

CARTOON ACTION HOUR

Season Two

GOING JAPANESE



SOURCEBOOK BY
BRYAN BEYER, NORBERT FRANZ AND COLIN CHAPMAN

**CARTOON
ACTION HOUR**
Season Two

GOING JAPANESE

CREDITS

Writing

Bryan Beyer and Colin Chapman

Graphic Design

Cynthia Celeste Miller

Editing

Colin Chapman and Norbert Franz

Cover Art

Kris Smith



www.spectrum-games.com

2807 Grand Ave., Parsons, Kansas 67357

Copyright 2009 by Spectrum Games. All Rights Reserved. This material (art, logos, illustrations, character concepts, text and game mechanics) is protected by the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written consent of Spectrum Games. The reference to any companies or products in this book is not meant to challenge the trademarks or copyrights concerned.



INTRODUCTION

Japan and many other Asian countries had an effect on the culture of the United States for many years, especially during the 1980s when higher quality Japanese-made products and brands started to appear on American shores. This led to an interest in Asian cultures and animation, to many Japanese elements working their way into American cartoons and some Japanese animation making its way onto American television screens. These influences can be seen in both American cartoons, and the Japanese cartoons that were modified for American television audiences. With but a little work, these influences can be added into almost any Cartoon Action Hour game, though most of these elements are rather minor and especially easy to slot in to any series set in the modern or near future time periods.

We will first discuss the influence of Japan on American animation, before detailing the history of Japanese anime on US networks and how Japanese anime shows were frequently converted to a more American-style show aesthetic. The text rounds off with a quick look at what genres and styles of shows were converted and briefly examines anime genres introduced in the 90s.



JAPAN'S RISING INFLUENCE

Up From the Depths!

Although Japan had been known for its low quality products and cheap knockoffs in previous decades, its change to the production of high quality cars and electronics meant that it began to make inroads in finding foreign acceptance. Slowly but steadily, Japanese culture began to export itself, even so far as American toy companies buying Japanese toys and releasing them under new American names.

During the 1970's and 1980's, Asian cultures became the subject of increasing interest from the American public. The growing popularity of martial arts and the rise of Japan as a technological and economical powerhouse both contributed to this, though much of this early cultural impact was highly stereotypical. An obvious example was the repetitive portrayal of Samurai and Ninja in American films and cartoons, these becoming popular character types, if inaccurate ones. The samurai, for instance, was depicted as the ultimate warrior, a supremely honorable master swordsman armed with a sword that can cut through just about anything, and who

frequently spoke of honor or had to deal with honor-based storylines. The ninja stereotype was even more popular than that of the samurai, making them awe-inspiring martial artists, nigh-invisible assassins, superlative warriors, and mystics with mysterious powers. Ninjas worked their way into American cartoons as both good guys and bad guys, sometimes even as opposed hero and villain ninjas in the same show as with *Snake-Eyes* and *Storm Shadow* in *G.I. Joe: A Real American Hero*.

It's All Fun and Games!

A number of Japanese toys were brought over to the United States in the 80s and repackaged as American toys for the American marketplace, sometimes completely unchanged, other times redesigned and simplified. The best known example of this would come in form of various transforming robot toys from Japanese lines such as *Dialclone/Microman* and *Machine Robo*, these toys being repackaged to form the *Transformers* and *Go-bots* toy lines and associated cartoons. Both these lines used original Japanese toys married to completely new storylines created to better fit the United States' market.

Even Japanese arcade and video games were sometimes the focus of American-made cartoon series, such as Hanna-Barbera's *Pac-Man* show, based on the famous arcade games by Namco, and *The Super Mario Bros. Super Show!* by DiC Entertainment, based on the Nintendo-created platform game. Such shows varied greatly in faithfulness to the original video and arcade games due to the modifications that were necessary to create and market the shows.

A Real American Hero?

During the 1980s, companies from Japan and other Asian nations were hired to animate several American shows; *The Adventures of the Galaxy Rangers*, was animated in Japan by Tokyo Movie Shinsa, for example. While this was done primarily because hiring animators in Asia was cheaper than in the USA, it ultimately meant that Asian animators exhibited some small influence over the look and style of American cartoons.

The ultimate cost-saver, of course, was to take an existing Japanese cartoon, and simply overdub and tweak it to suit the American audience, as was done in the case of the Japanese cartoon *Science Ninja Team Gatchaman*. This was altered and released for western audiences under the name *Battle of the Planets*. *G-Force!*

Animation studios in America and Europe even co-produced several shows with Japanese companies, resulting in cartoons that were mixture of Japanese and western animation styles and approaches, as with the Franco-Japanese cartoon *Ulysses 31*.

Go West!

Most of the original Japanese shows of the 1960s and 70s where aimed at children and to created to market toys. Even in these earlier decades the Japanese shows were largely more violent than what Americans would be comfortable showing to

children, with predictable results. The early history of Japanese animation in the United States displayed a characteristic tendency of the American companies to modify the Japanese shows they were adopting quite extensively. These anime shows, almost inevitably children's shows with a high action content aimed at boys, only made it onto US networks following high levels of editing, various modifications and heavy dubbing. In most cases, all Japanese cultural elements were removed, violence was significantly cut, and character names were changed to ones a western audience would recognize. The scripts were often created out of whole cloth or based on poor translations of the original Japanese scripts, creating shows that frequently had little in common with the originals beyond the shared animation and broad genre elements. Footage from various episodes would be taken as needed and pieced together to create entirely new shows, sometimes with all new animation added in to fill in the blanks, as was the case with the addition of 7-Zark-7 robot communication officer and narrator segments to the *Battle of the Planets* cartoon. The shows were then dubbed using the smallest number of voice actors possible, with the actors typically giving voice to a few characters each; Neil Ross portrayed the characters Captain Keith, Pidge, Jeff Dukane, and Chip Stoker in *Voltron: Defender of the Universe*.

Another aspect driving the changes to adopted Japanese anime shows was the requirement for syndicated shows of at least 65 episodes, with western companies cutting and combining segments from various episodes as needed to create enough "all-new" episodes to fill the required needed number.

Perhaps surprisingly, these strongly revised and heavily dubbed shows became some of the most popular cartoons in the 80s, with *Robotech* and *Battle of the Planets* being but two. *Robotech* was quite extensively changed from the original three anime shows, *The Super Dimension Fortress Macross*, *Super Dimension Cavalry Southern Cross*, and *Genesis Climber Mospeada*, though the basics of the original storylines were frequently kept, as were many of the character deaths that happened in the original show.

As the 90s loomed, Japanese anime started to gain appreciation in the US and European markets, this time in its original, unchanged form, and it experienced a few big successes in America. *Robotech* led the anime invasion, followed closely by Katsuhiro Otomo's masterpiece, *Akira*, a bleak science fiction tale that was clearly mature in tone and content. This success led in turn to the demand for more original anime, more accurate translations of anime shows, and a much greater awareness and knowledge of anime in general among western audiences. American fans also began to import Japanese anime directly, creating bootlegs that nonetheless slowly but steadily expanded the anime fanbase, and over time some fan groups formed legitimate companies to produce decent translations, import a broader variety of animes, and sell them to the burgeoning market.

By the mid nineties, Nintendo's franchise *Pokemon* swept onto the scene, and the demand for Japanese anime shows for western television networks skyrocketed, leading to a steady stream of animes based on varied game formats including *Digimon: Digital Monsters* and *Yu-Gi-Oh!*, and other popular imports including *Sailor Moon* and *Naruto*.

In more recent times fans can now get fan translations of anime on internet within a few days of it airing in Japan. These actions have greatly aided the rise in popularity of anime, but are of course illegal. Such has been the acceptance of anime-style animation in the mainstream now, that it is, in many ways, considered the norm rather than the exception. With fans routinely tuning into *Avatar: The Last Airbender* (an American-made anime), *Jackie Chan Adventures* (another American product), *Samurai Champloo* (a Japanese original), *Totally Spies!* (a French-made anime), *W.I.T.C.H.* (another French-made anime based on an Italian comic) and other anime-style shows, this is unlikely to change in the immediate future.

CARTOON ANIME HOUR



The following suggestions are provided to help you create anime-style shows for Cartoon Action Hour, including notes on how to run a series like it is dubbed and edited American version of a Japanese original, typically by creating the Japanese original series and then modifying it to produce the American version.

Super Series Action Title, Go! – Naming Your Series

Since the series being created can represent a translated show, there are many possible ways to approach naming it. Most series that were translated into English were given completely new names often bearing little relation to the original Japanese titles. Most American shows adopted short series names, as with *Star Blazers* (originally the Japanese *Space Battleship Yamato III*), or names using a title and subtitle format, of which *Voltron: Defender of the Universe* is an example. The original Japanese show names are almost invariably longer, describing the show in the title, and are typically three or more words long. For example, *Sailor Moon* was originally called *Pretty Soldier Sailor Moon*, and *Dinosaur King* was *Ancient Ruler Dinosaur King DKidz Adventure*.

Talk to Me! – Adding a Narrator

One common trick added by many companies was the use of a narrator to help explain stories and smooth over any sudden cuts or jumps in show continuity, especially with shows that were assembled from pieces of footage from several different episodes of Japanese shows. Adding this aspect is as simple

as quickly changing scenes during the game session, while giving a voiceover about what has happened offscreen in the interim, and how things were resolved or have changed. Add a voiceover where appropriate to introduce each game session as well, and periodically to describe some of the ongoing action and its importance. Be careful not to overdo it; it should primarily be used at the start and end of an episode or when something important to the overall plot or characters is happening.

Another approach is to add a commanding officer or communications officer NPC to the show, acting as the show's narrator as well as interacting with the PCs. Such a NPC can be serious like *Commander Stargazer* in *Silverhawks*, or may be comic relief as with *Battle of the Planets' 7-Zark-7* and his robohound pet *1-Rover-1*.

Cuts and Cuts! – The Approach to Death and Violence

Japanese anime has long approached the inclusion of violence and death in some of its children's shows in a way that is largely alien to American audiences. It was not uncommon to have characters, both main and supporting, die onscreen, sometimes in dramatic and quite violent ways. In *Robotech*, for example, *Roy Fokker* died in a living room after taking damage in battle. Another example in the series was the death of *Ben Dixxon* when the SDF-1 overloaded in battle. Indeed, it wasn't uncommon for the death of a mentor or important secondary character to be used to heighten a show's drama and spur further developments in plots and characters. Recognizing that such an approach would not be accepted by American audiences, these scenes were nearly always ruthlessly cut from the American versions of the Japanese shows, and this was handled in several ways. One of the easiest means, and therefore one of the most common, was to simply cut out the offending section, resulting in a sudden scene shift. This sudden change may or may not be accompanied by a narrator voiceover explaining what had happened offscreen, such as suddenly noting how the imperiled character actually managed to avoid his fate or flee and make his way to safety. Shows less concerned with continuity would not narrate the changes, resulting in strange blips, such as a villain swinging his sword at a hero one moment, only to be stood calmly with it sheathed the next.

To make violence more palatable for the American audiences, it was also common for additional character speech or narration to be added describing opponents about to be destroyed as robots, or in the case of vehicles being destroyed, noting that they are piloted by robots; in *Battle of the Planets*, *7-Zark-7* would comment that they were piloted by robots whenever Earth fighters were destroyed. This even occurred in cases where the opponents looked like living beings in some regards, such as having human-like hands or eyes, necessitating more suspension of disbelief.

Adding such scene cuts or blips to an ongoing adventure is simply a matter of description; the real difficulty is in handling

the death of a major or supporting character, should emulating this be desired. The best approach is to limit characters deaths to those of NPCs only; a PC should never simply be killed off.

If you make the decision to feature the death of a key NPC, two possible avenues are presented. Firstly, you can describe how they are shipped off to hospital off-screen, or simply disappear, or something similar. This is in-keeping with the scene cutting that was prevalent, and allows for the possible return of the NPC later in the series. The original NPC may show up accompanied by a typically barely plausible description about how they actually lived, and reports of their death were mistaken, or they were somehow miraculously resurrected. Alternately, an identical twin sibling of the original NPC may appear, identical in every way except for a different name, a trope quite popular in Japanese movies. In *Voltron: Defender of the Universe*, *Sven* was killed early in the series, but his brother showed up later in the show. The second option is to make the death of the NPC a powerful, dramatic event, though again, it should happen off-screen and be described rather than played through, highlighting the heroism of the deceased character.

Telling Tales! - Story Line or Story Arc?

One of the big differences between Japanese and American shows was the use of the story arc versus the use of an episodic structure. Most American shows were generally episodic in structure, each episode a short, independent tale with little to no impact on following episodes.

In contrast, most Japanese shows featured story arcs, with each episode tying into a storyline that ran throughout the entire series, and obvious continuity and change over the course of the episodes. Most such series presented smaller story arcs within the larger plot of the series in order that discreet events could occur and be resolved. Of course, the Japanese were not above presenting "filler" standalone episodes as well, with no influence on or tie-in to the larger story concerns.

When designing a series the overall plot should be considered, with a definite beginning, middle and end to it. Take the time to outline the start of the series, defined largely by the first episode, and the end of the series, the climactic finale wherein the overarching plot is resolved. Don't worry too much about the middle of the story arc as that will be primarily defined by the actions and choices of the PCs. Whatever the case, try to make sure the overall series plot is dramatic, even melodramatic. In *Robotech Macross*, for example, the main characters get lost in space, must survive the Earth being devastated by space bombardment, and learn to live with giant aliens. The PCs may witness the destruction of their homeworld, make friends of their enemies only to see those new friends destroyed. They may inadvertently unleash a terrible force, and then struggle to defeat it. There should be a definite emotional investment and impact in whatever arc you create.

A useful approach that can save a lot of preparation time prior to starting a new series of *Cartoon Action Hour*, is to break the larger plot into seasons, each ending when a major

development or change in the plot occurs, ready for the start of a new one. These significant changes can hinge on elements such as the resolution of major subplots, notable changes in the background of the series, or serious life or personality developments in PCs and NPCs, especially villains, such as when an old one is finally defeated, or when a new one is introduced. Be sure to throw in a few episodes over the course of a series which are just fun to play and do not advance the overall plot of the series; these filler episodes are momentary breaks and emulate the approach used in the shows nicely.

I've Been Practicing! - Character Advancement

As previously noted, anime characters are generally advanced over the course of a season. However, this development is rarely steady or gradual. Rather, the characters tend to remain stable and unchanged for a run of episodes until they suddenly learn a new skill or ability. This frequently happens during special episodes where characters either take time out to train or suddenly access a new power due to the events of the episode. When using a development episode in your series, be aware that it can focus on a single character or a group of them as you think best fits the dramatic needs of the show. Characters still need to spend experience points for any advancement; it simply happens midseason instead of at the end of the season.

Super Robot Shows, Combine! - Splicing Shows Together

Emulating the instances where a single American show was formed from episodes taken from multiple Japanese shows can be tricky, but can also create extremely varied play and present players with the opportunity to play several different characters within the same broad theme. The trick is to create a plausible link, and also make sure the two shows being mashed together are very similar in content, such as two giant mecha based shows. Perhaps both groups are part of the same organization or follow the same commanders, these latter individuals being inserted into the disparate show using recycled footage.

Characters in the different shows being tied together may be introduced as relations, with added dubbed speech or narration mentioning each other or describing each other's adventures. Another possibility is to describe the separate show groups being woven together as different generations of the same conflict, with some characters in one show being the children of the characters in the earlier one. Another similar approach would be to use narration and overdubbing to add the voices of one group of characters giving commands to the other as their superiors, always offscreen of course.

That Sense of Déjà Vu - Recycled Footage

Transformation scenes, launch scenes, robots combining scenes, specific attacks launched at enemies, many shows used stock footage to represent actions that occurred in every episode. Copying the use of this recycled footage in-game is as easy as creating several rote descriptions, written down so

they can be said unchanged, and reading them word-for-word every time that specific situation arises.

Because recycled footage was also used to cover up scenes that were heavily edited and provide some continuity, you should also describe scenes identically sometimes, changing only the dialogue spoken by the characters.

Romance and Revenge – The Soap Opera Element

The amount of melodrama presented in anime can easily rival the plotlines of many American soap operas, with characters vowing revenge over the death of a friend or pursuing love interests that frequently prove challenging.

It is not uncommon for love triangles to form between several characters, including their enemies, with heroes sometimes falling for villains and vice versa, creating tensions and rivalries within both groups, especially if one or more of the characters try to keep their romance a secret. The marriage of the human, *Max Sterling*, and the Zentraedi, *Miriya*, in *Macross* is one example where romance occurred between a hero and villain. A villain in love with a PC may even try to become a hero to win the hero's heart. If a villain's feelings are not reciprocated, it can become a cause for revenge, or may simply remain a point of annoyance or even comic relief with the hapless villain making a fool of themselves as they frequently try to express or demonstrate their love of the PC whenever their paths cross.

When designing the villains for the show, consider the possibility of introducing romance, and try to ensure at least one villain is attractive enough in appearance to potentially appeal to one of the PCs. Even if you never introduce this aspect of anime, you will at least have the choice available from the onset.

Oh No-No! - Comic Relief and Mascots

Many anime series, as with American shows of the 80s, included some kind of comic relief character or cute mascot such as the small and cowardly robot *No-No* in *Ulysses 31*. These characters ranged from big, bumbling dumb oafs, to annoying little kids, to robots, to small and cute animals or monsters, but they are always visually distinct from the PCs. They frequently got into trouble, sometimes offered advice that could be silly or surprisingly wise, bumbled around banging into things, tripping over, and generally were the focus of goofy physical humor or puns. Don't be afraid to use such a mascot in a show, and be sure to give it a distinct and funny or annoying voice; they can be used to provide the PCs the occasional piece of useful guidance now and then, and can provide welcome breaks from melodrama.

'80S ANIME GENRES

Japan has its own set of unique show genres, ones that evolved over time and have been used for many years. Arguably the most common Japanese anime genres in the 80s were Super Robots, Real/Military Robots and Sentai.

Shining Knights - Super Robots!

Example Shows: *Voltron: Defender of the Universe*, *Mazinger Z/TranZor Z*.

This genre of anime focuses on a single robot or a team of robots which represent the greatest defense the heroes' home planet has against some evil force or army of invaders. Against such powerful foes, conventional forces are useless, making the super robots the planet's only true hope.

These super robots are irreplaceable and far superior to any other defenses the planet wields, and are operated by a brave team of heroes who possess the special skills necessary to pilot the robots effectively.

Super robots may be only a single giant robot or a selection of smaller robots. Some are even vehicles with special abilities. In many cases the smaller robots or vehicles can combine into a single larger robot of immense power, this combined form most often being humanoid with a human-like face. In the case of teams of robots, each should be distinctive, sporting its own color scheme and appearance, and should be far from generic, standing out as very different from any other defenses seen in the series.

Other Genres of Anime

Even though Japan created many animation genres, they also still made use of many classic and foreign genres such as fantasy and space opera, albeit sometimes with a definite Asian twist, such as fantasy based on ancient China, Japan, or India, Hayao Miyazaki's *Princess Mononoke* being a good example. Even sitcoms and Westerns were produced in anime, as can be seen in the Western-Sci Fi mix of *Trigun*, and the shows covered the whole spectrum of possible audiences and ages.

One interesting popular genre was that of fantasy based on the stereotypical fantasy rpg setting, with elves, dwarves, humans and dragons fighting and living in a world where a small group of adventurers make a difference, the most famous example of which is *Record of Lodoss War*. Interestingly, this show was actually based on a series of novels derived from published accounts of a group's rpg sessions using *Record of Lodoss War Companion*, a tabletop rpg inspired by *Dungeons & Dragons*.

Like American retro-toons, animes were not afraid to mix-and-match genres, creating sci-fi Westerns, fantasy with robots, etc.

Such robots feature a selection of available means of attack, from conventional missiles and robotic punches to giant-sized swords or freeze rays. When making specific attacks, especially those utilizing unusual weaponry, the operating heroes would frequently yell out the name of the attack, such as "Mighty Cleaving Tornado Sword, Strike!" or, "Rocket Punch Maneuver!" You should encourage the players to use such special attack names in-game, possibly granting a special situational boost when they do so.

While the robots are the stars of the show, they are piloted by humans, and in most cases these heroic pilots are fairly normal teenagers with no special powers, be they part of a special military unit or relations of the robots' inventor. They may even have accidentally discovered the super robots or been selected by some other concern or force for the task, such as aliens. The heroes are also typically supported by a team of helpers, be they the inventor who created the robots, friends and relatives or love interests or comic relief characters such as *Nanny* and *Coran* in *Voltron: Defender of the Universe*.

The villains of super robot shows are almost always extremely large organizations or invading aliens, with the goal being the conquest of the planet, whether for power, to add the planet to their empire, to enslave the populace, to strip it of its resources, or as revenge against some slight real or imagined. Regardless of their motives, the villains' forces are huge and their war machines superior to anything the planet can field to defend itself, except for the super robots.

Frequently, such villains also think nothing of causing mass suffering, obliterating resisting cities, and otherwise causing damage on a large scale, with the villainous commanders – themselves typically human in scale – never being directly attacked, but either appearing to make threats over a communication screen or somehow also making a miraculous escape if they do lead more directly and come under attack.

The commanders most commonly simply deploy their minions of giant-sized robots to make any attacks and carry out their threats. In some shows, the villains may use giant monsters instead of giant robots, with a single new, distinct monstrosity or giant robot appearing in each episode, only to be destroyed in the final battle at the end of the episode as was frequently seen in *Maginzer Z*. This approach was, for obvious reasons, called "The Monster of the Week".

While there is one leader early on in the series, this person can be replaced by a more powerful person halfway through the series to add new threats for the heroes to fight.

A super robot series always ends with a giant battle with the villains, and while there might be one or two major deaths to make the ending bittersweet, the heroes ultimately always emerge victorious.

This Means War - Military/Real Robot Shows!

Example Shows: Robotech, Mobile Suit Gundam, Gundam Wing.

Although superficially similar to the Super Robot shows, Military/Real Robot shows such as Gundam franchise possess a few important differences. The key difference is the fact that while the robots being piloted by the PCs are not the “stars of the show”, so to speak, and each robot is treated like a tank or fighter, albeit a superior one. Both heroes and villains alike also most frequently fight using mass produced combat units in vast battles, and while those operated by the PCs may be somewhat better, such as cutting edge prototypes, they are not all powerful or remarkably unique. The robotic fighting vehicles used by the PCs are often differentiated by means of individual color schemes, and are humanoid in appearance more often than not, vaguely knight-like in style with the addition of extra details such as wings or tank treads. Such robots may even transform from humanoid to truly vehicular form, and may be armed with unusual weapons such as swords, as well as normal munitions. The most famous examples of such transforming military robots are the *Super Dimension Fortress Macross* and other shows that make up *Robotech*.

