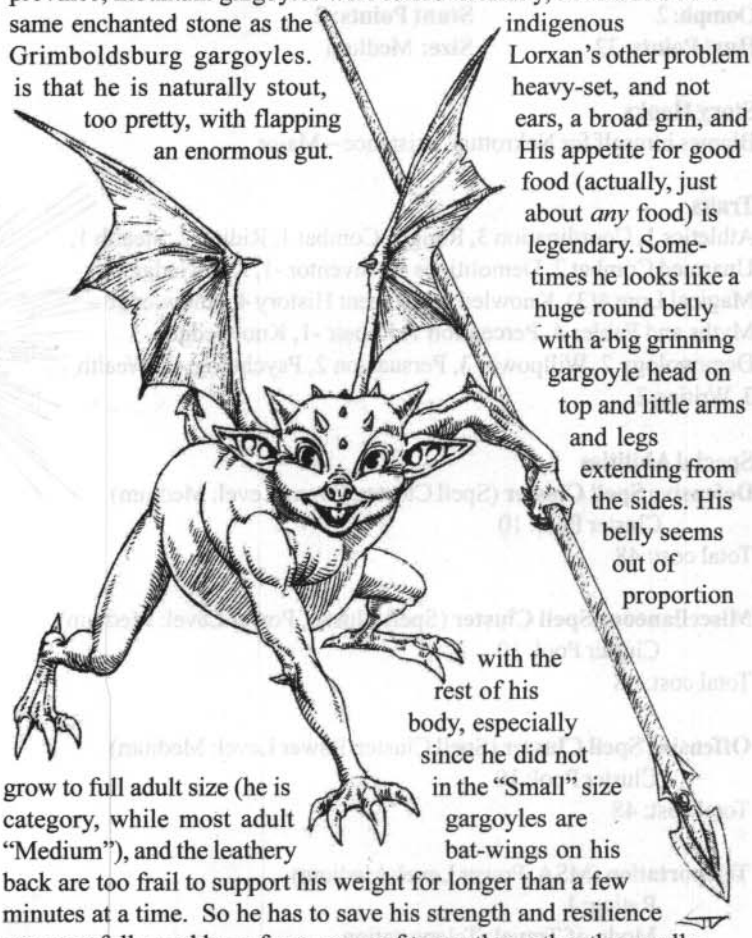
Magical Spear (OSA, Power Level: Medium)
DR: 6+Body
Range: Medium
Bonus: Armor Piercing 4
Bonus: Advantage, Minor (it always returns to user automatically a few seconds after being thrown)
Bonus: Advantage, Major (it can also be used as a close combat weapon; the DR and other capabilities do not change)
Restriction: Item
Total cost: 20

Total CP value: 100 CP

Background

Lorxan hails from the mysterious border-city of Grimboldsburg in Haven, near Darshire, which has boasted its unique inner-city security patrol of trained gargoyles for the last 400 years. Most of the magic that made these intelligent stone gargoyles was destroyed or diminished at the end of the last assault by the Blackskull Empire. Lorxan was a recruit at that time, but after the Battle of Darshire, he was promoted to sergeant, since the city council of Grimboldsburg was trying to fill the ranks of the police force. The special thing about the gargoyles of Grimboldsburg is their ability to perch motionlessly on rooftops and balconies of important inner-city buildings during the day, to suddenly come alive at sunset, when they rise into the night sky to patrol the streets and alleyways, pouncing down on hapless crooks and robbers. Each gargoyle policeman is issued a magical energy spear that can be used as a melee weapon or thrown like a javelin.

Lorxan came from a large family of mutated, brass-colored mountain gargoyles that had settled near Grimboldsburg two generations ago. They had always had a hard time getting accepted by the rest of gargoyle society because they were mutants from another province; mountain gargoyles were raised naturally, not made of the same enchanted stone as the indigenous Grimboldsburg gargoyles. Lorxan's other problem is that he is naturally stout, heavy-set, and not too pretty, with flapping ears, a broad grin, and an enormous gut. His appetite for good food (actually, just about *any* food) is legendary. Sometimes he looks like a huge round belly with a big grinning gargoyle head on top and little arms and legs extending from the sides. His belly seems out of proportion with the rest of his body, especially since he did not grow to full adult size (he is in the "Small" size category, while most adult gargoyles are "Medium"), and the leathery bat-wings on his back are too frail to support his weight for longer than a few minutes at a time. So he has to save his strength and resilience very carefully, and hops from one roof to another rather than really flying. He can still fly, but is not very fast, and tires quickly. Failing fitness check-ups for the police force last year, and having had a few arguments with his Captain about regulations, he left the police force to become a free agent and private eye instead. Soon afterward, he encountered Falcor at a tavern and joined the Guardians of Iconia. Every now and then, he acts as a sidekick to Falcor.



Personality

Lorxan is witty and a wise-ass, stubborn in his opinions and attitudes. He is a determined lawman at heart, but also a daredevil and a nonconformist. He often makes wisecracking remarks at others, even at the mightiest heroes, and enjoys himself enormously whenever he gets a chance to counter someone with a "told you so" line.

He acts suspicious and disparagingly toward other gargoyles, since few of them accepted the mountain gargoyles. He is endowed with a relentless appetite and love of good cuisine, and has a big meal after every mission . He is easily upset by "fatso" jokes, but as a gargoyle, he enjoys striking fear into hapless opponents, making them believe he is a monster from hell. He is a buddy of Falcor, and secretly admires the noble winged defender.

MERLIS

"The Wise Elder Magician of Haven"

Oomph: 2 **Stunt Points:** 2
Hurt Points: 32 **Size:** Medium

Story Hooks
Blames himself for Nekrottus' existence – Major

Traits
Athletics 1, Coordination 3, Ranged Combat 1, Riding 2, Stealth 1, Unarmed Combat 2, Demolitions -1, Inventor -1, Knowledge – Magical Lore 4(3), Knowledge – Recent History 4, Knowledge – Myths and Fables 4, Perception 1, Repair -1, Knowledge – Demonology 2, Willpower 3, Persuasion 2, Psychology 3, Wealth 3, Writing 2

Special Abilities
Defensive Spell Cluster (Spell Cluster, Power Level: Medium)
Cluster Pool: 10
Total cost: 48

Miscellaneous Spell Cluster (Spell Cluster, Power Level: Medium)
Cluster Pool: 10
Total cost: 48

Offensive Spell Cluster (Spell Cluster, Power Level: Medium)
Cluster Pool: 10
Total cost: 48

Teleportation (MSA, Power Level: Medium)
Rating: 1
Mode of Travel: Teleportation
Restriction: Charges, Minor
Restriction: Disadvantage, Major (he can travel only to memorized locations)
Total cost: 11

Levitating (MSA, Power Level: Low)
Rating: 1
Mode of Travel: Levitation
Restriction: Charges, Minor
Total cost: 8

Total CP value: 250 CP

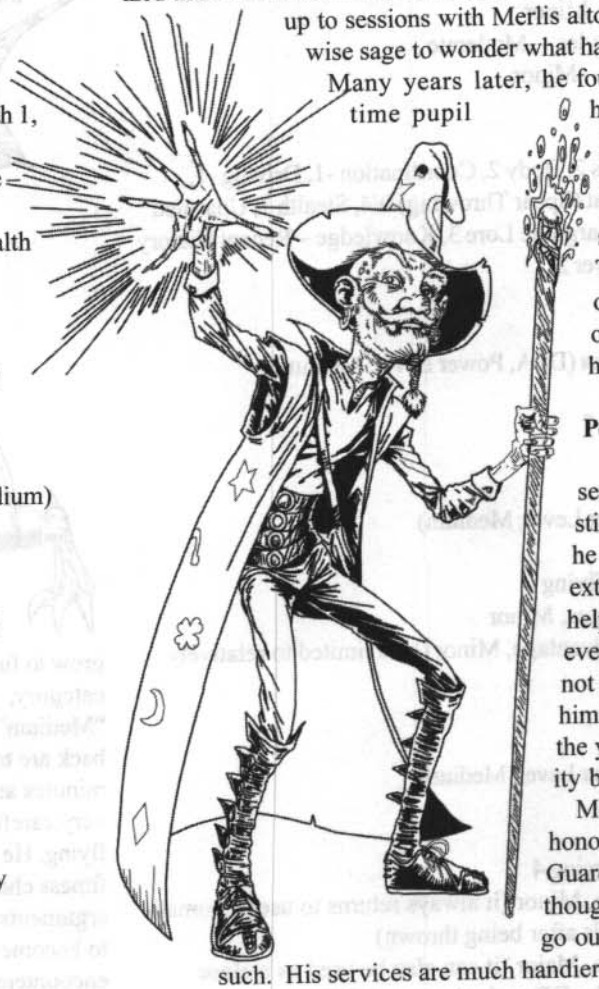
Background

Ever since he can remember, Merlis was taught the ways of magic. His father was a mediocre wizard himself, who wanted his son to become the greatest wizard on Iconia. Day in and day out, the young boy studied ancient tomes and scrolls.

In the end, his effort paid off. By the time Merlis was an adult, he was an extremely competent wizard and his knowledge grew every day. His peers were jealous of his natural aptitude for the arcane arts, which resulted in him being something of a loner.

Later in life, he met a bright young man who showed an affinity for magic unlike anyone he had ever seen before. Merlis took him under his wing immediately. The young man learned everything Merlis taught him very quickly. So quickly, in fact, that he wanted to keep moving onto new things. Merlis tried to tell his pupil that he had to first completely master the things he was taught before he would teach him anything new. This increasingly tested the young man's patience, until finally he began seeking new information elsewhere.

The student found a dark and shadowy hermit named S'groth, who taught him the darker aspects of magic. He found he was learning things at a faster rate than from Merlis, and rationalized that Merlis was an inferior teacher. Soon, he stopped showing up to sessions with Merlis altogether, leaving the wise sage to wonder what had become of him.



Many years later, he found out that his one-time pupil had sold his soul to S'groth (who was, in fact, a demon) and had become the scourge of Iconia! That's right – Merlis' old student was none other than Nekrottus himself!

Personality

Merlis is a tad senile these days, but is still as great a mage as he ever was. He feels extremely guilty for helping create Nekrottus, even though it's certainly not his fault. He blames himself for not detecting the young man's instability beforehand.

Merlis is essentially an honorary member of the Guardians of Iconia, though he doesn't usually go out on missions and such. His services are much handier in other ways.

If 250 CP seems a bit high to you, consider that I envisioned Merlis as the very learned old wizard with a lifetime of scholarly knowledge and adventuring experience at his disposal. In the 200-250 point range, he can serve as the character that will act as the wise elder guardian and advisor to the other heroes. Merlis, of course, is a master in the use of his Spell Clusters. The knowledge for his Offensive and Miscellaneous Spell Cluster are among the things that he passed on to Nekrottus, who used them for the purposes of evil instead of good, but Nekrottus defected from his old master before he passed on the third main cluster, the Defensive one.

NOBLARA

"Former Ruler of Shadestar"

Oomph: 3 **Stunt Points:** 2
Hurt Points: 43 **Size:** Medium

Story Hooks
Archenemy: Nekrottus – Major
Longs to restore Shadestar – Major

Traits
Armed Combat 4, Athletics 4, Body (Stamina) 2/4, Ranged Combat 2, Riding 2, Stealth 2, Unarmed Combat 3, Knowledge – Shadestar 3, Medical 1, Perception 1, Survival 1, Willpower 2, Appearance 3, Persuasion 3, Wealth 1



Special Abilities
Shady Shortsword (OSA, Power Level: Medium)
DR: 5+Body
Range: Point Blank
Restriction: Item
Total cost: 6

Shady Amulet of Hypnosis (MiscSA, Power Level: Medium)
Trait Modification A: +2 to Persuasion
Duration: 1d12 minutes
Restriction: Item
Restriction: Charges, Major
Total cost: 2

Noble Cloak of Shadows (MiscSA, Power Level: Medium)
This piece of clothing will make the character appear partially invisible, blurred, merged with a shadow, or like a living shadow, depending on circumstances (and who is looking).
Trait Modification A: +3 to Stealth
Duration: 1d12 minutes
Restriction: Item
Total cost: 10

Total CP value: 100 CP

To create a significantly more powerful version of this character, as a PC or NPC, change her Stunt Points to 3, her Oomph to 4, increase the DR of her sword to DR: 7, add Armor Piercing 7 to the sword, and increase the uses of the Amulet to "Charges, Minor".

121 CPs Total for enhanced version of Noblara

Background

Noblara was the queen of a prosperous but small kingdom called Shadestar. During the first year of her reign, the Blackskull Empire invaded! Her soldiers fought tooth and nail to keep control of the land. After a long struggle, the gigantic horde of Turgs and Goop Zombies overcame the determined defenders, taking the kingdom for their insidious master.

Queen Noblara was captured as well, despite her unbelievable combat skills. She was taken to the Fortress of Gloom, where she was forced to be Nekrottus' concubine for several years. All the while, she was planning her escape. One day, her chance arrived and she took full advantage of the opportunity. Noblara fled the Fortess and found her way to Questa.

Personality

Noblara manages to keep an optimistic outlook on life and feels that eventually, she will take back Shadestar and restore it to its former glory. However, Noblara's first goal is destroying Nekrottus and the Blackskull Empire for all time. She spent a lot of time chained to Nekrottus' throne, where she would overhear the dark overlord's plans and strategies. She knows more about how he operates than any other person outside of the Blackskull Empire.

