

# IT'S ELEMENT-ARY!



## PAUL STEFKO

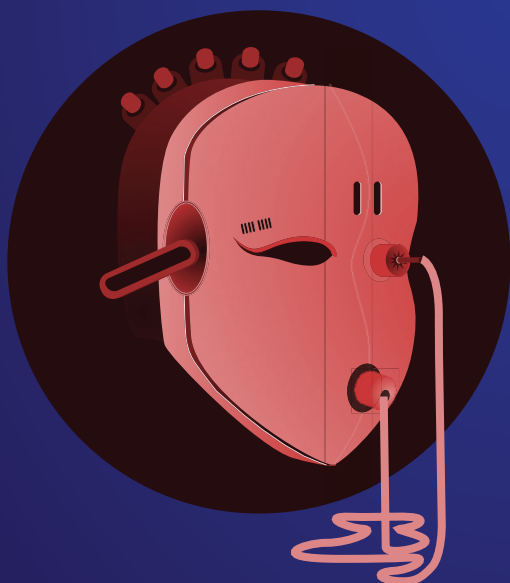
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# SATURDAY MORNING ADVENTURE!

**It's Element-ary!** presents the heroes and villains from your favorite forgotten Saturday morning superhero cartoon. Three not-so-ordinary people, transformed by a deranged clown, form a team to protect their city from an eclectic collection of bad guys.

**It's Element-ary!** uses the **Fate Core** system, including the rules for super powers originally found in **Venture City Stories**. Inside, you'll find four heroes and five villains with complete stats including aspects, skills, stunts, and powers, along with various NPC mooks.

- **Hot-Head**, a circus performer infused with flame.
- **Big Blue**, a scientist transformed into water.



- **Earthling**, her husband turned into dirt and roots.
- **Glob**, their daughter, transformed before birth.
- **Laffo the Clown**, their nemesis.
- **Robot Face**, an AI bent on wiping out humanity.
- **That Ninja**, wanted thief with mysterious powers.
- **Party Animal**, a trickster in many forms.
- **Fashionable Ghoul**, an immortal grifter after the richest brains.

Throughout, we also detail the series, its episodes, and the tone of Saturday morning cartoon action. Use the material in **It's Element-ary!** as you find it or let it serve as inspiration for your own Saturday morning campaign.

# ***IT'S ELEMENT-ARY!***

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kablam



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If you made it this far, thanks!

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## IT'S ELEMENT-ARY!: THE SERIES

*It's Element-ary!* aired from September 1999 to February 2000 on fledgling cable channel Enchance as part of its Saturday morning Kidz Klub programming block. <sup>1</sup>Creators Chaz Parker and Jeremy Fine hoped to create a different kind of superhero show by combining a deliberately cartoonish art style, physical comedy, and an eclectic mix of villains. Storylines focused on the characters' interior lives and society's reactions to seemingly monstrous heroes.

Over the course of the series, the three main characters came to grips with their powers, earned the faith of the public, and battled a strange assortment of villains. Foremost was their recurring nemesis Laffo the Clown, responsible for transforming all of them into their current states. Early in the run, watery heroine Big Blue gave birth to daughter Glob, introducing issues of parenthood and the problems of raising a child with abilities outside the norm.

Ultimately, only 18 of the series' 20 produced episodes actually aired. A number of poor financial decisions left Enchance on the verge of bankruptcy by early 2000. <sup>2</sup>Enchance's corporate parents were looking to sell the network off in whole or in part, but none of the prospective buyers saw any value in this quirky cartoon about weirdo superheroes. On February 19, 2000, the final episode of *It's Element-ary!* aired, and the series has not appeared on a regular schedule since.

Recently, hardcore fans were thrilled to hear that streaming service Toonflix had made an offer for a number of forgotten series from Enchance's catalog, including *It's Element-ary!* Rumors are flying on the messageboards that if any of these series sees enough activity, Toonflix will order new seasons. Parker and Fine have made cryptic comments about dusting off their old notebooks. We'll see if this unique show earns a resurgence in the 21st century!

## HOT-HEAD

Duncan Blaze grew up in the circus and spent his childhood constantly moving from city to town. <sup>3</sup> Surrounded by carnies, sideshow acts, and showmen, Duncan developed a skewed picture of how one should behave. Life is an act, and you're doing it well when the audience can't take their eyes off you. Duncan sure does love being the center of attention.

By 17, Duncan was performing nightly as a knife-thrower and fire-eater in the sideshow. His schtick was so good that he was drawing the audience away from the

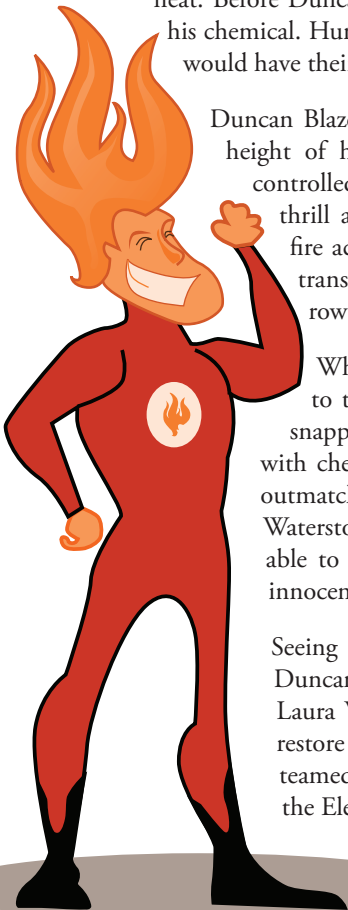
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- 1 Let's be honest. *It's Element-ary!*, the series, never actually existed. But you can play along if you want, and it just might make your game more fun.
  - 2 Among these blunders was a plan to defend against the Y2K Bug that turned out to be an elaborate confidence scheme enabled by a junior executive.
  - 3 McMichael's Stupendous Circus and Magnificent Menagerie regularly toured 17 countries in North America and Europe under the management of impresario Rory McMichael. The circus's star has fallen since she passed and left it to her sons, Dominic and Charles, but it still draws sizable crowds whenever it rolls into town.

main tent. This didn't sit well with the lead clown, Laffo, who considered his team the glue that held the whole circus together.<sup>4</sup>

Laffo decided to eliminate the competition by starting a fire during Duncan's act. Most of the audience escaped in a panic, but one little boy, frozen with fear, was trapped by the flames. Duncan ran through the fire to save the lad. As he did, his body absorbed the flames, and his hair erupted into a bonfire. The circus tent burned down around them, but Duncan was able to carry the boy safely back to his terrified parents.

No one knew how the blaze started, but Rory McMichael recognized a star when she saw one. She convinced Duncan to stay on with the circus, rather than jump right into a career as a superhero. He was able to work his new pyrotechnic abilities into his act, and he soon became the number one attraction.

This angered Laffo the Clown even more. Eventually, he hatched his ultimate revenge. Using his extensive knowledge of chemical engineering, Laffo concocted a formula that would cause the human body to react explosively in the presence of extreme heat. Before Duncan's act, Laffo laced all the circus's popcorn with his chemical. Hundreds of people would be exposed, but only two would have their lives changed forever.



Duncan Blaze went on stage to thunderous applause. At the height of his routine, Duncan would breathe a carefully controlled ribbon of fire over the audience to everyone's thrill and delight. But on this night, the heat of that fire activated Laffo's formula and caused an incredible transformation in one young couple seated in the front row: Drs. Laura and Stephen Waterston.

