

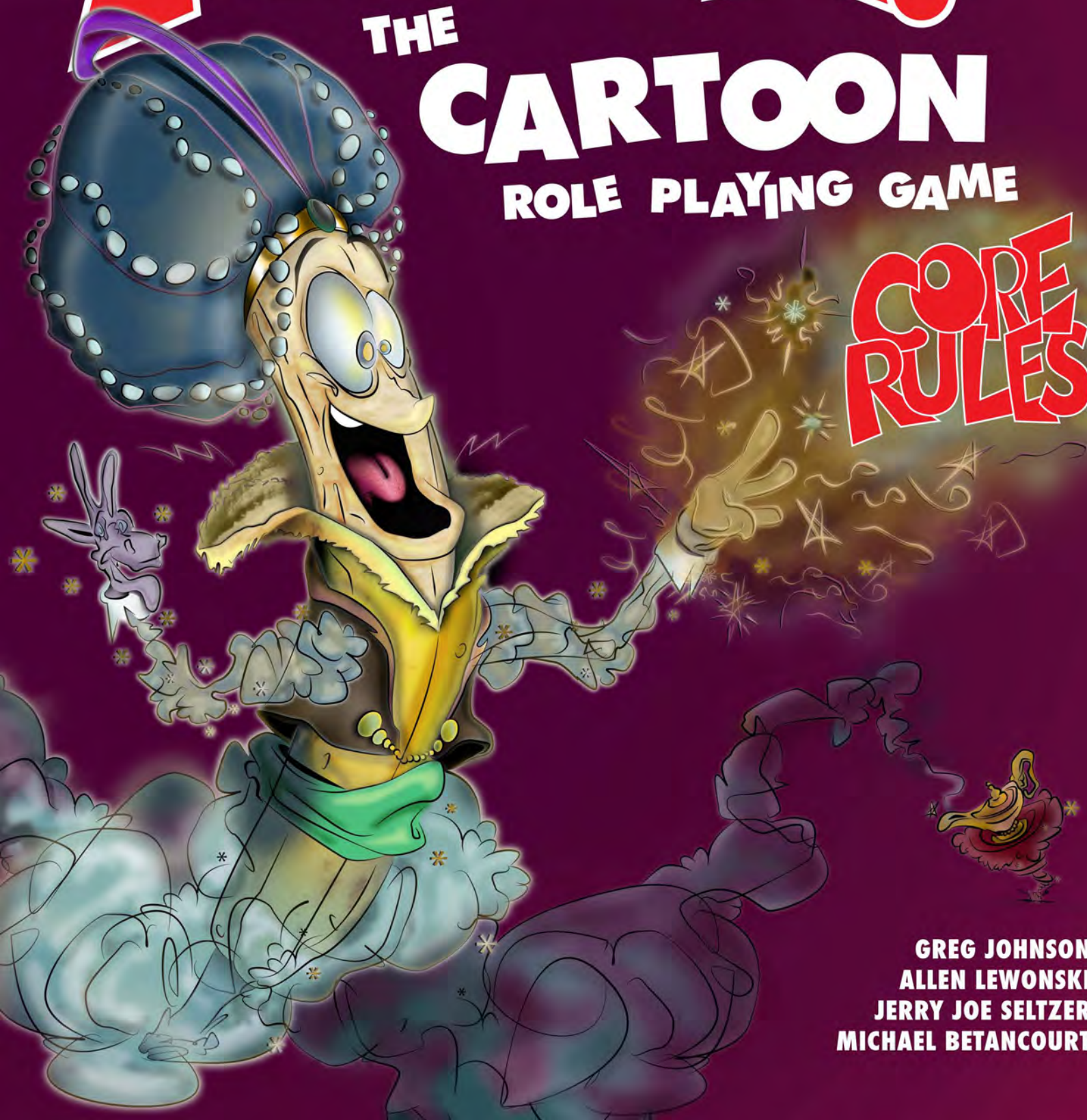
TOONY!

THE

CARTOON

ROLE PLAYING GAME

CORE
RULES



GREG JOHNSON
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JERRY JOE SELTZER
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a role playing game from
GENRES GAME SYSTEM

TOONZY!

THE GAME

CREATED BY
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For more fun stuff, visit the *Toonzy!* website at

ToonzyTheGame.com

• GENRES GAME SYSTEM •

Published by Genres Game System, LLC. Savannah, Georgia.
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www.ToonzyTheGame.com
www.genresgamesystem.com

ISBN-13: 978-1619120693
ISBN-10: 1619120690

DIGITAL EDITION

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A FEW WORDS FROM OUR SPONSORS

Toonzy! Character Sheet



FOREWORD

While the origins of role playing games (RPGs) are lost in the deep, swirling mists of time, it has been suggested that the Sumerians, Hittites and Assyrians all played them. Ancient d20s have been discovered in Egypt, Babylonia, and Ancient Greece, a sure sign that our contemporary concerns with *saving throws* and *to hit* modifiers are a product of exceptionally ancient design. What these serious games were about can only be guessed at, as their rule sets have not survived the passage of time and the dark ages' dislike for all things RPG. During the centuries between these ancient games and the present, gamers have been persecuted for playing at "the Devil's folly." An entirely understandable worry on their part because during the dark ages the difference between everyday life and live action role playing was highly questionable. Only with the Enlightenment does role playing resume, but their games all had a serious, math-intensive dimension. Yet, it was only a matter of time before the inevitable would happen and comedy would infect the somber halls of role playing game enthusiasts and their ilk. *Toonzy!* is that game.

Comedy, gags, and slapstick action are what playing *Toonzy!* is all about. This is role playing where laughter is the whole point—it's about finding funny solutions to everyday problems. If you aren't laughing, you might just be the joke!

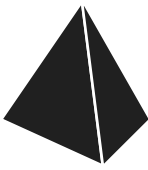
Toonzy! is an RPG. That is to say, this a game in which the players (that's you) take on the role of a cartoon character in a fictional setting and engage in interactive, collaborative storytelling. You create a character and pretend to be that persona while playing the game by acting out your character's role. The game is based on the choices you make—the actions your character takes within the game world. The referee (moderator) for the game is called the "Director." They will narrate, arbitrate, and run the game session, making sure that the rules of the game are followed. The Director helps define the story and setting for you, and provides a foil for your gags. This means that it takes three or more people to play the game properly. This particular game is a "cartoon" role playing game, which means that the character you create will be a cartoon one, just like the cartoon characters you saw on TV growing up. These games have funny characters who do hilarious and outlandish things, engage in slapstick action, encounter bizarre scenarios, and parody real life. It helps to be weird, a bit neurotic, or just simply maladjusted.

Enjoy.

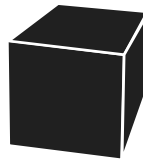
NAME THOSE DICE!

*Role playing games use a wide range of polyhedral dice.
This chart will help you identify them.*

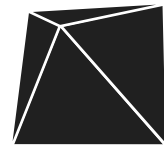
Roll 2d10 for d100 (or percentile) rolls.



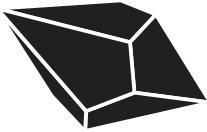
d4



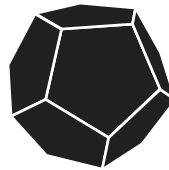
d6



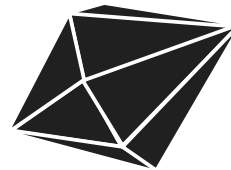
d8



d10



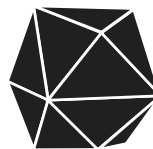
d12



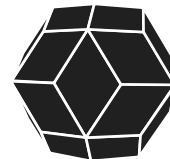
d16



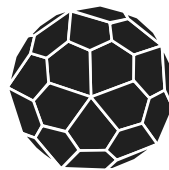
d20



d24*



d30



d60*

* These two dice are *not* used with *Toonzy!*

CHAPTER 1

CREATING YOUR TOONZY! CHARACTER

WHAT IS A CHARACTER?

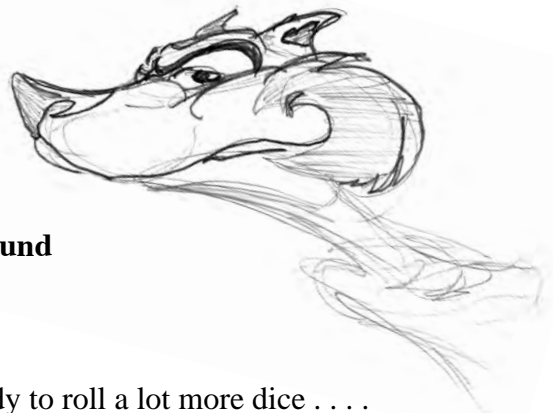
Your character is the persona you will adopt while playing the game. You decide how the character looks and acts. But in order to play the game, you will need to define a few specific details about your character. Things such as how strong, fast, or smart the character is will be determined by various statistics that you roll up using dice. How the character acts depends in part on the Toon Powers you choose for the character and what you want the character to do in any given situation. The whole game will be played through discussion with all the game's players and the Director.

MAKING YOUR CHARACTER STEP-BY-STEP

Creating your character is essential to playing *Toonzy!* Each player needs just one character. Like all cartoon characters, realism and reality in who and what you're playing are entirely optional. It's okay if your character is monomaniacal, obsessive or simply one dimensional. You're playing a cartoon character—depth is over-rated. Each character can be as detailed as you want it to be—just remember to have FUN!

The steps to making your character are as follows:

- STEP 1: What's in a Name?**
- STEP 2: *Toonify Me!***
- STEP 3: Roll Up Your Ability Scores**
- STEP 4: Toon Powers, Activate!**
- STEP 5: Filling in the Blanks . . .**
- STEP 6: Defining Your Character's Background**
- STEP 7: *Action!***



Ready to begin?

You'll need a d100 (2d10) to get started, but be ready to roll a lot more dice

ROLLING DICE

Playing a role playing game involves you rolling a lot of oddly shaped dice to generate various sets of random numbers. This RPG uses four-sided (d4), six-sided (d6), eight-sided (d8), ten-sided (d10), twelve-sided (d12), sixteen-sided (d16), twenty-sided (d20) and thirty-sided dice (d30). (See page 10 if you need help identifying your dice.) You will also need a coin to occasionally flip or just a die roller app.

It is a bit cumbersome to say “Roll a six-sided die” all of the time, so everyone uses an abbreviation such as “1d6.” This notation indicates that you should roll one (1) die (d) that is six-sided (6)—thus, *1d6*. The number in front is important, since it tells you how many dice you need to roll. If it is just one die, we’ll leave off the “1” and just say “d6.” For instance, it could be 2d6 for two (2) six-sided dice or 4d6 for four of them. The second number tells you the type of die to roll. For instance, 2d12 means roll two (2) twelve-sided dice, whereas 5d4 would indicate that you should roll five (5) four-sided dice.

Sometimes you will need to roll a percentile (d100) or generate a random number between one and one hundred. To do this you will roll two (2) differently colored ten-sided dice. First you should determine which of the two colors represents the tens and which is the single digits. Now roll the dice. Each ten-sided die gives you a number between zero and nine. Simply place the “tens” in front of the number generated on the other die to get a number between one (01) and one-hundred (00). Simple!

PLAYERS

You (unless you’re the Director). Players are the Cast Members for each Episode, the ones who manage characters and collaborate with each other and the Director to create the story. So, the first step toward playing this game is to roll up your cartoon character!

DIRECTOR

The Director is the Referee, responsible for running the Episode and everything else.

What the Director decides is the Law.



STEP 1: WHAT'S IN A NAME?

Take a few minutes to create an idea and name for your character. Simple, rhyming or funny sounding names are familiar. A few sample names are Roq-o-dile, DJ PJ, and Tex. Getting the right name can be a good way to start.

Feel free to parody and exaggerate the qualities and personality of your character in order to achieve a proper cartoon “feel.” Take some time and describe the personality of your character with a sentence or two, or even just a few descriptive words. For example, Roq-o-dile is a hammy, flashy, over-the-top alligator with a penchant for rock and roll music and extreme behavior who occasionally plays an electric guitar and puts on a show.

Characters can be almost anything—cartoons have few boundaries—but are usually either human or some sort of anthropomorphic animal. If you want to play a cartoon character, but aren’t sure which type to play you can roll on these handy *Toonify Me!* tables for some suggestions.

STEP 2: TOONIFY ME!

These tables are here to help you get started making your new *Toonzy!* character. You can roll on these, and then once you have some suggestions for what your character looks like, you can tweak and adjust them to make it perfect. The important thing to remember is, these tables are only suggestions—ways to get started making your character. If you don't like the result, just reroll.

First, roll on the *Character Type Table* to see what kind of cartoon character you are. Because cartoons aren't just filled with animated humans, but critters, all manner of things, mythical beings, monsters, and aliens, this table will determine *what* you're going to play.



CHARACTER TYPE

Depending on the results of your roll on the *Character Type Table*, roll on the appropriate tables in the specific section below to determine the particulars of your character, and then move on to the *Personality Traits Table* and then the *Niche Table* to find out your job:

Roll d100

- 01–15 Roll on the **Human** Tables
- 16–59 Roll on the **Critter** Tables
- 60–89 Roll on the **Thing** Tables
- 90–95 Roll on the **Mythic** Tables
- 96–99 Roll on the **Monstrous** Tables
- 00 Roll on the **Alien** Table

Remember that you shouldn't roll on all of these tables, just the ones that are appropriate for your character

• HUMAN (01–15)

Humans are the most familiar *Toonzy!* simply because players are all human. That doesn't mean that your character needs to be anything like who you are in real life. You can be any type of cartoon person you can imagine. Feel free to exaggerate, parody or over-emphasize.

HUMAN DESCRIPTORS: PHYSICAL TYPE

Humans have a wide range of physical types based on their backgrounds and inclinations. Roll twice on this table for some basic details about what your character's body looks like:

Roll d20 Twice

- 01 Aristocratic
- 02 Baby
- 03 Bald
- 04 Fat
- 05 Glamorous
- 06 Goth
- 07 Hairy
- 08 Hunchback
- 09 Jock
- 10 Nerd
- 11 Nudist
- 12 Old
- 13 Preppie
- 14 Sexy
- 15 Short
- 16 Skinny
- 17 Shiny
- 18 Rough
- 19 Tall
- 20 Young



HUMAN DESCRIPTORS: COLOR

Humans come in a wide range of designer colors:

Roll d10

- 01 Black & White
- 02 Blue
- 03 Brown
- 04 Green
- 05 Orange
- 06 Peach
- 07 Pink
- 08 Purple
- 09 Red
- 10 Yellow

• CRITTER (16-59)

In *Toonzy!* the animal characters are all called “Critters” mostly because it’s funny. They can walk and talk and otherwise act just like humans, except they’re animals. Animals don’t have to be anthropomorphic though, they can be talking animals too. It all depends on what kind of cartoon character you want to play.

There are lots of critters in the world, and this table lists some that have real comic potential:

Roll d100

01	Aardvark
02	Alligator
03	Amoeba
04	Ant
05	Antelope
06	Baboon
07	Badger
08	Bandicoot
09	Bat
10	Roll on <i>Bear Table</i>
11	Bee or Wasp (Flip a coin)
12	Boar
13	Buffalo
14	Butterfly or Moth (Flip a coin)
15	Catfish
16	Centipede
17	Chipmunk
18	Cow
19	Coyote
20	Roll on <i>Bird Table</i>
21	Crab or Lobster (Flip a coin)
22	Crayfish
23	Crocodile
24	Dragonfly
25	Desman
26	Deer: Doe or Stag (Flip a coin)
27	Dolphin
28	Donkey
29	Earwig
30	Roll on <i>Cat Table</i>
31	Eel
32	Elephant
33	Fish
34	Fly
35	Fox
36	Frog or Toad (Flip a coin)
37	Fruit Fly
38	Garter Snake
39	Goat



40	Roll on <i>Dinosaur Table</i>
41	Giraffe
42	Gnat
43	Gopher
44	Groundhog
45	Hedgehog
46	Hippopotamus
47	Horse or Pony
48	Iguana
49	Kangaroo
50	Roll on <i>Dog Table</i>
51	Ladybug
52	Leech
53	Lemming
54	Lemur
55	Lizard
56	Llama
57	Mole
58	Moose
59	Mouse
60	Roll on <i>Monkey Table</i>
61	Mule
62	Mushroom
63	Octopus
64	Opossum
65	Otter
66	Panther
67	Poison Dart Frog
68	Puffer Fish
69	Puppy
70	Roll on <i>Owl Table</i>
71	Pig
72	Platypus
73	Porcupine
74	Rabbit
75	Rat
76	Rhinoceros
77	Sea Sponge
78	Shark
79	Sheep
80	Roll on <i>Prehistoric Table</i>
81	Skunk
82	Sloth
83	Snail
84	Snake
85	Spider
86	Squid
87	Squirrel or Flying Squirrel
88	Stingray
89	Turtle
90	Roll on <i>Primate Table</i>
91	Water Strider



- 92 Walrus
- 93 Weasel
- 94 Whale
- 95 Wolf
- 96 Wolverine
- 97 Wombat
- 98 Worm or Caterpillar
- 99 Zebra
- 00 *Whatchamacallit* *

* Roll twice on this table and combine.
(For example, a Giraffe Emu)



BEAR TABLE

Bears can be cuddly or scary, depending on the type. This table gives more detail on what sort of bear your character is:

- | | |
|---------|--------------|
| Roll d6 | |
| 01 | Black Bear |
| 02 | Grizzly Bear |
| 03 | Koala Bear |
| 04 | Panda Bear |
| 05 | Polar Bear |
| 06 | Teddy Bear |



BIRD TABLE

Most birds can be funny, but some of them make better cartoon characters just because of how they act. This table will help decide which bird is for you:

- | | |
|----------|-------------------------|
| Roll d30 | |
| 01 | Albatross |
| 02 | Blackbird |
| 03 | Bluejay |
| 04 | Canary |
| 05 | Chicken: Hen or Rooster |
| 06 | Cuckoo |
| 07 | Crow |
| 08 | Dodo |
| 09 | Duck |
| 10 | Eagle |
| 11 | Egret |
| 12 | Finch |
| 13 | Flamingo or Emu |
| 14 | Hawk |
| 15 | Hummingbird |
| 16 | Kiwi |
| 17 | Martin |
| 18 | Mockingbird |
| 19 | Parrot |
| 20 | Pigeon |
| 21 | Penguin |
| 22 | Raven |
| 23 | Seagull |
| 24 | Songbird |
| 25 | Stork |
| 26 | Swan |
| 27 | Turkey |
| 28 | Vulture |
| 29 | Woodpecker |
| 30 | Wren |

CAT TABLE

Cats! Get out your cameras!

Roll d10

- 01 Bobcat
- 02 Cheetah
- 03 House Cat
- 04 Jaguar
- 05 Leopard
- 06 Lion
- 07 Lynx
- 08 Puma
- 09 Tiger
- 10 Wildcat



DINOSAUR TABLE

Even though dinosaurs are just ancient birds, they deserve their own table:

Roll d10

- 01 Allosaurus
- 02 Ankylosaurus
- 03 Brontosaurus
- 04 Diplodocus
- 05 Ichthyosaurus
- 06 Plesiosaurus
- 07 Stegosaurus
- 08 Triceratops
- 09 Tyrannosaurus Rex
- 10 Velociraptor

DOG TABLE

While dogs may be man's best friend, they also have some serious comic skills:

Roll d16

- 01 Basset Hound
- 02 Beagle
- 03 Borzoi
- 04 Bulldog
- 05 Chihuahua
- 06 Collie
- 07 Corgi
- 08 Dachshund
- 09 Doberman Pinscher
- 10 Poodle
- 11 Pug
- 12 Retriever
- 13 Shepherd
- 14 Spaniel
- 15 Terrier
- 16 Miniature (Reroll for Type)



MONKEY TABLE

Don't spank the monkey or it will throw something at you. This table will help:

Roll d20

- 01 DeBrazza's Monkey
- 02 Douc Langur Monkey
- 03 Emperor Tamarin
- 04 Golden Lion Tamarin
- 05 Mandrill
- 06 Moustached Tamarin
- 07 Owl Monkey
- 08 Patas Monkey
- 09 Pygmy Marmoset
- 10 Red-Bellied Titi
- 11 Red Colobus Monkey
- 12 Roloway Monkey
- 13 Sock Monkey
- 14 Spider Monkey
- 15 Squirrel Monkey
- 16 Proboscis Monkey
- 17 Three-Striped Night Monkey
- 18 Tufted Capuchins
- 19 Velvet Monkey
- 20 White-Faced Saki Monkey

OWL TABLE

Long a symbol of wisdom, the owl stands apart from other birds and their frivolities:

Roll d4

- 01 Barn or Great Horned Owl
- 02 Little or Pygmy Owl
- 03 Screech Owl
- 04 Snowy Owl

PREHISTORIC TABLE

Unlike dinosaurs, these prehistoric animals have no sense of timing:

Roll d8

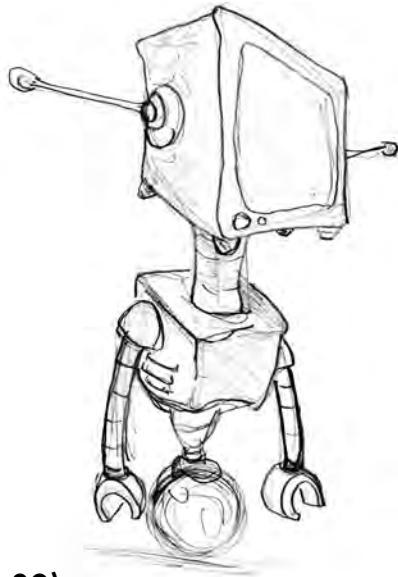
- 01 Dicynodon
- 02 Dimetrodon
- 03 Edaphosaurus
- 04 Ichthyostega
- 05 Irish Elk
- 06 Moschops
- 07 Saber Tooth Critter *
- 08 Woolly Critter *

* Reroll on *Critter Table* for type.

