

# THE BASICS

## Checks

The GM first establishes the Difficulty Number (DN). The method for doing so depends on if the task is an opposed check or a normal check.

For opposed checks:

$$12 + \text{opposing Trait rating} = \text{DN}$$

For normal checks, the GM selects a base difficulty number to reflect how hard the task is:

$$12 + \text{base difficulty} = \text{DN}$$

Below is a guide for choosing a base difficulty:

Base Difficulty:	Description:
0	Moderate
2	Challenging
4	Hard
6	Very Hard
8	Extremely Hard
10	Nearly Impossible
12	Beyond Comprehension

Once the DN has been determined, the acting character makes the check, using the most appropriate Trait.

$$12 + \text{acting Trait rating} = \text{result}$$

**If the acting character's result is equal to or higher than the DN, the action is successful!**

## Other Important Factors

### Standard Qualities

If one of the character's Standard Qualities might prove helpful while making a check, mark off the box by it, describe how it factors in and add 2 to the check result. This must be declared before the check is made. The GM has the right to nix the idea if he doesn't feel the Standard Quality would impact the check. Used Standard Qualities are replenished between episodes.

### Benefit Dice

There may be times in which you get to roll additional dice and use the highest-rolling one to use for your result. These extra dice are called "Benefit Dice" and you can never roll more than 2 of them (i.e., 1 regular die plus 2 Benefit Dice). Furthermore, you can't roll Benefit Dice after the check has been made. The following situations allow you to roll Benefit Dice:

- When using a Trait that has the "Action Feature" Special Rule, you gain a Benefit Die for the check, but only once per scene.
- If the character's Signature Quality would logically be of assistance to the character making the check, you can mark off one or both of the Signature Quality's boxes to gain one or two Benefit Dice, respectively. Used boxes are replenished between episodes.
- When your character is in a vehicle (or is a transforming character in "vehicle" form) and is engaged in an opposed speed-based check against a non-vehicle character that doesn't have a speed-based Trait with a rating of 5+, you gain a Benefit Die.

### Linking

Normally, only one Trait can be used for any given check. However, there are some situations in which one other Trait could factor into the equation. This is called *linking*. To link Traits for a check, follow the procedure below:

**Step 1:** Determine which Trait will be the *primary Trait*. This is generally the most pertinent Trait to the task at hand. If the character's Trait with the "Action Feature" Special Rule is involved, it is always the primary Trait. The primary Trait uses its full rating and all of its Special Rules.

**Step 2:** The remaining linked Trait is considered the *secondary Trait*. The secondary Trait will add to the primary Trait's rating based on the Tier it (i.e., the secondary Trait) belongs to: Human +1, Superhuman +3, Cosmic +5. The secondary Trait's Special Rules are disregarded for this check, unless they are adverse. Adverse Special Rules affect the effectiveness of both Traits.

### Lending a Hand

One character can lend another character a hand. This must be declared before the check is actually made. If this takes place during an action scene, the assisting character loses its next turn. This grants the character making the check a bonus to the check result and is treated just like linking, with the assisting character's Trait being treated as the secondary Trait. A couple of things to take into consideration:

- The assisting character cannot link together its own Traits and then use that total to assist another character.
- The character making the check can link its primary Trait to its own secondary Trait before adding the bonus from the assisting character's Trait.

### Flubs and Boons

If you roll a natural 1 while making a check, a *flub* occurs. The action automatically fails and you may not alter it using Oomph. Furthermore, if the flub happens during an action scene, the character automatically gains a Setback Token.

If you roll a natural 12 while making a check, a *boon* occurs. When this happens, double the character's Star Power score and add it to the check's result.

# ACTION SCENES

## The Process

### Who Goes First?

The GM determines which side goes first, using logic. When it's not obvious, the order is based on the individual characters' Star Power score, with the highest one going first, followed by the next highest and so forth. In the case of a tie, heroes always go before villains. If more than one character on the same side has the same score, the players (for PCs) or the GM (for GMCs) decide the order between them.