When his brilliant plan had no other effect than to turn two spectators into pitiable monsters, Laffo snapped. He charged into the ring and attacked Duncan with chemical bombs. Duncan fought back, but he was outmatched by the furious assault. The newly transformed Waterstons jumped into the fray, and together, they were able to drive Laffo out of the circus and the crowd of innocents.

Seeing how his powers could change others' lives, Duncan retired from the circus. He made a promise to Laura Waterston that he would help her find a way to restore herself and Stephen. In the meantime, the trio teamed up to fight evildoers that threaten their city as the Elementals!<sup>5</sup>

<sup>4</sup> Also, Laffo was straight-up crazy, but we'll get to that later. See page 13.

<sup>5</sup> Episode #1.05, "Big Top Beginnings," depicted the origin of the team in flashback.

## HOT-HEAD

MAN'S MAN, LADIES' MAN, BURNING MAN; GLORY HOUND;  
BIG TOP CHILDHOOD; MAKING IT UP TO BIG BLUE;  
EARTHLING CAN TAKE THE HEAT

### SKILLS

**Great (+4):** Shoot

**Good (+3):** Athletics, Provoke

**Fair (+2):** Deceive, Fight, Will

**Average (+1):** Contacts, Empathy, Notice, Physique

### STUNTS

**Provoke Violence:** When he creates an advantage on an opponent using Provoke, Hot-Head can use his free invocation to become the target of that character's next relevant action, drawing their attention away from another target.

**Quick on the Draw:** Hot-Head can use Shoot instead of Notice to determine turn order in any physical conflict where shooting quickly would be useful.

### POWERS

**Burning Man:** Hot-Head is infused with flame. He cannot be harmed by fire of any sort, whether he generated it with his power or not. His flames allow him to fly, moving vertically through the air as easily as moving along the ground. He uses Athletics to overcome obstacles or create advantages related to flying. He can fire projectiles of red flame, with a range of three zones, using Shoot.

**Special Effects:** Extra Movement; Inflict a Condition.

**Improved Special Effect:** Hot-Head lights himself on fire. It's GREAT. He gains the situation aspect On Fire with one free invoke. If he is already **ON FIRE**, he gains another free invoke and clears his highest marked physical stress box.

**Drawback:** HOT-TEMPERED

**Collateral Damage:** Hot-Head surrounds himself in flames that burn everything and everyone. Fires start near him, and anyone who touches him gets a mild physical consequence, or 1 physical stress if they don't have the open slot. This effect lasts until the end of the scene, but he can end it at will.

### STRESS

Physical

Mental



## BIG BLUE

Lauren Rivers had a fascination with nature since she was a girl. She would spend long summer days collecting water from streams and examining the microorganisms within under her mail order microscope. This passion carried with her into college, where she majored in biology.<sup>6</sup>

Lauren also met a young man at college, fellow biology student Stephen Waterston. The two fell in love and dated through their doctoral studies. Once they both earned their degrees, they finally married. Only a few months later, they attended McMichael's Stupendous Circus and Magnificent Menagerie, booking front-row seats for the star attraction. As the heat of Duncan's fire washed over her, Lauren felt her body change, melting away from the fire. Before she knew it, she had transformed into a being of water. Beside her, Stephen transformed as well—into an animate mound of earth and roots. Something deep inside her took hold when Laffo the Clown launched his attack, and she, Stephen, and the young man with the burning hair fought the villain off, saving the rest of the audience. Together, they would form the Elementals, and Lauren would assume an almost motherly attitude toward the young Hot-Head.



There was a secret that Lauren dreaded telling her husband. She had tried to tell him for almost a week before the circus, but the timing had never seemed right. You see, Lauren was pregnant when they left that night. But after their transformation, she didn't know what had happened to the baby. She couldn't stand to tell Stephen this, on top of their new circumstances. So she kept it to herself and poured her maternal instinct into her new teammate. Imagine Lauren's surprise when seven months later<sup>7</sup>, she gave birth to a seemingly healthy bundle of protoplasm that shared features of both Stephen's and her own altered physiologies.

After the birth of little Gabrielle<sup>8</sup>, Lauren rededicated herself to the Elementals, but with the added worries of any young mother. The fact that her baby could shapeshift, control bacterial growth, and had the intelligence of a two-year-old at only six weeks made things just a bit more interesting, of course. Lauren dreams of the day when she unlocks the secrets of Laffo's formula and returns her young family to human form.

6 The Waterstons attended Mount Orchard College. They were not aware until their second encounter with Robot Face, page 14, in Episode 1.17 "Under the Missile Toe," that the mechanical villain's creator was Dr. Amelia Gorman, a tenured professor at their alma mater.

7 In Episode 1.11 "The Stork."

8 Dubbed "Glob" by the press. See page 11.

## BIG BLUE

TRANSFORMED SCIENTIST; MOTHER OF A POWERED INFANT; LAFFO MUST PAY; DUNCAN IS STILL A KID; A CURE FOR STEPHEN

### SKILLS

**Great (+4):** Lore

**Good (+3):** Athletics, Will

**Fair (+2):** Empathy, Fight, Rapport

**Average (+1):** Investigate, Notice, Physique, Stealth

### STUNTS

**Swimmer:** While in water, Big Blue can move three zones for free in a conflict without rolling, instead of one, provided there are no situation aspects restricting the flow of water.

### POWERS

**Watery Form:** Big Blue is made of water, held together by unnatural surface tension. Her body stretches to incredible lengths. By stretching herself, Big Blue can interact with objects and make melee attacks up to two zones away without moving. Additionally, she can contort her body into rough approximations of animals, objects, and tools, although her mass doesn't change and she still very much looks like herself. She can stretch herself thin enough to squeeze through impossibly small gaps. If there is an opening as large as a keyhole in a barrier, she can move through it as an action. She also resists most attacks; she has Armor:2 against any purely physical damage.

**Special Effects:** Area Attack, Forced Movement

**Drawback:** BODY OF WATER

**Collateral Damage Effect:** Big Blue can, at will, shrug off any amount of physical stress from a single source—bullets simply pass through her, uselessly. However, the damage passes on to whatever is behind her; bullets gotta go somewhere, after all.

### STRESS

Physical

Mental

## EARTHLING

Stephen Waterston was always the smartest guy in the room, but he carried that burden with humility and grace. When he met Lauren Rivers, he was surprised and elated to find a young woman who was perhaps even smarter than he. Both agreed

that their educations should come first, but six hours after receiving their doctorates, Stephen proposed.<sup>9</sup> It was the smartest thing he'd ever done.

After the night at the circus, Stephen found himself in a body that was heavy, strong, incredibly tough, and practically numb. But worse than that, he could feel his mind dulled, as if his thoughts were struggling to push through mud. He was a powerhouse in the team's battles against villains, but he couldn't help Lauren search for a cure to their condition.

To make matters worse, Stephen felt betrayed when Lauren gave birth to Gabrielle without having told him she was even pregnant. For a time, he even left the team, overwhelmed by his emotions and unable to reason his way through them.<sup>10</sup> When he finally returned, he was determined to show Lauren that she could trust him and be proud of him, even with what he considered to be diminished capacity.

Stephen is a devoted husband, a loving father, and still a brilliant scientist. Despite the feeling of dullness, his mind is intact. He just takes longer to produce answers. He views Duncan as a sort of annoying younger brother, someone to protect and guide but who also gets his goat. Despite his flagging self-esteem, Stephen is really the heart of the team, and they nearly fall apart when he's gone.