The good guys of the Military/Real Robot shows are military or paramilitary team members, often teenagers, who must face the difficulties of their job and conflict while maturing and becoming true aces and leaders. Love triangles frequently complicate their lives, often including one of the enemies coming over and joining the good guys’ side. In the case of alien opponents, the trope of a human-like alien falling in love with a human among the PCs and changing sides as a result, is very common indeed. It is also common for one or more characters to die over the course of the show. Many times this will be an older mentor NPC who will die halfway through the series to highlight how terrible the war is.

The villains of these shows are less one-dimensional than in Super Robot shows, and tend to have slightly less morally black and white reasons for their aggression. Such reasons can include the conquest being their only obvious means of obtaining a new home for their people, a means of avoiding an unwanted planetary union, or even a rebellion to retake the planet that was originally theirs. They may even be a tyrannical government that the PCs are rebelling against. The villains may or may not be balanced or superior in power to the PCs and their forces, and may be human, alien, or other, but are sometimes impeded by internal conflicts between factions that make up their forces, and a faction may even try to defect.

The plot lines of these shows can be set against an Earth-like home planet, in space, or against alien vistas, and the tone of these shows is just as varied. Some shows, for example,

focus on the terrible nature of war and its cost, demonstrated with the death of important characters and the philosophy espoused and narrated by the characters. *Gundam Wing* had main characters discuss philosophies of peace, war and duty while killing each other in cool ways. A series with this theme may even feature factionalism and jockeying for power within the military the PCs are part of, causing complications for the heroes such as *Mobile Suit Gundam* which had different factions of the government trying to make deals to end the war or destroy the space colonies.

A strange element of Military/Real Robot shows is the frequent inclusion of NPC pop/rock stars or singers which the PCs interacted with, obvious choices for love triangle subplots, as with *Lynn Minmay* of *Macross* who was part of a love triangle and whose songs disrupted the evil aliens attacking Earth.

Military/Real Robot shows end with good guys winning, but at great cost, including possibilities such as the devastation or destruction of the home planet, massive death tolls, or both sides of the conflict ending up ruined and diminished in power. The show may even end with the two sides finally learning to live together, and the good guys’ side may even come out looking just as bad or worse than their enemies. In a few series, the finale results in the death of everyone involved, though such endings were heavily edited for American audiences.

Vehicle Trait Costs for Complex Vehicles

The standard system for figuring vehicle costs in CAH is fine for most standard vehicles that characters will be building, but when vehicles become significantly more complex, including transformations and gestalts, the point costs involved can soar and become overly prohibitive. Here are several suggestions for handling this problem:

- Give the players large quantities of PoPPs when creating characters with the restriction that a certain number points must be spent on vehicles.
- Change the number of PoPPs the Vehicle trait begins with to the trait rating +12 or +15.
- Vehicle traits above 4 may be reduced in cost to a simple 1-for-1 value, so a trait rating of 6 would cost 6 points instead of 8 points.
- The vehicles may instead be created by the GM and given to the characters, ignoring PoPPs altogether, though as they are not part of a PC’s PoPPs, these vehicles will be the property of the employing military or inventor.

Go, Go Power Heroes - Sentai Shows!

Example Shows: Power Rangers, Battle of the Planets, Ronin Warriors.

One of the more over-the-top and morally black-and-white anime genres, sentai shows revolve around a small team of superhuman characters fighting a powerful villain and his forces while wearing distinct uniforms or battlesuits that are color-coded for each team member. The sentai team members tend to possess unusual abilities granted to them by a benefactor, and don their power-enhancing costumes or battlesuits in highly visual transformation scenes. Frequently, such suits and PC powers are themed, such as being loosely based around the powers of mythical animals or predators, and the suits themselves reflect their theme visually. The members of *Science Ninja Team Gatachaman/G-Force* in *Battle of the Planets* had bird-themed costumes, for example, with beaked helmets and cloaks scalloped like the ends of feathers.

Each PC will also generally possess his own unique theme-based power and weapon as well, whether technological or magical in origin, and the team's abilities may be linked to special devices such as watches or badges that are required to activate them. Without their device activated, they are typically normal humans, if somehow different enough in spirit to be chosen.

Sentai teams also commonly have powers or special weapons that they can only use when they combine their resources, such as ultra-powerful cannons that are formed by combining all their unique weapons, or special attack moves they can only perform as a group. A good example of this was the *Whirlwind Pyramid* special move in *Battle of the Planets*, where they formed a human pyramid and spun at great speed creating a cyclonic wind throwing evil minions around before bursting forth at great speed from the formation into an attack.

Supported by the same sorts of NPCs as are found in Super Robot shows, as well as the benefactor who granted them their powers, the PCs are most often teenagers that are somehow called to fight evil.

Sentai show villains should be evil, powerful, and in command of seemingly limitless legions of faceless minions as well as several unique generals that remain constant, and frequent "Monsters of the Week" (see Super Robot Shows). Humans, monsters, aliens, robots, such sentai show villains run the gamut, may be themed like the sentai team members, and may or may not use vehicles or giant robots.

A typical episode has the villains facing and defeating an all-new Monster of the Week, while the main villain's generals appear as constant thorns in the heroes' sides, often escaping even when defeated. The full defeat of a general can form a smaller arc within the series, and run over several episodes, though when such a general is defeated in this way, they will be gone for the rest of the series. The obvious climax to the series is the battle and defeat of the main villain and a

generally happy ending, though along the course of the series, love triangles may complicate things and the villain may cause considerable destruction.

This genre is often combined with other genres; live action sentai shows are frequently combined with Super Robot genre, most famously in the various *Power Rangers* series.

POST '80S ANIME GENRES



After the 80s, several new anime genres appeared, a handful of which made a big splash on the screen in America as well as Japan.

Every One a Goddess - Magical Girl Shows!

Example Shows: Sailor Moon, Tokyo Mew Mew/Mew Mew Power, Cardcaptor Sakura.

In this genre, teenage girls gain magical powers, frequently as a result of being granted them by a benefactor such as a fairy or by means of a special magical device or artefact. Several subgenres exist, the most famous in the West of which combines magical girls with sentai, giving the magical girl team distinct and pretty color-coded costumes and powers in which they fight evil or face a particular threat. Another common subgenre revolves around a girl gaining powers but learning that her powers will not solve her problems or grant her happiness over the course of the show. Yet another subgenre has the girl or girls gaining powers that enable them to become superlative singers or actresses as in *Full Moon o Sagashite*.

As with sentai teams, magical girls generally have a special device or mystical phrase that allows them to transform into their costume and access their powers, and again, these are often themed, though less dramatically so than with sentai teams. For example, the various magical girls of *Sailor Moon* have powers very loosely inspired by the archetypes attributed to different planets.

The villains in these shows can form the basis of romantic complications, and may even have sorrowful backstories that make them somewhat sympathetic, but will ultimately be defeated.

A common underlying theme in magical girl shows is that the girls want to live normal happy lives, but find that romantic entanglements, mundane rivals, school, general life itself, and any villains or threats they may face, including the occasional rival magical girl, make the pursuit of happiness difficult. Magical girl shows also focus on friendship, relationships, and love, the girls often drawing power from these elements and

using them to defeat the villains. Love interests are inevitable in magical girl shows, some even leading double lives as heroes of lesser power, commonly without the magical girls being aware of who their dashing allies really are. Love interests in this genre are also frequently captured by the villains, and must then be rescued, though team work and good planning are more frequently the cause of magical girl success than active combat; magical girls are generally poor at actual fighting.

Magical girl shows tend to have a much higher “cute factor” than other genres, as is obvious in the show mascots that are frequently included, these being invariably small, cute, and slightly bumbling, whether dispensing advice and explaining developments, or simply sitting around looking cute.

Cute But Deadly - Pet Monster Shows!

Example Shows: Pokemon, Digimon: Digital Monsters, Monster Rancher.

Pet monster shows involve a small group of normal tween kids who become friends or masters to monster pets with astounding powers, some cute, others powerful and cool, many possessing two forms and the ability to change between them. The monsters can range from pets of animal intelligence to sapient friends as capable of thinking and communicating as any normal human, and may be natural to the world setting, may be alien in origin, or may be lab-created beings or robots. Depending on the show, the children use their monsters to oppose great evil or as gladiators in tournaments fighting for glory and friendship, and may own but a single monster pet or several.

The kids generally remain unchanged throughout the series, with the pet monsters being the ones to gain new powers and abilities, often transforming into more powerful versions of themselves as the show progresses. In some cases the monsters might be able to return to weaker forms after a battle is completed. Sometimes the transformation rules are elaborate with each monster having many different possible forms.

In some cases the monsters return to weaker, cuter forms after a battle is completed, while in other cases any transformations are permanent. It is not uncommon for a given show to have elaborate rules for the transformation of pet monsters, their metamorphoses only being possible given the acquisition of certain materials or in certain circumstances, these forming the foci of quests in various episodes.

Pet monsters are often tied to specific themes such as the classical elements of earth, air, fire, and water, displaying abilities and weaknesses based on their theme. For example, a fire-based pet monster may be able to spew gouts of flame, but may be vulnerable to water or cold.

The villains of pet monster shows can be serious or comical and inept with goals ranging from stealing the pet monsters of their competitors to achieving world domination. Villains may

change from episode to episode, or be constant throughout, and it is extremely common for pet monster trainers to have to battle wild pet monsters whether to defend themselves, others, or acquire them for themselves.

Due to the characters being normal human kids, most of the PoPPs spent during character creation for such a show should be spent on their pet monster companions, and the same goes for any character development during the series.

Round One - Tournament Shows!

Example Shows: Beyblade, Yu-Gi-Oh!

Tournament-based anime concentrates on the characters all being players of a particular game, be it a card game, battles with advanced spinning tops, or something else. It is very common for this genre to be combined with the Pet Monster genre. In *Beyblade* (originally the Japanese *Explosive Shooting Beyblade*), for instance, the advanced spinning tops the characters wield are enchanted with sacred Bit-Beasts.

As the series progresses the PCs often have to play the game and win to advance the plot, commonly by entering tournaments or street games with varying prizes and stakes. Every episode features at least one event of gameplay, and success can result in increased power for the existing artifact, in the acquisition of extra artifacts, or in heroic goals being achieved, such as the freedom of a captured friend.

As with the Pet Monster genre, the heroes of tournament game series are typically ordinary kids who initially think they are simply having fun with their games, but soon discover that the seemingly innocent cards or toys they are playing with are actually powerful artifacts. To simplify things in-series, the issue of parents is commonly ignored, enabling the protagonists to adventure around the world without complication. Another aspect of commonality between the two anime genres is the fact that again, the kids don't typically advance a great deal, but their artifacts do.

The villains of tournament anime are very diverse. Some shows only feature rival game players as opponents rather than actual villains. Others include evil individuals, teams, or organizations bent on acquiring the artifacts from the PCs and others using them, whether to control them or wield them for some nefarious purpose.

The Companion trait rules are ideal for constructing the fighting toy artifacts, especially with limitations that allow particularly cool attacks to be only used infrequently or in specific circumstances, such as when the battling device is close to losing.

Fists of Fury - Fighting Shows!

Example Shows: Dragon Ball Z, YuYu Hakusho, Street Fighter, Gundam Fighter G.

A large number of anime shows are based around the concept of the martial arts tournament where characters of varying martial styles and backgrounds fight against each other one-on-one or in small groups. These characters are typically superpowered martial artists wielding signature weapons and strange powers and maneuvers such as chi blasts or thunderpalm strikes. Ranged weapons are rarely included unless they are the likes of shuriken (throwing stars), and guns are never seen. The characters themselves vary hugely, from futuristic cyborg commandos to vengeful ghosts, from backstreet brawlers to aged oriental masters. In the example of *Gundam Fighter G.*, the combatants fought using giant robot mecha!

The PCs work together because they are part of the same team, because they share common enemies, or because their backstories link them together somehow, however tangentially. Compared to the villains of the shows, the heroes are frequently quite weak, but they gain power and experience as the series progresses until they reach the point where they can face off against their adversaries with something approaching equality. The increase of fighting skills and related special techniques and powers is the primary form of character advancement, and episodes can involve the search for isolated masters or

artifacts capable of giving the heroes the training or lore they need.

The setting for the show may be ancient or modern, fantastical or futuristic, and the reasons why the various combatants fight is equally as varied. Some may be fighting for fame or wealth, others for revenge, others because they are undercover agents looking to get close to a particular villain or evil organization. The antagonists in fighting anime shows are frequently varied and include rival teams and individuals, evil organizations, and even the odd monster now and then, with these all being of differing power levels. Of course, the shows' true master villains are powerful to the extent that the PCs must improve if they are to stand to chance against them in combat, but this gives the heroes something to strive for. Such villains may be criminal masterminds or cult leaders, may be motivated by the all-consuming quest for power, or may simply be sadistic tyrants. Unusually, some villains hew to codes of honor, such as never finishing off a clearly inferior opponent or never attacking women and children, but they are still forces for wickedness, and may be otherwise merciless or cruel.

Fighting show plotlines are fairly straightforward and are inevitably combat-heavy, often featuring training montages, copious conflicts, and a minimum of other elements such as investigation.

English Title: Massvor Prime Japanese Title: Neo Space Mystic Robot Ryu-Boto

"Protecting the universe with Mystic Fire"

PC CREATION GUIDELINES

The following guidelines apply to all PCs for the Massvor Prime series.

Proof of Purchase Points: PCs are created using 80 PoPPs.

Maximum Trait Ratings (Regular Traits): 4

Maximum Trait Ratings (Action Features): 8

Miscellaneous:

- The Massvor Vehicles can be raised by to unlimited Trait Ratings.
- Characters must spend at least 40 PoPPs on Vehicles.
- Characters who are not Massvor pilots get only 40 PoPPs.

BACKSTORY

Neo Space Mystic Robot Ryu-boto was a Japanese series done originally by Wave Sun Studios. The series was created in 1980 and ran for three seasons for a total of 78 episodes. The show was a high action super robot show that mixed magic and technology. It was popular enough for its studio to produce a sequel, *Demon Smasher Machine God Ro-Ryu-gon*. *Ro-Ryu-gon* was very different from the first season, focusing on comedy and introducing many new unpopular characters. Both shows were soon forgotten as newer shows started to air.

A few years later a small independent television production company was looking for some new projects to work on. The company, New Street Visions, found anime being licensed by a couple of Japanese companies at low cost. After taking a look at many series, New Street Visions chose the series *Neo Space Mystic Robot Ryu-boto*. *Ryu-boto* was given a complete overhaul to remove any offensive material and to "Americanize" the show. The new show was cut to 65 episodes with all the storylines and all the characters' names changed. The show was renamed *Massvor Prime*.

At first, New Street Visions had some trouble marketing the

show. Both toy companies and television stations were a bit leery of the show. In 1986, a few stations picked up the show and suddenly, the show was a big hit. It was nearly number one on any station in which it was shown. New Street Visions soon had a number of toy lines and a live action show that toured a number of cities. The next year, the show was on more stations and people were asking for a second season. New Street Visions soon started to convert *Ro-Ryu-gon* as a second season of the show. The second season was fairly unpopular (due to the much weaker source material) and production on the second season soon stopped.

In the 90s, New Street Visions released a new version of Massvor that was animated with computer graphics. This show was called *Massvor: New Visions*. This series lasted two seasons and achieved moderate popularity. Old fans felt the new show strayed too far from the original in both looks and storylines. However, other fans found it a fun show to watch and also bought the toys. At the same time Wave Sun Studios redid the original *Ryu-boto* in a new series, *Robot Space Avatar Ryu-boto*. Many anime fans purchased the series and liked it very much. The series never officially made it to the United States. In 2007 Massvor made it onto DVD. The original fans loved seeing an old favorite, while modern fans hated the highly modified nature of the series.

THE GENRE

This series is a mixture of science fiction, fantasy, and a bit of paramilitary action. The main portion of the series takes place on another planet with everyone using high tech spaceships and everyone having energy weapons. Besides the high tech, many characters have magic abilities and the main power source for the good guys is based on magic. The bad guys use magic to create their monsters and creatures. The good guys are partially based on a military set up, but mainly are just guardians of the planet.

This series also draws from a specific genre of anime. It is part of the "super robot" genre of anime. So the heroes each pilot a vehicle that can combine into a super-powerful robot that can

defeat any normal foe. Of course, the villains have monsters that are strong enough to fight the super robot. The series also borrows bits from the "sentai" genre. So the good guys all have special powers and wear color-coded uniforms and are a team of five heroes.



THE SERIES

In the future mankind has spread out into the stars. After thousands of years Earth has become a mighty empire that rules thousands of systems. Earth first expanded using many slower-than-light craft. One such craft discovers a strange portal in deep space and ends up on the planet Pymel. The colonists discover a secret mystic energy source, the Pyro Chantor. They start using the Pyro Chantor as a major source of power and soon start mixing magic and science. The colony of Pymel soon forgets about its past and instead builds a brand new culture. As Pymel slowly develops, the rest of humanity keeps developing advanced science. Soon Earth is launching faster-than-light ships called Massives because of their large size.

In another part of the galaxy is the Bur-nan Empire, which has been watching the development of humanity. The Bur-nan Empire is made up of an ancient and dying race of purple-skinned humanoids with small horns on their heads. Bur-nans created the Pyro Chantor to power their ancient empire. Now the Bur-nans are slowly weakening and need to gather the powers of the Pyro Chantor to become the true masters of the galaxy. They want to use its powers to conquer and destroy humanity and prevent the human "infection" spreading into the Bur-nan galaxy. The Bur-nans have powerful robot war machines to do most of their fighting. The Bur-nan Empire has most of the work in the empire done by bio-mechanical servants. The bio-mechanical workers are called synthoids and have deep red skin with tails. Using ancient magic the Bur-nans can transform synthoids and robots into Doomtrons. Doomtrons are massive war machines powered by pyrotron, a weaker form of the Pyro Chantor energy. The Bur-nans put their full might into capturing Pymel and reclaiming the Pyro Chantor.

Luckily a damaged Massive ship, Massive Prime, lands on Pymel. Three pilots and many robots were onboard the ship. The human-built robots are able to handle most of the Bur-nan troops and the Bur-nans are forced to flee the planet. The pilots meet a young female mystic and her younger brother. The mystic describes what has been happening on her world and what the Pyro Chantor is. She shows the three pilots the mystic artifact when the Bur-nans soon return to do battle. The Bur-nans release their most powerful weapon, a Doomtron.

The Doomtron defeats everything that is thrown at it.

A young mystic from Pymel convinces the three pilots to enter the Pyro Chantor. Soon the mystic and her brother are drawn into the Pyro Chantor, too. The Pyro Chantor gives each person great power. As the pilots enter the Pyro Chantor their ship is transformed by the mystic power source. Their ship becomes five fighting machines and their transport unit. The pilots are transported to three fighters and soon start fighting the monster. They still cannot defeat the Doomtron. The young mystic and her brother enter the Pyro Chantor and soon are transported to robot wolf and dragon. The group discovers that the five war machines can combine to form Massvor, a high-powered battle robot. Massvor defeats the Doomtron with little effort. There are still problems. The pilots are cut off from Earth and the Bur-nan Empire wants to capture the Pyro Chantor. So the five pilots of Massvor become the Massvor Defenders, protectors of Pymel.

Technology

The basic technology of Massvor varies with which faction you are with. Generally, each faction has quite an advanced level of technology. Most of the galactic powers have access to spaceships, computers and advanced medical technology. The technology is far above what the modern (1980s) Earth could possibly dream of. This technology is also very common and inexpensive. Many nations have access to magic, too. This magic can range from enhancing technology to being the primary form of power and technology for each civilization.

Earth focuses on pure science and advanced technology. Earth generally has the most advanced robots and very good medical technology and cybernetics. Earth uses fusion and advanced batteries as its main sources of power. Pymel is mostly magic with a little advanced technology being developed. A few people have access to advanced technology. Most power comes from magic and the Pyro Chantor. The Bur-nan Empire is between Earth and Pymel. For the most part Bur-nan has shifted to using advanced technology for most everyday needs. Magic is in limited use, mostly by the nobility. The Bur-nans use a combination of nuclear and magic energy to power their machines.

Transport

Most people have access to modern cars, hover vehicles and trucks to move around in. Most planets also have full public transport systems and airplanes to move people around. Pymel actually has mystically powered flying carriages next to mechanical horses and great flying beasts. When it comes to space travel, there are many styles of ships and forms of faster than light (FTL) travel. Bur-nans use large spaceships that are powered by large rocket engines. For faster than light travel the Bur-nans depend on mystic portals that each ship can generate. Earth has even larger ships with fusion drives and space-folding engines for faster than light travel. Earth is also experimenting with wormhole generators. Pymel only has the Massvor transport unit for space flight and faster than light travel.

Communication

Most groups have access to personal radio and cell phone-like communicators. This allows individuals to keep in communication anywhere on a planet. Long-range communication between planets requires far larger hyperspace communicators. These are generally about the size of a small room. On Pyrmel most people use a small globe of crystal that allows anyone to talk to others as long as they know magic. The Massvor Defenders use a fairly standard communicator to talk to each other.

Warfare

The weapons and systems vary greatly between the different military groups. Earth forces use mostly bulky robots with heavy built-in weapons. The robots are commanded by well trained humans with built-in cybernetic controlling systems. The human soldiers that do exist are equipped with energy weapons and light body armor. Many of the Bur-nan combat systems are similar to Earth's. At the heavy combat end all machines are robotic. For individual soldiers the Bur-nans prefer using synthoids as combat troops. The commanders and officers are Bur-nan nobility. Bur-nan has access to Doomtrons, which give them a great edge over rival empires.

Pyrmel weapons are a mixture of energy weapons and mystic weapons. Most of Pyrmel tanks and planes are either piloted by people or are very simple drones. Their main hand-held weapons are magic fire blasters that only work on Pyrmel. Other gear is made up of Bur-nan or some Earth-based weapons. Pyrmel also has Massvor. Massvor is a match for any Doomtron and almost any vehicle that Bur-nan has produced up to this time period. Unlike the other powers, Pyrmel soldiers wear plate armor and carry swords.

Massvor. These soldiers are of only limited help against the powerful Bur-nan troops and robots. The soldiers have started taking commands from Marshal Marvin to help lead them. The soldiers are loyal to the government of Pyrmel. The Defenders also have access to many Earth robots. These machines form the main defense against Bur-nan when Massvor is not fighting the latest Doomtron.