OSHIDA

"Honorable Martial Arts Expert"

Oomph: 2 **Stunt Points:** 1
Hurt Points: 42 **Size:** Medium

Story Hooks
Devoted to living up to his destiny – Major
Will not do anything deceptive or dishonest – Moderate
Lack of knowledge about the "outside world" – Moderate

Traits
Armed Combat (Bo Staff) 1/3, Athletics 4(2), Body 3, Riding 1, Stealth 3, Unarmed Combat (Karate-like martial arts style) 3/4(2), Knowledge – The Fighting Arts 2, Perception 2, Willpower 4, Psychology 1

Special Abilities

Super-Punch (OSA, Power Level: Medium)
DR: 6+Body
Range: Point Blank
Bonus: Armor Piercing 4
Bonus: Burst Fire
Total cost: 17

Flying Spin Kick (OSA, Power Level: Medium)
DR: 7+Body
Range: Short
Bonus: Armor Piercing 4
Restriction: Disadvantage, Minor (he must concentrate for 1 full turn before using this OSA)
Total cost: 17

Knife-Hand Riposte Combination (OSA, Power Level: Medium)
DR: 4+Body
Range: Point Blank
Trait Modification A: +3 to Athletics, on Parrying action only
Restriction: Disadvantage, Major (it must follow a succesful Parry action)
Total cost: 6

Total CP value: 100 CP

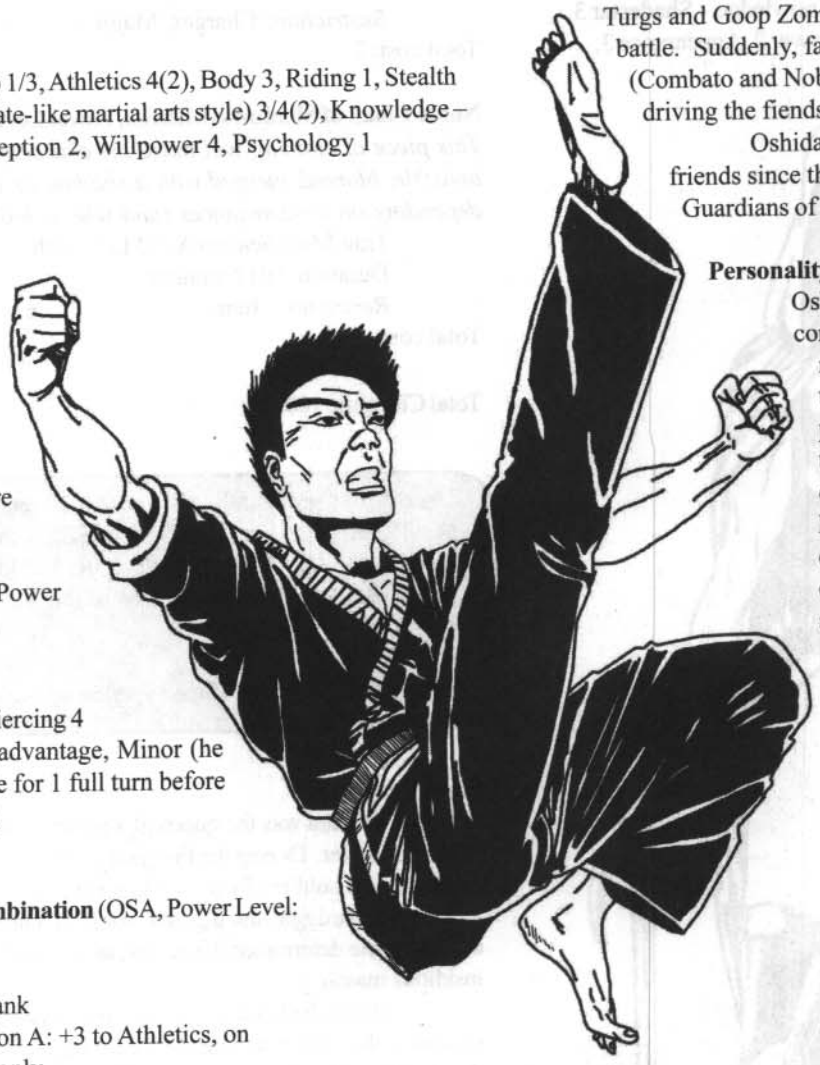
Background

The remote island of Bokaru is home to a monastery of monks known as the Chosu. These monks have completely removed themselves from the outside world and have remained that way for hundreds of years. It is said that the Chosu are highly attuned to their own spirituality and have all become masters of the martial arts.

Several autumns ago, the monks sensed a disturbance in nature – something evil that threatened all of Iconia. It matched a prophecy they had all dreaded for centuries. According to the prophecy, a foul harbinger of the end-times would one day arise and conquer everything in existence, and only a single champion of good could defeat the harbinger, thus preventing the end of the world. Upon this realization, they sent their greatest warrior, Oshida, to face the harbinger in a battle for the fate of Iconia.

It didn't take Oshida long to hear about the source of the problem: a vile being by the name of Nekrottus. Unfortunately, his brother monks failed to see visions of the harbinger's arrival in time to stop most of Iconia from being enslaved. After much searching, Oshida finally came face-to-face with Nekrottus, who unleashed his generals on the master martial artist. Oshida held his own, considering he was outnumbered by such a wide margin, but when a horde of Turgs and Goop Zombies entered the fray, it became a losing battle. Suddenly, fate intervened. Two great heroes (Combato and Noblara) emerged and joined Oshida's side, driving the fiends off.

Oshida has stuck with his two newfound friends since that time, and is now a member of the Guardians of Iconia.



Personality

Oshida has a level head and is incredibly contemplative and spiritual. He never makes rash decisions, preferring to plan things out. He is the champion of his people and has been chosen to confront the harbinger of the end times in a one-on-one duel with the fate of Iconia hanging in the balance. Oshida has no doubts about his destiny. The time will come, and when it does, he'll be ready to save the world.

To create a significantly more powerful version of this character as a PC or NPC, raise his trait ratings *in Armed Combat*, *Knowledge*, *Perception*, *Willpower* and his Stunt Points by +1 each. You may also change his martial arts abilities to the following, for an even more extreme master later in the series:

Super-Punch (OSA, Power Level: Medium)
DR: 6+Body
Range: Point Blank
Bonus: Armor Piercing 8
Bonus: Burst Fire
Total cost: 21

Flying Spin Kick (OSA, Power Level: Medium)
DR: 8+Body
Range: Short
Bonus: Armor Piercing 8
Restriction: Disadvantage, Minor (he must concentrate for a full turn)
Total cost: 23

Distance Ki-Power Punch (OSA, Power Level: Medium)
This is a special ranged attack that uses the Unarmed Combat martial arts skill at a distance, like a gust of wind, which can even be used against a whole group of foes.
DR: 8+Body
Range: Medium
Bonus: Area Effect (12 yards)
Bonus: Armor Piercing 6
Bonus: Double Damage vs. lifeless enemies (robots, Goop Zombies, etc.)
Restriction: Charges, Moderate
Restriction: Disadvantage, Minor (he must concentrate for a full extra turn)
Restriction: Self-damaging, Minor (he must roll 1d12-4 to determine the amount of Hurt Points lost)
Total cost: 28

150 CPs Total for enhanced version of Oshida



SURE-SHOT

"Twin Laser Pistol-Packing Adventuress"



Oomph: 3 **Stunt Points:** 3
Hurt Points: 34 **Size:** Medium

Story Hooks
Uncouth – Minor
Obsessed with exploration – Moderate

Traits
Armed Combat 3, Athletics 4, Body 1, Ranged Combat (Twin Laser-Pistols) 1/4(2), Riding 3, Stealth 1, Unarmed Combat (Boxing) 2/4, Perception 2, Willpower 2, Appearance 2, Persuasion 1, Streetwise 2

Special Abilities
Twin Laser Pistols (OSA, Power Level: Medium)
DR: 8+2
Range: Long
Bonus: Armor Piercing 8
Bonus: Auto-Fire
Restriction: Item
Restriction: Charges, Minor
Total cost: 26

Total CP value: 100 CP

Background

Not all of Iconia has been settled… heck, not all of it has even been explored! Right between the known world and the unexplored lands is a place called "the frontier." The frontier is full of boomtowns, lawlessness, and lots of Gemrock mines.

Sure-Shot grew up in the midst of this unruly territory. She learned all manner of things living on the frontier – fisticuffs, street smarts, observation, and (of course) gunfighting. By the age of ten, she was an accomplished marksman... err... marks*woman*, and could outshoot most of the famed gunslingers.

Sure-Shot never traveled to the more civilized areas of Iconia. Instead, she ventured forth into the vast, unexplored regions that were within spitting distance of her own home. During her travels, Sure-Shot discovered many new places, animals and even races. She soon became known as the "Queen of the Unknown."

Despite all this, a part of her wanted to travel the settled lands. She had heard many wild tales of adventure, intrigue, and battle, and this piqued her interest. Sure-Shot read all the novellas about Noblara, Oshida, and many others who fought evil in all its many guises.

Finally, her chance to help them materialized before her very eyes. Noblara herself asked for her help in fighting the maniacal Nekrottus (who Sure-Shot always thought was fictional). Sure-Shot jumped at the chance and participated in the Battle of Darshire before joining the Guardians of Iconia.

Personality

Raised on the frontier all her life, Sure-Shot is as rough-and-tumble as they get. She talks with an exaggerated "cowgirl" accent and uses quaint expressions indiginous to the frontier ("That's about as crazy as a polecat tap-dancin' on a hot griddle!").

Unlike her fellow Guardians, Sure-Shot is more a thrill-seeker than anything. She joined the team because it will lead to action and adventure, not because Nekrottus is an evil that must be halted.

Villains

Blobbor

"Blubbery Henchman of the Blackskull Empire"

Oomph: 2
Hurt Points: 47
Stunt Points: 3
Size: Large

Story Hooks
Habitual liar – Major
Foul tempered – Moderate

Traits
Armed Combat 3, Athletics -2, Body 4(3), Stealth -2, Unarmed Combat 3, Perception -1

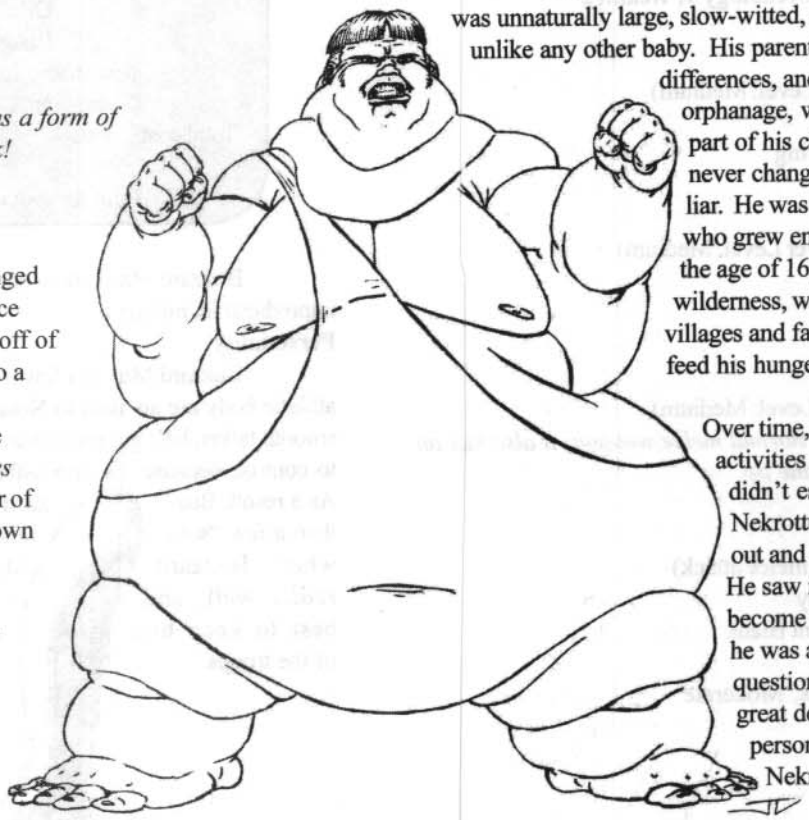
Special Abilities
Flab Armor (DSA, Power Level: High)
Blobbor's blubbery skin not only acts as a form of armor, it can also bounce attacks back!
Protection: 9
Range: Medium (see below)
Bonus: Hardened 8
Bonus: Advantage, Major (ranged attacks that hit but fail to reduce Blobbor's Hurt Points bounce off of him and back at the attacker (to a maximum distance of Medium range). To avoid being hit, the attacker must make an *Athletics* check with a Difficulty Number of 8. If the attacker is hit by his own attack, it deals damage as normal.)
Bonus: Advantage, Major (if a close combat attack hits Blobbor but fails to reduce his Hurt Points, the attacker rolls a d12. On a roll of 1-6, the force of the attack colliding with the blubbery body knocks the attacker back back 2d12 yards.)
Total cost: 40

Massive Charge (OSA, Power Level: Medium)
Trait Modification A: +2 Body (Strength)
Bonus: Advantage, Major (if Blobbor's charge hits, regardless of whether any damage is dealt, the target must roll a d12. On a roll of 1-6, the poor sap gets knocked back 2d12 yards.)
Bonus: Advantage, Major (once the target makes his *Athletics* check to avoid this charge, he must reroll the check, using the lowest of the two results. After all, it's not easy getting out of the way of something *that* wide!)
Restriction: Disadvantage, Minor (this SA can only be used when Blobbor makes a charging attack)
Restriction: Disadvantage, Minor (Blobbor can do nothing the turn after he makes this charging attack. He's simply too out of breath!)
Total cost: 10

Blubbery Bound (MSA, Power Level: Medium)
Rating: 3
Mode of Travel: Bounding
Total cost: 14

Total CP value: 100 CP

Background



Blobbor was born different from other children. He was unnaturally large, slow-witted, and had a sadistic streak unlike any other baby. His parents couldn't handle these differences, and took him to a nearby orphanage, where he spent the better part of his childhood. His disposition never changed and he became a habitual liar. He was a mean-spirited young man who grew enormous as he got older. At the age of 16, he ran away into the wilderness, where he would attack small villages and farms to steal their food and feed his hunger for destruction.

Over time, news of this young man's activities spread far and wide, and it didn't escape the attention of Nekrottus. Nekrottus sought him out and took him in as his own child. He saw in Blobbor the potential to become the greatest of all minions – he was a dullard who wouldn't question his authority, and he had a great deal of strength, and his personality was twisted. Yep, Nekrottus picked a winner.

Personality

Blobbor may be an adult now, but he still has the mind and temperament of a child. When he's angry, he throws temper tantrums of unmatched proportions. When he's happy, he bounces up and down, clapping his hands. But most of the time, he's just plain hateful! Furthermore, Blobbor is a compulsive liar. He never fesses up to his own mistakes, preferring to fabricate outlandish and farfetched stories to explain why he goofed. These fibs are often inadvertently humorous.