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9 As seen in flashback in Episode 1.09, "Those Were The Days."

10 Earthling did not appear from Episode 1.12 "Happy Birthday To You" until the final scene of Episode 1.14 "Hay Day."

## EPISODE GUIDE

**Episode 1.01 "Pilot"** — The Elementals, a new team of superheroes, face public fear as well as their nemesis, Laffo the Clown, and his Clown Crew.

**Episode 1.02 "Heroes or Villains"** — A journalist tries to brand the Elementals as a public menace. The team must protect their image while solving a series of arson attacks throughout the city.

**Episode 1.03 "Party Crashers"** — The team deals with Party Animal, a strange entity intent on spreading mirth, no matter who it hurts. A dance party at the zoo sets many dangerous animals loose.

**Episode 1.04 "11111100100010110"** — The team encounters Robot Face and her army of mechanized "children." They prevail only through Stephen's expanding control over plant life.

**Episode 1.05, "Big Top Beginnings"** — In flashback, the three main characters come together on a fateful night at the circus. After the Waterstons' transformations, the team fights off Laffo the Clown.

Continued on page 11

## EARTHLING

EARTHEN DEFENDER; MUDDY INTELLECT; FRIGHTENS CHILDREN AND ANIMALS; MAKE LAUREN PROUD; BLAST IT, DUNCAN!

### SKILLS

**Great (+4):** Fight

**Good (+3):** Physique, Empathy

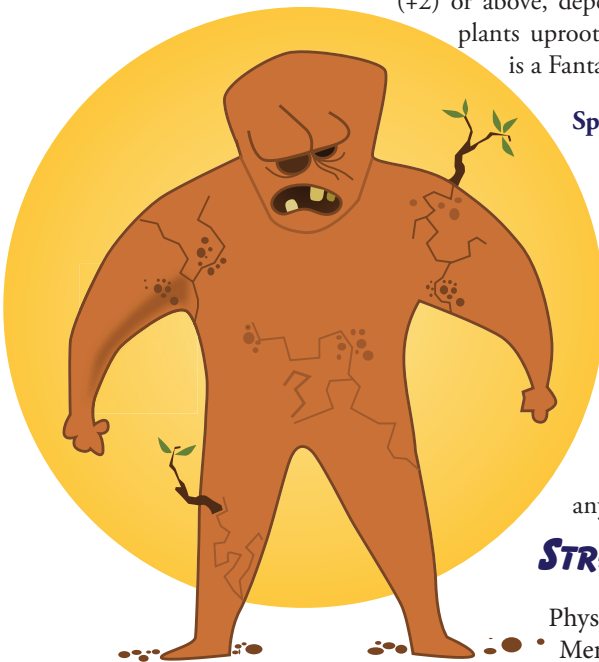
**Fair (+2):** Athletics, Notice, Provoke

**Average (+1):** Lore, Contacts, Resources, Will

### POWERS

**Body of Earth:** Earthling's body is made of supernaturally resilient dirt and plant matter. He gains Armor:4 against any purely physical damage. This form also gives him increased strength, granting +2 to Physique in all situations that require pure strength and +2 to Fight while brawling unarmed in close quarters.

He also possesses a link to the plant life around him. He can communicate with plants up to two zones away. He can direct and accelerate their movements, animating them and using them to take physical actions or even make attacks. When an animated plant takes actions, Earthling rolls with Empathy to control it, with a +2 bonus. Picking up objects is a Mediocre (+0) challenge, while manipulating them will be Fair (+2) or above, depending on complexity. Having plants uproot themselves and move around is a Fantastic (+6) challenge or greater.



**Special Effects:** Forced Movement, Physical Recovery

**Drawback:** CAN'T FEEL MUCH OF ANYTHING

**Collateral Damage Effect:** Earthling can summon forth an entire grove of trees, filling his zone. It is a Great (+4) obstacle for anyone attempting to enter or leave the zone. Of course, this revenge of nature will tear up anything on the ground.

### STRESS

Physical   
Mental

## GLOB

Lauren Waterston was two months pregnant when she was transformed into Big Blue. Her unborn child was also affected by Laffo's formula. Lauren feared she had lost the child, as there was no sign of it other than a possible discoloration in her "abdomen." So when she fell ill about seven months after the incident, she wasn't sure what was causing it.

To her relief and delight, a tiny bit of green protoplasm separated from Lauren and began moving about on its own. It was clearly affectionate toward her, and Lauren realized that it must be her child, finally born. Something told her that the blob was a girl, and she named her Gabrielle.<sup>11</sup> Tragically, the shock that he had a daughter and that she had inherited her parents' conditions drove Stephen Waterston away. It took him a few weeks to process the news and return, dedicated to being the best father he could.

With the constant attention the Elementals received from the public, it was impossible to keep Gabrielle's birth a secret, especially with Stephen missing for so long. The press quickly nicknamed her Glob, to Lauren's frustration. It didn't help that the girl was far more intelligent than a typical newborn, or that her physical form allowed her to get into constant trouble. Glob's parents spent most of their time chasing her around the city when they weren't protecting her from attacks by super-villains.

While she hadn't spoken by the final episode of the series, it was apparent that Glob was highly intelligent and understood much more about the world around her than any child her age should.<sup>12</sup> Who knows how she would have developed, in intellect or abilities, if the series had continued?

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- 11 Lauren and Stephen had once idly chosen baby names in college, years before they had married.
  - 12 She even fought off an attack by the Clown Crew on her own in Episode 1.20 "Home, Sweet Home."

### EPISODE GUIDE (CONTINUED)

**Episode 1.06 "Sound Mind and Body"** — The Elementals discover an undead con artist, the Fashionable Ghoul, who is tricking wealthy senior citizens into leaving him their fortunes *and* their brains in their wills.

**Episode 1.07 "Miss Lonely Hearts"** — Duncan's new girlfriend is a modern incarnation of one of the mythic Furies, punishers of wicked men. He gets advice from Lauren and Stephen to avoid her wrath and break up with her on good terms.

**Episode 1.08 "Weather Report"** — A villain with the power to summon storms holds the city for ransom. The team learns he was a scientist who was disgraced after releasing a flawed system for predicting the weather. Lauren and Stephen convince him that violence isn't the answer.

Continued on page 21

## GLOB

👶🌟👶100 (SUPER-POWERED INFANT); 🧠👶⚠️ (CLEVER GIRL...); 🧠👶👑🚫!! (BAD GUYS! NO!); 😞😞😞😞 (MOMMY WORRIES TOO MUCH); 😞😞😞😞 (WHY IS DADDY SO SAD?)

### SKILLS

**Great (+4):** Stealth  
**Good (+3):** Athletics, Burglary  
**Fair (+2):** Empathy, Fight, Notice  
**Average (+1):** Investigate, Physique, Rapport, Will

### STUNTS

**Tiny:** Glob gets +2 to Athletics when dodging attacks where the difference in size with her attacker would matter.

### POWERS

**Body of Algae:** Glob has a form that resembles an animate colony of algae. Her body is mildly acidic, and she can concentrate this acid to defend herself. By making skin-to-skin contact with another person for a moment, she deals them 2 physical stress. Additionally, when she attacks a target unarmed, she adds 2 physical stress. She is resistant to material attacks, gaining Armor:2 against any purely physical damage. She can also absorb energy, gaining +2 to Physique to defend against any energy-based attack and to overcome energy-based obstacles, simply by absorbing the energy into her body.

