

CARTOON **ACTION HOUR**

SEASON 3



HEXSLINGER

Series Book by Shane Hensley



Hexslinger

***“Bands of grim hexslingers patrol the
High Plains of the Wizardry West”***



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The Series

The rise of technology has allowed the elves, dwarves, and humans to begin settling the Outlands. The settlers seek their fortunes in this untapped land, but must contend with the vast tribes of orcs, trolls, goblins, and stranger things that roam the West.

Patrolling the vast expanses of plains, deserts, mountains, and jungles are bands of “hexslingers,” rangers armed with clockwork firearms hurling manite slugs “hexed” with various magical powers—from entangling vines to fireballs to screaming, sorcerous minions.

The familiar roles of elves, dwarves, and humans are out of place here in the Outlands. They are Western heroes rather than Tolkien-like figures. Elves are tall, thin, and mysterious, wearing long dusters and wide-brimmed hats to hide their pale features from the Outlands’ merciless sun.

Dwarves remain tinkers and mechanics. Their greatest inventions are the iron horses—great trains that crisscross the wastes and bring goods and supplies to the scattered settlers. The trains are protected by Gatling blasters, multi-barreled, hand-cranked firearms that pepper their foes with storms of wizardly light.

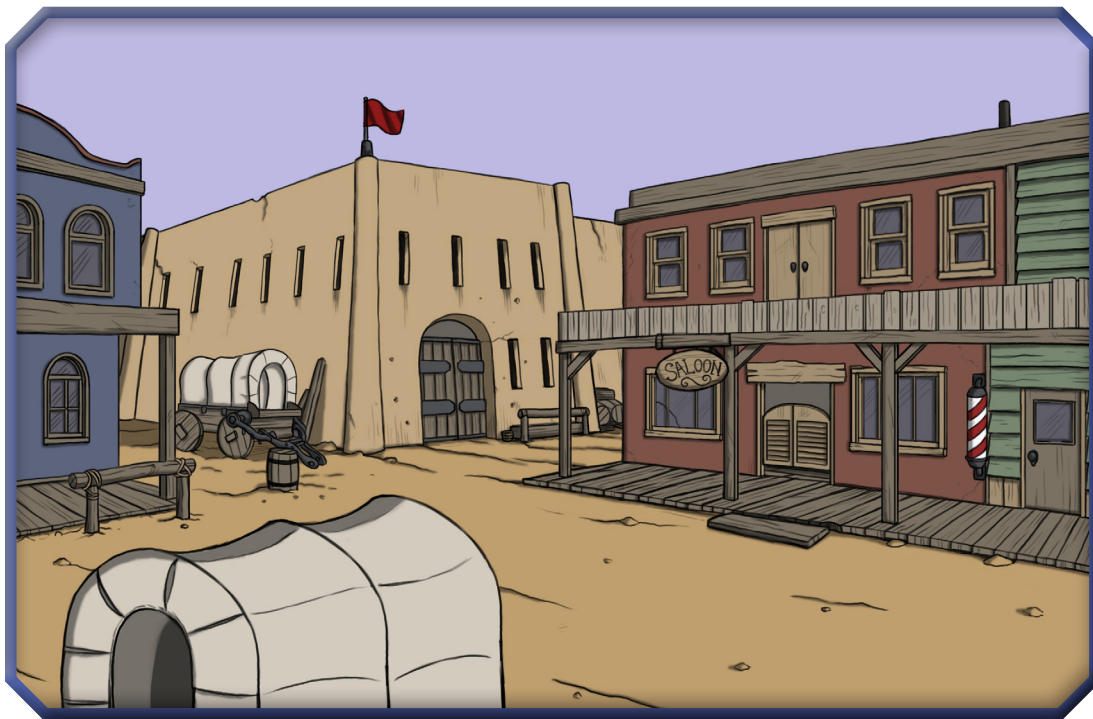
Humans are the most populous and adaptive of the civilized races, making up the bulk

of the farmers, homesteaders, ranchers, and merchants. They are also most often the victims of the terrible raiders who prey on them.

After millennia of war between elves, dwarves, and humans, the races knew the settling of the Outlands—and the resources likely to be found there—would almost certainly lead to another senseless conflict. After great internal debate, peace prevailed and it was decided a single united city would guard the way West. Beyond that, the settlements would be independent.

The gateway to the Outlands is called Fort Fannon, after a great hexslinger who stopped an orcish invasion there several decades prior. It is the gateway and gathering point for those headed West. Supplies are twice the price they are back east and grifters and charlatans prey on all those travelers passing through, but it is secure.

Beyond Fannon’s palisades is a massive plain of grasslands, rivers, and low hills—and numerous bands of goblinoid tribes waiting to pounce on any target they think they can overwhelm.





The United



Priests of the Old Kingdoms worship elven, dwarven, or human gods, depending on their race. A new breed of priests, called the United, preach that all the gods are actually different aspects of the same divine being. The United are by far the most common in the Outlands. They wield hex-powered weapons just like other hexslingers, but tend to preach as they do so. The United believe in peace through strength. Their hexes typically stun, entangle, or otherwise disable foes rather than cause direct damage. Since they believe all gods are one, they tend to call their deity "the Aspect," and his realm is called the "Golden Fields".

Common Phrases of the United:

"The Aspect never met a peaceful being he didn't love."

"The Aspect helps those who help themselves."

"Mortal life is just a trial. Those who pass eventually find themselves in the Golden Fields."

"Praise the Aspect and pass the ammo, friend."

"The Aspect loves even the goblinoids. It doesn't hurt to introduce them with a good blast of hex-shot, though."



The Heroes



To defend these travelers, Fannon himself created an independent force of hexslingers after the hex-blessed weapons so common to the hard-bitten travelers of the Outlands. They range the trackless frontier, protecting the weak, battling the wicked, and bringing order to chaos.

Their weapons are many, but all use hex magic in one form or another. Some use swords, glaives, axes, or lances engraved with hexes to cause additional damage, grant them greater skill, or smite their foes with bursts of fire, lightning, or pure magical energy. But most rely on clockwork firearms or hex-bows. The ability to switch ammunition, from fiery arrows to explosive bullets to entangling rounds, is a great advantage on the lonesome trails of the Wizardly West.



