Random Item/Animal chart:

Roll 2 dice, picking one die to be the "tens" die while the other is the "ones" die.

11	One of the other characters.
12	Lion.
13	Bomb (W/ lit fuse, character holding it has one action to get rid of it or defuse it, one die damage.)
14	Helium balloon (will lift up to 2 human-sized characters).
15	Horse.
16	Bone (to distract a dog or use as a weapon - 1 die plus 1 damage).
21	Mousetrap (2 points damage).
22	Eraser (for erasing anything at all, make Zip roll to use).
23	Toothbrush.
24	Croquet set (mallets do 1 die damage, ball can be thrown for 1 die damage).
25	Ukulele or other stringed instrument.
26	Anvil.
31	Rhinoceros.
32	Gun (shoots a flag that says "Bang!!!" when fired).
33	Family of four seated at a dinner table.
34	Squirting flower.
35	Stick of Dynamite (lit, one action to get rid of it or defuse it!).

36	Baseball (1 die when thrown).
41	Police whistle (brings policemen - 50% chance it will work. If policemen come, roll 2 die to find how many. Can only be blown once.)
42	Butterfly net.
43	Giant Mallet (1 die plus 1 damage).
44	Airplane (2-character propeller plane, engines running!).
45	Policeman (with 1 die plus 1 nightstick).
46	Baseball bat (1 die plus 2 damage).
51	Book of matches.
52	Cow.
53	Beartrap (must be successfully set, 1 die damage).
54	Skunk (angry).
55	Shotgun (1 die plus 1 damage).
56	Mop (soaking wet, 3 points damage and may ruin disguises).
61	Water pistol (filled with ink).
62	Moose.
63	Pen (draws real things!).
64	Turkey.
65	Pistol (1 die damage).
66	Self (Character meets him/herself - or exact double).

Random trap chart:

Roll 2 dice to determine which trap is encountered. Players can make Identify Dangerous Thing rolls to see if they spot the trap before it's too late.

11	Stick of dynamite (lit; one action to defuse or throw – 1 die).
12	Spring-mounted mallet pops out of the ground (1 die minus 2, repeated).
13	Water-bucket drops (3 points damage for bucket; disguises may be ruined – make new Quick Change/Disguise roll).
14	Camouflaged hole in ground – 10ft deep (1 die from fall).
15	Giant rock falls from sky (2 die damage).

16	Tree falls (1 die damage).
21	Noose around character's fool (no damage; character caught).
22	Meat-eating plant (2 points per round; Zip roll to escape).
23	Giant bear trap (1 die damage).
24	Telescoping arm holding a fizzing mixture in a test tube (no damage if character drinks it; if not, it explodes in one action, doing 1 die damage).
25	Bomb! (Character has one action to defuse or throw: 1 die damage).
26	Exploding present (motor scooter pulls up, delivers present, which explodes, doing 1 die damage).

31	Telescoping arm holding cream pie whacks character in face (no damage, victim Boggled).
32	Hideous monster sneaks up behind the character (character can make See/Hear/Smell roll to spot). Monster will tap the victim on shoulder and say "Tag! You're it!" and runs away at Incredible speed (no damage, but the character will scream and leap into the arms of the nearest other character).
33	Bomb! (one action to defuse or throw; one die damage).
34	Steamroller appears out of nowhere, flattening character (2 dice).
35	Bucket of glue drops from above (3 points damage from bucket; next thing character touches will stick to hand until next time he/she Falls Down).
36	Camouflaged hole in ground (10ft deep; 1 die from fall).
41	Lit stick of dynamite (1 die; 1 action to defuse or throw).
42	Character sets off mousetrap (2 points damage; trap stuck to foot).
43	Spring-loaded boxing glove whacks character (1 die damage).
44	Noose around character's foot (no damage; character swinging upside down from rope).
45	Bucket of perfume drops from above (3 points damage from bucket; character smells really bad until next time character Falls Down; he/she will not be able to Hide).

46	**Giant mechanical arm grads character and drops him/her into cage (no damage but character caught; cage has no door; cage can withstand 10 points damage before victim can break out).**
51	**Bomb! (1 action to defuse or throw; 1 die damage).**

52	**Train roars onto the scene, flattening all characters (2 dice apiece).**
53	**Camouflaged hole in ground (10ft deep; 1 die from fall).**
54	**Bucket of Vanishing Cream (3 points damage from bucket; character is temporarily invisible).**
55	**Bus drives by, flattening all characters (2 dice apiece).**
56	**Telescoping arm with cream pie on end whacks character in face (no damage but victim Boggled).**
61	**Revolving door traps character, spins faster and faster and Finally spits them out (1 die and dizziness for 1 action).**
62	**Flower pot falls from above (1 die damage).**
63	**Bucket of water drops from above (3 points damage from bucket, and victim gets wet – see 13, above).**
64	**Bomb! (1 action to defuse or throw; 1 die).**
65	**Flower squirts water in character's face (no damage).**
66	**Character steps on concealed catapult and goes flying into the nearest obstacle (1 die damage).**

Instant Chemistry Experiment Chart:

The new substance is:

1	Transparent
2	Translucent
3	Opaque
4	Iridescent
5	Phosphorescent
6	Sparkling

Color:

2	Blue
3	Purple
4	Red
5	Orange
6	Yellow
7	Green
8	Gold
9	Silver
10	White
11	Black
12	Ecru

With...

2	Little bubbles
3	Big, explosive bubbles
4	Little glowing sparks
5	A tendency to float away
6	Little green squishy things
7	A violently explosive nature
8	The ability to swirl and splash without outside aid
9	A huge head of foam
10	Two or three fish
11	The texture of jello

Random Ace product/Random machine table:

11	Toaster.
12	Toaster Oven.
13	Food/ Character Dehydrator.
14	Insect exterminator robot.
15	Video Game Set.
16	Catapult.
21	Anti-craft gun (Big!).
22	Laser gun (Also Big!).
23	Vegetable Juicer.
24	Gift wrapper.
25	Candy maker.
26	Instamatic house painter.
31	Egg launcher.
32	Pancake maker/ flipper.
33	Person-propelled helicopter.
34	Refrigerator.
35	Character-to-robot converter.
36	Chicken plucker/ clothing removal unit.
41	Television set.
42	Salad shooter (1 die damage, hand-held, 1 die damage).

43	Home security robot.
44	Auto-bartender 3000.

45	Shape-change machine.
46	Pocket fire-hose.
51	Hair re-designer.
52	Bowling-ball thrower.
53	"Mighty Marvel" grenade launcher.
54	Rocket backpack.
55	Cat-food packaging device.
56	Instant character-clothing unit (Generate ridiculous clothing).
61	Molecular disintegrator.
62	Moustaching-and-graffitiing "Little Wonder" vandalizer.
63	Ornamental-fountain-in-a-box.
64	Ace omni-copy holo-duplicator (makes 3D copies of ANYTHING).
65	Ace robo-blender IV.
66	Mechanical Easter egg painter.

Dramatic Malfunction Table:

11	The device drops dead – mourners, priests, and a nun or two arrive to conduct a funeral.
12	Device explodes! All within 20' must Dodge (or use incredible luck) or suffer one die of damage.
13	Device fires a strange ray at the next character to touch it, turning that character into a pile of dust with eyes and making them Fall Down. **
14	Device starts digging into the ground for 3 turns, at about 10' per turn. *
15	Device starts spitting really important parts of itself up into the air – roll on the Things Falling From Sky Table (TOON, page 201) to see what hits the people nearest to it. *
16	Device works really fast and heats up for 1d turns. All who touch it suffer one die of Overheating Machinery damage. *
21	Device becomes possessed by a Sinister Intelligence. It will start to dance. It'll stop in 1-6 turns. *
22	Device becomes possessed by a Sinister Intelligence. It will start to break down whenever a certain character (or group of characters) uses it, but will start working whenever anyone else uses it. *
23	Device becomes possessed by a Sinister Intelligence, which falls immediately, hopelessly in love with the next person to touch the machine. *
24	Device becomes possessed by a Sinister Intelligence, which will then start its Campaign To Take Over The World. *
25	Device becomes possessed by a Sinister Intelligence, and gets up to hitchhike to Guam, (50% chance of it breaking down before it reaches the door with its "Guam or Bust" sign.) *
26	Device becomes possessed by a Sinister Intelligence, and will jump onto any character who tries to come near it for 1 die of Being Jumped On By Heavy Machinery Damage. (*, if anyone can get close enough!)
31	Device hums, and transforms itself into some totally different machine. **
32	Device hums, and transforms itself into a heavily armed robot.
33	Device opens up a little compartment. An arm reaches out and hits a nearby character with a cream pie. **
34	Device opens up a little compartment. An arms reaches out, grabs a nearby character, and pulls him into itself. A little while later, after the machine has made many loud noises, it spits out the character, who has been flattened into a Character Pancake. **
35	Device falls apart, piece by piece, until it is just a big pile of machine parts with a neon sign poking out saying "Eat At Joes!".
36	Machine grows an arm with a sign saying "ON STRIKE! PLAYERS UNFAIR TO HOUSEHOLD APPLIANCES!" The device won't work until a player fast-talks it into being friendly again.

41	Device goes into a prolonged death scene.
42	Device loudly says that it will need six million years to perform its next function, and it won't work again until that amount of time has passed. *

43	Device needs to be reprogrammed (whether or not it has programming.) Only someone with the Weird Science Shtick can fix it.
44	Device grows pipe-organ pipes and starts playing calliope music. **
45	Device needs its diaper changed. **
46	Device sprouts a large cannon, which aims itself at anyone who comes near it – it might fire (doing 2 die of Cannonball damage) if anyone gets too close. *
51	Device melts.
52	Device grows little antennae, legs, arms and a head. It announces that it is a robot from the planet Mars, and then vanishes in twinkling lights.
53	Device collapses in on itself, and then sinks into the ground, leaving only a bubbling pool of lava.
54	Device arms itself with a bomb that'll go off in about 30 seconds, unless it is defused (Set Traps roll). If the bomb explodes, it might just grow a huge sign that says "BOOOOOOM!!!!" If not, it does 3 die of damage.
55	Device dies. A Translucent version of itself, complete with wings and a harp, slowly flies away.

56	Item suddenly decides that it is King (or Queen) of the Universe, and won't co-operate unless it is treated as such. **
61	Device chuckles quietly to itself whenever anyone gets near it. **
62	Device becomes infested with herring. Anything that is done to the machine, with the machine, or on the machine will involve fish. Every time the machine is used, it spits out fish. If it is a toaster, refrigerator, oven or Mechanical Box, it will always have fish in it. There is no way to escape from these fish – they are a part of the machine's circuitry. **
63	Device grows wings, a propeller or some such apparatus and flies away. *
64	Device ignores any creature who tries to use it unless that creature says "Pretty please?"
65	Device begins to criticize any attempts to operate it. **
66	Device won't work until it is oiled, and will complain about not being oiled until it is fixed.

Effects marked by * can be repaired by anyone who makes a Disarm Traps roll. Machines with ** aren't actually broken, and as such cannot ever be repaired. Effects without such markings either cannot be remedied or require some special repair technique, listed with the effect description.

Things falling from sky table:

Species table:

11-21	Human.
22	Ant.
23	Robot version of another animal.
24	Flea.
25	Little Green Man.
26	Robot.
31	Rabbit.
32	Mouse.
33	Rat.
34	Cat.
35	Dog.
36	Coyote.
41	Wolf.
42	Fox.
43	Gorilla.
44	Horse.
45	Pig.
46	Cow.
51	Chicken.
52	Rooster.

53	Duck.
54	Parakeet.
55	Chicken Hawk.
56	Canary.
61	Owl.

62	Tasmanian Devil.
63	Bear.
64	Kangaroo.
65	Sea Serpent.
66	Other.
71	Whatever Grimace is.
72	Clown.
73	Zombie whatever.
74	Demon.
75	Juggalo.