Pyrmel

Pyrmel is a planet lead by a mixture of mages and nobility. The main leading group is the Council of Elders, whose members are made up of the leaders of the mage orders and nobility. Each member of the council has one vote and a simple majority leads on votes. There are a number of smaller councils and nobility that lead the rest of the planet. The mage orders are secret groups who elect their leaders and carefully select new members. The most powerful order is the Fires of Pyro Chantor. All these groups lead the planet and try to protect the people.

Pyrmel is mostly a planet with small continents situated mainly around the equator. This means that Pyrmel is a pleasant planet full of forests and green fields with many small cities. The cities look like a mix of medieval Europe mixed with a few high tech buildings. Many building have small crystals built into small spindly towers or lightning rods to receive energy from Pyro Chantor. The rest of the land is mostly wild or made up of farms. There are a few castles and wizard towers built in between the cities.

Bur-nan Empire

The Bur-nan Empire is made up of many smaller regions and kingdoms that answer to the Emperor. For the most part, as long as the Empire gets resources and money, these smaller groups are allowed to operate independently. If any of them fail to pay or look like they are raising an army, the Imperial military comes in to take control. The smaller kingdoms are only allowed to have police forces made up of synthoids loyal to the Bur-nan Empire.

The Empire is lead by an Emperor, who is advised by a council of nobility and leads through a large bureaucracy. The truth is that the main leader of the Empire is the Emperor's main adviser, Viceroy Minnorn. The Viceroy and only a small part of the actual council actually lead the Empire. Each of the councilpersons is always fighting against the others to gain more power. This leads to ever shifting loyalties and power bases among the upper nobility. Under this group one finds the many armies made up of robots, soldiers and synthoids. These armies are under the command of many nobles who end up fighting among themselves. This creates a strong but fractured military ready to destroy enemies of the Empire without mercy. Of course, the infighting gives the Massvor Defenders a chance to breathe, as they only have to worry about one army at a time.

Massvor Defenders

The Massvor Defenders are the main protectors of the planet Pyrmel and the Pyro Chantor. Made up of three pilots from Earth and a couple of natives, this group will never be considered a normal military unit even at the best of times. The Massvor Defenders are generally very much unorganized and have little support outside the robots brought from earth. Both Marshal Marvin and Mystica act as leaders of the group. Marshal Marvin has the military experience and training to lead in fights. Mystica has the deep mystical knowledge and connection to the Pyro Chantor.

The defenders are backed up by the people of Pyrmel. The Pyrmel provide both guards to help protect the Defenders and





MASSVOR DEFENDERS

Massvor Defenders Characters

Marshal Marvin

"Straightforward Leader of the Massvor Defenders"

Quick Bio: Marvin was both the Commander of Massive Prime and the leader of the Massvor Defenders. He was trained in military matters from a young age and did some training in one of Earth's top military schools. He ended up as commander of Massive Prime because of his high scores in school. He has been trying to do his best to lead the Massvor Defenders and prove he is not just their leader because of good scores in school. He likes to have a highly disciplined group and has had some difficulties with the laid back system used by the Massvor Defenders. He is in his mid-twenties.

Marvin is known for being a straightforward thinker and generally tells the truth. His honest streak has got him in trouble when he has said things about the leaders back on Earth. He is also calm and is not easily excited. While not good at being sneaky, he is very good at keeping track of many things at once and also good at tactics. He does not completely trust magic and has to change his thinking to deal with living on Pymel. He pilots the red Flame Fighter and has gained enhanced reflexes and endurance.

Appearance: When piloting his fighter he wears a red and white body suit with a red sealed helmet. The uniform includes a built-in life support harness and extra thick gloves that link up to the fighter's control system. The suit has a glowing crystal at chest level that provides power to his suit. His civilian clothes consist of a red jacket over a dark red shirt with black pants and boots. He has black hair and dark brown eyes and is thin, but well muscled.

Factoids: "Trained in Earth's military schools", "Good with tactics and thinking", "Overly Honest", "Does not like magic too well", "Used to high levels of discipline"

Subplots: Mental Hang-Up (Honest and very bad at lying), Mental Hang-Up (Does not trust magic)

Traits: Pilot 3 [*Specialty*], Leadership 2, Enhanced Reflexes 6 [*Enhancer +3*], Enhanced Endurance 5 [*Enhancer +3*], Trained Soldier 4, Tactics and Combat Knowledge 3 [*Specialty*], Laser Pistol 3 [*Enhanced +2, Accessory*], Body Suit 1 [*Enhancer +1, Accessory*], Sneaking Around 1X, Willful 2, Red Flame Fighter 22 [*Vehicle*]

Stats: Threshold 10, Battle Rating 4

Red Flame Fighter

Description: The Red Flame Fighter is a slightly stubby body with a long cockpit and swing wings. At the rear of the fighter

are massive rocket engines to boost the fighter forward in high speed maneuvers. The main body houses the main laser cannons while missiles are attached to the wings in special pods. The main body is red with orange wings and pods. Red Flame Fighter forms the head of Massvor.

Traits: Flight 7, Star Flight 5, Strong Hull 6, Maneuverability 3 [*Enhancer +2*], Laser and Missiles 5 [*Enhancer +3, Big Gun, Situational Setback (if the pilot does not yell out the name of attack)*], Enhanced Communication 1 [*Enhancer +1*], Gestalt 6

Subplot: Cannot stop in mid-flight

Ralph

"Hot-Headed Pilot"

Quick Bio: Born on a small colony world, Ralph wanted to have adventures and see the stars. He trained himself to be a navigator and graduated from a focused school by the time he was eighteen years old. He was then shuffled between boring assignments until he ended up on the ship Massive Prime. He now is enjoying the life of adventure he always wanted. Of course, he is not too happy about being shot at and he not sure of the whole saving the world thing.

He is a hot-headed and highly skilled pilot and navigator. He generally reacts to situations and does not follow plans very well. He also says the first thing that comes to mind and is easy to get into a fight. This gets him in trouble both in battle and when just hanging out. He tries to hide his mistakes by boasting or telling a joke. He is a skilled pilot and navigator, which is the only thing that keeps him from getting into much trouble. He pilots the green Ember Fighter and has enhanced reflexes and endurance.

Appearance: When piloting his fighter he wears a green and white body suit with a green sealed helmet. The uniform includes a built-in life support harness and extra thick gloves that link up to the fighter's control system. The suit has a glowing crystal at chest level that provides power to his suit. His civilian clothes are a deep green tunic over lighter green pants and white boots. He has light brown hair with green eyes and is smaller than his two Earth comrades.

Factoids: "Does not like to be reminded of past mistakes", "Hot-Headed", "Loves adventures and fist fights"

Subplots: Mental Hang-Up (Hot-headed and reacts without thinking)

Traits: Pilot 4 [*Specialty x2*], Navigation 3, Enhanced Reflexes 5 [*Enhancer +3*], Enhanced Endurance 6 [*Enhancer +3*], Combat Training 2 [*Situational Booster (Street Brawls)*], Laser Pistol 3 [*Enhancer +2, Accessory*], Body Suit 1 [*Enhancer +2, Accessory*], Verbal Sparring 3, Green Ember Fighter 22 [*Vehicle*]

Stats: Threshold 10, Battle Rating 4

Green Ember Fighter

Description: The Green Ember fighter has a long thin body with a set of Delta wings, a pair of canard wings and a double tail in the back. Along the hull and wings are many hard points for different types of weapons and gear that can be attached.

The fighter is mainly green with red highlights on the cockpit and tail section of the fighter. This fighter forms the right arm of Massvor.

Traits: Flight 5, Star Flight 4, Strong Hull 5, Maneuverability 5 [*Enhancer +3*], Laser and Missiles 7 [*Enhancer +4, Big Gun, Situational Setback (if the pilot does not yell out the name of the attack)*], Boosted Navigation and Computer 1 [*Enhancer +1*], Gestalt 6

Subplot: Cannot stop in mid-flight

Tom

“Quiet Cyborg Mechanic”

Quick Bio: He is a very large cyborg who doubles as a pilot and the mechanic of the group. He was born on a major colony world and was badly injured when he was young. He was made a cyborg to allow him to survive. He understands machines better than people. He quickly started to study machines, and by the time he was a teen he could rebuild even the most damaged engine or machine. He also has a strong sense of justice and he got in trouble with his home planet’s government by speaking against their unfair practices. He was sent on Massive Prime to keep him out of trouble. He has been fairly good at keeping peace between his teammates.

He is quiet and prefers working on machines to being around people. He is never rude to people and tries to be polite. He just prefers to work on machines and projects. He does have a strong sense of justice and cannot stand what the Bur-nan Empire is trying to do. The great injustice of the Bur-nan Empire is the only thing that makes him really mad and he seems to try to do anything to stop them. He goes by the name Small Fry most of the time. He pilots the Black Smoke Fighter and can use his cybernetics to heal himself or machines.

Appearance: When piloting his fighter he wears a black and white body suit with a black sealed helmet. The uniform includes a built-in life support harness and extra thick gloves that link up to the fighter’s control system. The suit has a glowing crystal at chest level that provides power to his suit. When not fighting he wears a heavy black bodysuit with dark blue coveralls. He has cybernetics around his left eye and right ear. His right arm is also cybernetic. He has deep brown hair and dark brown eyes. He is also very large.

Factoids: “Prefers machines to humans”, “Gentle and Quiet”, “Nicknamed Small Fry”, “Biggest member of Massvor Defenders”

Subplots: Vow (Defeat Bur-nan), Vow (Fight any injustice)

Traits: Pilot 2, Combat Training 3, Understanding Machines 4, Cybernetic Healing and Repair 6 [*Specialty*], Willpower 2, Cybernetic Life Support 4, Laser Pistol 3 [*Enhancer +2, Accessory*], Pilot Suit 1 [*Enhancer +1, Accessory*], Polite in Even Worst Circumstance 2, Advanced Science 3, Black Smoke Fighter 22 [*Vehicle*]

Stats: Oomph 3, Threshold 11, Battle Rating 3

Black Smoke Fighter

Description: The Black Smoke Fighter is a fast and heavily

built star fighter with delta wings and a short stubby tail. The fighter has heavy armor and has large streamlined sensor pods built into its main body and cockpit of the fighter. The fighter is mostly black with white highlights on the main body and the wings. This fighter becomes the left arm of Massvor.

Traits: Flight 5, Star Flight 6, Strong Hull 8, Laser and Missiles 6 [*Enhancer +3, Big Gun, Situational Setback (if the pilot does not yell out the name of the attack)*], Advanced Scanners 3 [*Enhancer +2*], Gestalt 6

Subplot: Cannot stop in mid-flight

Mystica

“Responsible Mystic”

Quick Bio: Mystica’s family has been the main keepers of Pyro Chantor for hundreds of years. Mystica has been raised how to use the Pyro Chantor and understand how it works. Her parents died when she was young and she had to take up her parents’ duties in handling the mystic power source. She was always carefully watched by many of the mage orders to see if she could handle the Pyro Chantor, but she seemed to handle the responsibility well. She was also forced to start raising her brother, which is not always easy since he loves adventure. She was the first person to think of leading the three pilots into the Pyro Chantor.

She is a kind, helpful but highly determined to protect her people and their way of life. She also is highly stubborn and will keep doing an action she thinks is right even when it is clear it will cause difficulties. She also depends greatly on her intuition and less on analyzing and careful planning. She can sense the presence of magic and get occasional visions. She pilots the Orange Robot Wolf.

Appearance: When piloting her wolf robot she wears a pink and white body suit with a pink sealed helmet. The uniform includes a built-in life support harness and extra thick gloves that link up to the fighter’s control system. The suit has a glowing crystal at chest level that provides power to his suit. Outside the robot she wears either a pink robe with a golden mystic flame symbol hanging around her neck or a simple pink tunic with orange pants and sandals. Mystica has blond hair and blue eyes.

Factoids: “Highly trained mystic”, “Responsible for the Pyro Chantor”, “Known for being kind and helpful”, “Second youngest member of the group”, “Has a pet cat”, “Only member of team whose color does not match her vehicle”

Subplots: Emotional Ties (Brother Draco), Mental Hang-Up (Stubborn)

Traits: Pilot 2, Magic Ability 5 [*Enhancer +2, Cluster: Attack/Defense, Miscellaneous, Manipulation, Oomph Powered*], Visions 2, Combat Training 2, Mystic Ritual Knowledge 3, Stubborn 3, Magic Pistol 3 [*Enhancer +2, Accessory*], Pilot Suit 1 [*Enhancer +1, Accessory*], Very Charismatic 3, Ritual Dancing 1, Pet Cat 1 [*Companion*], Orange Wolf Robot 23 [*Vehicle*]

Stats: Threshold 10, Battle Rating 2

Pet Cat

Description: An orange colored cat that is loyal to Mystica.
Traits: Cat Acrobatics 3, Cute and Furry 2, Funny Antics 3, Cat Sense 1

Orange Wolf Robot

Description: Orange Wolf robot is a massive robot that looks something like a wolf. The orange robot has four legs that are full of deadly metal claws. The head contains the cockpit and has a sonic cannon built into it. The rear tail has metal fur and contains small laser cannon. There are small red lenses along the body that amplify mystic power. Orange Wolf Robot forms the legs of Massvor.

Traits: Flight 4, Star Flight 5, Ground 5, Strong Hull 6, Maneuverability 4 [*Enhancer +2*], Echo Blast and Teeth 6 [*Enhancer +3, Big Gun, Situational Setback (if the pilot does not yell out the name of the attack)*], Mystic Boosting Lens 3 [*Enhancer +2*], Gestalt 11

Subplot: Cannot stop in mid-flight

Draco

"Enthusiastic Teenager"

Quick Bio: He is the younger brother to Mystica. He has been training to become a mystic and keeper of Pyro Chantor, but he still has a lot to learn. He is still in his early teens and has not completed any of his major training. His training has been interrupted by the coming of the Bur-nan Empire. He is focusing on becoming the pilot of Blue Dragon Robot. He felt at this time the piloting of the dragon is more important than learning magic. Not to mention that it is a lot more fun than learning basic magic. Draco is full of energy and always ready for action. He seems unable to sit still and just take in the world around him. He likes to act brave and is a bit of a braggart. He always acts bigger than he is, never backs down from a fight or challenge. He also likes to talk big. He gets in arguments with Ralph all the time. He is not really a hot head and can think things out when he wants to. He just does not want to look like a wimp. To him, seeming brave is very important. He pilots the Blue Robot Dragon and has super toughness and strength.

Appearance: When piloting his fighter he wears a blue and white body suit with a blue sealed helmet. The uniform includes built-in life support harness and extra thick gloves that link up to the fighter's control system. The suit has a glowing crystal at chest level that provides power to his suit. His street clothing consists of a blue tunic with a grey vest and dark blue pants and boots.

Factoids: "Young and stubborn," "Wants to be seen as brave," "Brother to Mystica," "Has some training in magic," "Likes being a pilot"

Subplots: Emotional Ties (Sister Mystica), Stigma (kid/young teen)

Traits: Pilot 2, Trash Talk 4 [*Specialty*], Stubborn 3, Enhanced Toughness and Strength 6 [*Specialty*], Combat Training 2, Looking Brave 3, Shock Sword 3 [*Enhancer +2, Accessory*], Pilot Suit 1 [*Enhancer +1, Accessory*], Blue Robot Dragon 23 [*Vehicle*]

Stats: Oomph 3, Threshold 11, Battle Rating 2

Blue Robot Dragon

Description: The Blue Robot Dragon looks like a western style dragon with a long neck, large wings and a long slender tail. The robot is mostly blue in color with lighter blue wings and bits of green on the tail and head. The main cockpit is between the wings. The robot has mystic fire breath in the head, claws on each leg, and a cutting blade in the tail. This robot forms the main body for Massvor.

Traits: Flight 3, Star Flight 4, Ground 4, Strong Hull 8, Maneuverability 3 [*Enhancer +2*], Fire Breath and Claws 7 [*Enhancer +4, Big Gun, Situational Setback (if the pilot does not yell out the name of the attack)*], Gestalt 6

Subplot: Cannot stop in mid-flight

Massvor Defenders Vehicles

Massvor

This super robot created from Massive Prime and powered by the Pyro Chantor. Massvor is one of the most powerful machines in existence and is Pymel's main defense. Massvor is made up of the combined forms of the fighters and two battle robots. The fighters form the head and arms while the wolf forms the legs and the dragon forms body and wings. The fighters provide high powered energy beams and missiles while the dragon provides mystic fire and a mystic wing shield. The wolf provides the claw knife. The dragon tail can combine with the claw knife to form the Claw Tail Sword. In the most desperate battles the Claw Tail Sword can be powered up with mystic fire to destroy the most powerful enemies.

Factoids: "Made up of five vehicles," "Powered Pyro Chantor"

Subplots: None

Traits: Gargantuan 5 [*Enhancer +3*], Great Maneuverability 5 [*Enhancer +3*], Super Flight 8, Space Flight 8, Running 4, Heavy Armor 8, Weapons 9 [*Enhancer +3, Big Gun, Situational Setback (if the pilot does not yell out the name of the attack)*], Claw Tail Sword 12 [*Enhancer +5, Big Gun, Disadvantage (must be formed, takes one round), Situational Booster (Against magic-based enemies), Situational Setback (if the pilot does not yell out the name of the attack), Oomph Powered*]

Stats: Threshold 15

Massvor Transport Unit

This large craft transports the Massvor Vehicles and provides faster than light travel to the Massvor Team. It can carry the whole team plus up to 80 others at any one time. The transport does not belong to any single character; it belongs to the whole team and is only good for transports. It looks like a massive brick with wings, equipped with launch bays for all five of the Massvor units.

Traits: Flight 5, Space Flight 8, Space Folding 3, Hull 10, Cargo Space 10

Subplots: None



BUR-NAN EMPIRE

Bur-Nan Characters

Emperor Zipp

"Sinister Leader of the Bur-Nan Empire"

Quick Bio: He is the evil leader of the Bur-nan Empire. He has been the Emperor for over a century and has reigned with an iron fist. Under his rule the Empire has not expanded, but it has not shrunk and production has kept going. He bypasses the normal chain of command to control things directly. In fact, the only person he listens to is Viceroy Minnorn. The rest of the council he seems to yell at and not pay attention to. He does say strange things at times, but because of his power people ignore this aspect of his personality. He is the Emperor and controls all the power.

When he not being in a bad mood and scowling at his underlings, he explodes and yells because of his great temper. He seems to always be in a bad mood and yells when someone does something wrong. One thing that causes his temper is when he forgets what is happening. He also seems to have trouble following complex discussions and remembering plans. He has been slowly losing his memory and mind and is not really in charge anymore. He is completely dependent on Viceroy Minnorn to run the Empire.

Appearance: He is the largest of the Bur-nan currently alive and is deep purple in color. He has dark grey hair that he keeps short, but it is very wild. He has giant horns and his eyes glow when he is angry. His eyes seem to glow most of the time. He wears black clothing with a golden cloak. He also wears a very large crown and carries a sword instead of a scepter.

Factoids: "Emperor of Bur-nan", "Has ruled over a century", "Always in a bad mood", "Does not listen to advice"

Subplots: Mental Hang-Up (Forgetful), Secret (losing his mind)

Traits: Strong Body 6, Royal Bearing 3, Knowledge of Bur-nan Empire 2, Combat Experience 2, Sword Fighting 4, Golden Electric Sword 5 [*Enhancer +3, Accessory*], Hidden Body Armor 2 [*Enhancer +1, Accessory*], Great Anger and Intimidation 6, Near Immortal 6

Stats: Threshold 10, Battle Rating 4

Viceroy Minnorn

"Cowardly Viceroy of the Bur-Nan Empire"

Quick Bio: The Viceroy is a distant cousin to the Emperor. His family has been serving the Empire for centuries as part of the highest ranks of nobility and had great power in the Empire. When his former Viceroy died under strange circumstances

Minnorn was chosen because of his political connections and seemed easy to control. Early in his career he would just parrot whatever the upper nobility said. As the Emperor became older and was in a constant bad mood, he would parrot the Emperor's opinion. He also seemed to be the only one the Emperor would really listen to. Even though he is considered a coward, he is also assumed to be dangerous. Many of his enemies have disappeared over the years.

He seems to cower around everyone and mainly voices the Emperor's opinions. He seems to puff up when on official business, but will cower if threatened. He is also very sneaky and vindictive, ready to make even the most powerful servants of the Empire disappear. He seems to just be a coward and not intelligent enough to even tie his own shoes. He is the true brains of the empire and wants to gain the Pyro Chantor for himself. He is willing to do anything to gain its power and replace the Emperor as the true seat of power for the Empire. It is rumored that he also wants the Pyro Chantor to make himself larger and better looking.

Appearance: He is a small humanoid with dark green skin and a bald head. He also has very small horns and warts on his skin. He wears red robes with golden slashes covering his body. He covers his head with a very large hat with feathers coming out of it. Overall he looks bad and comedic. This helps to make other underestimate him.

Factoids: "Second-in-command of the Empire", "Ugly and small", "Considered a coward", "Has many secret contacts in the Empire and on Pyrmel", "Has great knowledge of what is happening in the Empire", "Emperor's only true adviser", "Power behind the throne"

Subplots: Stigma (Ugly and small), Secret (True controller of the Empire)

Traits: Manipulate Emperor 4, Knowledge of Bur-nan Empire 4, Secret Knowledge of Nobles 2, Thinking over Problems 3, Acting Insignificant and Weak 3, Willpower 4, Hidden Armor 5 [*Enhancer, Accessory*], Healthy Body 1, Combat Ability 1X, Hiding and Dodging 4

Stats: Threshold 10, Battle Rating 4

General Bottank

"Military Leader"

Quick Bio: He is the main military leader of the Empire and believes in building advanced war machines to defeat his enemies. He actually is not originally a noble and worked his way up through the Empire military to his current position. He has been both very competent in the field and good at playing political games. He quickly became an ally with the Viceroy and has backed up the Viceroy at every opportunity. Most nobles think he is just an opportunist, yet his troops think he is an intelligent and strong military leader.

He likes practical and brutal plans and is known for hating being sneaky. He is known for using overwhelming force and being ready to destroy targets he cannot capture. He can be

very sneaky when it is time for that, but most of the time he is straightforward in his plans. He knows about the politics of the Empire and realized that they could be brutal. He picked his allies carefully and this has paid off in both power and gaining access to the best equipment for his troops. He also dislikes magic and synthoids and prefers to rely on his men and robots over any of the "mystic trash" the other Bur-nans seem to like.

Appearance: He is both tall and well built with dark purple skin and deep blue hair. He wears a heavy military uniform that covers most of this body while at the capital. When on a campaign he wears a much simpler uniform that shows off his powerful build. He is not above using his size to intimidate others.

