

ACTION PACK #1

WARRIORS OF THE COSMOS

ABOUT ACTION PACKS

The *Action Pack* series is designed to be used in conjunction with the *Cartoon Action Hour Playset*. With just these two booklets, you can learn the system and jump right into the action within minutes! If you haven't read through the *Playset* yet, please do so before reading further.

Each *Action Pack* contains:

- Information about a series (i.e., campaign setting)!
- Character templates for you to customize and use instantly!
- An exciting episode (i.e., adventure) to play in!

ABOUT WARRIORS OF THE COSMOS

“The power to free Iconia!”

Welcome to Iconia, a once peaceful world that is now locked in a constant struggle of good versus evil. The cruel and powerful fiend known only as Nekrottus has established the Blackskull Empire and seeks to take over the rest of the world. Worst of all, he has succeeded in his goal, except for one kingdom - Haven. Ruled by the benevolent King Rastor, Haven has always been the largest, fairest kingdom in the land. Their brave warriors have vowed to stop Nekrottus's forces at all costs and restore the world to its former state.

BLACKSKULL EMPIRE: Ten years ago, the Blackskull Empire was but a fledgling kingdom consisting of a handful of insignificant villages and hamlets. Since that time, however, it has grown like a cancer, spreading out and corrupting the land as it went. The kingdoms that resisted were taken by force. Currently, the Blackskull Empire is comprised of every kingdom on Iconia, sans Haven ... and Nekrottus will not rest until it too has been consumed.

HAVEN: Having always been the largest, most productive kingdom in the world, it's hardly surprising that Haven would be the last one surviving Nekrottus's plague-like domination. Haven covers a massive expanse of land, reaching from the Dargor Mountains to the north to the Dread Valley to the south. King Rastor and his cabinet do a wonderful job keeping the people happy and safe. Unfortunately, now that Haven has become the target of Nekrottus' attention, the latter has become increasingly difficult to do.

THE GUARDIANS OF ICONIA: In order to maintain the kingdom's well being in the face of the Blackskull Empire threat, King Rastor has recently gathered Iconia's greatest warriors to form the Guardians of Iconia. Their goal is to defend the kingdom from the evil of Nekrottus and free the rest of the

kingdoms as well. This certainly won't be an easy task, but the Guardians are Iconia's last hope.

Already, several powerful combatants have joined the ranks of the Guardians.

CUSTOMIZABLE HERO TEMPLATES

Each player should choose one of these templates to base their character on. From there, they can tweak certain aspects of the character, as described by each template.

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 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 in as well.

| <u>Body</u> | <u>Base Hurt Points</u> |
|-------------|-------------------------|
| -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: The character has Body 2, which gives him 35 base Hurt Points. His Willpower 2 is added to that, for a grand total of 37.

THIS IS ONLY THE BEGINNING

What you're getting in this Action Pack is but a mere taste of "Warriors of the Cosmos"! The *Cartoon Action Hour* rulebook has a whole lot more in store for you. In fact, it features an entire book-within-a-book called *Iconia* that offers a more in-depth look at the series, including the history of the show, eleven episode seeds, descriptions of interesting locales, character creation tips, sample weapons and vehicles, Game Mastering advice, stats for all the main heroes and villains, an exciting mini-comic and even a set of character concept generators!



WARRIORS OF THE COSMOS

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 (elsewhere in this section)

SPECIAL ABILITIES

Choose any one of the "SA Packages."

PACKAGE #1

★ Morning Star

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 (the SA represents an object rather than an inborn ability)

★ Battle Armor

Protection: 8

Restriction: Item (the SA represents an object rather than an inborn ability)

★ Enhancement Visor

His helmet features a visor that can be pulled down to enhance his vision

Trait Modification: +5 Perception for purposes of vision-based action checks.

Restriction: Item (the SA represents an object rather than an inborn ability)

Restriction: Minor Disturbance (emanates a low humming noise when visor is being used)

PACKAGE #2

★ Laser Rifle

Range: Visual (i.e., it can shoot as far as the eye can see)

Damage Rating: 10

Bonus: Burst Fire (when given an Attack action, he can make an additional attack against the same target. He does not suffer the normal penalties for making multiple attacks)

Restriction: Item (the SA represents an object rather than an inborn ability)

★ Evasive Maneuvering

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.

PACKAGE #3

★ Great Sword

Range: Point Blank

Damage Rating: 9 + Body

Trait Modification: -1 to wielder's Armed Combat while using this weapon.

Restriction: Item (the SA represents an object rather than an inborn ability)

★ Thick Skin

Protection: 6

★ Laser Pistol

Range: Medium

Damage Rating: 7

Restriction: Item (the SA represents an object rather than an inborn ability)

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 (elsewhere in this section)

SPECIAL ABILITIES

Choose any one of the “SA Packages” below.