Occupations table:

11	Baby.
12	Child.
13	No apparent occupation.
14	Policeman/ Private detective.
15	Fireman.
16	Mailman.
21	Milkman.
22	Shopkeeper (any kind).
23	Game Warden.
24	Astronaut.
25	Mad Scientist.
26	Criminal.
31	Hunter.
32	Farmer.
33	Doctor.
34	Lawyer.
35	Maid/ Butler/ Servant.
36	Sailor.
41	Spy.
42	Salesman.

43	Retired General.
44	Actor (Bad, of course).
45	Singer/ Musician.
46	Artist.

51	Construction Worker.
52	General nuisance.
53	Drag queen.
54	Abomination.
55	Cook/ French Chef.
56	Tailor.
61	Baseball Player.
62	Politician.
63	Clown.
64	Ringmaster.
65	Hobo.
66	Other.

(Below are shticks for an entirely different setting of TOON)

Welcome to the world of Psychos!
Following the complete and total collapse of civilization after the Thermonuclear Cream Pie strikes of 1996, the last survivors – mostly cockroaches – struggled to rebuild the world they once knew. Oddly enough, establishing communication between the scattered creatures of Post-Pie earth was no problem – the strange green fallout from the nuclear pies had given every living animal Astounding Mental Powers! The trick, of course, was to get the survivors to use these powers for the reconstruction of the Golden Days of Old. As there were survivors in places besides Old (a body of water in Canada), this would prove to be difficult, amazing mental powers or not.

Character Types:
There isn't very much beauty in the Post-Pie world. Just about everyone is scruffy, beat-up and dirty – many wear eye-patches and are missing ears. Some people are mutants – they might have extra ears! That's just the way it is. People dress in worn-out clothes – survival takes precedence over fashion. The only people who can afford to look good are the Barons, and there aren't many of them. Anyway, Barons have notoriously bad taste in clothes.

Psychos

Okay, so everyone's a psycho. Psycho – shortened from Psychotically Endowed Individual by someone who wasn't too good at shortening – represents the bulk of Post-Pie characters. They have Astounding Mental Powers – psychos are Just Folks in the Psychos! setting.

Irvings
Irvings – a contraction of Psychotically Disabled (again, it's obvious that some people just can't shorten!) – are rare people. They were underground when the Pies Came Down, and weren't affected by the strange green fallout that gave the rest of the world Psychosis. No psycho really likes the Irvings, so they aren't invited to many parties. Any Psychotically Aware character can tell an Irving when he sees one. Irvings can't be Psychotically Attacked, 'cause they're, like, immune.

Barons
Barons are usually very psychotic. They have to be – Barons have a lot of people to control, places to rule, you know how it is. Barons are usually cruel, tyrannical rulers. They also tend to be fat, ugly creatures with some unpleasant mutations (and bad breath).
-A Baron will never let a character live after they've threatened his power.

There aren't more than fifteen or twenty Barons – they spend as much time bumping each other off as they spend on removing lower-profile threats.

Mutants

These are the degenerate animals who always seem to attack heroes when they are least expected. Not long after The Pies, many isolated groups of critters decided that they were just as happy without civilization, thank you very much. They'll lie in wait, just beside the roads to tackle truckers and mug passing bands of characters. It's easy to recognize mutants – years of living outside in the strange green fallout has radically changed their bodies. Mutants always have really weird haircuts, are often totally the wrong color, and sometimes have nasty cuts, sores, and misplaced body parts. When they bother with dressing, they prefer Creamy Peppercorn Ranch. Ha ha. Really, they don't wear much clothing, are covered with dirt and grunge, and they smell pretty bad.

Truckers

What is there to truck? Why are there so many truckers? Who knows? Truckers always seem to be inexplicably going down highways, crossing from city to city, occasionally stopping for tea at the Baron's house.

No-one knows why they do this – there's very little commerce and industry in the pie-blasted world of Psycho!, but they drive, night and day, without any real reason to do so. Maybe someday the secret of the Truckers will be discovered.

Thought Patrol

These annoying people wear black with silver gloves, top hats and tap shoes. These articles are designed to heighten their psychotic abilities, but have no noticeable effect, except that a Thought Patroller cannot use his psychosis without them. The Thought Patrol are a self-employed, self-styled elite group of troops who insist on everyone keeping their minds to themselves. Thought Patrollers will never stand for anyone practicing mind-to-mind combat, particularly if their own powers aren't involved in the dispute. Thought Patrollers are very keen on filling out forms, and will always take time out of any squabble to double-check their paperwork. THEN they'll mindfry their opponents.

New Rules:

Psychotic Energy Units

Psychotic Energy Units are used in combat only. The number of energy units possessed by any one character is (Smarts score+Chutzpah score+5).

No character can have less than 0 psychotic energy points, while Irvings will never have more. More about these points in the NEW SHTICKS section.

Zonking

A Zonked character is one who has overextended himself psychotically or is suffering from some unpleasant psychotic attack. Zonked characters can't do anything more than sit like vegetables, and the only thing you can do for them is to wipe the drool off of their cumulative chins.

New Shticks

Many shticks from Supertoon are found in the desolate lands of Psychos! So far, Animal Control, Animate, Animate Plants, Confuse, Darkness, Density Control, Drain, Flying, Teleportation, Force Field, Gravity Control, Illusion, Light, Magnetism, Mental attack and Screen, Mind control, Mindwarp, Cosmic Shift, Alien Empathy, Mind Reading, Radar Sense, Plant Growth, Silence, Telekinesis and Telepathy have been sighted. Mutants often have stranger abilities – Bouncing, Body Of..., Clinging, Chameleon, and many other strange body powers have popped up. Multiple Forms, Stretching and Toughness appear to be Mutant favorites.
A psychotic character can buy as many psychotic shticks as he wants.

Bouncing, Clinging and the like are not considered psycho shticks, while the shticks listed above – from Animal Control to Telepathy – are most certainly available as psychotic shticks. Characters with enough Plot Points can use those to acquire new psycho shticks, exactly as if they were skill points (you remember – the thirty points your character started out with?). Characters should always be able to learn new secrets by going to wise old psychotic masters...

Psychosis (special)

This shtick is available, free of charge, to any non-Irving characters. It grants its owner a large number of low-power shticks. A character with Psychosis can use any of the following shticks:

- **Telekinesis** (with a shtick level of 2)
- **Telepathy** (with a shtick level of 3)
- **Mental Screen** (with a shtick level of 4)
- **Mind Control** (with a shtick level of 2)
- **Meditation** (with a shtick level of 2)

The Psychosis shtick package can never be improved. All of the shticks that come with it are held to their abysmally low level.

The character may choose to buy any of these shticks for their full cost, and can improve upon those as he sees fit.

MindBlast (*6 pts.*)

This shtick really packs a punch! Anyone using Mindblast needs to concentrate for a whole turn – the turn after, he can Boggle any single character – After the boggle that character will be totally confused – unable to do anything but walk around in a daze – for 1 die of turns. Irvings are immune to this shtick.

Link (*3 pts.*)

With this shtick, a psychotic character can lend his Mergs to another character. The two need to touch – and then the Linking character can give over as many of his Mergs as he sees fit.

Psychotic Exploration (*4 pts.*)

This dangerous shtick puts its user into the mind of another character, where they can futz around as they choose. If the victim makes a successful See/Hear/Smell roll, he will know about the explorer's presence, and can REALLY give him trouble! Inside the character's mind, the explorer must make a shtick roll every time he tries to do something horrible to his victim. If the victim knows about the explorer, he can do almost anything to his attacker – throw boulders at him, create big pits, drip acid from waterfalls and -

dissolve the poor schlep, or do any number of other hostile things (one die of damage per attempt on the explorer's life).

The inside of a character's mind always looks kind of like a real landscape – one that would seem really nice to that character.

Areas that relate to memory storage might feature data terminals or dusty libraries, and if a Psychotic Explorer wishes to find some old memories, these are the places he must seek out. Entering a character's mind is identical to entering Cyberspace in the ToonPunk 2012 1/2 setting – the explorer's body is left vulnerable until he returns to his own body. If a character is killed while out of his mind, he will become Zonked for 1 die of turns. Irvings are immune to this shtick.

Detect Psychosis (*3 pts.*)

This shtick is very, very helpful for your typical paranoid Baron. With it, a character gets a little mental alarm that goes off if anyone uses psychotic powers within 100' – assuming the detector makes his shtick roll. If he fails his roll, he might notice the NEXT use of psychotics nearby, but he will completely miss that one spark of power. And if that one power was a Mindblast...

Power House (*8 pts.*)

Handy, dandy power insurance for any mind-to-mind fighter! With this power, he can build up energy for use at a later time. To use Power House, the character must sit still and concentrate. The character must make one shtick roll every turn – for each successful roll, he has stored one little point of energy (His maximum energy storage is equal to his shtick score). For each failed shtick roll, he loses an energy point. When he is finished building up energy, he must make one last shtick roll – if he fails that one, he loses all of his stored energy points. He will also lose all his stored energy if some rude, insensitive schnook comes up to him and bonks, Boggles or disturbs him in any way.

Each energy point represents one single shtick roll that the character will automatically succeed in. Once the character has energy in storage, he can choose not to make shtick rolls for any psychotic power (I.e., any powers listed as a New Shtick, or any of the ones listed in the really long second sentence in the paragraph marked "New Shticks.") If the character is using stored energy points in Psychotic Fighting, he cannot fail his roll, but he still must roll to find out how much "whammy" was in his attack – if he goes over his shtick score, he can roll again.

Psychotic Fighting (or "Mind Fu" – *6 pts.*)

If you REALLY want to have a good time with your psychosis, you've gotta learn to use it to make other people Fall Down!

-Every psycho has a certain number of Psychosis Units (or "Mergs" – who is the guy that makes up all of these acronyms?) which show how much "psychotic damage" he can stand. In a fight in which both psychos are using Mind Fu, the fighters must each make a Psychotic Fighting shtick roll – the person who successfully makes his roll with the higher number wins, and the other guy loses one of his Mergs. Using Psychotic Fighting can never drop a person to below 0 Mergs. Using the Mind Fu shtick doesn't drain Mergs.

Psychotic Attacks:

These attacks can only be picked up if the character can already use the Psychotic Fighting attack. When each is used, it drains a certain number of Mergs from the attacker. The other guy will always be able to retaliate, either with Mind Fu or an Attack. Both people must make a roll against whatever shtick (or attack) they are using. The person with the highest score – again, without going over his shtick/attack roll – wins.

They still lose however many Mergs that particular attack cost (Unless they only used Mind Fu), but the -

other guy will probably lose more. Remember: A character can never have less than 0 Mergs!

Psychic attacks are bought and paid for like any other shticks – the only difference is that the character must have Mind Fu in his selection of shticks. All Psychotic Attacks cost 3 skill or plot points, and a character's Psychotic Attack scores can be raised in the normal Shtick-boosting fashion.

Irvings are immune to all Psychotic Attacks.