Factoids: "Leader of the Military", "Likes straightforward plans", "Master of strategy and tactics", "Believes in the use of overwhelming power to defeat enemies"

Subplots: Mental Hang-Up (Dislikes magic)

Traits: Professional Soldier 5 [*Specialty*], Tough 6, Raw Strength 3, Tactics and Strategy 4 [*Specialized*], Pilot 2, Strong Willed 3, Knowledge of Bur-nan Military 5, Knowledge of Bur-nan Politics 2, Blaster Whip 5 [*Enhancer +3, Accessory*], Leading Troops 3, Sneaky 1X

Stats: Threshold 11, Battle Rating 5

Chancellor Yemsynth

"Beautiful Manipulator"

Quick Bio: Born to a lowly ranked noble family she quietly got into the synthoid business. She slowly became the main person behind the production of synthoids. She has made large amounts of money building synthoids and in creating new variety of synthoids. She used the influence to rise up the ranks and become head of the bureaucracy and second-in-command of the council of nobles. She knows how debating on the council goes and how much information flows down to lower workings of the government. Her main rival for power is Viceroy Minnorn, whom she ignores because he is weak-willed and never has any of his own ideas. She has slowly started to consider magic of the ancients to be the true future of the Empire.

She is both showy and enjoys being pampered. She never does any hard work and likes to be taken care of. She uses her beauty and looks to make others underestimate her or become pawns to her looks. She has many plans and back-up plans. She also treats her flunkies and those under her patronage well. If you do something she wants, you will be treated well. If you cross her, you will probably be dead by the next morning, though. She can be dangerous to her enemies.

Appearance: She is considered a great beauty among the Bur-nans. She has light purple skin with a mixture of red and blue hair which she keeps in very fancy styles. She always dresses in the latest fashions and is always in some kind of fancy dress. She has never been seen carrying a weapon on her. She considers weapons to be useless most of the time.

Factoids: "Main synthoid producer", "Has great beauty", "Is one of the richest Bur-nans", "Uses her beauty and wealth to control large numbers of pawns", "Main rival to Viceroy Minnorn"

Subplots: Mental Hang-Up (Does not like to do hard work), Mental Hang-Up (Vindictive)

Traits: Noble Connections 3, Synthoid Construction 4, Knowledge of Bureaucracy 3, Knowledge of Magic 2, Appearance 4, Manipulate People 4, Knowledge of Noble Secrets 1, Knowledge of Underworld 2, Dodging 2, Shield Belt 3 [*Enhancer +2, Accessory*], Finding Target's Weakness 2, Science 2

Stats: Threshold 10, Battle Rating 2

Duke Dooman

"Secretive Spy Master"

Quick Bio: He is both the spy master and the main Doomtron creator of the empire. He is known for being either very ruthless or very generous depending on the situation. He never gets directly involved with any of the major military actions the Empire takes. He is working in the background producing powerful war machines and providing information to the Empire needed to win battles. He never takes any position in public, just saying what is happening. In private, he will provide words of wisdom and has even more deep knowledge of what is going on. One thing that is known about him is that he is loyal to the Empire.

He hides himself behind a thousand different personalities and names. He enjoys games and looks at the whole spy work and battle between Pyrmel and Bur-nan as a big game. He will do his best to win the game, but how he is going to do that is still up in the air. Deep down he is fairly peaceful and cares for his close friends, but he never shows this to anyone but his familiar Tess and his family. His knowledge of magic is unmatched by anyone. He has spent countless hours studying magic and understanding its limits. This has limited his knowledge of other subjects like advanced science.

Appearance: He has deep purple skin, black hair and three small horns on his head. He wears a fairly common court dress or commoner dress depending where he is. His most common form of dress is a simple black bodysuit with a heavy blue coat with golden markings on it. He always has a little book he is always writing in. The book only contains random thoughts, but he has made it look important.

Factoids: "Spymaster", "Very secretive nature", "Does not play politics", "Has things on everyone", "Main doomtron producer"

Subplots: Mental Hang-Up (Likes games), Secret (He really wants peace)

Traits: Spymaster 4, Knowledge of Bur-nan Magic 4, Creating Doomtrons 3, Combat Expertise 3, Manipulating People 3, Willful 3, Knowledge of Bur-nan Empire 2, Playing Games 2, Minor Spell Casting 3 [*Cluster: Attack/Defense, Miscellaneous, Manipulation, Oomph Powered, Disadvantage (Takes whole scene to cast one spell)*], A Thousand Faces and Personalities 3, Good Physical Condition 2, Laser Pistol 3 [*Enhancer +2, Accessory*]

Stats: Threshold 10, Battle Rating 3

Familiar Tess

"Superhuman Bodyguard"

Quick Bio: She is a human that has been secretly raised by Dooman's family. When she became older she was personally trained by Dooman to be his personal assistant. He used his deep knowledge of magic to transform her into someone stronger than human and gave her several special abilities. She has enhanced strength, endurance and a telepathic link to Duke Dooman. Since that time she has been the constant companion to her Duke. Many of the Bur-nans treat her badly and consider her a lesser life form. She just ignores them unless they say something about the Duke or she gets his permission to handle someone who offended her. She then shows off her combat ability. Two people who treat her well are the Chancellor and Viceroy. Both want to use her to get closer to the spy master.

She is mostly quiet and polite and does not show emotions most of the time. If anyone threatens the Duke she will react violently to stop them. She enjoys reading and games and likes trying to outthink Duke Dooman. She has both hurt and helped his plans, but in the end she is loyal to her master. She thinks that Dooman would make a really good leader if he tried. She also hides her hidden love of Dooman.

Appearance: She is a red-headed human with deep green eyes. She is covered with mystic tattoos and has one small horn in her forehead. Her clothing is either a red dress designed to allow her to move and fight or a red body suit with armored gauntlets and utility belt. The Gauntlets contain micro lasers and plasma stunners.

Factoids: "Transformed Human," "Enhanced Natural Abilities," "Completely loyal to Duke Dooman," "Good-looking to humans," "Enjoys playing games," "Duke Dooman's personal assistant and body guard," "Cool under fire"

Subplots: Secret (Mentally linked to Dooman), Emotional Ties (Duke Dooman)

Traits: Enhanced Body 5, Telepathy 1, Fantastic Fighting Skill 4 [*Specialty 2x*], Star of Death 3, Gauntlets 7 [*Enhancer +4, Accessory*], Willpower 3, Playing Games 3, Appearance 2, Notice Things 2

Stats: Threshold 10, Battle Rating 4

Bur-Nan Henchmen

Synthoids

Synthoids represent bio-mechanical androids that are built to do most of the hard work for the Bur-nan Empire. The military also uses these machines as cheap and disposable troops who are sent into the heaviest fire or used to guard prisoners and slaves. Synthoids are designed to never complain or cause trouble. Some older models are known to complain on occasion, but they are soon sent to be readjusted. Synthoids are built with computers and metal skeletons on which plastic flesh is grown. The standard synthoid has red or brown skin and a (monkey-like) tail. Some models are made with different

designs to improve certain abilities or make better troops.

Standard Synthoid

Battle Rating: 0

Heavy Combat Synthoid

Appearance: A heavy-combat Synthoid is a synthoid that wears heavy black armor and carrying a big rifle. His helmet has large horns coming out of it.

Factoids: "Tries to be scary," "Very expensive model," "Talks back when commanders back is turned"

Subplots: Stigma (Synthoid), Mental Hang-Up (Just wants to be loved)

Traits: Fire Rifle 2, Look Menacing 1, Armor 3 [*Enhancer +2, Accessory*], Big Blaster Rifle 3 [*Enhancer +2, Accessory*], Will 1X, Dodge 2X, Complain 4

Stats: Threshold 8, Battle Rating 2

Doomtrons

Doomtrons are very large war machines built by the Bur-nan. Each doomtron is unique and take a long time to make. Each Doomtron is built to be several stories tall and be armed with a number of different weapons. Most Doomtrons are very tough and can regenerate from damage at an incredible pace. Doomtrons are the product of a mixture of science and magic. The basic Doomtron starts out as a robot war machine or a synthoid that is enhanced with advanced technology and rebuilt to be very large. Magic spells then bind a pyrotron to the machine to provide power and give each Doomtron unique powers. Afterward the Doomtrons go out and destroy enemies of Bur-nan Empire.

Minotaur Doomtron

Appearance: Looks like a tan humanoid with a bull's head and metal body work on its central torso. The unit's lasers are built into its horns and also into its fingers and chest plate.

Factoids: "Small Doomtron," "Anti-infantry model," "Worst smelling thing in the universe"

Subplots: None

Traits: Gargantuan 2 [*Enhancer +1*], Body Armor 6, Combat 7 [*Situational Booster (Infantry)*], Lasers 7 [*Enhancer +4, Area Effect*], Horn Lasers 6 [*Big Gun, Enhancer +3*], Bad Smell 9 [*Specialty*], Running 2

Stats: Threshold 12, Battle Rating 7

Tank Doomtron

Appearance: Looks like a heavy robot with three treads, huge arm-mounted cannons and a turret where its head should be. The tank is dark brown with blue and red coloring on its legs and arms. Tank Doomtrons usually have laser cannons and the head fires a freeze beam.

Factoids: "Has freeze beam," "Tries to destroy any target that gets close to it"

Subplots: None

Traits: Gargantuan 5 [*Enhancer +3*], Heavy Construction 8, Laser Cannons 8 [*Enhancer +4, Big Gun*], Freeze Beams 10 [*Snare*], Combat Ability 8, High Speed Travel 4

Stats: Threshold 12, Battle Rating 8



EPISODE SEETS

“Smashing Good Time”

Pyrmel is in middle of planning a major celebration and its government has started to lower their guards. The Bur-nans have not attacked in a long while and people have heard plenty of rumors that the Bur-nan Empire has to deal with a rebellion on another planet that is a long way off. Most people feel they do not need to worry about a possible attack. Mastica and Draco have to perform special rituals during the celebrations and Tom is busy working on a new piece of technology, leaving only Marvin and Ralph to patrol space. Marvin feels something is coming that will cause a great amount of trouble.

Duke Dooman and General Bottank have been working together planning to make Pyrmel easier to attack. Duke Dooman has used his spy network to spread rumors of the Empire being busy with a fake rebellion. He has also created a new powerful Doomtron, Smasher 2, to fight and destroy the armies of Pyrmel. The General has snuck a large number of troops onto the planet with many of his officers disguised as humans. At a ceremony being lead by Mystica the General captures everyone and begins attacks on many parts of the planet. This includes catching Ralph and Marvin out in mid-space and having to fight many Bur-nan fighters.

Tom uses the new gadget he has built to make the Massvor Transport invisible, and he sneaks in to save Mystica and Draco. While this is happening, on another part of the planet Smasher 2 begins attacking cities at random. Can Tom save Mystica and Draco and will the team be able to get back together to form Massvor and defeat the latest Doomtron?

“Robotic Pain”

General Bottank is having a really bad time. The Emperor has been yelling at him for losing all those battles against Massvor, and Duke Dooman has not been providing enough Doomtrons to fight the mighty robot. Bottank has come up with a new plan to defeat the Massvor force. He secretly hires the best engineer working for the Empire. The engineer has set up a group of four super battle machines that should match any Doomtron. Bottank secretly plants these machines in the middle of a valley full of explosives on the planet Pyrmel.

Bottank then attacks Pyrmel with a massive force. The force smashes the army in the landing area until the Massvor Defenders come into the fight. The General has his forces move back into the valley and is able to capture the Wolf and Dragon robots into a landslide caused by the massive explosions. With Mystica and Draco captured the heroes can't form Massvor. Bottank then has his four super battle machines fight the remaining Massvor fighters. The fighters are actually forced back and damaged in the battle. Bottank is sure he will win this battle with no trouble.

Mystica is able to get out of her wolf robot and runs to the Pyro Chantor. She has to avoid capture and face many synthoid troopers. When she reaches the mystic power source she is able to power up both the Wolf and Dragon enough to escape the landslide. The Dragon is able to fly to the Pyro Chantor while the three fighters fly into the valley and distract the four war machines. The Dragon returns as Bottank sets off the main explosives and destroys the valley and two of the war machines. The heroes are able to form Massvor and defeat the remaining forces. Bottank barely gets away and visits the engineer. Soon Bottank is banished and the engineer is forced to perform hard labor.

“Familiar Look”

Pyrmel has been doing well in defeating Bur-nan forces. This has caused the Emperor and Viceroy to become very angry and very vicious. The Emperor has been forcing his people to work harder with forced labor, has silenced anyone talking about this and has been getting rid of nobility at an increasing rate. Duke Dooman is feeling that the Bur-nan Empire will not survive this many problems. He decides to start helping Pyrmel win the war so he can help save the Empire.

During a patrol the Massvor Defenders discover a strange pod floating in deep space. Inside the pod is Familiar Tess. She brings Duke Dooman's message to the Defenders. This includes notes on important bases and a time for a possible meeting. The team starts fighting over what they should do. Both Draco and Ralph are completely against even listening to her. Marvin is not sure and Mystica thinks it is a good idea to listen to her. The group takes her to attack a few of the bases.

The Chancellor finds out about the Dooman's meeting. She makes her own plans to stop this meeting. She captures Dooman and plans to capture the Defenders if they decide to meet. The Defenders capture important resources and destroy some important bases. They agree to the meeting and go to meet Dooman. Familiar Tess gets a telepathic message and tells the Defenders about the trap. The Defenders pretend to be captured, with Mystica hiding out and using her Wolf to free the others when they are captured. Familiar Tess goes to free Dooman and is hurt. That is when Yemsynth unleashes her own Doomtron unit to destroy the heroes. Can the heroes defeat the Doomtron and free Familiar Tess and Duke Dooman?

Japanese Version Notes for Massvor Prime

Massvor Prime is a bit different from the original Japanese version of the show. Besides eliminating much of the death and violence, many important story elements were changed. In the original version the three pilots were runaway slaves who also freed a bunch of battle cyborgs with human brains. When the ship landed on Pyrumeru the great god Illuma-Dra transformed the ship into his personal avatar Ryu-boto. Mystica was actually a priestess of Illuma-Dra and did many important religious ceremonies in the show. The Firu Empire was a bit more complex.

The main leaders of the empire were evil and controlled the better subjects of the empire through force. The battle robots were actually cyborgs created from human slaves. The Synthoids were actually demons bound to human bodies. The series ended in far darker light with the death of most of the villains and many slaves and the release of wild demons to attack what was left of the Firu Empire.

Japanese Names

English = Japanese equivalent

Massvor = Ryu-boto

Pyrmel = Pyrumeru

Doomtrons = Death Bringer

Bur-nan Empire = Firu Empire

Pyro Chantor = Temple of Fire

English Title: Alpha Wavetech
Japanese Title: Animal Fighters Megrad / Glorious Alpha Day
"The Future of Technology"

PC CREATION GUIDELINES

The following guidelines apply to all PCs for the Alpha Wavetech series.

Proof of Purchase Points: PCs are created using 40 PoPPs.

Maximum Trait Ratings (Regular Traits): 4

Maximum Trait Ratings (Action Features): 8

Miscellaneous:

- Vehicles will be handed out by the Game Master. As the player progress in the game the Game Master should hand out 5 Proof of Purchase points to allow characters to customize their vehicles.
- Character-piloted vehicles can have Trait Ratings up to 10. Secondary vehicles can have higher Trait Ratings.
- Humans are limited to natural abilities and tech Action Features with limited psychic abilities for enhanced humans. Humans from the second part of the series should have some sort of psychic control resistance trait.
- Aliens have access to limited psychic Action Features. No one should have Clusters except for the top villains.

BACKSTORY

In 1984 the company Zoo Masters was looking to expand into new territories beyond their basic distribution of foreign movies and old television shows. For years Zoo Master had distributed shows from a small Japanese animation studio named <CRAZY>. Zoo Masters decided to produce shows for the U.S. market and decided try some of <CRAZY>'s anime. Since Zoo Master was going to go for the syndication market, they needed 65 episodes. To get this number of episodes Zoo Masters decided to combine two unrelated cartoons to become one story. To help pay for the distribution the company worked with the model company Rowan, who already licensed models for many anime series.

The series they created was called Alpha Wavetech. It was created from two anime series, *Animal Fighters Megrad* and *Glorious Alpha Day*. The first three episodes of *Animal Fighters Megrad* were made into a movie for American audiences and had sold well on video tape. *Alpha Glorious Day* looked similar

to *Animal Fighters* and had some similar themes, so it was relatively easy to combine with the other show. Both series had only 26 episodes, so the Zoo Masters had <CRAZY> produce 12 new episodes while Zoo Masters combined footage from the two series to create an episode to bridge the two shows.

The *Alpha Wavetech* was very successful in the market when it was released in 1986. The series got the attention of toy manufacturer High Road Toys. The series was so successful that High Road wanted to release many toys. While some of the toys were imports, many new ones were new designs created by High Road. This led to Zoo Masters and <CRAZY> joining forces to create a brand new series, *Beta Wavetech*, as a series specifically for the United States. Because of a weakening dollar and the toys not selling too well, High Road pulled off funding for the new show. Zoo Masters was able to produce thirteen episodes, but the show was eventually only released on video tape. However, <CRAZY> took the footage and unused designs and created a completely new show only seen in Japan.

In 1992 there was a big lawsuit over the character and mecha designs of *Glorious Alpha Day* in Japan. In 1998 Zoo Masters produced a new version of *Alpha Wavetech* using 3D graphics. This twenty-six episode series did fairly well and retold the story of the original show. This version used all new designs with non-transforming vehicles and a distinctly non-anime look. This version did well, but fans wanted to see the original series. The original series could not be released because of lawsuits, but *Alpha Wavetech* was made into an animated movie in 2003 using both classic and computer animation. A series of animated movies has been planned to continue the story.



THE GENRE

Alpha Wavetech is a mixture of military and science fiction genres. The players will either be military or rebels fighting against large amounts of heavily armored enemies. The characters will be part of a military unit that has to deal with a command structure, missions, and rules and regulations. The series is also science fiction. There are many pieces of high-tech machinery and some characters have access to limited psychic powers.

The series also goes into the "real robot" anime genre. This means that characters will be pilots of robots or transforming robots. Besides robots, this genre has many "soap opera" moments including philosophy on why killing and war are bad, love triangles and finding out about the enemies. This genre also has a bit more sophistication when it comes to the villains. The villains have goals and reasons for what they are doing. In many cases villains are not evil, just desperate, and are

making bad decisions, or they are just evil with an interesting backstory. Many times one of the villains will fall in love with a good guy and thereby cause a whole set of new problems for the heroes.



THE SERIES

This series is split into three parts. All three parts are set on a future Earth where humanity has developed advanced technology and started spreading to the stars. Part one is about an invasion of Earth and is seen through the eyes of a small military unit. Parts two and three are set after part one and take place at the same time. Part two takes the perspective of a group of rebels on planet Mars that has been conquered by another group of aliens. Part three is about Earth trying to free Mars from the alien control.

In the future, Earth is at peace and united under a world government, the Terran Alliance. During this era of peace, science has advanced greatly. Scientists discovered a new particle called alphanon. Alphanons produce high-energy waves that allow humans to create antigravity and be able to produce high-thrust engines that are very efficient. This new technology comes under the name of Wavetech. Wavetech allowed humanity to explore the solar system and provide Earth with an efficient, non-polluting and high-energy engine technology. Wavetech does have a strange effect on some humans, but this is mostly headaches. Leading scientists are not sure of what causes these effects, but so far nothing truly harmful has happened.

Part I

Earth has been sending probes and messages into deep space. These probes have attracted the attention of an alien intelligence that has set their eyes on capturing Earth. One day a strange energy explodes in deep space near the orbit of Mars. Earth sends probes that are quickly destroyed, but send back images of alien starships. These ships quickly head to Earth and launch an attack. Earth's limited space fleet tries to fight the aliens, but the Earth ships are either destroyed or badly damaged. The aliens soon send a couple of ships down to Earth. Where the ships land, the aliens quickly conquer the local population centers.

Soon large robotic animals and insects start spreading out from the alien-controlled zones. The aliens call themselves Destructrons and sent out messages that humanity should prepare to serve the Destructron Federation. Humans in these areas are converted into "cyber-slaves," zombie-like creations that obey any commands of a Destructron. The cyber-slaves are not used in battle, but are seen helping build new buildings and strange generators. People who escape from the Destructrons

talk about large bluish centaurs and strange experiments being done on humans. Earth has to respond to the threat.

The world government creates a special group of soldiers to stop the Destruclons. These new soldiers are called Alpha Light. Based on the experimental spaceship Excellent Sun, Alpha Light will take the fight to the Destruclons. This includes hover vehicles, Wave Wings with high-energy weapons, which can transform into human-shaped robots. Earth also has Space Armor, which is used for advanced space suits that enhance the wearer's strength and have interchangeable weapons. Humans have also used Wavetech to produce their first generation of energy weapons.

Soon Alpha Light discovers that the Wavetech energy weapons do extra damage to Destruclon robots and troops. Alpha Light discovers that Destruclons are a psychic species who use their powers to control and enhance their mecha. Alpha Light uses their Wave Wings to get close to the aliens' bases and start freeing humans. This is not always easy because cyber-slaves are sometimes used as human shields. Alpha Light also discovers humans with strange hair colors who have psychic powers. Some of these humans help Earth, while others fight on the side of the Destruclons.

As the battle starts going against the aliens, it is discovered that they fear another group of aliens. This makes Earth's government start worrying about another invasion. Some members of the Terran Alliance want to hand power over the Destruclons, so humanity will be ready for the new threat. The other part of the government does not believe the reports and wants to destroy the aliens. Alpha Light is stuck between these two groups trying to save humanity from being conquered by the Destruclons. Can this problem be solved so Earth's government does not fall a part?

Part II

Using Wavetech humanity has terraformed Mars. Years have passed since the attack of Destruclons and many of the psychic humans created by the Destruclons have moved to Mars. One day all the Psychics stop doing their normal work and start speaking about the coming of the "Glory of Humanity." The next day almost all of the humans on Mars fall asleep and strange spaceships appear over Mars. From the ships come the Glorions, human-looking aliens with devastating psychic powers. The Glorions start collecting the sleeping humans to be used for a secret Glorion purpose.

The Glorions are a group of humanoids that live in a giant psychic hive mind. Most Glorions are just drones doing the work they are told to do. Above the drones there are many Princesses and Princes that can command several drones and compete among themselves for power. Above this level there are the Unknown Leaders, who have a secret agenda for humanity. For fighting the Glorions depend mostly on human-sized robots with high-energy weapons.