Vehicles



The Outlands are massive, stretching for thousands of miles to the West and twice that to the cold north or the jungles of the deep south. Traveling the vast frontier requires transport of some type. Settlers use covered wagons pulled by brajas, ox-like creatures used for both transport and food.

Horses are common in the Old Kingdoms, but a special breed called prairie horses are favored in the Outlands. They have shorter, thicker manes, yellow eyes, and tend to have mottled purple, red, violet, or jet black skin. Prairie horses are omnivores that eat both prairie grass and the many varmints that scuttle within it.

Another common form of transport favored by hexslingers are blast bikes. Fusion magic relies on fuel called manite to channel powerful blasts of

sorcery through thrusters in the bottom of the device. The blast allows up to two riders (about 400 pounds total) to hover a foot or so above solid surfaces (but not liquids). They are slightly faster than most prairie horses, but are limited in range by the need for manite.



Manite



Centuries ago, a great meteor storm ravaged the world. Several large meteors hit the Old Kingdoms, causing great damage, but most of the stones fell in the desolate Outlands. The stones contain latent energy that transformed tinker magic—minor spells affecting mechanical equipment—to fusion magic, which allows the creation of *powered* devices such as blast bikes. Manite is too expensive for most common mechanical devices, such as locomotives, so those are still powered by burning coal, wood, or other traditional fuels in steam-boilers, but a few eccentric devices fueled by manite can be found in the hands of wizards, warlords, and others.



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Hexslinger



The Villains



The Outlands are filled with every variety of threat. Massive dragons fly the orange and purple skies at sunset. Swarms of carnivorous prairie rats lurk in the tall grass. Great cats called pouncers prowl the hills and mountains. Many of the Outlands' strange creatures haven't even been encountered yet.

But the most common threat on the frontier comes from the marauding bands of scavengers, raiders, and savages of the warlords. They are mixed gangs of orcs, goblins, trolls, hill giants, and whatever other savage species gather together.

Before the Old Kingdoms began to explore the Outlands, they hunted the beasts of the wild and preyed on each other in a constant series of tribal wars and raids. The coming of outsiders has united some of these clans, hopeful for easy targets and the delectable loot of these "soft" travelers.

Nearest Fort Fannon is an orc warlord called Karnak the Unstoppable. A treacherous trader sold the warlords dozens of blast bikes and clockwork rifles.



Backed up by dozens more riders on panthers, prairie horses, and pouncers, they have the mobility to strike even the best-armed caravans fast and hard. Karnak himself carries the rifle of a female hexslinger who fell before him, and the ammunition of several who came to avenge her.

Finding the trader who supplies the warlord should be the first step in taking Karnak down. If the raiders can't replenish their tech, a band of hexslingers might be able to wear them down.

Another threat is Mayng the Dragon. This titanic creature isn't the largest of dragons, but she is the cruellest. Mayng is a creature of great magic who can take the form of elves, humans, or dwarves. She often poses as a wayward traveler to infiltrate caravans or settlers headed West, then nudges them toward traps, goblinoid allies, or trackless wastes without food or water to wear them down. Then she strikes—and fills her larder.

A few hundred miles southwest of Fort Fannon, along the Pedrasi River, is a string of settlements called the River Towns. They're the largest collective of settlers in the Outlands. A permanent patrol of hexslingers, the Marshals, patrol there, and battle constantly with a group of braja rustlers called the Highwaymen. These lost souls are mostly humans who have decided it's easier to steal from their fellow men and women than commit to honest work.

Beyond the arid deserts of the southwest is a long peninsula called the Chitrac Jungle. An ancient elven civilization once ruled there, but it fell in some unexplained catastrophe and its cities were taken by the jungle. The arrival of new travelers seems to have awakened something there. Explorers have told tales of an undead sorcerer and legions of long-dead, primitive elves dressed in feathers and furs and wielding jet-black weapons cursed with the darkest hexes. So far "Xinthopak" and his mysterious army have remained in the thick fauna of Chitrac, but many worry the great riches found there will bring scavengers that eventually trigger Xinthopak's rage.

Episodes

"Leaving Fort Fannon"

Tinker-mage Fannon deputizes a new group of hexslingers to patrol the West. Fannon gathers the group at the games and reads them the riot act. They have no one to report to and no authority other than what they can command themselves, but should they turn bad and sully the name, he'll use all his formidable resources to track them down and bring them to a quick and final end.

Fannon concludes by gathering the group of player characters and asking them to transport a wagon train to the River Towns. The train is led by Celeste Miller, a tough human with a family of four children and a handful of a wife named Melody (Mel for short). There are ten other families in the group, including two families of dwarves (there are no elves—their type tends to travel alone).

Somewhere along the way, about the second day of travel, one of the heroes notices a group of men trying to quietly offload several crates from their wagon. If they watch the men, they put the crates in a nearby gulley and return to the camp. Inside the crates are clockwork firearms. If pressured, the



men admit they were paid to leave the weapons there by a woman they know only as “Lila,” back at Fort Fannon. She also said their caravan would be safe from any raiders if they complied. For greed or for the protection of their families, the homesteaders agreed.

The hexslingers now have a dilemma. They can continue on with the caravan, as they’re supposed to, or they can see who comes for the crates. If properly persuaded, Miller is willing to park the caravan in a nearby copse of trees and give the heroes three days to sort things out.

If the crates are watched, a trio of orc riders on blast bikes come for the rifles at midnight. Taking out the three orcs is a good thing, but the greatest good comes from following them back to the camp of Karnak the Unstoppable.

The orc warlord’s camp is about eight hours away by blast bike or prairie horse. There are dozens of goblinoids, drinking ganza sauce, roasting braja or prairie rat, or fighting. Piles of loot—mostly tools or farm implements, but also some trade goods and one large pile of manite—are being sorted at the center. Karnak’s tent is at the northern tip of the camp surrounded by his toughest lieutenants—though they are as lax in their duties as the rest.

How the hexslingers handle this is up to them—there’s no set way to defeat this powerful warlord. Rangers should realize that defeating Karnak...or hauling him into Fort Fannon...would likely cause the rest of the goblinoids to scatter.