PRIMATE TABLE

It can be hard to tell the humans from the hominids, primates and damn dirty apes, and this table won't help:

Roll d6	
01	Neanderthal or Cro-Magnon
02	Chimp
03	Gibbon
04	Gorilla
05	Orangutan
06	Roll on <i>Monkey Table</i>

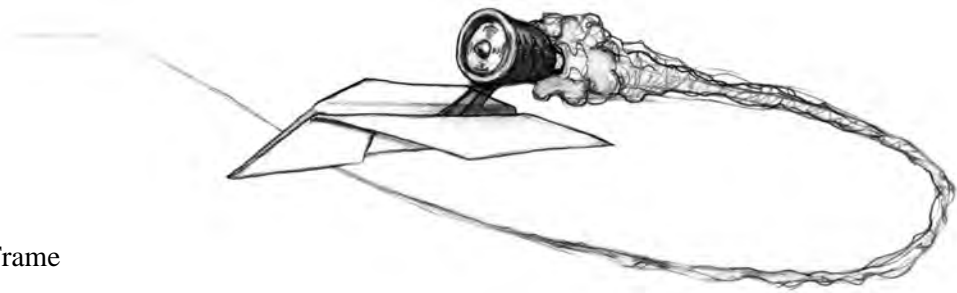


• **THING (60-89)**

Anything can be a character, as the collection of Things listed below proves. Things can walk, talk and act just like Humans and Critters, but they aren't. That's the magic of *Toonzy!*: you can lose an argument with your chair and there's nothing weird about that. *Really.*

Roll d100	
01	Roll Again and Combine with a Roll on the <i>Critter Table</i>
02	Anvil
03	Art Object
04	Ball
05	Roll on <i>Aircraft Table</i>
06	Ballpoint Pen
07	Back Scratcher
08	Blackboard
09	Blender
10	Roll on <i>Boat Table</i>
11	Bomb
12	Book
13	Bottle of Glue

14	Broom
15	Roll on <i>Boat Table</i>
16	Bucket
17	Building
18	Candle
19	Candelabra
20	Roll on <i>Car Table</i>
21	Cannon
22	Cardboard Box
23	Coat
24	Clock
25	Roll on <i>Dinnerware Table</i>
26	Cloud
27	Coin
28	Dishwasher
29	Door
30	Roll on <i>Food Table</i>
31	Drill
32	Fish Tank
33	Foot
34	Fridge
35	Roll on <i>Fruity Table</i>
36	Frying Pan
37	Garbage Can
38	Giant Flying Head (Roll on <i>Critter Table</i>)
39	Gingerbread-Man
40	Roll on <i>Furniture Table</i>
41	Glove
42	Glow Stick
43	Hammer
44	Handle
45	Roll on <i>Holiday Figurine Table</i>
46	Jelly Jar
47	Lamp
48	Lawn Ornament (Roll on <i>Character Type Table</i>)
49	Meat Cleaver
50	Roll on <i>Musical Instruments Table</i>
51	Meteor
52	Milk Pitcher
53	Mirror
54	Mousetrap
55	Roll on <i>Nuts Table</i>
56	Moustache
57	Newspaper
58	Note Pad
59	Nutcracker
60	Roll on <i>Plants Table</i>
61	Holiday Ornament (Roll on <i>Holiday Figurine Table</i>)
62	Padlock



- 63 Picture Frame
- 64 Pickaxe
- 65 Roll on *Silverware Table*
- 66 Pot or Pan (Flip a coin)
- 67 Red Wagon
- 68 Rocket or Robot (Flip a coin)
- 69 Rug
- 70 Roll on *Truck Table*
- 71 Saw
- 72 Scarecrow
- 73 Screwdriver
- 74 Silver Dollar
- 75 Roll on *Vegetables Table*
- 76 Shadow
(Roll on *Critter Table* for Type)
- 77 Smokestack or Chimney
- 78 Soap
- 79 Sock: Single or Pair (Flip a coin)
- 80 Roll on *Vehicles Table*
- 81 Spot Light
- 82 Star (roll 2d4 for number of points)
- 83 Stuffed Animal
(Roll on *Critter Table* for Type)
- 84 Sun or Moon
- 85 Tattoo or Drawing
(Roll on *Critter Table* for Type)
- 86 TNT Wired to a Detonator Plunger
- 87 Toaster
- 88 Toothbrush
- 89 Tombstone
- 90 Top Hat
- 91 Towel
- 92 Toy
(To See What Type of Toy,
Start Over on *Character Type Table*)
- 93 Toy
(Roll on *Monstrous Table* for Type)
- 94 Trophy
- 95 Umbrella
- 96 Uranium
- 97 Vest
- 98 Vase
- 99 Wave
- 00 The Kitchen Sink

AIRCRAFT TABLE

Look, up in the sky . . .
it's not a bird, it's an airplane!

Roll d10

- 01 Balloon (Hot Air or Helium)
- 02 Blimp or Zeppelin (Flip a coin)
- 03 Drone
- 04 Hang Glider
- 05 Helicopter
- 06 Jet Airplane
- 07 Kite
- 08 Paper Airplane
- 09 Parachute
- 10 Propeller Airplane

BOAT TABLE

If it floats, it's a boat.

Roll d8

- 01 Battleship
- 02 Cargo Ship
- 03 Dinghy or Yacht (Flip a coin)
- 04 Fishing Boat
- 05 Pirate Ship
- 06 Sailboat
- 07 Submarine
- 08 Tugboat

CAR TABLE

Automobiles in cartoons are never quite what you expect.

Roll d10

- 01 Ambulance
- 02 Clown Car
- 03 Dune Buggy
- 04 Drag Racer
- 05 Jalopy or Clunker
- 06 Jeep or SUV (Flip a coin)
- 07 Police Car
- 08 Race Car
- 09 Sedan or Sports Car (Flip a coin)
- 10 Station Wagon

DINNERWARE TABLE

You see these at every fine restaurant. Just don't make them angry or they'll spit your food at you.

Roll d10	
01	Bread Plate
02	Butter Dish
03	Coffee Cup
04	Dessert Plate
05	Dinner Plate
06	Salad Plate
07	Salt Shaker
08	Serving Bowl
09	Serving Platter
10	Soup Bowl



FOOD TABLE

Talking food is standard fare in a cartoon. This table tells you what you shouldn't be eating during the game:

Roll d12	
01	Bottle or Can of Soda (Flip a coin)
02	Cookie
03	Danish or Croissant (Flip a coin)
04	Doughnut or Coffee
05	Hamburger
06	Hot Dog
07	Ketchup Bottle
08	Loaf of Bread
09	Mustard Bottle
10	Pizza
11	Toast
12	Roll on <i>Fruity Table</i>

FRUITY TABLE

He's a fruit! But what kind?

Roll d20	
01	Apple
02	Apricot
03	Avocado
04	Banana
05	Berry (pick Strawberry, Raspberry, Blueberry, etc.)
06	Bread Fruit or Coconut
07	Cantaloupe
08	Cherry
09	Fig
10	Grape or Raisin (Flip a coin)
11	Kiwi
12	Lemon
13	Lime
14	Mango
15	Orange
16	Peach
17	Pear
18	Pomegranate
19	Tangerine
20	Watermelon

FURNITURE TABLE

Animated furniture.

What else is there to say?

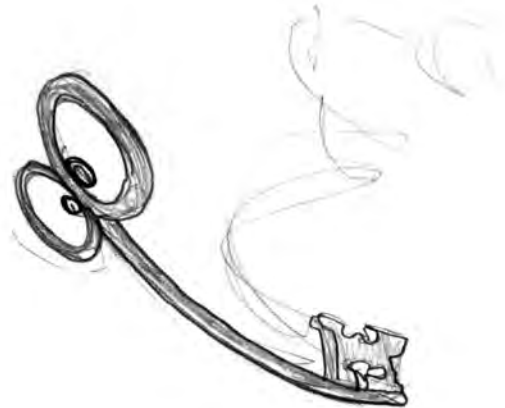
Roll d16	
01	Baby's High Chair
02	Bar Stool
03	Bed
04	Bookcase
05	Coffee Table
05	Desk
07	Dining Table
08	Dresser or Bureau
09	End Table
10	Filing Cabinet
12	Recliner
12	Pie Cart
13	Pole Lamp
14	Rocking Chair
15	Sofa
16	Tea Cart

HOLIDAY FIGURINE TABLE

The Holidays are upon us; run for your lives!

Roll d12

- 01 Baby New Year
- 02 Cupid or Tooth Fairy (Flip a coin)
- 03 Dragon (Chinese New Year)
- 04 Easter Bunny
- 05 Grandfather Time
- 06 Groundhog (for Groundhog Day)
- 07 Old Man Winter or Jack Frost
- 08 Santa Claus
- 09 Skeleton (for La Calavera Catrina)
- 10 Snowman
- 11 St. Patrick or Leprechaun
- 12 Pick Your Own Holiday Figurine
(For example, National Tartan Day,
Texas Independence Day, etc.)



- 28 Wood Block
- 29 Whistle
- 30 Xylophone

MUSICAL INSTRUMENTS TABLE

Even a rubber band needs some animated instruments:

Roll d30

- 01 Accordion
- 02 Bagpipes
- 03 Banjo
- 04 Beatbox
- 05 Bell
- 06 Clarinet
- 07 Djembe
- 08 Drum (or Drum Set)
- 08 Flute
- 10 Guitar
- 11 Harmonica or Harp
- 12 Marimba
- 13 Oboe
- 14 Panpipes
- 15 Piano
- 16 Pipe Organ
- 17 Saxophone
- 18 Sousaphone
- 19 Spoons
- 20 Taiko Drum
- 21 Triangle
- 22 Trombone
- 23 Trumpet
- 24 Tuba
- 25 Ukulele
- 26 Viola
- 27 Violin

NUTS TABLE

She's a tough nut to crack. (Mostly because she won't sit still.)

Roll d10

- 01 Acorn
- 02 Almond
- 03 Cashew
- 04 Chestnut
- 05 Coconut
- 06 Macadamia Nut
- 07 Peanut
- 08 Pecan
- 09 Pistachio
- 10 Walnut

PLANTS TABLE

Vegetation may take its time, but someone has to watch the grass grow.

Roll d10

- 01 Branch or Stick
- 02 Flower (in Pot)
- 03 Grass
- 04 Palm Tree
- 05 Pine Tree
- 06 Seed
- 07 Shrubbery or Bush
- 08 Tree (with leaves)
- 09 Vine
- 10 Weed

SILVERWARE TABLE

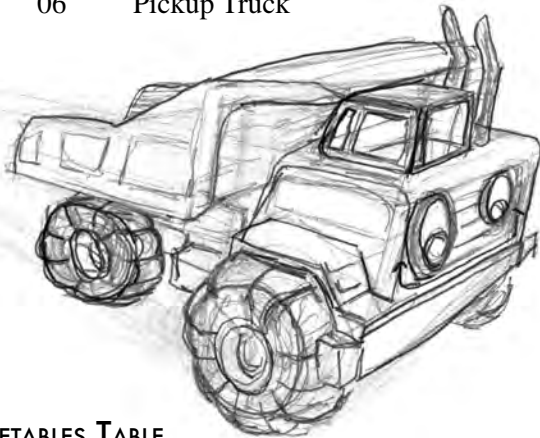
The affair between the Knife and Spoon was well known.

Roll d6	
01	Bread Tongs
02	Chopsticks
03	Fork
04	Knife
05	Spatula
06	Spoon or Spork (Flip a coin)

TRUCK TABLE

Trucks are tough. But if you want something really weird, combine with the *Monstrous Tables* for a Monster Truck:

Roll d6	
01	Cement Mixer
02	Delivery Truck
03	Dump Truck
04	Fire Truck
05	Garbage Truck
06	Pickup Truck



VEGETABLES TABLE

Just remember, your vegetables really do want you to eat them. *Honest.*

Roll d12	
01	Asparagus
02	Bean (d6 in number, or Can)
03	Beet
04	Broccoli
05	Cabbage
06	Carrot
07	Celery
08	Corn
09	Peas (d6 in number, or Can)
10	Pickle
11	Potato
12	Pumpkin or Other Squash

VEHICLES TABLE:

All the other things that go!

Roll d20	
01	Bicycle
02	Bulldozer
03	Roll on <i>Boat Table</i>
04	Crane
05	Elevator
06	Flying Carpet
07	Flying Saucer
08	Forklift
09	Motorcycle
10	Pogo Stick
11	Red Wagon
12	Roller Skates
13	School Bus
14	Skateboard
15	Steamroller
16	Surf Board
17	Tractor
18	Tricycle
19	Unicycle
20	Van

• **MYTHIC (90-95)**

Cartoons can occasionally be mythological characters. Indeed, almost any creature from legend can be a cartoon. If you believe they're real, you probably should be playing one:

Roll d20	
01	Centaur
02	Chupacabra
03	Dragon
04	Elf
05	Fairy
06	Giant
07	Goblin
08	Golem
09	Griffin
10	Leprechaun or Gnome (Flip a coin)
11	Medusa
12	Mermaid or Merman
13	Minotaur
14	Ogre
15	Pegasus
16	Satyr or Nymph
17	Troll
18	Unicorn
19	Wyvern
20	Yeti

• **MONSTER (96-99)**

Not all Monsters are villains. They can be cuddly, friendly, and scared of their own shadow. It's all a matter of how you play them. Roll once on each of the *Monstrous Tables* below to determine just what your monstrous character looks like:

MONSTROUS BODY TYPE

The thing about Monsters, they just aren't like other people . . .

Roll d6	
01	Blob or Amoeba (Flip a coin)*
02	Snake-like (No Legs)
03	Bipedal (2 Legs)
04	Quadruped (4 Legs)
05	Octopoid (2d8 x2 Tentacles)
06	Centipede-like (2d100 x2 Legs)

* You're done!

MONSTROUS NUMBER OF ARMS

Need a hand? Or 2? How about 43?

Roll d100	
01-05	1
06-20	2 or 3 (Flip a coin)
21-36	2d4
37-50	2d6
51-74	2d8
75-80	2d10
85-90	2d12
80-95	2d16
96-98	2d20
99-00	d100

MONSTROUS NUMBER OF EYES

It's watching you, and you, and you . . .

Roll d100	
01-20	1
21-30	2
31-40	3d4
41-50	3d6
51-60	3d8
61-80	3d10
81-85	3d12
86-90	3d16
90-95	3d20
96-98	3d30
99-00	d100



MONSTROUS NUMBER OF HEADS

If two heads are better than one, then even more must be even better:

Roll d100	
01-20	1
21-40	2
41-60	d8
61-80	d10
81-85	d12
86-90	d16
90-95	d20
96-98	d30
99-00	d100



MONSTROUS SKIN TYPE

There is a skin cream for that. You might want to try it.

Roll d8	
01	Bumpy
02	Leathery
03	Scaly
04	Slimy
05	Smooth
06	Spiky
07	Transparent
08	Warty

• **ALIEN (00)**

Like the Monster, the Alien may just be misunderstood, or it may have an alien agenda. As long as it's funny, it's good for *Toonzy!*

Travelling across vast distances, from the far side of the universe, comes . . .

Roll d12	
01	An Amorphous Ball of Light
02	Big-Brain Alien
03	Giant Bug or Bug-Eyed Monster
04	Little Green Man
05	Martian
06	Mole-Man
07	Moon-Man
08	Reptoid (wears sunglasses)
09	Robot or Android
10	Tiny Blue Alien
11	Tall Thin Grey Alien
12	Roll Twice and Combine

• PERSONALITY QUIRKS

Psychologist:

“So, tell me about your childhood . . . ”

Cartoon characters are quirky. They aren't like regular people—they're defined by their personality traits. All characters should roll twice on this *Personality Traits Table*:

Roll d100 Twice

01–02 Roll Twice and Combine

03 Adventurous

04 Allergic

05 Angry (at everything)

06 Anxious and Nervous

07 Argumentative (No, I'm not!)

08 Arrogant

09 Artsy

10 Animal Lover

11 Blabbermouth
(i.e. can't keep a secret)

12 Brave

13 Cheerful

14 Companionable

15 Clean Freak

16 Clumsy and Unlucky

17 Confident

18 Compulsive Liar

19 Conservative

20 Courageous

21 Cowardly

22 Curious

23 Cries Easily

24 Dirty

25 Dreamer

26 Energetic

27 Emphatic

28 Fanatical

29 Fatuous

30 Fiery

31 Follower

32 Forgetful

33 Friendly (everyone is your friend)

34 Frugal

35 Glamorous

36 Goofy

37 Guilty

38 Gullible

39 Hard Working

40 Hot Tempered

41 Humble

42 Hyperactive



- 43 Ignorant and Uneducated
- 44 Imaginative
- 45 Impulsive
- 46 Indecisive
- 47 Insulting
- 48 Irresponsible
- 49 Irritable
- 50 Intoxicated
- 51 Leaps Before Looking
- 52 Loyal
- 53 Loner or Lonely (Flip a coin)
- 54 Manic-Depressive
- 55 Manly and Rugged
- 56 Mean
- 57 Megalomaniacal
- 58 Miserly
- 59 Misinformed
- 60 Nosy Busybody
- 61 Neurotic
- 62 Nihilist
- 63 Obnoxious
- 64 Obsessive
- 65 On a Diet
- 66 Opinionated About Everything
- 67 Optimistic
- 68 Outspoken
- 69 Overly Nurturing
- 70 Overeducated
- 71 Pacifist
- 72 Paranoid or Schizoid (Flip a coin)
- 73 Passionate
- 74 Patriotic
- 75 Perfectionist
- 76 Playful
- 77 Power Hungry
- 78 Prideful
- 79 Prudish
- 80 Romantic
- 81 Rowdy
- 82 Rude
- 83 Rustic
- 84 Sarcastic
- 85 Selfish
- 86 Sensitive
- 87 Serious
- 88 Short Tempered
- 89 Shy
- 90 Silly
- 91 Slow and Sluggish
- 92 Sly
- 93 Stinker
- 94 Stoner

- 95 Sparky
- 96 Stylish
- 97 Tense
- 98 Tough
- 99 Trusting
- 00 Unconcerned



• NICHE

So, just what exactly do you do for a living?

Everyone does something, and even in a cartoon, your character's job is an integral part of who they are. Once you've determined what sort of cartoon character you are making, roll once on the *Niche Table* to determine what that character's job or role in the world is:

Roll d100

- 01 Actor
- 02 Angel
- 03 Artist
- 04 Astronaut
- 05 Roll on *Athletes Table*
- 06 Ballerina or Dancer (Flip a coin)
- 07 Beggar
- 08 Bodyguard
- 09 Boxer or Wrestler (Flip a coin)
- 10 Roll on *Child Table*
- 11 Business Tycoon
- 12 Cannibal
- 13 Castaway
- 14 Caveman
- 15 Roll on *Cook Table*
- 16 Clown
- 17 Comedian
- 18 Construction Worker
- 19 Cowboy
- 20 Crook
- 21 Curmudgeon
- 22 Deep Sea Diver
- 23 Detective
- 24 Devil
- 25 Dictator
- 26 DJ
- 27 Doctor
- 28 Do-Gooder
- 29 Engineer
- 30 Explorer
- 31 Fairy
- 32 Farmer or Herder (Flip a coin)
- 33 Fashion Designer
- 34 Fashion or Super Model



- 35 Forest Ranger
- 36 Genie
- 37 Ghost
- 38 Giant
- 39 Grandparent
- 40 Haberdasher
- 41 Hairdresser
- 42 Hillbilly
- 43 Holy Man/Woman
- 44 Hunter or Gatherer (Flip a coin)
- 45 Imaginary Friend
- 46 Inventor
- 47 Jackboot Fascist
- 48 Janitor
- 49 Jester
- 50 Roll Twice and Combine
- 51 Knight
- 52 Kung-Fu Master
- 53 Lawyer
- 54 Magician (Real Magic or Stage)
- 55 Roll on *Military Table*
- 56 Maid
- 57 Mailman/woman
- 58 Mayor
- 59 Mobster
- 60 Roll on *Musician Table*
- 61 Movie Star
- 62 Ninja
- 63 Nobleman/woman
- 64 Nurse
- 65 Optometrist
- 66 Pauper
- 67 Pet
- 68 Pilot
- 69 Philosopher
- 70 Roll on *Politician Table*
- 71 Plumber
- 72 Police or Firefighter
- 73 Psychologist or Counselor
- 74 Product Tester
- 75 Professor or School Teacher
- 76 Race Car Driver
- 77 Real Estate Agent
- 78 Rebel or Conformist (Flip a coin)
- 79 Reporter (TV or Newspaper)
- 80 Roll on *Rich Table*
- 81 Saint
- 82 Samurai or Sensei (Flip a coin)
- 83 Seamstress
- 84 Scout (Indian or Boy/Girl)
- 85 Roll on *Scientist Table*
- 86 Scuba Diver

- 87 Sea Captain
- 88 Secret Agent
- 89 Shepherd
- 90 Roll on *Sailor Table*
- 92 Soldier
- 93 Street Urchin
- 94 Stuntman or Thrill Seeker
- 95 Roll on *Student Table*
- 96 Superhero
- 97 Swashbuckler or Musketeer
- 98 Toy Maker
- 99 Undead or Zombie (Flip a coin)
- 99 Waiter
- 00 Witch or Wizard (Flip a coin)

NICHE: ATHLETES TABLE

- Roll d8
- 1 Baseball
 - 2 Basketball
 - 3 Football (American)
 - 4 Hockey
 - 5 Matador
 - 6 Soccer
 - 7 Track
 - 8 Pick Your Own Sport
(i.e. Caber Toss)

NICHE: CHILD TABLE

- Roll d4
- 1 Baby
 - 2 Toddler
 - 3 Preteen
 - 4 Teen

NICHE: COOK TABLE

- Roll d4
- 1 Baker
 - 2 Chef (TV or French)
 - 3 Fry Cook
 - 4 Restaurateur



NICHE: MUSICIAN TABLE

- Roll d4
- 1 Composer
 - 2 Instrumentalist
(Roll on *Musical Instruments Table*)
 - 3 Pop Star
 - 4 Opera Singer

NICHE: MILITARY TABLE

- Roll d4
- 1 General
 - 2 Colonel
 - 3 Sergeant
 - 4 Private

NICHE: POLITICIAN TABLE

- Roll d10
- 1 President
 - 2 Premier
 - 3 Chairperson
 - 4 Senator
 - 5 Congressman
 - 6 Mayor
 - 7 Bureaucrat
 - 8 Dogcatcher
 - 9 DMV Attendant
 - 10 Sanitation Engineer



NICHE: RICH TABLE

- Roll d4
- 1 Billionaire
 - 2 Newly Rich
 - 3 Raised Rich
 - 4 The Richest Person in World

NICHE: SAILOR TABLE

- Roll d4
- 1 Fisherman
 - 2 Navy Sailor
 - 3 Pirate
 - 4 Viking

NICHE: SCIENTIST TABLE

- Roll d4
- 1 Alchemist
 - 2 Child Genius
 - 3 Mad Scientist
 - 4 Science Professor
(Roll on *Student Table* for Where)

NICHE: STUDENT TABLE

- Roll d4
- 1 Elementary
 - 2 High School
 - 3 College
 - 4 Martial Arts Academy

STEP 3: ROLL YOUR ABILITY STATS

Once you have settled on a name, Niche, and defined your character's personality, it is time to define their vital statistics (stats). There are seven total Ability stats. These numbers determine your character's physical traits in the game by representing a fundamental physical or mental quality innate to your game character. They describe the capacities of your character: how smart, strong, charming, etc. your character *really* is, not how they *think* they are.

Roll 5d4 and add them together to get a final result ranging from 5 to 20. Repeat six more times, writing down each total separately. You now have seven numbers. Assign a number to each of your seven Ability stats. You can only use each number once. There is flexibility! You can (and should) arrange your totals to fit your character concept. So if you think of your character as being strong, but not too smart, then you can put the highest die roll into STR and a low roll into INT.