PACKAGE #1

★ Laser Pistol

Range: Medium

Damage Rating: 7

Restriction: Item (the SA represents an object rather than an inborn ability)

Short Sword

Range: Point Blank

Damage Rating: 6 + Body

Restriction: Item (the SA represents an object rather than an inborn ability)

★ Animal Companion

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 (he is capable of full, deep human-like thought)

Bonus: Speaks (he can talk)

Bonus: Secondary Movement — Air (he can fly, using Athletics -2)

PACKAGE #2

★ Mystic Kick

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 (whenever you use this SA, roll a d12. If it rolls an even number, you get to use the Misc. Major Effect listed above. If you roll an odd number, the Misc. Major Effect is ignored)

★ Mystic Armor

Protection: 8

Restriction: Item (the SA represents an object rather than an inborn ability)

★ Sense Evil

Range: Short

Rating: -1

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.

PACKAGE #3

★ Energy Staff

Range: Point Blank

Damage Rating: 9 + Body

Bonus: Burst Fire (when given an Attack action, she can make an additional attack against the same target. She does not suffer the normal penalties for making multiple attacks)

Restriction: Item (the SA represents an object rather than an inborn ability)

★ Enhanced Dodge

Trait Modification: +3 to Athletics

Damage Rating: 8 + Body

Restriction: Minor Disadvantage (The Trait Modification is only used for Athletics checks to avoid getting hit in close combat.)

★ Lucky

Once per episode, you can re-roll a single die roll you made. This re-roll must be used, whether it’s better than the first roll or worse.



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

Oomph: 4

Stunt Points: 2

Hurt Points: See the Hurt Point table (elsewhere in this section)

SPECIAL ABILITIES

Choose any one of the “SA Packages” below.

PACKAGE #1

★ Thunder Mace

Range: 0

Damage Rating: 7 + Body

Restriction: Item (the SA represents an object rather than an inborn ability)

Bonus: Advantage, Minor (adds +1 to his initiative roll if he used this weapon the previous turn)

★ Healing Touch

Range: Point Blank

Healing: 8

Rating: 3

Restriction: Major Disadvantage (This SA can not be used unless the character spent his last turn doing absolutely nothing)

★ Cloak of Vanishing

This magical cloak allows the wearer to be invisible for a finite amount of time.

Trait Modification: -3 to opponent's Armed Combat

Trait Modification: -3 to opponent's Unarmed Combat

Trait Modification: -3 to opponent's Ranged Combat

Duration: 1d12 turns

Restriction: Item (the SA represents an object rather than an inborn ability)

Restriction: Major Disadvantage (The Trait Modifications only apply to characters trying to attack him)

Restriction: Self-Damaging, Moderate (deals 1d12 damage to himself each time the cloak is activated)

PACKAGE #2

★ Mind Blast

Range: Medium

Damage Rating: 12

Bonus: Mental Attack (This attack uses his Willpower to attack instead of his Ranged Combat. This attack completely ignores defenses that protect against physical attacks. Cannot affect targets without living, organic brains - zombies, robots, etc.)

★ Telekinesis

Range: Short

Rating: 2

Restriction: Major Disadvantage (This SA can not be used unless the character spent his last turn doing absolutely nothing)

★ Mind-Cloud

The target's mind becomes hazy and foggy.

Range: Point Blank

Rating: -2

Trait Modification: -3 to target's Perception

Duration: 1d12 minutes

Restriction: Fickle (When this SA is used, roll a d12. If you get an even number, it works. If you get an odd number, it fails)

PACKAGE #3

★ Zap Spell

Range: Medium

Damage Rating: 12

Restriction: Minor Disadvantage (must speak to cast the spell)

Restriction: Minor Disadvantage (must use hand gestures to cast the spell)

★ Flight Spell

Rating: 4 (used to determine movement speed)

Mode of Travel: Flying

Restriction: Minor Disadvantage (must speak to cast the spell)

Restriction: Minor Disadvantage (must use hand gestures to cast the spell)

★ Protection Ring

Protection: 7

Restriction: Item (the SA represents an object rather than an inborn ability)

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 (elsewhere in this section)

SPECIAL ABILITIES

Choose any one of the "SA Packages" below.

PACKAGE #1

★ Metal Plating

Protection: 10

Restriction: Weak Spot (this SA only offers 5 Protection against energy-based attacks)

★ Rocket Boosters

Rating: 2 (used to determine movement speed)

Mode of Travel: Flying

Restriction: Major Disadvantage (can only stay airborne for 2 turns before letting the rockets cool down for 2 turns)

★ Extending Arm

Range: Short

Rating: 2 (used to determine the Body of the exposed metal of the telescoping robot arm)

Restriction: Major Disadvantage (takes one full turn to retract the arm and requires you to spend an action to do so)

PACKAGE #2

★ Partial Metal Plating

Protection: 10

Restriction: Fickle (When this SA is used, roll a d12. If you get an even number, it works. If you get an odd number, it fails)

★ Arm Cannon

Range: Long

Damage Rating: 11

PACKAGE #3

★ Metal Plating

Protection: 8

★ Thunder Mace

Range: Point Blank

Damage Rating: 10 + Body

Trait Modification A: -2 to Armed Combat when using this weapon

Restriction: Item (the SA represents an object rather than an inborn ability)

★ Roller Jetboots

Rating: 1 (used to determine movement speed)

Mode of Travel: Running

Bonus: Super-Scale Movement (Can move about as fast as a gyro-copter)



WARRIORS OF THE COSMOS

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 (elsewhere in this section)

SPECIAL ABILITIES

Choose any one of the “SA Packages”.