If the heroes manage to haul Karnak in, they can also track down the mysterious Lila. The woman is actually an illusion created by a hexslinger named Mala. Mala is a corrupt ranger who decided to work for a greedy, dwarven tinker-mage named Callahan. The inventor lives a few miles outside of town and trades blast bikes and firearms with Karnak for manite. Mala pays settlers to drop off occasional cargoes for him. In return, the orcs leave piles of manite near Callahan’s home. He uses these stolen riches to pay for his more imaginative creations—

such as the automated spider minions and other terrors that protect his mountain-top lab.

“Not As They Seem”

The heroes hook back up with the Miller caravan. The group moves on and traverses the arid plains, managing the wagons over a rushing stream and encountering a hungry pack of voracious prairie rats along the way.

On the third day, as they’re leaving the plains and entering the foothills to the southwestern mountains, the group comes across the remains of another caravan. Blast bike and prairie horse tracks, as well as arrow shafts and scorch marks, make it obvious the wagons were attacked by some kind of goblinoid raiders within the last day or so. There are several corpses, but a set of human footprints makes it look like at least one survivor was taken to the raiders’ camp. This a fate worse than death to most, so the hexslingers should be determined to try and find the survivor.

Should someone ask, there were other caravans out of Fort Fannon in the days before their departure, but none of them quite match these particular wagons.

The trail leads to a cave set in the hills a few miles away. There are no prairie horses or blast bikes, but the cave does seem large enough that they might be hidden inside. As the group explores the cave, it seems the raiders are away...but a beautiful young woman lies unconscious behind a crude wood palisade.



When she's rescued, the woman wakes in a panic... claiming there are dozens of the raiders nearby and begging the heroes to take her back to their caravan. No marauders show no matter how long they wait. The girl, who says her name is Maria, says the hexslingers may have scared them off—or they could be attacking their caravan while they're away. In essence, she does whatever she can to get taken in and join their group.

Maria is actually the deceitful Mayng, the dragon. Over the next few weeks (likely extending into additional episodes as a subplot), she quietly and skillfully sabotages the caravan. She hopes to eliminate all the fighting men and women so she can more easily capture the weak.

"Silence"

The heroes get the Miller caravan to the River Towns. The settlers go their separate ways and those who survived thank the hexslingers for their sacrifice and protection. A few days rest and relaxation is the order of the day. The warriors might strike up new relationships or simply enjoy some carousing after the difficult passage.

After a day or so, the group starts getting friction from another bunch of hardened hexslingers led by Garnett Muldown, a grizzled dwarven tinker-mage.

Muldown's crew has heard of the heroes' exploits and thinks they're bragging. Words are exchanged, insults are hurled, and tempers flare. Just as things are getting out of hand, Arbiter Synthia Celeste, an



elven woman appointed as a sort of traveling judge by the mayors and elders of the River Towns, proposes a contest. Whichever team can bring her the leader of the Highwaymen, an elven hexslinger known only as Silence, will have a feast thrown in their honor.

Muldown's crew agrees and says they're heading out the next morning, but they actually leave in the middle of the night to try and get a headstart. Silence is an extremely powerful elven hexslinger who runs a

gang of forty bandits. The Highwaymen are mostly armed with firearms, but she has a few specialists at her disposal as well, such as a lightning-fast and deadly elf who wields two swords (she's a former assassin on the lam from the

Old Kingdoms), a massive dark-skinned human with a great maul inscribed with an ice hex that freezes victims to the bone—and shatters them, and a dwarven tinker-mage with a fusion-axe that can cut through a two-foot thick tree with a single stroke.

Silence knows how to cover her gang's tracks, so her camp isn't likely to be found. Setting a trap is more likely to work, such as letting rumors of an incoming train or caravan loaded with manite slip to her several spies in the River Towns. However she is confronted, the hexslingers must not only contend with the powerful elven sorcerer—but with Muldown's interference as well.





PC Guidelines



Star Power: 3

Tier & Trait Point Total: Human; 18

New Rules:

• **Changes to Signature Qualities:** “Hexslinger”, in addition to being the name of the television series and the name of a profession or “class”, is also used a variant of the rules for Signature Qualities. As mentioned earlier, Hexslinger characters who want to have access to a wide variety of magical effects with a shot from a firearm or a bow, or even literally with a slung projectile (fired from a sling) will simply put the word “Hexslinger” in the slot of their Signature Quality. This renders their ranged attacks very variable, and allows creating improvised and new effects, without having to take “Versatile” or changing anything else in the Trait descriptions.

Variable hexes could be big bullets that turn into super-effective glue on impact, bullets that release water streams to put out a fire, energy shots that are so cold they “freeze” a target, explosive color-splashing ammo that dyes its target a specific color, magical bullets that re-transform a shapechanger into their original form, arrows that don’t hurt, but release or take away a specific emotion (anger, lust, fear, guilt, compassion). All of that and much more. It is like having a toned down version of Versatile with limited uses, and tied to ranged weapons.

A character given the “Hexslinger” Signature Quality will also be easily recognizable as a professional, full-time hexslinger, and take a lot of pride in belonging to that group. Don’t forget that an attentive or scheming GM could also trigger that Signature Quality as a detriment against the PC as per the normal rules. This could mean that some outlaws, traitors, and petty con artists automatically dislike the hexslinger, and some powerful supernatural creatures could detect and follow them. Additionally, no matter how cool and versatile the hexslinger is, they will have to possess a physical firearm, bow and arrow, or crossbow or sling to use hexes. That weapon must also appear in their Traits, so at least one of the Traits must represent the weapon (or a set of weapons, twin revolvers, etc.). If that Trait has been Deactivated, that also rules out the hexslinger using any further hexes in that scene at least. More than one weapon-related Trait can be used in conjunction with “Hexslinger”, but since the latter is always a Signature Quality, you cannot select “Hexslinger” more than once.

Characters who don’t follow the path of the hexslinger, but use magically enhanced melee weapons, get to pick a singular hex that they always use with their preferred weapon. Just see the examples with “Smite” and “Jinx” used for specific PCs. The weapon then becomes the physical catalyst and prerequisite for the hex. The hex in turn is very obvious to others, very recognizable, and has one distinctive effect. It will function as a flat +4 bonus to the Trait check, but give the character no Benefit Die instead. Checking both of the Signature Quality boxes at the same time will give the character a +8 bonus, accordingly.



PC Guidelines (cont.)