There are a few humans who do not fall asleep and can ignore the commands of the Glorions. Some of these free humans form a group of soldiers, and teens combine forces to fight the Glorions. Using old tanks, converted vehicles and hover cycles they slowly fight off the Glorions. The Glorion robot soldiers are strong and tough to beat. The heavy weapons like tanks can destroy the robots with enough shots. The rebels also find Wavetech weapons and robots from the Destruclon war. The rebels get their hands on transforming war machines that give them an edge in the warfare. Can a bunch of teens and old soldiers find out what happened to most of the humans who lived on Mars and free them? The rebels are willing to put their lives on the line to find out. So the teens will be forced to grow up to fight this war.

The rebels get on the bad side of most Glorion nobility. Many Glorions start fighting over the right to take out the rebels. Some of the Glorion nobility have careful plans that will have them capture the rebels and convert them into good slaves. Other nobles seem to go nuts and come up with strange plans and seem out just to destroy Mars. Both groups fight among themselves and give humanity a chance to win the battle.

The Glorions' plan for Mars is simple. They plan to convert humanity to become part of the Glorion hive mind. The Glorions plan to use humanity in their war against the evil non-humanoids in the universe. Please note that not all of the Glorions like the way the plans are going. At least one princess will switch sides in the fight.

Part III

Earth is just not going to allow Mars be taken over by a bunch of aliens. Earth sends out their best ships and pilots to take care of the alien menace. This includes sending out Earth's best spaceship, Nova Excellent. The Nova Excellent is being piloted by Earth's greatest heroes of the last war, Alpha Light. Earth's technology has improved and they now have far more powerful Wave Wings and new transforming battle tanks. Not to mention the latest in space armor and Wavetech anti-psychic weapons. They are also backed up by good number of Earth-built starships.

The Glorions are not going take this lying down. They send out both automated attack ships and heavy cruisers to intercept Earth's fleet. The Glorions are also well protected in their large mothership. The Glorions' space battle capacity seems to be better than their forces on Mars. This is especially true because the Glorion leadership elite are directly commanding this battle. The Glorion leadership is made up of psychic humans created by the Destruclons hundreds of years ago. These now cybernetic beings want to bring all humanity under their control and to destroy their creators, becoming the true masters of the universe.

Technology

This series is set in the future so technology has advanced greatly since the 20th century. There are robotic phones, antigravity devices and efficient power plants. The world has

cleaned up its act and most people have advanced technology available to them. Most computers and communication devices are still quite big and bulky. There are handheld computers that are covered in buttons and have very small screens. To be truly useful these computers must be plugged into a larger computer system. So advanced technology is common and cheap. Most of this technology will not be very useful against the invasion of powerful aliens who have their own advanced pieces of technology. For both sides the main form of power comes from fusion reactors.

Transport

The average person has access to standard automobiles and mass transit. For flight the standard method is a simple anti-gravity system combined with simple thrusters. Humans have spaceships powered by Wavetech thrusters that allow for fast sub-light travel. Humanity has not yet developed faster-than-light travel. The aliens all have advanced ships with faster-than-light engines. For slower-than-light travel they use bulky fusion thrusters and fusion ramjets for flying around in the atmosphere. Humanity has a slight advantage in anti-gravity and efficient technology.

Communication

Most people have access to telephone and portable radio networks. The standard telephone is now a video phone. Otherwise people must communicate with standard radios that include some level of encryption. Cell phones and internet connections are mostly unknown to humans. The aliens generally use communication technology similar to humans. The Glorions do have alternative communication using psychic powers and using machines to boost their ability to use telepathy over long distances.

Warfare

Warfare has advanced greatly with new technology. This is especially true with three different species fighting each other. Humanity has developed advanced personal weapons in the form of laser rifles and other similar energy weapons. Using Wavetech technology has allowed humans to develop particle beams that can be used to cause heavy damage. Humanity has also developed other advanced spacesuits that act both as life support systems and power armor. This space armor allows humanity to put stronger troops on the ground in order to fight powerful enemies.

Humanity's most advanced weapons are the Wave Wing and Wing Tank. The Wave Wing is the fighter plane that can transform into a robot. The first generation was mostly designed for flying in the atmosphere and the robot mode could only jump and not fly. The first generation also used mainly kinetic based weapons (i.e. bullets and missiles). The second generation Wave Wing was designed to work in all environments and has powerful thrusters and uses mainly energy weapons. The Wing Tank is a heavy fighter that can transform into a tank with a rather large gun. While slower and less versatile than a Wave Wing, the Wing Tank carries far more armor and fire power.

Destructrons use heavy piloted fighting robots shaped either like insects or animals. The insect units are mainly air and space units. The insect units have energy weapons, fast thrusters and minor close combat systems. The animal robots fire missiles and are designed to fight on the ground. While built to overall resemble animals and insects, they are not that realistic, generally with a blocky and heavy metallic look. Destructron foot soldiers are rare and not seen that much. The few foot soldiers that do fight use mostly simple rifles and simple body armor. The only notable exceptions are the enhanced humans who use special body armor with limited force fields and built-in energy weapons.

The Glorions' technology focuses on more conventional vehicle designs and their main foot soldiers are human-sized robots. Their psychically controlled drones pilot the transport and larger vehicles while robots are used for smaller units. The robots are not smart and fairly easy to trick. The princes and princesses do pilot humanoid-shaped robots with devices to project their psychic powers into energy beams and telekinetic attacks. Most of the units on Mars are not really a match for human-designed mecha, but the human units are smaller and have far lower numbers. The space units are quite a bit larger and better able to handle what humanity can throw at them.

FACTIONS



Alpha Light

Alpha Light is Earth's experimental based military units. They are separate from Earth's main military and are given the latest in technology. The Alpha Light is based on the spaceship Excellent Sun. This allows Alpha Light to maneuver and strike anywhere on Earth or on targets that are around the planet. The ship carries Earth's most experimental weapons including Wave Wings and Space Armor. The ship also provides complete repair and living quarters for Earth's Special Forces group.

Captain James Charlie is the commanding officer on the ship and in charge of the entire Alpha Light group. He runs the ship mostly in a loose manner most of the time, not bothering with strict application of ranks. He sometimes has to bring the crew back into line after they act a little too wild or do not follow a proper order. Under him there is the crew and a number of strike teams to handle problems that come up. He takes his orders directly from the Terran Alliance President. This allows Alpha Light to avoid the standard military command structure and hit targets quickly and independently.

Alpha Light specializes in attacking small targets in high-speed strikes and break into Destructron bases. Alpha Light works mainly with small teams who are taught to fight both in fighters and on the ground. This allows Alpha Light to have great flexibility and be ready for any situations.

Destructrons

Destructrons come from a very old space-faring culture that has gotten itself into a great amount of trouble. Years ago the Destructrons Confederation was one of many ancient cultures that existed in the galaxy and ruled a good number of planets. War came to many parts of the galaxy and the Destructrons needed as many soldiers as possible. Years earlier the Confederation had discovered a small blue planet with primitive intelligent life forms that had some interesting genetic capacities. The Destructrons enhanced these creatures to gain psychic abilities and become a strong fighting force. Destructrons used this fighting force to conquer or destroy many of the other galactic powers.

The Destructrons Confederation started to break up at that instant. This caused a number of changes including using their servant warriors in massive battles. The servant warriors declared their independence and took the name Glorion. The infighting destroyed most of the Destructron planets and caused a massive death toll and destruction. This made it clear that the Destructrons were doomed if they did not find a way to fight back. To cancel out this possible future, the Destructrons decided to find the original planet from where the Glorions had been drawn. That planet happens to be Earth.

The Destructrons who landed on Earth represent the last major military and scientific groups of the Confederation. As such the Destructrons on Earth are ruled mainly by a military command structure with specific orders to conquer the planet and make it a fortress world. The second part of the plan is to use humans to create new warriors to help fight the Glorions. The leadership does include some Confederation civilians who have their own agendas. One group wants to just use human cyber-slaves to construct a super weapon to destroy the Glorion threat. One group wants to borrow human muscle and tech and is willing to work with the human government. Another group just wants to wipe humanity off the face of the Earth. The Destructrons' infighting is unseen by most humans and only becomes known as humanity stars winning the war.

The Destructron military is powerful, but limited. The Destructrons do not trust in artificial intelligence based systems so use only piloted vehicles and ground troops. The Destructrons starships are currently more powerful than Earth's and they have advantage in space combat. Earth has better ground-based combat systems and Earth's Wave Wings are better than any of the Destructron mecha. Earth is going to need to fight hard and come together to defeat the Destructrons. To counter Earth's greater numbers of possible troops, the Destructrons have started to produce new enhanced humans. This group is supposed to be brain-washed into fighting for the Confederation's side. A good number of them secretly want to help Earth against the Destructrons' cause.

The Destructrons are fairly alien to human eyes. The basic Destructrons look something like a centaur with blue skin and a cluster of tentacles instead of arms. Each cluster of tentacles can match the strength and dexterity of any human hand. The

Destructron lower body has four thick legs with a stout lower body. The Destructron heads look somewhat human, but have fins instead of hair. Each Destructron is really a minor psychic who mostly has telepathy.

Glorion

Glorions are a culture of fighters produced to fight the Destructron wars. The Glorions soon started to resent their masters' controls and decided to destroy the Destructrons. The Glorions saw the Destructrons fight among themselves and soon came to a decision. The Glorions would unite under a single leadership and use all their power to destroy their former masters. As the war went on the Glorions started to work on their own fighting machines and designs to give them greater number of troops and enhanced their fighting power. The Glorions also became convinced only universal peace would come from destroying all known Glorion life forms and combining their minds into a single hive mind.

The Glorion culture is based around developing their hive mind and developing a society that can bring peace to the galaxy. Currently the Glorions are lead by a number mind groups that work in units of three or five. These Mind Groups are some of the strongest Glorion psychics who have been cybernetically enhanced to be able to think as one and lead the all of the Glorion drones minds. The drones are normal Glorions who work together as groups and do not really think on their own. Each drone can work much harder and with more focus than a normal human. When a drone sleeps, part of that drone's mind works with the Mind Group to think and make decisions.

To handle unexpected situations including holy war against the Destructrons, the Glorions developed prince and princesses. These "royal" Glorions' minds are mainly independent and their psychic powers are focused mainly on physical control of the environment. The royalty is allowed to control a number of drones to help them do their jobs. The mind group does try to keep the royalty under control by checking out their minds on occasion. The Glorions-taken Mars represents a young group of Royalty who have not all been properly trained. As the war goes on this royalty starts acting a bit funny under the stress. Many become infected by human independence.

The Glorions attacking Earth is made up of a mothership carrying the main command structure and factories ready to produce new ships and equipment. This is backed up by a number of heavy cruisers and smaller warships. On Mars a number of transport ships and small command ships have landed. The Glorions' main mission is to capture the Destructron-enhanced humans and add them to the Glorion cause. The Glorions were not ready for the many independent humans or the massive war fleet that Earth has been building over the years. So, the Glorion fleet has to fight the Earth Forces while the smaller group tries to capture Mars.

Mars Rebels

The Mars rebels are made up of humans who are resistant to Glorion control. There are many rebel groups who are in the

wilds of terraformed Mars. The main group that is followed through the series is lead by an old soldier who leads a bunch of teenagers in a fight against the superior forces of the Glorions. The group is very informal and starts mainly attacking random Glorion outposts. As time passes the group learns where the Glorions are weak and easily hurt. The group picks up many pieces of equipment from old military bases and weapons the Glorions lose after battles. The group is not sure about what happens on Earth and can only hope Earth can send help to them. Most of their gear is old, but do include a few light transforming Wave Wings and Glorion battle robots.



Alpha Light Characters

Captain James Charlie

“Laid-Back Leader of the Alpha Light Special Forces Groups”

Quick Bio: Captain James Charlie is currently the commanding officer of the ship Excellent Sun and leader of the Alpha Light Special Forces groups. He was a fairly typical kid who grew up in Midwestern North America. He had good test scores and liked both science and the military. After high school he joined the military and quickly worked his way up the ranks. He had both good skills with science, tactics and how to keep a secret. He did have an independent streak. After leading a successful command on a few small spaceships he started working with a weapons development group. He helped in the construction of many of the Wavetech weapons and the Wave Wing fighters. He was leading the in test run of advanced technology when the Destructrons first attacked. Because of his skill in the past and knowledge of the new weapons, he was chosen to lead the Alpha Light team.

James Charlie is fairly laid back for a military commander. He allows his troops to speak their mind and provide suggestions on how to solve the current military problems. He also allows the troops a bit more freedom to play hard on their time off. When it comes to fighting he does expect the men and women of his command to act as professionals and obey orders. He prefers to discipline his troops in private and if he has problems with superiors, he never talks about these problems in public. He will tell his superiors troubles he sees with their plans, but will follow orders when a battle starts. He starts distrusting the Terran Alliance High Command as the war goes on.

Appearance: James Charlie is a tall man with graying brown hair and dark brown eyes. He is fit and seems to look professional and is clean cut with a military look. He wears a brown and gray command uniform that consists of a heavy

jacket, long pants with boots and hat with a Terran Alliance symbol on it. He does not carry any weapons on him most of the time. He generally does not wear space armor on the bridge even during combat.

Factoids: “Captain of Excellent Sun”, “Connections with government”, “Expects professional excellence from crew”, “Fairly laid back in command style”

Subplots: Vow (To protect his people)

Traits: Connections to Important People 3, Command 4 [*Specialty*], Tactics 3 [*Trait Zap -2 to Guns, Area*], Soldier 3, Knowledge of Latest Military Gear 2, Military Secrets 3, Read People 2, Will 2, Starship Operations 3, Laser Pistol 1 [*Enhancer +1, Accessory*]

Stats: Oomph 4, Threshold 12, Battle Rating 3

Lance Trapper

“Brash Pilot”

Quick Bio: He is a young hot shot pilot that joins the Alpha Light to pilot the latest military air planes. Before the war started, Lance Trapper was a stunt pilot and test pilot on many early spaceships. He was also a bit of a loner who did not like to deal with large bureaucracies. When he heard of the development of the Wave Wings he jumped at the chance to pilot the new vehicles. He joined the military and talked his way into the testing program for the new fighters. He proved to be an excellent pilot and can fly the wings better than any other pilot. He has a problem with military discipline and often gets in trouble. When the war started, he joined the Alpha Light to show off his piloting skills. He quickly learned he had to start changing his basic attitudes if he was going to survive the war.

Lance is a hot shot loner who likes to enjoy life. He is undisciplined and prefers to be out getting his next adrenaline rush or be relaxing out in a bar. He does not fully trust other people, but is mostly friendly with most of his comrades. His basic attitude does get on the nerves of his commanding officers. He also often acts before he thinks and gets into even more trouble. As the war progresses he starts taking life more seriously and learns he must think before he acts.

Appearance: Lance has black hair and light brown eyes and he is fairly short and compact. He looks skinny and weak to most people, but he is strong for his small size. He wears a white and blue jump suit when on duty. In combat he wears blue space armor and carries a light laser rifle. When he has free time he wears very bright clothing in clashing colors.

Factoids: “Hot Shot Pilot”, “Like to take things fast”, “Reacts without thinking”, “Known troublemaker”

Subplots: Mental Hang-Up (Does not have any form of discipline)

Traits: Hot Shot Pilot 4 [*Specialty*], Hit things with Fighter 3 [*Specialty*], Soldier 2, Aim 3, Brawling 3, Intimidate People 2, Space Armor 5 [*Enhancer +3, Advantage: Life Support System, Accessory*], Laser Rifle 5 [*Enhancer +3, Accessory*], Knowledge of

Best Bars 2, Willpower 2, Fast Talk 1, Dealing with Bureaucracy 1X

Stats: Threshold 10, Battle Rating 4

Tina Masters

“Skilled Pilot/Singer”

Quick Bio: Tina is a highly trained pilot who was brought into the military because of her family’s long history of being in the military. Tina is a good flyer, but enjoys singing and playing music more than fighting. Her father used his connections to make Tina a test pilot for the latest generation of Wave Wings. She ended up joining the Alpha Light and having to fight the Destructrons. She was placed on Lance Trapper’s team to temper his overly aggressive combat actions.

Tina Masters is not a warrior or a soldier. She would rather be singing or flying than fighting and looks for ways to not fight. She is also sensitive to the feelings of others and tries to make them feel better with her music. She does realize that fighting is part of her duty being part of the military. She also has a strong need to free cyber-slaves and she feels that the Destructrons are too dangerous to allow them to conquer the Earth. She is also a calm person who helps take the edge of Lance’s hotshot ways.

Appearance: She has long light brown hair and deep blue eyes. She wears a red jump suit or red space armor most of the time. She carries a small projectile pistol when on duty. She always carries a small harmonica to help her relax or pass the time. She also has a large number of dresses she wears when not on duty.

Factoids: “Enjoys singing for the troops,” “Enjoys flying airplanes,” “Not really a fighter,” “Connections in the government,” “Knows a large amount of music”

Subplots: Vow (Free Cyber-slaves), Mental Hang-Up (Feeling others’ pains and making them her own)

Traits: Pilot Anything 4, Solder 2, Aim Vehicle Weapons 3, Singing 3, Understand Others 3, Willpower 3, Persuade People 2, Connections 1, Good Looks 3, Space Armor 5 [*Enhancer +3, Advantage: Life Support System, Accessory*], Projectile Pistol 3 [*Enhancer +2, Accessory*], Knowledge of Wave Wings 2

Stats: Threshold 11, Battle Rating 2, Oomph 3

Alpha Light Vehicles

Excellent Sun

Description: This is Earth’s experimental advanced spaceship that is used against the aliens invading Earth. This vessel is a long needle-shaped vehicle that is about 300 feet long and has a large landing bay and wings. The top portion of the spaceship has a bridge and a very large set of forward facing guns. Smaller guns dot the outside of the vessel. Excellent Sun holds 250 people and 12 fighters.

Traits: Space Flight 9, Flight 5, Hull 9, Massive Ship 3 [*Enhancer +2*], Main Cannon 12 [*Enhancer +6, Big Gun, Situational Booster: Big Spaceships, Area, Oomph Powered*], Anti-Fighter Weapons 5

[*Enhancer +3, Big Gun*], Stealth System 3

Subplots: None

Wave Wing I

Description: These are the most advanced fighter created by Earth when the Destructrons attacked. The fighter mode is a swing wing design with a compact main body and cockpit section. The rear section has three thrusters which form the arms and back thrusters in robot mode. The robot mode is fairly blocky and carries a single large cannon as a rifle and fires missiles from the wings on the back. It can carry a single person.

Traits: Flight 7, Space Flight 3, Maneuverability 5 [*Enhancer +3*], Hull 6, Cannon and Wavetech Missiles 5 [*Enhancer +3, Big Gun, Situational Boost (Psychic Mecha), Area, Disadvantage: No Boost when using area modifier*], Robot Form 1 [*Transform, 2 Retained Traits: Hull, Cannon*], Can hold 1 person

Subplots: None

Robot Mode

Running 5, Jump 2, Hull 6, Maneuverability 3 [*Enhancer +2, Advantage: Hands*], Cannon and Wavetech Missiles 5 [*Enhancer +3, Big Gun, Situational Boost (Psychic Mecha), Area, Disadvantage (No Boost when using area modifier)*]

Alpha Light Second Generation Gear

The following two transforming robot fighters represent the standard fighting systems used during the third portion of the series. These units represent the cutting edge technology of Earth that is used against Glorion Space Forces. These units do not reach the ground during the third part of the show.

Wave Wing II

Description: Delta winged fighter that carry two energy cannons in nose and many missiles. The fighter is marked mostly by curves, but has blocky thrusters and engines. In robot mode the two energy cannons transform into hand-held energy pistols and missiles are mounted on shoulders and back. This Wave Wing can carry two people.

Traits: Flight 7, Highly Maneuverable 6 [*Enhancer +3*], Space Flight 5, Hull 6, Particle Beam Cannons and Wavetech Missiles 6 [*Enhancer +3, Big Gun, Situational Boost (Psychic Mecha), Area, Disadvantage: No Boost when using area modifier*], Robot Form 3 [*Transform, 3 Retained Traits: Hull, Cannon, Space Flight*]

Subplots: None

Robot Mode

Running 5, Flight 3, Space Flight 5, Hull 6, Maneuverability 3 [*Enhancer +2, Advantage: Hands*], Particle Beam Cannons and Wavetech Missiles 6 [*Enhancer +3, Big Gun, Situational Boost (Psychic Mecha), Area, Disadvantage: No Boost when using area modifier*], Can hold 2 people

Wing Tank

Description: This is a transforming fighter that has a tank and fighter mode. The fighter mode is a big boxy vehicle with stubby delta shape wings and big engines in the back. The

tank mode has large tank treads and a small turret that mounts a very large energy cannon and smaller machine guns.

Traits: Flight 5, Space Flight 3, Hull 9, Heavy Cannon and Wavetech Missiles 9 [*Enhancer +3, Big Gun, Situational Boost (Psychic Mecha), Area, Disadvantage: No Boost when using area modifier*], Robot Form 3 [*Transform, 3 Retained Traits: Hull, Cannon, Space Flight*], Can hold 2 people

Subplots: None

Tank Mode

Ground Movement 5, Space Flight 3, Hull 9, Heavy Cannon and Wavetech Missiles 9 [*Enhancer +3, Big Gun, Situational Boost (Psychic Mecha), Area, Disadvantage: No Boost when using area modifier*], Front Armor 4 [*Enhancer +2*], Can hold 2 people



Destruclon Characters

Des-Clop

"Force Leader of the Destruclons on Earth"

Quick Bio: Des-clop is the main force leader of the Destruclons on Earth. He is in charge of subjugating the captured portions of the planet and making sure things are running smoothly. He does not care much for humans and sees them mostly as useful raw material. He does not think humans will be that much of a threat in long run and will be easily defeated. This gets him in trouble since he relaxes his defenses, allowing humans to land troops and materials near areas he is trying to protect. He also does not recognize the difference between most cyber-slaves and free humans. This allows humanity to sneak troops under his watch. He becomes more violent in his reactions to humans' success as time goes on. This includes destroying many valuable Destruclon machines and battle robots just to destroy one human unit.

Appearance: Des-clop is one of the biggest Destruclons on the planet and has deep blue skin. He has five tentacles in his two clusters and wears brown armor with many packs attached to it. He also carries a short-range com unit and has a simple automatic pistol as his main weapon.