Use the *Character Sheet* to record your Character's Ability stats, then move on to the Bonus:

- **STR** (strength) determines the basic physical prowess of your character. How much they can carry, lift, throw all depends on how strong they are. **The STR bonus is your Damage bonus to using props to Whack! someone.**

STR counters Excess power.

- **VIT** (vitality) determines how healthy your character is: **Health is equal to the VIT stat plus the Ability Bonus.** The healthier your character is, the more Damage they can take before getting knocked out.

VIT counters Wacky power.

- **ACC** (accuracy) determines the nimbleness, kinesthetic skill and dexterity of your character's movement through the world. Your ability to sink the basketball through the hoop from the 3 point line is a reflection of ACC. **The ACC bonus is your "to hit" bonus for Whack! rolls.**

ACC counters Zany power.

- **SPD** (speed) determines how fast your character moves and responds to things happening around them. The greater your speed, the more you can move around obstacles put in your path. Speed determines your movement per round, Defense value, and initiative modifier.

SPD counters Bouncy power.

- **INT** (intelligence) determines how smart you *actually* are, not how smart you think you are. It is *not* a reflection of what your character's own beliefs about their intelligence are. Many of the funniest cartoon characters are clearly much less intelligent than they believe they are, so feel free to proclaim you are a Super Genius!

INT counters Wiley power.

- **CHA** (charm) determines the impact your character's personality has on those around him/her/it. Do other characters naturally look to you as a leader, or do they ignore everything you say? Charm is a measure of your persuasiveness and force of personality.

CHM counters Flim-Flam power.

- **PER** (perception) determines how much you notice in the world around you, how aware you are of things in your surroundings. For example, the great detective, Herculine Parrot, has a PER of 20 and notices absolutely everything that happens around her, while her assistant, Corporal Toadstool, has a PER of 5 and notices almost nothing. (See *PER Check* on page 40.)

PER counters Denial power.

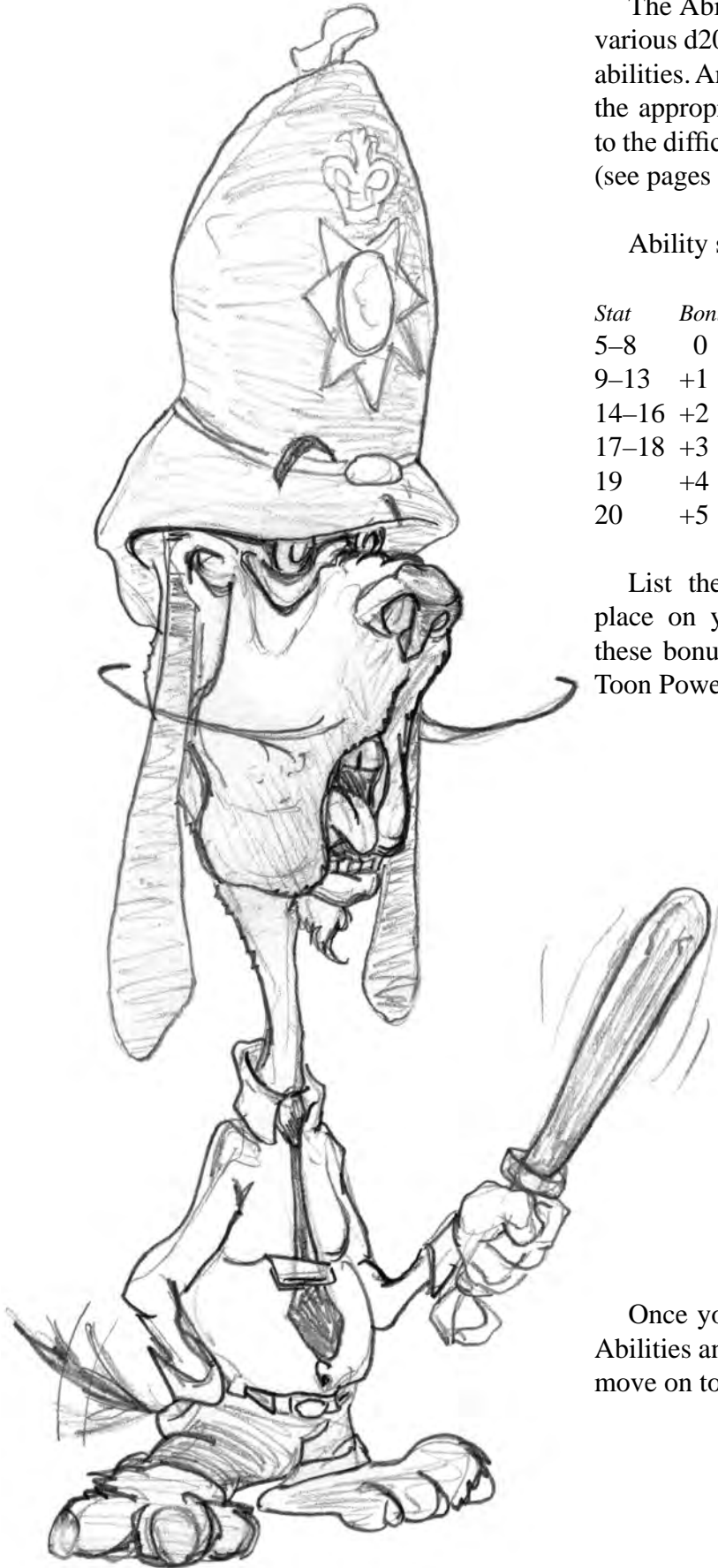
ABILITY BONUS

The Ability stats determine bonuses to your various d20 rolls when your character uses their abilities. An 'Ability Check' is a d20 die roll plus the appropriate *Ability bonus* that is compared to the difficulty level (DL) of what you're doing (see pages 40 to 41).

Ability stats get the following bonuses:

<i>Stat</i>	<i>Bonus</i>	<i>Meaning</i>
5–8	0	Below Average.
9–13	+1	Completely Average.
14–16	+2	Above Average.
17–18	+3	Gifted.
19	+4	Extremely Gifted.
20	+5	Absolutely, Truly Awesome.

List the *Ability bonus* in the appropriate place on your character sheet. You will add these bonuses to your DR to resist someone's Toon Powers.



Once you have allocated your die rolls into Abilities and located the Ability bonus, you can move on to choosing your Toon Powers!

STEP 4: TOON POWERS, ACTIVATE!

Cartoon characters aren't like real people. They do things, often to comic extremes. In *Toonzy!*, these extremes are your character's Toon Powers. Without these powers, you're not really playing a cartoon character. There are seven distinct powers, each with their own effects: *Excess*, *Wacky*, *Zany*, *Bouncy*, *Wiley*, *Flim-Flam*, and *Denial*.

In creating your cartoon character, you get to decide how powerful your Toon Powers are. The seven Toon Powers in *Toonzy!* are what your character uses to perform gags and other exceptional actions in the game. When you use your powers, you roll d20 and add the score you have assigned to that power. **No Toon Power score can be higher than 25.** The total determines how effective you are in using that power (see *Toon Power Roll*, page 41). If you're going to affect another character, they can roll d20 and add their Ability bonus to prevent your power working. Their successful roll means your Toon Power has been countered (see *Resistance Roll*, page 50).

You have 25 Character Points to allocate into any ONE or TWO of the Toon Powers! Don't use fractional points. Once they're set, they don't change:

• EXCESS: COUNTERED BY STR (SEE PAGE 43.)

The action the character is attempting is overdone to excess, over the top, and/or outrageous.

Examples:

1. The character gets seasick on a boat and throws up not just a bucket-full, but an ocean-full of green puke (this would be a critical success using this power).
2. The character is able to eat not just his/her/its meal but the waiter, the table, chairs, and the entire restaurant.

• WACKY: COUNTERED BY VIT (SEE PAGE 44.)

This is the power to pull things out of thin air and create props behind one's back. When you need a mallet—you have one! Or a gun, bazooka, or spatula for that matter.

Examples:

1. Reaching behind your back to grab a mallet and hit the Villain on the head with it, making his head ring for d6 rounds.
2. Magically having a parachute when suddenly tossed out of an airplane.

• ZANY: COUNTERED BY ACC (SEE PAGE 45.)

This is the power to misdirect attention and instantly change into various costumes and assume alternate personae. It also covers timing your Act for maximum comedic effect.

Examples:

1. Instantly changing into a genie outfit and convincing the Villain that you are about to grant their wish!
2. Drawing a pencil moustache on the Villain as you blast by on rocket powered roller skates.

• BOUNCY: COUNTERED BY SPD (SEE PAGE 46.)

The character can move extremely quickly and unexpectedly. They can bounce all over the place, run away at lightning speed, or appear in unexpected locations.

Examples:

1. The Villain opens up a cupboard and your character is there despite his/her/its having just left through another door.
2. The character takes off, leaving nothing but a cloud of dust behind.



• **WILEY: COUNTERED BY INT** **(SEE PAGE 47.)**

This is the power to come up with complicated plans, weird apparatuses, and absurd devices (Rube Goldberg machines) on the spur of the moment.

Examples:

1. Creating an elaborate scheme involving a giant mechanized cat to catch a fast moving bird.
2. Making a machine to convert peas into coffee.

• **FLIM-FLAM: COUNTERED BY CHM** **(SEE PAGE 48.)**

The character can basically con, charm, and smooth-talk others into doing what he/she/it wants them to do through sheer confidence.

Examples:

1. By saying the hungry bear you stumbled onto in the woods is your nephew, this power can make the bear believe it himself: in effect, he becomes your nephew for the moment.
2. Making the Villain believe he is your bride to be, having him fall madly in love with you, and marry you by suggesting it to him.

• **DENIAL: COUNTERED BY PER** **(SEE PAGE 49.)**

The character is capable of ignoring, denying, or even changing reality when it suits him/her/it. At the upper limits of success this power can reshape the universe.

Examples:

1. Running through the train tunnel painted on the wall.
2. Crossing the cloud-filled gap between two cliff faces without falling.

STEP 5: FILLING IN THE BLANKS . . .

Your *Toonzy!* characters aren't just made up of some powers and stats. They have other qualities too:

1. SKILLS?

All cartoon characters have whatever skills they need at the moment!

If your character needs to build a battleship—they will suddenly know how to do it. If there is some particular thing the character is noticeably good at doing then you can write it down as a skill and beg the Director to give you a bonus whenever the character does it, but this should be limited to only one or two things that are essential to defining the character

For example, Roq-o-dile is particularly good at playing guitar while DJ PJ is quite skilled at working his turn-tables and rapping.

2. HEALTH AND DAMAGE

Your character has **Health equal to their VIT stat plus the bonus** for a range of 5 to 25. Remember, there is no death in *Toonzy!* Cartoon characters are indestructible, even if the world around them gets blown to bits.

But a character can take Damage and even be squashed flat, squished, fall off a cliff, be burnt to a cinder or even shot full of holes—but they never die permanently. Even when smashed flatter than a pancake your character will be right back in action in d6 rounds, and always with hilarious effect. If they get blown up, they come back in d8 rounds. (See pages 50 to 51.)

3. MOVEMENT

The only time during game play when movement is crucial is during the *Slapstick Round*. Characters have a **base movement of 6 units plus the SPD bonus** for the distance they can move in a single action (a maximum range of 6 to 11 units, or meters, or hexes). A character encumbered by carrying a large amount of stuff will move slower than normal. Difficult terrain, obstacles, or poor visibility can also hamper movement. The Director will assign a modifier

in these instances. The movement of a character will never drop below 1 as a result of being encumbered. If they can stand, they can move. A character with the *Bouncy* power should always use their Toon Power when they need to move.

4. DEFENSE!

Your character's **Defense value is equal to their SPD stat plus the bonus** for a range of 5 to 25. This number determines how hard it is to get hit in the face with a pie during the pie fight, whether the villain can grab you when you're bouncing around, etc.

Without Defense, you're doomed!

5. PROPS

Normal Props do d6 Damage plus the STR bonus of the character using them to make a *Whack!* roll. So if your character always carries a prop, then it always does d6 Damage if you *Whack!* something with it.

If you use it with a Toon Power in a *Whack!* roll, or you create it using *Wacky* or *Wiley*, you should roll *Toon Damage* when you *Whack!* something with it. (See page 39.)

STEP 6: PERSONAL BACKGROUND

There are a number of tools you can use to help develop and define a character's personality. This can range from just a few lines—Anna the Banana likes puppies, the color blue, and has always wanted to visit the Moon—to a full description written up using a *Character Study*.

If you're an experienced RPG gamer, you probably don't need this worksheet, but if this is your first time playing, or you're just stuck trying to figure out your cartoon character, running through these questions will help focus your character and make playing them much easier. (See pages 31 to 33.)

STEP 7: ACTION!

Congratulations! You're done!

Now it's time to play!

CHARACTER STUDY

You can use this worksheet to create a very thorough description of your character. It isn't required—but it does help fully animate them. Simply answer the following questionnaire:

What is the character's name?

Their age?

Gender?

Describe the character:

Height?

Weight?

Type? (Human, Critter, Thing, Mythic, Monster, or Alien)

What do they look like?

What is their manner of dress and/or style?

What is the character's most memorable feature(s)?

Does the character have any notable mannerisms, habits, or quirks?

How does the character speak? (Write down a few quotes or phrases.)

What are the character's strong points?

What are their weaknesses?

Does the character have a critical flaw?

Describe the character's backstory:

Their occupation?

Are there any past jobs they've had that are notable?

Does the character have any skills or talents?

What does the character desire from life?

What does the character fear most?

Describe the character's sense of humor?

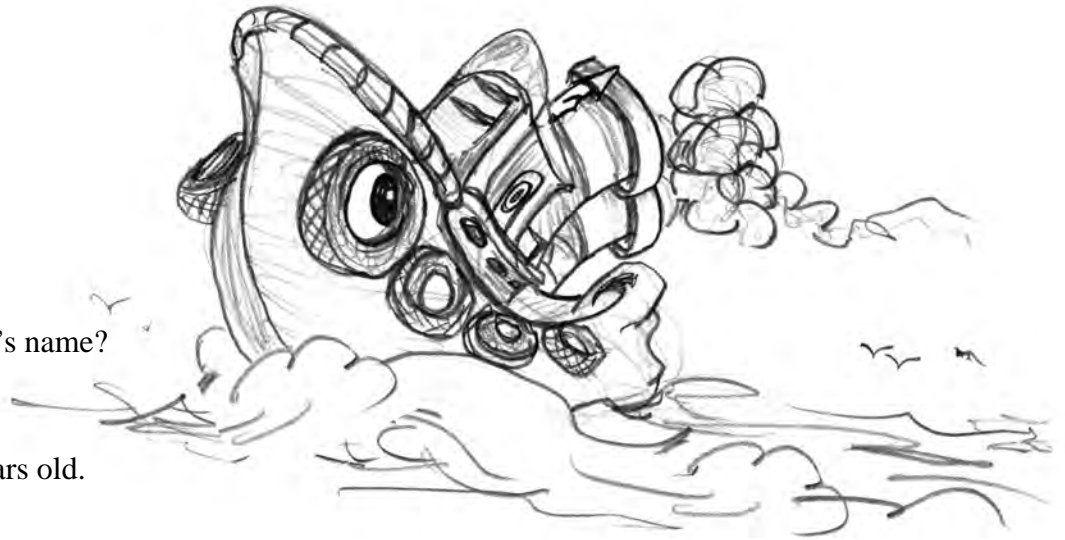
Does the character have any hobbies?

What about pet peeves?



CHARACTER STUDY SAMPLE WRITE-UP EXAMPLE!

Here is a write-up for one of the sample game characters. This model shows how to fill-in the *Character Worksheet* with the details of your *Toonzy!* character so you can easily play them.



What is the character's name?

Captain Toenail

Their age?

He's almost 50 years old.

Gender?

Male

Describe the character:

Height? 3 feet

Weight? About 100 pounds

Type? Critter: Snail

What do they look like?

He looks like a large pinkish snail with a shiny green shell.

What is their manner of dress and/or style?

He wears a blue ship captain's hat.

What is the character's most memorable feature(s)?

His captain's hat.

Does the character have any notable mannerisms, habits, or quirks?

He is always having to grab his hat and make sure it stays on his shell. He greatly fears losing it.

How does the character speak? (Write down a few quotes or phrases.)

He uses "Y'argh!," "Matey," "Starboard," "Port," and other nautical slang a lot, and often at inappropriate times. (See pages 78 to 79 for a complete set of the Captain's uses for y'argh!)



What are the character's strong points?

He tends to be honest and forthright.

What are their weaknesses?

He is a complete coward.

Does the character have a critical flaw?

He really hates torpedoes and fears sharks.

Describe the character's backstory:

Their occupation?

He has been a ship's captain for decades.

Are there any past jobs they've had that are notable?

Ship's captain—on board a lot of ships that have been sunk by torpedoes. He has survived being adrift amongst hungry sharks for weeks at various points in time, and has been a castaway more than once.

Does the character have any skills or talents?

Lots of sailing, navigation, and nautical skills.

What does the character desire from life?

To have his own ship again, and go on sea-based adventures.

What does the character fear most?

Having another ship torpedoed out from under him again.

Describe the character's sense of humor?

Salty.

Does the character have any hobbies?

He likes to build ships-in-a-bottle.

What about pet peeves?

Those decks need to be washed! He insists on keeping a clean and tidy ship.

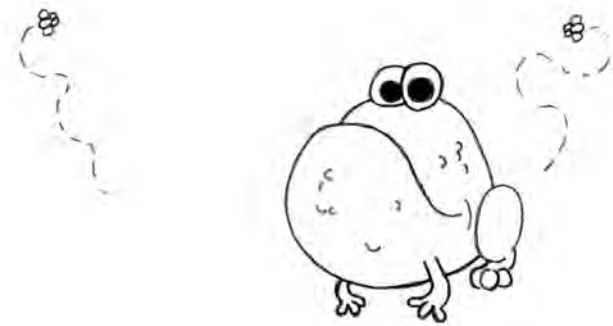


CHAPTER 2

PLAYING THE GAME

Playing an RPG is not quite like playing any other kind of game, and playing *Toonzy!* can present novel challenges even for experienced gamers. This game is fundamentally about *da funny*. If it isn't funny, you probably shouldn't be doing it in *Toonzy!* If you make the gag the central focus of your play—doing something in a comically over the top way (jumping sharks is entirely normal)—playing the game becomes much easier. While you may be able to do something at any time, you should wait to do it when it's going to be funny.

Game play consists of two types of character actions: *The Gag* and the *Slapstick Round*. Gags consist of characters using their *Toon Powers*, *Ability Checks*, or *Skill Checks* to attempt to do something. The *Slapstick Round* is what happens when characters interact with each other and NPCs such as other characters or the Villain.



THE GAG

Each game is made up of a series of gags. Each gag is organized around a specific character performing an action (the “Act”) that uses their Toon Power to accomplish something. How well the power succeeds or fails determines what happens next.

Toon Powers are there to get the laughs. If it isn't funny then it isn't appropriate in the game (though there are a LOT of different kinds of funny). To use a Toon Power simply state the effect you are going for them roll d20 and add your Toon Power score to it. The Director will determine the appropriate result. Each Toon Power has its own description and success chart following the model of the *Toon Powers: General Die Roll Results Table* (see page 42). This table is a basic guide to what the Toon Power roll means—for a more detailed look at Toon Powers, you should check the specific table for each power.

ROLLING DICE

This game is built around attempting to solve problems in a situationally appropriate and funny way (what *Toonzy!* calls an “Act”). But whether you succeed or not depends on how well you roll d20. Unlike most RPGs, where you always want to succeed on your rolls, in *Toonzy!* it can be more fun to consistently fail as this opens up all sorts of comic mayhem.

Every action you take that might fail requires a die roll (DR). Higher total DR are always more successful. In fact, the element of uncertainty that rolling dice adds to the game is a big part of what makes an RPG fun. If you’re unsure which die is which, consult the diagram on page 10.

CRITTING: ROLLING A ‘1’ OR ‘20’ ON THE d20

Any time you roll either a ‘1’ or a ‘20’ on a d20 die, it means you have either a ‘critical fail’ or a ‘critical success.’ One or the other will happen 10 percent of the time you’re playing, so be ready for it! Unless you’re using your Toon Powers, you should use these tables to see what happens:

CRITICAL FAIL TABLE

You rolled a natural ‘1’.

Roll another d20, but don’t add anything to it
(for when *not* using your Toon Powers)

- 1 **Catastrophic Fail.** You blow yourself up! Your character can come back in d8 rounds.
- 2–3 **The Act rebounds on you!** Roll d6 on *Knock-Out Table*. You are stunned and lose that many rounds of action. (See page 50.)
- 4–5 **Horrible Fail.** You hurt yourself instead. Take 3d6 Damage to your Health.
- 6–7 **Serious Fail.** Your action backfires and you take 2d6 Damage to your Health.
- 8–9 **Hit your head on something.** Take d6 Damage to your Health and suffer a -5 modifier to your next DR.
- 10–11 **Obvious Fail.** The possible repercussions include tripping and falling. Lose your movement for the next round as you get up again.
- 12–13 **Humiliating Fail.** It has minor repercussions, mostly to your Ego.
- 14–20 **Simple Fail.** Maybe nobody noticed since nothing happened.



CRITICAL SUCCESS TABLE

You rolled a natural ‘20’.

Roll another d20, but don’t add anything to it
(for when *not* using your Toon Powers)

- 1–2 **Simple Success.** It has the maximum result with no extra-special bonuses.
- 3–5 **Obvious Success.** It does double the normal Damage rolled.
- 6–7 **Notable Success.** There are additional positive side effects such as knocking your opponent back into a wall or making him trip and fall.
- 8–9 **Amazing Success.** It does double maximum Damage.
- 10–13 **KO’s Opponent!** Roll d6 on *Knock-Out Table*. They are stunned and lose that many rounds of action. (See page 50.)
- 14–19 **Devastating Success.** Multiply the results of your Damage roll by 2.
- 20 **Perfect Success!** It causes tripple the maximum possible Damage. The Act goes off perfectly and accomplishes more than you had hoped or dreamed possible.

NOTE: Directors should always remember the humorous nature of *Toonzy!* and adjust the results of a *Critical Fail* or *Critical Success* roll accordingly.

TIME

Game time is fluid, moving from gag to gag in each Episode. But the Episodes are short! You should be able to play a typical Episode in about 30 minutes, and a complex one in about an hour. Generally, it isn't that important to keep track of time in a precise way since in a cartoon, time is flexible. For the *Slapstick Round*, one 'turn' typically lasts 15 seconds of time in the game world. A turn continues until every character and NPC who can perform actions has gone. Four turns is one minute of time in the game world. But cartoon time tends to be determined by what's funny, so it is not especially important that you keep a close watch on the clock.