• **Further New Magical Qualities:** PCs can still have one or more Standard Qualities that are related to magic, spellcasting, and supernatural matters, too. For instance, a Standard Quality could be called “Native Quester”, “Occult Researcher”, “Oracle”, or something else. Qualities can all be stacked for the same actions as long as the GM says they fit thematically and apply in context.

• **Magic as Traits:** Some forms of sorcery, shamanism, rare and strange totems, manite-driven gadgets may all exist as Traits in your Hexslinger game. They do not interfere with, or negatively impact, Signature and Standard Qualities that also have to do with magical abilities. Sorcery taken with “Versatile” is considered extremely rare among the settlers and explorers of the Outlands. Other things like totems and gadgets are generally more typical for villainous GMCs or very few outstanding allies. They should be used sparingly. Many GMCs, especially townsfolk, but also bandits and mercenaries, make an effort to stay away from occult things altogether.

Other Rules:

• **Required Qualities:** The PCs’ Signature Quality should indicate either their position as “Hexslinger” or the name of a singular hex, as described above. In the Sample PCs included here, only the railroad engineer Alice Pembroke Gardner differs from this since she has neither. She was created to be a mundane ally of the other PCs. Her ANALYTIC GUN is a great asset, and a cousin to firearms benefitting from hexes.

• **Required Trait:** At least one of each PC’s Traits must be something that represents a weapon (melee or ranged), a fighting style, and/or expertise with that weapon. Ideally, one Trait should be a weapon (often with the “Accessory” Special Rule), and one should be a technique or style. The weapon Trait should have a rating of 3 or higher. There can be exceptions to this, however.

• **Theme Adherence:** The world of the Outlands very strongly resembles the romanticized American Old West of the 1800s, combined with rather Tolkienesque Western European fantasy mainstays like pointy-eared elves, quarrelsome dwarves, jolly food-loving halflings, and so forth. The PCs can be humans or members of any human-like fantasy folk, and can be from all walks of life, and any profession or background, as long as they fit into an “Old West” type of place with saloons, cowboys, and steam-powered trains. Hexslingers are very accepting, and in their ranks one encounters folks from just about anywhere. PCs cannot be dragons or giants, however.

Ready-to-Use Player Characters

Here is a complete group of eight ready-to-play Hexslinger Player Characters.

WILBUR TAHKEOME OLDFIELD

Star Power: 3

Qualities

- ☐ ☐ Jinx (a specific hex that causes mechanical equipment to malfunction)
- ☐ Dwarven Axe-Fighter
- ☐ Wet and windy weather is my friend

Traits

LEAPING BATTLEMASTER 4 (Action Feature)
 ARMORBANE AXE 4 (Accessory, Deplete [armor- or forcefield-like Traits], +2 vs. machines)
 AXE-WIELDING 3 (+2 when linked with ARMORBANE AXE)
 PIERCING EYES 3 (+2 in natural darkness)
 CARRIES AN ADDITIONAL AXE OR HATCHET 2 (Accessory)
 MIGHTY IN MELEE 2 (Area)
 FRONTIERSMAN 2
 READ MAGICAL TRACKS 1

Upgrades taken: #3, #3, #3

ALICE PEMBROKE GARDNER, PhD

Star Power: 3

Qualities

- ☐ ☐ Visionary Scientist
- ☐ Gets totally absorbed in her work
- ☐ Works for the railroad company

Traits

ANALYTIC GUN 6 (Accessory, Action Feature, Advantage
 - Shows the user several helpful details about the target hit [e.g. health, species, diet, supernatural energy], Disadvantage
 - Takes one round to actually take effect)
 RAILROAD ENGINEER 4
 DESIGN MACHINES 3 (+2 when in a quiet and secure area)
 ANALYZE BIOLOGICAL OR CHEMICAL SAMPLES 3
 CARTOGRAPHER 2
 PISTOLEER 2
 TEAMSTER 2
 HORSEWOMAN 1

Upgrades taken: #1, #1, #3



Horses and Such



Some of you might be wondering why, in a series that is designed to be like the Old West, with cowboys, gunslingers, bandits, and sheriffs, not all of the PCs come with a horse as riding animal, as in the "Companion" Special Rule. Wouldn't a posse of hexslingers or lawmen spend much of each story on horseback? Shouldn't a hexslinger have a special horse, maybe even a magically or mystically enhanced one? Well, not always. Also, if the adventuring characters in hexslingers use horses mainly as transport to get from one place to another, the horses do not have to be Companions. Only very memorable, especially loyal and highly trained animals with a recurring role in the series should be allowed to be Companions. Temporary steeds and pack horses, or those that draw coaches, are decorative details at best. This is not to say they are not highly useful. But in the rules, you need not worry about the specifics from the "Companion" Special Rule. Instead, riding a horse is something the PC does either automatically (unstressed, under normal circumstances), or rolling checks with their RIDING or HORSEMANSHIP Traits. If they don't have those Traits, maybe EXPLORER, COWBOY, CAVALRYMAN, or SCOUT can help? Note also that one of the sample PCs has got a Trait named TRAILBLAZER, which is often defined as a specific kind of rider.

Having said that, for the sake of completeness as well as the look and feel of Hexslinger, we have included one PC with a horse as a Companion, and one who has got his own BLAST BIKE. As the GM, you could issue the entire group of PCs at least low-rated BLAST BIKES with the rules for "Vehicle, Minor", and thus create a biker-based series. Or every PC in the group gets the same basic kind of horse to ride. Everything is possible. Horses and/or bikes, it's whatever you prefer.