Here are the Psychotic Attacks known to Animator at this time:

Psychotic Eggbeater
Cost (*in Mergs*): 1
Damage (*in Mergs*): 1 die
Psychotic Eggbeater is the simplest of the psychotic attacks. It has no special effects, other than draining your enemy's Mergs at a fairly rapid pace.
How it Works: *Psychotic Eggbeater makes its defender think about two things at once. Then, it sticks in a third thing. Then it pops in a fourth. Before it's finished, the poor defender is trying to think of sixty-eight things at one time!*

MindBroil
Cost (*in Mergs*): 2
Damage (*in Mergs*): 1 or 2
MindBroil should only be used after working the defender down 0 or 1 Mergs. Once this is accomplished, MindBroil 'em! If MindBroil is used on a character with 0 Mergs, that person will be Zonked for 1 die of turns.
How it Works: *MindBroil only has its full effect when the defender is really worried about losing a fight. When you're worried it's harder to think, and the defender's brain will easily overheat if the proper "buttons" are pushed.*

Fuddle
Cost (*in Mergs*): 1
Damage (*in Mergs*): 0
When Fuddle is successfully used in psychotic combat, the defender will be a little bit confused. In fact, he will be so confused that his next attack will be made against any poor schmuck nearby, instead of the Fuddle-user.
How it Works: *Fuddle's effect is identical to that had by wonking the psychotic defender over the head with a ball-peen hammer, except that it does no damage.*

Synapsesnap

Cost (*in Mergs*): 3
Damage (*in Mergs*): 2 dice

Synapsesnap has no special effect, but from a damage perspective, it is one of the most powerful psychotic attacks available.

How it Works: *Synapsesnap releases a whole bunch of nervous energy in the defender's brain. In effect, the character thinks about three thousand different and equally profound thoughts – and then his mind gets plumb tuckered out.*

Mental Scissors

Cost (in Mergs): 3
Damage (in Mergs): 0

Mental Scissors cut the defender's access to his Merg supply. He will be an Irving – totally immune to mind attacks, and totally unable to attack – for one die of turns.

How it Works: *The use of Mental Scissors is a simple matter of telling the defender's mind to "look over there" for the place where his energy is stored. Eventually, the bewildered brain will wise up – that's what minds are for, after all.*

Whammy

Cost (in Mergs): 4
Damage (in Mergs): 0

Whammy does no actual damage in Mergs – it just makes the defender Fall Down!

How it Works: *Piece of cake. The attacker just has to trick the defender into believing that he's Fallen Down – it's amazing what some people will Fall for.*

MindBoggling

Cost (in Mergs): 2
Damage (in Mergs): 0

Mindboggling sets the defender's mind reeling for a whole turn! This attack should only be used under dire circumstances, as a MindBoggling roll of 12 will Boggle the user...

How it Works: *The attacker simply whispers "Your shoelace is untied," "Is that your house I smell burning?" or some other shock-inducing statement. The defender's own imagination takes care of the rest.*

Characters should feel free to develop other Psychotic Attacks, if they so choose.

Note: In the Psycho! setting, many shticks have been altered or are worthless. weird Science suffers one of the biggest handicaps – with an almost total lack of metal, a Scientist is going to be at a loss to create any scientific items. The Bag of Many Things loses its ability to create metallic items. The Stunt Driving shtick becomes a very powerful tool – a character with this ability can still use it to its full effect,

- even when driving an eighteen-wheel Truck! The Dungeons & Toons spells Armor, Create Gizmo and Piano From the Sky will never work in Psycho! Weird Weaponry (A Masters of Toon Fu shtick) becomes more useful than ever in creating every-day armaments. Fancy Shooting (from the Way-Out West) becomes quite costly, given the price of gunpowder. No shtick undergoes as powerful a change as Wild Imagination – because of the nature of psychotic minds, Wild Imagination functions as a powerful Cosmic Shift, without the restrictions usually associated with that shtick! Irvings are, of course, immune to these effects.

Stuff
There are almost no high-tech items in the world After the Pies. Most of civilization's luxury items – pocket blenders, fingernail polish and Cheese Spread – vanished under tons of radioactive cream filling. Many items are primitive, and metal items are very, very, very rare. Except for trucks.

Trucks
For reasons unknown to Man or Rabbit, Trucks always patrol the endless stretches of road. Some of them carry supplies to distant towns, others apparently are out because their owners enjoy the drive. Trucks are frequent targets for mutant raiders and psycho hitchhikers.

Motorcycles
The only form of motorized transportation, besides trucks. motorcycles will be really beat up, with rust and dents, or really new, with bright red paints and decals of various venomous animals (Snakes, spiders and lawyers). Gangs of mutant bikers often pursue trucks for great lengths.

Mutant Packs
Hordes of mutants roam the plains, sacking cities and ambushing truckers. How can a player deal with a pack of sixty or seventy mutants? Will he join them?

Metal
Following the collapse of the World As We Know It, steel became the world-wide currency. For some reason, a Bag of Many Things can never create a metal item, so the value of a crowbar has not suffered the effects of inflation.

Weapons

Spears, swords made of obsidian, spiked clubs, and the occasional bicycle chain make up a typical Post-Pie arsenal. Guns and bullets are really valuable commodities – you could easily trade one to a local chieftain or Trucker for any number of sundry goods. Gunpowder is an entertaining substance, in and of itself.

Barons usually have all sorts of fun toys – automatic rifles, grenades, and Salad Shooters, just to name a few. Nothing is beyond the reach of these tycoons. If you want to steal a few weapons (the kind you don't have to carve out of rock), go to a Baron's house!

Places To Go:

Most parts of the country in Psycho! look about the same – twisted trees, blasted landscape, and the occasional road sign. Some areas warrant specific mention...

Deserts

Vast areas of desolate waste, even more barren than the regular areas. Nothing can live here for long, but characters in the Desert will often find towns straight out of the Way-Out West which have somehow managed to survive the Thermonuclear Pies. Is it a real town? A ghost town? A mirage?

Barons' Estates

The best possible place to go for free weaponry. A Baron will often hire a character, just for grins, and then try to feed him to a pet three-headed alligator, but during the time between hiring and supper, a crafty psycho can often lay his hands on all sorts of fun stuff.

Barons' Estates often have lush gardens with colorful mutant plants. Barons will occasionally keep animals as well – the more eccentric Barons like to scrounge up weird, horrifying mutant beasts for their private zoos. Would-be thieves should stay alert for these dangers.

Forests

These areas are actually green! True, the trees tend to drool on people who walk past, but they seem friendly enough. Strange hermits, possibly deranged after years of exposure to Pie Fallout, might live in a forest – crowds of mutants will undoubtedly inhabit these verdant areas.

Mutant Camps

Some mutants live in caves, while other tribes of the creatures live in nomadic villages ("Okay, Bunkie, don't forget your sleeping bag!"). Some mutants are just fun-loving individuals who like dressing in dirty loincloths and basking in irradiated air. Others – unfortunately,

the more common sort – are nasty, and will rob anyone who sets foot anywhere near their heavily booby-trapped camps. One crowd of half-horse, half-squid mutants might not have the same morals as the next crowd of half-horse, half-squid mutants, so when a tribe of mutants invites the characters over for dinner, always check out the menu beforehand.

Roads
Roads seem to be the centerpiece of any really intense Psycho! campaign. A quest to protect a fleet of Truckers from hordes of mutants or bikers can be a long-running adventure. Just getting a ride with a non-maniacal Trucker is a sort of adventure, in its own right.

Caverns
Found deep in forests or high in mountains, these are the places in which the Irvings hid themselves when the Pies fell. Caverns are always inhabited by Irvings, who live in peaceful bliss with others of their own kind.
-Naturally, when an Irving settlement is found out, they will be quite upset and will fight back. Irvings often have access to equipment from the Pre-Pie eras...

Things To Do:

Save the Baron!
One of the wealthy Barons is going to be attacked by a tribe of mutants five thousand strong! "Well," you think, "Let him rot." But when he offers to pay you for your trouble, the offer's a little too tempting to pass up.

Back to Nature, Join the Mutants!
The characters decide that yes, civilization is a bit of a bummer, so they trek out to the local forest to sign on with the mutants. Will they accept the characters? What if the characters offered to join with one of the more Cannibalistic tribes? And most importantly...what happens when the characters start showing signs of the Pie Fallout themselves?

Protect the Fleet!
Twelve Truckers are heading out on a journey across the continent, and they need brave characters to protect them against mutants and bikers. Now, if the characters can only remember which side they're on...

Mad Matt

Mad Matt is a tall, muscular wolverine. He hires himself out as a mercenary, but his short temper frequently ends his relationships with his employers before they really begin. Matt has thick, brown-black fur with a stripe of dark and light grey down his back. He only wears green fatigue pants (which hides him very well against the pink desert sand) and a bright red bandana, worn as a headband. Matt has a gun that can hold ten-bullet cartridges – his pride and joy. His Back Pockets will always have four extra cartridges and all the necessary materials for cleaning his baby.

Beliefs & Goals: Growl. Bare teeth. Try and be Mr. Congeniality for my bosses. Sweat whenever possible – damp wolverine fur is a great conversation-starter. Never pass up a chance to save some poor damsel in distress (no matter how many arms she has!)

Hit Points: *16*
Speed: *6*
Mergs: *None – Matt is an <u>Irving.</u>*

Hide/Spot Hidden	Sneak	
Identify Dangerous Thing	All other Chutzpah Skills	
Read		
Resist Fast-Talk	**Shticks:**	
See/Hear/Smell	Incredible Luck	
Set/Disarm Traps	Toughness Vs. Physical	
Track/Cover Tracks		

Muscle		Zip	5
Break Down Door		Dodge	7
Climb		Drive Vehicle	8
Fight		Fire Gun	10
Pick Up Heavy Thing		Jump	8
Throw		Ride	7
		Run	7
		Swim	5

Smarts	Chutzpah

Baron Vonne Blotmo Cannon

The Baron is a truly lovely person – he's a gigantic, bloated rat, 7' high and 5' wide whose fur is falling out in patches. This is probably a dietetic problem, as Cannon eats constantly – his favorite foods are chocolate, cheese, and Artificial Drink Sweeteners. When he can actually reach his Back Pockets, they contain various sugar substitutes, a gun, and a radio that he can use to call his personal bodyguards (well-armed, highly trained mice).

Beliefs & Goals: Baron Vonne Blotmo Cannon exists to serve himself. He will always try to weasel out of a fight, bribing any attackers. The Baron is a fanatic about finding his favorite foods – most Truckers know this, and bring massive quantities of these substances to the lands around Blotmo Manor. Blotmo continually talks about losing weight, and is always on some diet program or another.

Hit Points: *12*
Speed: *2*
Mergs: *17*

Shticks:
  Psychosis
  Force Field: 7
  Detect Psychosis: 6
  Power House: 9
  Psychotic Fighting: 6
  Whammy: 8
  MindBroil: 8
  Psychotic Eggbeater: 9

Muscle	2
Break Down Door	2
Climb	1
Fight	4
Pick Up Heavy Thing	4
Throw	3

Smarts	6
Hide/Spot Hidden	7
Identify Dangerous Thing	8
Read	7
Resist Fast-Talk	8
See/Hear/Smell	9
Set/Disarm Trap	6
Track/Cover Tracks	5

Zip	1
Dodge	1
Drive Vehicle	5
Fire Gun	8
Jump	1
Ride	5 (Oh, th
Run	1
Swim	3

Chutzpah	6
Fast-Talk	8
Pass/Detect Shoddy Goods	8
Sleight of Hand	6
Sneak	2

Redbriar Tornear

Redbriar is the leader of the Furry Road Nuisances – a large tribe of mutants who make things difficult for Truckers. He is a tall, slim, well-built young fox who glows in the dark and has odd blue markings all over his red pelt. Yes, Redbriar's left ear is badly torn – he claims it was damaged during a horrible battle with a mutant elephant-bear. Redbriar lost that particular fight "But," he says, "You should see the bear!"

Redbriar rarely wears anything more than a loincloth and his face paints, unless he is wearing his "ceremonial garb" – a three-piece tuxedo. He carries a flint spear, bow and arrows, and a large amount of herbal tea. He and all members of his tribe carry little bottles of poison for their arrows – a horrible toxin that boggles anyone who gets it in their bloodstream.

Beliefs & Goals: Always act cool for company. Lead the tribe into Glorious Battle against the Truckers of the world. Try to impress any pretty ladies I find running loose.

Redbriar is a strong leader, but will never stay at home during a battle – he prefers to lead the charge himself! He is just a little sensitive about his ear.