PACKAGE #1

★ Animal Companion

This companion is a giant wolf-like beast.

Traits: Athletics 4, Body 2, Stealth 2, Unarmed Combat 2, Survival 1

Oomph: 1 Stunt Points: 0 Hurt Points: 35

Primary Movement: Land Size: Large

Bonus: Inspired (he is capable of full, deep human-like thought)

Special Ability

Bite (Range: Point Blank, DR: 6 + Body)

★ Leather Armor

Protection: 5

Restriction: Item (the SA represents an object rather than an inborn ability)

★ Hard Target

Whenever the character is to be the target of a ranged attack, add the SA's rating to the attacker's Difficulty Number.

Rating: 3

Restriction: Only Affects Ranged Attacks (This SA can only help avoid ranged attacks)

PACKAGE #2

★ Stealth Cloak

Trait Modification A: +3 to Stealth

Restriction: Item (the SA represents an object rather than an inborn ability)

★ Slingshot with Regular Stones

Range: Short

Damage Rating: 8

Restriction: Item (the SA represents an object rather than an inborn ability)

★ Boom Stones

Range: Short

Damage Rating: 8

Bonus: Area of Effect (6 yards diameter)

Bonus: Armor Piercing (ignores the first point of Protection from a target's Defensive SA)

Restriction: Item (the SA represents an object rather than an inborn ability)

Restriction: Linked to Slingshot (these must be used with the slingshot)

PACKAGE #3

★ Twin Billy Clubs

Range: Point Blank

Damage Rating: 6 + Body

Bonus: Auto Fire (when given an Attack action, he can make an additional attack against the same target *or* a different target. He does not suffer the normal penalties for making multiple attacks)

Restriction: Item (the SA represents an object rather than an inborn ability)

★ Force Field Ring

Range: Short

Protection: 5

Restriction: Item (the SA represents an object rather than an inborn ability)

Restriction: Major Disadvantage (The hero can not use this to protect himself)

★ Roll with the Punch

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!

THE HUNT FOR GALDREK

A SAMPLE EPISODE

What follows is an exciting episode for use with the Playset and this Action Pack. Only the Game Master should read from this point on. If you wish to play “The Hunt for Galdrek” (i.e., not run it as the GM), then please stop reading now.

This episode assumes that the player characters are Guardians of Iconia. It is intended for 2-4 players and a GM.

What Has Come to Pass

The eternally evil Nekrottus planned to make a devastating attack on the Palace of Justice, the seat of Haven’s power and home to King Rastor. Nekrottus has tried this before, though each time, he was unable to overcome the palace’s formidable defenses.

But this time, he had a plan. He hired a nefarious mercenary named Galdrek to infiltrate the palace and gather information about its weaknesses. This plan seemingly came to a screeching halt when Galdrek was discovered and subsequently captured after a brutal fight.

Unbeknownst to King Rastor and the Guardians of Iconia, Galdrek had already located the information he was looking for a few minutes before his capture. He managed to stash the data cube away in a hidden compartment within his boot. Galdrek also activated a homing beacon that would allow Nekrottus to track him down, no matter where he was.

King Rastor ordered the wily mercenary to be sent to Mount Arkhar, an inescapable prison located on top of a gargantuan mountain. The only way to transport him there was by airship. This would prove to be a potentially costly mistake.

The Mission

This scene begins with the heroes being called into the Star-Chamber, a room beneath the Palace of Justice where King Rastor holds meetings with the various Guardians of Iconia. The chamber is very large and is dominated by a large golden table with chairs situation all around it. Ancient yet beautiful tapestries and statues serve to decorate the room.

King Rastor tells them the following (read or paraphrase for the players).

“My friends, I’ve brought you here today to ask for your help. Yesterday, our guards discovered the infamous mercenary, Galdrek, searching through the palace’s defense data. Fortunately, he was apprehended before he could steal any of the data cubes. I sentenced him to imprison-

ment in the Mount Arkhar Prison high upon the mountain peak. Galdrek was in transit to the prison when we received a distress signal from the airship that was transporting him. A minute later, we lost radio contact. Now, we must send a team to investigate the matter. That team is you.”

In any case, King Rastor gives them an unarmed airship and sends the heroes off on their mission. The last known location of the airship before losing contact was the northern reaches of the Wargoth Jungle.