BARRIAKH GURSKIN**Star Power:** 3 +1 Base Oomph**Qualities**

- ☐ ☐ Hexslinger
- ☐ Proud Dwarven Fighter
- ☐ Irritable

Traits

EXPERT GUNFIGHTER 4 (Action Feature, Area)
 TRACKER 4 (+2 when in any mountainous territory)
 GUNSMITH 4
 BLAST BIKER 3
 MOUNTAIN NATIVE 3
 CUSTOM-BUILT BLAST BIKE 2 (Vehicle, Minor)
 Vehicle Qualities: ☐ ☐ Prairie Power-Cycle, ☐ It becomes like an extension of me!, ☐ Makes distinctive noises; Traits:
 LAND SPEED 4 (Mode of Travel: Land), STURDINESS 2,
 SMALL MOUNTED RIFLE 2
 CLUNKY SLUGTHROWER 1 (Accessory)

Upgrades taken: #2, #2, #6

HOSS AYLWARD PERKINS**Star Power:** 3**Qualities**

- ☐ ☐ Hexslinger
- ☐ Noticeably sure of himself
- ☐ Overly suspicious of strangers

Traits

ARTISTICALLY STUDDERED GUN 4 (Action Feature)
 SET TRAP 4 (+2 vs. humanoid criminals)
 BOUNTY HUNTER 3 (+2 if he has had time to study or track a criminal)
 EXPERT AT TRACKING 3
 WIDE-RANGING ANIMAL KNOWLEDGE 3
 YARN-SPINNER 2 (+2 vs. any character that has taken at least 1 Setback Token)
 JUGGLING TRICKS 2
 LONG ROPE 1 (Accessory)

Upgrades taken: #2, #3, #3

KYLE MORANE**Star Power:** 3**Qualities**

- ☐ ☐ Hexslinger
- ☐ Fancies himself a great folksinger
- ☐ Walking gun-cyclopedia

Traits

TRICK-SHOT 4 (Action Feature)
 SMITHERS PIONEER CONVERTIBLE - CANNON MODE 4 (Big Attack, +2 if a full round was spent merely aiming, +2 if used with any Oomph)
 SMITHERS PIONEER CONVERTIBLE - TWIN PISTOL MODE 4 (Advantage - Must be Deactivated twice to be really Deactivated [once for each pistol], Area, +2 if used with any Oomph)
 OUTLANDS SLING 3 (Accessory, Deactivate [dexterity- or agility-related Traits], Situational Setback - When not in daylight)
 HEX-TRACKING MANITE WATCH 2
 SHODDY OLD GUITAR 1 (Accessory)
 MAKE UP SONG LYRICS 1

Upgrades taken: #3, #3, #3

REV. AUBREY HIDDLESTON-MOORE**Star Power:** 3**Qualities**

- ☐ ☐ Smite
- ☐ Magnet for the supernatural
- ☐ Modest gentleman

Traits

EXTENDABLE HICKORY STICK 5 (Action Feature)
 ORDAINED PRIEST OF THE UNITED 4 (+2 to reactions in civilized and pious areas)
 OUTLANDS LAWMAN 3 (+2 to impress evildoers, +2 to impress other learned folk)
 HAS READ A LOT OF TEXTBOOKS 3
 MARCH FOR HOURS 3
 FIGHT ONLY WITH WORDS 2 (Deplete [persuasion or knowledge Traits], Oomph-Powered 1)
 RIDING 2

Upgrades taken: #3, #3, #1

MISTY MELISSA

Star Power: 3

Qualities

- ☐ ☐ Hexslinger
- ☐ Shy beauty
- ☐ "That old magic gets in the way sometimes, doesn't it?"

Traits

DEEP MEDITATION 3 (Oomph-Powered 1)
EXPLORER 3 (Situational Setback - When in civilized areas)
HUNTING RIFLE 3 (Accessory)
EQUINOX, A WHITE HORSE 2 (Companion; Functions:
COMBAT 1, TOUGHNESS 1, STEALTH 0, MOVE [Run] 2,
THINK 0, MANIPULATE 0)
RIFLEWOMAN 2
SPIRITUAL GUIDE 2
ACT COURTEOUS 1 (+2 in civilized areas)
GIFTS OF THE ORACLE 1 (Versatile: SEE SOMETHING
HIDDEN, SAFE ESCAPE [Advantage - Can extend the
effect of this to another character]; 3 undefined Traits)

Upgrades taken: #1, #5

SERGIO CLOUDBREAKER

Star Power: 3

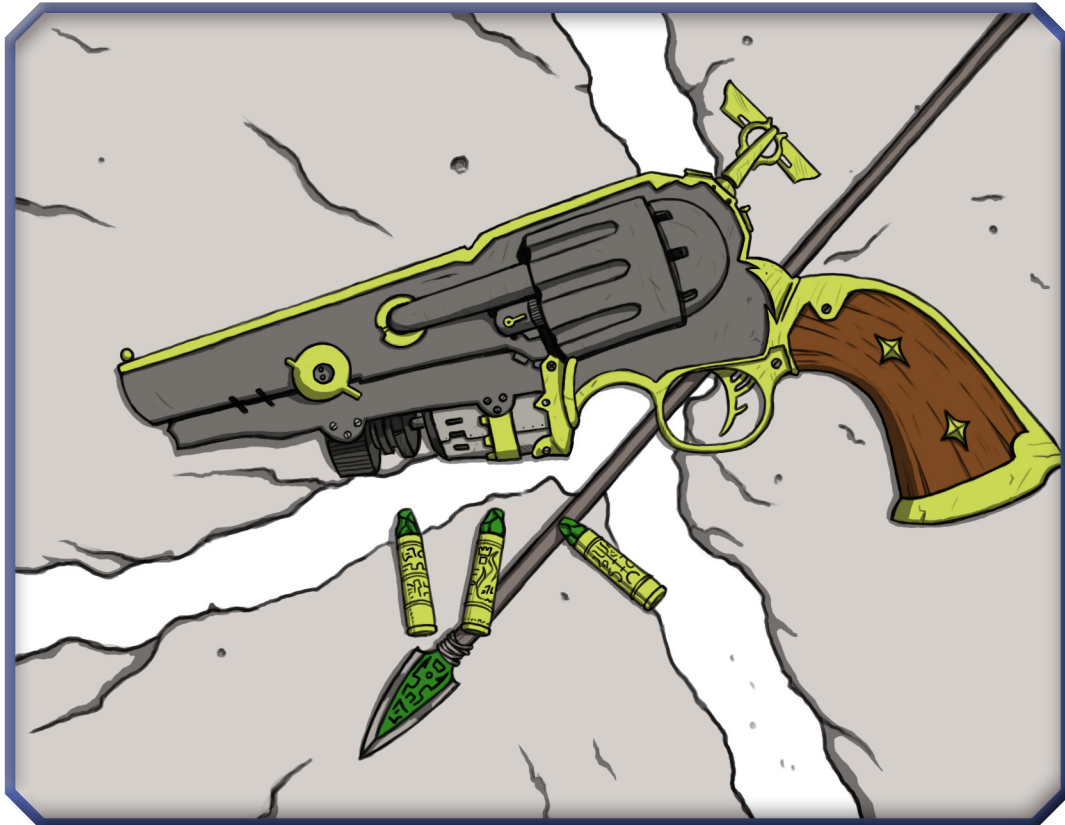
Qualities

- ☐ ☐ Hexslinger
- ☐ Officially named a deputy sheriff
- ☐ Former native warrior

Traits

FEARSOME FIGHTER 4 (Action Feature)
STAFF OF THE WAR CHIEF 6 (Accessory, Area, +2 vs.
unarmored targets)
TRAILBLAZER 4 (+2 when on the open prairie, Situational
Setback - When in a town)
FIRE SUPERNATURAL BLAST 3 (Oomph-Powered 1)
RIDE LIKE THE WIND 3
UNSHAKEABLE 2
BOW AND ARROWS 1 (Accessory)