Hit Points: 10
Speed: 6
Mergs: 13

Muscle: 4
  Break Down Door: 6
  Climb: 7
  Fight: 8
  Pick Up Heavy Thing: 5
  Throw: 6
Zip: 5
  Dodge: 9
  Drive Vehicle: 3
  Fire Gun: 8
  Jump: 7
  Ride: 8

  Run: 6
  Swim: 5
Smarts: 4
  Hide/Spot Hidden: 7
  Identify Dangerous Object: 7
  Read: 4
  Resist Fast-Talk: 5
  See/Hear/Smell: 7
  Set/Disarm Traps: 7
  Track/Cover Tracks: 9
Chutzpah: 4
  Fast-Talk: 4
  Pass/Detect Shoddy Goods: 5
  Sleight of Hand: 6
  Sneak: 8

Shticks:
  Psychosis
  Power House: 8
  Psychotic Fighting: 7
  Detect Psychosis: 6
  Psychotic Eggbeater: 7

Iyatolla Kopenhaggan

Iyatolla is the current head of the Psychotic Trucker's Union of the Post-Pie Planet. The name "Iyatolla" strikes fear into the hearts of Barons everywhere. Even tribes of mutants will run when they see her coming. Iyatolla is a large woman – she carries an amount of bulk that would normally be associated with a character of the rhinocerous persuasion, but with the grace of a tiger. As humans go, she's fat, but just about perfect for her job as the Trucker Boss. Iyatolla never developed her psychotic powers – she spent more time lifting heavy crates with her arms than with her mind.

Iyatolla always carries her Tool Kit, a large crate of strange, foamy beverages, and some weaponry she bought from mutants – she has almost every weird weapon found in the Toon Fu campaign setting.

Beliefs & Goals: Never, never trust a Baron. They'll cheat you every time. Never, never trust a mutant, particularly if he's dragging a large wooden horse behind him. Always trust truckers. Irvings are okay, I guess, if they've got drinks. Make a point to cheat Barons whenever possible. Try and fast-talk people into buying drinks.

Hit Points: 20
Speed: 7
Mergs: 11

Muscle: 5
  (All Muscle Skills: 6)
Zip: 6
  Dodge: 7
  Drive Vehicle: 9
  Fire Gun: 6
  Jump: 6
  Ride: 6
  Run: 7
  Swim: 6
Smarts: 4
  Hide/Spot Hidden: 4
  Identify Dangerous Thing: 5

  Read: 8
  Resist Fast-Talk: 8
  See/Hear/Smell: 6
  Set/Disarm Traps: 4
  Track/Cover Tracks: 4
Chutzpah: 2
  Fast-Talk: 6
  Pass/Detect Shoddy Goods: 6
  Sleight of Hand: 2
  Sneak: 2

Shticks:
  Psychosis
  Incredible Strength: 7
  Tool Kit of Many Things: 5

Any Given Thought Patroller
Any species. Any height, width, physical stature. Always wears black, a top hat, silver gloves and tap shoes. It's impossible to sneak in tap shoes, but that's okay.

Beliefs & Goals: No-one Shall Use Psychotic Abilities Without Filling Out The Proper Forms!!!

Hit Points: 9
Speed: 4
Mergs: 14

Muscle: 4
  Break Down Door: 7
  Climb: 4
  Fight: 6
  Pick Up Heavy Thing: 4
  Throw: 5
Zip: 3
  Fire Gun: 8
  (All other Zip Skills: 3)
Smarts: 6
  Hide/Spot Hidden: 8
  Identify Dangerous Thing: 7
  Read: 6
  Resist Fast-Talk: 5
  See/Hear/Smell: 6
  Set/Disarm Traps: 6
  Track/Cover Tracks: 8
Chutzpah: 3
  Fast-Talk: 3
  Pass/Detect Shoddy Goods: 3
  Sleight of Hand: 3
  Sneak: 8

Shticks:
  Psychosis
  Telepathy: 8
  Hypnosis: 8
  Teleport: 3
  Psychotic Fighting: 8
  Whammy: 6
  Mental Scissors: 8
  Psychotic Eggbeater: 7

Random Mutation Chart:
Mutant has...

11	Antlers
12	Oddly colored skin
13	Frog-flipper feet
14	Extra arms
15	Extra legs
16	Extra eyes
21	Antennae
22	A big nose
23	No face
24	Really strange eyes
25	Fur
26	Scales
31	Feathers
32	A long, wide tail
33	A body combined with that of another animal
34	Long, pointy ears
35	Glow-in-the-dark skin
36	Odd markings on their body
41	Mange or another nasty disease
42	A light bulb or banana instead of a nose

43	Really, really, REALLY bad taste in clothes
44	Bug eyes
45	An extra head
46	Clown-sized feet
51	No hair/scales/feathers/fur (a bald alligator?)
52	Claws
53	A fern growing out of its head
54	Everything their supposed to, just not in the correct order
55	Long arms and legs
56	Very long, sharp teeth (As in a saber-tooth toaster)
61	An unfortunate case of over-eating
62	Horribly cute eyes
63	A strange hair-cut
64	A high-pitched, squeaky voice
65	Roll twice
66	Pick a random power from the superToon powers

Remember that if you take a second Shtick, it will cost five points more than usual. If you make up a new Shtick, the Animator will tell you how much it will cost your character.

Da rules:
Chapter 1:

Welcome to TOON!:

TOON is set in the crazy world of cartoons. In this world, anything can happen. The laws of physics work only when you notice them. Mice, rabbits, ducks, and moose all speak perfect English. Characters spend most of their time plotting to cheat each other, blow each other up, eat each other, or otherwise commit mayhem. But nobody ever dies! Now TOON lets you get in on the fun!

This book will tell you everything you need to know to play all your favorite cartoon stars. After reading through TOON, you'll be able to play the part of any cartoon character you've ever seen in a movie theater or on your television screen. Any, best of all, you can make up your own characters and adventures too.

TOON is a roleplaying game. You may already be familiar with these "let's pretend" games. If so, feel free to skip this section and move onto the next chapter. If you're not sure what roleplaying games are all about, read on.

In a roleplaying game, you pretend to be a hero, pirate, space pilot, or whatever... just like when you were a kid. The difference is that you have rules. Roleplaying rules can be simple (and they don't get any simpler than TOON), or they can fill several volumes. It doesn't matter. Roleplaying is just "let's pretend."

You need at least two people to play TOON. Three or four people make up an ideal group. One person, the Animator, runs the game. The Animator tells the players what sort of cartoon world they're in, who (or what) lives there, and what happens. The Animator picks the adventure from the Short Subjects and Feature Film in the back of this book. Experienced Animators can write their own adventures!

Each of the other players pretend to be a single cartoon character in the Animator's adventure. Here's where the roleplaying comes in. As the Animator describes the setting and events of the adventure, each player reacts, describing what his or her character does, The Animator determines what happens because of the players' actions. The players respond... and so on until the end of the cartoon.

And that's all there is to that!

A Special Message for Experienced Roleplayers:

TOON isn't like any other roleplaying game you've ever known. In most RPGs, the idea is to plot and plan - to think before you act - and to make sure your character survives, thrives, and becomes more proficient at everything he or she does.

FORGET ALL THAT.

Survival? Who cares? You can't ever really die, so you've got nothing to lose by jumping right into the thick of things and having fun.

Think before you act? No chance. If you take the time to think every action through, the game's going to get bogged down and nobody will have any fun. The action in a TOON game should be fast - insanely fast. Remember, you're supposed to be a cartoon character. When was the last time you saw a cartoon character do something logical? ACT before you THINK.

Here's something else that's special about TOOM: It doesn't matter how stupid, weak, or inept your character is. Poor die-rolling doesn't mean a bad character.

-Half the fun of TOON is failing... because of the silly things that happen when you fail! So "bad" characters are just as much fun - maybe more fun - than "good" characters.

So, to repeat:

FORGET EVERYTHING YOU KNOW and ACT BEFORE YOU THINK.

Chapter 2:
What the heck does that mean?:
Roleplaying games have their own strange language. "Attributes." "Skills." "Roll 2 dice plus 2." What do these mean? Let's explain a few terms.

The Dice
All you need are a couple of six-sided die, sometimes you'll roll one die, or two, or three. In some cases you might also (for instance) roll 2 dice and add 1 to the result. This is called rolling "2 dice plus 1." Sometimes you will get to make a special "Tens-and-ones" dice roll. This means you roll one die and say: "That's the tens," Then you roll another die and say: "That's the ones." Instead of adding the rolls (the way you normally do when you roll two dice) you read the two rolls one after another. For example, if your first roll is a 4 and your second roll is a 3, you've rolled a 43 (not a seven!). This system gives you a number from 11 to 66, which will come in handy when you are choosing one item from a long list.

Characters:
A character is any person or being in the Animator's story. There are Player Characters and Non-Player Characters. A Player Character is any character controlled by a player. Pretty tricky, right? A Non-Player Character (abbreviated NPC) is any character controlled by the Animator.

Attributes:
Each character has four Attributes – numbers that describe his or her basic abilities. These are *Muscle, Zip, Smarts, and Chutzpah.* Muscle is simply how strong a character is. Zip includes speed, alertness, dexterity, and coordination. Smarts is just what it sounds like; intelligence, knowledge, that sort of thing. Chutzpah is how "pushy" your character is. (For all you non-New Yorkers, it's pronounced just like it's spelled except the "ch" is pronounced

as If you're clearing your throat.) A character with lots of chutzpah has a lot of nerve.

The Character Sheet:
Is a form that lets you record everything about your character. At the beginning of a game, the Animator should give each player a copy of the character sheet (pg 64). Feel free to photocopy for your own use, you should record everything about your character on this sheet. The Animator has the right to look at any player's character sheet any time he or she wants to. Players may show their character sheets to other players if they like... but they don't have to!

Getting started:
To speed you along on the road to fun and all-around cartoon silliness, here are some intro rules and a beginning adventure – The Cartoon Olympics. With the ready-made characters on pages 13-14, you can start playing right away. There's lots more to TOON than this – but this adventure will get you into the spirit of the game, show you some of the basic rules, teach you to read a character sheet, and a lot of other useful stuff.
-Now, gather a couple of close (and crazy) friends. One of you will act as the Animator for The Cartoon Olympics. Each of the other two should choose one of the ready-made characters. It's easy to start playing TOON for the first time, even if you've never been in a roleplaying game before. All you need to know right now is a little bit about Skills, and a little bit about the role of the Animator.

Skills:
You use skills to do things to the other characters. They use their own skills to do things to you. Some skills can also be used against inanimate objects – rocks, lampshades, walls, and so on. (For the most part, rocks, lampshades, and walls

can't respond when you do something to them... but in TOON you never know!)

In TOON, you have 23 different skills. Each has a number, or level, between 1 and 9. This tells how good you are at that skill. The higher the skill level, the better you are at using that skill. You use a skill successfully when you roll less than or equal to the skill's level on two dice. (This is sometimes called "rolling against" a skill.) For example, if you want to throw a dart at a dartboard, you roll against your Throw skill. If you have a Throw skill of 6, you will have to roll a 6 or less on two dice to hit the target. There are no darts or dart-boards in The Cartoon Olympics, but don't worry. You'll find plenty of things to throw (and lots of targets) before the champion is chosen. Rolling successfully against a skill number is sometimes called "making your roll." If you have a skill level of 6 and you roll a 6 or less, you've "made your roll," which means you succeeded at whatever it was you tried to do! If you rolled anything over a 6... you missed. Sorry about that...

Remember; High skill numbers are good. Low skill numbers are not exactly bad; they just make you fail more often!

Fighting:

One of the most important skills in the Cartoon Olympics (and all through TOON) is the Fight skill. This skill is what you use to fight another character (obviously). If two characters want to fight, they both roll two dice against their Fight skills: If both of them make their Fight skill rolls, nothing happens. They both missed. If both roll higher than their Fight skills, nothing happens. They both missed again. If one of the characters makes his or her Fight skill roll and the other doesn't, the character who made the successful roll hits the other one and does damage.