Encourage the players to have their characters interact in this scene, with the king and with each other. This is a great chance to let the players settle into their characters a bit and create a sense of camaraderie.

Welcome to the Jungle

The heroes can see dark smoke billowing from the trees upon nearing the Wargoth Jungle. At least finding the ship won’t be much of a problem.

If the heroes investigate, they’ll see that the transport ship has crashed in a small clearing and looks to be a total wreck. A badly injured pilot is trapped in the cockpit. Freeing him will require ripping off the door, which is a Body check versus a DN of 9.

The heroes also notice the rear door of the ship is open and no one is in the containment area. A Perception check versus a DN of 7 will reveal that the door wasn’t just opened due to the crash alone. It was weakened by the crash, but battered open by the person inside. Yep, that would be our old pal Galdrek!

If the pilot is rescued, he will tell them that the crash was no accident. He informs them that he saw a Blackskull Empire ship close in on him and fire a salvo of missiles.

The Incoming Message

Once the heroes have talked to the pilot, they hear a message coming in via the ship’s damaged radio. It’s from Nekrottus himself, but it’s kind of static-laden and hard to understand.

Read the following to the players:

“Skullcap, ...scrrrrrrrr... to inform



WARRIORS OF THE COSMOS

[illegible]

What the message was supposed to say is: “Skullcap, I want you to inform Galdrek that I will meet him personally at Devil’s Mound. I’m just glad he was able to gain the information about the Palace’s weaknesses before he was detained by Rastor’s lackeys.”

This could lead to serious confusion. Tell the players that there are two locales that begin with “Devil’s”. One is Devil’s Mound (which is the correct place) and the other is Devil’s Backbone. This puts the players in the predicament of having to decide where to go.

If they ask, the Devil's Mound is a huge, craggy hill where a tribe of barbarians called the Ogari dwell. Likewise, Devil's Backbone is a narrow but tall wall of bones that stretches more than ten miles long.

Devil's Backbone

If the heroes choose to go to Devil's Backbone, read or paraphrase the following:

“The Devil’s backbone is a wall, some twenty feet in height, made entirely of bones. The wall itself is rather narrow and it has a flat top wide enough for two people to stand on it shoulder to shoulder. Devil’s Backbone stretches for many miles in a twisting, winding pattern. But something more immediate catches your eye. You spot an old man backed up against the wall by huge boar-like humanoids that stand at least ten feet tall. The beasts wield heavy wooden clubs with spikes on them.”

Hopefully, the heroes will decide to rescue the old coot. After all, it's the heroic thing to do. The monsters' stats are in the sidebar. There should be one Pigtaur for each hero present.

THE PIGTAURS

What follows is a collection of relevant stats for this encounter. All Traits not listed are considered 0.

Traits: Body 4(4), Armed Combat 4, Athletics -1

Other Stats: Size: Large, Oomph: 1, Stunt Points: 0, Hurt Points: 50

SA: Thick Hide (Protection: 5)

SA: Spiked Club (Range: Point Blank, DR: 10+Body)

Once the Pigtaur has been dealt with, the old man will be extremely thankful. Any hero making a Perception check versus a DN of 6 will notice that he has a spellbook tucked away in his backpack - it's barely poking out of the top.

If the heroes tell him about their situation, he will collapse to the ground and begin sweating and talking to himself in arcane tongues. It should be obvious that he's having some sort of vision. Once his vision has concluded, the now-drained old man will say, "Nekrottus ... has ... set a trap ... for you at the ... Devil's Mound. He's meeting with a ... dangerous man ... to obtain information about the ... palace's weaknesses. They are to ... meet at the abandoned Castle Murkfog. You must ... hurry if you are to ... stop him."

Devil's Mound

If the heroes choose to go to Devil's Mound, read or paraphrase the following:

"Devil's Mound is a massive hill that covers many miles worth of ground. The sides of the hill are craggy and inaccessible. A few trees grow atop the mound, but they are far and few between. You see a small village consisting of a smattering of huts, rock buildings and campfires. The village seems relatively busy too, with lots of tall, muscular barbarians with horned helmets going about their business. You've heard a lot about the mostly-peaceful Ogari, but have never encountered them first hand."

If the heroes come in peace, the Ogari will welcome them to their village and offer to let them talk to the Elder. If the heroes act abrasive or hostile, then they are most assuredly not acting in the spirit of the game and combat will break out. Ogari warriors have a Goon Factor of 9 and each hero should have to deal with three mobs.

If the heroes get to meet with the Elder in his hut, he will treat them with a great deal of hospitality, offering them some fruits and meat. If they ask him about Galdrek, he tells them he has never heard that name. He will state that a Blackskull Empire ship has been seen patrolling the area earlier in the day, but it didn't attack or even appear threatening.