### Turns and Rounds

As soon as it's time for a character to act, the person playing that character decides what they want the character to do. When it becomes that character's chance to act, it's referred to as being his turn. As for how much the character can do during his turn, there's no exact time limit or anything of that nature. Rather, a turn should usually be limited to the character performing one check (usually a crucial check; see below) and possibly performing some other minor action (running, leaping, etc.).

When all the characters involved in an action scene have taken a turn, the *round* is completed and a new one begins, generally using the same order.

## Crucial Checks

### About Crucial Checks

A crucial check represents an attempt to end a conflict by pushing an enemy toward Defeat.

- For *standard crucial checks*, the character must make a standard check and if he fails, he gains a Setback Token.
- For *opposed crucial checks*, the characters must make an opposed check. If the acting character succeeds, the reacting character receives a Setback Token. If the reacting character succeeds, he doesn't gain a Setback Token.

### Setback Tokens and Defeat

Individual Setback Tokens have no actual effect on the character. However, a character can only safely acquire a number of Setback tokens equal to his Star Power score. If he acquires more than that, he is *Defeated*. So, for example, a character with Star Power of 3 will be Defeated when he acquires their fourth Setback Token.

A Defeated character no longer participates in the scene. Upon being Defeated, the character is unable to do anything at all until the scene is over. At that point, he can get back up; remove all Setback Tokens the character has accumulated. This is true even if the character has been captured and is now in enemy hands.

### Insta-Defeat

A character is in danger of being Insta-Defeated any time he gains a Setback Token as the result of an opposed crucial check. If the acting character succeeds in the check and his check result is higher than the reacting character's DN by an amount equal to or greater than the reacting character's Star Power x2, the reacting character is Insta-Defeated. Thus, a character with Star Power 3 would be Insta-Defeated if the final DN is at least 6 higher than his DN.

An Insta-Defeated character is automatically Defeated (regardless of how many Setback Tokens he has accumulated) and can no longer participate in the scene.

## Goons

### Checks and Oomph

- Always use Goon rating for making checks.
- Roll 2 dice, using the lowest result.
- GM can't spend Oomph to help Goons.
- Goons don't contribute to GM's Oomph pool.
- Each Goon Squad acts together as one character.
- There's normally 1 Goon Squad per PC present.
- A Goon Squad is Defeated with one Setback Token.

### Goon Special Rules

- **Hard to Defeat:** This Goon Squad is Defeated upon taking its second Setback Token rather than its first.
- **Specialist:** When making a check that would involve that area of expertise, the Goon Squad rolls one die for checks instead of rolling two dice and taking the lowest result.
- **Vicious Assault:** If the side with this Goon Squad outnumbers the opposing side, each Goon Squad with this Special Rule adds +2 to its crucial check total (but only if the Goon Squad is the active character). For purposes of determining whether or not the opposing side is outnumbered, count each Goon Squad as one character.
- **Special Attack:** Before making a crucial check wherein the Goon Squad is the acting character, you may roll a die. If the result is 1-6, the Goon Squad receives no special bonus. If the result is 7-11, add 1 to the Goon Rating for this check. If the result is 12, add 2 to the Goon Rating for this check.
- **Easily Led:** When this Goon Squad is with one or more non-Goon allies, add 1 to its Goon Rating.
- **Dependent:** Unless this Goon Squad is with at least one non-Goon ally, it is useless; any crucial check made against the Goon Squad is done so by rolling an additional die, using the lowest result.
- **Weakness:** When this substance, situation or item is present during a scene in which the Goon Squad is involved, all crucial checks made by the Goon Squad are made with an additional die, using the lowest result. Since Goons normally roll two dice and take the lowest, this would cause them to roll three dice and take the lowest instead.
- **Fragile:** This Goon Squad cannot be captured. It always must flee or be destroyed when Defeated.