To create a significantly more powerful version of this character, increase his *Armed Combat* and *Unarmed Combat* by +3 each. You can also give him *Willpower* of 2 (which will increase his Hurt Points). You may also give him the following SA:

Unbudging (MiscSA, Power Level: Medium)
Rating: 4(5) (when Blobbor would normally be knocked back, he makes an action check with a Difficulty Number of 8. Success means he is not knocked back at all)
Total cost: 20

136 CPs Total for enhanced version of Blobbor.

Villains

Blobbor

"Blubbery Henchman of the Blackskull Empire"

Oomph: 2 **Stunt Points:** 3
Hurt Points: 47 **Size:** Large

Story Hooks
Habitual liar – Major
Foul tempered – Moderate

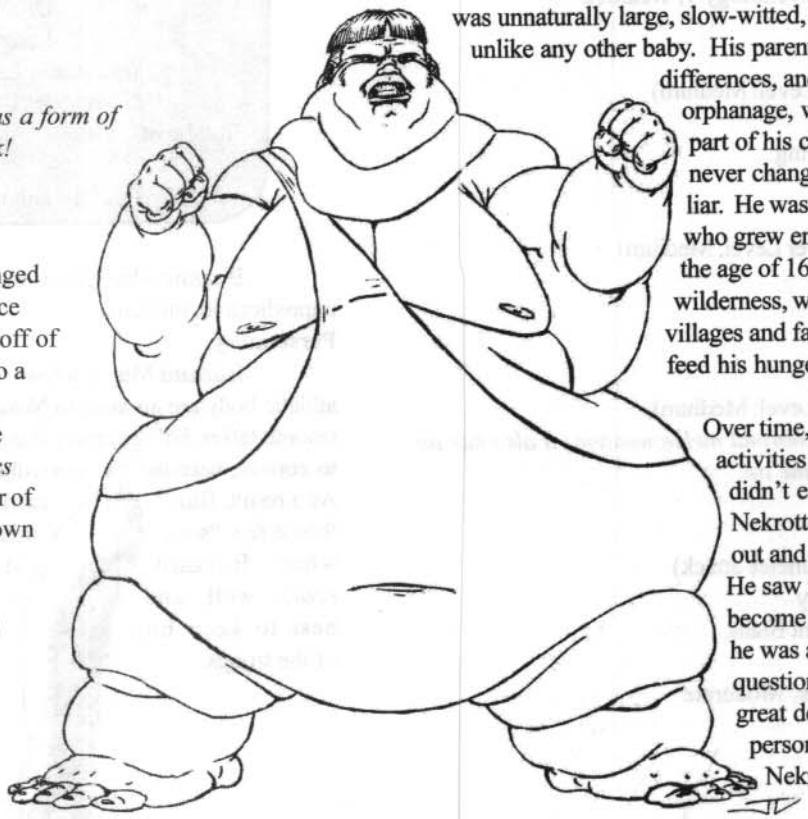
Traits
Armed Combat 3, Athletics -2, Body 4(3), Stealth -2, Unarmed Combat 3, Perception -1

Special Abilities
Flab Armor (DSA, Power Level: High)
Blobbor's blubbery skin not only acts as a form of armor, it can also bounce attacks back!
Protection: 9
Range: Medium (see below)
Bonus: Hardened 8
Bonus: Advantage, Major (ranged attacks that hit but fail to reduce Blobbor's Hurt Points bounce off of him and back at the attacker (to a maximum distance of Medium range). To avoid being hit, the attacker must make an *Athletics* check with a Difficulty Number of 8. If the attacker is hit by his own attack, it deals damage as normal.)
Bonus: Advantage, Major (if a close combat attack hits Blobbor but fails to reduce his Hurt Points, the attacker rolls a d12. On a roll of 1-6, the force of the attack colliding with the blubbery body knocks the attacker back back 2d12 yards.)
Total cost: 40

Massive Charge (OSA, Power Level: Medium)
Trait Modification A: +2 Body (Strength)
Bonus: Advantage, Major (if Blobbor's charge hits, regardless of whether any damage is dealt, the target must roll a d12. On a roll of 1-6, the poor sap gets knocked back 2d12 yards.)
Bonus: Advantage, Major (once the target makes his *Athletics* check to avoid this charge, he must reroll the check, using the lowest of the two results. After all, it's not easy getting out of the way of something *that* wide!)
Restriction: Disadvantage, Minor (this SA can only be used when Blobbor makes a charging attack)
Restriction: Disadvantage, Minor (Blobbor can do nothing the turn after he makes this charging attack. He's simply too out of breath!)
Total cost: 10

Blubbery Bound (MSA, Power Level: Medium)
Rating: 3
Mode of Travel: Bounding
Total cost: 14

Total CP value: 100 CP



Background

Blobbor was born different from other children. He was unnaturally large, slow-witted, and had a sadistic streak unlike any other baby. His parents couldn't handle these differences, and took him to a nearby orphanage, where he spent the better part of his childhood. His disposition never changed and he became a habitual liar. He was a mean-spirited young man who grew enormous as he got older. At the age of 16, he ran away into the wilderness, where he would attack small villages and farms to steal their food and feed his hunger for destruction.

Over time, news of this young man's activities spread far and wide, and it didn't escape the attention of Nekrottus. Nekrottus sought him out and took him in as his own child. He saw in Blobbor the potential to become the greatest of all minions – he was a dullard who wouldn't question his authority, and he had a great deal of strength, and his personality was twisted. Yep, Nekrottus picked a winner.

Personality

Blobbor may be an adult now, but he still has the mind and temperament of a child. When he's angry, he throws temper tantrums of unmatched proportions. When he's happy, he bounces up and down, clapping his hands. But most of the time, he's just plain hateful! Furthermore, Blobbor is a compulsive liar. He never fesses up to his own mistakes, preferring to fabricate outlandish and farfetched stories to explain why he goofed. These fibs are often inadvertently humorous.

To create a significantly more powerful version of this character, increase his *Armed Combat* and *Unarmed Combat* by +3 each. You can also give him *Willpower* of 2 (which will increase his Hurt Points). You may also give him the following SA:

Unbudging (MiscSA, Power Level: Medium)
Rating: 4(5) (when Blobbor would normally be knocked back, he makes an action check with a Difficulty Number of 8. Success means he is not knocked back at all)
Total cost: 20

136 CPs Total for enhanced version of Blobbor.

GATLYNA

"Automatic-Weapons Expert of the Blackskull Empire"

Oomph: 3 **Stunt Points:** 2
Hurt Points: 34 **Size:** Medium

Story Hooks
No sense of loyalty – Major
Sensitive about her past identity – Major

Traits
Armed Combat 1, Athletics 2, Body 1, Coordination 1, Driving 1, Piloting 1, Ranged Combat (Gatling Gun) 3/4(2), Stealth 2, Unarmed Combat 1, Detective -1, Disguise 1, Knowledge – Weapon Construction 4(2), Perception 1, Repair (Weapons) -1/3, Willpower 2, Appearance 2

Special Abilities
Super Gatling Blaster (OSA, Power Level: High)
DR: 9+2
Range: Medium
Bonus: Armor Piercing 4
Bonus: Auto-Fire
Restriction: Item
Restriction: Charges, Minor
Restriction: Disturbance, Minor (it always makes a very loud sound)
Total cost: 29

Flak Jacket and Cartridge Belts (DSA, Power Level: Medium)
Protection: 5
Restriction: Item
Total cost: 8

Total CP value: 100 CP

Background

Gatlyna was born Rosiepoo Dimpleheimer. Due to her name, Rosiepoo was teased and tormented by the other children. To make matters worse, she was something of a runt, standing two heads shorter than the smallest children her age. As a result, she developed an inner rage. One day, during the latter half of her teenage years, to her tormentors' surprise, Rosiepoo fought back, and it wasn't pretty. Rosiepoo found that she enjoyed letting her violent instincts take control: it was like a drug and she wanted more. She beat up the kids and then ran far away from home.

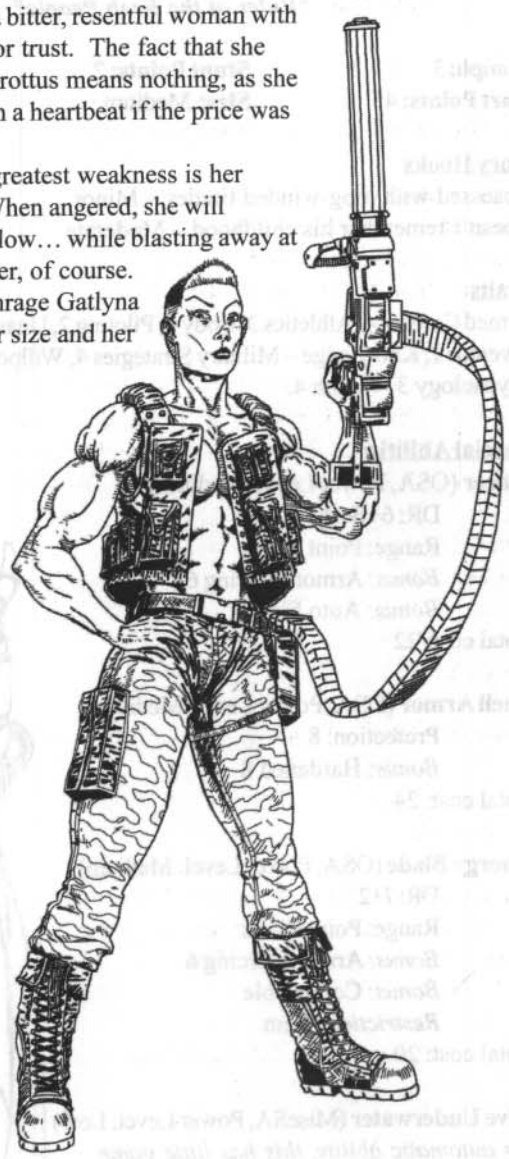
From that day on, she traveled the countryside, doing whatever it took to obtain her much-needed rush. During her travels, Rosiepoo met up with a marksman who called himself Shooter. Thinking she was a nice kid, he offered to teach her the art of marksmanship, at which she excelled. During this time, Rosiepoo did everything she could to conceal her wicked nature from the kindly Shooter. But once she became an expert shot, she betrayed his trust by stealing his prototype gun, the Super Gatling Blaster, and left.

Being a loner, she has gone back to traveling Iconia, selling her services to whomever pays her the most. She has shed the identity of Rosiepoo Dimpleheimer forever, for she is now known only as Gatlyna!

Personality

Gatlyna is a bitter, resentful woman with no sense of loyalty or trust. The fact that she often works for Nekrottus means nothing, as she would sell him out in a heartbeat if the price was right.

Gatlyna's greatest weakness is her explosive temper. When angered, she will scream, yell, and bellow… while blasting away at the cause of her anger, of course. The surest way to enrage Gatlyna is to comment on her size and her real name.



To create a significantly more powerful version of this character, increase her *Athletics*, *Piloting*, *Stealth,* and *Disguise* traits by +1 each, and boost the stats of her OSA to the following:

Super Gatling Blaster (OSA, Power Level: High)
DR: 10+2
Range: Medium
Bonus: Armor Piercing 4
Bonus: Auto-Fire
Bonus: Area Effect (12 yards)
Restriction: Item
Restriction: Charges, Minor
Restriction: Disturbance, Minor (it always makes a very loud sound)
Total cost: 38

116 CPs Total for enhanced version of Gatlyna

King Krab

"Ruler of the Krab People"

Oomph: 3 **Stunt Points:** 2
Hurt Points: 45 **Size:** Medium

Story Hooks
Obsessed with long-winded tirades – Minor
Doesn't remember his childhood – Moderate

Traits
Armed Combat 4, Athletics 3, Body 4, Piloting 2, Unarmed Combat 4(2), Inventor 1, Knowledge – Military Strategies 4, Willpower 4, Persuasion 4, Psychology 3, Wealth 4.

Special Abilities
Pincer (OSA, Power Level: Medium)
DR: 6+Body
Range: Point Blank
Bonus: Armor Piercing 6
Bonus: Auto Fire
Total cost: 22

Shell Armor (DSA, Power Level: Medium)
Protection: 8
Bonus: Hardened 8
Total cost: 24

Energy Blade (OSA, Power Level: Medium)
DR: 7+2
Range: Point Blank
Bonus: Armor Piercing 6
Bonus: Collapsible
Restriction: Item
Total cost: 20

Live Underwater (MiscSA, Power Level: Low)
An automatic ability, this has little game effect; no components are needed.
Total cost: 4

Total CP value: 158 CP



Background

King Krab wasn't born on the Island of the Krab People – his true birthplace remains unknown. Even he doesn't remember anything of his early years. His first memory is of waking up on one of the island's beaches as an adult. He was welcomed into Krab People society with open arms, as his mysterious appearance coincided with an ancient prophecy. The prophecy told of a great leader who would appear from nowhere and bring prosperity to the Krab People. Strangely, this prophecy may connect with the prophecy told by the Chosu (see Oshida's Background).

King Krab was immediately placed on the throne, where he ruled for nearly a decade. While he wasn't a *bad* leader, he didn't appear to herald a new age of greatness for his people. After a while, the Krab People began losing faith in the prophecy and King Krab himself. This fact enraged him. He ordered his right-hand man, a scientific genius named Quilocrulu, to begin creating an army of robot warriors. A civil war was coming; King Krab was determined to be the victor. When the Krab People revolted against their king, King Krab's new robot legions clashed with hordes of Krab People and the civil war rapidly degenerated into a stand-still.

Then came Nekrottus.

Nekrottus and his henchmen arrived on the island and entered peaceful negotiations with King Krab. King Krab and Nekrottus walked side by side into the middle of the battlefield, making an announcement loud enough to reach everyone's ears. They spoke of their newly formed alliance and implored the Krab People to cease fighting. Once King Krab had their attention, he explained that he was indeed the great leader the prophecy spoke of and that he had just discovered the way to the promised prosperity: the Blackskull Empire. His people rejoiced and the war was over.

Since that time, Nekrottus and King Krab have developed a strong friendship. Nekrottus has said that King Krab is the only person on Iconia that he fully trusts, and relies on him as his primary general.

Personality

King Krab is reliable to a fault. If he boasts about something, he'll walk through fire to see it done, and he avoids boasting about things he doesn't feel is possible. But when he *does* gloat, King Krab doesn't hold back! His gloating has been refined to that of a science. The Guardians of Iconia have often joked about King Krab practicing his filibusters in front of a mirror.

Don't let King Krab's long-winded chin music fool you, though. He's a remarkable tactician with a great deal of foresight. He is a proven leader with ambition and determination galore. After all, would Nekrottus designate just *anyone* as his second-in-command?

At the GM's discretion, King Krab can also have access to his own specialized underwater vehicle or ship.