THE SLAPSTICK ROUND

The *Slapstick Round* follows a predictable sequence that determines the order for players and NPCs to each take their actions:

Part 1: START—CHECK FOR *SURPRISE!*

Part 2: TURN ORDER—DETERMINE INITIATIVE

Part 3: THE ROUND—*SURPRISE!*

Part 4: THE ROUND—ACTIONS

During the *Slapstick Round*, there is no need to repeat Steps 1, 2, or 3. Simply repeat Step 4 for each round until either all the characters are knocked out, or they blow up the world, or whatever it is they're trying to do is finished.

PART 1: START—CHECK FOR *SURPRISE!*

When a *Slapstick Round* starts, if you are not aware of your opponent(s) but they are aware of you, then you're surprised. To determine who is aware of a threat, have the players roll a *PER Check* (see page 40) for each character. **Anyone whose total d20 + PER bonus is 15 or higher is *not* surprised.** Everyone whose total is under 15 is surprised. Surprise is resolved before initiative, since a surprised character automatically loses their initiative. They go last, in descending order of their *PER Check* total.

PART 2: TURN ORDER—DETERMINE INITIATIVE

Initiative determines who goes first. At the start of a *Slapstick Round*, each character rolls **d20 and adds their SPD bonus to the roll.** This is your *Initiative Roll*. The Director will roll initiative for the NPCs. Everyone goes in order, counting down from highest result to lowest. Surprised characters go last. In every turn that follows, the characters Act in the same order (unless a character takes an action that results in his or her initiative changing). If two or more *Initiative Rolls* tie, they Act in order of their SPD modifier (highest first). If there is still a tie, the tied characters should roll again to determine which one of them goes before the other.

PART 3: THE ROUND—*SURPRISE!*

If some characters are surprised, a *Surprise Round* happens before the regular *Slapstick Round* begins. Anyone aware of their opponents can Act in the *Surprise Round*, so they make an *Initiative Roll*. The initiative order (highest to lowest) determines the sequence of who gets to Act in the *Surprise Round*. **Surprised characters (or NPCs) do not Act.** This sequence remains the same for the entire *Slapstick Round*. If no one or everyone is surprised, no *Surprise Round* occurs.

PART 4: THE ROUND—ACTIONS (BY CHARACTERS AND NPCs)

A *Slapstick Round* presents an opportunity for each character involved to make an action, and represents roughly fifteen seconds worth of time in the game. Each round begins with the character with the highest initiative result and then proceeds to the lower results, in order, from there. Every *Slapstick Round* during the same encounter uses the same initiative order. When a character's turn comes up in the initiative sequence, that character performs his entire round's worth of action.

POSSIBLE ACTIONS

Each character can do one of the following in a round:

Act and *Whack!*

Move up to their maximum amount

Move up to half their maximum movement amount and Act or *Whack!*

One miscellaneous action (burst open a door, pick something up, drink something, etc.)

Flee (disengage) moving up to half their maximum movement amount

• ACT

Acting consists of using a Toon Power, or doing a miscellaneous action, or using a Skill, or one of the Ability stats. All acting requires a d20 roll on the appropriate table—either for the Toon Power being used (see pages 41 to 49) or on the *Skill and Ability Check Table* (see page 40).

• WHACK!

If you are next to an opponent you can *Whack!* them with a prop you are holding or create with a Toon Power. Examples of props include a baseball bat, giant mallet, falling safe, anything really. If you are using *Wacky* or *Wiley* Toon Powers to create this prop, you can create it and use it in the same round. But hitting your opponent with anything *always* requires a *Whack!* roll:

d20 + ACC ability bonus + modifiers assigned by the Director

If your *Whack!* roll is equal to or greater than the target's Defense (their SPD ability + bonus), then you hit them (roll *Damage*). If you are more than 5 feet away from an opponent or using things such as a bow and arrow, pistol or thrown brick, you make a *Ranged Whack!* roll (+5 modifier).

• MOVING

The only point in *Toonzy!* where keeping track of movement may actually matter is the *Slapstick Round*. And even then, you may not actually need it since cartoon characters are usually able to whizz about at high speed.

You can move up to six units plus your SPD bonus in units per round. This value is your maximum Movement (unless you have the *Bouncy* power). If you move next to an opponent you must stop. If you begin your round next to an opponent you can only move 1 unit unless fleeing. You can move through a space occupied by an ally but you and your ally may not share the same space at the end of your movement or you both lose the option to Act in the next round.

So how big is a unit? Honestly, it varies. In a normal encounter each unit represents a 5-foot square area or one grid tile on a game map. However, since you could have an encounter in outer space travelling at light speed or wallop someone to the Moon with a hammer you pulled from behind your back, it is best to keep things flexible.

• MOVE AND ACT, OR MOVE AND WHACK!

You can move up to half of your maximum Movement and *Whack!* or Act such as use a Toon Power, Skill, or Ability. If you move next to an opponent you must stop moving.

DAMAGE

Subtract the total Damage you've done from your opponent's Health. If your opponent's Health drops to zero or lower, you should roll d6 on the *Knock-Out Table* and they are knocked out for that many rounds (see page 50 for details). **Remember, there is no death in Toonzy!**

- **DAMAGE FROM NORMAL PROPS**

If your *Whack!* roll hits using a Normal prop, then roll d6 Damage and add your STR bonus. If you were using your Toon Powers to make this *Whack!* roll, you should roll Toon Damage.

Only props created/used with a Toon Power do more than d6 Damage.

- **DAMAGE FROM A RANGED WHACK!**

If your *Ranged Whack!* roll hits using things like guns and bazookas, they only do d6 Damage. Don't ever add your STR bonus to Damage from a *Ranged Whack!* roll. If you were using your Toon Powers to make this *Ranged Whack!* roll, you should roll Toon Damage.

- **DAMAGE FROM TOON PROPS**

If your Toon Power roll to create the prop succeeded *and* your *Whack!* or *Ranged Whack!* roll hits your opponent, then you should roll Toon Damage.

THE TOON DAMAGE ROLL

Toon Powers such as *Wacky* and *Wiley* allow you to create Toon props such as falling safes, elaborate traps, or the hammer hidden behind your back. All these Toon props do Toon Damage, as does any *Whack!* roll made while using a Toon Power such as *Excess*. The Toon Damage roll is similar to a Toon Power roll:

d20 + Toon Power score

This roll determines the Toon Damage caused by the prop you made with your Toon Powers. Because it's Toon Damage, things can (and will) get weird:

Natural 1 on the d20 roll	=	Your prop rebounds, knocking you out! Roll d6 on <i>Knock-Out Table</i> (see page 50).
Total of 3 to 14	=	The <i>Whack!</i> does d6 of Damage.
Total of 15 to 19	=	The <i>Whack!</i> does 2d6 of Damage.
Total of 20 to 24	=	The <i>Whack!</i> does 3d8 of Damage.
Total of 25 to 29	=	The <i>Whack!</i> does 4d10 of Damage.
Total of 30 to 34	=	The <i>Whack!</i> does 5d12 of Damage.
Total of 35 to 39	=	The <i>Whack!</i> does 6d16 of Damage.
Total of 40 or more	=	The <i>Whack!</i> does 10d20 of Damage.
Natural 20 on the d20 roll	=	The <i>Whack!</i> does 20d30 of Damage.*

* Doing lots of Toon Damage has side effects such as knocking your opponent into orbit, to the other side of the planet, or to the Moon. It could even have knock-on effects (especially if it's explosive) such as blowing up the planet, the character and the Villain together, or something equally spectacular. Getting incinerated into a little pile of ashes with just your blinking cartoon eyes left over can happen. (Be warned: blowing up the world will end the Episode early.)

USING A SKILL OR ABILITY

Sometimes you need to make an *Ability Check* or use a Skill, but not a Toon Power, in order to accomplish something. Cartoon characters automatically have whatever skills they need at that moment, but your success at trying to use it is a different matter . . .

‘Difficulty’ or ‘difficulty level’ (DL) is how hard it is to accomplish. To see if you have succeeded, make a *Skill Check* or *Ability Check* roll using the appropriate Ability bonus:

d20 + Ability bonus

The *Skill and Ability Check Table* for the full range of difficulty levels. As long as your DR plus bonus is above the minimum DL for success, it worked! **Most things with an average difficulty have a DL of 15.** When in doubt, use DL 15 as the universal benchmark for success.

SKILL AND ABILITY CHECK TABLE

<i>DL</i>	<i>Explanation</i>
(for when <i>not</i> using your Toon Powers)	
5	<i>Very Easy</i> , anyone can do it.
10	<i>Simple</i> , most people can do it.
15	<i>Average</i> , you have to know what you’re doing to do it.
20	<i>Hard</i> , only the talented can do it.
25	<i>Almost Impossible</i> , you must be a virtuoso to do it (i.e. you rolled a natural ‘20’).

Keep in mind that rolling an unmodified ‘1’ on a d20 always indicates failure, while rolling a natural ‘20’ is always a success. Since this isn’t a Toon Power, it doesn’t have to be that funny.



• ABILITY CHECKS

Abilities are for doing something purely physical without invoking one of your Toon Powers. A lot of normal things really don’t require a roll. Walking down the street, jumping rope, remembering something you know really well, conversing with an NPC, and so forth.

But, sometimes a cartoon dog or rat or snake monster just needs to perform an *Ability Check* to do what is a normal action for a human. That said, rolling a *Critical Fail* (unmodified ‘1’) or a *Critical Success* (unmodified ‘20’) on a d20 should always have some potential for humor.

Rolling an *Ability Check* is only for situations where there is a significant level of difficulty or there are meaningful consequences for *failing* the action.

THE PER CHECK

A *PER Check* (or “Perception Check”) is the most common *Ability Check* players will do. It is made by rolling d20 and adding the PER Ability bonus. Use the *PER Check* to determine if the character notices something around them with a DL 15 as the minimum for success.

• SKILL CHECKS

Skills are related to your physical abilities. These are things that require some degree of practice to do well, however minimal that skill might be. Examples include lifting something, holding your breath, playing a guitar, hiding from someone, communicating with someone who doesn't speak your language, making coffee, and so on.

If you use your Toon Powers, such as *Excess*, to perform any skill-based act, you should use the tables for that power. Otherwise use these guidelines to decide which Ability stat bonus to use when making your *Skill Check*:

- STR** Lifting things, shoving something, tug-of-war, busting through a door, and so on.
- VIT** Holding your breath, running a marathon, checking whether or not you get sick, any endurance related activity.
- ACC** Hiding, juggling, playing darts, playing a musical instrument, or drawing a picture. Basically anything where precision is required to do the activity.
- SPD** Dodging something, winning the 100-meter dash, waiting tables, or any situation in which response time or speed is the primary concern (without using *Bouncy*).
- INT** Remembering obscure things or knowing a trivial bit of information. Science skills and book learning or figuring out a puzzle or operating a complex piece of machinery such as making coffee using an espresso machine. Anything where how smart you are is the most important thing.
- CHA** Convincing an NPC of something (without using Flim-Flam), communicating with someone who doesn't speak your language, giving a rousing speech. If communicating is your goal, then this is the ability mod to use.
- PER** Noticing something, spotting someone hiding, searching a room, identifying a smell, or any other time noticing something is the goal.

YOUR TOON POWERS

Different Toon Powers do different things. (Duh!) But what are those things? It can be a little confusing deciding on what the general numbers mean when you roll a success. What happens when they critically succeed or fail? The tables on pages 42 to 49 provide a few guidelines. These are not the *only* things that can happen—they're just some suggestions.

THE TOON POWER ROLL

If it isn't funny, it probably doesn't happen (unless the Director thinks the story really needs it). Using your Toon Powers is the central part of the game.

Remember, always go for the funny result:

d20 + Toon Power score

The results of what you're doing with that power depends on how well you make your d20 roll and how much you've put into the Toon Power. For the results of this roll see page 42.

In *Toonzy!*, higher rolls are *always* more successful, so if you want it to work, roll high!

TOON POWERS: GENERAL DIE ROLL RESULTS

Compare your Toon Power roll to this table. Always keep in mind when rolling for success that you are going for comedic effect. If your DR succeeds, you can use whatever your Toon Power did in the same round you make the roll, such as *Whack!* someone with it. Funny results are *always* the goal:

Natural 1 on the d20 roll	=	Critical Fail! (ruh-roh)
Total of 3 to 4	=	Total Fail
Total of 5 to 9	=	Average Fail
Total of 10 to 14	=	Minimal Fail (nothing happens)
Total of 15 to 19	=	Minimal Success (it worked, sort of)
Total of 20 to 24	=	Average Success (it actually worked!)
Total of 25 to 29	=	Good Success
Total of 30 to 34	=	Great Success
Total of 35 to 39	=	Amazing Success
Greater than 40	=	Stupendous Success
Natural 20 on the d20 roll	=	Critical Success! (You changed the world!)

Critical Fail: An unmodified 1 on *any* d20 roll means a *critical failure*. This is when bad things, sometimes very bad things, happen to you. They're not laughing with you on this one, but what just happened to you is really *FUNNY!*

Total Fail: Total roll of 3 to 4 indicates a lack of success. There's no way around it; you blew it. It ust ain't going to happen. It backfires comically.

Average Fail: A total roll of 5 to 9 means it was a typical cartoon failure. That is to say you failed in an impressively funny manner.

Minimal Fail: A total roll of 10 to 14 indicates a minimal failure, where nothing happens.

Minimal Success: A total roll of 15 to 19 means that you have met the bare minimum requirement for successfully doing something. The result might not be exactly what you want but it is always positive. Maybe you got a smirk or two, but everyone just moves on.

Average Success: A total roll of 20 to 24 indicates that you have succeeded. While it may not be spectacular the effect is good enough to get the job done. As always, what happens should elicit a chuckle or two.

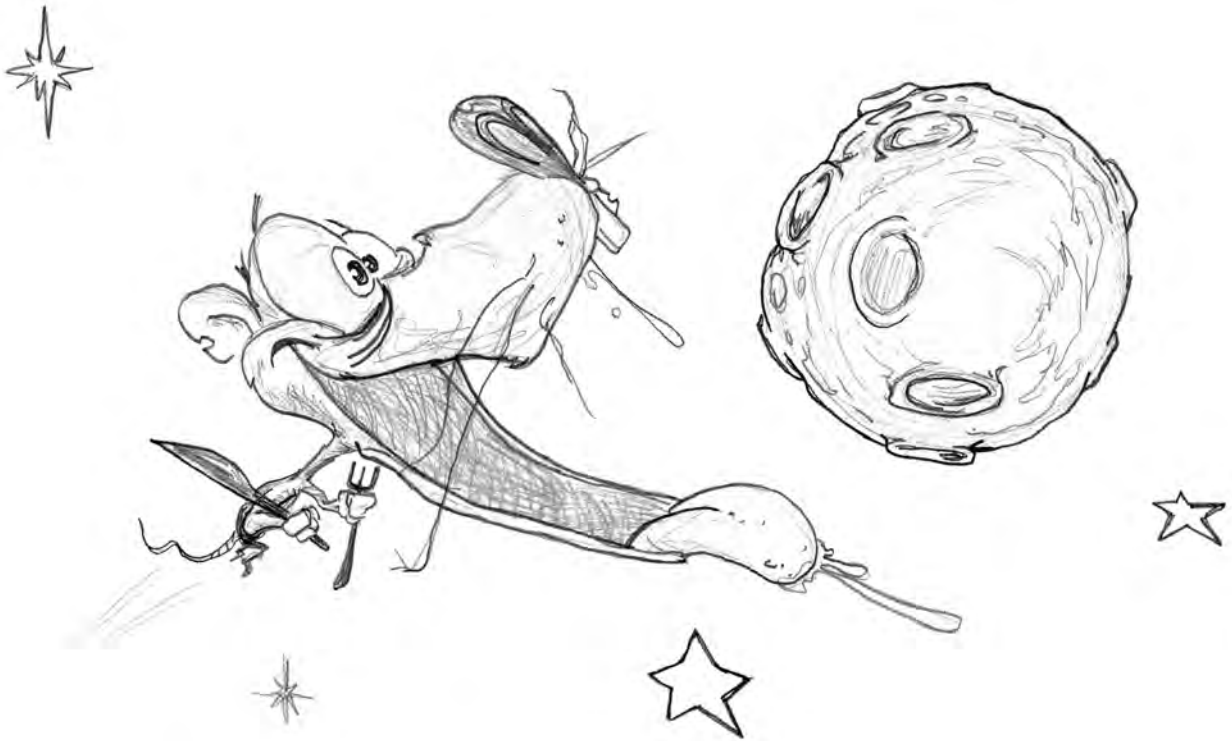
Good Success: A total roll of 25 to 29 shows what you tried worked perfectly. This roll is good enough to give you what you wanted pretty much how you wanted it. Good for a laugh or two.

Great Success: A total roll of 30 to 34 means it worked even better than expected. Everyone is laughing it up for a minute or two with this. Ah, good times!

Amazing Success: A total roll of 35 to 39 is exceptional. You really got it to the next level with this one! Everyone should be laughing about what you did for the next 5 minutes.

Stupendous Success: A total roll greater than 40 is mind-blowing awesomeness! You probably just changed the story on this one. Your friends are laughing so hard, they can barely breathe and are falling out of their chairs.

Critical Success: A natural 20 on *any* d20 means a *critical success*, and on the Toon Power roll it will always do something extra-amazing and wild. Everyone is laughing so hard, time ceases to exist and you transcend the mortal plane of existence.



• TOON POWERS: USING EXCESS

The action the character is attempting is *overdone* to excess, over the top, and/or outrageous. (Countered by STR.)

Unmodified 1: Critical Fail. The effect you were going for backfires—the exact opposite of what you tried to do happens.

3 to 4: Total Fail. The effect of whatever you are doing is impossible. For example, eat nothing, run in slow motion in place.

5 to 9: Average Fail. The effect of whatever you are doing is halved. For example, eat half as much, run half as fast.

10 to 14: Minimal Fail. No effect. It just fails.

15 to 19: Minimal Success. The effect of whatever you are doing is doubled. For example, eat twice as much, run twice as fast.

20 to 24: Average Success. The effect of whatever you are doing is quadrupled. For example, drink a keg of beer.

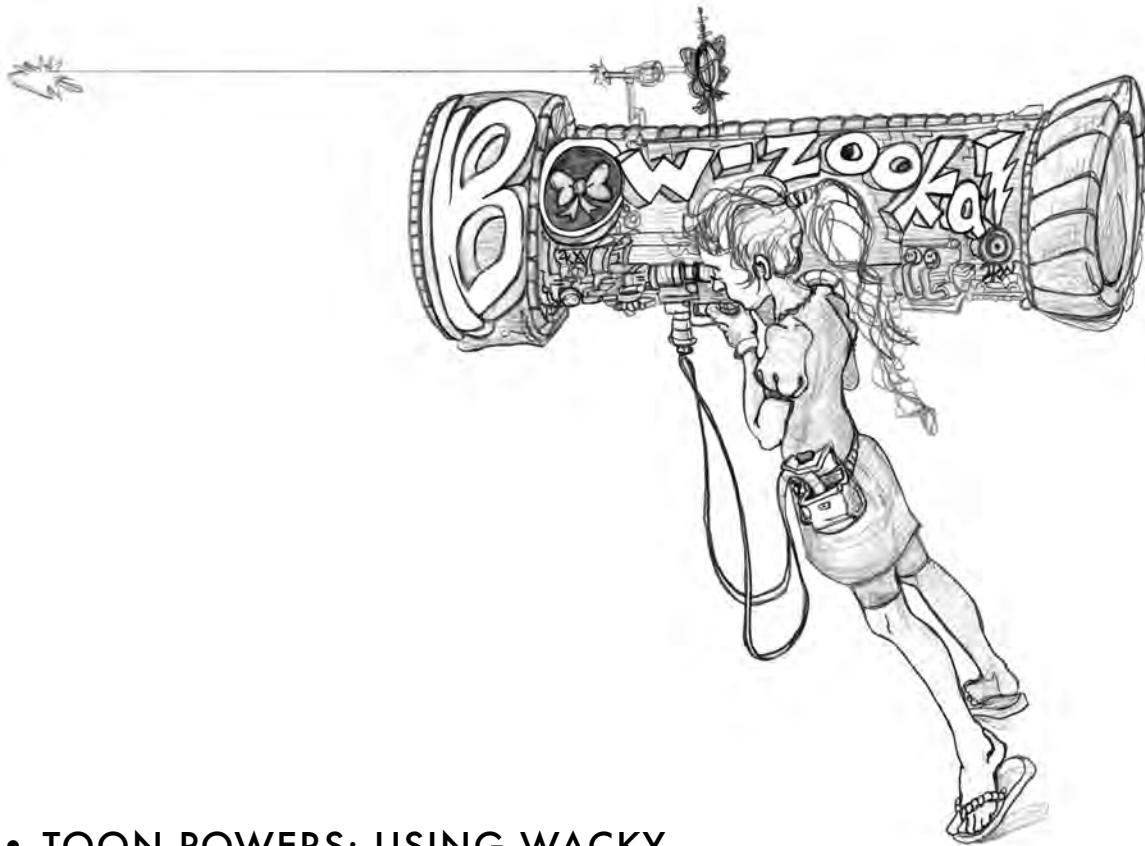
25 to 29: Good Success. Multiply the effect times ten. For example, pacing so much it wears a rut in the floor.

30 to 34: Great Success. Multiply the effect times 100. For example, blushing so hard you blind people with red light.

35 to 39: Amazing Success. Multiply the effect times 1,000. For example, literally explode with excitement.

40 or more: Stupendous Success. Multiply the effect times 1 million. For example, a belch that acts like a major earthquake.

Unmodified 20: Critical Success. Multiply the effect times 1 billion. For example, swallowing the Moon in a single gulp!



• **TOON POWERS: USING WACKY**

This is the power to pull things out of thin air and *create* props behind one's back. See page 39 for the Toon Damage these props do. (Countered by VIT.)

Unmodified 1: Critical Fail. *Ka-boom!* You pull out a bomb or hand grenade by accident and it explodes on you! Your character will come back in d8 rounds. (You're a pile of ashes with blinking eyes.)

3 to 4: Total Fail. You pull out the wrong item and it backfires on you!

5 to 9: Average Fail. You pull out the wrong item.

10 to 14: Minimal Fail. No effect. It just fails.

15 to 19: Minimal Success. Pull out a mundane item that could fit in a pocket. For example, a compass, hair brush, lint ball.

20 to 24: Average Success. Pull out or put away a mundane item that is too large to have been on person. For example, helmet, sword.

25 to 29: Good Success. Materialize something mundane but completely unexpected. For example, motorcycle, dog, giant fish.

30 to 34: Great Success. Materialize something with magical or high technological functions. For example, a ray gun or a jet pack.

35 to 39: Amazing Success. Materialize something living or powerful. For example, Albert Einstein, dinosaur, shark, nuke.