Upgrades taken: #1, #1, #3





Notes About Misty Melissa



Misty Melissa is a character we included to show you an example for a strong female PC who is both an independent explorer with a horse and rifle and a hexslinger. In addition to applying the hexslinger “hexes” to her HUNTING RIFLE Trait as described in this series’ specific rules, she is also a budding oracle, a prairieland mystic that gains insight into hidden and powerful things. Her abilities of detecting people and objects hidden behind rocks or in buildings and encampments, making a quick escape when threatened with violence or capture, as well as other supernatural and unforeseeable effects, are included in a Versatile Trait called GIFTS OF THE ORACLE. In the Outlands, mystics and shamans from other areas and tribes may use different names for something similar.

Having a “magic” Versatile Trait is considered rare even among hexslingers. This Trait is indeed powerful, but could only be gained at a rating of 1 during character creation due to the max rating being defined as 4 (Human Tier). Clever readers can probably detect that this Trait rating was originally bought as 4, reduced by 4 due to the “Versatile” Special Rule taking effect, and increased by +1 in the one Upgrade remaining. Remember that, with the standard rules for “Versatile” in place, a series with mostly Human Tier characters would automatically have very few characters with this kind of ability, which is intentional. Another hint: If you don’t like expanding magic use and many improvised Traits in your hexslinger game, you could drop GIFTS OF THE ORACLE altogether - instead increase DEEP MEDITATION and EXPLORER to 4, and RIFLEWOMAN and SPIRITUAL GUIDE to 3, or use any other combination that you like.

Note also that this character is written to be adaptable: She moves with ease among members of a polite and settled society, shown by her ACT COURTEOUS Trait. This Trait benefits from a Situational Boost when Melissa is actually “in a civilized area”. This could mean she seems unthreatening, talks the right talk, wears a different dress, wears her hair differently, knows the right dances and formalities. On the other hand, her EXPLORER Trait suffers a setback as long as she is not out on the prairie, in the mountains, or anywhere but a civilized town.

Her second Standard Quality “That old magic gets in the way sometimes, doesn’t it?” can be used as a curse on her opponents, granting a one-time +2 bonus to her EXPLORER, HUNTING RIFLE, EQUINOX, or even GIFTS OF THE ORACLE. On the other hand, the GM could use it to hinder Melissa’s own magic, or make her abilities suddenly have an unwanted, adverse effect. Magic really just gets in the way sometimes, you know?

Villainous GMCs

KARNAK THE UNSTOPPABLE

Star Power: 4

Qualities

- ☐ ☐ Orcish Elite Chieftain
- ☐ Leader who leads by example
- ☐ Wants to out-villain the other villains
- ☐ Always bearing a grudge

Traits

ORCISH FIGHTING STYLE 6 (Action Feature, +2 when linked with SAW-SWORD)
 INDUCE FEAR 8 (Area, Oomph-Powered 1)
 TWO-HANDED SAW-SWORD 7 (Accessory)
 RESPECTED WARLORD OF THE OUTLANDS 7
 BIZARRE ARMOR 6 (+2 when used as a reaction against melee weapons like swords)
 DARKSTORM, KARNAK'S ENCHANTED STEED 6
 (Companion; Functions: COMBAT 3, TOUGHNESS 2, STEALTH 0, MOVE [Run] 2, THINK 1, MANIPULATE 0)
 BIG AND MUSCULAR 6
 MAKE BATTLE PLANS 5 (+2 vs. opponents on horseback, +2 vs. hexslingers, +2 before taking Setback Tokens)
 LOOTED HEXSLINGER RIFLE 5 (Accessory)
 STASH OF POWERFUL AMMO 5 (Accessory)
 KNOWLEDGE OF THE ENTIRE OUTLANDS 5

MAYNG THE DRAGON

Star Power: 3

Qualities

- ☐ ☐ Shapechanging Female Dragon
- ☐ Creature of vast size
- ☐ Absolutely opposed to humor ("all business" attitude)
- ☐ Eats a lot!

Traits

DRAGON BODY 10 (Action Feature, Area)
 DRAGON'S FIRE 9 (Area, Big Attack, Disadvantage - Does not work when shapechanged into a human, elf, dwarf, etc.)
 CLAWS AND FANGS 8 (Devastating, Disadvantage - "Devastating" is unavailable when she is shapechanged, Situational Setback - When shapechanged into a human, elf, dwarf, etc.)
 WINGED FLIGHT 8 (Disadvantage - Does not work when shapechanged into a human, elf, dwarf, etc.)
 ASSUME A HUMANOID FORM 9 (+2 before taking Setback Tokens, +2 when undisturbed, +2 when used to defend)
 FIGHT IN HUMANOID FORM 7
 PERSISTENT SCHEMER 7
 KNOWLEDGE OF THE OUTLANDS 6
 DANGEROUS BEAUTY 6 (Disadvantage - Cannot be linked with DRAGON BODY, DRAGON'S FIRE, or WINGED FLIGHT in any way)
 DRAGON SORCERY 5 (Versatile: CONCEAL ANYTHING [Area], DETECT MAGIC, DETECT MANITE; 3 undefined Traits)

Assorted Local Critters

When you look at the appendix of the CAH:S3 rulebook, you will notice that it includes a list of many different animals and mythical creatures in the form of short non-illustrated stat blocks. That is the part in really small print with the bluish background. Typical animals for cartoon series are covered in the Mundane Animals section (pgs. 179-181). Some of these stats apply to the animals of the Outlands mentioned in this document. In fact, many of them do, and we recommend using them.