King Krab also routinely has access to at least two waves of his own Goons from the Krab People, who are normally at Goon Factor 7, as well as one wave of robotic Goons at Goon Factor 9 per hero. They form his personal retinue, and follow all the usual rules for "Goons" in ***Cartoon Action Hour***.

MONSTRO

"Hulking One-Eyed General of the Blackskull Empire"

Oomph: 3 **Stunt Points:** 2
Hurt Points: 53 **Size:** Large

Story Hooks
Hates Nekrottus – Major

Traits
Armed Combat 4, Athletics 4(2), Body 4(3), Stealth 2, Unarmed Combat 4(3), Perception 2, Survival 4, Willpower 4(2)

Special Abilities
Mutated Red Skin (DSA, Power Level: Medium)
Protection: 6
Total cost: 12

Hypnotic Eye-Beam (MiscSA, Power Level: Medium)
Trait Modification A: +3 to Persuasion
Duration: 1d12 minutes
Restriction: Charges, Moderate
Restriction: Disadvantage, Major (not usable while fighting or engaging in any strenuous physical activity, and not usable against an opponent who he has just fought)
Total cost: 5

Total CP value: 100 CP

Background

Monstro was once a barbarian warlord known as the Destructor. In the arid Steppes of Karmahn, where the barbarian tribes dwelled, conflict was a way of life. The Destructor, though, was special. He possessed the insight and ambition that so many other warlords lacked. While they were content with keeping their wars contained within the Steppes, the Destructor had bigger aspirations. His plan was to forge an alliance with outsiders, having them fight by his side so he could conquer all the other tribes without breaking a sweat.

With that in mind, the Destructor left his homeland in search of a powerful ally, and he found one in Nekrottus… or so he thought. Nekrottus' partnership came with a price. Nekrottus demanded a favor at some point in the future, which the power-hungry warlord foolishly agreed to.

Nekrottus held up to his end of the deal. In a short span of time, the other barbarian tribes had been conquered. The victorious Destructor barely had time to enjoy his triumph, though, before Nekrottus collected his favor. He demanded that all the barbarians (even the Destructor's tribe) be turned into Goop Zombies. The Destructor initially resisted, but his "ally" let it be known that he had no choice in the matter. In return for full cooperation, Nekrottus offered him a place in the Blackskull Empire. Knowing he was in no position to refuse, the Destructor accepted.

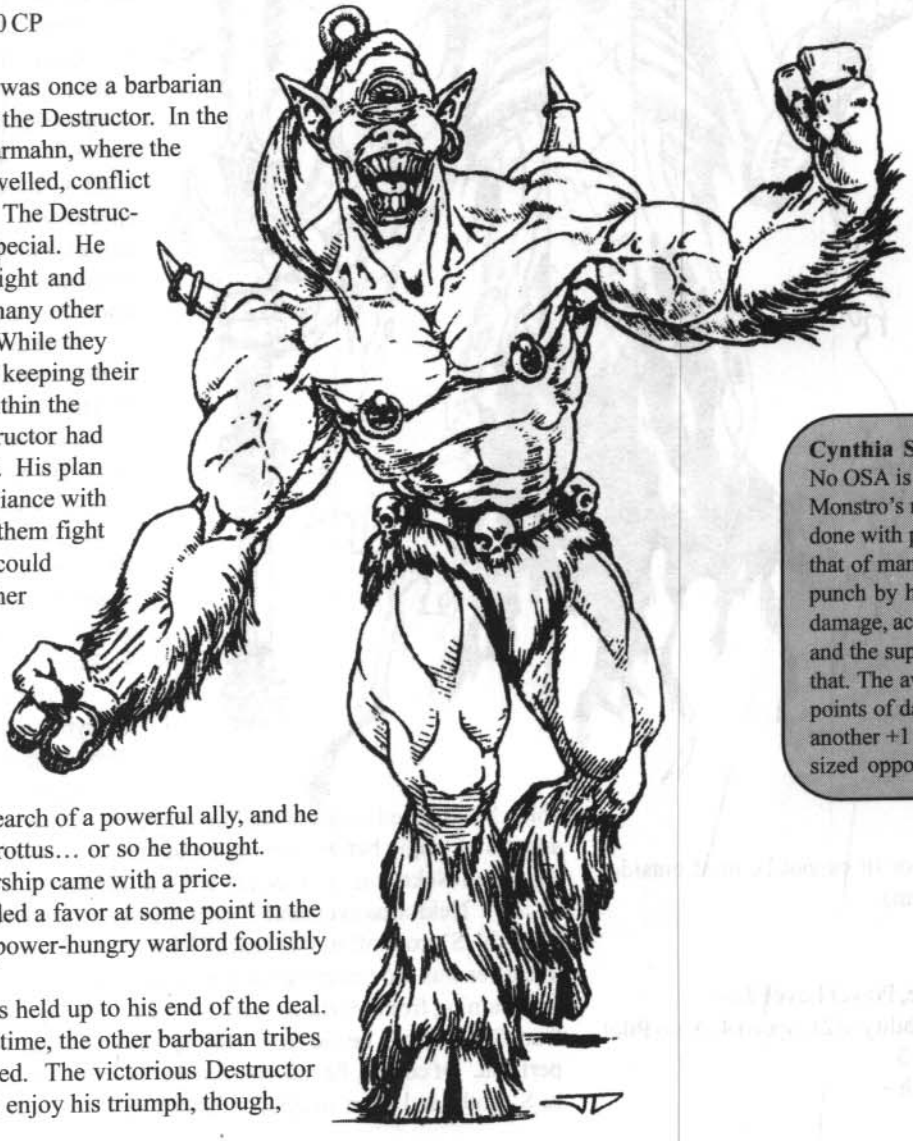
But there was more to this deal than Nekrottus let on. With his dark magic, Nekrottus transformed the Destructor into a hulking one-eyed humanoid beast... Monstro!

Personality

After this transformation, there was little trace of the Destructor left. Only his memory remained, though it was muddled and dull. His body had become infinitely stronger, yet his crafty mind had become much less potent.

Contrary to his appearance, Monstro's personality isn't bestial. He's aggressive and straightforward, sure, but he's far from a dolt. He doesn't roar like a beast, nor does he drool on himself.

He certainly remembers what Nekrottus did to him and would turn on Nekrottus in an instant, should the opportunity arise. Monstro will never forgive the evil fiend.



Cynthia Sez:
No OSA is given here. This is because Monstro's normal close combat damage done with punches is already as high as that of many big weapons. A standard punch by him does 0+4+3+1d12 points of damage, accounting his full Body rating and the super rating that goes along with that. The average result of 4+3+1d12 is 14 points of damage. Do not forget to add in another +1 to damage against Medium sized opponents, because Monstro

NEKROTTUS

"Evil Overlord of the Blackskull Empire"

Oomph: 5 **Stunt Points:** 3
Hurt Points: 53 **Size:** Medium

Story Hooks
Power mad – Major
Surrounded by people who would like to replace him – Moderate

Traits
Athletics 4(2), Body 4(2), Coordination 2, Driving 2, Piloting 3, Ranged Combat 4(2), Unarmed Combat 4, Armed Combat 4(3), Knowledge – Dark Magic 4(2), Perception 4(3), Survival 1, Willpower 4(5), Persuasion 4(5), Psychology 2, Wealth 4(5)

Special Abilities

Staff of G'hotak (OSA, Power Level: Medium)
Range: Medium
DR: 10+2
Bonus: Auto Fire
Bonus: Disintegrate Matter (metal)
Restriction: Item
Restriction: Disadvantage, Major (it's fragile and can't be used in close combat)
Total cost: 28

Infernal Sword (OSA, Power Level: Medium)
DR: 8+Body
Trait Modification B: -2 to opponent's Athletics when damaged by this sword
Trait Modification B: -2 to opponent's Body when damaged by this sword
Duration: 1d12 hours
Bonus: Advantage, Major (it can be picked up & wielded only by Nekrottus)
Restriction: Item
Total cost: 29

The Onyx Orb (MiscSA, Power Level: High)
This large orb allows Nekrottus to see anywhere in Iconia, but it doesn't always work.
Rating: -2
Range: Beyond Visual
Restriction: Item
Restriction: Disadvantage, Major (it cannot be used outside of the Fortress of Gloom)
Total cost: 12

Air Chariot (Vehicle, Power Level: Low)
Traits: Maneuverability 4(2), Speed 4, Auto Pilot 3, Stealth 3, Body 3
Travel Mode: Air
Size: Large
Capacity: 1 pilot and 2 passengers (all exposed)
Structure Points: 60
VDM: 6
Total cost: 16 (40 SCP)

Magic Armor (DSA, Power Level: Medium)
Protection: 10
Restriction: Item
Total cost: 26

Offensive Spell Cluster (Spell Cluster, Power Level: Medium)
Cluster Pool: 10
Total cost: 48

Transformation Spell Cluster (Spell Cluster, Power Level: Medium)
Cluster Pool: 10
Total cost: 48



Miscellaneous Spell Cluster (Spell Cluster, Power Level: Medium)
Cluster Pool: 12
Total cost: 54

Total CP value: 421 CP

Background

Very little is known of Nekrottus' past. Rumors and legends persist among the people of Iconia, but no one knows how much of it is truth and how much is mere speculation. It's doubtful that anyone aside from Nekrottus himself will ever know for sure.

What *is* known, however, is that Nekrottus approached Merlis when the future overlord was just a young man. He wanted the wise mage to teach him the ways of magic. Merlis jumped at the chance, as the young man had more potential than anyone he had ever met before.

Nekrottus learned everything Merlis could throw at him – his thirst for knowledge was unquenchable. Merlis tried to stress the importance of mastering the simpler aspects of magic before moving on to more advanced spells, but this frustrated Nekrottus, who began to seek that knowledge elsewhere.

Nekrottus eventually met a sinister hermit who called himself S'groth. S'groth offered to teach Nekrottus every aspect of magic; this offer was too tempting for the young man. For a time, he continued learning from Merlis as well, but Nekrottus learned much more from S'groth than he did from Merlis, since dark magic is simpler to perform. Of course, he rationalized that Merlis was an inferior mentor to S'groth, and soon stopped attending sessions with Merlis alto-

gether.

Upon doing so, he devoted himself fully to practicing the dark magics. S'groth revealed himself to be a demon and offered Nekrottus more power than he could ever imagine. All he wanted in return was Nekrottus' soul – a small price for ultimate power.

With his soul belonging to S'groth, Nekrottus started building an empire of his own, hoping to conquer all of Iconia for himself. However, he knew that his master would never allow him to become the single most powerful being in the universe. He devised a cunning plan to rectify this problem once and for all, banishing S'groth to the Nether Realms where he belonged!

Now that the demon was no longer cramping his style, Nekrottus continued building his Empire and managed to conquer most of Iconia... just as he had planned.

Personality

Nekrottus is the ultimate evil in the universe. He has no human compassion, nor does he understand restraint. His lust for power is absolute and he will stop at nothing to finish taking over Iconia.

He speaks in a loud, raspy voice, and shows a certain flamboyance and flair when one of his plans start to fall into place. But when a plan begins to go sour, he will flee the scene to start concocting his *next* master plan! His mind is always working, which is what makes him the most dangerous foe Iconia has ever known.



SERPENTINA

"Sinister Snake Warrior of the Blackskull Empire"

Oomph: 2 **Stunt Points:** 1
Hurt Points: 38 **Size:** Medium

Story Hooks

Easily controlled by Shadow Queen – Major

Traits

Armed Combat 4, Athletics 4(2), Body 2, Coordination 1, Riding -1, Stealth 3, Unarmed Combat 4(2), Perception 2, Repair -2, Survival (Jungles) 2/4, Science -1, Willpower 3, Appearance 2, Persuasion 1, Streetwise 1

Special Abilities

Scaly Reptiloid Skin (DSA, Power Level: Medium)
Protection: 7
Total cost: 14

Poisonous Bite (OSA, Power Level: Medium)
DR: 3+Body
Range: Point Blank
Bonus: Advantage, Major (this debilitating venom makes characters wobbly-kneed and blurry-eyed)
Restriction: Charges, Minor
Total cost: 6

Serpent Sword (OSA, Power Level: Medium)
DR: 7+Body
Range: Point Blank
Bonus: Armor Piercing 4
Restriction: Item
Total cost: 12

Total CP value: 100 CP

Background

Serpentina belongs to a nearly extinct race of snake people called the Reptilars. They are so near extinction, in fact, that Serpentina has only ever met two: her mother and father. Most Reptilars are peace-loving and reclusive. Serpentina, on the other hand, is anything *but* peace-loving and reclusive. After her mother and father were killed in a rockslide in the Silverwick Mines (when Haven owned the land), she vowed revenge on all of Iconia for what she perceived as the injustice of being the last of her race.

She became as destructive as her parents were peaceful. She traveled from distant land to distant land, attacking Turgs, Havenites, Yupor'uh… whoever crossed her path. She learned how to fight well with what she had, which was her hands and a vicious bite.

When she stumbled upon Nekrottus' forces, she felt she had found kindred spirits in violence. Shadow Queen fashioned the Serpent Sword for Serpentina, but something in the sword's make has caused Serpentina to be more susceptible to Shadow Queen's whims. Nekrottus either hasn't noticed this, or doesn't care.

Personality

Serpentina has a similiar temper to Gatlyna's. Where Gatlyna's rage is loud and messy, though, Serpentina's is focused and precise. She says little when she enters combat, seeking only the destruction of the enemy before her. When she isn't fighting, she's extremely reclusive, speaking to no one save for Shadow Queen.