Factoids: "Main Force Leader on Earth"; "Does not consider humans a real threat"; "Relaxed on defenses"; "Is very confident in the Destruclon victory"; "Overreacts to any defeat"

Subplots: Mental Hang-Up (All humans look the same to him)

Traits: Command 4 [*Specialty*], Notice 2, Military Tactics 3, Bureaucracy 2, Physical Body 4, Strength 5, Aim 4, Pilot 3,

Unarmed Combat 4, Knowledge of Destruclon Military 3, Body Armor 3 [*Enhancer +2, Accessory*], Auto Pistol 2 [*Enhancer +1, Accessory*], Understand Humans 2X

Stats: Threshold 12, Battle Rating 4

Mex-Flop

"Elder Creator of Clones and Cyber-Slaves"

Quick Bio: Mex-flop is one of the oldest Destruclons still alive. He is in charge of creating new human warrior clones and cyber-slaves. He is under the direct command of Des-clop. Mex-flop considers Des-clop to be a fool who does not truly understand the realities of the war on Earth. Mex is mostly quiet and keeps his mouth shut with only an occasional joke at his commander's expense. Mex also considers humans a true threat for the future of the Destruclon federation. He thinks humans should either be converted into something useful like cyber-slaves or be destroyed. He does not want any peace with Earth governments. He also experiments on humans with no mercy so he can create the latest and greatest soldiers for the Destruclon cause.

Appearance: He is a smallish purple Destruclon. He has seven tentacles in each of his clusters and his legs are thin and long. He wears a purple tunic and body armor. He has a small computer to take notes on, and has a rifle that fires exploding bullets.

Factoids: "Oldest Destruclon alive"; "Wants to destroy all free humans"; "Makes fun of his commanding officers"; "In charge of producing the latest generation cyber-slaves and human warrior clones"; "Likes Tex Mex food"

Subplots: None

Traits: Science 4 [*Specialty*], Persuasion 2, Willpower 4, Creating Cyber-Slaves 4 [*Specialty 2x*], Body 2, Strength 3, Aim 3, Dodge 2, Knowledge of Humans 1, Knowledge of Destruclon Technology 4, Body Armor 5 [*Enhancer +3, Accessory*], Rifle 5 [*Enhancer +3, Accessory*]

Stats: Threshold 12, Battle Rating 3

Destruclon Henchmen

Destruclon Pilots

Quick Bio: These are young Destruclons who are the only true troops left after the Great War between Destruclons and the Glorions. While they are decently trained, they are mostly inexperienced and have to deal with the far more powerful mecha produced by the Earth forces.

Appearance: The pilots are generally blue-green with three tentacles per cluster. The pilots each have light armor and carry short-range plasma guns as their main weapons. Most look very similar to all the others in the group.

Factoids: "Destruclon Pilot"; "Trained quickly and poorly"

Subplots: None

Traits: Pilot Robot 2, Aim 2, Toughness 3, Light Armor 1 [*Enhancer +1, Accessory*], Plasma Gun 2 [*Enhancer +1, Accessory*]

Stats: Threshold 8, Battle Rating 2

Destructlon Vehicles

Insect Fighter

Description: The insect fighter is a space fighter that has a slight insect look to it. The insect-like wings can move and contain mini-thrusters that allow the fighter to maneuver well in space. The head section contains the main sensors, the middle body contains the cockpit while the tail section has got the main engines and missile launchers. The fighter is far less heavily armored than Earth vehicles.

Traits: Flight 5, Space Flight 5, Insect Frame 4, Tail Missile 4 [Enhancer +3, Big Gun], Wing Maneuvers 2 [Enhancer +1]

Subplots: None

Tiger Robot

Description: The Tiger robot is the standard ground combat unit for the Destructlons. It is a basic four-legged vehicle with armor and bulky body that looks somewhat like a tiger. The robot has rocket launchers built into its sides and back and a plasma flame thrower built into its mouth. The early units were mostly purple and green in coloring, while later tiger units gained orange and black stripes.

Traits: Running 5, Heavy Frame 5, Tiger Flamethrower and Rockets 6 [Enhancer +3, Big Gun, Area]

Subplots: None



Glorion Characters

Central Mind

"Mentally-Enhanced Glorion Leader"

Quick Bio: Central Mind is a heavily cyberized human who originally came from Earth centuries ago. He was one of the first Glorions to rebel against the Destructlons and lead the Glorions to victory. He is the main leader of the Glorions and never leaves the large mothership orbiting Mars. His cybernetics allow him to partially control the Glorion hive mind and to access any thought that is traveling through the hive mind. The cybernetics are also the only thing keeping Central Mind alive and give him the ability to still move and fight.

What Central Mind truly wants is to protect the Glorion nation and destroy all the Destructlons. He will not waste any resources and uses his many years of experience to fight humans. He does not fully trust the Glorion Royalty, seeing them to be mostly spoiled brats. He trusts the combined hive mind more than individual persons. He always seems a bit distant and seems to be having a lot of conversations with himself. Central Mind was a character created for the third section of the Alpha Wavetech series.

Appearance: Central Mind is very tall with green hair and red eyes. He has large pieces of machinery attached to his body and his right eye has been replaced with a black lens. Half his face is also covered with a mask. He wears a black body suit with a dark grey overcoat.

Factoids: "Total Leader of the Glorions"; "Mentally enhanced by cybernetics"; "Hundreds of years old"; "Constantly working on new plans"; "Originally from Earth"

Subplots: Mental Hang-Up (Constantly working on many things at one time/always distracted), Mental Hang-Up (Destruction of the Destructlons)

Traits: Think Many Thoughts at Once 3, Psychic Link to Hive Mind 6 [Enhancer 2, Cluster (Attack/Defense, Manipulation), Specialty], Cybernetic Strength 6, Cybernetic Enhanced Body 5, Resists Mind Control 6, Command Hive Mind 4, Strategic Thinking 4, History 4, Understand Glorion Technology 3, Pilot Glorion Robots 2, Fighting 5, Survive With Machine Aid 1X, Physical Actions Off Mothership 2X

Stats: Threshold 12, Battle Rating 5

Jath

"Psychic Glorion Prince"

Quick Bio: Jath is a Glorion prince who has seen many battles. He became used to easily winning battles and always being the victor. He is now being defeated by the Mars rebels and feels like he is being made to look like a fool. This has started to drive him crazy and he has become obsessed with either capturing the Mars rebels or defeating them in battle. He will get in the way of other Glorions and ruin plans just to get his hands on the rebels. He starts out with simple plans, but the plans become more complex as time goes on and he cannot get to the rebels. He becomes so obsessive he starts saying how the other Glorions are out to make him look bad and he stops doing most of his duties. Most of the other Glorions start doubting Jath's sanity and ability to work with the group.

Appearance: He wears a form fitting bodysuit colored black and blue. He has deep purple hair and dark red eyes. He does not wear any special armor or gear during combat or when in his mecha. He sees those as a weakness. He does have a psychic amplifier in his right glove to fire out blasts of psychic energy. He pilots a giant blue and black robot covered with many spikes and spines.

Factoids: "Glorion Prince"; "Used to easy battles"; "Likes to look good"; "Master Psychic"; "Becoming mentally unstable"

Subplots: Mental Hang-Up (Get the Mars rebels at any cost)

Traits: Telekinesis 3, Telepathy 4, Combat Pilot 2, Fighting Skill 3, Aim 3, Psychic Amplifier 3 [Enhancer +2], Tactics 1, Command 1, Persuasion 1X, Will 1X

Stats: Threshold 10, Battle Rating 3

Thesla

"Compassionate Glorion Princess"

Quick Bio: Thesla is a young princess of the Glorions. She cares deeply for her people and has formed a strong attachment to the drones under her command. She makes sure they are well cared for as they do their work. She wants to protect her people and work with the hive mind to make a better world. She is unsure of the goals of her people and feel that these goals might lead to unnecessary death and destruction, including the hive mind itself. She accidentally entered battle with some of the Mars rebels and was captured. She soon learned that the rebels are good people and the Glorions are not really helping humanity. She is afraid of what the war will cost both sides. She also started becoming interested in one of the rebels on a romantic level that Glorions are not supposed to have.

Appearance: She has blue hair with purple eyes and she is on the short side. She wears a red and green body suit with a light green shawl attached to the uniform. When she fights in her robot, she does wear some light body armor and helmet. She carries a small laser pistol as her only weapon. She pilots a small green robot with red highlights that is armed only with a light laser.

Factoids: "Glorion Princess"; "Doesn't like the path the Glorions are on"; "Wants to protect the Glorions"; "Believes in hive mind, but not in the leaders of the Glorions"

Subplots: Mental Hang-Up (Wants Glorions to have peaceful life with humans), Secret (Fallen in love with a human)

Traits: Telepathy 2, Telekinesis 2, Psychic Awareness 3, Leadership 2, Cute Appearance 3, Pilot 3, Fighting 1, Aim 3, Athletics 2, Laser Pistol 3 [Enhancer +2, Accessory], Light Armor 3 [Enhancer +2, Accessory], Endurance 2, Sneak Around 2, Notice Surroundings 3, Knowledge of Glorions 3, Persuasion 2

Stats: Threshold 10, Battle Rating 3

Glorion Henchmen

AI Tank

Quick Bio: Cheap robotic tank built by the Glorions. It follows orders and does not really think.

Appearance: They are ugly tanks with a large gun on top.

Factoids: "Standard Glorion AI tank"

Subplots: None

Traits: Gun 6 [Enhancer +3, Big Gun], Combat 4, Hull 4, Speed 5, Self Pilot 2

Stats: Threshold 10, Battle Rating 5

Standard Battle Robots

Quick Bio: These are cheap robots that the Glorions use to most of their fighting. They are mainly used because the Glorions have limited troops and the drones are not really good at fighting. There are a few types of battle robots ranging from the cheap standard model to the heavy assault models.

Standard Battle Robot: 0

Advance Battle Robot: 0, Rugged

Mark Two Battle Robot: 0, Skilled Fighter, Mob Tactics

Heavy Assault Battle Robots: 0, Rugged, Vicious Assault

Glorion Vehicles

Psychic Boosting Battle Suit

Description: This is a rather large piloted battle robot used by Glorion nobles. Each suit is roughly humanoid with a head covered in sensors and large shoulder-mounted cannon. The shoulder cannon fires of blast of enhance psychic energy. The suit also has a rather large flight backpack on its back and is quite powerful. To use the full potential of the suit the user must be psychic. This vehicle carries 2 people.

Traits: Running 5, Flight 5, Space Flight 3, Hull 7, Maneuverability 3 [Enhancer +2], Psychic Cannon 7 [Enhancer +4, Big Gun, Situational Setback (Used by a non-psychic), Trait Boost: +2 Telekinesis]

Subplot: None

Light Battle Suit

Description: This is the light battle robot used by Glorion nobility. The suit removes armor and has a smaller cannon than the standard psychic booster suit. This armor-suit uses the leftover room to install larger engines and added maneuvering thrusters. This suit is used by lower-level nobles and people who prefer maneuverability over armor.

Traits: Running 5, Flight 7, Space Flight 4, Hull 4, Maneuverability 7 [Enhancer +4], Laser Cannon 3 [Enhancer +2, Big Gun], Carries 2 people

Subplot: None



Hiroto Michaels

"Experienced Soldier"

Quick Bio: Hiroto is an old soldier who fought against Destructlons. He was injured and was given a good retirement and has Mars lived on Mars since he retired. He lived out in one of the artificial forests that were starting to grow on Mars. He had settled down to live a nice quiet life when the Glorions appeared. He ended up being immune to the mind control influence of the Glorions. He quickly figured it was another alien invasion and pulled out the guns he had been using for hunting. Over time he linked up with the Rebels and soon became one of the leaders.

Hiroto is not really that old, but everyone ends up calling him "The Old Man" because of his attitude. Hiroto takes things slowly and with a great deal of thought. He never rushes into action and seems to move too slowly for many people.

He makes up for this by pointing out weaknesses in enemy defenses and seems to be able to sense the best time to attack. He is also very patient with the younger members of the rebels, teaching the younger members and explaining why their plans have problems. He sometimes does go into "drill sergeant" mode to get the rebels to fight better.

Appearance: Hiroto is known as "the Old man," but he does not look that old. He has short black hair with slight mix of grey. His eyes are dark brown and he is of average height with a strong build. He generally wears heavy outdoors gear including heavy boots, pants, shirt and a vest. He wears a rough hat and carries an old-fashioned bolt action rifle. He does have some old military armor he wears when it is time for battle.

Factoids: "Old-time soldier who seen a lot of war," "Good at working in the field," "Knowledge of tactics," "Called the Old Man," "Never rushes into battle," "One of the leaders of the rebellion"

Subplots: Stigma (Old)

Traits: Resistant to Mind Control 3, Forest Ranger 2, Aim 4, Unarmed Combat 3, Armed Combat 3, Command 3, Teach Military Skills 4, Military Tactics 3, Knowledge of Land 3, Old Armor 3 [Enhancer +2, Accessory], Bolt Action Rifle 5 [Enhancer +3, Accessory], Rifle Grenade 3 [Enhancer +2, Big Gun, Accessory, Disadvantage (Takes one round to get ready)]

Stats: Threshold 10, Battle Rating 4

Hui Harmony Henderson

"Spry Teenager"

Quick Bio: Hui was a teen who was taking a walk in the woods when the Glorions began their invasion. She comes from a fairly normal home and was not prepared for the changes forced on her by the invasion. Before the invasion, Hui was focused on learning music and living a peaceful life with her family. After the Glorions invaded, most of Hui's family became controlled by the Glorions and Hui was left alone and forced to grow up. She is now learning how to use weapons and survive in the wild, while also training herself to fight the Glorions.

Hui has always been active and nice to people around her. She worked hard to be a good singer and was active in sports. She has used her focus to become a better fighter to help free her family from the Glorions. She does have some negative feelings towards the need to fight and she hates the need to kill. She would much prefer to become friends with the Glorions and have peace, but she does not see that as much of a choice as the war heats up.

Appearance: Hui has dark red hair that she keeps in a pony tail and has green eyes. Her normal clothing is made up of a light red tunic over green leather pants and shoes. She has a green dress that she wears when she is "entertaining the troops." She has a red Space Armor and handles a light grenade launcher in battle.

Factoids: "Teenage girl" "Likes to sing and play sports," "Her

family was captured by the Glorions," "Not really knowledgeable about being in the military," "Fighting to save her family"

Subplots: Vow (Rescue Family from Glorions)

Traits: Resistant to Mind Control 2, Athletics 3 [Specialty], Physically Fit 2, Singing 2, Survival 1, Aim 2, Cute Teen 3, Knowledge of Mars Cities 2, Space Armor 6 [Enhancer +3, Accessory], Grenade Launcher 5 [Enhancer +3, Big Gun, Area, Accessory]

Stats: Threshold 11, Battle Rating 3

Mars Rebel Vehicles

Old Jeep

Description: This is a rugged old four-wheeled vehicle that has seen better days. It can carry large amount of weight and many people. It can also carry a heavy machine gun that can damage Glorion robots.

Traits: Speed 4, Light Armor 4, Maneuverability 2 [Enhancer +1], Carry Capacity 1, Machine Gun 3 [Enhancer +2, Big Gun, Accessory]

Subplots: None

Military Robot

Description: This is a light battle robot that is used by Mars military. While not as fast or powerful as the latest generation of gear, it provides good protection and a big gun that can be used in fights. The machines are mostly made up of a small body with arms and legs attached. These units do not have heads and have clear glass on their canopies.

Traits: Running 5, Light Armor 5, Maneuverability 3 [Enhancer +2], Cluster Cannon 5 [Enhancer +3, Big Gun, Area, Situational Booster (Against Psychic Powered Machines)]

Subplots: None

EPISODE SEETS

"Factory Raid"

The Destruclons have recently built a new factory to produce advanced cyber-slaves and new psychic warrior humans to fight. The factory will give Destruclons a very strong force to conquer most of South America with. Alpha Light is assigned to sneak into the factory and shut it down. Alpha Light's second mission is to steal any plans for Destruclon fighters and robot attack vehicles. The area around the factory is patrolled by many robots and psychically enhanced humans. The factory also has a shield generator to protect it from orbital attacks. This will require the Alpha Light team to sneak into the factory under the cover of jungle and night and get into the factory unseen.

The factory is under the control of Mex-flop and he has made sure the entire factory is well guarded. He has gone far beyond normal orders and has produced an advanced detection system to detect any humans who might come too close to the factory. Alpha Light splits into two teams to handle the mission. One team will sneak in using Space Armor while the other acts as a distraction using Wave Wings. As they near the base, both teams are detected by the advanced detection system. The Wave Wings do distract most of the defenders of the base. Along the way the team sneaking in is almost ambushed by a group of enhanced humans. The space armor team is able to defeat the attackers and steal a few battle robots to sneak into the main base.

While avoiding Mex-flop the team is able to sneak into the center of the main base. They are able to set explosives on the main shield generator and main weapon control computer. While in the base the team finds plans that show that Mex-flop is designing a virus to destroy all humans on the Earth. Mex-flop finds the team as they break into the master computer. He orders an all-out attack on the team. The team blows the shield and weapons control allowing Excellent Sun to use its main weapons on the base. The team barely escapes with their lives and deliver the disturbing news to the government.

“Princess Betrayal”

The Glorions have converted a television station into an important communications base. The base is fairly lightly guarded since Jath has sent troops on a wild goose chase to find the rebels. The Mars Rebels are able to sneak onto the base and take out the important communications equipment. The rebels are also able to capture a young Glorion princess. She was resting outside her main attack suite on the base and was not paying attention, so she was easy to capture. As the group leave, they set up a television broadcast telling everyone how incompetent Jath is at defending anything belonging to the Glorions. This will make Jath react even crazier than usual, and they figure he will waste even more resources trying to capture them.

Back at one of the rebel camps they start arguing what to do about the Glorion princess. The princess is called Tesla, and she tries her best to seem unthreatening. As the leaders start arguing on what exactly they should do, some of the younger members start interacting with the girl. Tesla soon starts explaining about her people and their goals. As time passes, some of the younger members start caring for the Glorion. Some of the leaders argue she is using psychic abilities on them and she should be killed. Others want to use some enhanced interrogation techniques on her. The younger members argue she could be a very useful resource.

Jath is able to find the base and begins a massive attack. When he sees Tesla with the humans he goes nuts and tries to kill everyone including Tesla. In the confusion of the battle Tesla is able to get her hands on a Glorion battle robot. In the battle she is forced to shoot down Jath as he goes nuts. She

then decides to join the rebellion to free her people from the crazy Glorion leadership. Meanwhile, Jath has her declared a traitor to be shot on sight.

“Mothership Blasts”

After months of fighting the Glorions' defenses around their mothership have been weakened. The Excellent Sun is sent to find out the strengths and weaknesses of the mothership are. The Excellent Sun sneaks in as close as possible, then opens fire with its main weapons. As this is happening, a small group of Wave Wings and Wing Tanks fly in from the opposite direction and use space debris to hide the entrance into the alien ship. As the team sneaks into the mothership, the Excellent Sun pulls out and will return in two days to pick up the group.

The team must beat the clock to find out as much information as possible while avoiding as much combat as possible. The group end up hiding their vehicles in a garbage pile and are able to acquire some clothes from the locals. As the team explores their surroundings, they discover that the ship is full of human-like drones, all of whom are part of the hive mind. They also find a place where some humans are being converted into Glorion drones. The team rescues a few of the Martian humans, but is forced to split up. One group races through the city section of the mothership with the rescued humans. The other group soon discovers some old Destructlon robots and fighting vehicles. They also see a few Destructlon prisoners being questioned by drones. The team borrows a Destructlon insect fighter that has been converted for human use. The two groups are able to meet up at the junkyard.

The group steals two Glorion shuttles. One shuttle is launched first and flies in the direction of the human fleet. This shuttle is flown by a few brave volunteers. The other shuttle is about the launch in the other direction when Glorion troops show up. The troops are defeated and the shuttle launches. The first shuttle is destroyed, but the pilots escape in a Wing Tank. The Alpha Light team uses their fighters to open a hole to allow the second shuttle with the human prisoners to escape down to Mars. The team then must fight their way back to the Earth Fleet with news about the things they have seen.

Japanese Version Notes for Alpha Wavetech

"Animal Fighters Megrad" was originally about a group of aliens who were locked in a perpetual war with another group of aliens. The aliens came to Earth looking for a new home world to live on after the destruction of most of their old worlds. They looked on humanity as mostly a species of bugs that might make useful servants and powerful warriors. The aliens, who called themselves Cenron, also cloned humans into warriors to fight for them. The Cenron had no psychic powers and were totally based on advanced bio-technology. The Cenron ships and robots were all partly organic and partly machine. Humans had developed the science of Megrad, "mega-radical radiation." This gave humans advanced weapons that could hurt Cenron technology and gave humanity a fighting chance to win the war of survival.

The Glorious Alpha Day was about two Earth colonies set after Earth had destroyed itself in nuclear war. One Colony, Neo Terra, had rebuilt Earth's old cultures in new forms and nations around the world. On another planet, Utopia Alpha, the population had completely changed themselves into a psychic race that stopped all war. Neo Terra was on the verge of its own world war when the Utopia Alphans landed on the planet to bring worldwide peace and enslavement. The show followed a bunch of freedom fighters as they tried to free themselves from the control of the Utopians. While freedom did come, a good portion of the planet was destroyed and humanity had to learn to live in peace with the surviving Utopians. The Neo-Terrans did not have any weapons which worked against psychic powers.

Japanese Names

English = Japanese equivalent

Wavetech = Megrad over technology

Alphatons = Megrad radiation

Wave Wings = Megrad Variable Fighters

Destruclons = Cenrons

Glorions = Utopians/ People from Utopia Alpha

English Title: Hypermon: HyperCard Monsters / Hypermon: Invasion
Japanese Title: Hyperactive Monsters / Hypermon: Battle D

"The Fight is On!"

PC CREATION GUIDELINES

The following guidelines apply to all PCs for the Hypermon series.

Proof of Purchase Points: PCs are created using 30 PoPPs.

Maximum Trait Ratings (Regular Traits): 4

Maximum Trait Ratings (Action Features): 6

Miscellaneous:

- Every Character must have a companion. The companion always costs 1 PoPP per trait rank and does not have a maximum trait rating. These companions are Hypermon and must be assigned an **aspect**.

- Characters can create special traits that represent cards that a Hypermon can be modified with. These traits get a card modifier, allowing a companion to use the trait like it was its own. The card traits must have an aspect and only Hypermon can use them, not humans. The maximum power a card trait can have is based on the Hypermon stage, not on the normal maximum trait rating. The card modifier is free.
- More Powerful Cards can be used with lower-stage Hypermon. The card's trait rating goes to the maximum for the Hypermon stage.
- The maximum trait rating for Hypermon depends on the Hypermon stage. *Basic Stage* is limited to a trait rating of 3, *Normal Stage* to a trait rating of 6, *Battle Stage* to a trait rating of 9, and *Invasion Stage* to a trait rating of 12.
- Hypermon traits with the Transform modifier do not

have a maximum rating.