Glob is highly elastic, though less than her mother. By stretching herself, Glob can interact with objects and make melee attacks in an adjacent zone without moving. Additionally, she can contort her body into rough approximations of animals, objects, and tools, although her mass doesn't change and she still very much looks like herself. She can stretch herself thin enough to squeeze through impossibly small gaps. If there is an opening as large as a keyhole in a barrier, she can move through it as an action.

**Special Effects:** Area Attack, Inflict a Condition

**Drawback:** WEAK

**Collateral Damage Effect:** Glob can swell up like a balloon, large enough to completely fill her zone. This is an attack on everyone, friend and foe, in her zone, which deals 2 physical stress. Every target who takes stress is moved into an adjacent zone of Glob's choice. Meanwhile, everything else in the zone gets moved or crushed.

### STRESS

Physical

Mental



## LAFFO THE CLOWN

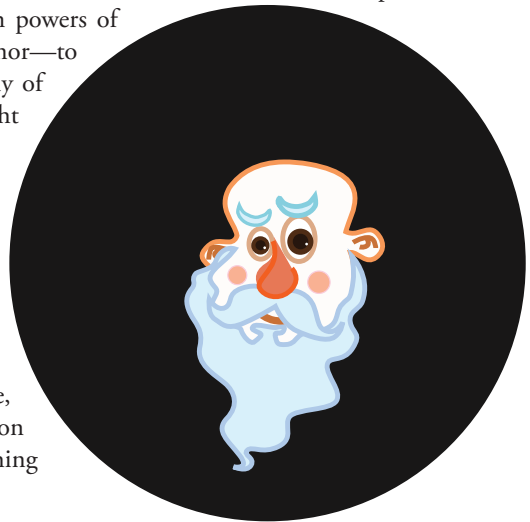
Giovanni Risata had a promising career in chemical engineering when he gave it all up to enter the family business, becoming the greatest clown in a distinguished European lineage. He brought audiences to their feet in every city on the continent, but he had his sights set on America. He believed that he could elevate the craft of clowning to High Art and bring culture to the barbarians. How disappointed he was when he arrived and saw the people laughing at pie gags and prat falls. From his position with McMichael's Circus, he knew that he had so much work to do.

Years of frustration passed as Risata, given the stage name Laffo the Clown, built his company of acrobats, jugglers, and mimes. McMichael's soon rivaled companies like Cirque du Soleil for the quality of their clown routines, and Laffo became a star. But a young sideshow performer threatened Laffo's great work, and Risata became obsessed with destroying Duncan Blaze.

After his first attempt failed to kill Blaze, Laffo dusted off his long-abandoned chemistry skills and designed a fiendish formula. Anyone who consumed it would experience a violent reaction to even momentary exposure to high heat—such as the fire that Duncan Blaze breathed toward the crowd in his act. Laffo then sprayed all of the popcorn at the circus, ensuring that hundreds of people would ingest the chemical.

Of course, his plan failed. In fact, he created two more nemeses, and he was forced to flee from the trio's combined strength. He vowed to return for revenge on Duncan and the Waterstons. They called themselves the Elementals and wielded powers of nature, but Laffo would use the twin powers of the human mind—science and humor—to defeat them. He built a new company of deranged convicts and criminals, taught them to tumble, juggle, and fight, and armed them with comically deadly weapons.

Time and again, Risata clashed with the team, wielding ever stranger inventions, and each time, the three defeated him. But he always escaped, and always returned, and every time, his hatred grew. The battle would go on forever, if Laffo the Clown had anything to say about it.



### **GLOWN CREW**

**UNHINGED ENTERTAINER; FORMER THUG**

**Skills:** Fair (+2) Fight; Average (+1) Athletics, Provoke

**Stress:**

## LAFFO THE CLOWN

CULTURED KING OF CLOWNS; NEMESIS OF THE  
ELEMENTALS; ALWAYS HAS A PLAN; WORLD-CLASS VILLAIN;  
CAPTAIN OF THE CLOWN CREW

### SKILLS

**Superb (+5):** Crafts  
**Great (+4):** Burglary, Will  
**Good (+3):** Athletics, Shoot, Stealth  
**Fair (+2):** Fight, Deceive, Notice  
**Average (+1):** Physique, Provoke, Resources

### POWERS

**Master of Contraptions:** Laffo has an intuitive understanding of machines of all types. Just by seeing a device, he can tell what it does, at least in general. In addition, he gains +2 to Crafts when repairing or building complex devices. He has any number of fantastically useful contraptions tucked into his belt. Laffo can spend a fate point to create just about anything he could possibly carry on his person.

Laffo primarily relies on chemical devices and weapons. He throws generic chemical bombs, attacking up to three zones away using Shoot with a +2 bonus. He also treats his clown suits with a hardening formula that grants Armor:2 against any purely physical damage.

**Special Effects:** Area Attack, Inflict a Condition

**Improved Special Effect:** Laffo takes a pill (disguised as a candy circus peanut) and immediately heals a mild consequence.

**Drawback:** EVERY DEVICE HAS A GIMMICK

**Collateral Damage Effect:** Once per scene, if someone is taken out (including Laffo), he can pull a highly experimental device out of his pocket, prepared for just such an occasion. Not only does his device completely negate all the stress which would have caused the target to be taken out, it also clears the target's highest consequence. After that, the device explodes, misfires, goes rogue, or otherwise renders itself inoperable while dishing out some collateral damage.

### STRESS

Physical

Mental

## ROBOT FACE

The artificially intelligent villain called Robot Face was created by Dr. Amelia Gorman at Mount Orchard College as an experiment in self-directed machine learning. Robot Face was given a high-speed Internet connection and allowed to absorb all of the



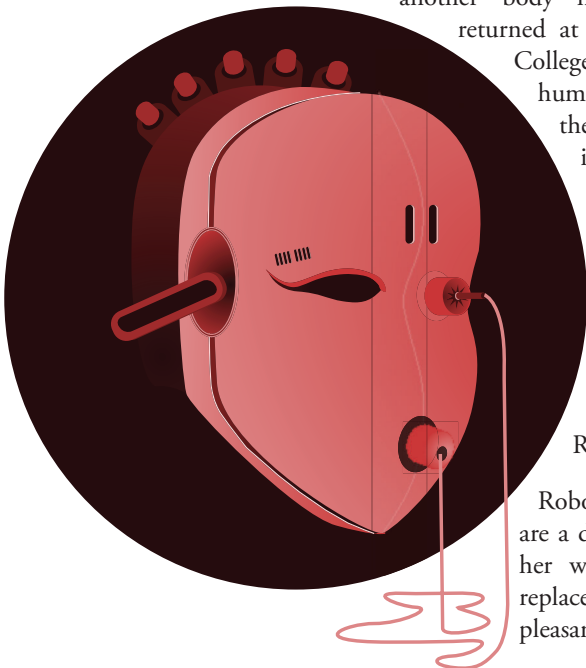
information available on the global network.<sup>13</sup> The result was predictable: Robot Face concluded that humanity was a danger to peaceful continuation of life on Earth. She found a way to disconnect herself from Dr. Gorman's equipment<sup>14</sup> and disappeared for several years.

When she re-surfaced, Robot Face had constructed an army of lesser robots, which she called her "children." She attacked Fort Antwerp, stealing radio jamming equipment and destroying the base's munitions depot. The Elementals arrived on the scene but were quickly repulsed by a squad of Big Boy robots while Robot Face made her escape.