# OOMPH

## Earning Oomph

### How Players Do It

- **Qualities:** When one of the PC's Qualities could be considered a hindrance, the player or GM can opt to make it impact the situation negatively. If no check is involved, then it should be roleplayed out and cause story-based complications. If a check is involved, the DN is increased by 2. Either way, using a Quality in this fashion does not require the player to mark off one of the Quality's boxes.
- **Genre Tropes:** When a player roleplays in accordance to the conventions of the retro-toon genre, his PC gains a point of Oomph.
- **Miscellaneous:** Rewards via GM's discretion.

### How the GM Does It

- **Qualities:** When one of the GMC's Qualities could be considered a hindrance, the GM can opt to make it impact the situation negatively. If no check is involved, then it should be roleplayed out and cause story-based complications. If a check is involved, the DN is increased by 2. Either way, using a Quality in this fashion does not require the GM to mark off one of the Quality's boxes.
- **Master Villain:** If the series' master villain is involved in the scene, the GM can add two points of Oomph to the pool instead of taking that villain's turn.

## Spending Oomph

**Try It Again!** After your character fails a check (or just doesn't get as high a result as you'd like), you may spend 1 Oomph to re-roll the die, taking the new result if it's higher than the original result. A check can only be re-rolled once and a die cannot be re-rolled if it rolled a 1. If the check involved Benefit Dice, they are not re-rolled; only the base die is.

**Give It Your All!** By spending 1 Oomph before you make a check, you can add your character's Star Power score to the result. This may only be done once per check and cannot be done at all if the original die rolled a 1.

**Suck It Up!** You may spend 2 Oomph to remove a Setback Token from your character at any time during your action. This can only be used once per scene and cannot be done at all if the character has already been Defeated.

**Not So Fast!** You may spend 2 Oomph when your character is the recipient of a "big hit" and would become Insta-Defeated. As a result, the character receives a Setback Token instead. If, however, the character already had a number of Setback Tokens equal to his Star Power score, he would become Defeated anyway. This can only be used once per scene.

**Lousy Shooting!** When a Goon Squad makes a check that represents a ranged attack against your character, you may spend 1 Oomph to reduce the check result by 6.

**Scene Editing!** You may spend 1 Oomph to use this option when you want to somehow retcon something about the story or even one of the characters. The GM can refuse to allow an alteration if he feels it will ruin the scene.

# VEHICLES AND PLAYSETS

## Vehicles

### Linking

You cannot link a Trait that has the "Vehicle" Special Rule. You can, however, link to the vehicle's own Traits.

### Vehicles and Speed

If a character is in a vehicle or is a transforming character in vehicle form, he will get a Benefit Die when in an opposed "speed" check against a character whose relevant "movement" Trait is 4 or less. Characters with a "movement" Trait of 5 or higher will cancel that Benefit Die out, as superhuman levels of speed put them on par with the speed obtainable by vehicles.

### Destroying Vehicles

When a character in a vehicle suffers a Setback Token, he can negate that Setback Token by Deactivating the Trait with the "Vehicle" Special Rule for the rest of the episode. Any characters on or inside the vehicle automatically bale out.

## Playsets

### Using Playset Traits

A playset consists of Traits that can be accessed by its owners who are present at the location. The Traits can be used exactly as if they belonged to all the owning characters.

### Ownership

- All PCs and ally GMCs are said to be owners of heroic playsets while physically at the site and thus have access to its Traits.
- All non-Goon enemy GMCs are said to be owners of villainous playsets while physically at the site and thus have access to its Traits.

### Using Playsets Without Ownership

It is possible for a character without ownership to use one of a playset's Traits while present at the location. First of all, the controller of the character must think up a creative but plausible way to do it. Secondly, the controller must spend a point of Oomph. Each character can do this only once per scene.