- Hypermon should not be given Clusters. Their abilities should be a bit more specialized.
- There is a new bonus modifier. This is the Copy modifier; it allows you to copy an enemy's traits including any modifiers to that trait. The attacker must roll an Opposed Check with his trait rating versus the trait rating he is trying to copy. If successful, he gains all that trait's modifiers. The trait being copied must have a lower rating than the copier trait. This modifier costs 2 Proof of Purchase Points.
- Each character will be a kid or teenager and have parents. So the characters might have to have a few excuses for being out late.
- Character advancement should mainly be focused on Hypermon and can happen anytime during a season.
- Each time a Hypermon gains a new stage, that Hypermon gains an extra 10 PoPPs on top of another bonus provided.



BACKSTORY

During the middle of the 1990s, pet monster shows were the most popular trend in cartoon series on television. One company that noticed this was Zoo Masters, who went shopping for a pet monster show they could develop for television. They found their old partners, <CRAZY>, was producing a show based on the famous Japanese "Hyperactive Monsters" card game and toy line. Zoo Masters contacted <CRAZY> and the toy company Lance Toys to get the rights to Hyperactive Monsters. While Lance Toys at first did use the full name of their toy line, "Hyperactive Monsters," they shortened the name to Hypermon. Zoo Masters took the show and subsequently went on to be in charge of selling the cards and toys in North America. Zoo Masters took the first two seasons of the original show and created the show *Hypermon: HyperCard Monsters*. The show was kid-friendly and did not require much editing to make it acceptable to American audiences. Zoo Masters did change the name of the characters to be less Japan-centric. They also removed most mentions specific to Japan to make the show feel like it could happen anywhere.

The series was a success and the first show lasted three seasons on US television. Zoo Masters made sure the toys and trading card game had plenty of chances to be successful on television. In the meantime, the latest series, *Hypermon: Battle D* was made and it was a bit different from the first two series. It was a bit darker and introduced new villains and a whole new batch of toys and gadgets. Zoo Masters edited the show to ensure that it linked back to their previous shows. At the time a new person was in charge of translating and producing

the show, Arthur Smith. Arthur let much of the darkness of the new series stay in, while adding in many new (unfortunately bad!) jokes. He occasionally messed up and a few characters were named by their original Japanese names instead of American names. They renamed the show *Hypermon: Invasion*. Besides this, the show did fairly well, but by now newer shows were also becoming more popular.

Hypermon stayed on the air for another year in repeats after the end of *Hypermon: Invasion*. The show also had a fairly successful run in videos, but by the year 2000, it was just another kids' anime show from the mid-nineties, and had been replaced by the latest kids' show. In Japan, Lance Toys had been watching the market and thought a new series of toys and video games could be based on the Hypermon concept. So in 2005, a new set of toys had been produced and released. There was no new card game, but a new TV series was in the works. The new show had no connection to the original Hypermon shows and presented all new characters and monsters. This new show was *Hypermon X Plus*.

While this was happening, Zoo Masters got into some minor financial trouble by 1999 and sold the license to many of their anime series to Crono William Inc. Zoo Masters focused on some of their own projects, including the computer-animated version of Alpha Wavetech. Crono William Inc. had been sitting on the properties for a few years when they heard about the new show. Crono William started to show the classic Hypermon shows on its less than successful OverToon cable network. Hypermon was successful enough for Crono William to adapt *Hypermon X Plus* into a new show, *Hypermon: Reality Protection Team* (shortened to "RPT"). *Hypermon: RPT* debuted on television with some success. By this time anime fans complained about the changes that had been made to the show while fans of the first Hypermon series disliked the new look and direction of the show. As usual for a big corporation, Crono William ignored these fans since most of them were outside the 6 to 11-year old demographic they were aiming for.



THE GENRE

This series is mainly a science fiction series with bits of fantasy mixed in, with children being the main stars. So, many characters will have forms of high technology with some elements looking like they belong more to fantasy than advanced technology. With kids being the main stars of the show, there are no major military elements to the story or massive weapons. It's mainly about children having adventures in a fantastic world. For the most part these are (pre-teen) kids, so no major romance or even really deadly situations happen most of the time.

The anime genre this show draws upon is "pet monsters". So

the show is mainly about children between the ages of 10 to 13 having adventures in the world. Along for the adventure is a group of monsters that the children own and control. In this case, the early parts of the show will have kids using their monsters in contests and learning to harness the monsters' abilities or powers and making the monsters more powerful. Later episodes will focus on a worldwide conspiracy and new monsters trying to take over the world.

The show also has cards as part of the series. So, the kids try to use the cards in the most strategic way. The kids will also keep their eyes open for the latest cards to get their hands onto. Many times, this genre will have the children have a bit of an emotional problem they have to work through, but their friends help them overcome the problem and become more confident.

Hypermon Terminology

Here is a quick list of Hypermon terms.

Binder: The person a Hypermon is bound to. The person who binds a Hypermon allows that Hypermon to stay on Earth.

BindBox: The device that allows a Binder to modify and control a Hypermon.

Hyper Card: A card with special circuits that can give a Hypermon new powers or talents.

Stage: This represents different power levels a Hypermon can be on. Each "stage" is more powerful than the next. Each stage is basically a completely new form and has new powers and abilities.

Earth Stage / Basic Stage: This is the lowest stage for natural Hypermon. It is the stage on which most Hypermon exist when on Earth. Generally not much stronger than human and has few special attacks.

Normal Stage / Contest Stage: This is the typical stage for Hypermon in their home universe. This is a generally powerful stage that is used in contests.

Battle Stage: This is the true combat form of Hypermon. This form is restricted on Earth and can only be reached with special Hypermorph cards.

Hyper Stage / Invasion Stage: The most powerful form of a Hypermon. This stage is only achieved during the very end of the Hyper Psyche Invasion and requires two Hypermorph cards to activate. Binders also gain new gear during this stage.

Hypermorph: This is where a Hypermon goes from one stage to another stage. The basic changes are Hypermorph for Normal Stage, Battlemorph for Battle Stage, and Master Hypermorph for Invasion Stage.

THE SERIES

In the near future, scientists discover a strange source of energy that can solve mankind's energy needs. Well, the new energy source comes from in-between dimensions, a place where many monster-like creatures exist. These monsters are drawn to Earth and soon start seeking out humans to become partners. The monsters seem to be drawn to human children and can only survive on Earth in their lowest powered forms. Scientists and authorities create a device to control the monsters' powers. This device limits the amount of power and the abilities that creatures can access. All creatures linked to humans were put under the control of this system. The monsters became known as Hypermon and their partners are known as Binders.

As time passed humans started to use the Hypermon to play games and fight each other. As these games and monster fighting become more common, a league is formed to control monster fights. Using the monster control devices, a.k.a. BindBoxes, it is possible to control where Hypermon can fight and how powerful they become. Soon a company invents special cards that contain circuits to allow Hypermon to access special powers. The special abilities range from advanced natural attacks to hidden special powers and even borrowing powers from related Hypermon types. These cards become very popular and hard to find. The powers of most cards are limited to use in the tournament grounds and stadiums.

Soon massive tournaments were being played all over the world. Many players gained both great fame and wealth playing these games. The Hypermon Tournament Association (HTA) started to control all Hypermon battles in the world. The HTA also set up games and events to get younger players into tournaments. Soon a number of kids started to get into events and rushed to find powerful cards. For the most part these were official games, but a few hackers figured out how use cards for street matches. Soon you had many Hypermon achieving their more powerful Contest Stage forms during street matches. As this was happening, a new group appeared, the Geo Sphere Group.

The Geo Sphere Group starts collecting the most powerful Hypermon and players they can find. The Geo Sphere Group wants to develop powerful Hypermon they can use to take over the world. This ranges from creating their own secret cards, allowing a single person to control many Hypermon and creating artificial Hypermon. They also play against the strongest players they can find to improve the strength of their Hypermon, and possibly to steal very strong Hypermon that they can find. They even found a way for Hypermon to achieve and stay in stronger forms while on Earth. This later included very powerful Battle Stage Hypermon.

A group of kids who started out in lowly tournaments came to the attention of Geo Sphere. These kids seem to control exceptionally powerful Hypermon and quickly developed good skills until they were winning major tournaments. Geo Sphere first asked them to join, and when they refused Geo Sphere went to capture their Hypermon, and epic battles soon followed. The kids wondered if they could stop this organization and still win glory in tournaments. Of course, the kids being the heroes represent the player characters.

Hypermon: Invasion

Unknown to both sides, there is a powerful artificial mind who exists in the world that the Hypermon have come from. It looks at Earth as a new home for itself and its special Hypermon. It is slowly learning about Geo Sphere's abilities and has created its own artificial devices and cards for its Hypermon. As Geo Sphere gains and uses power, the artificial mind, Hyper Psyche, gains better access to Earth. It secretly seeded the world with its own highly powered Hypermon. It plans to transform Earth into a new world ruled by Hypermon and transform humans into Hypermon servants.

As Geo Sphere was being defeated, Hyper Psyche made its move. It activated its special Hypermon to conquer the Earth and to help open a large portal, so Hyper Psyche itself could enter the world. Now the kids and the rest of the world must face these powerful new threats that seem to work on their own rules of reality. Can the Earth be saved from this alien invasion?

Technology

For the most part, the technology being used in the series is equivalent to that available to 21st century people. Everyone drives normal cars, lives in modern homes and there are many cities. The main difference comes from power generation and Hypermon-based technology. Energy is drawn from the Hypermon home world. There are a number of technologies linked to Hypermon. This includes the BindBoxes, which link a Hypermon to a Binder and control Hypermon during tournaments. HyperCards are used to enhance Hypermon and give them special abilities. Other technologies include artificial Hypermon generation (very slow and only Geo Sphere has it) and Hypermon locators.

Transport

The typical modes of transportation include helicopters, cars, trucks, trains and airplanes. For the characters, the typical transport will be a parent's car, a bus, or the subway. Some characters will have access to larger Hypermon that can be ridden in flight, while running or swimming from place to place.

Communication

The basic form of communication will be by cell phone. Most characters' cell phones will just have basic text messaging and phone service. Characters who can afford it can get cell phones with more features, including built-in cameras and games.

Hypermon Aspects

Hypermon are generally one of six aspects. These aspects generally give you an idea of the Hypermon's overall form, strength and weaknesses. The aspects also tell you what kind of Talent Cards a Hypermon can use in combat. Each aspect is also linked to a color for basic card types and power-ups.

Each aspect has opposites and adjacent ratings. Opposite ratings indicate what type of aspect attacks the Hypermon is especially weak against. Adjacent ratings indicate what kind of Talent Cards the Hypermon can use. When a Hypermon is attacked by an action feature that is their opposite, that action feature gets a situational boost.

Aspects

Verve, Terra, Shadow, Artificial, Radiance, Storm

Verve

Color: Red

Hypermon: These Hypermon look like regular animals and insects of great strength and life. Attacks are typically physical in nature and they are generally balanced in terms of their attacks and defenses. (Humans are considered "verve" by the Hypermon.)

Talent Cards: Boost natural talents and gain natural attacks.

Opposite Aspect: Artificial

Adjacent Aspects: Storm, Terra

Terra

Color: Orange

Hypermon: These are creatures of living stone or steel that come in many shapes and sizes.

Talent Cards: Strong defense and control of metal and ground.

Opposite Aspect: Storm

Adjacent Aspects: Verve, Shadow

Shadow

Color: Grey

Hypermon: Look like living shadows or moving slime creatures. Some look like "undead" versions of other Hypermon.

Talent Cards: Drain other Hypermon's strengths. Boost their own abilities through draining.

Opposite Aspect: Radiance

Adjacent Aspects: Terra, Artificial

Artificial

Color: Yellow

Hypermon: These Hypermon look like cyborgs, machines or blocky plastic versions of other Hypermon. Generally have average attacks and defense.

Talent Cards: Steal or copy other Hypermon's abilities or talent cards.

Opposite Aspect: Verve

Adjacent Aspects: Shadow, Radiance

Warfare

For the most part, the things that will be fighting will be Hypermon. The occasional police officer or crook will be armed with a conventional pistol. During *Invasion*, the military will show up with all sorts of fun modern weapons. Of course, all these weapons will be useless against Invasion Stage Hypermon.



FACTIONS

Hypermon Players

Most Hypermon players are independent individuals going for glory by playing in tournaments. Most players are broken up by age group and skill level. Some players combine into teams and compete in team tournaments. For the most part this group is fairly weak and just out to have some fun and get a bit of fame.

Hypermon Tournament Association (HTA)

This is the group who is responsible for keeping tournaments going and making sure players play by the rules. For the most part the HTA is made up of administrators, referees, tournament workers and some medical staff to watch over Hypermon and their Binders. HTA does have a tech division that is responsible for making sure all technology used by players works according to the rules. The HTA also has a small Rule Enforcement Squad to make sure everyone is playing by the rules. The squad is small and mostly made up of top Hypermon players. The squad watches for trouble at tournaments, breaks up street matches, and tries to stop the Geo Sphere Group. Overall, the HTA is not ready for a full-scale Geo Sphere takeover or the Hypermorph Invasion.

Geo Sphere Group

This is the group trying to take over the world. The top management of the group is set up like a corporation and they have many legitimate businesses. Below the top management the group is divided between the Research Division and the Operations Division. The Research Division is made up of a number of large labs that are researching Hypermon and Hypermon technology. The Research Division is hidden behind false companies and is highly centralized. The Operations Division is made up of many independent cells. These cells range from legitimate teams who test out new cards and gear to cells that spy on the HTA and those that sponsor street fighting. The Operations Division has also infiltrated the military and government. Most cells are isolated and thus have no idea what other cells are doing or sometimes even that there are other cells. This group is dangerous and willing to capture, steal or take anything having to do with Hypermon. The Geo Sphere's ultimate goal is to conquer the world.

Hypermon Aspects (continued...)

Radiance

Color: Green

Hypermon: Generally humanoid with many strange features. Many have a "space alien" look to them. These Hypermon specialize in psychic powers.

Talent Cards: See what next action or talent card is about to be played. Also has limited psychic attacks.

Opposite Aspect: Shadow

Adjacent Aspects: Artificial, Storm

Storm

Color: Purple

Hypermon: Look humanoid, creature-like, or resemble living fire and lightning. Generally, Hypermon with the Storm Aspect are known for being strong on attack and weak on defense.

Talent Cards: Energy attacks and energy control. Energy could be fire, light, lightning or extreme cold.

Opposite Aspect: Terra

Adjacent Aspects: Radiance, Verve

Card Types

Here is a general list of cards used in the Hypermon trading card game.

Hypermon Card

Hypermon stat cards. In the show, Hypermon can borrow powers from related aspect Hypermon.

Talent Cards

Cards that give a specific power to characters. Each talent card is linked to a specific aspect.

Binder Card

These cards give special gear or protection to Hypermon Binders. Only shows up in *Hypermon: Invasion*. In the Invasion series, the cards are represented by gear used in the show.

Hypermorph Cards

Cards that transform Hypermon from weaker to stronger forms. More powerful versions require specific cards to transform into more powerful forms. Of course, these rules only apply during normal matches. Do not expect them to be followed in street matches! Geo Sphere has its own set of "rules," which generally involves ganging up on poor Hypermon Binders to get their cards.

Hyper Psyche Forces

Hyper Psyche's forces are made up of high-stage Hypermon, mostly of Radiance Aspect. These Hypermon are mostly independent and have no need for Binders. They have set themselves up in strategic places across the world so they can weaken human civilization and summon forth their master. For the most part, the forces act in units of one or two Hypermon and try to keep a low profile. There are a number of special units that exist to keep a watchful eye on humans and their Hypermon. These units consist of a few humans willing to work for Hyper Psyche and Hypermon bound to the humans. These humans have special cards to boost Hypermon into super strong forms, including the Invasion Stage.

Hypermon Tournament Rules

The rules below apply to Hypermon tournaments.

- Hypermon must start out in Basic Stage
- Each player must use one HyperCard before activating Hypermorph
- Only one Card can be used at a time during normal rounds
- Maximum Stage allowed is Normal Stages
- Battles are one-on-one or equal team versus equal team
- Battle is lost when Hypermon can no longer fight
- During championship matches two cards can be used at a time.

Of course, these rules only apply during normal matches. Do not expect them to be followed in street matches! Geo Sphere has its own set of "rules", which generally involves ganging up on poor Hypermon Binders to get their cards.

green shirt and torn blue jeans. He likes to wear sun glasses to make him look cool, but his "cool" look is defeated by a funny looking hat that he is known to wear.

Truck Bull looks like a small bull with three horns and armored bumper that goes around his body. Tank Bull is a full sized bull with four horns, a back covered in large spikes, and armored ribs along the sides of his body.

Factoids: "Normal boy," "Wants to win Hypermon Tournaments," "His father is a nutty coach," "His Hypermon is Truck Bull," "Likes the color blue," "Often wears a silly hat"

Subplots: Mental Hang-Up (Wants to show his father how good he is)

Traits: Hypermon Trainer 2, Truck

Bull 6 [*Companion (Verve)*], Doing Kid Stuff 2, Athletics 3, Will 2, BindBox 1 [*Enhancer +1, Accessory*], Tough It Out 1 [*Card (Verve)*], Trait Boost (*Self, +2 Armor Trait, Accessory*), Horn Rusher 3 [*Card (Verve), Enhancer +2, Situational Booster (Artificial Aspect), Accessory*], Rock Shield 4 [*Card (Terra), Accessory*], Electro Stunner 2 [*Card (Storm), Snare, Sectional Booster (Terra Aspect), Accessory*]

Stats: Threshold 10, Battle Rating 2

Truck Bull (Verve Aspect Hypermon)

Horn Smash 2, Armor Bumper 2, Run 3, Tough Will 3, Tank Bull form 2 [*Transform, Retained Trait (Run)*]

Tank Bull

Quad Horn 6, Armored Body 4, Run 3, Tough Will 3

Sara Rhinestone

"Rough and Tumble Hypermon Player"

Quick Bio: Sara was originally a girl on the street until Ben Little's parents took her in. She now works at their restaurant to help pay for her staying with them. Sara is a hard worker who has seen a lot and is very tough and strong. She is generally very steady unless someone really annoys her or says something about her friends. If that happens, her explosive temper takes over. She knows how to tell anyone off and knows how to fight hard when she needs to. She soon joined the others in planning out how to handle the problems from trying to become the best Hypermon team around.

Her Terra aspect Hypermon is Stone Hill, who looks like a big lump of stone with eyes. He is tough, but moves slowly and



Timothy Rocker

"Good-Hearted Hypermon Player"

Quick Bio: Timothy is a normal kid who received his Hypermon when he was eight. He is now twelve and has been working to get ready to enter the Hypermon tournament circuit. He is not the best or smartest player on the circuit, but has a good heart and is willing to work hard to get things done. His family supports him, especially his father who has been his main coach. Most of the time his father is straightforward, but tends to go crazy in coach mode, giving Timothy crazy stunts to pull off for his training.

Timothy's Hypermon is Truck Bull, a miniature-sized blue bull Hypermon who is of the "Verge" aspect. Truck Bull is tough and always ready for a fight. He finds Timothy to be weak at times, not willing to fight at a moment's notice. Of course, Truck Bull is willing to fight over his food being too cold or too hot. Truck Bull can hypermorph into Tank Bull for extra fire power.

Appearance: Timothy is a short kid with wild spiky brown hair and dark brown eyes. He generally wears a blue jacket, a

is not very aggressive. He also seems currently stuck at Basic Stage.

Appearance: Sara is a tall red-head who has her hair in a pony tail most of the time. She wears a red mini skirt over biker shorts and has a red blouse with a pink vest over the blouse. She wears her BindBox on her left arm.

Stone Hill looks like a big stone rock with big eyes and many little legs.

Factoids: "Used to live on the streets", "Tough", "Works at a restaurant", "Has an explosive temper", "Likes the color red"

Subplots: Mental Hang-Up (Talking about her life on the streets), Mental Hang-Up (Explosive Temper)

Traits: Hypermon Trainer 3, Stone Hill 1 [*Companion (Terra)*], Working Restaurant 1, Knowing the Streets 2, Tough 4, Intimidate When Mad 3, Slime of Weakness 3 [*Card (Shadow), Trait Zap (-2 Defense Trait), Situational Bonus (Radiance Aspect), Accessory*], Horn Armor 1 [*Card (Verve), Trait Boost (Self, + 2 Defense), Accessory*], Ramming Horns 1 [*Card, Trait Boost (Self, +2 Attack, Accessory)*], Earth Control 3 [*Card (Terra), Accessory*], Spike Strike 3 [*Card (Verve), Situational Boost (Artificial Aspect), Accessory*], BindBox 1 [*Enhancer +1, Accessory*], Polite Company 1X

Stats: Threshold 10, Battle Rating 3

Stone Hill (Terra Aspect Hypermon)

Stone Skin 3, Will 3, Stone Ram 2, Observe 3, Move 1X, Agility 1X

Andrew Quick

"Naturalistic Hypermon Player"

Quick Bio: Andrew is a 14-year old master Hypermon trainer and has been a Binder since he was eight years old. He has had no real formal training, he just seems to have a great understanding of how to fight using Hypermon. Andrew is a fast thinker and a bit of a thrill seeker. He enjoys having great adventures with his friends. Sometimes he takes big risks in matches, but is never foolish when it comes to protecting his friends. He and Timothy have a bit of a rivalry going on since he goes by instincts and Timothy relies on his training from his father. Andrew also currently works at Ben Little's parents' restaurant.

Andrew has a storm aspect Hypermon called Strike Drake. Strike Drake looks like small purple dragon with metallic wings and metal tubes at his shoulders. Strike Drake likes to move fast and use quick actions in combat. Strike Drake is also bit of a thrill seeker himself and will fly around looking for something to do when his binder is busy. Strike Drake's Normal Stage is called Drag Striker.

Appearance: Andrew has blue hair that is slightly spiky and long in the back. He has purple eyes and a tendency to wear purple and blue clothing. His main clothing is a purple bandana on his head, a purple jacket with a blue shirt and heavily reinforced work pants. He wears a spiky BindBox on his right hand.

Strike Drake looks like a mini dragon with some kind of metal tubes on his shoulders. His normal form is a roughly human-sized dragon with large wings, cybernetic claws and metallic spikes on his shoulders and mouth. His shoulder tubes become long spines that crackle with electricity.