"Damage" is explained more fully on page 8. But hold on. What if your character doesn't want to fight? That's okay... all you have to do is say "I want to get away." Of course, it isn't quite as simple as that. While you are getting away, your opponent gets to try one last Fight roll. If that Fight roll is successful, you get nailed one last time (and take damage) before you escape.

Fighting (Mack Attacks!)

Find the Fight skill on the character sheet for Mack the Mouse (page 13). Mack has a Fight skill of 8, which means he's quite a little scrapper. Now look at Fred Bulldog's character sheet (page 14). Fred is all bluff; he acts tough, but he has a Fight skill of only 4. Since he isn't a very good fighter, he should probably find other ways to get what he wants.

Let's say Mack is feeling mean today. He walks up to Fred and kicks him in the snoot. That's sure to start a Fight! The Animator tells Mack and Fred to roll against their Fight skills. The first time around, Fred rolls a 9 and Mack rolls a 10. Both of them rolled higher than their Fight skills, so neither did any damage. (The result would have been the same if both had made their Fight rolls.)

-Both of our heroes want to keep fighting, so they roll again. The second pair of rolls results in a 6 for Fred (Failure) and a 3 for Mack (Success). This means Mack hits Fred. The player playing Mack rolls one die to determine how much damage he does to poor Fred. He rolls a 6. Ouch! Fred subtracts 6 from his Hit Point total of 8. He will only be able to take 2 more hits before he Falls Down.

Doing Damage:

Whenever you hit other characters (or run over them, or blow them up, or defenestrate them, or whatever) you do damage. The amount of damage is determined by rolling dice – usually, by rolling just one die. The number rolled is the number of Hit Points the other character loses. Uh oh! What are Hit Points? Hit Points determine how much damage your character can take.

Every character starts out with a certain number of Hit Points. During the course of an adventure, you will get into fights, fall off cliffs, and have cliffs fall on you. You will get hit, crushed, mangled, chopped, sliced, diced, and possibly French-fried. Fortunately, you won't die. Each time something bad happens to you, you may be hurt (or "take damage"). When you take damage, you'll subtract some Hit Points from your Hit Point total. When all of your Hit Points are gone, you Fall Down.

Taking Damage & Falling Down (Better Fred Than Dead)

Take another look at Mack the Mouse's Character sheet. Notice the number "12" after the words "Hit Points." That means Mack can take 12 points of damage before Falling Down. Now find Fred Bulldog's Hit Point total, which is 8. With that information in hand, let's return to the fight we started on page 7:

When last we saw Mack and Fred, Mack had just walloped Fred to the tune of 6 hits. Subtracting 6 from Fred's beginning Hit Points total of 8 leaves him with only 2. Another series of rolls sees Fred roll an unsuccessful 11 and Mack a successful 2 (the rascally rodent!). Fred takes another die of damage. This time Mack rolls a 4. Fred has now taken a total of 10 points of damage. Since he can only take 8, Fred Falls Down – and Fred's player must sit out the next three minutes of the game. The fight ends with Mack cackling gleefully and Fred lying there cross-eyed, with little dog biscuits dancing around his head.

Falling Down:

In the world of cartoons, characters never die; they just Fall Down. When you take more hits of damage than you had Hit Points to start with, you Fall Down – which is bad, but not very bad. In cartoons all sorts of terrible things happen to the characters, but they bounce right back in the next scene. In TOON, characters who

Fall Down return to the game after sitting out for three minutes. That's worth repeating: When you Fall Down, you're not dead; you're just out of the game for three minutes! (If the game is being played by the Animator and one player, you can ignore the three-minute time loss and just keep playing.) After three minutes, you're back in the game.

You'll be exactly where you fell down (unless other characters move you, or the Animator wants you to be somewhere else) and you'll have all your Hit Points back.

Other Skills:

The same system used to Fight is used for the other skills. Roll your skill level or less on two dice and you succeed; roll higher than your skill level and you fail. In The Cartoon Olympics, you'll get to do more than duke it out. You'll get to Run and Throw things – and even Fire Guns at your unsuspecting opponents. You'll also learn how to Dodge something that's Thrown at you. You'll learn to Fast-Talk other characters into doing foolish things.
-And you'll learn how to Resist a character who's trying to Fast-Talk you into doing something you don't want. Let's take a brief look at each of these skills:

Running:

If you want to run, you simply say "I'm running" and roll two dice. If you make your Run roll, you run successfully. If, on the other hand, you roll above your Run skill level, you don't run successfully. You trip over your own feet, or something equally silly. What does happen is up to the Animator, but suggestions from the players are welcome. Just keep them silly. What if you start running and another character decides to race with you or chase you? Running works just like Fighting.
-Both players involved in a chase (or race) roll two dice: If both players make their Run rolls, the chase continues, with neither character gaining ground on the other.

If both characters fail their rolls, nothing silly happens – they both keep running. If the chaser runs successfully and the chased doesn't, the chaser catches up with the chased and may start a fight – or do anything else he or she can think of.
If the chased runs successfully and the chaser doesn't, the chased gets away and the chase ends. Both players may now try something new.

Throwing:

The Throwing skill is used whenever anyone wants to throw something at any target (including another character). The Animator must decide whether or not the character is strong enough to throw a particular object. Don't try to throw anything ridiculously large just yet (wait until later in the book!). If you want to throw something, roll against your Throw skill. If you fail your Throw roll, the object misses (disappearing "off-screen"). If you make your Throw roll, you hit your target... usually. If you're throwing something at another character, the target gets a chance to leap out of the way, using his or her Dodge skill (pg 10).

Throwing & Dodging (Mack Strikes Back!

Mack has picked up a brick and is winding up to throw it at Fred. Mack rolls two dice and gets a 3, equal to his Throw skill level of 3. Unless Fred makes a Dodge roll, he's about to get beaned by a brick! Fred has a Dodge skill level of only 3. He rolls and – uh oh! – gets a 4. That's higher than his Dodge skill level. POW! The brick hits him, doing one die of damage.

Dodging:

When you're the target of a successful Throw roll, you roll two dice and compare the roll to your Dodge skill. If you make your Dodge roll, you manage to duck out of the way of the thrown object. If you fail your Dodge roll, you get hit.

Fast-Talk:

Cartoon characters often talk themselves out of trouble (and, occasionally, into it). Sometimes, one character will try to talk another into doing something really dumb or incredible dangerous. In TOON, you do this with your Fast-Talk skill. If you roll your Fast-Talk skill or lower, your opponent will do one really dumb or dangerous thing... anything you want... unless he or she makes a Resist Fast-Talk roll (see the next paragraph). If your Fast-Talk fails, your opponent isn't fooled, and no Resist Fast-Talk roll is necessary.
You can try to Fast-Talk a character into doing something over and over again until you fail. Once you fail, that character will never again fall for that line. For example, let's say Mack the Mouse Fast-Talks Fred Bulldog into jumping off a cliff.
-A few minutes later, the two characters find themselves atop that cliff again. Mack could try to talk Fred into jumping again. If he makes his Fast-Talk roll, he could try again later in the adventure. But if he failed, Fred would be immune to that line of Fast-Talk for the rest of the game (No sir, I'm not gonna do it. No I'm not. You can't make me jump offa this cliff again. Nope...)

Fast-Talk,.. And Resisting It (Fred Takes a Long Trip)

Mack, who is nasty, crafty, and utterly merciless, wants to talk poor, trusting Fred Bulldog into walking off a cliff. ("Listen, Fred, you've just got to try this. The wind will catch you and blow you back up! It's the thrill of a lifetime!") Mack tries a Fast-Talk roll, attempting to roll under his Fast-Talk skill of 9 on two dice. He succeeds with an 8.
Fred has only one chance – he's got to make a Resist Fast-Talk roll. Fred rolls two dice, trying to roll his Resist Fast-Talk roll. Fred rolls two dice, trying to roll his Resist Fast-Talk skill level of 3 (good luck!).

Unfortunately, he rolls a 10, and it's off the cliff he goes! The Animator decides that he takes two dice of damage (high cliff!). He lets Mack roll the damage. He gets a 9, which is more than Fred's 8 Hit Points. Fred Falls Down (again).

-He is driven into the group up to his neck. When he pulls himself out, he has been compressed to a very wide, six-inch-tall bulldog. But he'll be alright in the next scene...

Resist Fast-Talk:

If you've been Fast-Talked successfully, this is your chance to save yourself. Try to roll your Resist Fast-Talk skill or less on two dice. If you succeed, you'll come to your senses before you do anything foolish. Otherwise, you'll be at your opponent's mercy.

Fire Gun:

The last skill you'll need in The Cartoon Olympics is Fire Gun. In order to aim, fire a gun, and hit an unmoving target, you simply roll against your Fire Gun skill. If you make the roll, you hit your target. If you're being shot at, you can try a Dodge roll, to get out of the way of the bullets. If you make your Dodge roll, you don't get hit. The damage a gun does depends on its size – starting at one die of damage for a little gun, and going up from there. All guns have an unlimited supply of bullets, unless you're told otherwise.

Shooting & Dodging (Bang! Bang! Fred faw down, go Boom!)

Mack the Mouse is really feeling nasty today. He's managed to get hold of a hun to take some pot shots at poor put-upon Fred. Mack has a Fire Gun skill of 4 – pretty terrible, but worth a try. He spots Fred and... BLAM! KAPOW! Bullets fly all over the place. Mack rolls a 3! Unless Fred manages to Dodge (good luck), he's going to be a perforated pooch. He rolls a 7 (against a Dodge of 3).

The bullets hit and Fred takes one die of damage. Mack snickers gleefully – what a fun day he's having!

These are all the skills you'll need for The Cartoon Olympics (There are lots of other skills in TOON. You'll learn more about those in Ch.5) But so far we haven't talked about the object of the game. What are you trying to accomplish in TOON? Of course, the main thing you're trying to do is act silly and have fun. But you're also trying to get Plot Points.

Plot Points:

Plot Points are given out by the Animator whenever you do something really funny or clever, or when you complete an adventure successfully. They're called "Plot Points" because they go to the characters who do the most to advance the "plot" of the adventure.

In later chapters, we'll talk about Plot Points in more detail. For now, all you need to know is that the more Plot Points you get, the better you played.

The Animator:

The Animator is part storyteller, part referee. As Animator, you keep the game moving and make sure all the players get in on the fun. One easy way to do that is to let the players sit in a circle. Go from one to the next, and ask each player what his or her character is doing. Give each player one action and then move on to the next player (who also gets one action, and so on). In TOON, an action is defined as everything a player says he or she is doing, up to the point where that player tries one Skill Roll. Each player can do as much as he or she wants, but once a player makes a Skill Roll, it's the next players turn to say what he or she is doing. If another player has to make a Skill Roll because of what you did (for instance, to Dodge something you threw, or to Resist your Fast-Talk), that doesn't count as an action for the second player.

Non-Player Characters are not bound by the Action system. They act whenever the Animator thinks it's appropriate or funny. (Of course, if you're an experienced roleplayer and you want to use a different system, go ahead. Just bear in mind that some things in TOON depend upon the Action system, and plan accordingly.) It's also the Animator's job to give out Plot Points. To repeat: Players get Plot Points for achieving the goals of an adventure. They also get a Plot Point each time they do something especially insane, funny, or clever.