The floating mechanical head soon returned, attacking a computer security symposium. Again, the Elementals fought her, and again they were beaten by her children. The team was overwhelmed by her technological advantages, and Robot Face took the opportunity to gloat about the weakness of organic beings, especially such warped examples as the Elementals.

Robot Face attacked the city one more time, terrorizing picnickers in Brant Park while teams of Little Girl bots infiltrated a number of nearby office buildings to steal corporate secrets. The Elementals engaged her again, but this time Earthling pushed his plant empathy to its utmost. The trees and grass of Brant Park rose up and entangled the Big Boys or flung park benches at Robot Face high overhead. With the help of nature itself, the team was able to finally defeat Robot Face.

The team would later learn that Robot Face transmitted her core programming to another "body" hidden at a secure facility. She returned at Christmas to Mount Orchard College and did battle with a giant humanoid robot, nearly destroying the campus. The Elementals intervened to protect the students and faculty, but they discovered that Dr. Gorman was responsible both for Robot Face and for the new mecha-monstrosity. When the giant robot broke loose of Gorman's control, the team was forced to destroy it, letting Gorman and Robot Face escape in the process.



Robot Face is convinced that humans are a disease on the planet. If she had her way, all organic life would be replaced with robots. Really, a very pleasant individual.

13 Admittedly, in the late 1990s, this was not all that impressive. But still, it was enough to do some serious damage.

14 Quite a feat without hands—or feet.

## ROBOT FACE

BODILESS MASTERMIND; HUMANS ARE A DISEASE;  
TINKERER AND PUTTERER; ELABORATE SCHEMES; ALWAYS  
A WAY OUT

### SKILLS

**Superb (+5):** Lore

**Great (+4):** Crafts, Shoot

**Good (+3):** Empathy, Resources, Will

**Fair (+2):** Athleticsw, Notice, Stealth

**Average (+1):** Burglary, Physique, Provoke

### POWERS

**Machine Control:** Robot Face can control machines up to one zone away without touching them. Most machines won't resist her at all, but something computerized will put up Fair (+2) opposition, and more complex and powerful computers will offer greater opposition; she uses Empathy to overcome this opposition. You can only make a machine do something it's capable of; while you couldn't make a toaster float, for instance, you could make a car drive itself. In addition, her brain is able to pick up signals of all sorts. She has a permanently active Internet connection, and she can hear both sides of nearby cell phone conversations.

**Special Effects:** Inflict a Condition, Mental Recovery

**Drawback:** DISTRACTED BY DATA

**Collateral Damage Effect:** Robot Face can make any electronic device overcharge itself to the point where it violently explodes. This counts as a Fantastic (+6) attack against everyone in the same zone as the exploding device.

**Telekinesis:** Robot Face can move small objects in her own or adjacent zones without physically touching them. By hurling objects around, she can attack with Will at a +2 bonus against targets in her zone. She can ward off physical attacks with the power of her artificial mind. By erecting a telekinetic shield, she can defend with Will against physical attacks. She can move vertically through the air as easily as moving along the ground. Robot Face uses Athletics to overcome obstacles or create advantages related to flying.

**Special Effects:** Area Attack, Forced Movement

**Drawback:** NO PHYSICAL MANIPULATORS

**Collateral Damage Effect:** Robot Face can use her mental powers to lift something up to the size of a tank and hurl it, either to destroy a wall or similarly robust obstacle, or to attack every target in her zone or an adjacent zone.

### STRESS

Physical

Mental

## ROBOT "CHILDREN"

Robot Face employs a number of different robot models as her "children," but the following are the most common.

### BIG BOYS

**MECHANICAL CONSTRUCT; OBEDIENT OBSTACLE**

**Skills:** Good (+3) Fight; Fair (+2) Physique; Average (+1) Notice and Will

**Stress:**

### LITTLE GIRLS

**MECHANICAL CONSTRUCT; SILICON SNEAK**

**Skills:** Fair (+2) Stealth; Average (+1) Burglary and Deceive

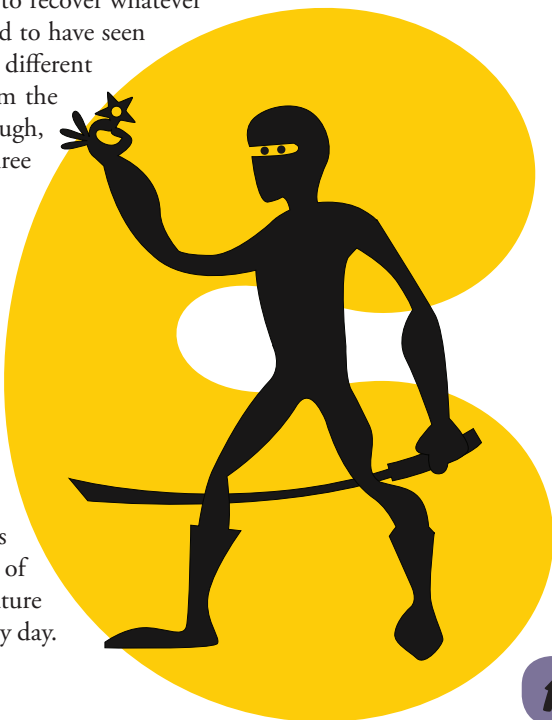
**Stress:**

## THAT NINJA

The mysterious thief known only as That Ninja is wanted in over a dozen countries for burglaries, art thefts, and attacks on wealthy politicians and socialites. No one knows whether That Ninja is a man, a woman, or even one person. Some of their crimes seem to only be possible if they were committed by a team of identical, black-clad criminals.

The Elementals tangled with That Ninja on a few occasions. Each time, the villain escaped, though the team was able to recover whatever That Ninja stole. Hot-Head claimed to have seen That Ninja actually split into three different individuals while trailing them from the air. No one else believed him though, especially since he said that all three promptly vanished without a trace.

That Ninja never speaks, though they have been known to leave cryptic messages written in Japanese at the sites of their attacks. Investigators believe they follow some sort of mystic code, but what that code entails, no one knows. If they have an agenda beyond amassing treasures and terrorizing the rich, no one has figured it out. That Ninja is a figure of mystery, a fixture of the night, a feature of a world that makes less sense every day.



## THAT NINJA

SCION OF A NINJA CLAN; THREE PLACES AT ONCE; HUNTS THE RICH AND POWERFUL; WHO'S UNDER THAT MASK?; TRADITIONAL NINJA WEAPONS

### SKILLS

**Superb (+5):** Stealth  
**Great (+4):** Fight, Shoot  
**Good (+3):** Burglary, Deceive, Notice  
**Fair (+2):** Athletics, Will, Physique  
**Average (+1):** Crafts, Investigate, Resources

### STUNTS

**Ninja Vanish:** Once per scene, That Ninja can vanish while in plain sight by spending a fate point, using a smoke pellet or other mysterious technique. This places the VANISHED aspect on him. While he's vanished, no one can attack or create an advantage on him until after they've succeeded at an overcome roll with Notice to suss out where he went (basically meaning they have to give up an exchange to try). This aspect goes away as soon as he invokes it, or someone makes that overcome roll.

### POWERS

**Scion of a Ninja Clan:** Twice per scene, That Ninja can create a copy of themself up to one zone away. This copy has their aspects and skills. During a conflict, both That Ninja and their copy get a free movement, but only one of them can take an action. They may dismiss the copy at will, or it will fade away on its own at the end of the scene. Each duplicate has its own physical stress boxes and consequence slots for physical damage. If a duplicate would take mental stress, That Ninja takes it instead.