The Attack

If the characters acted hostile toward the Ogari and were locked in combat, the fight will be interrupted by several incoming missiles from a stealthy airship.

If the characters acted cordial toward the Ogari, the conversation with the Elder will be interrupted by the sound of loud explosions from outside the hut.

In any case, the airship lands and unloads wave after wave of Turgs (squat-looking and mean-natured brown-skinned humanoids). Turgs have a Goon Factor of 7. There should be

three mobs per hero present. Just to add color, describe even more Turgs coming out to attack the Ogari warriors, instigating a mass combat scene.

Furthermore, one or more of Nekrottus' henchmen deploy from the transport ship as well. The exact number depends on how many heroes there are. In the last section of the Action Pack, you'll find full stats for four villains. You should use one villain per hero present. It's up to you which bad guys you select

If the heroes are defeated, they are taken aboard the transport ship and given an opportunity to make a daring escape.

If the heroes are victorious, the baddies should be rescued by winged creatures that swoop down and pick them up.

The Pilot

Once the bad guys are beaten, the heroes spot the pilot of the Blackskull Empire aircraft trying to sneak away. The heroes can make an opposed check with their Persuasion versus the pilot's Willpower of 0 to gain information out of him.

If successful, the heroes learn that Nekrottus had set them up by sending out a phony message about meeting Galdrek at Devil's Mound to lure them away from the *real* meeting place - the ancient (and abandoned) Castle Murkfog.

Castle Murkfog

When the heroes approach Castle Murkfog, read or paraphrase the following:

"This ancient stone structure is a creepy stronghold of evil, with vines growing up the sides and gripping it like long, cold fingers. It features numerous small windows and two round towers, one on

each front corner of the building. A murky moat surrounds the castle and the draw-bridge is already open."

If the heroes enter through the front door, they step into a massive entry room with two more doors and crumbling statues lining the walls. A large stone staircase going up is located in the center of the chamber.

Standing atop the stairs is none other than Galdrek, who is brandishing two large swords. He tells the heroes that Nekrottus will be joining them shortly and that Nekrottus loaned him some of his "friends" to keep them entertained while they wait. With that, Goop Zombies (the cartoony version of zombies) pour into the entrance room via the two doors.

Goop Zombies have a Goon Factor of 8 and there should be three mobs for each hero. While the heroes are tangling with the goons, you should have Galdrek taunt them from his lofty and safe position.

Toe to Toe with Galdrek

Most likely, the heroes will trash the Goop Zombies in short order. This will signal the beginning of the fight with Galdrek. Galdrek's full stats can be found in the last section of this Action Pack.

Once Galdrek gets down to around 25 Hurt Points, you should tell the players that their heroes hear the sound of an aircraft landing on one of the towers of the castle. Yep, it's Nekrottus. At this point, the heroes should have between two and four turns to defeat Galdrek before the big guy makes his way to the battle area. Play up the suspense element too. Every turn, tell the players that the footsteps are getting closer or that they hear a door open in the distance. Put them on the edge of their seats.

FAILURE

Even heroes can fail! It shouldn't happen often, but heroing is a dangerous business and nothing is certain. So, what if the heroes flub up and fail at their mission?

Well, that depends on how you want to handle it.

The "Fudging" Option: If things go horribly awry, you can step in to fix the situation, especially if you roll your dice in secret. You can ignore the rolls and give the players a hand without them knowing about it. Sometimes, though, a die roll can't realistically save the heroes from you.

The "Cheesy Save" Option: You might consider allowing an NPC step in just in time to save the heroes' bacon. Or maybe a force of nature. Or something else entirely. Don't over-use this option or else it will not be believable in any way, shape or form and will be obvious that you just don't want them to fail.

The "Let 'Em Have It" Option: You could simply let them fail. While this might not sound too cartoon-ish on the surface, it really can be if you handle it right. One way is to have the PCs get captured and end the episode with a "To Be Continued". The next episode might be a rescue attempt, with the players portraying different heroes. Or you could allow the next episode to be centered on the heroes attempting to escape. With a little brainpower, you can make failure an entertaining ending.



PLAYERS ARE UNPREDICTABLE

The above statement is something you can take to the bank! No episode write-up could ever hope to cover all the possibilities. By their very nature, players are crafty, imaginative people who are always looking for different ways to deal with problems. This is a *good* thing.

But while it may be a good thing, it can also mean more work for you, the Game Master! After all, what if the heroes come up with some ingenious way to avoid a crucial pre-planned encounter? Or what if they devise an alternate plan of action that will make them miss some integral plot element?

The answer is simple: sometimes, you have to ad-lib to try and get the episode back on track. Don't railroad the players though. That's no fun for anyone. But do your best to run with it. Either gently nudge them to get them to get back on the right path or wildly improvise and change the episode you had prepared.

Feel free to allow for a light-hearted moment to close the episode. This was a very common method of ending a show in the retro-toons.

