

CARTOON ACTION ★ HOUR ★ PLAYSET

ABOUT CARTOON ACTION HOUR

Take a trip down memory lane to those magical days of the 1980's, 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 (CAH)**, you can re-live it you're the star!

Cartoon Action Hour is the roleplaying game of 80's-style action cartoons. With one 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.

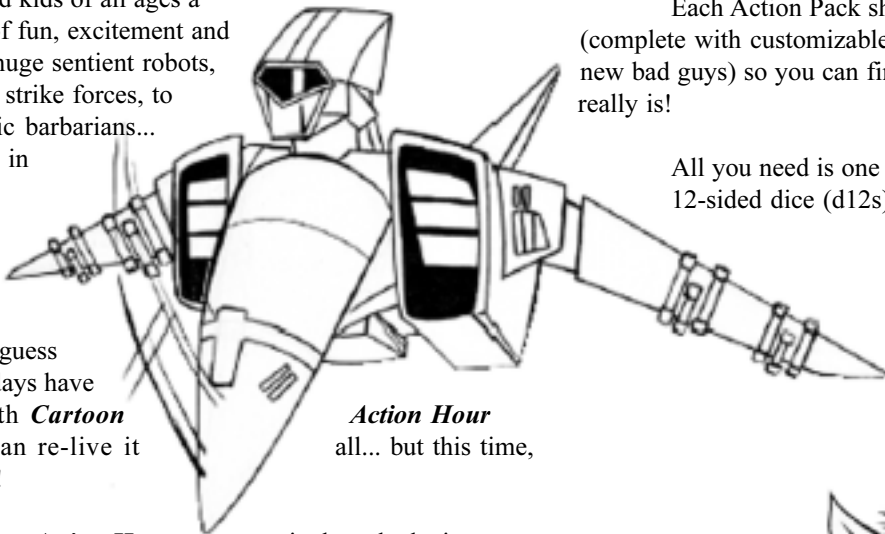
So, put your old underoos on, fix yourself a bowl of sweetened breakfast cereal and get ready for a fun-filled trip back to the days you thought would never return!

THE PLAYSET AND ACTION PACKS

This document offers you a no-frills version of the **CAH** game system. Additionally, we'll be making several different sample Action Packs available on our website for you to play using the fast-play rules.

Each Action Pack showcases a different type of series (complete with customizable character archetypes and brand new bad guys) so you can find out first-hand how versatile **CAH** really is!

All you need is one GM, at least one player and a few 12-sided dice (d12s).



Action Hour
all... but this time,



PERFORMING ACTIONS

TRAITS

Each character has a selection of Traits that define what he is good and bad at. These Traits have a rating that depicts *how* good or bad he is at it. These generally range from -2 (horrible) to 4 (world class). If a Trait isn't listed on the character sheet, the character is considered to have 0 (average).

Some series allow superhuman **Traits**. These are represented

- 4 Nearly Non-Existent
- 3 Animal
- 2 Poor
- 1 Fair
- 0 Average
- 1 Good

RATINGS

- 2 Great
- 3 Outstanding
- 4 World Class
- 4(2) Enhanced
- 4(3) Super
- 4(4) Mega
- 4(5) Ultimate



by a rating of 4, followed by a number in parenthesis, ranging from 2 to 5. This second number is called a *super-rating*.

ACTION CHECKS

Any time a character attempts to perform a tricky action, the player who controls the character must 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 (which represents how hard the task is). 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!

If the character's Trait has a super-rating, the player gets to roll a number of d12s equal to the super-rating. Once rolled, the highest roll is considered to be your result for the check.

TRAIT LIST

Physical Traits

Armed Combat: close combat with weapons.

Athletics: agility and balance.

Body: strength and stamina.

Coordination: fine manipulation.

Driving: operating ground vehicles.

Piloting: operating air and water vehicles.

Ranged Combat: shooting, throwing and aiming.

Riding: riding horses and other such animals.

Stealth: sneaking and shadowing.

Unarmed Combat: close combat without weapons.

Mental Traits

Computers: operating computers and similar devices.

Demolitions: blowing stuff up.

Detective: clues, codes and procedures.

Disguise: altering your looks, mannerisms or voice.

Inventor: designing gadgets, gizmos and so on.

Knowledge: knowledge of a specific subject.

Medical: first aid, surgery, medicines, etc.

Perception: observation and logic.

Repair: fixing things.

Science: scientific knowledge.

Survival: living off the land.

Willpower: strength of mind.

Social Traits

Appearance: how good looking the character is.

Artist: drawing, painting, sculpting, etc.

Performer: acting, comedy, musicianship, etc.

Persuasion: getting people to do what you want.

Psychology: understanding the human mind.