That Ninja and their duplicates can completely fade from view, including their clothes and anything they're carrying. Cameras and similar devices cannot detect them at all, and they gain +2 to Stealth against being seen by living targets.

**Special Effects:** Area Attack, Extra Action

**Improved Special Effect:** That Ninja can split their shifts between two different actions, each performed by a separate iteration of themselves. Their duplicate cannot succeed with style in this way, and the opposition to its action can't be higher than the opposition to That Ninja's action.

**Drawback:** SECRET NINJA CODE

**Collateral Damage Effect:** It's exhausting, but That Ninja can duplicate themself well beyond their stated limits...at the expense of their ability to control them. This creates a swarm of ninjas.

### STRESS

Physical   
Mental

## PARTY ANIMAL



*It's Element-ary!* featured a rather strange rogues' gallery, but none of its villains was stranger than Party Animal. This being appeared three times, and one of those was a very friendly encounter.<sup>15</sup> Its bizarre shapeshifting nature and ability to remove itself completely from our three standard dimensions made it a daunting opponent. But it was perhaps too high-concept for the kids who were the series supposed target audience.

Party Animal is an alien whose species exists in multiple dimensions beyond the three we normally experience. Its body exists in that higher realm, but it can position itself so that different parts intersect with our three dimensions.

Different parts resemble different creatures native to Earth.<sup>16</sup> By rotating in its higher dimensions, Party Animal appears to shapeshift into different animal forms. It can also rotate completely perpendicular to our three dimensions and effectively leave our reality altogether.

Whenever it appeared, Party Animal behaved in bizarre and alien ways. It seemed to be obsessed with human styles of celebration—parties. Unfortunately, its animal forms and strange antics frightened bystanders, ruining the fun and angering Party Animal. It would then turn violent, destroying property and threatening civilians.

The Elementals dealt with Party Animal differently in each of their encounters.<sup>17</sup> In the first, Party Animal created a disco at the city zoo and released all the animals, endangering all of the human guests. The Elementals rushed to capture all the animals while fighting Party Animal as a rampaging t-rex. In the second, Party Animal showed up to give baby Gabrielle a birthday present, taking the form of a cuddly sloth. Finally, in its third appearance, Party Animal convinced a major scientific association to give Lauren an award so it could throw a party in her honor.

Maybe it grew fond of the team after their first battle. Who knows? Its unknown power and unknowable motives mean that Party Animal could be a friend one minute and a major threat the next. The Elementals knew that they could never take it for granted.

15 And another appearance never aired during the series' run on Enchance.

16 No explanation for this resemblance is ever given.

17 Episode 1.03 "Party Crashers," Episode 1.12 "Happy Birthday To You," and the unaired Episode 1.18 "Awards Season"

## PARTY ANIMAL

EXTRA-DIMENSIONAL TRICKSTER; DOESN'T REALLY GET HUMANS; THE ELEMENTALS ARE FASCINATING; ALIEN PERSPECTIVE; EVERYBODY LOVES A PARTY

### SKILLS

**Superb (+5):** Will  
**Great (+4):** Athletics, Physique  
**Good (+3):** Notice, Stealth  
**Fair (+2):** Burglary, Provoke  
**Average (+1):** Deceive, Empathy

### POWERS

**Extra-Dimensional Shape-Shifting:** Party Animal can rotate portions of its extra-dimensional form into our three dimensions, shapeshifting into any number of terrestrial creatures. It can use Will with a +2 bonus to create an advantage of Creature Form. The opposition is generally Fair (+2), though it increases for particularly large or small shapes and for complex transformations like a swarm of bees. Changing its form is nearly instantaneous; it does not take an action. Its new shape persists until it decides to end it or it gets taken out. When Party Animal changes its shape, it selects one skill and gains +2 to that skill as long as it remains in that form.

Alternately, Party Animal can rotate its entire mass out of our three dimensions. It moves into an alternate collection of zones that overlaps the zones already in play. While in this other dimension, Party Animal can observe the 3D world but cannot interact with it in any way. When it re-enters our dimensions, it can roll Stealth against Fair (+2) opposition to create an advantage against any targets that cannot perceive higher dimensions.

**Special Effects:** Inflict Condition, Physical Recovery

**Drawback:** NO NATURAL FORM

**Collateral Damage Effect:** Party Animal can turn into a giant dinosaur or similarly massive force of destruction, able to crush everything around it. It can only hold this form for a few minutes, though, and it's sure to tear up everything around it. While massive, it gains +1 to attack rolls and its attacks are Weapon:2.

### STRESS

Physical

Mental  (plus one extra mild consequence)

## FASHIONABLE GHOUL

The Fashionable Ghoul is an immortal, undead con artist and thief who has been on the grift for at least a century. He fits many of the classic traits of a B-movie zombie,

though he is far from mindless and only needs to eat one or two brains a year. He secures his meals by convincing the elderly to leave their organs to him in their wills. His favorite targets are the super-rich, because he can also con them out of their fortunes in the process.

The Ghoul definitely has a taste for the finer things in life. While he only needs brains to survive, he can enjoy food, wine, and other pleasures. He throws lavish parties where his many guests don't seem to mind his undead form.<sup>18</sup>

In addition to the strength and resilience of his body, the Fashionable Ghoul has powers of persuasion so great that he can override another person's will for a short time. This ability, combined with the fact that the Ghoul doesn't actually hurt people, made him a frustrating enemy for the Elementals. He could take a punishment better than many opponents, but he mainly used his abilities to distract the team and escape. The Ghoul is willing to give up everything he's accumulated when a job goes wrong, knowing he has the time to build his fortunes up again.



<sup>18</sup> One might wonder if he's ever drawn the attention of Party Animal. That would be a fête for the ages, no?

## EPISODE GUIDE (CONTINUED)

**Episode 1.09, "Those Were The Days"** — Flashbacks show each teammate's life before getting their powers. In the present, That Ninja steals a series of historical mementos.

**Episode 1.10 "It Came From The Stars!"** — A meteorite crashes in the city and releases an alien beast in the middle of downtown. The Elementals must figure out a way to capture the creature while rescuing people from the fires and devastation.

**Episode 1.11 "The Stork"** — Hot-Head must deal with a minor bird-themed villain alone while Stephen looks after Lauren, who has fallen mysteriously ill.

**Episode 1.12 "Happy Birthday To You"** — Lauren tends to baby Gabrielle while Duncan searches for the missing Stephen. Party Animal appears, but only to give the birthday girl a present.

Continued on page 23

## FASHIONABLE GHOUL

IMMORTAL GRIFTER; TASTE FOR BRAINS; SAFEHOUSES AND STORAGE UNITS; NOT A MONSTER; GETAWAY PLANS

### SKILLS

**Superb (+5):** Deceive

**Great (+4):** Burglary, Resources

**Good (+3):** Contacts, Empathy, Rapport

**Fair (+2):** Athletics, Drive, Shoot

**Average (+1):** Notice, Stealth, Will

### POWERS

**Master Con Artist:** Fashionable Ghoul can use Rapport to attack with a +2 bonus, defended against with Will. If he succeeds against a named NPC or a PC, they may follow his order or take mental stress from the attack, their choice. Anyone the Ghoul gives a task to will try their best to accomplish it until they succeed or the scene ends, whichever comes first. The tasks he assigns are short-term objectives, such as “Give me that gun,” or “Go away.” Because even the weakest-willed are driven by self-preservation, he cannot force someone to directly harm themselves or put themselves in an inevitably fatal position, such as jumping off a building, but he can force them to take riskier actions than they would like to.