Shadow Queen

"Stealthy Female Mage of the Blackskull Empire"

Oomph: 2 **Stunt Points:** 1
Hurt Points: 33 **Size:** Medium

Story Hooks
Hates Nekrottus – Moderate

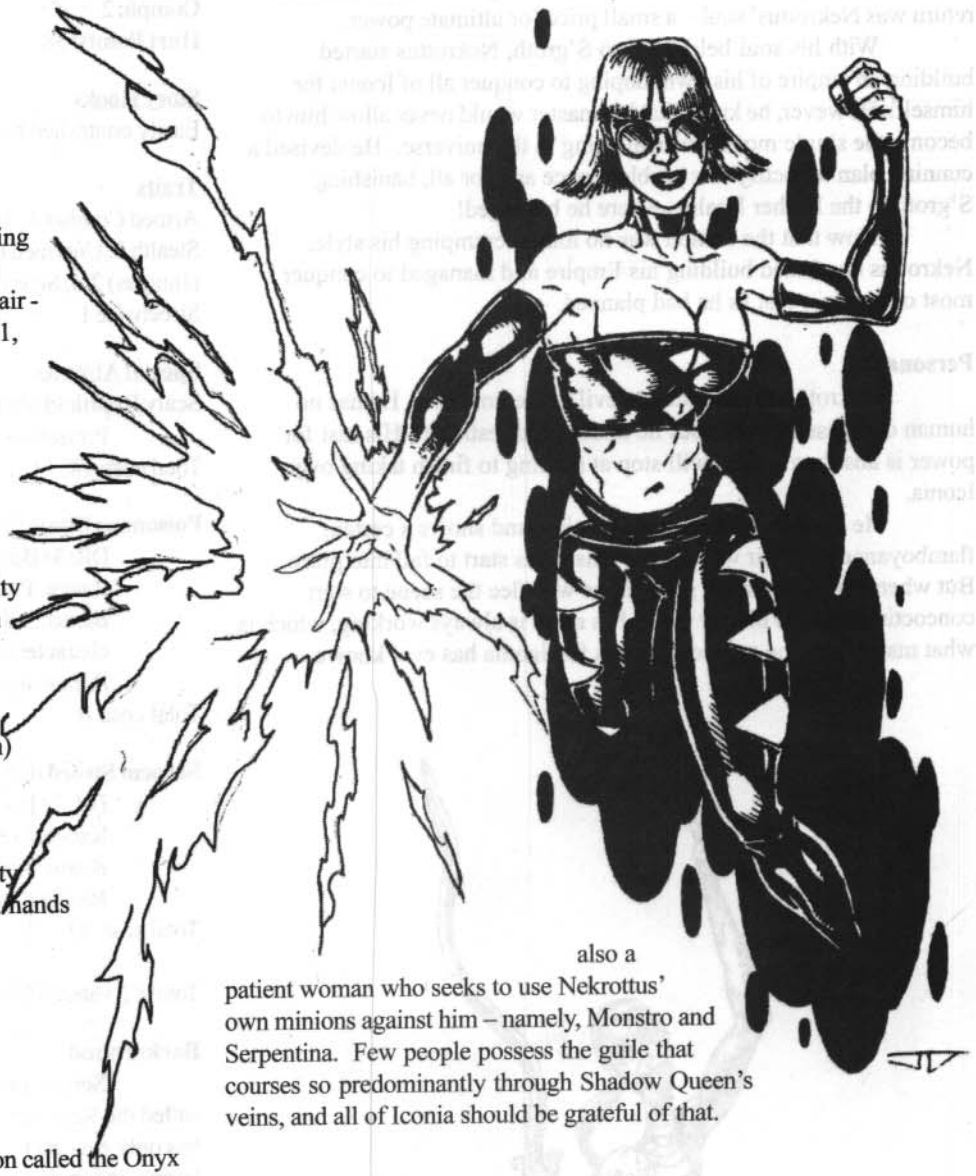
Traits
Athletics 4, Coordination 1, Ranged Combat (Lightning Bolts) 2/4, Stealth 4(3), Unarmed Combat 1, Disguise 4(2), Knowledge – Magical Lore 4, Perception 3, Repair -1, Science -1, Willpower 4, Appearance 3, Performer -1, Persuasion 3

Special Abilities
Self-teleportation (MSA, Power Level: Medium)
Rating: 2
Mode of Travel: Teleportation
Restriction: Charges, Moderate
Restriction: Disadvantage, Minor (the ability depends on gestures – she must have both hands free to teleport)
Total cost: 12

Throw Lightning Bolts (OSA, Power Level: Medium)
DR: 7+2
Range: Medium
Restriction: Charges, Moderate
Restriction: Disadvantage, Minor (the ability depends on gestures – she must have both hands free to throw lightning bolts)

Total cost: 11

Total CP value: 100 CP



Background

Shadow Queen comes from another dimension called the Onyx Realm. At the time, Darella Jogar (as she was known) was the leader of a rebellion against the evil Dread Legion. The Dread Legion had ruled her galaxy for hundreds of years by means of fear and military might. Looking for allies to join her cause, the heroic rebel traveled to another dimension via a newly created warp portal. Stepping through this portal had an immediate and disastrous effect on Darella. It twisted and contorted her mind, turning her into an evil megalomaniac. Making matters even more unusual, the dimensional journey bestowed magic abilities upon her.

Darella was no more. She had become Shadow Queen. And she had decided to stay on Iconia.

She soon crossed paths with Nekrottus, who sought to exploit her vast power to further his own goals, but Shadow Queen is no fool. Being the conniving schemer that she is, she began plotting Nekrottus' downfall and her own subsequent rise to the throne. One day, these plots will surely succeed and Shadow Queen shall become the Queen of the Blackskull Empire!

Personality

Shadow Queen is a manipulative *femme fatale* whose ego knows no bounds, but she's also a patient woman who seeks to use Nekrottus' own minions against him – namely, Monstro and Serpentina. Few people possess the guile that courses so predominantly through Shadow Queen's veins, and all of Iconia should be grateful of that.

To create a significantly more powerful version of this character , increase her *Armed Combat*, *Coordination*, *Unarmed Combat*, *Perception*, *Willpower*, *Appearance*, and *Persuasion* by +1 each. You may also increase the effectiveness of her Teleport by making the Rating 4(2), and simply change her main attack power (OSA) to a Spell Cluster, e.g.:

Offensive Spell Cluster (Spell Cluster, Power Level: Medium)
Cluster Pool: 12
Restriction: Charges, Moderate
Restriction: Disadvantage, Minor (the ability depends on gestures – she must have both hands free to cast spells)
Total cost: 49

155 CPs Total for enhanced version of Shadow Queen

SPYDAR

"Guerrilla Tactician of the Blackskull Empire"

Oomph: 2 **Stunt Points:** 1
Hurt Points: 37 **Size:** Medium

Story Hooks
Cannot disobey Nekrottus' orders – Major

Traits
Armed Combat 3, Athletics 4(2), Body 2, Coordination 2, Driving -1, Piloting -1, Ranged Combat 2, Riding -2, Stealth 4(2), Unarmed Combat 1, Knowledge – Jungles of Iconia 3, Perception 2, Repair -1, Willpower 2, Persuasion 4(3)



Special Abilities
Cling to Surfaces (MSA, Power Level: Medium)
Rating: 2
Mode of Travel: Wall-Walking
Total cost: 13

Swing on a String of Webbing (MSA, Power Level: Medium)
Rating: 2
Mode of Travel: Swinging
Total cost: 13

Bite of the Spider (OSA, Power Level: Low)
DR: 3+Body
Range: Point Blank
Bonus: Multi-OSA (Poisonous Bite)
Trait Modification B: -3 to target's Athletics
Range: Point Blank
Duration: 1d12 minutes
Restrictions: Charges, Minor
Total cost: 7

Total CP value: 100 CP

Background

Nekrottus had plenty of brute force in his group of unsavory cretins; he needed someone who could perform infiltration, guerrilla warfare, and other stealth-dependent evil deeds. So, he decided to create such a minion, born of arcane magic and dark science. Spydar was everything Nekrottus wanted him to be: loyal, single-minded, and easily controlled. In other words, the perfect henchman.

Personality

Spydar isn't a witless creature. In fact, he has an uncanny knack for convincing others when he takes the initiative, and he's quite observant. He even boasts an impressive amount of mental strength, except when it comes to Nekrottus. He simply can't disobey or ignore his creator's orders.

Spydar speaks with a distinct clicking noise that accompanies his voice, making him sound most inhuman.

VOLCANUS

"Fiery Fiend of the Blackskull Empire"

Oomph: 2 **Stunt Points:** 0
Hurt Points: 46 **Size:** Medium

Story Hooks
Unquestioningly loyal to Nekrottus – Major

Traits
Armed Combat 3, Athletics 4(3), Body 4(2), Driving -2, Ranged Combat 3, Unarmed Combat 4, Disguise -1, Inventor -1, Knowledge – Blackskull Empire 4, Knowledge – Strategic Planning 3, Willpower 2

Special Abilities
Magma Skin-Layer (DSA, Power Level: Medium)
Protection: 6
Total cost: 12

Hot to the Touch (OSA, Power Level: Low)
DR: 6+Body
Range: Point Blank
Restriction: Disadvantage, Minor (he burns only when touched with bare body parts – this is not an attack in the normal sense)
Total cost: 7

Hurl Lava Ball (OSA, Power Level: High)
DR: 8+2

Range: Medium
Bonus: Area Effect (9 yards)
Bonus: Advantage, Major (it may set things on fire after hitting)
Restriction: Charges, Moderate
Restriction: Disturbance, Minor (it's a crackling fiery flash that wafts through the air)
Restriction: Disadvantage, Minor (it's not usable when Volcanus is immersed in water)
Total cost: 23

Total CP value: 100 CP

Background
As long as Iconia has existed, so has Volcanus. He has dwelled in the Tuatua Volcano, only able to leave the molten lava pools once every decade to terrorize the populace by destroying villages, leveling castles, and torching forests.

Nekrottus wanted this ancient beast for his army. He sought Volcanus out and promised him that he could create a spell that would enable him to leave the volcano forever and roam as he pleased. The only thing Nekrottus wanted in return was total subservience. Wishing nothing more than to be free at last, Volcanus swore his loyalty.

To create a significantly more powerful version of this character, we suggest you increase his Stunt Points and *Stealth* by +1 each, increase the Damage Rating (DR) of his bite OSA by +2, and add the following to his spiderlike Special Abilities:

High-Risk Leap (MSA, Power Level: Medium)
Rating: 3
Mode of Travel: Bounding
Restriction: Self-Damaging, Minor
Total cost: 12

120 CPs Total for enhanced version of Spydar



Personality
Volcanus has been a surprisingly versatile minion for Nekrottus. He has developed a very strategic mind, which has served the Blackskull Empire well on numerous occasions. He is a hundred percent loyal to Nekrottus, as he is indeed thankful for being released from his curse. This is why the evil despot often uses this fiery behemoth as his personal bodyguard.

The episodes presented in this channel represent one full season. That said, you do not have to run them as such – you can pick and choose which ones you like and in any order you wish.

You'll no doubt notice that the episodes have been kept loose, breezy, and easily modifiable. This was done to give you more control over the stories. If you prefer running episodes that you create yourself, you can always use these as inspiration.

For a much more powerful version of this character, you might want to alter his stats in the following way:

Oomph: 4 **Stunt Points:** 3
Hurt Points: 47 **Size:** Large

Traits
Armed Combat 4, Athletics 4(3), Body 4(2), Ranged Combat 4, Unarmed Combat 4(2), Knowledge – Blackskull Empire 4(2), Knowledge – Strategic Planning 3, Willpower 3

Special Abilities
Magma Skin-Layer (DSA, Power Level: High)
Protection: 9
Bonus: Hardened 6
Total cost: 30

Hot to the Touch (OSA, Power Level: Low)
DR: 6+2
Range: Point Blank
Restriction: Disadvantage, Minor (he burns only when touched with bare body parts – this is not an attack in the normal sense)
Total cost: 7

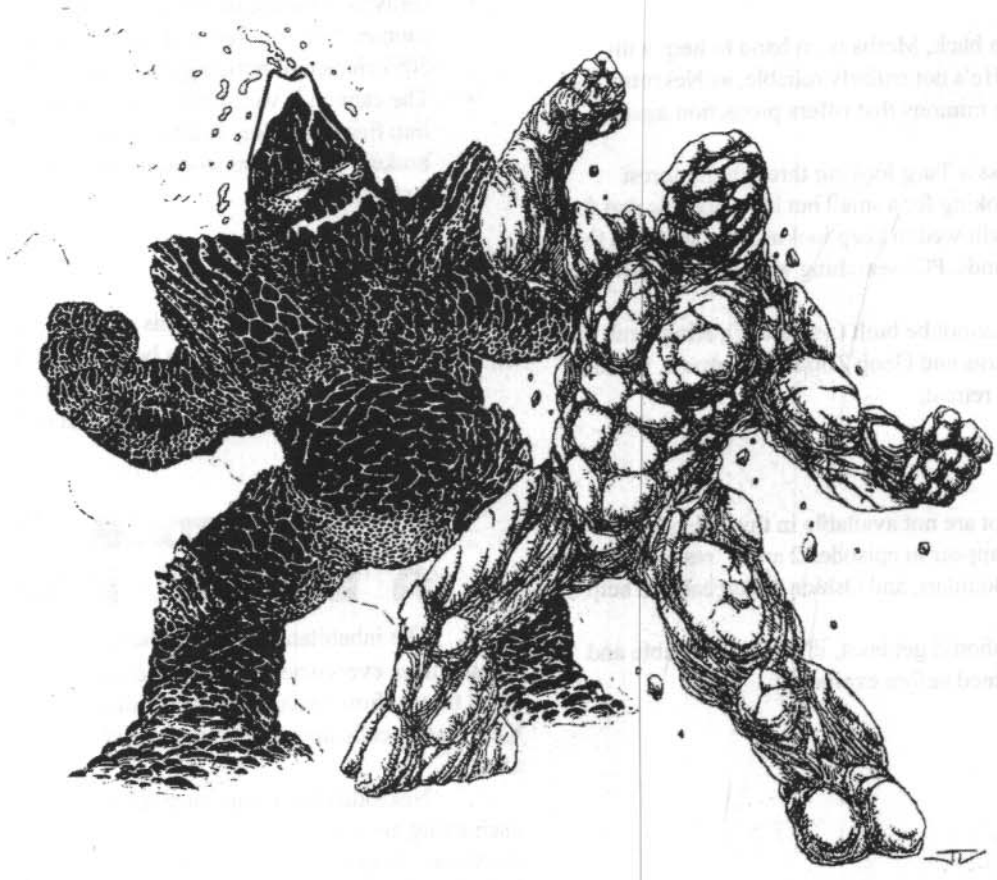
Hurl Lava Ball (OSA, Power Level: High)
DR: 10+2
Range: Medium
Bonus: Area Effect (15 yards)
Bonus: Advantage, Major (it may set things on fire after hitting)
Bonus: Vehicle Class
Restriction: Charges, Minor
Restriction: Disturbance, Minor (a crackling fiery flash that wafts through the air)
Restriction: Disadvantage, Minor (it's not usable when Volcanus is immersed in water

Total cost: 42

Lava Bolt (OSA, Power Level: Medium)
DR: 6+2
Range: Short
Bonus: Armor Piercing 6
Bonus: Disintegrate Matter (cloth/leather)
Bonus: Disintegrate Matter (stone – *note that while this bonus of the power may regularly affect things like town walls or natural rocks, it would not disintegrate Bouldarr's rocky skin, for example, because it would be part of a living creature, and not register as "non-living material"*)
Restriction: Charges, Minor
Total cost: 24

Magma-Fist (OSA, Power Level: Medium)
DR: 4+Body
Range: Point Blank
Total cost: 6

200 CPs Total for enhanced version of Volcanus



CHANNEL SEVEN: SAMPLE EPISODES

Episode #1
"The Last Quiet Day"

As the Blackskull Empire grows and schemes, King Rastor gathers Iconia's greatest warriors to form the Guardians of Iconia. As they learn to work together, the Guardians find themselves in a battle with Nekrottus' minions.