Streetwise: knowing all about the underworld.

Wealth: how rich the character is.

Writing: writing in an informative or entertaining manner.

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.

ROLLING 12

Whenever you roll a 12 during an action check, you may immediately add the character's Oomph score (which represents that "extra something" heroes and villains possess) to the result! If the Trait being used has a super-rating, then the super-rating itself is added to the Oomph.

STUNT POINTS

All major characters have **Stunt Points**. 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. Stunt Points must be spent before the action check is actually rolled.

OPPOSED ACTION CHECKS

If a character's action is directly contested by another character, each character involved 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 re-roll from both participants, though this won't happen often.

COMBAT

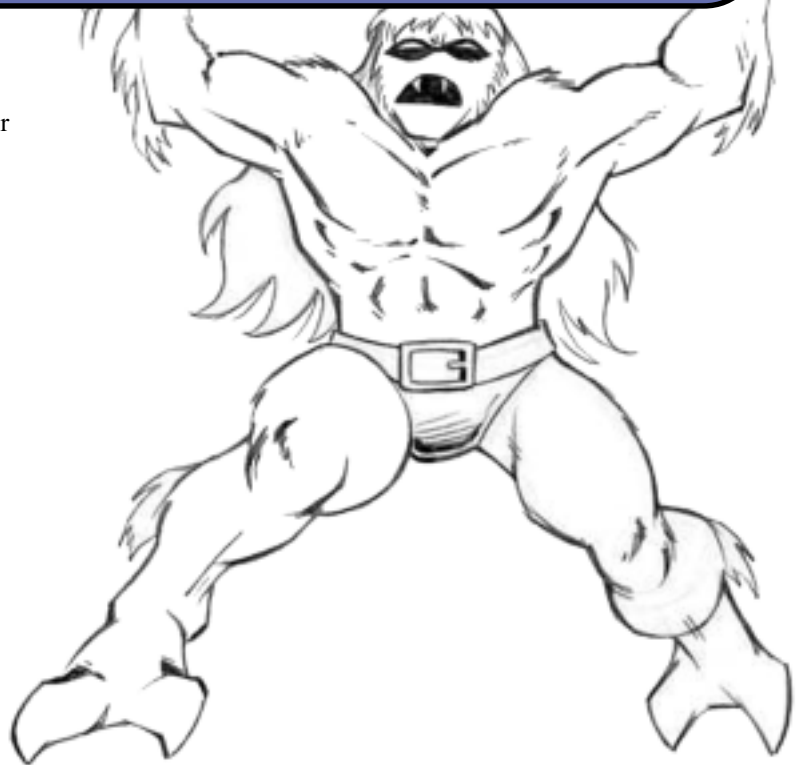
INITIATIVE AND TURNS

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. Re-roll any ties.

Once all the characters perform an action, a

DIFFICULTY NUMBERS

- 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 if they do 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 can not succeed at this level of feat. Only those blessed with superhuman abilities can accomplish it!



SPECIAL ABILITIES

Most characters have one or more Special Abilities (or SAs). These represent powers, spells, weapons, vehicles, armor, gear, magic items, and anything else you can think of. CAH offers you a comprehensive system that allows you to design your own SAs.

The core concept of the SA system is *components*. Each SA is made up of components that define exactly what it does and how well it does it. Not all SAs contain the same components. Think of components as ingredients in a food recipe.

As an example, a basic "Energy Blast" SA would have two components; *Range* and *Damage Rating*, since the two things you need to know are how far it'll shoot and how hard it hits.

There's much more to SA Creation than that, but more detailed information can be found in the *Cartoon Action Hour* book!

new turn begins and another initiative roll is made. Each turn represents about 5 seconds.

ACTIONS

An action is considered 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 takes a move after his action, he moves at half these values, instead of the -3 penalty.

ATTACK

Make one attack.

DODGE

By taking 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

By taking 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

When 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 re-roll his attack check (armed or unarmed), using the new roll instead, for better or worse. 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.

Once a character's action has been spent to parry, 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 relatively risky aspect of doing so.

For each parry a character makes in a single turn beyond the first, the re-roll is made with a +1 to the result. So, if a character parries one attack and goes to parry another, the re-roll on this next attack will enjoy a +1 bonus. If a third parry comes about, the re-roll will have a +2 modifier.

MISCELLANEOUS

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!

RANGED COMBAT

To hit a target, the attacker will 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, as shown in the sidebar.

SITUATIONAL MODIFIERS

The attack check can be modified to reflect peculiar circumstances, such as the target's size, obscured vision, cover and more. It's up to the GM to assign these modifiers, utilizing the following guidelines:

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.