Since we know that, even in the digital age, it can be tough to use several books simultaneously, and most gamers don't enjoy constantly looking up stat information across several books, or going back and forth between chapters, we have repeated some of the relevant game info here as well (The first four entries in this section are entirely new). The creatures that *are* borrowed from the Mundane Animals were not simply inserted here by "copy and paste", though. The prairie rat is indeed much more dangerous and terrifying than any other known rodent. The "pouncer", while having an obvious relation to the basic "lion", differs in a few Traits and Special Rules. Other creatures, too, should be carefully localized for the Outlands. Yes, even dragons...

Note: All of the following animals are treated as if they were characters with Star Power 2.

GUNSLINGER GOBLIN

Qualities

- ☐ ☐ Pesky Bandit
- ☐ Exceptionally hardy
- ☐ Loyal to the horde
- ☐ Bad reputation

Traits

LIGHT LEATHER ARMOR 3 (Accessory, Fickle), GUN-FIGHTER 3 (Situational Boost - after successfully using either SNEAK or SCOUTING on an opponent), SNEAK 3, WIELD OLD-FASHIONED MELEE WEAPON 3, SMALL SWORD/CLUB/AXE/CUDGEL 2 (Accessory), PISTOL 2 (Accessory), SCOUTING 2 / Point Total: 18 points

OUTLANDER ORC (Leader, Exceptional)

Qualities

- ☐ ☐ Wicked Brigand
- ☐ Cruel nature
- ☐ Mercenary

Traits

GUNFIGHTING 3, MELEE FIGHTING 3, ORCISH WEAPON 3 (Accessory), TOUGH 3, BRAWNY 2, RIDER 2, ALERTNESS 1, SHAMAN'S BLESSING 1 / Point Total: 18 points

HILL GIANT

Qualities

- ☐ ☐ Awe-Inspiring Menace
- ☐ Force of nature
- ☐ Reluctant fighter
- ☐ Long-lived

Traits

STRONG 6 (Situational Boost - When lifting and throwing), EXTREMELY TOUGH 6, TOWERING SIZE 6, GIANT WEAPON 5 (Accessory), OUTDOORSMAN 3 (Situational Boost - In their home area, which can be large), BUILD FORT 3 / Point Total: 29 points

PRAIRIE TROLL

Qualities

- ☐ ☐ Enormous Mountain-Dweller
- ☐ Used to darkness
- ☐ Bad reputation
- ☐ Don't feed the troll!

Traits

LARGE 6, PHYSICALLY STRONG 6, HARDENED SKIN 5 (Situational Boost - When active at night or in darkness), TROLL CLUB 5 (Accessory, Devastating)*, RESILIENT 5 (Situational Boost - At night or in darkness), LOCAL KNOWLEDGE 3, TRAPPER 3 / Point Total: 33 points

* GMs are free to exchange the troll's huge club for a TROLL-SIZED GUN, of course.

CARNIVOROUS PRAIRIE RAT

Qualities

- ☐ ☐ Aggressive Rodent of the Outlands
- ☐ Strength in numbers!
- ☐ Regular animal

Traits

SWIFT-MOVING 5, BITE FIERCELY 4 (+2 if a success with SWARM TACTICS has been rolled by any prairie rat in the scene), SWARM TACTICS 4, HIDE ANYWHERE 3 (+2 when on the prairie, +2 if outnumbered), ROBUST 3, SMALL 3, PERSISTENT RUNNER 2, TALK IN SQUEAKS 2; Point Total: 26 points

(The stats above are intended for an impressive, fully grown specimen of the prairie rat. A group of these attacking a group of PCs would probably be a small “family unit” of 4-6 specimens of equal strength. If you want to save on time and book-keeping, these animals could also easily be represented by the Goon rules.)

COYOTE

Qualities

- ☐ ☐ Rugged Predator
- ☐ Pack Mentality
- ☐ Opportunistic

Traits

BITE 3, RUN SWIFTLY 3, SNIFFING 3, AGILE BODY 2, ENDURING 2, EXCEPTIONAL HEARING 2; Point Total: 15 points

GRIZZLY BEAR

Qualities

- ☐ ☐ Furry Terror
- ☐ Mean and Grumpy
- ☐ Charmingly Calm At Times
- ☐ Distracted by Sweets

Traits

PAW STRIKE 5 (Action Feature), VAST SIZE 5, ROBUST BUILD 4 (Situational Boost - When used for a defensive action), FISHING WITH PAWS 4, ROAR LOUDLY 4, RUN 3 (Situational Boost - When linked with VAST SIZE, creating a charge-like attack); Point Total: 25 points

HORSE

Qualities

- ☐ ☐ Hooved Helper (other specimens have “Hooved Warrior” or “Hooved Runner”)
- ☐ Loyal Worker
- ☐ Used to Being Around Humans
- ☐ Big

Traits

TRAMPLE 3 (Action Feature), ENDURING 3, RUN FAST 3, JUMP 2 (Situational Boost - When used directly after a successful RUN FAST action), KICK HARD 2, PULL WEIGHT 2, ROBUST 1; Point Total: 16 points

PRAIRIE HORSE

Qualities

- ☐ ☐ Hooved Runner
- ☐ Loyal Worker
- ☐ Characteristic Mottled Colors
- ☐ Omnivorous

Traits

TRAMPLE 3 (Action Feature), ENDURING 3, ROBUST 3, RUN FAST 3, JUMP 2 (Situational Boost - When used directly after a successful RUN FAST action), WELL-PLACED STRENGTH 2; Point Total: 16 points

POUNCER

Qualities

- ☐ ☐ Great Predatory Cat
- ☐ Fear-inspiring
- ☐ Regular animal

Traits

BITE 5 (Situational Boost - When used on a target of equal or smaller size), STRONG 5, PAW STRIKE 4, ATTACKING LEAP 3 (Situational Boost - When linked with STRONG), ACUTE SENSES 3, RUN FAST 3, ROAR LOUDLY 2; Point Total: 25 points

SNAKE (POISONOUS)

Qualities

- ☐☐ Slithering Menace
- ☐ Hard to Hit
- ☐ Expert Stalker

Traits

VENOMOUS BITE 5 (Action Feature, Oomph-Powered 1), EXTREMELY AGILE 6, MOVE QUIETLY 5, FINE SCENT 4 (Situational Boost - When in its natural habitat), FAST 4, HISS FORCEFULLY 2, REGULAR BITE 2; Point Total: 28 points

WOLF

Qualities

- ☐☐ Rugged Predator
- ☐ Pack Mentality
- ☐ Prairie Prowler

Traits

BITE 3, RUN LONG DISTANCES 3, SNIFFING 3, WOLF HOWL 2 (Situational Boost - When used to intimidate or communicate with other wolves), UNTIRING 2, WOLF'S EARS 2, STRONG 1; Point Total: 16 points

Goons of the Outlands

BAND OF SCAVENGERS

(This band is usually comprised of orcs, goblins, hill giants and more working in unison. This is precisely why they are rather tough for Goons!)