Factoids: "Is bit of a thrill seeker", "Always helps his friends", "Bit of a rivalry with Tim", "Works at the Little Restaurant", "Natural thrill seeker"

Subplots: Mental Hang-Up (Rivalry with Tim), Vow (Protect his friends at all costs)

Traits: Hypermon Trainer 4, Strike Drake 18 [*Companion (Storm)*], Willpower 1, Read Enemy 4 [*Card (Radiance), Situational Bonus (Shadow Aspect), Accessory*], BindBox 1 [*Enhancer +1, Accessory*], Think on Feet 2, Athletics 1, Ignore Challenge 1X, Lie 1X

Stats: Threshold 10, Battle Rating 4

Strike Drake (Storm Aspect Hypermon)

Body 2, Flight 2, Fighting 3, Lighting Strike 3 [*Snare, Situational Bonus (Terra Aspect)*], Fire Breath 3 [*Situational Bonus (Terra Aspect)*], Drag Striker 10 [*Transform, Retained Trait (Fire Breath, Flight)*]

Drag Striker

Body 4, Flight 2, Fighting 6, Storm Strike 6 [*Snare, Situational Bonus (Terra Aspect)*], Fire Breath 3 [*Situational Bonus (Terra Aspect)*]

Ben Little

"Highly Intelligent Hypermon Player"

Quick Bio: He is a 12-year old genius and the son of a family who runs a restaurant that caters to Hypermon Binders. He spent most of his life in books and is not very coordinated or physical. He has become friends with three other Hypermon Binders and tries to use his knowledge to help them. His own skill at Hypermon tournaments is not that great. It is not helpful that he has a weak shadow aspect Hypermon to help him, Useless Slime. Of course, Useless Slime's Normal Stage is the powerful Doom Slime.

Appearance: Ben Little is short and a little chubby. He wears dark colored clothing and seems to wear a white lab coat over his clothing. He also wears very thick glasses, without which he cannot see.

Useless Slime looks like grey pudding with a purple eye. Doom Slime is a black slime-covered skeleton with glowing red eyes.

Factoids: "Boy genius", "Not that great of a fighter", "Slightly chubby and short", "Always wears a lab coat", "Wears really thick glasses"

Subplots: Physical Flaw (Cannot see without glasses)

Traits: Hypermon Trainer 1, Useless Slime 16 [*Companion (Shadow)*], Hypermon Facts 4, Science 2, Observe 3, Research 2, BindBox 1 [*Enhancer +1, Accessory*], Terra Armor 3 [*Card (Terra), Accessory*], Physical Activity 1X

Stats: Threshold 10, Battle Rating 1

Useless Slime (Shadow Aspect Hypermon)

Look Harmless 3, Hide in Shadows 3, Slime Strike 1 [*Trait Zap (Enemy only, -1 Attack Trait)*], *Situational Bonus (Radiance Aspect)*], Doom Slime 15 [*Transform, Disadvantage (takes two turns to change)*]

Doom Slime

Body 2, Dodge 4, Slime Strike 5 [*Trait Zap (Enemy: -2 Attack Trait, -2 Defense Traits)*], *Situational Bonus (Radiance Aspect)*], Touch of Doom 6 [*Situational Bonus (Radiance Aspect)*]



HTA MEMBERS

Standard Rules Enforcement Squad Member

Quick Bio: This is the typical member of the elite squad who keeps everyone playing by the rules and stops abuse from happening to Hypermon. The typical agent has access to the best cards and top training in the world and is skilled at both legal matches and breaking up street matches. As a member of the elite squad the agent has access to gear to shut down BindBoxes and protective gear. The normal agent has access to a Verve aspect dog-like Hypermon called Horn Mutt. Horn Mutts are large dogs with horns on their heads. Horn Mutts can hypermorph into Dino Hounds, very large lizard dogs.

Note: Not a direct threat to players, but provides a look at more advanced types the player can run into later in the series.

Appearance: The typical squad member wears a dark red uniform with high-tech gear attached to them. Horn Mutts look like large Saint Bernards with horns on their heads. Dino Hounds are massive dinosaur-like creatures with horns and random dog hair on parts of their bodies and canine heads and ears.

Factoids: "Wears Uniform", "Always Serious", "Makes sure rule-breakers are punished"

Subplots: None

Traits: Hypermon Trainer 4, Know the Rules 4, Horn Mutts 14 [*Companion (Verve)*], Fighting 3, BindBox 1 [*Enhancer +1, Accessory*], BindBox Stopper 4 [*Accessory, Disadvantage (Only works on legal BindBoxes)*], Super Speed 6 [*Card (Verve), Accessory*], Electric Control 4 [*Card (Storm), Accessory*], Rock Crusher 6 [*Card (Terra), Situational Booster (Storm Aspect), Accessory*], Electro Storm 4 [*Card (Storm), Snare, Situational Booster (Terra Aspect), Accessory*], Attack Booster 1 [*Card (Verve), Trait Boost (Self, +2 Attack Trait), Accessory*]

Stats: Threshold 10, Battle Rating 4

Horn Mutts (Verve Aspect Hypermon)

Body 2, Run 2, Sense of Smell 3, Horn Rush 2 [*Situational Bonus (Artificial Aspect)*], Agility 3, Dino Hound 9 [*Transform, Retained Trait (Sense of Smell)*]

Dino Hound

Body 4, Run 4, Sense of Smell 3, Dino Bite 4 [*Situational Bonus (Artificial Aspect)*], Agility 4

Standard Referee

Quick Bio: This is the guy who makes sure that matches are fair and follow the rules. For the most part, the judge does not get involved and just lets the matches play out. Most referees do not have Hypermon, but do have armor and gear to allow them to handle most problems that occur in a match.

Appearance: He is a middle-aged man in body armor covered in black and white strips. Always has the BindBox Stopper in hand.

Factoids: "He is a referee", "Has no sense of humor", "Wants everyone to follow the rules"

Subplots: Vow (Enforce the Rules)

Traits: BindBox Stopper 4 [*Accessory, Disadvantage (Only works on legal BindBoxes)*], Know the Rules 4, Dodge 4, Intimidate 3, Fire Gun 3, Stun Gun 4 [*Enhancer +2, Snare Accessory*], Armor 1 [*Enhancer +1, Accessory*], Body 2

Stats: Threshold 8, Battle Rating 4



GEO SPHERE GROUP

Henry Masterson

"Wealthy Leader of Geo Sphere"

Quick Bio: Henry Masterson is the leader and main mind behind the Geo Sphere Group. He was working on the energy experiments which brought the original Hypermon to Earth. Since then he has studied the Hypermon and perceived the power and wealth they could bring. He gathered together scientists and businessmen to help exploit the power and abilities of Hypermon. After years of careful planning he was able to start the Geo Sphere Group. Henry Masterson originally came from a war-ravaged nation. He decided to conquer the world so he could bring peace to the world. He also figured he could make some good money at the same time.

Henry Masterson has hidden himself right in the public view. He owns many important companies that provide humanitarian efforts around the world. He is also a member of the board for the HTA. He enjoys tricking people and manipulating their expectations. This has also worked into his fighting style when

using Hypermon. He normally uses Block Hypermon, the most typical Hypermon used by the Geo Sphere Group. His Block can also change into Big Block. Masterson can hypermorph this little Hypermon into its Battle Stage, creating a nearly unstoppable Super UFO Block. He treats his employees well so they will support his actions.

Appearance: He is a middle-aged man with salt and pepper hair. He typically wears a yellow business suit and hides his BindBox. Blocks look like purple blocks with wheeled bases and small robot arms. Big Blocks have spider legs and giant claws to rip an opponent apart. Super UFO Block is a house sized block with spider legs, a flying saucer section in the middle, and covered with globes and smaller blocks. The smaller blocks act as bombs while the globes contain the boom beam.

Factoids: "Leader of Geo Sphere", "Rich man", "Hides in plain sight", "Seen as a humanitarian"

Subplots: Vow (To rule the world, and spread peace after conquest)

Traits: Hypermon Trainer 4 [*Specialty*], Block 31 [*Companion (Artificial)*], Sneak Around 2, Pass Secrets 3, Steal Attack 6 [*Card (Artificial), Copy, Situational Boost (Verve Aspect), Disadvantage (Only attacks), Accessory*], Shadow Steal 6 [*Card (Shadow), Trait Zap (Enemy, -2 Defense Trait), Trait Boost (Self, +2 Defense Trait), Accessory*], BindBox 1 [*Enhancer +1, Accessory*], Read Enemy 5 [*Card (Radiance), Situational Booster (Shadow Aspect)*], Telekinesis 4 [*Card (Radiance)*], Run Away 3, Knowledge of Geo Sphere Group 4, Fighting 2, Laser Pistol 3 [*Enhancer +1, Accessory*], Wealth 5 [*Enhancer +3*]

Stats: Threshold 10, Battle Rating 4

Block (Artificial Aspect Hypermon)

Tough 2, Move 2, Strike 3 [*Situational Booster (Verve Aspect)*], Hypermorph 29 [*Transform, Multiple Forms*]

Big Block

Tough 4, Move 2, Claw Swipe 5 [*Situational Booster (Verve Aspect)*]

Super UFO Block

Tough 9, Move 3, Flight 4, Bomb Blocks 8 [*Area, Situational Boost (Verve Aspect)*], Boom Beam 9 [*Situational Boost (Verve Aspect), Defend*]

Typical Kid Agent

Quick Bio: This is a kid who has been brought into Geo Sphere to keep their eyes on tournaments and help recruit new talent. The kid generally has no idea what the real goals of Geo Sphere are or any true understanding of the danger they are in. Most of the time, they are encountered in street fights or tournament battles. Most have a small Artificial aspect Hypermon called a Block. Blocks can hypermorph into Big Blocks.

Appearance: Looks like a normal kid with a small Hypermon. Blocks look like purple blocks with wheeled bases and small robot arms. Big Blocks have spider legs and giant claws to rip

an opponent apart.

Factoids: "Secretly works for Geo Sphere", "Enjoys winning games", "Look out for new talent"

Subplots: None (or GM decides)

Traits: Hypermon Trainer 2, Block 4 [*Companion (Artificial)*], Sneak Around 2, Pass Secrets 3, Steal Attack 4 [*Card (Artificial) Copy, Situational Boost (Verve Aspect), Disadvantage (Only attacks), Accessory*], Shadow Steal 4 [*Card (Shadow), Trait Zap (Enemy, -2 Defense Trait), Trait Boost (Self, +2 Defense Trait), Accessory*], BindBox 1 [*Enhancer +1, Accessory*], Read Enemy 4 [*Card (Radiance), Situational Booster (Shadow Aspect)*], Telekinesis 4 [*Card (Radiance)*], Run Away 1

Stats: Threshold 8, Battle Rating 2

Block (Artificial Aspect Hypermon)

Tough 2, Move 2, Strike 3 [*Situational Booster (Verve Aspect)*], Big Block 3 [*Transform*]

Big Block

Tough 4, Move 2, Claw Swipe 5 [*Situational Booster (Verve Aspect)*]

Jenny Storm

"Thrillseeking Cretin"

Quick Bio: She is a loner and expert Hypermon Binder who joined the Geo Sphere out of a sense of boredom. She is not completely evil and not really that dedicated to world domination, but she is certainly having fun with her missions. She mostly challenges other Hypermon trainers and disrupts the HTA in any way she can. While skilled, she has not had access to the more powerful toys that Geo Sphere offers, so she is limited to fairly standard cards. The one perk she has gained is a Battlemorph card, allowing her to transform her Hypermon into the Battle Stage.

Her storm aspect Hypermon is Fire Mu-Wolf, a wolf-mouse hybrid creature. The Hypermon's Normal Stage is Inferno Mu-Wolf and its Battle Stage is Brimstone Wolf. Fire Mu-Wolf is mostly laid back and only worriers where her next meal comes from.

Appearance: Jenny Storm wears a tight fitting purple body suit with a red leather jacket. She has dark brown hair that she keeps in tight braids, and deep purple eyes. She wears a belt where she keeps most of her gear.

Fire Mu-Wolf looks like a purple wolf with a mouse like tail and head attached. Inferno Mu-wolf is a red wolf with mouse ears. Brimstone Wolf is a van-sized brown wolf with fire glowing inside its body.

Factoids: "Thrillseeker", "Geo Sphere Member", "Enjoys fights and stealing things", "Doesn't care about ruling the world"

Subplots: None

Traits: Hypermon Trainer 3, Fire Mu-Wolf 18 [*Companion (Storm)*], Stealth 4, Steal Stuff 3, Break Into Building 2, BindBox

1 [Enhancer, Accessory], Vital Power 3 [Card (Verve), Enhancer +2, Accessory], Quick Look Future 4 [Card (Radiance), Situational Bonus (Shadow Aspect)]

Stats: Threshold 10, Battle Rating 3

Fire Mu-Wolf (Storm Aspect Hypermon)

Body 1, Run 2, Hear 3, Fire Blast 2 [Situational Bonus (Terra Aspect)], Hypermorph 15 [Transform (Target Self), Multiple Forms]

Inferno Mu-Wolf

Body 3, Run 4, Hear 3, Fire Blast 5 [Situational Bonus (Terra Aspect)]

Brimstone Wolf

Body 6, Run 4, Hear 4, Fire Blast 8 [Situational Bonus (Terra Aspect)]



Hyper Psyche

"Hypermon Invasion Leader"

Quick Bio: Hyper Psyche is basically a high powered Hypermon whose mind was created when Earth started drawing power from the Hypermon world. Hyper Psyche basically assembles its body out of pure energy and bits of random matter. Hyper Psyche quickly learned about the world of Hypermon and the Human world. It decided to conquer the Human world and make all of humanity slaves to the soppier Hypermon species. It discovered it could not enter the real world at that point, so it sent agents to prepare its way. Hyper Psyche is technically a Radiance aspect Hypermon, but it can call forth powers from all the Hypermon aspects. It can even shift its aspect to Artificial or Storm for short periods of time.

Appearance: Hyper Psyche looks like a glowing semi-humanoid covered in cable-like clothing surrounded by glowing spheres. Hyper Psyche is mostly white with green highlights on its cables and spheres. Hyper Psyche's face is mostly its six eyes, each a different color, and a mouth. Hyper Psychic can attack with its arms, cables, or fire energy from its spheres. Hyper Psyche is over forty feet tall.

Factoids: "Leader of Invasion," "Multi-Aspect Hypermon," "Wants to enslave humanity," "Is very cold and does not really care whether an opponent lives or dies," "Wants to conquer the world"

Subplots: Vow (Conquer the World)

Traits: Body Of Light 12 [Specialty], Aspect Shift 1, Knowledge of Hypermon 12, Knowledge of Human World 3, Telekinesis 3 [Situational Bonus (Shadow Aspect)], Telepathy 8 [Situational

Bonus (Shadow Aspect)], Cable Strike 8 [Area, Situational Bonus (Verve Aspect)], Read Enemy 5 [Situational Boost (Shadow Aspect)], Super Punch 12 [Situational Bonus (Artificial Aspect)], Immortal Destroyer 12 [Trait Zap (Enemy, -5 Defense Trait, -5 Attack Trait, -5 Body Trait)], Electro-Inferno Capture 9 [Area, Snare, Situational Boost (Terra Aspect), has duration], Rock Control 8, Radiance of Truth 14 [Specialty 2, Situational Boost (Shadow Aspect), Disadvantage (Takes 1 Rounds to power up)], Copy Ability 12 [Copy, Situational Bonus (Verve)], Flight 4

Stats: Threshold 12, Battle Rating 14

Delta Breaker

"Commander of Hypermon on Earth"

Quick Bio: Delta Breaker is a powerful Radiance aspect Battle Stage Hypermon. He acts as Hyper Psyche's eyes and ears on Earth. He is basically in command of all the Hypermon currently on Earth. Delta Breaker also has been strongly interested in how humans and Hypermon respond to each other and how the binding works. He studies this by battling humans with Hypermon and watching how energy goes between the two groups. He is dangerous and generally has at least a few lower-stage Hypermon around as bodyguards.

Appearance: He looks like a metallic bird with delta-shaped wings. He is mostly green in color and has vivid brown eyes in his head. He is about the size of a large eagle, making him small for Battle Stage Hypermon.

Factoids: "Battle Stage Hypermon," "In command of Hypermon on Earth," "Thinks too much," "Radiance Aspect Hypermon"

Subplots: Mental Hang-Up (Understand link between humans and Hypermon)

Traits: Body 7, Flight 5, Observe 4, Hide 4, Know Hypermon 3, Science 3, Read Hypermon 6 [Situational Bonus (Shadow Aspect)], Telekinesis 3 [Situational Bonus (Shadow Aspect)], Telepathy 8 [Area, Situational Bonus (Shadow Aspect)], Psychic Shriek 9 [Situational Bonus (Shadow Aspect)], Delusions of Doom 8 [Snare, Situational Bonus (Shadow Aspect), has duration]

Stats: Threshold 10, Battle Rating 9

Kid Light

"Human-Looking Hypermon"

Quick Bio: Kid Light is a Radiance aspect Hypermon who looks like a human child! He really is a Normal Stage Hypermon with few minor attacks and psychic powers. He keeps an eye on the local humans and gathers data about their strengths and weaknesses. He has totally given himself over to the cause of conquering the humans. He personally finds humans to be annoying and thinks they cause too much of a mess. If he gets into real trouble, he can hypermorph into Warrior Light, a heavy Battle Stage version of himself. Kid Light is not linked to any human and finds the whole idea of binding to be disgusting.

Appearance: Kid Light looks like a 12-year old boy with blond hair and blue eyes. He wears slightly strange clothing including a green trench coat he never takes off. When in Warrior Light

form, he grows to full human size dressed in body armor and carries a rather large sword.

Factoids: “Looks like a kid”, “Radiance aspect Hypermon”, “Dislikes Humans”, “Tends to dismiss humans as weaklings”

Subplots: Vow (Defeat and Conquer All Humans)

Traits: Observe 3, Body 5, Strength 4, Pretend to be Human 2, Pretend to Like Humans 1X, Know Enemy 4 [*Situational Bonus (Shadow Aspect)*], Mind Beam 4 [*Situational Bonus (Shadow Aspect)*], Warrior Light Form 13 [*Transform (Self)*]

Stats: Threshold 10, Battle Rating 4

Warrior Light

Observe 3, Body 7, Strength 5, Pretend to be Human 2, Pretend to Like Humans 1X, Know Enemy 4 [*Situational Bonus (Shadow Aspect)*], Sword of Light 8 [*Situational Bonus (Shadow Aspect)*]



EPISODE SEETS

“Battle Begins”

It is the first day of minor tournaments and all of the kids go there to see how they would do in a bigger Hypermon tournament. It starts out pretty slow with the kids meeting up and talking over the basics of what their doing there. Tim’s dad is there pushing his son to do well in the battle. Tim’s dad does get on the nerves of the other three heroes. Soon Tim and Andrew get into a battle. Everyone watches as these two possible champions duke it out. As the battle comes to its dramatic end, the two look at each other and realize they are now rivals. The two also decide to team up with each other and the rest of the group to get trained together and compete in team battle tournaments.

“Slimy Day”

Our Heroes are just leaving a tournament when they run into a little kid who has had his Hypermon and BindBox stolen. The team decided to help the kid find his shadow Hypermon, Goo Slime. As the group looks around, they soon run into a bunch of Geo Sphere kid agents. The boy recognizes them as the ones who stole his Hypermon. The heroes and the Geo Sphere agents soon have a street battle that is broken up by a Rules Enforcement Squad. Most of the Geo Sphere agents get away and the RES tells our heroes to not get involved. Useless Slime slips into one of the escape agent’s packs. Our heroes decide to track down the escape agents to get Useless Slime back.

Using Ben’s BindBox they are able to track the Geo Sphere agents to a small building. They notice security guards at the front door, so it takes them a while to sneak into the building. When they reach the lower part of the building, they discover a strange lab. They see many slime shadow aspect Hypermon in

tubes. After finding Useless Slime they accidentally set off an alarm. Soon many agents show up to fight the heroes. One of the agents takes control of Goo Slime and uses the Hypermon to attack the heroes. Halfway through the battle the boy convinces Goo Slime to become good again. At that moment Goo Slime hypermorphs into Slime Pudding and attacks the agents, getting the boy his BindBox back.

The heroes still have to fight their way out of the building. This becomes a chase scene with the heroes trying to stay ahead of the Geo Sphere agents. As the group reaches the door they are stopped by a strange woman. She releases a wolf-like Hypermon. This wolf battlemorphs into a van-sized Brimstone Wolf and fires off a high-energy fire attack at the team. The team must work together to defeat this strange and powerful Hypermon.

“Strange Kid”

The team is just getting a vacation from defeating Geo Sphere. They are discussing if they should go join a tournament or just goof off or hunt down the last few agents of Geo Sphere. Well for the time being they are sent back to school to catch up on homework they missed because of their last set of adventures. At school they meet a strange kid who calls himself Light. He does not have a Hypermon of his own, but wants to know about the heroes’ adventures. The group finds the kid sort of spooky, but continues on with their day until they run into a group of Geo Sphere’s kid agents.

After school the heroes and kid agents get into a Hypermon street match. It is quite clear that the agents cannot match the heroes in terms of skills, cards or Battle Stage Hypermon. The heroes feel like they let some steam off, but soon discover it was a trap. Jenny Storm and a bunch of old Geo Sphere agents attack the heroes from all sides. As the battle continues, the strange kid, Light, fires off a Hypermon attack of his own. Only Ben notices this action. The Rules Enforcement Squad finally shows up as the kids are winning the battle. The RES tells the heroes to keep their noses clean as they haul away the bad guys.

The next day after classes, Ben tells them what he saw Light do. The team soon confronts Light, but discovers that Light really dislikes humans. He eventually cracks and then hypermorphs into Warrior Light. Immediately, Warrior Light battles all of the kids, wounding Useless Slime before he can hypermorph, and then gets away. The team then reports that they have met a rogue Hypermon who looks human. They wonder how a Hypermon can operate and hypermorph without a human Binder.

Japanese Version Notes for Hypermon

Hypermon was barely changed from the original Japanese version. Most of the changes were focused on making the show fit better to American television standards. This included changing the kids' names to American names, resetting the default adventures to taking place in America and editing out some violence and other minor objectionable material. The other major change was replacing the music with American music. The story was kept intact with just some dialogue changed to add some bad jokes. Oh, they also removed the episode with the Beer Master Hypermon!

Japanese Names

English = Japanese equivalent

Hypermon = Hyperactive Monsters/Hypermon

Hypermorph = Evolution

Battlemorph = Warrior Evolution

Master Hypermorph = Ascension Evolution

Verve = Spirit

Artificial = Machine/Mechanical

Shadow = Black/Death

Radiance = Psychic