For Animators Only!:

If you're one of the players in The Cartoon Olympics, stop reading here! If you're going to be the Animator, keep going. The Animator should read through the whole adventure below, and help each player pick a character. When everyone is ready to start, the Animator describes the Opening Scene out loud – and play begins! As a rule, the players can be told everything about each scene as soon as they enter it, except the information specifically described as "secret." Of course, everything in an adventure is a secret until it happens; so let players find things out for themselves. For example, in The Cartoon Olympics, the characters will fight a pack of circus monkeys. But don't tell them that until the monkey's show up. Any time you're not sure how an NPC will react, or what's going to happen next, reduce the situation to a "yes-no" question – Do the monkeys like banana daiquiris? Does the concession stand sell popcorn? Once you've boiled the situation down to a yes-no question, roll one die. On a 1, 2, or 3, the answer is "Yes." On a 4, 5, or 6, the answer is "No." This is called the Fifty Percent Rule. It's really handy! Finally, remember it's your cartoon. Feel free to change or add anything you want.

The Cartoon Olympics; Cast of Characters:

The easiest way to run this adventure is with one Animator and two players. If you really want to have three or four players, you can, but some events (especially the boxing match) will have to be divided into rounds, and will take longer. Players can pick any of the characters provided on pages 13-14. These are not "complete" characters – they have only the skills required for this simple scenario. If you want to, you can round them out later and use them for other adventures. The Animator will take the part of the Non-Player Characters – a pack of mischievous monkeys that have escaped from the circus. He or she will also play the contest judge – a near-sighted mole who signals the start of each event with a shot from his pistol. But you never know where the pistol's going to be pointed! Finally, the Animator can play the audience – cheering and booing at the characters, providing sound effects, and being as silly as possible.

Location:

This adventure takes place in the Anytown Anydome, a rinky-dink little sporting area which isn't a dome at all. It's just an oval-shaped, outdoor track & field arena, and it's seen better days. The Anydome has bleachers all around the outside of the oval, a track just below the bleachers, and a grass field in the middle.

Object Of The Adventure:

The cartoon characters will compete in three different events. There will be a boxing match, so they can use their Fight skills. A javelin toss will allow them to use their Throw skill. This will be followed by a footrace, so the characters can use their Run skill. The winner of each event gets a Plot Point. The character with the most Plot Points at the end of the contest will win a shiny new Fnord Motors sports car!

The Plot:

Keep all of the information that follows secret until you think it's time for the characters to find out the hard way! Remember that each event begins with the nearly-blind Judge Mole firing a pistol. He thinks he is aiming in the air, so he does not have to make his "to hit" roll. But each character must roll a die. The low roller is the accidental target of Judge Mole's pistol and must make a Dodge roll – or be hit for one die of damage. Don't mention this to the players – but anybody who thinks of it can try a Fast-Talk roll to get the judge to give up his pistol. A character who gets the pistol can shoot it at the other characters, or at any monkeys who show up.

Opening scene:

Welcome to the Cartoon Olympics! The banners are flying high over the Anytown Anydome. The weather is beautiful and the crowd is waiting eagerly for the opening ceremonies to get under way. The start of the sporting event of the century is just moments away! The torch is about to be lit... whoops, watch that torch! Look out! OUCH!!!

The Boxing Match:

The first event is set in the boxing ring. This is located in the center of the Anydome's grass field. Have the two characters square off in the center of the ring. The object of the match is to match your opponent Fall Down or give up. The first can be accomplished by making successful Fight rolls (assuming, of course, your opponent fails). The second can be achieved by Fast-Talking your opponent and convincing him or her there's no chance for victory. Players might also try to Fast-Talk (or Fight with) the referee, in the hope that he will come over to their side and start pounding on the other character involved in the fight.

After each player has taken three actions, a monkey will leap into the ring and start bouncing around causing trouble. It will Throw a cream pie at one character. If the pie hits, its target loses one action. The monkey will then grab a pair of boxing gloves and try to Fight the other character. If the character it chose to Fight Falls Down, it will turn its attention back to the other. The players can continue to Fight with each other in order to win the event. Or they can try (separately or together) to make the monkey Fall Down. If the monkey Falls Down, it will not return to the boxing ring, and the character who put in the last point of damage gets a Plot Point. The last player left standing in the ring is the winner and gets a Plot Point.

The Javelin Toss:

This event is also held on the grassy area in the center of the Anydome. The object is to throw your javelin at a big bullseye. The contest ends when one player has hit the target three times (by making three successful Throw rolls). Each time a character hits the target, the Animator should roll one die to determine how "good" the throw was. This is the score given the player by the judge. The player with the highest score at the end of the contest wins, and gets one Plot Point. Players can concentrate on hitting their target; they can Throw the javelins at each other (doing one die of damage when one hits), trying to win the contest while their opponent is out of action; they can try to Dodge javelins thrown at them; they can try to Fast-Talk the judge into giving them six points every time they hit the target (one Fast-Talk roll per hit, please); they can throw their javelins at the judge (though there doesn't seem to be any advantage to doing so); they can try to Fast-Talk their opponent into trying to catch the javelins; they can Fight; they can do anything they want.

The Marathon:
This event is held on the track. Contestants line up on the starting line. The judge raises the starting pistol (assuming no one's talked him out of it) and fires. The race is on. The race consists of six successful Run rolls. The first player to make six Run rolls will win (though players roll at the same time, so it is possible for the race to end in a tie). Players should keep track of the number of successful Run rolls they make. This will allow them to tell how far ahead or behind they are. (For example, let's say Fred Bulldog has made five successful Run rolls, and Mack the Mouse only four. That means Mack is one behind. Mack will have to make a successful Run roll, and Fred will have to miss one, in order for Mack to catch up.) Any time two players are "even" (in other words, they've made the same number of successful Run rolls) they can Fight, Fast-Talk each other, or do anything else they want.

After three rolls of the dice by both runners, two monkeys will appear on the track and start running in and out between the characters' legs. One monkey will attach itself to the leg of each character, making it impossible for either to run.

-Each character will have to get rid of his or her monkey (by making it Fall Down) before finishing the last three rolls of the marathon.

If the players have lots of trouble getting rid of the monkeys, Judge Mole will scare them off by firing his pistol repeatedly. After three shots, the monkeys will scurry off, and the event can continue (unless the characters decide to give chase). Each time the Judge fires, the players must roll (the Animator will roll for the monkeys) to see who has to Dodge! Players can run single-mindedly toward the finish line; a player with a gun can take pot shots at the other; whenever the two runners are together, they can Fight or Fast-Talk; they can do anything else they can think of.

Furthermore, the track is littered with balls, javelins, discuses, shot puts, rocks, and all sorts of things characters can throw at one another.

The (Big?) Finish:
When the three events are over, the player with the most Plot Points is declared the winner. The prize ceremony begins with a ceremonial kiss from the Queen (or King) of the Day. *Secret: The King/Queen wears a veil and has a stunning physique, but removing the veil reveals an absolutely hideous face. The kiss does one die of damage to the character who won.*
Judge Mole hands the winner the keys to a beautiful sports car. (The losing player can try to Fast-Talk the winner into handing over the keys.)
-The character who drives off in the car will find It falling apart, piece by piece, as "The End appears on the screen and the cartoon adventure ends.

Premade characters for Cartoon Olympics:

Mack The Mouse
Description: Mack is a cigar-smoking mouse from Brooklyn. He is bigger and tougher than more mice. Ordinarily, he wears no clothing, but during the Cartoon Olympics he'll wear a track outfit (and gripe about it).
Beliefs & Goals: Mack loves to con other characters out of their possessions – and brag about it. He has a homicidal hatred of cats and birds. Give him a gun and he gets trigger-happy.
Hit Points: 12
Fight: 8 **Throw:** 3
Dodge: 2 **Fire Gun:** 4
Run: 3 **Fast-Talk:** 9 **Resist Fast-Talk:** 8

Olga Hippopovna (page 13)
Description: Olga is a very large, very heavy Russian hippopotamus. She is a full-time athlete (though she'd never admit it), so she always wears track clothes. She tells everyone she's a ballerina. She always walks on her hind legs.
Beliefs & Goals: Olga believes that everything is better in Russia. She will constantly complain about the shabby little Anydome, the bad weather, the bad food. She will try to commit all sorts of mayhem in secret and then blame anything that happens on another character.
Hit Points: 10
Fight: 8 **Throw:** 7
Dodge: 3 **Fire Gun:** 2
Run: 3 **Fast-Talk:** 5 **Resist Fast-Talk:** 9

Fred Bulldog
Description: Fred is a very proper (if stupid) English bulldog. He can walk on 2 or 4 legs. He's dog-sized. Ordinarily, he wears only his derby hat, but during the Cartoon Olympics, he'll wear athletic clothes.
Beliefs & Goals: Fred believes that gentleman is never without his hat. He doesn't care about material things as long as he gets lots of food and praise. He is normally not aggressive, but he will do all

sorts of foolish things to protect someone who seems to need his help.
Hit Points: 8
Fight: 4 **Throw:** 4
Dodge: 3 **Fire Gun:** 8
Run: 8 **Fast-Talk:** 6 **Resist Fast-Talk:** 3

Fifi La Feline
Description: Fifi is a French cat. She is cat-sized. She can walk on 2 or 4 legs. She usually wears the latest Paris fashions and bathes in expensive perfumes. For the contests, she'll wear a tight-fitting tracksuit. Male characters fall all over themselves to impress her.
Beliefs & Goals: Fifi thinks she's the most gorgeous creature on the face of the Earth. She may be right. She can't resist mirrors. She will do anything to win and prove the French are naturally superior, and that she is superior to any male.
Hit Points: 7
Fight: 3 **Throw:** 6
Dodge: 8 **Fire Gun:** 2
Run: 7 **Fast-Talk:** 9 **Resist Fast-Talk:** 8

-Talk: 9

Judge Mole

Description: Judge Mole is a mole about 3 feet tall. He walks on his hind legs. He wears incredibly thick glasses. Even with his glasses, he can barely see. He dresses in the striped jersey ad black pants of an athletic contest judge.

Beliefs & Goals: Judge Mole takes his role as judge seriously. He will take no guff from the players. He will be scrupulously fair and difficult to Fast-Talk.

Hit Points: 11
Fight: 6 **Throw:** 6
Dodge: 6 **Fire Gun:** 2
Run: 6 **Fast-Talk:** 2 **Resist Fast-Talk:** 9

Judge Mole will begin each contest with a pistol shot, as explained in the text of the adventure. But what happens if one of the characters manages to Fast-Talk the Judge into giving up his little gun? The Judge has to signal the start of an even somehow. If he loses his pistol, he'll return with a bazooka (which does 2 dice of damage); if he loses the bazooka, he'll climb into the stands and steal a kid's slingshot (who does 3 points of damage to anyone hit by it); if he loses the slingshot, he'll return with a bow-and-arrow (which does 1 die of damage); if he loses the bow-and-arrow, the Animator should continue to produce ever more outrageous weapons. Use your imagination.

The Monkeys

Description: These are just monkeys – they can't talk; they can only cause trouble. In a fight, each monkey will do 2 points of damage when it hits. They're a bit smaller than chimpanzees. They've escaped from a local circus, there are as many of them as the Animator needs to keep the action lively.

Beliefs & Goals: All these little guys want is to have fun. They do this by causing no end of trouble for the athletes taking part in the Cartoon Olympics.

Hit Points: 5 apiece
Fight: 6 **Throw:** 6
Dodge: 7 **Fire Gun:** 3
Run: 6 **Fast-Talk:** Not applicable **Resist Fast-Talk:** Also not applicable

Chapter 4:
Creating Cartoon Characters

Now that you've played TOON once, you probably can't wait to start creating your own characters, writing your own adventures, and getting into the real heavy-duty stuff. So – LIGHTS! CAMERA! ACT... wait a minute. Not yet! Before you step in front of the cameras, let's take a station break to talk some more about Character Generation, Skill and Shtick use, and being an Animator.

Superstar rules(page16)

This symbol indicates an "advanced" rule you can use after you've mastered the basic game. You can use these or not, as you wish... they're for cartoon superstars who are really serious about their fun.