The villains are massing for an assault against Haven, while the Guardians are not yet completely assembled. Under the leadership of King Krab and Shadow Queen, hordes of Goop Zombies and Turgs are making their way to Iconia. They plan to assemble a huge siege machine to topple Haven. King Krab will send a group of the Turgs into Haven to capture Fliggitz the Wise (which will cause Combato to join the Guardians). Combato will appear just in time to help the PCs against the tide of King Krab and his minions.

Story Options:

- There are 2d12 groups of Goop Zombies (around five per group), assigned to roving sentry duty.
- Shadow Queen has been charged with building the siege engine (a battering-ram launcher or something similar). She will bicker with King Krab as he tries to make her crew join the attack.
- If the PCs get driven back, Merlis is on hand to help with some of his magic. He's not entirely reliable, as Nekrottus has cast a spell over the minions that offers protection against other magic.
- The PCs come across a Turg looking through the forest frantically. She is looking for a small but irreplaceable part for the siege engine. If allowed to keep looking, she will find the part within 2d12 rounds. PCs searching will find it within 1d12 rounds.
- If the siege engine cannot be built (see above), King Krab will command all the Turgs and Goop Zombies to attack, while he and Shadow Queen retreat.

Notes:

- Falcor and Sure-Shot are not available in this episode. Falcor and Sure-Shot will appear in episodes 2 and 3, respectively. Noblara, Kazgull, Bouldarr, and Oshida are on hand to help out PCs.
- If the siege engine should get built, it's very unreliable and can't be properly aimed before exploding.

Episode #2
"Flipping the Bird People"

The Sky Realm is, along with Haven, one of the last bastions of peace. Nekrottus has focused his evil schemes on the peaceful Bird People. Falcor has called upon King Rastor for help in defeating the menace.

Nekrottus is using a flak cannon to disturb and demoralize the Sky Realm. Buzzard Man acts as point man, telling the group of Turgs where to fire. Nekrottus plans to enslave the Bird People and force them to fight in his army.

Story Options:

- There are 1d12 groups of Goop Zombies (3 or 4 per group), assigned to roving sentry duty.
- There is a large (1d12+5) group of Turgs firing the cannon.
- Nekrottus sees no point in using magic to bolster the flak-cannon crew. He believes that the Sky Realm will fall eventually.
- The radio used to communicate with Buzzard Man is somewhat fragile, and can be easily broken by a called shot. The Turgs have a secondary radio, but it will take 2d12 rounds to set up.
- Gatlyna is hiding in the underbrush, ready to protect the cannon. She is bored with her position, though, and has a 50% chance of noticing characters that sneak up from behind.
- The cannon is well-built, but requires some labor to move into firing position. If a firing strut were to be weakened or broken, the cannon would be much less accurate. There are 4 struts.

Notes:

- The PCs meet Falcor in this episode. He is very grateful to anyone who helps out his beloved Sky Realm.
- There are several Bird People warriors who can be called upon to help against the attack. Falcor himself acts as field general.

Episode #3
"A Musical Interlude"

The inhabitants of Haven have started noticing sweet music coming from everywhere. This music seems to entice them into doing small things, from leaving work to walking to the edge of the kingdom. King Rastor calls upon the Guardians of Iconia to find out what's afoot.

Nekrottus has created a machine that creates charming music, enchanting enough to turn people into zombies. He plans to use this machine to empty the kingdom of Haven into the Blackskull Empire. With this glut of slaves, his war machine will be unstoppable.

Story Options:

- There are 5d12 groups of Goop Zombies (4 to 5 per group), assigned to roving sentry duty around the kingdom.
- There are stations all the way around Haven that produce the music. Each of these is attended by 1d12 Goop Zombies, half that many Turgs, and several have one of Nekrottus' generals.
- Monstro and Volcanus roam the areas around Haven, capturing citizens who stray past its borders. They have a group (1d12+5) of Turgs with them, and are piloting a craft with a large cage. There already have roughly a dozen Haven citizens in the cage.
- If any of the stations are destroyed (not too hard, each is a fragile radio and a hard satellite dish), then the music stops. However, it will start up again in a few days unless more than half the stations are destroyed. (The Turgs and Generals know this.)
- Serpentina, King Krab, Shadow Queen, Spydar, and Gatlyna all are at separate stations. Buzzard Man is nowhere to be found.
- There is a slight chance (on a *Willpower* check at DN 7) that the music will also affect a PC. Magic from Merlis can counteract the music's effects.

Notes:

- Sure-Shot is first seen in this episode. She appears with King Rastor when he calls the Guardians of Iconia. Some relationship is hinted at (niece? cousin?) but is glossed over.

Episode #4 "The Turgs Take Teodor"

Whimsical artist Teodor arrives at the palace to paint a portrait of King Rastor. Nekrottus sends in his Turgs to capture the artist to bring him back to the Blackskull Empire, to paint Nekrottus' portrait instead. The PCs must rescue Teodor.

Nekrottus has two related plans. First, he wants to demoralize Iconia by not allowing Rastor to have his portrait done. Second, he wants to be immortalized by the famous artist. He'll then throw Teodor into the dungeon to rot.

Story Options:

- There are 7 Turgs sent out to capture Teodor. They sneak in at night and spirit him away.
- Serpentina is in charge of the capture.
- Merlis will be able to tell the PCs what happened to Teodor through scrying.
- Buzzard Man and Gatlyna each command a troop of 1d12 Turgs and Goop Zombies to stop the PCs as they try to retake Teodor.
- Teodor can leave droplets of paint as a trail, to make it easier to track him down.

Notes:

- Teodor actually has no problems with painting Nekrottus. However, Nekrottus will not like the painting he comes up with, as it is in Teodor's naturally whimsical style, and not at all serious.
- Teodor ends up painting a group picture of all the Guardians of Iconia

Episode #5 "Fruit of Sorrows/ Bushels of Pain"

During the growing season, farmers in Haven notice a new shrub growing around their farms. No one recognizes the shrub, and they are at a loss to explain its presence. Toward the end of the growing season, the shrubs burst forth into bloom, and then into fruition. The large berries that grow on the shrubs are a beautiful bluish-red hue ("sweetberries"). They prove to be very tasty and not in the least poisonous. They also prove to be somewhat addictive; people soon forget about everything but eating the berries. King Rastor sends the Guardians to investigate and remove the menace.

Nekrottus devised this trap years ago, and it has only now come to fruition. The sweetberries are only vaguely nutritious – Nekrottus plans to wait until the citizens of Haven are weak, and then walk in and take over.

Story Options:

- There are several ways to get rid of the sweetberries, but many of them require deforestation. Calm minds should find a way to remove them without harming the land.
- Groups of 1d12 Goop Zombies or Turgs go out each night to check on the plants. The Zombies are less efficient, and often leave torn-up ground around the sweetberry bushes. Sometimes one of Nekrottus' generals (like King Krab) will join them.
- Eventually, the PCs will have to deal with townsfolk who want the berries and are willing to do whatever to get them.
- It only takes one or two meals of berries to become addicted.
- If the PCs catch on early enough, Nekrottus will send Volcanus and Monstro, along with 2d12 Turgs into Haven to stop them. If they fail, the other minions will appear two or three at a time.

Notes:

- This Episode was railed against for implying drug use, and lauded for its anti-drug message. In some areas, it was replaced by episode 11 or skipped entirely.

Episode #6 "Love Among the Arachnids"

The villains attack and are quickly sent packing, except for Spydar, who falls into a gully, unable to extricate himself. He has broken part of his exoskeleton and is unable to move very much; he can be healed only through the use of herbs. The PCs are sent to find the herbs and take care of the imprisoned Spydar. He falls in love with one of the female PCs (or

Sure-Shot, if none of the PCs are female), and eventually breaks free, kidnapping her, and taking her to his lair.

Except for Spydar, this episode doesn't have much of a villainous plot. They attack *en masse* at the beginning to get the Gem of Iconia, but, failing that, pretty much stay out of the picture. They will try to get Spydar back after a few days, but any attempts can easily be rebuffed. After Spydar returns to his lair, Nekrottus and King Krab plot to use the PC/Sure-Shot for ransom and information.

Story Options:

- The initial attack is composed of Spydar, Shadow Queen, Volcanus and 3d12 Goop Zombies.
- Merlis is unable to heal Spydar through magic. Instead, he visits an alchemist named Nonda to help out. There are several herbs used in the process, two of which are available only after hunting them out: fireberries and spidersbane.
- Spydar will not harm the PC he has a crush on. In fact, he will jealously guard her from harm, and try to keep her from Nekrottus and the others.
- Spydar's lair is guarded by 5d12 Goop Zombies, 3d12 Turgs and King Krab. They are spread out fairly thinly, so PCs won't find more than the number in their own party at once.
- There are also 1d12x10 large spiders in and around the perimeter of Spydar's lair.

Notes:

- This episode was written to give Spydar more depth, as he was one of the characters that had been most severely protested against.

Episode #7
"Thieves Without Honor"

A series of items are missing, progressively larger and more valuable, until an honorary scepter is taken from King Rastor's chambers. When a search is made for the missing items, they are found hidden in Oshida's sparse quarters. Oshida claims to know nothing of this, but King Rastor decides that he must keep Oshida under guard until he can be proven innocent.

The culprit is an errant imp from another dimension, sent to Haven by Nekrottus. Nekrottus' plan is to have the imp steal a certain scepter from King Rastor, believing it will enable him to take over Haven. The imp is smaller than a Turg and more intelligent than a Goop Zombie, making it perfect for this plan.

Story Options:

- Most of the items the imp steals are small personal things, like rings, hand mirrors, small pictures, etc. Anything that the characters might have a tracking device or spell on will immediately lead them to the cache in Oshida's chamber.
- Oshida will complain of bad dreams and visions. Something about the nature of the imp causes these disturbances in the solid, ordered mind of Oshida. The dreams and visions can be used to describe the imp, if need be.
- The scepter the imp originally takes is not the one Nekrottus wants. Instead, it is a flashier one given to Rastor by his mother. Its value is purely sentimental.
- Once Nekrottus realizes the imp has failed, he will send in Monstro and 1d12 Goop Zombies to forcibly take the scepter.
- The imp can be trapped using a shiny object as bait. Once trapped, he will plead for his life and tell everything he knows.

Notes:

- This episode was written to show the problems with interring people without substantial provocation. It also showcased Oshida as a valuable member of the team and an honorable man.

Episode #8
"Torn Between Two Dimensions"

Steffan the Hawker, one of the leading scientist-philosophers on Iconia, has come up with a method of dimensional travel. He has asked King Rastor to provide guards for his laboratory as he puts the finishing touches on his dimensional hopper. The dimensional hopper looks like a table with eight chairs attached to it. On each chair, there are handholds on the sides of the seat, and a long handle on the back. The table itself is deep wood, fitted with gleaming metal spiderwebs; there are some controls at one chair. The PCs will, of course, be invited for a quick sit to see how it works.

Nekrottus has also heard of the dimensional hopper, and has sent Volcanus and Buzzard Man to take it away. The villains will fight the PCs directly over the dimensional hopper, and away it goes - into the unknown.

Story Options:

- The room the dimensional hopper is in is only about 20' square. This means that everyone is within the 10' range of the machine. (Steffan will mention this if anyone thinks to ask.)
- The dimension the characters end up is a large prehistoric plain. There are plenty of dinosaurs, Cro-Magnons, etc.
- The dimensional hopper hits with enough force to break one of the controls off. Steffan must work for 1d12 hours to get the machine working again. He will order the PCs and villains around, telling them to fetch his items, hold things steady, etc.
- Volcanus decides he likes the prehistoric era, and shuffles off to wreak some havoc. The PCs will have to stop him and somehow subdue him before he decides to play "fire god" with the locals.
- The locals can provide for all sorts of fun, such as helping flood victims, being invited to take part in some vague ceremony, or dispatching the aforementioned fire god.

Episode #9
"I Think I'm Going to Lose My Mind"

Lutwig, an itinerant bard and tutor, comes into Rastor's palace as a guest. Lutwig begins to tell his tales, many in nonsense form, giving lessons in history and mathematics that appeal to every

listener. He seems to know a little about every major invention of the last hundred years or so, and can recall specifications and details at the blink of an eye. After everyone goes to bed, King Krab and Monstro sneak into Haven and capture Lutwig.

Nekrottus plans to hook Lutwig to a device called a "Mind Sucker" which will forcibly take the information out of Lutwig's brain. This is not particularly healthy, to say the least. Lutwig has anecdotal knowledge of the inventors and inventions of the last century, and Nekrottus plans to take this information to build his own devices.

Story Options:

- King Krab will leave traps to slow down or stop the PCs. Such traps include deadfalls in the woods, a net to fall on the PCs/their vehicles, guns where the PCs have to pass, and spike or tiger traps to stop vehicles.
- Buzzard Man will be on hand with some flying Goop Zombies to take care of flying PCs.
- If the PCs can move quickly (or wake up in the middle of the night), they have a 75% chance to catch up with King Krab and Monstro.
- Krab and Monstro's entourage includes 2d12 Turgs and Goop Zombies
- There are groups of 2-6 Turgs or Goop Zombies wandering around in the forests surrounding Haven.
- The Mind Sucker will take a couple of hours to warm up. It has only a 50% chance of working, but either way, it will destroy Lutwig's brain if he remains attached.

Episode #10
"King Rastor's Illness"

King Rastor suddenly falls ill. Upon investigation, it is found that he has been poisoned. The PCs must seek out the person responsible while helping to gather the alchemical elements needed to heal Rastor.