The After-Show Message

After the episode has been completed, you might want to play out one of those fun "safety tip" skits that were so common back in the '80s. You need to establish a dangerous situation and allow the heroes to step in and spout off some good advice. Here are a few ideas to get you started:

- Two teens playing "chicken" on their flying bicycles.
- A few kids being offered some candy by a stranger.
- A crowd of kids standing outside to watch the "really awesome" electrical storm.
- A few children entering a cave to explore it.
- Several teenagers defying their parents' orders to not drive the family transport vehicle.

But, I warn you - this will most likely get really silly. Players seldom offer good advice, but that's okay. It gets a hearty laugh from everyone and it's all in good fun anyway.

Enter Nekrottus!

Hopefully, the heroes will be able to put Galdrek out of commission and escape before Nekrottus arrives on the scene. Make it clear that the players cannot hope to defeat him by themselves. Their mission is to prevent the meeting between Nekrottus and Galdrek, not to defeat Nekrottus.

If the heroes do stick around to take on Nekrottus, assume all of his Traits are 4(5). He will use his magical staff and his magic sword. Both attacks have a ready-made DR of 20 and he gets two attacks per turn, which can be directed at different targets. Nekrottus should have 60 Hurt Points and a Protection of 15. You can ad-lib any spell you want to as well. While this isn't true to Nekrottus' real stats, it will put across that it's a lose-lose situation for them.

The Escape

If the players manage to reach their airship, they will escape Nekrottus' wrath, leaving him behind to bellow out, "You may have defeated me *this* time, you dolts, but there will be another scheme! And next time, I shall be victorious!" Or something like that. Have fun with it.

The Epilogue

If the PCs succeed in their mission, you should allow the players to enjoy some accolades. That's what this scene is all about.

After the action is over, the scene should cut to the Star-Chamber later that day. King Rastor is awaiting their arrival and congratulates the heroes, telling them that they single-handedly saved Haven today by keeping the data cube out of Nekrottus' grasp.

THIS WEEK'S BAD GUYS

Here are five villains for use in this episode. These baddies are exclusive to this Action Pack and will not be found elsewhere!

BONEHEAD

"Skeletal behemoth that always pulls himself together. Literally."

Oomph: 2 **Stunt Points:** 1
Hurt Points: 50 **Size:** Large

TRAITS

Athletics 1, Body 4(3), Ranged Combat 3, Unarmed Combat 1, Armed Combat 4, Perception -1, Appearance -3, Willpower 3

SPECIAL ABILITIES

Pick-axe

Range: Point Blank

Damage Rating: 10 + Body

Restriction: Minor Disadvantage (When he misses with the pick-axe, there is a 2 in 12 chance that the pick-axe gets stuck in the wall, floor or whatever. It will require a Misc. Action to get it unstuck)

Restriction: Item (the SA represents an object rather than an inborn ability)

Dem Bones

Whenever Bonehead takes damage, he might very well be able to avoid it outright. But if the hit is too drastic, he'll fall to pieces!

Restriction: Fickle (When this SA is used, roll a d12. If you get an even number, the damage is completely negated. If you get an odd number, the damage is suffered as normal)

Restriction: Major Disadvantage (If a single blow deals 25 or more damage to Bonehead, he is shattered. Bones fly everywhere! He must take a Misc. Action in order to reform, but when he *does* reform, he automatically gains 1d12+2 Hurt Points)

Bone Shards

Range: Medium

Damage Rating: 10

Bonus: Burst Fire (when given an Attack action, he can make an additional attack against the same target. He does not suffer the normal penalties for making multiple attacks)

Bonus: Area of Effect (6 yard radius)

Huge Hands

Trait Modification A: +2 to Body

Restriction: Major Disadvantage (the Trait Modification applies

only to Bonehead's hand strength)

Leap

Range: Medium (used to determine leaping distance)

Mode of Travel: Bounding

BACKGROUND

Bonehead was once the leader of an ancient warlike civilization known as the Zadgar. After his death, his people used mummification and magic to keep his body mostly intact. They were to raise him from the dead once they obtained a mystical relic called the Resurrection Stone. This would not only revive him but it would also turn him into an even more powerful warrior. Unfortunately, a cosmic catastrophe swept his people up into another dimension, never to be seen on Iconia again.

When this "legend" reached Nekrottus' ears, he sent his henchmen out to find the Resurrection Stone. It took more than a year to locate it, but that mattered little to the evil overlord. He used its magical properties to bring the king of the Zadgar back to the land of the living.

PERSONALITY

Bonehead isn't terribly thrilled about being Nekrottus' lackey. This is a piece of humble pie he'll never be able to fully choke down. Nekrottus has noticed this discontent and frequently allows Bonehead to act as the leader of important missions from time to time, just to make him feel important and keep him from rebelling.

Bonehead has a very commanding voice, but his teeth often chatter together, creating an annoying "clacking" sound that drives most of Nekrottus' minions bonkers!