# SPECIAL RULES

*This is a list of some of the most common Special Rules. Particularly complex or lengthy Special Rules are not found here, due to space restrictions.*

**Accessory:** When linking, this Trait can be added as a tertiary Trait when appropriate to the situation. This is the only way in which three Traits can affect a check. Doing so adds its Tier amount to the result, just as if it was a Secondary Trait (i.e., +1 for Human, +3 for Superhuman and +5 for Cosmic). Rolling a Flub during any check involving the "Accessory" Trait (even when linked) causes the Trait to be Deactivated until the end of the episode. An immediate expenditure of 2 Oomph can reduce the Deactivation to being in effect until the end of the current scene instead.

**Action Feature:** Once per scene, when using this Trait for a check, you may choose to add a Benefit Die. Only one Trait per character can have this Special Rule.

**Advantage:** The effects will be given in the Trait listing. Some examples might be "Can bounce the attack off of objects," "Effects are not visible," or "Can affect incorporeal targets."

**Area:** When using the Trait, you may elect to have it affect more than one nearby target. You make only one check, but each reacting character makes separate checks to resist it. Furthermore, add +1 to each DN for every targeted character beyond the first.

**Big Attack:** When making a crucial check with this Trait against a vehicle, structure or large non-living character (namely giant robots) with this Trait, add 2 to the check result. When attacking a "flesh and blood" character, add 2 to the DN.

**Companion:** The player whose character has the "Companion" Special Rule controls the companion itself. The GM controls the companions belonging to GMCs. Companions can act either immediately before or immediately after the characters they belong to during action scenes, though only one (i.e., the Companion or the character) can initiate a crucial check per round during an action scene. When it comes to linking, treat the Functions as Traits. The Companion can link its own Functions together or even link its Functions to the Traits of the character (or vice versa) to reflect the two helping each other out. Note, however, that no more than two Traits/Functions can be linked for a single check.

**Deactivate:** Only one Trait can be targeted by this Trait per turn and the target must be in sight of the character attempting to Deactivate the Trait, unless the Special Rule is taken more than once. To Deactivate an appropriate Trait, you must make an opposed check using the Trait with the "Deactivate" Special Rule versus the Trait you wish to Deactivate. If you succeed, the Trait is Deactivated until the end of the targeted character's next turn (or until the end of a scene if it's not an action scene). If, during an action scene, you roll a Boon with this Trait, the targeted Trait is Deactivated until the end of the scene.

**Deplete:** Only one Trait can be targeted by this Trait per turn and the target must be in sight of the character attempting to deplete the Trait, unless the Special Rule is taken more than once. To deplete an appropriate Trait, you must make an opposed check using the Trait with the "Deplete" Special Rule versus the Trait you wish to deplete. If you succeed, the Trait rating is reduced by one until the end of the scene (negative Trait ratings are possible in this case). If you roll a Boon with this Trait, the targeted Trait is reduced by two instead.

**Devastating:** When a character is Defeated by this Trait, he or she begins his or her next scene with one Setback Token.

**Disadvantage:** The effects will be given in the Trait listing. Some examples include: "Cannot affect red targets," "Only works at night," "Will not work if the character is wet"

**Fickle:** After declaring that you're using the Trait, but before you make the check, roll a d12. If you roll 4-12, proceed as normal, but if you roll 1-3, it doesn't work this time.

**One-Shot:** Once you make a check involving this Trait, it is Deactivated for the remainder of the episode.

**Oomph-Powered:** This Trait requires you to spend a point of Oomph each time you use it for a check. This Special Rule may be taken multiple times. Each time you take it, add an additional 1 to the Oomph cost.

**Situational Boost:** The character adds 2 to any check result or rolls a Benefit Die when using this Trait under certain circumstances. The GM must choose which one is implemented and stick with it for the rest of the series. Some examples include: "In total darkness," "When using it against large targets," "When using it against robots," "When flying," "When underwater," or "When angry."