Creating A Character:

Until now, you've been using characters whose skills have already been defined. Now it's time to talk about filling in the numbers yourself. Got a blank Character Sheet handy? (you can copy the one on page 64.) Then let's go:

First you decide what kind of creature you want to be- you can choose any Species you want. Is your character a mouse, a moose, a rabbit, a robot, a toaster? YOU CAN BE ANYTHING YOU WANT.

If you don't know what sort of character you want to be, use the all-purpose Species Determination Table on this page. Roll two dice in a tens-and-ones die roll (see page 4). When you've made your roll (ending up with a result between 11 and 66) check the result against the chart to determine what sort of character you'll be playing. A human character needs an Occupation. You can pick something you like – hunter, orchestra conductor, policeman, Civil War general – or you can make another tens-and-ones roll and check the Occupation Table on page 18. (If you want to play an animal character with an occupation, that's all right too!)

Species Table (on 1st page here!)

Attributes:

The next step is determining your Attributes. Just roll one die four times. The first roll gives you your Muscle score; the second gives you your Zip; the third gives you your Smarts; and the fourth gives you your Chutzpah. That's that.

Superstar Symbol: If you don't want to rely on the dice, you can choose your own attributes this way: Start with 14 Attribute Points. These can be divided among the four basic attributes (Muscle, Zip, Smarts, and Chutzpah) any way you want. The only limitation is that you can't put more than six points into any one attribute.

Hit Points:

Next you figure out your Hit Points. Roll one die and add 6 to the number rolled. This is the number of "hits" your character can take. When you take as much damage as you have hit points, you Fall Down. Record the result of your 1 die plus 6 on your character sheet in the space marked "Hit Points."

Description:

Now write up a brief description of the way your character looks. (If you're an artist, you might even want to draw a picture of your character in the space provided.) Obviously, "Rabbit" is the start of a description, but it's not enough. Does your rabbit run around in its furry birthday suit? Does it wear a three-piece suit and carry a gold pocket watch?
-Is it rabbit-size, human-size, monstrously big, or ridiculously small? Does it hop around on four legs or walk on two?

Natural Enemies:

Now decide whether your character has any Natural Enemies. A Natural Enemy is a kind of creature your character is out to get – which is out to get you! Natural Enemies get Plot Points (see page 42) for making one another Fall Down.

A few obvious sets of Natural Enemies: Dogs & Cats, Cats & Mice, Cats & Birds, Coyotes & Roadrunners, Hunters & Animals, Bears & Park Rangers, Police & Criminals, Tasmanian Devils & Everything.

Players can, if they choose, adopt less obvious natural enemies. For instance, a little green man from outer space could choose cats as his natural enemy. There's no obvious reason for this... so make one up! What the heck – these are cartoon characters we're talking about. If someone wants to adopt an unusual Natural Enemy, the Animator should listen to the player's reasons... and, if they're funny enough, allow them! Natural Enemies are not required, but they make things interesting (to say the least).

Beliefs & Goals: (page18)

Now, decide how your character is going to behave and what sort of personality it has. What does your character want out of life? How does it react to various situations? Is it nasty or nice? In TOON terms, each character must have a clearly defined set of Beliefs & Goals. Cartoon characters are not terribly deep, and players don't have to choose complicated Beliefs & Goals. A character can have as many or as few Beliefs & Goals as you want. However many you have, they should be designed to get your character into the action, not out of it. For example, an obvious goal for a policeman might be to arrest characters who break the law. A rabbit's goal might be to get carrots at any cost. A policeman's goal shouldn't be to stay near the jail and guard the prisoners – then he couldn't go on adventure! And you wouldn't have any fun playing a rabbit whose goal was to avoid trouble at all costs. It can be a lot of fun to pick Beliefs and Goals that are totally opposite from those you would expect from the character. Mice are supposed to be timid – and Mack is funny because he's so nasty and tough. How about a timid elephant, a friendly shark, or

a policeman who is really the world's greatest jewel thief in disguise?

Don't make your Beliefs & Goals so specific you're not likely to use them in half the adventures you play. For example, don't have as a Goal that you will make Mack the Mouse Fall Down whenever possible. What happens if Mack doesn't show up a particular adventure? You're out of luck. Instead, say you'll make mice – any mice – Fall Down whenever possible. Get the idea?

To help you out when you're creating your character, we've provided a list of typical Beliefs and Goals. Feel free to think up your own, but here are some ideas:

Beliefs:

1. *My species is superior to all others.* A character with this Belief isn't going to be terribly friendly or cooperative, and is going to be fooled by a lot of Disguises at one time or another.

2. *I'm the greatest.* This sort of character always wants to be the boss. An egotistical character is likely to be unspeakably obnoxious.

3. *I hate* – cats, dogs, people, elephants, whatever. A prime motivator for cartoon characters. Any time a cat spots a mouse, a chase is sure to begin.

4. *A job should be done well or not at all.* A character with this Belief will never leave a job unfinished, even if it means getting into trouble.

5. *Pain is bad.* This character might be a coward... or he might do brave things, complaining all the time!

6. *Work is bad.* This character will spend a lot of time and energy getting others to do the muscle-work, either because of laziness or pride.

7. *Everyone should be polite at all times.* This character would probably spend a lot of time arguing with the other characters! Use of many of the nastier skills would violate this Belief. But you could be downright dishonest and still be polite...

Goals:

1. *Find and eat something –* geraniums, rabbits, carrots, bananas, whatever. Hunger is a great motivator for cartoon characters. Players must specify what they want to eat.

2. *Find (but don't eat) something –* love, money, companionship, a good poker game, whatever. Players must specify what they are looking for.

3. *Prevent everyone else from achieving their own Goals.* Cartoon characters tend to be mischievous. This one can be a lot of fun – if you're playing with very good friends or very bad enemies.

4. *Cheat anybody whenever possible.* This is for the Fast-Talkers. Conning people out of their most prized possessions can be fun!

5. *Educate others in the ways of the world.* This one works best when the "educator" knows less than the characters being taught.

6. *Defeat Villains.* (page19) This character is a Good Guy and will thwart and attempt to break the laws (whatever they may be in the Animator's world and the mind of the player). This may mean thwarting fellow players!

7. *Save or help the helpless –* humans, cats, rabbits, whatever. These characters will set off on all sorts of foolish quests to fulfill their Goals.

8. *Protect my own property (or that of another character) at all costs.* Here's one for all those true-blue, faithful dogs out there.

9. *Collect anything that might come in handy.* This character is going to have bulging Back Pockets!

10. *Learn things.* This character could be a scientist, a detective, or just an incurable snoop.

11. *Inspire panic and destroy property.* That about says it all! What could be more cartoony?

Just Being Yourself Beliefs & Goals in Play:

Peter Pig is a very well-mannered fellow; one of Peter's Beliefs is that one should always be polite. He and several of his friends have discovered the lair of a band of desperadoes. The other characters want to rush in, take the bandits by surprise, and capture them before they have a chance to react. Peter, on the other hand, thinks this would be awfully rude. So he goes and knocks politely on the door of the bandits' hideout. This is a silly thing to do, but Peter Pig is undeniably acting in character, so he should be awarded a Plot Point for it.

The Mad Scientist, Dr. Nutzenboltz, has as one of his Goals that he will take apart any complex machine he finds, in an attempt to learn everything there is to know.
-(Everything! Do you hear me? Everything! Hahahahaha...) He runs into, takes apart, and reprograms a robot so it will spend the rest of an adventure chasing one of the other characters. Well, that's pretty clever – and it's very much in keeping with the good doctor's Beliefs & Goals. Dr. Nutzenboltz should get a Plot Point.

Beliefs & Goals In Play:

Beliefs & Goals help players remain in character during a game, but what effect do they have on the outcome? For one thing, they determine how players get Plot Points. And Plot Points are of great importance to the development of your character. Now that you've played The Cartoon Olympics, you know that the Animator awards Plot Points for doing something especially funny or clever, as well as for completing an adventure successfully. The Animator should also give you Plot Points for acting in a manner consistent with your character's Beliefs & Goals – especially if the result is clever or silly! Beliefs & Goals help you stay in character; they lead to Plot Points; Plot Points lead to improved skills (see page 22). For this reason, Beliefs & Goals are very important!

Congratulations. Today, you are a character.

Possessions:

By now, the top part of your Character Sheet should be pretty full, but there's still one major blank on it. Right there in the middle, you'll find a space marked Possessions. That's where you write down all the stuff your character is carrying. You can carry up to eight items when you set off on each adventure. At least four of these must be "normal" things. The other four can be anything, subject to the Animator's approval.

Cartoon Characters don't always wear clothes, but for game purposes assume all characters have "Back Pockets" that can carry an amazing (in fact, virtually unlimited) variety and number of items. Mack the Mouse carries a human-sized gun in his Back Pocket. Fred Bulldog carries a big stick, lots of balloons and firecrackers, matches, a sack lunch, and a squirting flower.

Use common sense when you pick your possessions. Unless the Animator gives the okay, you can't keep a fully-stocked refrigerator, an encyclopedia set, or a toll booth in your Back Pockets. And no fair adding things after an adventure begins, unless you find useful items along the way. Things you pick up during an adventure do not count against your total of eight possessions. Eight is just a reasonable limit for things to start with. Make sure you've written down everything you want to carry before each adventure.

If you pick a small, common object, like matches, balloons, or rubber bands, you will have an unlimited supply. If you pick larger things, you are only carrying one of each unless you specify otherwise – and then each item counts separately. Under normal circumstances, you will not lose your possessions. However, if you Fall Down, your enemies (or friends) may take your possessions away from you.

There are two _Superstar rules_ regarding possessions. First, depending on your character, you may be able to count some unusual items as "normal." For instance, Sheerluck Holmes, the famous detective, carries a magnifying glass. For a detective, that's completely normal – so, although it counts as one of his eight items, it doesn't count as one of his four "unusual" items. Second, if you Fall Down and another character tries to take your possessions, he or she will always overlook something – especially if you are going to be imprisoned. You will always be left with something (the Animator decides what) that can help you!

(Usual and Unusual Items charts page 20)

Chapter 5:
How To Do Everything;(page 21)

We're coming along, but we've still got some blank spaces on the Character Sheet! Let's learn a little more about how things are done in TOON. As you can remember from The Cartoon Olympics, you can't do a thing without Skills. And you have a lot more skills than you've used so far.

Skills:

There are actually 23 skills, which are listed on the Character Sheet. Each character has a Skill Level between 1 and 9 in each skill. The higher your character's Skill Level, the better the chance you'll have to use that skill successfully. In the list that follows, and on the Character Sheet, the skills are grouped according to the four Attributes. There are Muscle Skills, Zip Skills, Smarts Skills, and Chutzpah Skills.

Each skill begins at the level of its controlling Attribute. For example, a character with a Muscle of 3 begins with a Skill Level of 3 in all Muscle Skills. A character with a Zip of 5 begins with a Skill Level of 5 in all Zip Skills. And so on. You also begin with 30 Skill Points, which may be added to any skills you want.

Adding one point to a particular skill increases that skill by one level. Example: Fred Bulldog has a Zip of 3. His Running skill, then, began at 3 as well. He spent 5 of his 30 Skills Points to increase Running from 3 to 8. This left him with 25 Skill Points to spend on other skills.

The 30 skill points are used only to increase skill levels, not Attribute levels. It is possible to alter a character's Attributes, but only under very special circumstances. The Animator – or the author of an adventure – can set up situations which will increase or decrease Attributes for the duration of an adventure.

Keep track of the Skill Points you spend, writing the amount spent on each skill beside that skill on your Character Sheet. When you've spent all 30 points, write your final Skill Levels on your Character Sheet. No Skill Points can be saved. No Skill Level can ever be raised above 9, so there is no point in allocating Skill Points to a skill which is already at Skill Level 9. No Skill Level can ever be lower than 1. A player who makes a skill roll of 2 succeeds in using that skill, even if the character has a skill level of 1. In other words, a roll of 2 is an automatic success.