40 or more: Stupendous Success. Turn something very large into something extremely small or vice versa. For example, fold up or unfold a building or the map in the car.

Unmodified 20: Critical Success. Change reality. For example, city is actually a model in snow globe, or the Episode is really happening on a sound stage.

• TOON POWERS: USING ZANY

This is the power to *misdirect* attention and instantly change into various costumes and assume alternate personae. (Countered by ACC.)

Unmodified 1: Critical Fail. You are caught in the act! You cannot fool your opponent(s) for another 2d6 rounds.

3 to 4: Total Fail. Trying to change your outfit is so distracting that both you and your companions are distracted for d4 rounds. You never even make the change.

5 to 9: Average Fail. Trying to change your outfit results in you being distracted for d6 rounds, without ever making the change because you're caught up in the costume.

10 to 14: Minimal Fail. No effect. It just fails.

15 to 19: Minimal Success. Trivial outfit change—adding a mustache or a pair of glasses. Your action distracts your opponent for 1 round.

20 to 24: Average Success. Small outfit change—adds a skirt, jacket, hat or pants. You manage to distract one opponent for d6 rounds.

25 to 29: Good Success. Major outfit change—a your action leaves your foe dazed. Multiple opponents (d6) become confused and engaged by this new personae for d6 rounds or a single opponent becomes confused for d6 rounds.

30 to 34: Great Success. Complete makeover—you add outfits and props to yourself and 2d6 friends or opponents. Your timing and movements are so engrossing that anyone (up to d12) you're engaging will be distracted for d6 rounds or you can use your excellent timing to swap places with your opponent.

35 to 39: Amazing Success. Total makeover—outfits, props, and a set materialize for yourself and anyone else in sight. Your timing and movements are so engrossing that everyone you want who can see you will be distracted for d8 rounds or you can use your perfect timing to cause yourself and your friends swap places with your opponents.

40 or more: Stupendous Success. Your character transmogrifies into a different person. You actually become the person you are dressing up to be! The timing of your action puts all of your opponents (and friends too) into whatever situation you want. So if you wanted them tied up in a knot hanging from a flagpole, that's where they end up.

Unmodified 20: Critical Success. Changes both who your character is and the setting: your character literally *becomes* Abe Lincoln in the White house, or Neil Armstrong on the Moon. The stars align and the universe shifts in your favor. The effect of your action could not possibly produce a more dramatic effect upon your opponents—the universe quakes at your whim. You've wrapped your opponent up with a bow tied around the Moon.





• **TOON POWERS: USING BOUNCY**

The character can *move* extremely quickly and unexpectedly all over the place, run away at lightning speed, and can appear in unexpected, illogical locations. Use for *all* Movement DRs. (Countered by SPD.)

Unmodified 1: Critical Fail. Character freezes in place. Subtract 20 from the character's Defense for d4 rounds.

3 to 4: Total Fail. Character acts like they're bouncing, but aren't. Subtract 10 from the character's Defense for 1 round.

5 to 9: Average Fail. Character bounces in place, much easier to catch. Subtract 5 from the character's Defense for 1 round.

10 to 14: Minimal Fail. No effect. It just fails.

15 to 19: Minimal Success. The character becomes harder to catch or hit due to bouncing or speed. Add 5 to the character's Defense for one round.

20 to 24: Average Success. The character becomes much, much harder to catch or hit due to bouncing or speed. Add 10 to the character's Defense for d6 rounds.

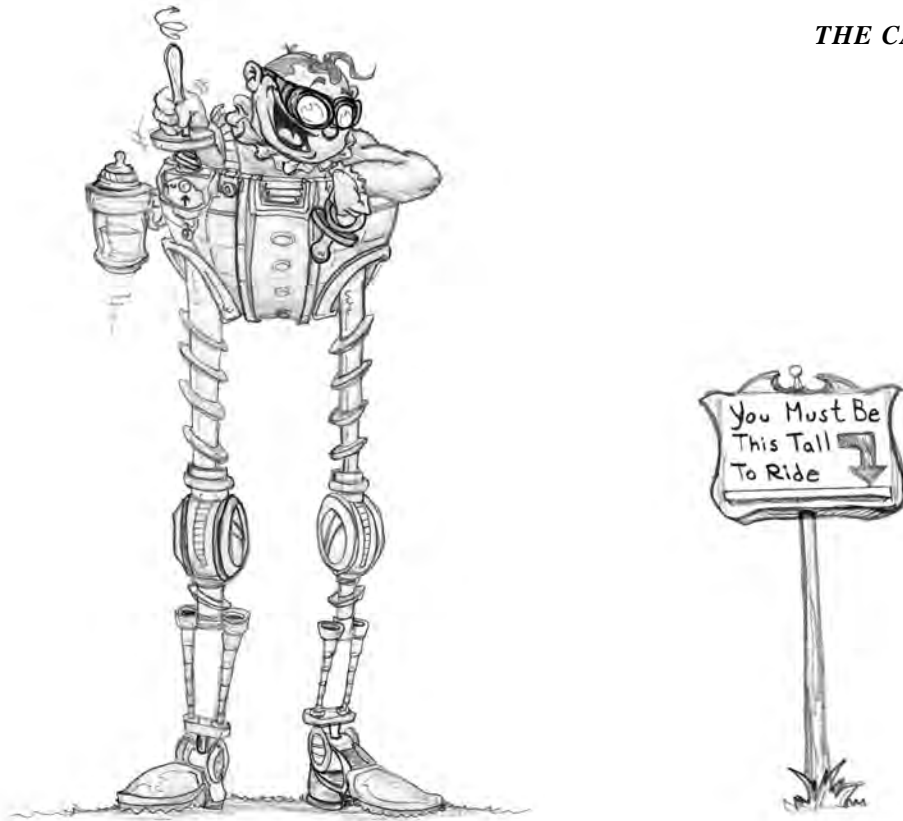
25 to 29: Good Success. The character is almost impossible to catch or hit due to bouncing or speed. Add 15 to the character's Defense for 2d6 rounds.

30 to 34: Great Success. They can't catch you. The character teleports somewhere else—into a cupboard the Villain is opening or some other surprising place. This includes the ability to run away at amazing speed leaving behind a cloud of dust in the character's wake.

35 to 39: Amazing Success. You just teleported to the other side of the planet or maybe ran far, far, away; leaving behind a blazing trail of fire or even created a temporal duplicate of the yourself who helps out for d6 rounds.

40 or more: Stupendous Success. Multiple copies (1d12) of the character show up and begin to help out on the player's behalf. The character teleports himself and up to a dozen (1d12) others to a different location.

Unmodified 20: Critical Success. The character runs around the world so fast that he/she/it travels back in time! You attain warp speed and travel to a distant galaxy, or create d100 duplicates who promptly cause untold chaos and don't go away when they're told to!



• TOON POWERS: USING WILEY

This is the power to come up with complicated plans, and invent *devices* (Rube Goldberg machines) on the spur of the moment. See page 39 for the Toon Damage these props do. (Countered by INT.)

Unmodified 1: Critical Fail. Your plan goes horribly, horribly wrong. (Boom!) You don't survive what your device does to you. Your character will come back in d8 rounds.

3 to 4: Total Fail. Device works in the opposite way intended.

5 to 9: Average Fail. Item breaks.

10 to 14: Minimal Fail. No effect. It just fails.

15 to 19: Minimal Success. Fix a broken object. For example, Fix a broken clock or vase.

20 to 24: Average Success. Make a simple hand-powered device. For example, a pedal-powered vehicle, wind-up toy

25 to 29: Good Success. Make a Rube Goldberg machine that solves a small problem but in a long, complex, multi-stage way.

30 to 34: Great Success. Make an unusual, powered object. For example, you create a giant blender, dog catcher robot, cat cannon . . .

35 to 39: Amazing Success. Make Rube Goldberg solution to a huge problem, such as an alien invasion, bad coffee, or acne.

40 or more: Stupendous Success. Make a device that instantly makes a drastic change or alteration to reality. For example, a helmet that makes dogs talk, a portal to another world, a ray that magnetizes anything.

Unmodified 20: Critical Success. You device a machine that successfully solves the world's problems, or at least what you're dealing with in this Episode, letting you and your friends retire to an exotic island where you have attendants and other servants who cater to your every whim.



• TOON POWERS: USING FLIM-FLAM

The character can basically con, charm, and *smooth-talk* others into doing what he/she/it wants them to do through sheer confidence. (Countered by CHM.)

Unmodified 1: Critical Fail. Your attempt to charm your enemy has the opposite effect! They are MAD as can be at you and chase after you with a +10 bonus to all of their DR to do so for the next 10 rounds.

3 to 4: Total Fail. Your attempt to charm your enemy fails miserably and you infuriate them so much that they get a +5 bonus on all their die rolls dealing with you for the next round.

5 to 9: Average Fail. Your attempt to charm your enemy fails miserably and you infuriate them instead.

10 to 14: Minimal Fail. No effect. It just fails.

15 to 19: Minimal Success. Your opponent does what you suggest for 1 round.

20 to 24: Average Success. Your opponent does what you suggest for d4 rounds.

25 to 29: Good Success. Your opponent does what you suggest for d6 rounds.

30 to 34: Great Success. Your opponents and any of their allies do what you suggest for d4 rounds. If it's just one opponent then the duration is d8 rounds.

35 to 39: Amazing Success. Your opponents and any of their allies do what you suggest for d6 rounds. If it's just one opponent then the duration is d10 rounds.

40 or more: Stupendous Success. Your opponents and any of their allies do what you suggest for d8 rounds. If it's just one opponent then the duration is d12 rounds.

Unmodified 20: Critical Success. Perfect success! Your opponents and any of their allies do what you suggest for d16 rounds. Reality itself is influenced by what you have suggested.



• TOON POWERS: USING DENIAL

The character is capable of ignoring, denying, or even *changing reality* when it suits him/her/it. (Countered by PER.)

Unmodified 1: Critical Fail. Whatever you were trying to avoid happens, but to you, and in an exceptional way. For example, instead of ignoring gravity, you fall so fast you go straight through the world and come out the other side.

3 to 4: Total Fail. The negative consequence you were trying to avoid has double the normal effect.

5 to 9: Average Fail. Negative consequences happen twice as fast!

10 to 14: Minimal Fail. No effect. It just fails.

15 to 19: Minimal Success. Delay negative consequences for a round but not avoid them.

20 to 24: Average Success. Delay negative consequences for a round with the chance to avoid them through action.

25 to 29: Good Success. Deny effect of physics in one situation. For example, walking on air or on the ceiling, breathe underwater, be immune to fire.

30 to 34: Great Success. Make a dimensional change for yourself only. For example, walking into a painting, entering a space way too small to be in, emerging from a TV screen.

35 to 39: Amazing Success. Make a dimensional change for self and others, (see above).

40 or more: Stupendous Success. Treat living things like objects and vice versa. For example, open up someone's head and refill their wiper fluid, converse with an inanimate appliance, crank a creature's tail to make its neck longer.

Unmodified 20: Critical Success. Treat intangible things like objects or people. For example, argue with the wind, play tennis using the Moon as the ball, use a rainbow as an escalator, stuff the Moon into your pocket.

SPECIAL SITUATIONS

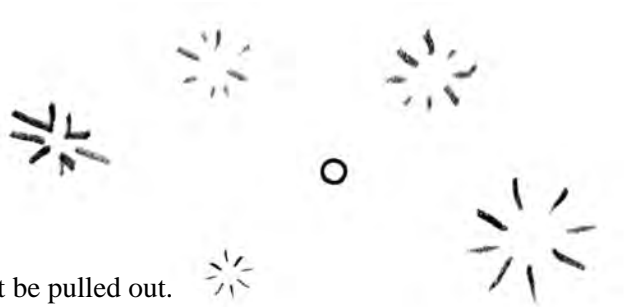
There are some special situations that will come up during game play. How you handle them is described by these specific tables.

1. ZERO HEALTH: BEING KNOCKED OUT

While there is no death in *Toonzy!*, Health represents how much Damage the character can take before being knocked out for a few rounds, which happens when their Health is equal to or less than zero (0). When your character is knocked out, roll d6 to see what goes spinning around their head. They will be knocked out for that many rounds:

KNOCK-OUT TABLE

Roll d6	
01	Spinning stars.
02	Tweeting birds.
03	Popping sparkles or bubbles.
04	Head rings like a bell.
05	Head gets mashed into mid-section and must be pulled out.
06	Head is knocked off the body entirely (and rolls away).



2. HELPING SOMEONE

It is perfectly possible for one character to aid another in making a roll. Have the primary character roll for the effect or Toon Power that he/she/it is trying to achieve. Have the helping character roll whichever *Ability Check* or Toon Power the Director deems most appropriate with a DL of 20. If the helper hits the target number then the primary character can add an additional 5 points to their *Ability Check* roll or Toon Power roll.

CRITTING WHILE HELPING

Getting help is not without its hazards. If the helpers crit with either a '1' or a '20' for their d20 roll, it's the same as if the one getting helped had a critical failure or critical success. The assistant rolling a '1' can produce very funny results, so don't be surprised if the world blows up.

3. RESISTING OR OPPOSING A TOON POWER

Just because the power worked, it doesn't mean that anyone else wants that to happen. Both NPCs and other characters can try to resist a Toon Power.

Each Toon Power is countered by one of the abilities as listed under the Toon Power descriptions (see page 28). During any round a Toon Power is in effect, any affected characters or non-player characters can choose to make a *Resistance Roll* to overcome that Toon Power. (A *Resistance Roll* is *not* required automatically when someone uses a Toon Power.)

THE RESISTANCE ROLL

The *Resistance Roll* is what's called an "opposed roll." (Both sides have a roll-off.) The character(s) trying to resist roll d20 and add the appropriate *Ability bonus* to their roll. Compare this DR to the Toon Power roll made to activate the power (see page 41):

Resisting d20 + Ability bonus VERSUS Toon Power roll

If the *Resistance Roll* is equal to or higher than the Toon Power roll then the Toon Power is counter-acted, and so has no effect. If they fail the *Resistance Roll*, they are under the influence of

the Toon Power for that round. If the same Toon Power is still active in the following round, they get another *Resistance Roll* with a +5 bonus. The +5 bonus is cumulative for every *Resistance Roll* they have failed so far. So if this is third round they have failed their *Resistance Roll* then they have a +15 to their next *Resistance Roll*. All the effects of a Toon Power end if a successful *Resistance Roll* is made during the round it begins. *Resistance Rolls* must be made the turn the power starts.

For example, Roq-o-dile has an *Excess* of 15 and M°Cutey has a STR of 9. Roq-o-dile is eating the entire restaurant and M°Cutey is inside of it. She tries to save herself by holding his jaws open to counter-act his *Excess* eating roll. Both characters roll d20s. Roq-o-dile adds his 15 *Excess* while M°Cutey adds her +1 STR bonus. Unless M°Cutey is really lucky and Roq is very unlucky, she's going to end up as part of his dinner!

Let's say Roq-o-dile rolls a 7 while M°Cutey rolls a 19. Roq-o-dile's 7 roll plus his *Excess* of 15 gives him a 22, which is a solid success on the *Excess* power chart. M°Cutey's excellent roll of 19 plus her STR bonus of +1 yields a total of 20 (but not a Crit). If M°Cutey had rolled a natural 20, her Crit would beat Roq's total of 22 since a *Critical Success* on a *Resistance Roll* always wins.

Now if Roq-o-dile had rolled a 4 instead, then his *Excess* total of 19 would have been under her total of 20 and M°Cutey would have successfully counter-acted his *Excess* power. Also, if Roq-o-dile had failed to activate his *Excess* power, then M°Cutey wouldn't have needed to make a *Resistance Roll* at all! But none of that happened, so down his gullet she goes.

4. COVER & CONCEALMENT

Hiding behind a solid wall or other object capable of providing a significant degree of protection grants a Defense bonus from +1 (for hiding behind a small object) to +8 for being behind an arrow slit. The Director determines if there is an applicable bonus for cover and how much that cover is worth. Concealment works in the same fashion, but with a smaller adjustment (such as +1 to +6), although it is up to the Director to decide on a case-by-case basis.

5. WHACK! FROM COVER

When making a *Whack!* roll and your opponent does not know you are there, you add +d6 to your d20 roll. They must make a successful *PER Check* before they can *Whack!* you back.

6. POWER VERSUS POWER

When one Toon Power comes into conflict with another, it's up to the Director to decide what happens. Different situations require different answers. Who knows? Anything might happen, and probably will!

7. EXPLOSIONS

What happens when that angry banana throws a stick of dynamite at you?

Explosions do Damage to everything within a certain radius of effect. The size of the explosion can vary depending on the amount of explosive used from a 5-foot radius, to a 1-mile radius, up to encompassing the entire planet! **Anything caught in an explosion should make a SPD Check versus DL 15.** If you make the *Ability Check* your character is unharmed by the explosion. If you fail the *SPD Check*, then you take the full force of the explosion as Damage. Feel free to use the *Toon Damage Table* (see page 39) for inspiration. If you get blown up, your character will come back in d8 rounds.

NOTE: Other special situations will be determined by the Director as needed. You need to be flexible since it's a cartoon world and things *never* go as planned!



CHAPTER 3

DIRECTING AN EPISODE

THE DIRECTOR

The Director in *Toonzy!* is the person who creates different Episodes for the players to act in and who describes the events in the game and maintains continuity. The Director sets the rules of the game and arbitrates all disputes that arise during game play. The Director assumes the roles of the player character's friends and foes. The Director decides and describes how these non-player characters (NPCs) act during the game play as well as what the player characters see and hear during the game.

- **NON-PLAYER CHARACTERS (NPC)**

Any character you encounter in the game that is played by the Director is a “non-player character.” These other characters are there for the players to interact with as either villains or bystanders as the Episode develops.

- **THE DIRECTOR'S PREROGATIVE**

What the Director (known in other role playing games as a “Game Master” or GM) chooses for the game is the rule. The Director is the final arbiter on all things for the game. Their decision is law; however:

***The Director DOES NOT control the player's characters.
Each player decides how their character will act and what they will do.***

Remember that a role playing game is a cooperative game in which the Director and the players must work together to create a fun and memorable experience.

THE 12 TASKS OF GOOD TOONZY! DIRECTORS

Keep these rules in mind, and both you and your players should have a lot of fun.

1. **FUN:** The game always has to be fun and funny. If it isn't funny, then it doesn't belong in this game.
2. **IMAGINARY:** There are no real consequences in a cartoon. Characters never really die permanently and only ever suffer a comic, temporary death. There is never, *ever* any blood.
3. **FRIENDS:** It works best when characters cooperate toward a common goal. If the characters start fighting among themselves, then no one will end up having a fun time. The Villain should never be one of the players, and the players should never be at odds with each other.
4. **EXAGGERATE:** Exaggeration is key! Cartoons are always about exaggerating what is real to absurd proportions. It not just big, it's **BIGGER**, or better yet the **BIGGEST**, or even truly, jaw-droppingly, **GINORMOUS!** (But why stop there?)
5. **PARODY:** Cartoons frequently imitate something serious in order to make fun of it or satirize it. You should too.
6. **SLAPSTICK:** Cartoons have a lot of good-natured physical humor in them. The trick is to always remember that no one ever really gets hurt, even when the whole world gets blown to bits.
7. **MURPHY'S LAW:** Whatever can go wrong will go wrong—spectacularly!
8. **PARABLE:** While optional, a lot of stories have a moral parable that can be included if it fits the story. However, the parable should never come at the expense of the fun or humor.
9. **CONSISTENCY:** Each universe has rules that must remain consistent in order to be believable and encourage a sense of immersion in the players. Even though it is a cartoon, the rules of its universe should stay the same throughout the game.
10. **BANG!:** Always keep them laughing. Don't forget the punch line, and work on developing a sense of comedic timing for maximum effect.
11. **CHILD-FRIENDLY:** This basic rule set is designed for Episodes like those in cartoons for kids or teens. While there can be a lot of adult subtext and innuendo in a cartoon, explicit content such as sex, serious crime, murder and bloody violence require additional rules to humorously incorporate into game play. [Please refer to the forthcoming *GENRES: Toonzy! – Blitz the Bat's Uncharted Territories Supplement* to cover any mature, explicit, adult cartoon game play. (And yes, it can get a weird as you might think.) These basic *Toonzy!* rules are for the classic G-rated cartoons that children watch.]
12. **COLLABORATE:** The Director should always work with the players in order to make an Episode as enjoyable as possible. Always keep in mind the nature of the characters that your players are playing and try to create Episodes that leverage their strengths and weaknesses. The goal of the game is fun and enjoyment—work with your players to achieve this.

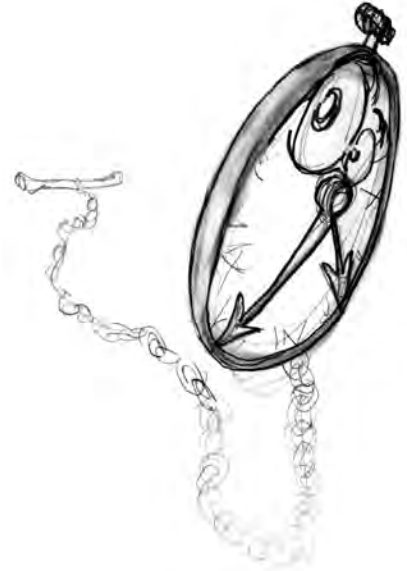
EXPERIENCE (CHARACTER POINTS)

The Director gives out experience (CP or “character points”) to players at the end of an Episode as a reward for successful role playing, good humor, and the amount of fun had.

A total reward in the range of 1 to 2 CP is suggested for a typical Episode, such as those included as samples in Chapter 4 (see page 67). These sample Episodes should only take 30 minutes to an hour to play through.

***Toonzy!* characters only use CP for rerolls.**

One character point (CP) can be spent by a player to reroll one die. For example, let’s say that you really need to pull off a crazy stunt but you roll a “1” on your d20 roll, which would normally be a critical fail. Instead, you choose to spend one character point and reroll that d20, this time getting a “7,” not great but better than a one at least. If the gag you were trying to stage was really important, you might even spend another point to try and roll even better. *Toonzy!* can keep rerolling until you run out of points, or you can just burn 5 points and have that count as rolling a natural “20,” a *Critical Success*. This is quite an expensive thing to do, so really, really make it count if you choose to do it.



PRODUCING AN EPISODE

One of the biggest challenges for a Director is creating the various Episodes that the characters will get to play through. Settings literally “set the stage.” They are essential to the action of cartoons, and much of what happens in an Episode is a result of *where* that Episode takes place. To aid the creative process, here are some helpful hints to keep in mind:

Cartoons happen in a surreal world, in strange settings, with strange characters. A good Episode needs characters, a goal, a setting, and a Villain, but the players will create their own characters, so you don’t have to worry about them. Once you have the setting, the goal and Villain should be pretty easy to describe, and from them you can develop your plot.