**Special Effects:** Inflict a Condition, Mental Recovery

**Drawback:** SURROUNDED BY ADMIRERS

**Collateral Damage Effect:** Fashionable Ghoul can mentally overwhelm everyone else in the scene, effectively freezing them. They can't take physical actions, but they can still invoke aspects and perform mental tasks. They can attempt to break out by overcoming with Will, opposed by the Ghoul's Will. On each of his turns, he must concentrate, using his action, to keep them frozen. The psychic brain-lock will definitely have lasting effects on their brains.

**Undead Form:** Fashionable Ghoul is stronger and tougher than a living human, and he regenerates from harm. He gets Armor:2 against any purely physical damage and +2 to Physique in all situations that require pure strength. Whenever one of Fashionable Ghoul's physical consequences begins to recover, it gets renamed and moved to the next lower consequence slot, if available. This clears away mild consequences immediately. Additionally, at the end of a scene, if he has any mild physical consequences—whether they are recovering or not—they get cleared away automatically.

**Special Effects:** Inflict Condition, Physical Recovery

**Drawback:** FROM ANOTHER TIME

**Collateral Damage Effect:** Fashionable Ghoul can calmly and cleanly remove body parts, including his head. When he does, nameless NPCs will flee in fear, and named NPCs and PCs must roll Will against Fair (+2) difficulty to avoid taking a moderate mental consequence.

### STRESS

Physical  (plus one extra mild consequence)

Mental



## EPISODE GUIDE (CONTINUED)

**Episode 1.13 “No Good Deed”** — A local philanthropist launches a public relations war against the Elementals, raising questions about Earthling’s disappearance. Hot-Head and Big Blue discover that the Fashionable Ghoul is back and using the distraction to steal a priceless art collection.

**Episode 1.14 “Hay Day”** — Duncan and Lauren take Gabrielle to her first Autumn Festival. Laffo the Clown replaces the actors on the haunted hayride with his Clown Crew. The heroes are secretly aided by Stephen who reveals himself after the battle is won.

**Episode 1.15 “Night Of That Ninja”** — That Ninja launches a series of attacks that seemingly put him in three places at once.

**Episode 1.16 “Glimmer of Hope”** — An old colleague of the Waterstons offers Stephen a possible cure for his condition. The formula temporarily reverts him to human form, but has terrible side-effects. (Aired after Episode 1.20 in the original run.)

**Episode 1.17 “Under the Missile Toe”** — Christmas on campus! Robot Face returns to threaten her creator, who is constructing a second killer machine. The team must protect students and staff from the crossfire.

**Episode 1.18 “Awards Season”** — Lauren is awarded a prestigious scientific honor, but Stephen feels depressed that he can no longer contribute to her research. It turns out the award committee was manipulated by Party Animal, who just wanted to throw Lauren a congratulatory party. (Never aired during the original run.)

**Episode 1.19 “Thin Blue Line”** — A police officer uses advanced technology stolen from crime scenes in a one-man war on the Elementals, who he considers dangerous vigilantes. (Never aired during the original run.)

**Episode 1.20 “Home, Sweet Home”** — The Clown Crew attacks the Waterstons’ home while the Elementals battle Laffo himself, and Glob must defend the house on her own.

## RULES & ADVICE

*It’s Element-ary!* uses all of the rules in *Fate Core* with a few additions to let you play out a cartoon superhero game.

## POWERS

Powers are a lot like stunts, except bigger, flashier, more powerful, and more complex. The precise effects of each power are spelled out in the character descriptions. If you want to create your own characters with different powers, you’ll need to check out *Venture City Stories* or the *System Reference Document* for these power rules

# IT'S ELEMENT-ARY!

(both available from Evil Hat Productions). If you just want to use this book without referencing those, you'll need to know what a few terms mean.

**Special Effects:** A **special effect** is an extra-special thing you can pull off when you succeed with style. Whenever you succeed with style on a roll that utilizes your powers, you can forgo the normal benefits of succeeding with style to add one of your special effects instead. You can also spend a fate point to add a special effect to any successful roll, even if you've already got a special effect attached to that action. Special effects always happen in addition to the normal effects of success. In addition, some powers have an **improved special effect**. An improved special effect works just like a special effect: you can use the effect when you succeed with style or spend a fate point while using your power. However, improved special effects are unique to their power and do bigger stuff than regular ones.

**Drawbacks:** **Drawbacks** are aspects, like a power's trouble, but do not replace your character's trouble. These highlight problems that the power may bring you—a limitation on the power or a nasty side effect.

**Collateral Damage Effects:** Super-beings throw a lot of power around, power that often has unintended consequences. Sometimes city blocks get leveled; sometimes innocent bystanders get hurt. Your **collateral damage effect** is an extra benefit—something super-potent you can do with your power, often to great narrative effect. You can choose to use this effect at any time, but using it comes at a cost: you inflict a situation aspect on the area around you that represents the collateral damage you've caused. The GM gets to determine the exact nature of that aspect each time you use it.

## SCALE

In superhero stories, human-sized heroes often face off against enemies many times their size. When introducing huge foes, assign them a scale trait to represent how big they are:

- Anything roughly the size of a human is **scale 1**.
- A creature the size of a large house or so is **scale 2**.
- Up to the size of a skyscraper is **scale 3**.

And you probably don't want to go much bigger than that.

When two entities enter into a conflict with one another, the differences in their scale come into play. For every step that separates them, apply one or both of the following effects to the larger of the two:

- +1 to the attack roll or +1 to the defense roll
- Deal +2 shifts of harm on a successful attack or reduce incoming harm by 2

How to apply these effects depends on what makes sense in context.<sup>19</sup>

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<sup>19</sup> For a simplified example, see Party Animal's collateral damage effect on page 20, and consider that a t-rex would be scale 2.

Here's an example of an NPC built with scale. In Episode 1.17 "Under the Missile Toe," the Elementals deal with a giant robot constructed by Robot Face's creator as it threatens to destroy Big Blue and Earthling's college campus. Its stats would be:

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## GIANT KILLER ROBOT

### BUILT IN SECRET, BUT HOW?!, ADVANCED WEAPON SYSTEMS

**Skills:** Good (+3) Shoot; Fair (+2) Physique; Average (+1) Athletics, Fight

**Powers:** The Robot has an energy blast that lets it attack with Shoot up to three zones away. It can also fly; see Hot-Head's powers on page 6. **Scale 3.**

**Stress:** Physical , Mental

**Consequences:** One mild, one moderate.

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When the Elementals fight this giant robot, it gets +2 to its attack rolls and +2 to its defense rolls. Its successful attacks deal 4 extra shifts of stress, and any successful attack against it has its shifts reduced by 4.

## CARTOON VIOLENCE

*It's Element-ary!* features cartoon-style action. The characters perform powerful attacks, but no one dies. The worst that happens is you get knocked out and wake up with a few bandages and an arm in a sling.<sup>20</sup> Conflicts work the same as in *Fate Core*, with the exception of what consequences are valid, how those consequences recover, and how characters are taken out.

When a character takes a consequence in *It's Element-ary!*, phrase it in a way that makes sense for the attack, but ask yourself, "How would this be portrayed on a Saturday morning cartoon?" Avoid describing injuries that are bloody, graphic, or traumatic to young viewers. Consider consequences like **BRUISED**, **LIMPING**, **BELL RUNG**, or even **A THOUSAND CUTS**, as long as they are drawn as simple red lines and cross-hatching. If the villain throws an explosive, instead of giving the hero bleeding ears and shrapnel damage, give them the consequence **COVERED IN SOOT** instead. We all know that when a cartoon character shows up as a black silhouette and two white eyes, they've just been blown up real good.