APPEARANCE

Bonehead stands more than 7 feet tall and looks quite massive, despite his skeletal form. He wears two large shoulder pads with uneven metal spikes jutting out from them. He also carries a nasty-looking giant pickaxe in one of his gargantuan hands, leaving the other one free for other uses, namely squeezing the heck out of his enemies. His body is covered in jagged bone shards that he can actually shoot at enemies in clusters.

PRYMAL

"Brutish ape man."

Oomph: 2 **Stunt Points:** 1
Hurt Points: 49 **Size:** Medium

TRAITS

Willpower -1, Appearance -1, Athletics 4(3), Body 4(4), Ranged Combat 2, Unarmed Combat 3, Armed Combat 4, Stealth 4, Perception 4(3), Survival 4(3)



WARRIORS OF THE COSMOS

SPECIAL ABILITIES

Spear

Range: Short

Damage Rating: 7 + Body

Bonus: Advantage, Major (can also be used as a close combat weapon)

Restriction: Item (the SA represents an object rather than an inborn ability)

Monkey Climb

Trait Modification: +2 to Athletics

Restriction: Major Disadvantage (only used for climbing purposes)

BACKGROUND

Out from the jungles came a destructive ape-man, pillaging wherever he went, taking whatever he desired. About a year ago, however, he chose a very poor target for his activities. Noblara was escorting King Rastor to visit one of the villages in the Haven countryside. While in transit, the ape-man attacked the king's ground vehicle, sending it crashing into a tree.

The cretinous simian deftly began stealing the gifts the king had planned to bestow upon the villagers. His plan was foiled by Noblara who exited the vehicle to attack him. Dropping the goods, the ape-man fled into the woods, but Noblara pursued him in hopes of bringing him to justice.

Coincidentally, Spydar had planned to attack Rastor's vehicle that day and was hiding nearby. He watched the ape-man's ploy and took advantage of Noblara's temporary absence.

Spydar swept in and began laying waste to the vehicle. Fortunately, Noblara broke off the futile chase and returned just in time to confront him. Instead of risking defeat, Spydar escaped without a fight.

When Nekrottus learned of this ape-man, he was impressed. He searched high and low for him and brought him into the fold, so to speak.

PERSONALITY

Prymal is a coward. He generally won't fight unless he absolutely has to. At least not in a "fair fight". If the odds are in his favor (e.g., the opponent's back is turned, the enemy is outnumbered, etc.). He's the stereotypical sniveling coward, simple as that.

Prymal's speech patterns are liberally sprinkled with cliché monkey sounds and grunts ("Ooh ooh ah ah!")

APPEARANCE

Prymal has a very graceful look to him, due to his lithe body frame (aside from exceptionally large shoulders and torso). He has black fur and a mostly human face, which is always twisted into a sneer.

DUST DEVIL

"Desert swordsman with the ability to conjure sand storms."

Oomph: 4

Stunt Points: 3

Hurt Points: 32 **Size:** Medium

TRAITS

Armed Combat 4(4), Athletics 4(2), Body 1, Coordination 3, Ranged Combat 1, Perception 2, Survival 4

SPECIAL ABILITIES

Scimitar

Range: Point Blank

Damage Rating: 8 + Body

Restriction: Item (the SA represents an object rather than an inborn ability)

Black Powder Pistol

Range: Short

Damage Rating: 8

Restriction: Item (the SA represents an object rather than an inborn ability)

Restriction: Charges, Single (the gun can be used once before having to be reloaded)

Sandstorm

Range: Short

Trait Modification: -3 to target's Perception

Trait Modification: -2 to target's Athletics

Duration: 1d12 minutes

Bonus: Area of Effect (affects all within a 9 yard radius)

Limitation: Moderate Disturbance (creates a loud noise of harsh, brutal winds)

BACKGROUND

Dust Devil is an enigmatic man who keeps his past closely guarded. Nobody, not even Nekrottus himself, knows where he came from or why he allies himself with the Blackskull Empire.

PERSONALITY

Dust Devil is unpredictable. He cannot be counted on by Nekrottus to assist him. Apparently, he has his own agenda and it only involves Nekrottus on occasion. If and when he shows up, Nekrottus puts his services to good use.

Dust Devil never utters a word. He doesn't hang around or socialize with Nekrottus' flunkies. He does his thing and then promptly disappears into a dust storm. So I guess you could say he's the quiet type.

APPEARANCE

This mysterious man wears clothes with an Arabic flair. He wears baggy clothes in light brown and khaki with just a

splash of blue. His sleeves are vastly flared at the end and bottom portion of his face is covered by a loose bandana. This is topped off by a turban and pointed boots. His most distinctive feature, though, is his pair of demon wings that protrude from his upper back. These wings don't seem to provide him with the ability to fly, but they do serve to make him look intimidating.

FELINA

"Feral cat-woman."