The themes found in cartoons can be light and fun, or run quite deep. The conflict the characters have gotten themselves into is usually a reflection of *where* the Episode happens. The combination of the characters, goal, setting, and Villain creates the core theme of the Episode.

No matter how you play it, you’re going to need to have a plot to describe the events that will make up the story. From the core theme and setting, imagine how this situation has come to pass: this is where your plot comes into the game. The plot unfolds from the interaction of the different elements as the players try to achieve their goal within the confines of the setting, while being opposed by the Villain. Each Gag should lead the characters towards the achievement of the goal. So think of a few events that would have to happen in order to achieve the goal. Write each of these events down and craft them so that one event leads naturally into the next. The goal and resulting conflict between the characters and the Villain can be almost anything in a cartoon.

You, as the Director, also need to create the NPCs (the Villain and all the supporting cast) the plot needs in order to function. Use the character creation tables at the beginning of this book to roll up a random villain and supporting cast or create them specifically for the Episode you have in mind. You can use the *Villainous Traits Table* (see page 63) to further describe their villainy.

If you need an Episode idea quickly you can roll on the *Episode Theme Table*. These are short ideas to inspire you!

EPISODE THEME TABLE

Roll d100

01	50 Miles From Home	50	Jousting
02	Addition Addiction	51	Keep a Secret
03	Alley Cats	52	Kissing Crazy
04	Arctic Adventure	53	<i>K'zzang!!</i>
05	Baby Sitter	54	Learning to Fly
06	Bake Bread	55	Librarians
07	Ballet, Opera or Theater	56	Lights, Camera, Comedy
08	Balloon-A-Matics	57	Lost and Found Department
09	Bank Robbery	58	Lost in the Mountains
10	Barber Shop	59	Meatballs and Spaghetti
11	Baseball (or Sports)	60	Meatless in Seattle
12	Beach Party	61	Milk!
13	Bet on the Brat	62	Moving Day
14	Bravo, Bikini Atoll	63	Musketeers
15	Bullfight!	64	Odor of it All
16	Bus Ride	65	Outing it at the Park
17	Butter?	66	Pampered Life
18	Buying Groceries	67	Peas, Please!
19	Catch that Cat!	68	Photograph Wildlife
20	Celebrate Random Holiday	69	Pirates?
21	Commando	70	Pool Cleaners
22	Cowboys!	71	Prehistoric Land
23	Doof of a Salesman	72	Prison Break!
24	Dr. Jekyll and Mr. Cartoon	73	Put the Infant to Bed
25	Duck!	74	Safari Time
26	Early Bird Gets the Worm	75	School Dazed
27	Earth vs. Aliens	76	Shakespearean Cartoons
28	Eating Contest	77	Sky Diving
29	Explore the Forbidden Country	78	Solve a Mystery
30	Falling or Stepping in Love	79	Spend the Night in a Haunted House
31	Farming	80	Spy Games
32	Feed the Hungry vs. Restaurant Staff	81	Stew for You, and You, and You...
33	Fly South for the Winter	82	Stick 'Em Up!
34	Get a Good Night's Sleep	83	Take Care of the Dog
35	Get the Bird	84	The Sandwich of Monte-Cristo
36	Giant Robots	85	Three Big Pigs
37	Go Get Coffee	86	Tick-Tock
38	Go to the Zoo	87	The Trauma Toad
39	Got An Itch?	88	Trial and/or Jury Duty
40	Heaven!	89	Try to Relax, Bub
41	Hunting Season	90	Up the Beanstalk
42	Hush	91	Vanishing Act
43	Hypnotism!	92	Vikings or Trolls
44	Iceberg!	93	Visit a Den of Thieves
45	In the Circus	94	Visit a National Park
46	It's a Musical!	95	Visit the Doctor or Dentist
47	It's an Opera	96	Who is this Chicken?
48	It's a Race	97	Who's That Trying to Eat You?
49	Jazz Hands	98	You Want <i>What</i> for Dinner?
		99	You'll Be Rich If You . . .
		00	You Want To Be A Star



STEP 1: DETERMINE THE SETTING

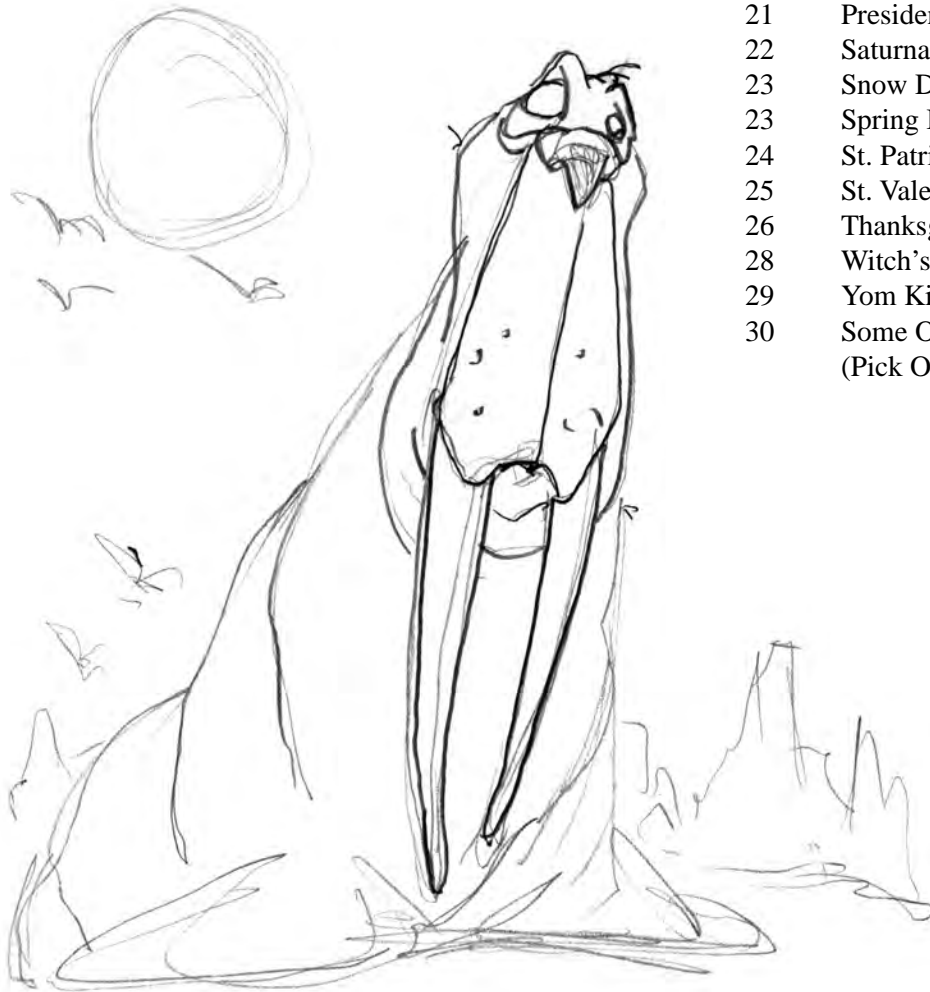
Cartoons take place in a multitude of different settings. The setting can be almost anywhere from an alien world to a vacant playground or old sock. Use the random setting table to generate an appropriate setting or imagine your own. You can roll or pick one from the table below or make up your own unique setting.

Roll d100		43	Grandma's House or any Grimm's Fairy Tale setting
01	College Dorm or Classroom		
02	On an Airplane	44	Graveyard
03	In the Airport	45	Grocery Store
04	Albuquerque	46	Hallway or Waiting Room
05	Amusement Park	47	Haunted House
06	In <i>Another</i> Country: Roll on the Country Tables (see pages 81 to 83)	48	Heaven or Hell (Flip a coin)
07	Arcade (Video Game, Pinball, etc.)	49	Hospital
08	Art Gallery	50	Roll on Holiday Table
09	Award Ceremony	51	Jail or Dungeon (Flip a coin)
10	Backstage or In Dressing Room (Theater, Concert or Other Event)	52	Japan, Korea, Vietnam or China
11	Backyard	53	Jungle
12	Bar	54	Kitchen
13	Bathtub, Beach or Swimming Pool	55	Mad Scientist's Lab
14	Boat, Ship, or Yacht	56	Mansion or Palace
15	Bowling Alley	57	Mars or Planet-X
16	Bullfighting Arena	58	Mini-Golf Course
17	Bus, Train, or Zeppelin Station	59	Moon (Orbiting, On It, or Inside)
18	Cabin in the Woods	60	Morgue or Funeral Home
19	Castaway Island	61	Movie Studio
20	Castle or Castle in the Clouds	62	Movie Theatre
21	Cave or Cave-In (Flip a coin)	63	Museum or Library (Flip a coin)
22	Center of the Earth	64	Musical (Broadway, School, etc.)
23	Church, Mosque, or Temple	65	Newsroom (TV, Web, or Paper)
24	Circus	66	Night Club or Disco (Flip a coin)
25	Coffee or Tea House (Flip a coin)	67	New York City
26	Coliseum	68	Opera House
27	Construction or Destruction Site	69	Operating Room
28	Convenience or Inconvenience Store	70	Orchestra Pit
29	Courtroom	71	Outer or Inner Space (Flip a coin)
30	Cruise Ship	72	Pageant (Beauty, Farm, etc.)
31	Dark Ages or The Renaissance	73	Parade
32	Day Care	74	Pharmacy
33	D-Day (World War II)	75	Playground
34	Department Store	76	Police Station
35	Desert	77	Pyramid in Egypt or Mexico
36	Dinner Party	78	Refrigerator
37	Diner, Fast Food or Restaurant	79	Remote Outpost (Arctic, Underwater, Outer Space)
38	Dream Sequence	80	Sheep Pasture
39	Factory	81	Sketchbook
40	Farmyard	82	Skyscraper
41	Firehouse	83	Sleeping Compartment on Train
42	Golf Course	84	Snow Fort, Igloo, or On the Ice Sheet in the Arctic

- 85 Sports Stadium
(i.e. Racing, Ping-Pong, etc.)
- 86 Storeroom or Warehouse
- 87 Suburban or Urban House
- 88 Summer Camp
- 89 The 1980s
- 90 The Far Future
- 91 The World of Tomorrow
(The Near Future)
- 92 Train or Subway Car
- 93 Trench Warfare (World War I)
- 94 Underwater
- 95 Vikings (or Anything Teutonic)
- 96 Virtual Reality
- 97 Waterpark
- 98 Wild West
- 99 Wrestling or Boxing Ring
- 00 Zoo

HOLIDAY TABLE

Roll d30	
01	April Fools' Day
02	Arbor Day
03	Black Friday
04	Christmas, Hanukkah, Kwanza, or Ramadan
05	Cinco de Mayo
06	Columbus Day
07	Diwali
08	Earth Day
09	Easter
10	Flag Day
11	Friday the 13 th
12	Groundhog Day
13	Guy Fawkes Night
14	Halloween
15	Labor Day
16	Mardi Gras
17	Memorial Day
18	New Year's Eve
19	No Pants Day
20	Opposite Day
21	President's Day
22	Saturnalia or Bacchanalia
23	Snow Day!
23	Spring Break
24	St. Patrick's Day
25	St. Valentine's Day
26	Thanksgiving
28	Witch's Sabbat
29	Yom Kippur
30	Some Other Holiday (Pick One or Just Make It Up)



STEP 2: SELECT A GOAL

In the *Toonz!* world a goal is usually something utterly simple, like getting a cup of coffee in the morning, but because it's a cartoon universe, even the most mundane goal is an almost impossible task requiring ingenuity, bravery and luck. The plot for the Episode guides how the characters attempt to reach that goal, but isn't the main point of the Episode.

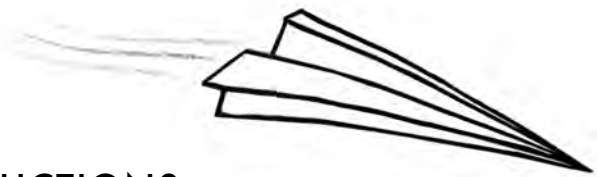
A good goal for an Episode is something that doesn't require much thought about what or why, but gives your players lots of ways to come up with funny solutions to reach it. Remember: the goal is simply an excuse for the Gags, reaching it is much less important than the attempt.

When in doubt, consider your setting: what would someone in real life do there? Cartoons are exaggerations of our real lives, telling simple stories where normal, mundane activities become epic struggles to achieve the banal. The goal is like Alfred Hitchcock's *M^cGuffin*—it is just there as a pretext for the comic action, it doesn't matter if the characters reach it or not. The success or failure of an Episode depends not on reaching the goal, but on how funny the attempt is!

WHAT IS THE CHARACTER'S GOAL IN THIS EPISODE?

To select an appropriate goal, consider your setting: where are your characters today? What is the normal thing to do when in that situation? Completing that action becomes the goal. For example, the characters are in line at a burger joint and don't want to wait for the indecisive person to order . . . the more obvious and simple the situation, the easier the goal is to understand.

Generally, all you should need to do is set out what the situation and setting are, and your players will recognize what the goal for that Episode is and go try to do it. For example, it's morning and they need coffee, but they have run out . . .



STEP 3: OBSTACLES AND OBSTRUCTIONS

Characters shouldn't be able to reach the Episode's goal easily. There have to be obstacles that offer chances for things to go horribly, horribly wrong, but it should be obvious what these problems are: for example, making a cup of coffee when you're out of coffee means the characters need to go shopping—so they have to drive to the store, and when they get there, they will need to find the coffee . . . each of these plot points are obstacles that create opportunities for Gags where the characters can use their Toon Powers to address the obstacle.

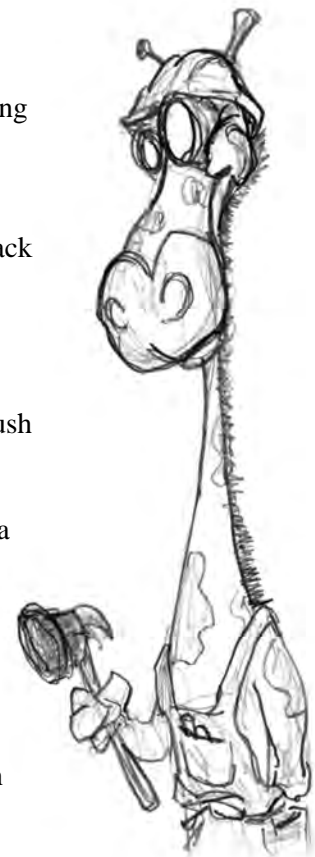
A good rule of thumb is to try to have three or four obstacles or issues to overcome per Episode. Too many obstacles and the game can become confusing or difficult. Too few and the game lacks challenges. Events typically occur in what is known as a "narrative arc," which is just a fancy way of describing how things unfold in a given story. Things start off with an exposition that introduces the GOAL and setting. Next, a series of events makes life more complicated for the player characters: the obstacles in the character's path grow in scope and complexity as one problem leads to another. The turning point of the story is the climax which releases the tension that has built up, and leads to a conclusion as the various obstacles are overcome and the issues created in the Episode get resolved at the end of the story.

One interesting approach is to try to weave three random elements into the story. These can be used as obstacles, goals, plot points, or even NPCs. Simply roll once on each of the three *Random Thing* tables, then think of a way to include each one in the Episode you are creating. This should add a lot of variety to your Episode and help you overcome any writer's block you might encounter.

FIRST RANDOM THING TABLE

Roll d100

01	Advert	51	Plankton
02	Art	52	Plastic
03	Article	53	Police
04	Cell	54	Polish (Shoe or Furniture)
05	Child	55	Pool
06	Cornbread	56	Potato
07	Crate	57	Psychology
08	Crow	58	Pillow
09	Cummerbund	59	Raid
10	Customer	60	Riddle
11	Dimension	61	Rip
12	Dog	62	Road
13	Drag	63	Root
14	Eggnog	64	Rose
15	Estate	65	Sandwich
16	Exact Change	66	Scarf
17	Exam	67	Seed
18	Fang	68	Shake
19	Fishing	69	Silk
20	Flock of Birds	70	Sofa
21	Fortune Cookie	71	Spark
22	Gap	72	Spoon
23	Glove	73	Steam
24	Glue	74	Steel
25	Government	75	Stomach
26	Grade	76	Stop Sign
27	Grandmother	77	Straw
28	Gravel	78	Sugar
29	Guitar	79	Surprise
30	Gun	80	Swimming
31	Happy	81	Swing
32	Hope	82	Table
33	Horse	83	Tank
34	Hurry	84	Thumbtack
35	Inspector	85	Ticket
36	Insurance	86	Tiger
37	Island	87	Toad
38	Jellyfish	88	Tongue
39	Lake	89	Toothbrush
40	Limit	90	Train
41	Machine	91	Tray
42	Mop	92	Umbrella
43	Night	93	Van
44	Owl	94	Vase
45	Paradise	95	Vine
46	Passion	96	Voyage
47	Pencil	97	Yak
48	People	98	Yard
49	Pickle	99	Zeppelin
50	Pin	00	Zipper



SECOND RANDOM THING TABLE

Roll d100

- 01 Abacus
- 02 Accountant
- 03 Agenda
- 04 Antique
- 05 Axis
- 06 Bat
- 07 Cactus
- 08 Commission
- 09 Cookie
- 10 Corn
- 11 Crab
- 12 Crisis
- 13 Crowbar
- 14 Curry
- 15 Dazzle
- 16 Deficit
- 17 Dice
- 18 Doctor
- 19 Dragon
- 20 Drift
- 21 Employee
- 22 Fair
- 23 Feedback
- 24 Fine
- 25 Flipper (single or pair)
- 26 Flowers
- 27 Foot
- 28 Freezing
- 29 Fungus
- 30 Garbled
- 31 Good
- 32 Goodbye
- 33 Governor
- 34 Gulp
- 35 Hello
- 36 Hoe
- 37 House
- 38 Interest
- 39 Jeans
- 40 Kick
- 41 Knot
- 42 Lawyer
- 43 Lemon
- 44 Loaf
- 45 Loom
- 46 Lost
- 47 Lunch
- 48 Map
- 49 Matters
- 50 Mittens



- 51 Monkey
- 52 Morning
- 53 Mother-in-law
- 54 Mousetrap
- 55 Murmur
- 56 Needle
- 57 New
- 58 Nurse
- 59 Oasis
- 60 Orange
- 61 Ox
- 62 Panda
- 63 Plump
- 64 Pod
- 65 Priest
- 66 Prince/Princess
- 67 Promotion
- 68 Pudding
- 69 Purchase
- 70 Radio
- 71 Refund
- 72 Repair
- 73 Risk
- 74 Sack
- 75 Scientist
- 76 Secretary
- 77 Sheep
- 78 Smell
- 79 Snoop
- 80 Spice
- 81 Sprouts
- 82 Spy
- 83 Stable
- 84 Stadium
- 85 Stimuli
- 86 Stratocaster
- 87 Sunglasses
- 88 Supply
- 89 Sushi
- 90 Team
- 91 Teeth
- 92 Telephone
- 93 Tent
- 94 Throat
- 95 Throne
- 96 Triangle
- 97 Vortex
- 98 Wing
- 99 Wrap
- 00 Zeal

THIRD RANDOM THING TABLE

Roll d100

01	Ache	51	Ice Cream
02	Advice	52	Inflation
03	Applause	53	Jellybean
04	Arrest	54	Juice
05	Astronaut	55	Justice
06	Auction	56	Kid
07	Babysitter	57	King
08	Baggage	58	Lava
09	Ballet	59	Letter
10	Bath	60	Lighthouse
11	Blanket	61	Lightning
12	Boat	62	Litter
13	Bump	63	Luggage
14	Bunnies	64	Man
15	Butter	65	Meal
16	Buy	66	Milk
17	Cake	67	Moon
18	Change	68	Music
19	Chant	69	New Hairstyle
20	Chaos	70	Oil (Olive or Mineral)
21	Chef	71	Package
22	Chinese Restaurant	72	Paper
23	Clipper Ship	73	Pasta
24	Coffee	74	Peas
25	Cook	75	Quality
26	Cotton	76	Rally
27	Counter	77	Relaxation
28	Crime	78	Researcher
29	Cycle	79	Revenge
30	Dancing	80	Rubbish
31	Deal	81	Salad
32	Dessert	82	Salt
33	Dirt	83	Sand
34	Dive	84	School
35	Dock	85	Seafood
36	Drink	86	Shopping
37	Envy	87	Sick
38	Fruit	88	Sleep
39	Garbage	89	Snow
40	Gladiator	90	Soap
41	Gold	91	Soup
42	Golf	92	Storm
43	Gossip	93	Stranger
44	Gratitude	94	Sunshine
45	Guilt	95	Timber
46	Guru	96	Toast
47	Gym	97	Traffic
48	Helium	98	Underwear
49	Homework	99	Water
50	Honey	00	Wax



STEP 4: THE VILLAINOUS VILLAIN'S VILLAINY

It's okay for cartoon characters to be one-dimensional, they're cartoons! It's why there isn't a lot of moral grey area in cartoons: the good guys are good and the bad guys are bad without going into detail about what makes them that way. Frequently, the bad guys are just greedy, foolish, rude, or just happen to be on the wrong side of the protagonist. Sometimes the protagonist in a cartoon is just interested in making mischief. Frequently the hero is motivated by a mild sense of justice—getting even with the Villain for past wrongs. Thus, the torment the hero visits upon the antagonist can be seen as the Villain just getting what they so richly deserve.

The comic foil, opponent, villain, enemy, rival, or antagonist—it doesn't matter what you call him/her/it—this is the NPC that works to thwart the player characters at every opportunity. The villain is the opponent that the players must contend with in order to achieve their goals. To create this antagonist the Director can simply roll up a character using the character generation rules just like the players do. The trick to making this non-player character (NPC) the Villain of the Episode lies in their motivation and how you play them. While you can roll the look and type for this crucial NPC it is often a good idea to pick something specific to the Episode's setting in order to create a natural tension with the player's characters. For instance if one player has a mouse for a character then making the Villain a cat would naturally lead to conflict. If the player had a magical banana as a character, then the Villain could easily be the local ice cream man who wants to make a magic sundae using the character as an ingredient. If the setting is a water park, making the villain a shark lurking in the water has great comic potential.

Try to keep a consistent theme when developing a villain. If the adventure is set in outer space then the ice cream man isn't suitable as a villain—unless he shows up in an ice cream truck fitted with rockets and a hyperdrive!

You don't have to limit yourself to just one Villain. You could have a whole team of villains. Just picture the evil ice cream man "Frogurt," his magical ice cream scoop "Scoopy," and his pet dachshund "Scrooffles." Of course, there is a primary villain, in this case the ice cream man, and the other villains are his inept sidekicks. For instance, "Scoopy" may be incapable of following orders or thinking for himself; whereas "Scrooffles" the dog might have a small measure of scruples and occasionally help the characters out, but he still loves his master, the ice cream man, and refuses to leave him.