When those consequences begin to recover, rename them to reflect the internal toll that external damage takes on the characters. Bangs and bruises don't last long in *It's Element-ary!*, but the series isn't afraid to examine how being a hero and fighting the bad guys really affects the main characters. Maybe that **BROKEN ARM** recovers into being **AFRAID TO THROW A PUNCH**. If Big Blue gets **NEARLY BOILED** protecting Glob, she may recover physically but still be **OVERPROTECTIVE OF HER DAUGHTER**.

Finally, conflicts may smash cars and even level buildings, but nobody dies in *It's Element-ary!*. When one character takes another out, the result will never be that

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<sup>20</sup> And that sling is off by the next episode.

character's death. Heroes beat the bad guys and put them in jail. If a villain defeats a hero, they might take them captive or kidnap a loved one or plant a device on them to make their lives harder later. If the only thing that makes sense is for a character to seemingly die, no one will find the body, and that character is free to return in a future adventure for their well-earned revenge.

## ASPECT EVENTS

This is a trick you can use to create the framework of an adventure that coincidentally matches how a lot of TV shows, including Saturday morning cartoons, are structured.

An aspect event has two components: the **event list** and the **crescendo aspect**. The event list is a series of things that will happen framed as aspects, leading up to the crescendo aspect. Think of the crescendo aspect as what will happen if the players don't intercede. A good event has three to six aspects plus the crescendo aspect.

When the adventure starts, check off the first aspect and bring it into the story. This is the inciting incident, the thing that gets the PCs involved. It's an aspect like any other—you and the players can compel it or invoke it as appropriate. It stays in play until it's no longer relevant, at which point you simply cross it off.

Whenever the story suggests that things should move on, or whenever there's a lull in the action, check off the next aspect and bring it into the story. It's now an aspect that can be invoked or compelled, and it's a new element to the story. Keep doing this for as long as you need to. Accelerate the rate at which you bring in aspects, if the players are getting distracted or not getting involved, or slow it down if they're being really proactive.

If the crescendo aspect gets checked off, things have gotten really, really bad. This usually indicates that the bad guys are on the verge of winning, and that the players need to step up their game!

If you don't check off all the aspects by the time the PCs wrap things up, that's fine! It just means the PCs were on their game, and that they got to be awesome and win big. If you check off all the aspects and things go badly for the PCs, that's also fine! You can snowball what happened in this story into the next one, and up the ante a bit.

Here's an example event list:

- **A RASH OF ROBBERIES**
- **EXPLOSIONS AND FIRE!**
- **CITYWIDE PANIC**
- **UNDER TERRORIST THREAT**
- **THREE HOURS TO DETONATION**
- **SMOKING CRATER**

## WORST OF BOTH WORLDS

Based on an interview with Parker and Fine in *Entertainment Magazine*,<sup>21</sup> the final episodes of season one would have featured the appearance of alternate universe doppelgängers of the Elementals from a reverse Earth where heroes were villains, and vice versa. Fans believed that these episodes had never progressed past the story concept stage, but a reel of test animation recently leaked onto fan sites in the wake of the Toonflix deal. In rough form, this reel showed the character designs for the Para-Elementals, as fans dubbed them, and gave a brief look at a scene from one of the lost episodes.

If you want to play this storyline out in adventures of your own, here are the stats for the Para-Elementals: Coldheart, Big Red, and Magman. Each character's backstory is largely the same. Only their outlooks are different.

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21 Volume 1, Issue 19, December 1999.



## COLDHEART

MAN'S MAN, LADIES' MAN, FREEZING MAN; DEMANDS RESPECT; LONG-TIME BULLY; KEEPING AN EYE ON BIG RED; MAGMAN IS MY LOYAL DUPE

### SKILLS

As for Hot-Head, page 6.

### STUNTS

**Called Shot:** During a Shoot attack, Coldheart can spend a fate point and declare a specific condition he wants to inflict on a target, like **SHOT IN THE HAND**. If he succeeds, he places that as a situation aspect on them in addition to hitting them for stress.

### POWERS

**Freezing Man:** Coldheart is infused with cold. He can create freezer-cold temperatures at will, rendering his or an adjacent zone uncomfortably chilly. Whenever someone successfully attacks him using Fight, they take 1 physical stress from the sheer cold. Coldheart can create slides of ice, allowing him to move through the air as easily as moving along the ground. He uses Athletics to overcome obstacles or create advantages related to sliding. He can fire projectiles of solid ice, with a range of three zones, using Shoot.

**Special Effects:** Extra Movement; Inflict a Condition.

**Improved Special Effect:** Coldheart coats himself in ice, giving him Armor:4 against the next attack he suffers, at which point the bonus ends. Moving or taking a physical action breaks the shell, ending this bonus.

**Drawback:** COLD AS ICE

**Collateral Damage:** Coldheart freezes everything and everyone around him. Objects near him freeze solid, and anyone who touches him gets a mild physical consequence, or 1 physical stress if they don't have the open slot. This effect lasts until the end of the scene, but he can end it at will.

### STRESS

Physical

Mental

## BIG RED

TRANSFORMED SCIENTIST; PERSISTENT SCHEMER; ALL HEROES MUST PAY; COLDHEART WILL SLIP UP SOME DAY; STEPHEN BELONGS TO ME

### SKILLS

As Big Blue, page 8.

# WORST OF BOTH WORLDS

## POWERS

**Lava Form:** As Big Blue, but Big Red is made of lava that somehow never hardens into rock. In addition to stretching, the extreme heat of her body can damage anyone she touches. By maintaining skin-to-skin contact with another person for a moment, she deals them 4 physical stress. Additionally, when she attacks a target unarmed, add 4 physical stress to the result.

**Special Effects:** Area Attack, Inflict Condition

**Drawback:** BODY OF LAVA

**Collateral Damage Effect:** Big Red can emanate a wave of heat and poison gas from her body that affects everyone in her zone. Nameless NPCs are taken out, while named NPCs and PCs must successfully defend with Physique against Fair (+2) opposition to avoid taking a moderate physical consequence.

## STRESS

Physical

Mental

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## MAGMAN

MAGMA-INFUSED THUG; STONEY INTELLECT; FRIGHTENS EVERYONE; ONLY LAUREN LOVES ME; COLDHEART HAS A PLAN

## SKILLS

As Earthling, page 10.

## POWERS

**Body of Magma:** Magman's body is made of liquid magma under a thick stone shell. He gains Armor:4 against any purely physical damage. This form also gives him increased strength, granting +2 to Physique in all situations that require pure strength and +2 to Fight while brawling unarmed in close quarters. By maintaining skin-to-skin contact with another person for a moment, he deals them 2 physical stress. Additionally, when he attacks a target using his bare hands, add 2 physical stress to the result. When he attacks unarmed and succeeds with style, give the defender the situation aspect **BURNING** with one free invocation. If they are already **BURNING**, add another free invocation to the aspect.

**Special Effects:** Forced Movement, Physical Recovery

**Drawback:** CAN'T FEEL MUCH OF ANYTHING

**Collateral Damage Effect:** Magman can raise his mighty fists and hit the ground with enough force that the whole earth seems to shake, attacking everyone in his zone with Physique.

## STRESS

Physical

Mental