Oomph: 4 **Stunt Points:** 3
Hurt Points: 38 **Size:** Medium

TRAITS

Athletics 4(4), Body 3, Coordination 4, Unarmed Combat 4, Stealth 4(3), Perception 4, Survival 3, Appearance 2

SPECIAL ABILITIES

Claws

Range: Point Blank

Damage Rating: 5 + Body

Trait Modification: +1 to Unarmed Combat when using this SA

Tracking

Trait Modification: +2 to Perception when tracking her prey

BACKGROUND

Felina was once an ordinary cat that had somehow found an entrance to the Fortress of Gloom to seek food or attention.

She had no way of knowing what nasty trick fate had in store. She entered the lower levels of the castle and heard strange sounds and anguished screams coming from one particular room.

The cat's curiosity led her directly into the room in question and what she saw was horrifying. Nekrottus himself was standing tall with a spell book in one hand and a magical staff in another. He was chanting arcane words, while a barbarian laid helpless on the floor. Green energy was dancing all across the room as the barbarian began to change into a grotesque cyclopean monster. The frightened cat was struck by a stray blast of this green energy and she, too, started to change... into a cat-like humanoid!

Nekrottus spotted the transformation and decided that he could use her as his own pet/henchman/bodyguard.

PERSONALITY

Now corrupted by Nekrottus' twisted magic, this former cat is now completely evil, down to her black, jaded heart. There is no "good" left in her. This fact delights Nekrottus, as he knows she will never show compassion to the enemies of the Blackskull Empire.

Felina doesn't say much, but when she does speak, only verbal hatred spews forth. Never a kind word to anyone except her master. In combat, she shows no sense of strategy, preferring to just go for the throat.

APPEARANCE

Felina is still quite pretty. She looks like a tall, voluptuous woman with black fur, cat-like ears and a long tail. Her eyes also appear extremely feline, which are capable of chilling anyone to the bone with but a single glance.

GALDREK

"Nefarious bounty hunter."

Oomph: 4 **Stunt Points:** 2
Hurt Points: 47 **Size:** Medium

TRAITS

Armed Combat 4(4), Athletics 4(4), Body 4, Coordination 3, Piloting 1, Ranged Combat 4, Stealth 4, Unarmed Combat 4, Detective 1, Perception 4, Survival 4, Willpower 4(2), Appearance 3, Persuasion 2, Streetwise 4(2)

SPECIAL ABILITIES

Twin Longswords

Range: Point Blank

Damage Rating: 9 + Body

Bonus: Auto Fire (when given an Attack action, he can make an additional attack against the same target *or* a different target. He does not suffer the normal penalties for making multiple attacks)

Restriction: Item (the SA represents an object rather than an inborn ability)

Battle Armor

Protection: 10

Restriction: Item (the SA represents an object rather than an inborn ability)

Hand Bomb

Range: Short

Damage Rating: 12

Bonus: Area of Effect (6 yard radius)

Restriction: Item (the SA represents an object rather than an inborn ability)

Restriction: Minor Disturbance (creates a loud explosion sound)

Restriction: Charges, Single and One-Shot (the bomb can be used once and is destroyed)

Level the Playing Field

If a character with a super-rating in his relevant "combat" Traits (Armed Combat, Unarmed Combat or Ranged Combat) physically attacks Galdrek, roll a d12 (before the attack roll is actually made). If the result is equal to or higher than the super-rating itself, the super-rating in question is ignored for this attack (i.e., the attacker can only roll one die for his attack check).



BACKGROUND

Galdrek was a slave all throughout his childhood. His master was a harsh taskmaster, pushing him harder and harder, working him from sun up to sun down. This built up a great deal of hatred in the young man, but it also made him tough, both physically and mentally. When he was a teenager, he overpowered his master, swiped his two longswords and escaped his life as a servant.

Galdrek lived off the land and learned everything he could about the world, all the while training himself with his swords. He eventually became proficient enough to sell his services for money, which ensured that he would never be dirt poor again.

Over the years, Galdrek honed his abilities to a razor's edge. He mastered his craft and soon became the most sought after mercenary on Iconia.

PERSONALITY

Galdrek is a smart ass. He loves his work and it shows, especially in combat. Wise cracks and sarcastic quips fly as fast as his two swords once the fighting commences.

Nekrottus would like nothing more than to recruit Galdrek as a lackey. But, having already lived in servitude and escaped, he isn't about to go back to it. Not for anyone! Nekrottus has even tried to manipulate him into bending to his will, but Galdrek is far too crafty and cagey to fall for it. But just because he won't serve Nekrottus doesn't mean he won't do jobs for him from time to time.

APPEARANCE

Galdrek is a large-framed man with a chiseled body and a lot of metal armor. He is actually very handsome in a gruff sort of way, with his long brown hair and five o'clock shadow. And then, of course, there are his swords that he is so proud of. He carries them in elaborate scabbards on his back.