MENTAL ATTACKS

- ★ SAs that target an enemy's mind are handled differently than traditional attacks.
- ★ Hitting an opponent with a mental SA requires the use of your *Willpower* Trait rather than *Ranged Combat* versus the targeted character's *Willpower* rather than *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 non-living targets, such as robots and zombies.

RANGE

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 (13-15): The target is beyond 300 yards away, but is still visible to the attacker.

Beyond Visual (Difficulty Number: Normal DN + 3): This is an extremely rare occurrence, as hardly any attack SA's have the capacity to affect what the attacker is unable to see. This requires no line of sight whatsoever. It's always going to be extremely difficult to pull off an attack against an unseen foe. The GM determines the range between the attacker in order to figure out what the normal Difficulty Number would be and his target, then he adds 3 to that. The result is the final Difficulty Number for the attack.

(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 between 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 being comprehensive. The GM can assign modifiers based on other factors, as he deems necessary.

DAMAGE

THE DAMAGE ROLL

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 Damage Rating (DR) to the roll. The total is subtracted from the victim's Hurt Points. When a character is reduced to zero or less Hurt Points, he is "out of the fight" (or "OOF"), meaning he may no longer participate in that battle.

THE PERFECT HIT

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



OBSCURED VISION

It is dark (e.g., moonlight): -1

It is pitch dark

(e.g., in a windowless room): -2

It is foggy/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

SIZE CATEGORIES

- ★ Microscopic (e.g., a germ)
- ★ Tiny (e.g., an insect, a nickel or a bead, up to 6" tall)
- ★ Very Small (e.g., gun, tin can or a 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)

applies if the attack actually hits the target - remember, it's quite possible to roll a 12 and still miss the target. Not likely, but possible.

PROTECTION

Some characters have Defensive Special Abilities with the "Protection" component. When the character is hit, subtract his Protection score from the damage done to him.

GOONS

Back in the day, master villains liked to keep around a horde of faceless grunts to do all their dirty work for them. These henchmen were never very efficient and often had troubles whipping their way out of a wet paper sack. But, in large groups they could prove to be somewhat of a threat. Some of them, though, 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.

MOBS

Rather than statting out goons 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), each PC should have a mob to fight. 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. The player or GM can come up with a colorful description to explain how the hero took the mob out. 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 at their mercy. This usually means he is captured and thus loses Hurt Points. The

amount of damage is up to the GM, but 1d12+6 is about average. Or, the PC can automatically be reduced to 0 Hurt Points.

When 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.

HERE I AM,
THE WORLD'S MOST
SINISTER AND BRILLIANT
CONQUEROR, BEING REL-
EGATED TO A PATHETIC
LITTLE SNIPPET AT THE END

OF THIS MISERABLE DOCU-
MENT! BAH! ANYWAY, THIS IS
WHERE I'M SUPPOSED BRAG ABOUT
HOW GREAT CARTOON ACTION HOUR
IS, BUT YOU KNOW SOMETHING? I'M
NOT GOING TO DO THAT! LET THE
AUTHOR BE CURSED TO THE
FIERY PITS OF



THE NETHER-REALM...
WITHOUT THE BENEFIT OF A
REFRESHING GLASS OF DIVURJIAN
TEA, NO LESS! I DO SO LIKE TO ADD
THAT FINAL TOUCH OF INSULT TO
INJURY. MAKES ME FEEL SO TINGLY.
OKAY, THAT WAS A BAD CHOICE OF
WORDS. LET'S TRY "FUZZY".

NO, THAT'S NOT IT EITHER.

HOW ABOUT "GIGGLY
LIKE A SCHOOLGIRL"?
GAH! NEVERMIND!! YOU
KNOW WHAT I MEAN!!

WANT MORE CARTOON ACTION HOUR?

If you like what you see here, you can purchase the complete version of *Cartoon Action Hour*, which contains more cool stuff than you can shake a stick at. Take a look at some of the goodies you'll find:

- ☆ More details for the material presented in the fast-play rules
- ☆ An extremely comprehensive (and fun!) character creation system, complete with rules for designing your very own Special Abilities — super powers, gadgets, spells, magic items, weapons, vehicles, animal companions and anything else you can dream up!
- ☆ Lots of cool combat tidbits! Wanna cram a garbage can over your enemy's head? Or smack two foes' heads together? Or yank the carpet out from under that group of henchmen? Now, you *can*!
- ☆ Exhaustive Game Mastering advice to help GMs maintain the flavor of the retro-toons.
- ☆ A massive selection of series seeds, and even several ready-to-run series!
- ☆ A built-in sourcebook that offers you a full-fledged series ("Warriors of the Cosmos"), complete with character write-ups, background, locale descriptions, rules specific to the series itself and even an action-packed mini-comic!
- ☆ All this and much, much more!



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