Goon Rating: 2

Special Rules:

- Hard to Defeat
- Special Attack (well-coordinated combo of guns, melee weapons, catapults, and more)

ORCISH OUTLAWS

Goon Rating: 1

Special Rules:

- Dependent
- Vicious Assault

PRAIRIE RAT SWARM

Goon Rating: 1

Special Rules:

- Vicious Assault
- Fragile

RANDOM DESPERADOS

Goon Rating: 0

Special Rules:

- Specialist (Horseriding)
- Vicious Assault

Playset Write-Up

FORT FANNON

The Fort Fannon playset was one of the first modular toys created for action figures, and was the bane of every parent's bank account. Parents would have to purchase the first set, which was the gate, along with four walls, but each additional Fort Fannon supplement contained more wall pieces as well as other cool accessories (read Traits for CAH: S3 purposes).

Traits

GATE 5, GUARD TOWERS 5, GATAPULT 5 (Area)*, SECRET EXIT 3, PROTECTIVE WALLS 5

Each additional set added a total of 10 Trait points and 2 upgrades and all gave additional walls, of course, increasing the overall size of the fort. Often, sets included a cardboard building to place inside the playset. Some examples are:

MAGIC MISSILE BLASTER 5, ENCHANTED WALL FORTIFICATIONS 7**, FIREBALL LAUNCHER 5 (Action Feature, Area), SECURE STABLE OF HEALING 5, JAIL 5, MAD MATT'S SALOON 5, HANG GLIDER 5 (Accessory), SPIKED CRENELATIONS 5

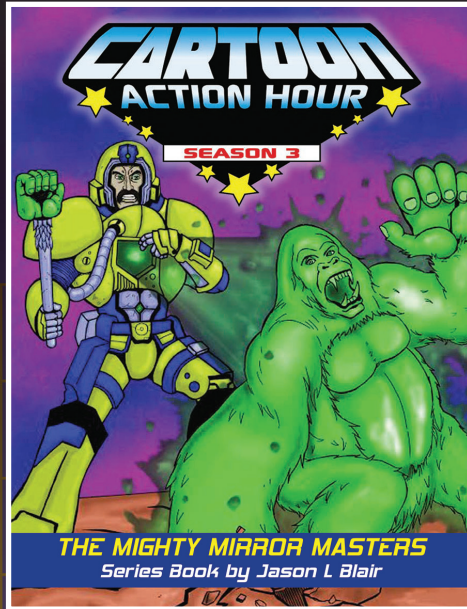
*What is a gatapult? A combination gatling gun + catapult, of course!

** Represented on the toy as nothing more than cool stickers to put on the walls, each one an arcane looking rune.

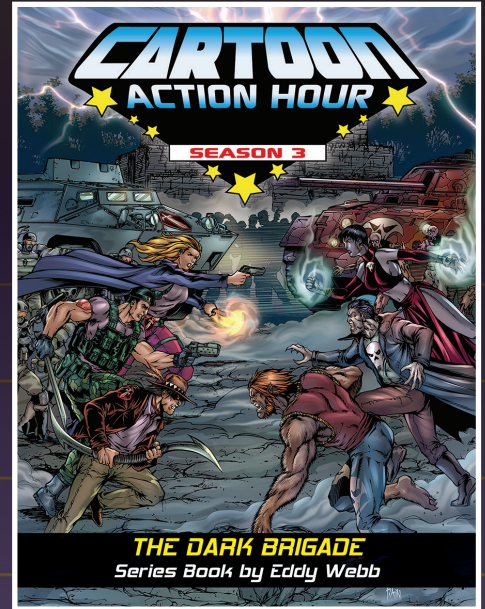
Also Available!



The extra-dimensional conqueror known as Dr. Zen is attempting to merge his darkened world with ours, which will spell doom for us all. Thankfully, heroes have emerged! Armed with objects of power granted to them by the spirits of their various homelands, these brave souls stand at the ready to defend Earth from... the Infinivaders!



A mystical gemstone is discovered that can peer into the souls of those who view it and divine their true nature, bringing it to life in physical form. Those with kind souls became paragons of good, able to call forth noble creatures made of pure light. Those whose souls harbored evil intent were transformed into twisted monsters. Now, the two factions find themselves at odds in a battle for the gemstone!



The elite para-military group known as the Dark Brigade clashes with the vampiric Lord Syn and his vile Brotherhood of Death, as they wage war all over the world in an exciting struggle of good versus evil! It's soldiers versus the supernatural! Dark Brigade last appeared in a series book for the original season of Cartoon Action Hour and has been adapted for Season 3.



The nefarious Queen Pin, a bee-like crime boss, has become a menace throughout the entire galaxy. The only hope of stopping her lies within a specialized task force called the Iron Wolves. Each Iron Wolf boasts detachable cybernetic limbs, a starship that can combine with his or her teammates' ships to form a gigantic robot and more! "Cops and robbers" has never been so much fun!



A punk rock band discovers a long-lost time machine that looks like a giant gramophone and ends up tumbling through the annals of time itself on one exciting misadventure after another. They'll face the villainous Thomas Edison, the Endless Elvises, The Man, a disco band led by a time-displaced Al Jolson and many other threats to the space-time continuum!



In this series, there exists a wondrous land of both sorcery and science! For years, its people have been crushed under the brutal rule of the Council of Shadows – seven evil men and women who use their power to take what they please and destroy any who dare to stand against them. But now, the eerie Eternity Portal has brought several heroes from the mysterious realm called "Earth" to fight for the people of Sarillon and free them from oppression!