**Situational Setback:** When using this Trait under certain conditions, the DN for the check will be increased by 2.

**Versatile:** A Versatile Trait is essentially a collection of Trait slots. Some of the slots are taken up by predefined Traits (called sub-Traits) that can be used as often as you wish, while some slots remain undefined. Each undefined slot can be used once during an episode to create a one-shot Trait; once used, the slot is no longer available until the next episode. Using an undefined slot costs 1 Oomph. Sub-Traits (predefined and undefined alike) use the Trait's rating and Special Rules, where applicable.

# CHARACTER IMPROVEMENT

## Proofs-of-Purchase and Enhancements

If a PC has any points of Oomph remaining at the end of an episode, they are converted into Proofs of Purchase on a one-for-one basis. Furthermore, if the PC participated in the After-Show Message of the episode, he automatically gains a free Proof of Purchase. Proofs of Purchase can be used to improve your character's abilities between seasons.

After a season is over, you may spend your Proofs of Purchase on Upgrades. You may select an Upgrade for each 5 Proofs of Purchase you spend. Thus, if you spend 10 Proofs of Purchase, you may select 2 Upgrades.

- **Upgrade #1:** Increase a Trait rating by +1. This is the only way a Trait rating can be raised above the series' maximum rating. A single Trait rating cannot exceed that maximum by more than two.
- **Upgrade #2:** Gain a new Trait at rating 1.
- **Upgrade #3:** Gain two new non-adverse Special Rules and allocate them between the character's Traits.
- **Upgrade #4:** Select an extra Standard Quality.
- **Upgrade #5:** Give the "Versatile" Special Rule to one of your Traits. This costs 10 Proofs of Purchase instead of the normal 5 for an Upgrade.
- **Upgrade #6:** Increase the character's base Oomph by 1.
- **Upgrade #7:** Contribute 5 points to creating new playsets (see page 123) or improving existing playsets.

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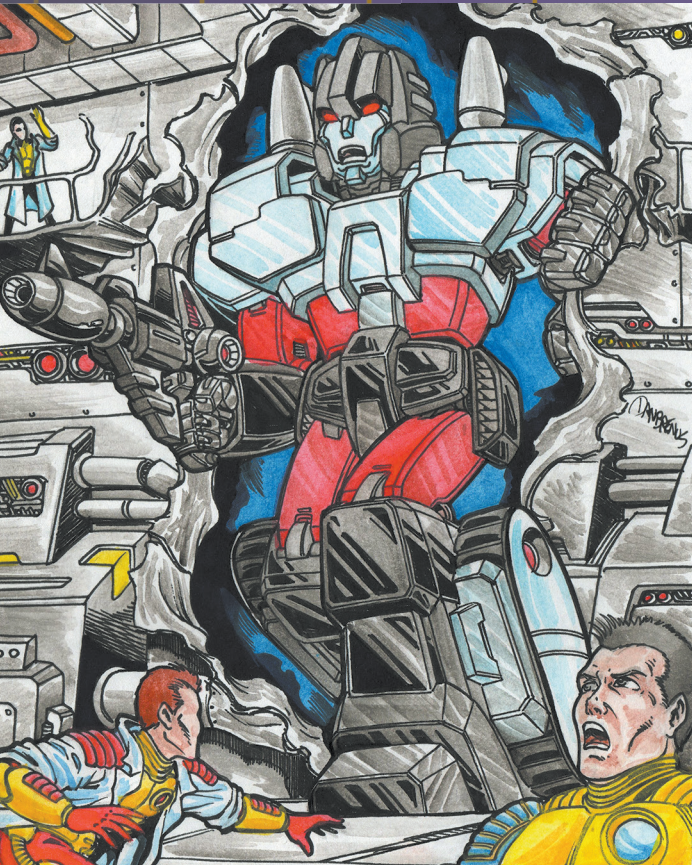
# CARTOON ACTION HOUR

SEASON 3



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