Shadow Queen has disguised herself as one of the ranking cabinet members, a Bonni Youngblood. She has kidnapped and hidden the real Youngblood. She plans to wreak havoc, beginning with the attempted assassination of Rastor, and then to return Youngblood to take the blame. She devised this plan with Nekrottus in order to weaken Haven, making it easier to take over.

Story Options:

- There are a few clues pointing towards an ingested poison, but interrogation of the kitchen staff will reveal nothing of use. Shadow Queen brought Rastor a drink as Youngblood, and the drink had a slow-acting toxin in it.
- Shadow Queen is not particularly afraid of being caught, although she is wary around the PCs.
- If the PCs begin to hunt down Shadow Queen (as Youngblood), she will try to escape Haven, leaving a drugged Youngblood to take the blame.
- The real Youngblood has no idea who drugged her or what has been going on.
- The items that will be needed to heal the King are common enough, and while the PCs search them out, they will see "Youngblood" meet up with a Turg.
- An examination of Youngblood's quarters will reveal clothing and a communicator that point to Shadow Queen.

Episode #11
"Why Can't We be Friends?"

One fine morning, while the PCs are in audience with King Rastor to go over some security issues, a call comes that there are visitors. King Rastor normally has an open-door policy for petitions, so the announcement itself is no surprise. What is surprising is the tone of disgust evident in it. It turns out the visitors are Turgs, a male and female who wish to leave the Blackskull Empire and live peacefully. King Rastor (and the PCs) ask the Turgs their motives, test them, try to find flaws in their reasoning, and so on. They are found to be telling the truth. They simply want to live in peace among good people. However, there is trouble brewing…

Nekrottus has nothing to do with this. In fact, the only appearances the minions of Nekrottus will make are quick raids into Haven. He doesn't know that the Turgs have left, and he doesn't really care.

Story Options:

- The citizens of Haven are very wary of the Turgs. It will be hard for the Havenites to accept them as neighbors.
- As the PCs try to help the Turgs acclimate to their new life, Nekrottus will have his minions buzz Haven. The two events are completely unrelated, but the townsfolk are not so sure. The attack is, in order, King Krab with 1d12 Goop Zombies, Monstro with 1d12 Goop Zombies and Turgs, Shadow Queen with flying Goop Zombies, and Gatlyna with 1d12 Turgs.
- The friendly Turgs will act to save their neighbors from the advancing hordes of evil Turgs.
- If Nekrottus finds out that there are Turgs living in Haven, he will send King Krab and Serpentina to capture them, bring them back and interrogate them.

Notes:

- This episode was used as a substitute for some of the areas that did not want to show "Fruits of Sorrow /Bushels of Pain."

Index

Rulebook

Action Checks 37
Actions 39
Advantage, Major 19
Advantage, Minor 19
After-Show Messages 57
Animal Companions 16 (sidebar), 21
Appearance 8, 13, 25, 26
Area of Effect 19
Armed Combat 10
Armor 24
Armor Piercing 19
Artist 13
Athletics 10
Attack 39
Attack Check 39 (sidebar)
Attacking a Vehicle 45
Auto Fire 19
Auto-Gunner 24
Auto-Pilot 24
Background 8
Bad Points 98
Body 10, 25
Bonuses, list 19, 23
Burst Fire 19
Called Shots 43
Cannot Control 20
Capacity 26
Character Advancement 52
Character Points 9, 63
Character Sheet 109
Charge Attacks 44
Charges, Major 20
Charges, Minor 20
Charges, Moderate 21
Charges, One Shot 21
Charges, Single 21
Classic Archetypes 7 (sidebar)
Close Combat attacks 40
Cluster Pool 97
Collapsible 19
Collisions 46
Combat Example 47
Components 15
Computers 11, 25
Conventions of the Genre 58 (sidebar)
Cool Factor 98
Cool Factor Rolls 98
Coordination 10
Crew 25
Damage Rating 41
Damage Rating component 16
Death 42
Defensive Special Ability 16 (sidebar)
Degrees of Success 52
Demolitions 11
Detective 11, 25
Difficulty Number 37
Disadvantage, Major 21
Disadvantage, Minor 21
Disintegrate Matter 19
Disguise 12, 25
Disturbance, Major 21
Disturbance, Minor 21
Disturbance, Moderate 21
Dodge 39
Double Damage 19
Driving 10
Drowning 53

Duration component 16
Episodes 51, 69
Experience Points 51
Falling 53
Fan Popularity 98
Fickle 21
Fire 53
Game Master 5
Giant Transforming Robots, optional rules 94
Giving it Your All 38
Glossary of 1980s Slang 102
Glossary of Terms 101
GM-Controlled 24
Good Points 98
Goon Factor 54
Goons 54, 65
Goons, optional rules 92
Grappling 44
Hardened 19
Healing 43
Healing component 17
Hurt Points 15, 23
Ignore DSA 19
Initiative 39
Inspired 23
Intelligent Weapon 19
Inventions 53
Inventor 12
Item 21
Kargorr (who he is) 5
Knowledge 12, 25
Last Chance Roll 99
Last Chance Table 99
Lifting 53
Limited Control 21
Linked 21, 24
Maneuver Checks 45
Maneuverability 25
Medical 12, 25, 43
Mental Attack 19, 41
Mental Attack Damage 42
Mental Defense 19
Mental Dodge 39
Mental Link 23
Miscellaneous Action 40
Miscellaneous Special Ability 16 (sidebar)
Mode of Travel component 17
Mode of Travel for Vehicles 24
Modifiers 16
Move 39
Movement Special Ability 16 (sidebar)
Movie, the 57
Multi-SA 19
Name 8
Natural Traits 21
No Line of Sight Needed 20
Non-Player Character 6, 64
Of One Mind 20
Offensive Special Ability 16 (sidebar)
Only Affects X 21
Oomph 14, 23, 38
Opposed Action Checks 38
Other Traits 22
Out of the Fight 42
Parry 40
Perception 12, 25
Perfect Hit 41
Performer 13
Perk Table 99 (sidebar)
Perks 98
Personality 8
Persuasion 13
Piloting 10
Player Character 5
Players 5
Popularity Poll 99
Power Level 15
Premise 63
Primary Movement 22
Protection 42
Protection component 17
Psychology 13
Ramming 46
Range 40
Range component 18
Ranged Combat 11
Ranged Combat attacks 40
Rare Recharge 21
Rating component 18
Ready-to-Run Series 71
Recommended Viewing 104
Repair 12, 26
Restrictions, list 20, 24
Revision and Comeback Table 100
Riding 11
Rolling 1 38
Rolling 12 38
Running Over Characters with Vehicles 46

SA Types 16 (sidebar)
Sample Characters 31
Sample Special Abilities 28
Sample Villains 66
Science 12, 26
Season 51
Secondary Movement, Limited 23
Secondary Movement, Unlimited 23
Self-Damaging, Major 21
Self-Damaging, Minor 21
Self-Damaging, Moderate 21
Series 51
Series Guide 62, 112
Series Requirements 7, 63
Series Seeds 82
Situational Modifiers 40
Size 14
Size Alteration component 18
Speaks 23
Special Abilities Without Components 17 (sidebar)
Special Ability 15, 26
Special Character Points 21, 24
Specialties 14
Specific Defense 21
Speed 25
Spell Clusters, optional rules 97
Stealth 11, 25
Story Hooks 9, 24, 26, 100
Streetwise 13
Strength 16 (sidebar)
Structure Points 26
Stunt Points 14, 23, 38
Subgenres 61
Superhuman Ratings, optional rules 98
Super-Ratings 10, 37
Super-Scale Movement 20
Survival 12, 25
Tagline 8, 62
Time Chart 100
Trait Modification A component 18
Trait Modification B component 18
Trait Rating 10
Traits 10, 24
Transform Others 20
Transformation component 19
Transformation Special Ability 16 (sidebar)
Transforming and Damage 43 (sidebar)
Turns 39
Unarmed Combat 11
Usable on Self or Others 20
Vehicle Class 20
Vehicle Damage Modifier 26
Vehicles 16 (sidebar), 24
Vehicles and Robots 43 (sidebar)
Vehicles in Combat 45
Villains, creating 64
Weak Spot 21
Wealth 13
Wealth and Money 52
Weightless 20
Willpower 12
Writing 13

Iconia

Aquilla 145
Backstory 128
Barony of Darquist 142
Battle Princess template 135
Bird People 148
Blackskull Empire 141
Blackskull Empire Troops 142 (sidebar)
Blobbor 165
Bouldarr 152
Buzzard Man 166
Buzzardoids 148
Character Concept Tables 130
Character Concepts 129
Character Names 131
Close Combat Weapons 131
Combato 153
Craggs, the 143
Customizable Hero Templates 133
Darshire 140
Dino Valley 146
Divine College of Wizardry 140
Dread Gulch, the 145
Falcor 154
Fernsar 142
Fortress of Gloom 141 (sidebar)
Fortress of the Forgotten Lords 145
Galloway 141
Gatlyna 167
Genre 129
Giant Scurriers 147
Goop Zombies 142 (sidebar)
Grizzled Warrior template 134

Haunted Marsh 146
Haven 139
Hawklady 156
Institute of Knowledge 140
Introduction 127
Island of the Krab People 142
Kazgull 158
King Krab 168
Krab People 148
Lair of the Doom Worm 145
Lorxan 159
Magic 131
Merlis 160
Metallic Combatant template 137
Mini-Comic 115
Monstro 169
Nekrottus 170
Noblara 161
Non-Human Races 129
Oshida 162
Palace of Justice 139
Questa 139
Ranged Combat Weapons 132
Sample Episodes 176
Serpentina 171
Shadow Queen 172
Silverwick Mines 144
Sky Realm 146
Sky-Rend, the 144
Sorcerer template 136
Special Ability Advice 131
Spunky Teen template 138
Spydar 173
Subterrania 147
Sure-Shot 164
Tarpathian Forest 146
Toy Ad 126
Turgs 142 (sidebar), 149
Volcanus 174
Worminoids 149
Yupor'uh 149
Yupor'uh Tribes 142



Character Creation Summary

1) Write down your character's Tagline.
2) Write down your character's name.
3) Write down your character's Personality, Back ground and Appearance.
4) Create between 0 and 5 Story Hooks and assign each one a severity (Minor, Moderate, Major)
5) Select Traits and purchase ratings for them (see Tables 1 and 2).
6) You may select any appropriate Specialties and assign each one a Specialty level (either 1 or 2).
7) Purchase Size, where applicable. Each size level above or below the series' default will cost 3 CPs (see Table 3).
8) Purchase Oomph (see table 4)
9) Purchase Stunt Points (see Table 5).
10) Determine Hurt Points (see Table 6).
11) Create Special Abilities, purchasing components where necessary.
    a) Define the SA
    b) Purchase a Power Level (see Table 7)
    c) Purchase Components (see Tables 8-18)
    d) Choose Modifiers (see Tables 19 and 20)

Table 1: Traits

Physical Traits

Armed Combat
Athletics
Body
Coordination
Driving
Piloting
Ranged Combat
Riding
Stealth
Unarmed Combat

Mental Traits

Computers
Demolitions
Detective
Disguise
Inventor
Knowledge
Medical
Perception
Repair
Science
Survival
Willpower

Social Traits

Appearance
Artist
Performer
Persuasion
Psychology
Streetwise
Wealth
Writing

Table 2: Trait Ratings

TRAITS

Rating	CP Cost	Description
-4	4 returned	Nearly nonexistent
-3	3 returned	Animal
-2	2 returned	Poor
-1	1 returned	Fair
0	0	Average
1	2	Good
2	4	Great
3	6	Outstanding
4	8	World-Class
4 (2)	10	Enhanced
4 (3)	12	Super
4 (4)	14	Mega
4 (5)	16	Ultimate

Table 3: Size

- Microscopic (e.g., germ)
- Tiny (e.g., insect, nickel or bead, up to 6" tall)
- Very Small (e.g., gun, tin can or remote control, up to 18" tall)
- Small (e.g., small child, up to 4.5' tall)
- Medium (e.g., normal humans, up to 7' tall)
- Large (e.g., motorcycle, sofa, ogre, up to 10' tall)
- Very Large (e.g., car, pick-up truck, small shed, up to 15' tall)
- Huge (e.g., fire truck, semi, giant, house, up to 20' tall)
- Colossal (e.g., building, water tower, up to 200' tall)
- Gargantuan (e.g., skyscraper, up to 100,000' tall)

Table 4: Oomph

OOMPH

Oomph	CP Cost
0	2 returned
1	0
2	4
3	6
4	8
5	10

Table 5: Stunt Points

STUNT POINTS

Stunt Points	CP Cost
0	0
1	2
2	6
3	10

Table 6: Hurt Points

HURT POINTS

Body	Base Hurt Points
-2	23
-1	26
0	29
1	32
2	35
3	38
4	41
4 (2)	44
4 (3)	47
4 (4)	50
4 (5)	53

Table 7: Power Level

Low (*2 CPs*): This is a minor SA that isn't very powerful, and probably won't affect the story's outcome.

Medium (*4 CPs*): This SA is more or less the standard in the series, so most SAs will fall into this category. It will typically be decently powerful and have a moderate impact on the story.

High (*6 CPs*): This is a major SA that is extremely powerful and will often affect the outcome of the story.

Table 8: Damage Rating

DAMAGE RATING

Damage Rating	CP Cost
0	0
1	1
2	2
3	3
4	4
5	6
6	8
7	10
8	12
9	14
10	17
11	20
12	25
13 or more	+5 per point beyond 12

Table 9: Duration

DURATION

Duration	CP Cost
1d12 turns (5-60 sec.)	1
1d12 minutes	2
1d12 hours	4
1d12 days	6
1d12 weeks	8
1d12 months	10
1d12 years	12
Permanent	20

Table 10: Healing

HEALING(B)

Score	CP Cost
1	1
2	2
3	3
4	4
5+	+2 CP per each point beyond 4

Table 11: Mode of Travel

Running (2 CPs)
Bounding (2 CPs)
Flying (4 CPs)
Wall Walking (2 CPs)
Swinging (2 CPs)
Dimensional Travel (16 CPs)
Swimming (2 CPs)
Burrowing (2 CPs)
Levitating (2 CPs)
Teleportation (6 CPs)
Time Travel (20 CPs)

Table 12: Protection

PROTECTION

Protection	CP Cost
1	1
2	2
3	3
4	4
5	6
6	8
7	10
8	12
9	18
10	24
11	30
12	36
13 or more	+10 CP per point beyond 12

Table 13: Range

RANGE

Range	OSA Cost	Non-OSA Cost
Point Blank (w/in arm's reach)	2 returned	0
Short (20 yards or less)	0	1
Medium (20 - 50 yards)	2	2
Long (50 - 300 yards)	4	4
Visual (300 yards or more)	6	6
Beyond Visual	8	8

Table 14: Rating

RATING

Rating	CP Cost
-4	1
-3	2
-2	3
-1	4
0	5
1	6
2	7
3	8
4	9
4 (2)	10
4 (3)	12
4 (4)	14
4 (5)	16

Table 15: Size Alteration

The more the SA can shrink or enlarge a character or object, the more CPs you'll spend. This ability costs 3 CPs per size category.