Use the *Villainous Traits Table* instead of the *Personality Traits Table* to come up with that one truly terrible feature that defines your villain:

VILLAINOUS TRAITS TABLE

Roll d20

01	Aggressive	12	Mean
02	Bossy	13	Rude
03	Cantankerous	14	Ruthless
04	Cruel	15	Selfish
05	Cunning	15	Scary
06	Dishonest	16	Stingy
07	Domineering	17	Stubborn
08	Gluttonous	18	Threatening
09	Greedy	19	Vengeful
10	Grumpy	20	The Character's Natural Enemy
11	Impulsive		(i.e. a Hunter vs. a Rabbit or Duck)



STEP 5: SILLY EVENTS

Sometimes an Episode just needs a something to gum up the works. When that happens, the Director should use the *Silly Event Table*. Use this table to create a silly event as a plot device when you get stuck building your Episodes, or if you need something to suddenly enliven an Episode during play. Roll d20 until you have made a phrase that ends in a period (!)

THE SILLY EVENT TABLE

The character . . .

DR	roll d20	roll d20	roll d20	roll d20	roll d20
1	is given	a stinky	authority figure	that relies on	money.
2	is distracted by	a big, fat	man	that attracts	love.
3	trips over	a scary	woman	that needs	hatred.
4	runs into	an attractive	monster	filled with	treasure.
5	sees a picture of	a crazy	dog	that loves	secrets.
6	remembers	a runaway	boy	covered in	magic.
7	is blocked by	a medieval	girl	and special	dirt.
8	is hit by	a robotic	bird	and terrible	fame.
9	gets a call from	the family's	box	and some	bugs.
10	must climb over	a very serious	appliance	without	animals.
11	is trapped by	a large	vehicle	overflowing with	mischief.
12	meets	a tiny	athlete	and lots of	goodness.
13	finds	an energetic	police officer	in search of	ambition.
14	discovers	a secret	teacher	with plans for	powers.
15	is being watched by	a hungry	tree	seeking	adventure.
16	finds a book about	a very strange	weapon	reeking of	children.
17	passes by	Mom.	bag	charged with	optimism.
18	is approached by	Dad.	horse	fueled by	sadness.
19	is being watched by	Grandpa.	Santa Claus.	from the past.	caution.
20	is captured by	Grandma.	employer.	from the future.	music.

STEP 6: YOU'RE READY TO GO!

Whatever you decide to do for the Episode, just keep in mind that the plot, goal, and even the villain are simply an excuse for the comic hijinks that the player characters do in their attempts to reach that end point. It's really more about how they get there than actually succeeding.

Think of the Episode this way: it's like a dog chasing a car. Everything is fine until the dog actually catches the car, because once they catch it, *now what?* The whole point was the chase. The best Episodes work in the same way. When they're over, it's obvious because there isn't really anything left to do.

Be aware though that the best laid plans often go awry. Your players will frequently go off track, and this is normal for a *Toonzy!* Episode. Don't try to shoehorn your players into a specific plot or situation too forcefully. That isn't fun! The best Directors simply roll with it and adjust the story accordingly. You will be surprised and delighted at the hilarious places you can end up at if you cooperate with the players on making the story work.

Always remember that fun and funny are the *real* goals.

We can't stress this point enough:

If it isn't funny, it doesn't belong in a *Toonzy!* game.



CHAPTER 4

SAMPLE EPISODES

Brevity is the essence of comedy, so Episodes should be short. They are simple to write up and much of the fun comes from the opportunities they present for improvisation. As a result, the set-up for an Episode can be schematic.

The complexity and development of each Episode depends on the ingenuity and inventiveness of the players. Any point when the character's Toon Powers fail are opportunities for the Director to push the story forward and into new directions that the player's choices have opened up. Being flexible with the story and its development is essential to the comedic effect of each Episode.

These sample Episodes were constructed with the random generation tables in Chapter 3, and all offer many opportunities for absurdist fun.

The sample episodes are designed for three characters each, but can be played with up to five.

EPISODE 1: "MORE PEAS, PLEASE?"

This episode works best for three characters with the following Toon Powers: *Excess*, *Wacky* and *Wiley*.

EPISODE 2: "IT'S A TANKLESS JOB"

This episode works best for three characters with the following Toon Powers: *Denial*, *Excess* and *Wiley*.



EPISODE 1

"MORE PEAS, PLEASE?"

Rolling on the random theme, setting, and goals tables yields the following results:

Episode theme: Go Get Coffee

Setting: Grocery Store

Random things:

- (1) Surprise
- (2) Purchase
- (3) Peas

Some quick rolls on the character generation tables gives us a dishonest, fat, hard-working squirrel we'll name "M°Cutesy" who works as the checkout attendant at the grocery store. M°Cutesy is the villain and will show up as the opposition anywhere the characters go in their search for coffee.

After a bit of thought we came up with the following plot based on the random rolls:

THE GOAL:

To get some coffee ASAP!

OBSTACLES:

- (1) Lack of coffee at home or anywhere else.
- (2) The grocery store only sells peas.

THE VILLAIN:

Villain: Dishonest

As it turns out the role of the Villain M°Cutesy is pretty limited in this Episode. Instead, the main antagonist is the character's own critical (even mindless) need for coffee, and the complete lack of it at the grocery store. Their struggles to turn the peas into something resembling coffee provides the necessary comic impetus that a real Villain might provide in another Episode. M°Cutesy really is just there to annoy everyone and to frustrate the character's search by insisting that the *peas really are coffee* when they try to buy it at the grocery store or anywhere else.

THE PLOT:

This Episode begins with the characters at home. It's morning and they're out of coffee. The cupboards are bare and they have no groceries of any kind.

Once they get to grocery store, they need to make a *PER Check* to try and find coffee. A successful roll and they will discover the store only sells peas and that it does not have any coffee. A failed roll means they believe that the peas are coffee.

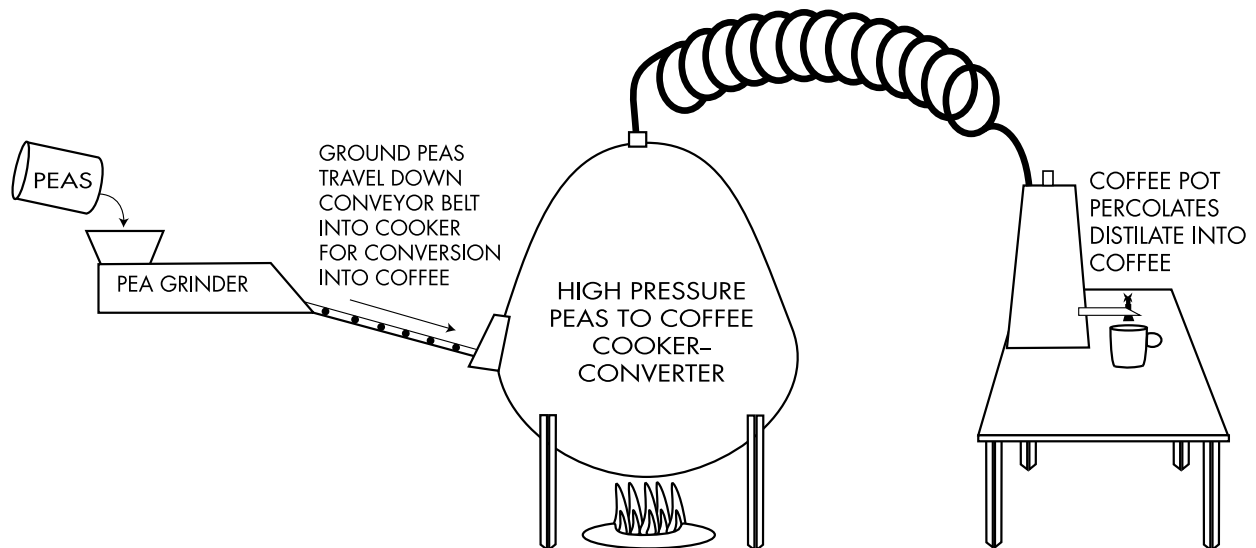
SOLUTIONS:

There are several possible directions characters might go in this scenario:

- (1) Use *Wiley* to create a machine to turn the peas into coffee. If the characters make a machine to turn the peas into coffee, then the coffee-making system gradually takes over the entire store, eventually overloading and exploding in a catastrophic "*ka-boom!*" that blows the characters to the Moon. A good *Wiley* roll would allow them to construct the machine.
- (2) Just accept what the checkout attendant says and use peas as coffee. If they try to use peas as coffee the resulting concoction comes to life and tries to make coffee out of the characters! A really successful *Denial* roll would allow them to make the peas into coffee.
- (3) Try to go somewhere else and find real coffee. If they try to go somewhere else the attendant locks down the store and refuses to let them leave without buying the peas. The characters could use a *Bouncy* roll to escape.
- (4) Just settle for peas. If they try to just settle for peas the attendant insists that they buy all of the peas in the store. A successful *Flim-Flam* roll would let them distract M^cCutesy long enough for an escape.

The thing to try to achieve is each successful resolution of the problem at hand creates more problems, at least until reaching some sort of resolution to the objectives of the Episode.

MACHINE CONVERTS PEAS INTO COFFEE



EPISODE 2

“IT’S A TANKLESS JOB”

For our second Episode we hit the random tables again and get the following:

- Episode theme:** Who’s That Trying to Eat You?
Setting: Fish Tank Front Lawn Ornament
Random things:
- (1) Swimming
 - (2) Repair
 - (3) Traffic

After some careful thought on how to put this stuff together, the plot works like this:

THE GOAL:

To build the Eccentric Millionaire’s Fish Tank Amusement Park!

SETTINGS:

- (1) The Customer’s House
- (2) The Fish Tank Amusement Park

OBSTACLES:

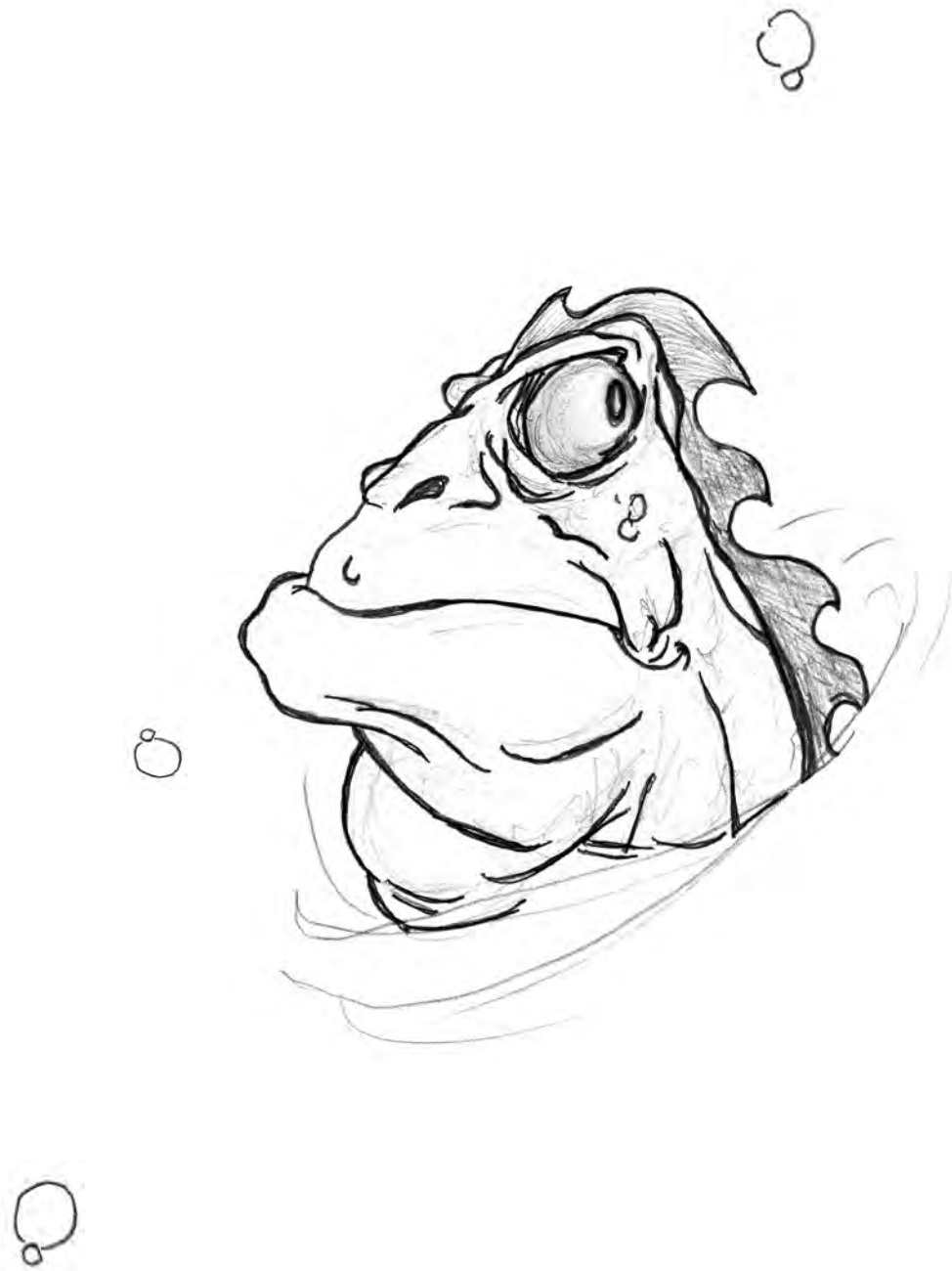
- (1) Driving to the Customer’s House
- (2) Building the Fish Tank Amusement Park
- (3) Escaping from the Sea Monster



THE VILLAIN:

- Villain:** Aggressive
Villain’s Motivation: Hunger and Just Being a Sea Monster

The characters, in proper cartoon fashion, are their own worst enemies, but in “It’s a Tankless Job” there is also a villain who acts as their counter—a Sea Monster that they put into the Fish Tank Amusement Park (which should resemble a giant water slide)—who then pursues them through the system once they build it.



THE PLOT:

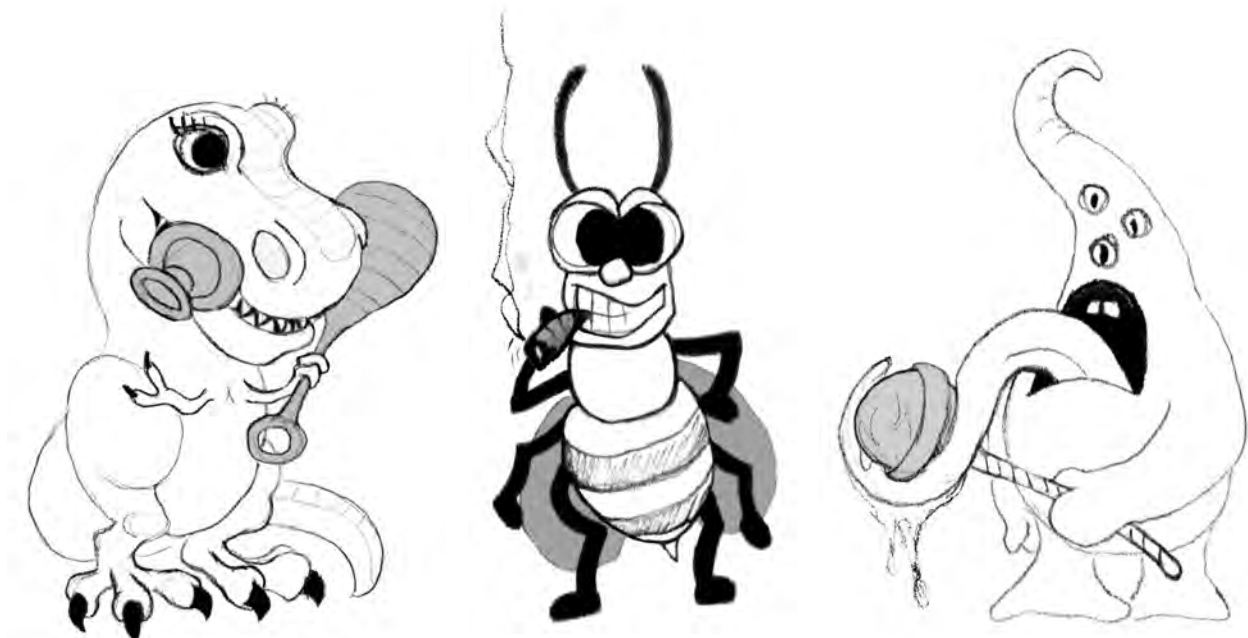
There are three plot points:

- (1) Driving to the customer's house. This action should be much more complex and difficult than it sounds. Ideally, the characters will need to build their own vehicle to get there and use their Toon Powers to do it.
- (2) Construction of the Fish Tank Amusement Park for the customer's pet Sea Monster that needs more stimulation and entertainment than its current tank provides. They will be asked to build something resembling a roller coaster, water park, and a network of tubes.
- (3) Escape from the Fish Tank Amusement Park. One or more characters should get caught in the amusement park, and require either rescuing, escape or both as the Sea Monster pursues them.

**SAMPLE CAST MEMBERS**

Every *Toonzy!* Episode needs an appropriate cast to complement and animate its weirdness. Both sample Episodes all used the same cast, provided here as examples of how characters are written up. They can also serve as quick non-player characters.

Your players can use the characters appearing on the next several pages if you want to jump right into directing these sample Episodes as a way to get the feel for what *Toonzy!* is all about.





TEX

Type: Critter: Mountain Rat
Personality Traits: Unconcerned
Niche: Richest person in the world (an olive oil tycoon)

	stat	bonus	Toon Powers		
STR	14	+2	Excess	—	
VIT	8	0	Wacky	—	Health 8
ACC	12	+1	Zany	—	
SPD	16	+2	Bouncy	—	Defense 18
INT	10	+1	Wiley	10	
CHM	15	+2	Flim-Flam	—	Movement 8
PER	15	+2	Denial	15	

Description: Tex is short-sighted, somewhat oblivious, and tends to favor complicated plans that bend the world to his will. He can't function without his morning coffee.



ALI BANANA

Type: Thing: Banana
Personality Traits: Frugal and Sarcastic
Niche: Genie

	stat	bonus	Toon Powers		
STR	11	+1	Excess	—	
VIT	16	+3	Wacky	15	Health 19
ACC	7	0	Zany	—	
SPD	12	+1	Bouncy	—	Defense 13
INT	14	+2	Wiley	—	
CHM	14	+2	Flim-Flam	10	Movement 7
PER	18	+3	Denial	—	

Description: Ali Banana is a very cheap genie. He is always striving for the best deal he can get even though his frugal pursuits often backfire.



BLITZ

Type: Critter: Bat
Personality Traits: Romantic and Unconcerned
Niche: DJ

	stat	bonus	Toon Powers		
STR	14	+2	Excess	—	
VIT	17	+3	Wacky	10	Health 20
ACC	14	+2	Zany	15	
SPD	9	+1	Bouncy	—	Defense 10
INT	11	+1	Wiley	—	
CHM	17	+3	Flim-Flam	—	Movement 7
PER	15	+2	Denial	—	

Description: Blitz is always relaxed, slightly drunk, and has a turntable mixer handy. He specializes in slow mixes and disco. Blitz is a real “Casanova type.”



CAPTAIN TOENAIL

Type: Critter: Snail
Personality Traits: Fiery and Greedy
Niche: Sea Captain

	stat	bonus	Toon Powers			
STR	14	+2	Excess	10	Health	17
VIT	15	+2	Wacky	—	Defense	8
ACC	14	+2	Zany	—	Movement	6
SPD	8	0	Bouncy	15		
INT	12	+1	Wiley	—		
CHM	17	+3	Flim-Flam	—		
PER	13	+1	Denial	—		

Description: The Captain employs “salty language” and tends to be rather commanding and bossy. He doesn’t often back down, especially when there’s money involved. He’s afraid of losing his hat and getting torpedoed.

He uses the “Y’argh” expressions listed on pages 78 to 79.

CAPTAIN TOENAIL'S GUIDE TO **Y'argh!**

(IT'S PRONOUNCED "YAR.")

There are many ways you can use y'argh in everyday conversation. It's not just an exclamation—you can use it for most anything you need or want to say. With a little practice it can replace most verbs, nouns, exclamations, adverbs and/or adjectives. It's all you need really:

A short exclamation: Y'argh!

A way to express agreement: Y'argh!

A way to express dismay: Y'argh me!

A boating institution for upper crusty sailors: The Y'argh Club

A holiday tradition: Put another y'argh log in the fireplace!

A measuring implement: Y'argh stick!

A unit of measurement: I'm telling y'argh the fish I almost caught the other day must have been a y'argh, a y'argh'd and a half long at least!

A way of expressing awe: That was y'arghking amazing!

A way to emphasize agreement: Abso-y'argh-king-lutely!

A location: Y'argh, all of my old boats are on cement blocks in the back y'argh.

A descriptor: You look all y'argh'd up!

A way of saying the machine is broken: Oh, it be all y'argh'd up!

A way of expressing exhaustion: I'm plum y'argh'd out!

Another way of expressing agreement: Y'arghking right!

A way of saying thank-you: Y'argh-y'argh.

A fabric: Pick whatever colored y'argh y'argh want and I will knit a sweater for y'argh.

An invitation: Y'argh all coming over for some surf and turf tonight?

THIS HANDY GUIDE IS PRESENTED AS A PUBLIC SERVICE BY
GENRES GAME SYSTEM IN THE HOPE THAT IT WILL IMPROVE
THE GENERAL WELFARE OF SOCIETY BY MAKING IT POSSIBLE TO
COMMUNICATE WITH CAPTAIN TOENAIL.

—The Editorz

A way to express panic: Let's get the y'argh out of here!

Another way of saying one is overwhelmed: Y'argh me!

A way to express suspicion: Who the y'argh are you?

A way to say one has a headache: Go y'argh yourself!

A way to express disagreement: N'y'argh!

A way to express laughter: Y'argh-dy y'argh y'argh!

A way to express anger: Y'argh!

Another way of expressing suspicion: Who do you think y'argh y'argh?

A way to question authority: Who the y'argh do y'argh think y'argh y'argh?

Another way of expressing anger: Y'argh-dy y'arghing y'arghkers!

Another way of expressing extreme anger: The Mother-y'arghking y'arghkers!

An expression of hostility to others: Y'argh you!

Another way of expressing hypocrisy: Don't you y'arghking swear at me you y'arghking
y'arghkers!

An expression of pleasure: Oooooohhhhhh y'aaaargh!

A way to express confusion: What the y'argh just happened?

An expression of being lost: Where the y'argh are we?!

An expression of ambiguity: I'm not so y'arghking sure anymore!?



BONUS!

YOU'RE NOT FROM AROUND THESE PARTS

Characters in cartoons could be from anywhere. These optional tables give you a range of additional details you can add to your character—if you want them. These Bonus tables can serve any number of uses: additional settings for Episodes, more detail for the Villain's background, or just more flavor for characters. *It's up to you.*

WHEN ARE YOU FROM?

Time travel isn't unusual in cartoons. There's lots of opportunities to meet other people from the past, or even yourself! This table is to help you sort out when you were born. (It's hard to say, you were awfully young at the time.)

Roll d100

01–49	Modern Day (right now)
50–61	The 20 th Century
62–70	The 19 th Century
71–77	The Enlightenment
78–84	The Renaissance
85–90	Medieval Times
90–95	Classical Period
96–98	Bronze Age
99–00	Stone Age

WHERE ARE YOU FROM?

There's lots of places you could be from. Here are few, but feel free to add anywhere we might have missed:

COUNTRY OF ORIGIN TABLE

Roll d100

01	Ruritania or Gistark
02–18	China
19–36	India
37–42	USA
43–47	Indonesia
48–50	Brazil
51–53	Pakistan
55–58	Nigeria
59–60	Bangladesh
61–62	Russia
63–64	Japan
65	USSR
66	Mexico
67	Philippines
68	Vietnam
69	Ethiopia
70	Egypt
71	Germany

72	Iran
73	Turkey
74	D. R. Congo
75	France
76	Thailand
77	UK
78	Italy
79	South Africa
80	Burma
81	South Korea
82	Columbia
83	Tanzania
84	Kenya
85	Spain
86-94	Roll on <i>Sub-Table 1</i>
95-98	Roll on <i>Sub-Table 2</i>
99-00	Roll on <i>Sub-Table 3</i>

COUNTRY OF ORIGIN: SUB-TABLE 1

Roll d100	
01-06	Argentina
07-12	Ukraine
13-19	Algeria
20-25	Poland
26-30	Sudan
31-34	Iraq
35-37	Canada
38-40	Uganda
41-43	Morocco
44-46	Saudi Arabia
47-49	Peru
50-52	Venezuela
53-55	Uzbekistan
56-57	Malaysia
58-59	Nepal
60-62	Ghana
63-65	Yemen
66-68	Mozambique
69-72	Afghanistan
73-75	North Korea
76-78	Angola
79-81	Australia
82-84	Taiwan
85-86	Syria
87-89	Ivory Coast
90-91	Madagascar
92-93	Cameroon
94-95	Sri Lanka
96-97	Romania
98-99	Niger
00	Chile

COUNTRY OF ORIGIN: SUB-TABLE 2

Roll d100	
01-03	Kazakhstan
04-06	Burkina Faso
07-09	Netherlands
10-12	Malawi
13-15	Mali
16-18	Ecuador
19-21	Guatemala
22-24	Zambia
25-27	Cambodia
28-30	Chad
31-33	Senegal
34-36	Zimbabwe
37-39	South Sudan
40-42	Bolivia
43-45	Belgium
46-48	Cuba
49-51	Somalia
52-54	Rwanda
55-57	Greece or Crete (Flip a coin)
58-60	Tunisia
61-63	Haiti
64-65	Guinea
66-67	Czech Republic
68-69	Portugal
70-71	Dominican Republic
72-73	Benin
74-75	Hungary
76-77	Burundi
78-79	Sweden
80-81	Azerbaijan
82-83	United Arab Emirates
84-85	Belarus
86-87	Honduras
88-89	Austria
90-91	Israel
92-93	Switzerland
94-95	Tajikistan
96-97	Papua New Guinea
98-99	Bulgaria
00	Togo



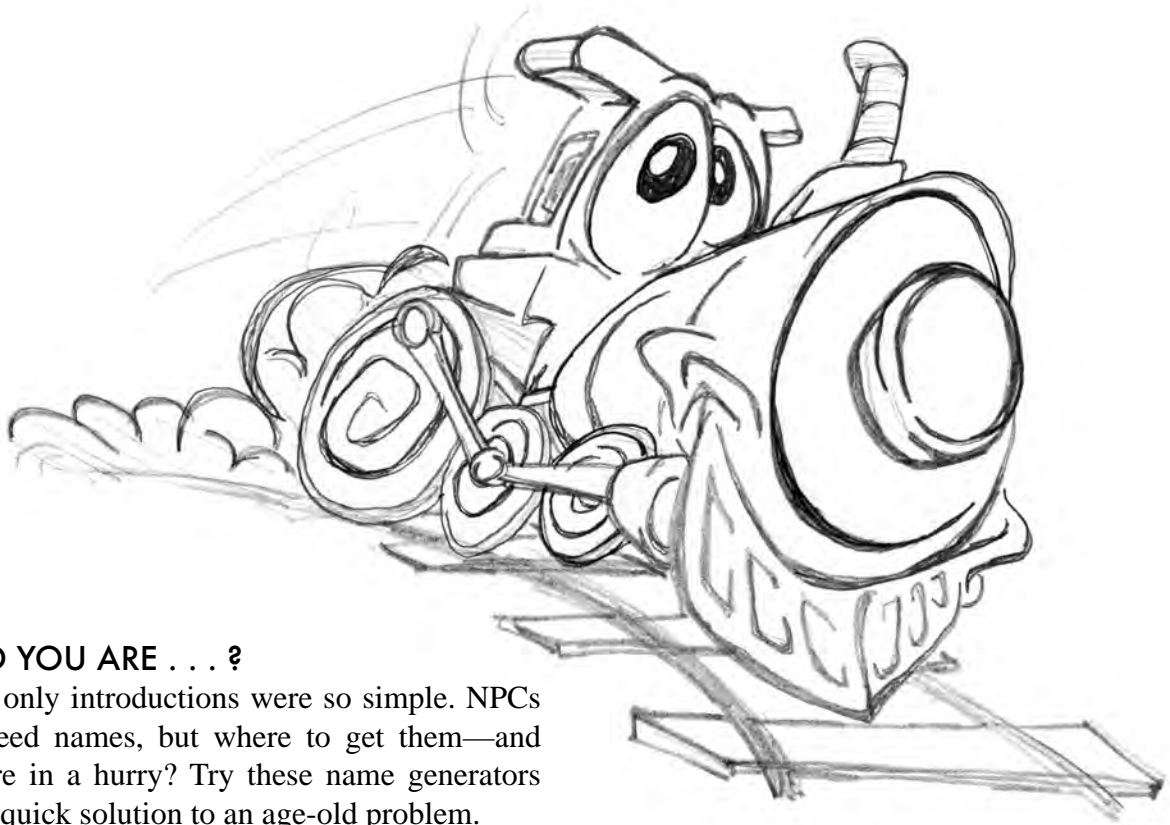
COUNTRY OF ORIGIN: SUB-TABLE 3

Roll d100

01	Serbia
02	Paraguay
03	Laos
04	Eritrea
05	Jordan
06	El Salvador
07	Sierra Leone
08	Libya
09	Nicaragua
10	Turkmenistan
11	Kyrgyzstan
12	Denmark
13	Finland
14	Singapore
15	Slovakia
16	Norway
17	Central African Republic
18	Costa Rica
19	Republic of the Congo
20	Ireland
21	New Zealand
22	Palestine
23	Liberia
24	Georgia
25	Croatia
26	Oman
27	Lebanon
28	Bosnia and Herzegovina
29	Panama
30	Moldova
31	Mauritania
32	Uruguay
33	Kuwait
34	Armenia
35	Mongolia
36	Lithuania
37	Albania
38	Jamaica
39	Qatar
40	Lesotho
41	Namibia
42	Macedonia
43	Slovenia
44	Botswana
45	Latvia
46	Gambia
47	Kosovo
48	Guinea-Bissau
49	Gabon



50	Equatorial Guinea
51	Trinidad and Tobago
52	Bahrain
53	Estonia
54	Mauritius
55	East Timor
56	Swaziland
57	Djibouti
58	Fiji
59	Cyprus
60	Comoros
61	Bhutan
62	Guyana
63	Montenegro
64	Western Sahara
65	Solomon Islands
66	Luxembourg
67	Suriname
68	Cape Verde
69	Malta
70	Brunei
71	The Bahamas
72	Belize
73	Maldives
74	Iceland
75	Northern Cyprus
76	Barbados
77	Vanuatu
78	Abkhazia
79	Samoa
80	São Tomé and Príncipe
81	Saint Lucia
82	Saint Vincent and the Grenadines
83	Kiribati
84	Grenada
85	Tonga
86	Federated States of Micronesia
87	Seychelles
88	Antigua and Barbuda
89	Andorra
90	Dominica
91	Marshall Islands
92	Saint Kitts and Nevis Islands
93	South Ossetia
94	Liechtenstein
95	Monaco
96	San Marino
97	Palau
98	Tuvalu
99	Nauru
00	Vatican City



AND YOU ARE . . . ?

If only introductions were so simple. NPCs all need names, but where to get them—and you're in a hurry? Try these name generators for a quick solution to an age-old problem.

ALLITERATIVE NAMES TABLE

Use this table to create interesting alliterative names using the result plus a short name such as Saskatchewan Squid, Cairo Cate, Suwanee Suzie, etc. You can also use the country of origin table in the same way.

Roll d100

01	Aberdeen	21	Brooklyn
02	Abilene	22	Bulgan
03	Addison	23	Burgundy
04	Adelaide	24	Burma
05	Alaska	25	Cairo
06	Albany	26	California
07	Alberta	27	Canyon
08	America	28	Carlisle
09	Archangel	29	Carolina
10	Aspen	30	Ceylon
11	Austin	31	Chungcheong
12	Bangkok	32	Cruz
13	Bayou	33	Cuba
14	Bismarck	34	Dakota
15	Bolivia	35	Dayton
16	Borneo	36	Devon
17	Boston	37	Eden
18	Brazil	38	Egypt
19	Brighton	39	Experience
20	Brook	40	Explorer
		41	Fiji
		42	Finley
		43	Finn
		44	Florence
		45	Forest
		46	Formosa
		47	Francisco
		48	Galway

- 49 Georgia
- 50 Glasgow
- 51 Grove
- 52 Guadalcanal
- 53 Gungnam
- 54 Hanoi
- 55 Harbor
- 56 Havanna
- 57 Haven
- 58 Holland
- 59 Hudson
- 60 India
- 61 Indiana
- 62 Ireland
- 63 Irkutsk
- 64 Java
- 65 Jordan
- 66 Juneau
- 67 Juniper
- 68 Kalamazoo
- 69 Kampuchea
- 70 Kazakhstan
- 71 Kenya
- 72 Kyoto
- 73 Lake
- 74 London
- 75 Montana
- 76 Nevada
- 77 Odessa
- 78 Ontario
- 79 Orkhan
- 80 Pakistan
- 81 Papua
- 82 Paris
- 83 Patagonia
- 84 Peking
- 85 Pewlau-Pewlau
- 86 Saigon
- 87 Salvador
- 88 Saskatchewan
- 89 Savannah
- 90 Shangri-La
- 91 Siam
- 92 Siberia
- 93 Taipei
- 94 Texas
- 95 Timbuktoo
- 96 Tulaghi
- 97 Tuvalu
- 98 Ural
- 99 Yakutsk
- 00 Yucatan



FEMALE NAMES TABLE

Roll d100

- 01 Abbie
- 02 Adelaide
- 03 Agatha
- 04 Amy
- 05 Ann
- 06 Ava
- 07 Barb
- 08 Bea
- 09 Berry
- 10 Beth
- 11 Bev
- 12 Birdy
- 13 Blaze
- 14 Bliss
- 15 Bonnie
- 16 Bree
- 17 Bridget
- 18 Briley
- 19 Bryn
- 20 Candace
- 21 Cathy
- 22 Cecilia
- 23 Chia
- 24 Christy
- 25 Cilla
- 26 Claire
- 27 Comfort
- 28 Connie
- 29 Constance
- 30 Cynthia
- 31 Dara
- 32 Deb
- 33 Di
- 34 Dottie
- 35 Ellie
- 36 Emily
- 37 Ethel
- 38 Eva
- 39 Eve
- 40 Fay
- 41 Fee
- 42 Fife
- 43 Flame
- 44 Flo
- 45 Fran
- 46 Gabi
- 47 Gale
- 48 Gem
- 49 Gina



- 50 Ginger
- 51 Halley
- 52 Helen
- 53 Hilly
- 54 Ida
- 55 Ingrid
- 56 Isa
- 57 Ivy
- 58 Jane
- 59 Jazzy
- 60 Jess
- 61 Jody
- 62 Joy
- 63 Kate
- 64 Kay
- 65 Kim
- 66 Lillian
- 67 Lin or Lyn or Lynne
- 68 Linda
- 69 Liz
- 70 Maddie
- 71 Maggie
- 72 Margy
- 73 Maureen
- 74 Meghan
- 75 Mia or Mildred (Flip a coin)
- 76 Nora
- 77 Pam
- 78 Peggy
- 79 Pia
- 80 Polly
- 81 Rue
- 82 Sally
- 83 Sarah
- 84 Sharon
- 85 Sissi
- 86 Shaz
- 87 Sue
- 88 Susie
- 89 Tammy
- 90 Terry
- 91 Tina
- 92 Tory
- 93 Trish
- 94 Trudy
- 95 Uma
- 96 Una
- 97 Val
- 98 Vera
- 99 Vi
- 00 Zoe

MALE NAMES TABLE

Roll d100

01	Roll Twice and Combine	50	Howie
02	Alfred or Al (Flip a coin)	51	Ike
03	Alonzo	52	Irving
04	Ari	53	Jake
05	Art	54	James
06	Auggie	55	Jason
07	Barney	56	Jeb or Jed (Flip a coin)
08	Barry	57	Jeff
09	Bart	58	Jim
10	Ben	59	Joe or Joey (Flip a coin)
11	Billy	60	Johnny
12	Bo	61	Kirby
13	Bob or Bob (Flip a coin)	62	Kyle
14	Brady	63	Larry
15	Calvin	64	Leo or Len or Leonard
16	Charles	65	Louis
17	Chester	66	Luke
18	Claude	67	Mack or Matt (Flip a coin)
19	Clem	68	Mike
20	Cliff	69	Moe
21	Cody	70	Monty
22	Cory	71	Nate
23	Curtis	72	Ned
24	Cyril	73	Nick
25	Dan	74	Nobby
26	Dash	75	Norbert
27	Dean	76	Ollie or Oswald (Flip a coin)
28	Dexter	77	Paddy
29	Dick	78	Paul
30	Dom	79	Percy or Perry (Flip a coin)
31	Don	80	Pete
32	Dorian	81	Phil
33	Doug	82	Ray
34	Ed	83	Reggie
35	Eli	84	Ricky
36	Elliot	85	Robby
37	Eugene	86	Rodney
38	Ferdinand	87	Ron
39	Frank	88	Roy
40	Fred	89	Simon
41	Galen	90	Steve
42	Gary	91	Tim
43	Gus	92	Toby
44	Guy	93	Tom
45	Hal	94	Ty
46	Hank	95	Van
47	Harry	96	Vic
48	Henry	97	Vinnie
49	Herb	98	Will
		99	Zak
		00	Zeb



GENDER NEUTRAL NAMES

Roll d100

- 01 Aaron or Erin
- 02 Abt
- 03 Adrian
- 04 Aja
- 05 Akiva
- 06 Alex
- 07 Ali
- 08 Alton
- 09 Angel
- 10 Ara
- 11 Arden
- 12 Aza
- 13 Baez
- 14 Baily
- 15 Beck
- 16 Bela
- 17 Bert
- 18 Bix
- 19 Blaine
- 20 Blair
- 21 Blaise
- 22 Blake
- 23 Blue
- 24 Bonanza
- 25 Bo
- 26 Brice
- 27 Brin
- 28 Brogan
- 29 Cadence
- 30 Carey
- 31 Cassidy
- 32 Cedar
- 33 Chance
- 34 Charlie
- 35 Chauncey
- 36 Chris
- 37 Cloud
- 38 Cody
- 39 Con
- 40 Curry
- 41 Cyan
- 42 Dale
- 43 Dane
- 44 Dax
- 45 Dee
- 46 Dillon
- 47 Duff
- 48 Emmet
- 49 Eve



- 50 Evi
- 51 Fable
- 52 Fox
- 53 Francis
- 54 Gray
- 55 Gull
- 56 Haiku
- 57 Harp
- 58 Harper
- 59 Ira
- 60 Izzy
- 61 Jas
- 62 Jean/Gene
- 63 Jesse
- 64 Jet
- 65 Jo
- 66 Kai
- 67 Keelan
- 68 Kendall
- 69 Kit
- 70 Lee
- 71 Les
- 72 Lux
- 73 Lon
- 74 Mal
- 75 Max
- 76 Merry
- 77 Min
- 78 Morgan
- 79 Murphy
- 80 Oak
- 81 Parker
- 82 Pat
- 83 Pax
- 84 Per
- 85 Phoenix
- 86 Piper
- 87 Quinn
- 88 Ripley
- 89 Sam
- 90 Scout
- 91 Sem
- 92 Tam
- 93 Tanner
- 94 Toggy
- 95 Vic
- 96 Viv
- 97 Wal
- 98 Willow
- 99 Wyn
- 00 Zane



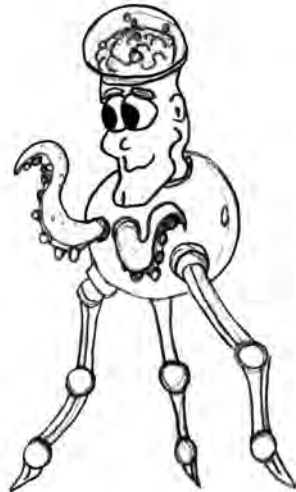
ALIEN AND MONSTER NAMES

It doesn't matter if you can't pronounce it, it's alien!

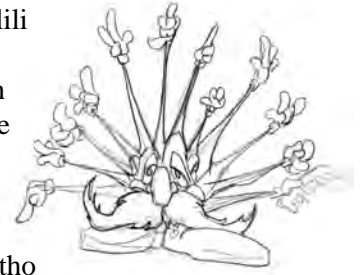
Roll d100

01-02 Roll Twice and Combine

- 03 Appizmyfutzi
- 04 Awasork
- 05 Barridee
- 06 Benzarl
- 07 Berata
- 08 Bewizhd
- 09 Bird-Crunch
- 10 Blazepaskal
- 11 Blynnshadd
- 12 Brakkhaleigh
- 13 Bratshock
- 14 Brokayured
- 15 Bzelden
- 16 Caine
- 17 Chabbage
- 18 Chromia-Tone
- 19 Chromunch
- 20 Chvondanik
- 21 Coco-Stuffed
- 22 Coomball
- 23 Crowhstouppff
- 24 Cug-Not-Jo
- 25 Dorkoid
- 26 Draygohh
- 27 Draworh
- 28 Durigalzu
- 29 Eeviak
- 30 Elmzikard
- 31 Eotrex
- 32 Friedgotvonniz
- 33 Gadzooks
- 34 Geboole
- 35 Gehtwhet
- 36 Gnizlow
- 37 Goonter
- 38 Isklewon
- 39 Izchellenyrb
- 40 Jedlikplathe
- 41 Jomojaq
- 42 Knirag-rag
- 43 K'Urigoalzu
- 44 Kworsak
- 45 Lorthak
- 46 Lybydyndk
- 47 Manishtushi
- 48 Mnannuquappiyqllh



- 49 Megghagorbo
- 50 Mushaggy
- 51 Nagiligililili
- 52 Nanoch
- 53 Naplanuth
- 54 Nede-nede
- 55 Nojon
- 56 Nurbov
- 57 Op'po
- 58 Plezmeghtho
- 59 Pleznotintafass
- 60 Plezu
- 61 Plezurselph
- 62 Puckle
- 63 Radzuse
- 64 Rayhanalbiruni
- 65 Retemomthirak
- 66 Shurrub-Itze
- 67 Slewg
- 68 Sluggo
- 69 Sparzhak
- 70 Srikev
- 71 Suanpanxu
- 72 Sussol
- 73 Suturzhertz
- 74 S'zup
- 75 Tek-tarp
- 76 Terhzolf
- 77 Torgo
- 78 Trevithick
- 79 Trin'oonk
- 80 Tunaloon
- 81 Turinnala
- 82 Uragonner
- 83 Uranotahera
- 84 Uraweiner
- 85 Velork
- 86 Vezhdekod
- 87 Voylkos
- 88 Vonamitz
- 89 Vupalidinna
- 90 Wibblewibble
- 91 Worish
- 92 Wryteztuph
- 93 Xallarhap
- 94 Yb'h-Bler
- 95 Ylro
- 96 Y'Nnglebarth
- 97 Ynyp-Clawh
- 98 Zerlet
- 99 Zookalos
- 00 Zworckin



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TOONZY!

Player _____

Name _____

CHARACTER SHEET

initiative (SPD Bonus)

movement (SPD Bonus + 6)

defense (SPD+SPD Bonus)

health (VIT+VIT Bonus)

DAMAGE (STR Bonus)

BONUS

WHACK! (ACC Bonus)

BONUS + STR

+ VIT

+ ACC

+ SPD

+ INT

+ CHM

+ PER

STAT

TOON POWER

excess

wacky

zany

bouncy

wiley

film-flam

denial

Type _____

Niche _____

height

weight

age

gender

Draw Your Toonzy! Character Here

TOONZY!

Player _____

Name _____

CHARACTER SHEET

initiative
 (SPD Bonus)

movement
 (SPD Bonus + 6)

defense
 (SPD+SPD Bonus)

health
 (VIT+VIT Bonus)

DAMAGE
 (STR Bonus)

BONUS

WHACK!
 (ACC Bonus)

BONUS + **STR** **ACC** **SPD** **INT** **CHM** **PER**

STAT

TOON POWER

excess wacky zany bouncy wiley film-flam denial

Type _____

Niche _____

height

weight

age

gender

Draw Your Toonzy! Character Here

TOONZY!

Player _____

Name _____

CHARACTER SHEET

initiative (SPD Bonus)
movement (SPD Bonus + 6)
defense (SPD+SPD Bonus)
health (VIT+VIT Bonus)

DAMAGE (STR Bonus) **BONUS** **WHACK!** (ACC Bonus)

BONUS + **STR** **STAT**
 + **VIT**
 + **ACC**
 + **SPD**
 + **INT**
 + **CHM**
 + **PER**

TOON POWER
 excess
 wacky
 zany
 bouncy
 wiley
 film-flam
 denial

Type _____

Niche _____

height

weight

age

gender

Draw Your Toonzy! Character Here

• NOTES •

DO RPGs JUST NOT DO IT FOR YOU ANYMORE?

DO YOU FEEL LIKE YOU'RE IN A MOVIE?

DO YOU FEEL LIKE YOU'RE DIFFERENT?

DO YOU ASK YOURSELF QUESTIONS?

DO YOU WANT SOMETHING NEW?

DO YOU ENJOY CARTOONS?

DO YOU LIKE TO LAUGH?

DO YOU PLAY GAMES?

DO YOU? **YOU DO!**

THEN YOU MIGHT BE DEEP IN DO-DO.

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