Table 16: Trait Modification A

- You pay 2 CPs per +1 bonus to the Trait rating.
- You can make the SA affect a Specialty rather than an entire Trait. You pay 1 CP per +1 bonus to the Specialty rating.
- You get 1 CP back per -1 penalty to the Trait rating. The SA cost (after modifiers are taken) may never be reduced below 2 CPs.

Table 17: Trait Modification B

- You pay 2 CPs per -1 penalty to the Trait rating.
- You can make the SA affect a Specialty rather than an entire Trait. You pay 1 CP per -1 bonus to the Specialty rating.
- You get 1 CP back per +1 bonus to the Trait rating. The SA cost (after modifiers are taken) may never be reduced below 2 CPs.

Table 18: Transformation

This power has a base cost of 6 CPs per alternate form (his normal form is referred to as his *base form* and is the form he'll spend most of the game occupying). So, if your character has two alternate forms, you'll be out 12 CPs. No matter how many forms your character has, the TSA counts as one SA, so you only have to buy the power level once for all of your forms.

- If the alternate form is a vehicle, follow the rules for Vehicles. The CP cost for the alternate form is added to the base cost of the TSA.
- If the alternate form is an animal or creature, follow the rules for Animal Companions. The CP cost for the alternate form is added to the base cost of the TSA.
- If the alternate form is a humanoid, use the Animal Companions rules to determine your Special Character Points. Create the form with the normal character creation rules, using the SCPs rather than CPs.
- If the alternate form is something more unusual and unorthodox (like water or fog, for example), then work with the GM to create a satisfactory form, using either the Animal Companion or Vehicle rules as a guide. The CP cost for the alternate form is added to the base cost of the TSA. If the new form doesn't have anything that costs CPs, just double the base cost of the form (to 12).

Table 19: Bonuses

Advantage, Major: +3 CPs. These are major modifications that significantly improve the SA's performance, such as a +2 bonus to a trait. Cybernetic crosshairs (+2 Ranged Combat bonus), a sonic effect to the laser gun that stuns or deafens people, or creating blocks of immobilizing ice from a freeze beam gun are all major advantages.

Advantage, Minor: +1 CP. A minor modification or effect, such as a +1 bonus to a trait. Examples are a silencer, a targeting scope that gives a +1 to ranged combat, or a magic sword that always points north.

Area of Effect: +2 CPs per 3 yards diameter. This SA affects an entire area, rather than one target.

Armor Piercing: +1 CP per point of Protection that the damage ignores. This OSA is proficient at breaking through tough defenses.

Auto Fire: +6 CPs. This OSA allows an additional attack each turn. This attack does not suffer from the normal multiple attack penalties (see Channel 4). This bonus can only be purchased once for each SA.

Burst Fire: +3 CPs. This OSA can make one additional attack against the same target each turn. This attack does not suffer from the normal multiple attack penalties (see Channel 4). This bonus can only be purchased once for each SA.

Collapsible: +4 CPs. *Items* only! This SA can collapse down into a smaller object that can be carried or hidden more easily.

Disintegrate Matter: +4 CPs/Type. This OSA will totally obliterate one type of non-living material. If the material is "living" (like crystal demons or rock men), this OSA acts as though they have the *Double Damage* bonus (below).

Double Damage: +3 CPs/Type. This OSA does double damage versus a specific type of material or being. This target must be specified when purchasing the Bonus. The damage is doubled *after* the roll is made. Figure how much damage would be done and simply multiply it by 2. The doubling takes place before Protection is taken into consideration.

Example*: Dirk Dashing hits his enemy Stonewall and rolls his normal 1d12+4 for damage. He gets a 10, but because his SA does double damage versus things made of rock/stone, this is doubled. His damage will be 20. Now he subtracts Stonewall's Protection of 8: dealing Stonewall a total of 12 damage.*

Hardened: +1 CP per point of *Armor Piercing* negated. This DSA is resistant to armor-piercing attacks.

Ignore DSA: +6 CPs/Type. May not be used for Vehicle Class OSAs. This OSA totally ignores one specific type of DSA (force field, armor, etc.). This type must be specified when purchasing the Bonus. There must be one or more simple ways to negate this bonus automatically that must be chosen upon creating this SA. An example of this is a gas-based attack, which can be avoided by holding your breath.

Intelligent Weapon: +3 CPs. *Items only!* This OSA is intelligent and capable of thinking and speaking on its own, though it may not take any independent actions.

Mental Attack: +6 CPs. The character uses his *Willpower* to hit rather than his *Ranged Combat*. This OSA completely ignores DSAs that protect against physical damage (such as armor, force fields, etc.). This SA cannot be used against robots, zombies or other living targets with an inorganic brain, or anyone else the GM rules is unaffected.

Mental Defense: +2 CPs. Rather than blocking physical damage, this DSA blocks mental damage.

Multi-SA: +X CPs. *Items* only! Adds a second SA or SA effect, such as a grenade launcher added to a Machine Gun, or a Freeze Beam added to a Laser Gun. X is equal to the CP Cost for the rating of the additional SA, plus any modifiers the second SA has. This allows you to skip paying the Power Level of the second effect.

No Line of Sight Needed: +8 CPs. The attacker doesn't need to see the target in order to hit him with this OSA.

Of One Mind: +1 CP per Trait retained (regardless of the ratings themselves) or +5 per entire category (Mental or Social) retained while in a transformative form. The character with this TSA retains some or all of his existing Mental and Social Traits at their normal ratings when he transforms into his alternate form(s).

Super-Scale Movement: +3 CPs. This allows the MSA to function on a scale usually reserved for vehicles and the like. See the sidebar for more details.

Transform Others: +4 CPs. This TSA can turn other characters into another form. Make sure to purchase Range, Rating, and Duration components for the TSA if you buy this Bonus. The rating will be used to determine if this works on your opponent – this will be treated as an opposed action check using your character's TSA rating versus the opponent's *Athletics* or *Willpower* (you must choose which one upon taking this Bonus). Objects resist on a DN chosen by the GM (usually 6-8). If this Bonus is taken, the character cannot use it on himself, unless you buy the TSA again.

Usable on Self and Others: +8 CPs. This SA can be used both on the user and others, rather than one or the other. Not available for TSAs or *Items*.

Vehicle Class: +8 CPs. This OSA is a powerful weapon designed to take out vehicles and large structures. When rolling for damage against vehicles and structures (like buildings), roll 2d12 rather than the normal 1d12. When rolling to damage characters, you still roll 1d12. After all, such huge weapons seldom score direct hits on characters - the explosion sends them flying instead!

Weightless: +3 CPs. *Items only!* This SA is virtually weightless, making it easy to carry around – it does not burden the wearer at all.

Table 20: Restrictions

Cannot Control: -4 CPs. This SA is uncontrollable, either activating randomly or having a random effect when activated. Such random effects are up to the GM.

Charges, Major: -6 CPs. This SA is severely restricted in the number of uses it has due to charges, ammo, etc. It is usually only good for a single fight without being reloaded. This SA has an average of 6 uses before needing to be reloaded or recharged.

Charges, Minor: -2 CPs. This SA is slightly restricted in the number of uses it has due to charges, ammo, etc. This SA is unlikely to run out after a couple of fights, but it will be useless if not recharged or reloaded for a protracted period of time. This SA has an average of 25 uses before needing to be reloaded or recharged.

Charges, Moderate: -4 CPs. This SA is restricted in the number of uses it has due to charges, ammo, etc. This SA will last for a fight, maybe two, but is unlikely to last much longer without being reloaded or recharged. This SA has an average of 15 uses before needing to be reloaded or recharged.

Charges, One Shot: -2 additional CPs. For *Charges* SAs only. This SA can never be reloaded, recharged, or reused. It is burned out or destroyed when it is depleted.

Charges, Single: -8 CPs. This SA can only be used once, and then needs to be recharged or reloaded.

Disadvantage, Major: -3 CPs. You cannot use this SA under circumstances that are likely to come up often, or it offers up to a -2 in those situations. Not working during the day or in the rain are Major Disadvantages.

Disadvantage, Minor: -1 CP. You cannot use this SA under very rare or odd situations that are unlikely to come up often, or that are easily avoidable, or it offers a –1 in those situations. Things like while wearing red or during a lunar eclipse fall into this category.

Disturbance, Major: -5 CPs. Your SA creates a violent or extremely noticeable disturbance that is permanent. Sonic booms that shatter windows, a small impact crater from your bounding SA; these are all distinctive and permanent things.

Disturbance, Minor: -1 CPs. Your SA creates a brief, but noticeable disturbance when used, such as a loud sound or a flash of color. Minor Disturbances generally only last a second or two.

Disturbance, Moderate: -3 CPs. Your SA creates a noticeable disturbance that lasts for quite some time (as opposed to *Minor Disturbance*, which only lasts for an instant). The smell of brimstone after you teleport, a colored blur after you fire your X-ray laser that takes 30 seconds to fade. All of these advertise your presence and are easily noticed.

Fickle: -4 CPs. Every time the SA would normally work, roll a die. On an even roll it functions as normal. On an odd result, it doesn't.

Item: -2 CP. This SA is an object and can be lost, stolen, broken or used by others.

Limited Control: -2 CPs. This SA is controllable through artificial means, such as wearing emerald glasses to stop your mind-controlling gaze or wearing a special belt to avoid exuding bad luck to everyone around you.

Linked: -1 CP. This SA is linked directly to another SA (you must decide which one it is linked to). This SA cannot be used unless the "parent SA" is used.

Only affects X: -2 to -4 CPs. This SA only affects certain types of targets.

Rare Recharge: -2 additional CPs. For *Charges* SAs only. This SA requires a rare and hard to get item or energy source to replace or recharge it.

Self-Damaging, Major: -8 CPs. This SA deals 1d12+4 damage to the user every time it is activated.

Self-Damaging, Minor: -2 CPs. This SA deals 1d12-4 damage to the user each time it is activated. If the result is less than zero, it counts as zero.

Self-Damaging, Moderate: -4 CPs. This SA deals 1d12 damage to the user each time it is activated.

Specific Defense: -5 CPs. The DSA protects against *only* one specific type of attack – fire, bullets, piercing, etc. You may select the type yourself, but if it's too obscure or too all-encompassing, your GM may veto it.

Weak Spot: -3 CPs. The DSA's Protection score is halved (rounding down) when protecting against one of the following categories of damage: *physical* (clubs, fists, bullets, etc.) or *energy* (lasers, fire, electricity, etc.).

CARTOON ACTION HOUR

presents

Darkness Unleashed



In the militant setting of "Dark Brigade", the heroic special forces soldiers, lead by General Anthony Cannon, struggle to defend humanity from the vile forces of the dreaded vampire, Lord Syn! The Dark Brigade mixes macabre settings and monsters with paramilitary units brandishing lasers and quick wits. In the end, evil must be defeated and the day saved or all is lost! *Darkness Unleashed* elaborates on the Dark Brigade series from the ***Cartoon Action Hour*** rulebook.



- Extensive information on the background of the setting!
- Guidelines for creating Dark Brigade characters!
- Information on the various races of monsters that make up the Brotherhood of Death and the Order of Charr!
- Ready-to-go stats and descriptions for the weapons, gear, and vehicles used in the Dark Brigade's fight against Lord Syn!
- Lots of advice for running Dark Brigade games!
- Full stats and bios for all the major players in the global conflict between good and evil!
- And more!

Available May 2003 from your favorite retailer!

ZMG 6001 Approx. 64 pages softcover

CARTOON ACTION HOUR

presents

After These Messages...

The *official* quarterly online magazine for ***Cartoon Action Hour***! Each issue is easily read in Adobe Acrobat Reader, the most popular online document reader in the world. Look for more information on ***After These Messages*** and other ***Cartoon Action Hour*** goodies (like free adventures!) on our two official websites:

Z-Man Games' *Cartoon Action Hour* Website
http://www.shadowfist.com/html/CAH/cah.html

Spectrum Game Stuios' Website
http://www.spectrumgamestudios.com

THE ACTION IS BACK ON CARTOON ACTION HOUR!

Do you remember those magical days of the 1980s, when Saturday morning cartoons offered kids heaping doses of excitement, action, and fun? There were huge sentient robots, paramilitary forces, science fantasy barbarians, and everything in between! Well, guess what? Those days have returned! With ***Cartoon Action Hour***, you can re-live it all... but this time, you're the star!



"That's right, fool! You can prance around like those heroic nitwits on TV, or you can learn how to be like... ME! Kargorr, the most powerful arch-fiend the cartoon world has ever known! I was the fiendishly clever star of the series "Galactic Heroes". The pathetic action figure toy you see shows nothing of my natural splendor and charisma! Bah! Anyway, buy this book, and you can learn how to build armies, super atomic death rays, and have the universe trembling in your hands! BWAHAHAHAHA... (cough)... hahaha... (hack)... ha...."

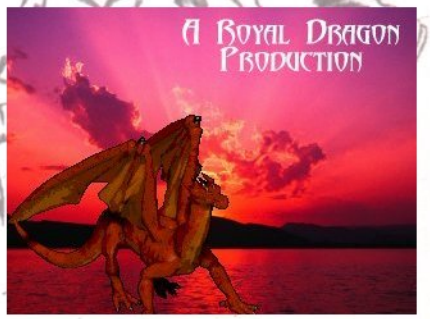




Well, not quite. ***Cartoon Action Hour*** is THE role-playing game for action cartoons from the '80s! This book has everything you need to recreate your favorite cartoon show (or even a series of your own creation) with your friends! The game has a powerful system that is easy to learn, simple to play, and flexible enough to cover just about anything you can imagine. You also get a complete cartoon series – "Warriors of the Cosmos" – and enough ideas to cover an entire Saturday-morning lineup! ***Cartoon Action Hour*** has it all!

"Bah!"

... yes, even Kargorr...



Z-MAN games

SPECTRUM