Superstar rule: If a player rolls a 2 when trying to use a skill, the target of the attack doesn't even get a chance to respond (Thus, if your character is fighting with another character, and you roll a 2 on your Fight roll, you automatically hit; your opponent doesn't event get to make a Fight roll back!) A skill roll of 2 always succeeds.

List of Skills:

Here is a list of all the Skills you can have in TOON, grouped according to their controlling Attributes:

Muscle Skills; Break Down Door, Climb, Fight, Pick Up Heavy Thing, Throw.

Zip Skills; Dodge, Drive Vehicle, Fire Gun, Jump, Ride, Run, Swim.

Smarts Skills; Hide/Spot Hidden, Identify Dangerous Thing, Read, Resist Fast-Talk, See/Hear/Smell, Set/Disarm Trap, Track/Cover Tracks.

Chutzpah Skills; Fast-Talk, Pass/Detect Shoddy Goods, Sleight of Hand, Sneak.

List of Shticks:

These are the Shticks that are described on pages 33/36, along with their beginning cost in Skill Points. Remember that if you take a Second Shtick, it will cost 5 points more than usual. If you make up a new Shtick, the Animator will tell you how much it will cost your character.

-Bag of Many Things(5), Change Shape (5), Detect Item (2), Flying (4), Hypnosis (5), Incredible Speed (6), Incredible Strength (5), Quick Change/Disguise (3), Teleport (6), Incredible Luck (3).

Improving Skills and Shticks:

Now, you may be wondering if you can increase your Skill and Shtick levels after you've created your character. Of course you can! Here's where Plot Points come in. As an adventure unfolds, the Animator will award Plot Points. At the end of an adventure, you can trade those Plot Points in for increased Skill Levels! For every 2 Plot Points you spend, you can raise one skill by one Skill Level. If you want to increase a Shtick, you'll have to spend 4 Plot Points to go up one level in the Shtick. For example, let's say Mack the Mouse ended an adventure with 6 Plot Points. (That's quite a few, by the way; Mack must have been in rare form.) He could spend 4 of his 6 points to raise his Hypnosis Shtick from 5 to 6, and then spend the other 2 to raise his feeble Break Down Door Skill from 3 to 4. Or he could spend all 6 points to raise his Break Down Door Skill by 3 points. Or he could save the points for later.

Superstar rule: Superstar players can use their Plot Points to buy "temporary" Shticks. You can spend 3 Plot Points to acquire one extra Shtick (above and beyond the basic maximum of 2) which will last for one adventure.

At the end of the adventure, the character loses the temporary Shtick – even if it was never used. Temporary Shticks are always at Skill Level 5. They can't be increased. Any Shtick on the list (or any new ones you dream up) can be temporary, and they all cost 3 Plot Points when purchased for one adventure! The Animator can just give a character a temporary Shtick – or a character can be given a magic item or wonderful gadget embodying that Shtick. Once the adventure ends the item or gadget goes away. Note that this does not count against the limit of 8 starting Possessions.

Muscle Skills:

Break Down Door; (pg23)

This skill is used to break down a locked door or similar barrier. If it is used successfully, the door is broken, and your character staggers into the room on the other side. This can also be used to break through a wall (leaving a hole in the wall in the shape of your character).
Superstar rule: On a roll of 12, the door wasn't locked at all (or the barrier simply disappears!) In this case, your character goes crashing through the door, doing no damage to it; you, on the other hand, take one die of damage, fall with a SPLAT!, and see stars. Second, two or more characters can combine their Break Down Door skills, hitting a door together. The Animator decides how many characters can reasonably hit that particular door at the same time. All their skill levels are combined into one number and then one player rolls two dice. If the result is less than or equal to the combined number, the door is smashed! This is likely to break down any door quickly! The catch is this: For every extra character that helps break down the door, subtract 1 from the roll that will send them all through the (unlocked) door, taking one die of damage apiece. For instance, if two characters team up on a door, they will go crashing through on a roll

of 11 or 12. Three characters will go through on a 10, 11, or 12. And so on...

Climb;

Any character can climb over an obstacle up to his or her own size without needing to make a roll. For larger obstacles, you must make a Climb roll.
-If you make the roll, you succeed in climbing the obstacle, regardless of its-height. If you fail to make this roll, you fall to the ground, taking one die of damage. (The Animator may add an additional point or more of damage if you fall from a really dizzying height.)
Superstar rule: These basic climbing rules can be modified. For example, a greased ladder, or one with glue on the rungs, would be harder to climb than a normal ladder. If your character tries to climb those ladders – or any particularly difficult obstacle – add two to your roll, making it harder to climb successfully.

Fight;

The Fight skill is one of the most often used in TOON. (See, your mother was right – cartoons are filled with senseless violence!) This skill is used when one character wants to fight with another. But the Fight skill is used for more than just punching. It is used whenever one character tries to make physical contact (of any kind) with another character who doesn't want it. Thus, the Fight skill would be used when one character tries to tie a bow tie on another character who doesn't want it. You simply say you're attacking (or embracing, or whatever) another character. When you do this, you and the other character turn into a blur of motion, from which random fists, feet, starts, and dust can be seen flying. The character you attacked has four choices: fight back, run away, teleport away, or do nothing (and get beaten up).
During a fight, each of the opposing characters attempts a Fight skill roll.

If both fail (or if both succeed) nothing happens. If only one character succeeds, that character does one die of damage to the other. This number is subtracted from the opponent's Hit Points.

If a Fight goes for three actions with neither character doing damage to the other (in other words, if both players miss – or hit – each other three times in a row), the combatants sink to the ground, exhausted. They both miss their next action. The fight ends, and the two characters will have to find something else to do when they return to normal.

Unless the three-action limit is reached, a Fight continues until one of the combatants escapes or Falls Down. If there are more than two characters involved in a fight, you must announce which character is the target of your attack. You can't attack more than one character at a time, but several characters cam, if they choose, gang up on another character. (No one said cartoon characters had to play fair.) If you attack a character who's busy fighting someone else, you automatically inflict damage if you make your Fight roll. This works the other way, too. If you are attacked by a character and you don't attack that character back, you automatically take damage if your attacker makes a successful Fight roll.

If you want to run away from a fight, you can do so simply by saying you're leaving. As you go, all opposing characters get a free swing at you – you can't run away and fight back at the same time. If anyone wants to go after you, you're in a chase and all characters involved start making normal Run rolls. If no one goes after you when you're escaping from a fight, you've gotten away scot-free.

Characters can choose to fight with their bare hands (or paws, as the case may be) or with a weapon – baseball bat, cane, purse, or what-have-you. A character cannot pick up a weapon, or change weapons, in the middle of a fight (though dropping a weapon and fighting bare-handed is okay). Some weapons do extra damage.

NOTE: Guns and thrown items use completely different skills, and are not considered "weapons" for the purposes of the Fight skill rules.

Pick Up Heavy Thing;
Most ordinary items can be picked up without making any kind of a roll. This skill is used to pick up cars, boulders, airplanes, and things like that. If you make a Pick Up Heavy Thing roll, you succeed. If you fail the roll, you fail to pick the thing up, and you cannot try again.

A character who tries a Pick Up Heavy Thing roll, and rolls a 12, manages to get the thing up into the air – and then it falls back down on top of them, doing 1 die of damage.

There is no limit to the weight a character can try to lift. If a 10-ton rock falls on you and you get squashed, you can still get up, balance the rock on your shoulders, and stagger out from underneath it – if you make a Pick Up Heavy Thing roll.

Generally, characters cannot pick up anything attached to the ground, but these are cartoons, after all. If the Animator decides a character can pick up a house by one corner, that's okay!

Superstar rule: There is no limit to the amount of weight you can lift if you're lucky and roll well. But there are two Pick Up Heavy Thing _Superstar rules_ which can make lifting things a lot more interesting. Under the _Superstar rules_, the heavier something is, the harder it is to pick up. If the object weights twice what your character weighs, add 1 to the number you roll when you try to pick it up. If it weighs three times your weight, add 2 to the roll; if it weighs four times your weight, add 3 to the roll; and so on.

For the purposes of this rule, if your character is human-size, assume a weight of about 150 pounds. If your character is

significantly larger or smaller (a mouse or an elephant, say), its weight should be determined by the Animator and included on the Character Sheet with your character description. A mouse-size character won't be able to lift much. (Of course, a mouse with the Incredible Strength Shtick is another story entirely...)

The second *Superstar rule* allows two or more characters to combine their Pick Up Heavy Thing skills to lift something tremendous. The Animator decides how many characters can get around the object. All their Skill Levels are combined into one number and one player rolls two dice. If the result is less than or equal to the combined Pick Up Heavy Thing number, the object can be carried by the group. An item picked up by a group of characters can be carried around but it cannot be thrown.

Throw;
The Throw skill is used to throw anything you can pick up. If the target can't move (if it's a rock or a wall, for example), all you have to do is make your Throw roll in order to hit it. If you roll higher than your Throw skill, you missed.

If you're throwing something at another character, the target character can try to Dodge the thrown item.

If you make your roll, you hit your target. In that case, the thrown item may do damage. Most items – rocks, knives, hatchets, blenders, boomerangs, bricks, fine china, and the like – do one die of damage. IMPORTANT NOTE: Cream pies do no damage at all! However, they Boggle anyone they hit. For more about Boggling, see page 41.

Zip Skills:

Dodge;
This skill Is used whenever a character needs to get out of the way of something. The something can be a bullet (see Fire Gun skill below), an object thrown by another player -(see Throw skill, page 25), a runaway steamroller, or any other inanimate object. It is also used to avoid being ridden by another character (see Ride skill, page 27). Make a Dodge roll to get out of the way.

Superstar Rule: The Dodge skill can also be used to get out of the way of a character running toward you – if your Zip is higher than that of the other character. If you have a higher Zip, you can choose to run away (and get into a chase) or you can Dodge. If you make your Dodge roll, the other character runs past you, or trips or runs off a nearby cliff – whatever the Animator wants. If you fail your Dodge roll, the other character catches you and you lose your next action.

Drive Vehicle;
This skill is used for vehicles of all sorts – cars, trucks, fire engines, steamrollers, spaceships, jet planes, ect. Every time you want to operate a vehicle, get in, start it up, and try a Drive Vehicle roll. If you make your roll, everything's fine and you can drive the vehicle safely. If you fail your roll, the vehicle does something wrong – backs up instead of going forward, turns and drives off a cliff, or something equally outrageous. The Animator decides what happens. If you fail to drive a vehicle successfully – and you survive – you can keep making Drive Vehicle rolls until you Fall Down or succeed.

Superstar Rule: If you Fall Down while driving a vehicle, you have wrecked that vehicle. It cannot be used again unless someone successfully "tinkers" with it (Set/Disarm Trap skill) to get it going again. If the "tinkering" roll fails, the vehicle is

reduced to a pile of scrap, and is totally worthless.

Fire Gun;
This skill is used to fire any missile weapon (handgun, bow-and-arrow, bazooka, cannon, ray gun, etc.). If you make a successful roll, the target is hit unless he or she makes a successful Dodge roll. If the Fire Gun roll fails, you miss, and the bullet (or whatever) vanishes off-screen. If two characters fire at each other at the same time, and both make successful rolls, they both hit each other and do damage! Different weapons do different amounts of damage:

Pea Shooter – 1 point   Shotgun – 1 die plus 1
Water Pistol – 2 points   Bazooka – 1 die plus 2
Bow & Arrow – 1 die   Cannon – 1 die plus 3
Handgun – 1 die   Ray Gun – 2 dice

Animators may add to this list as they like!
Superstar Rule: If a character manages to plug up the barrel of a foe's gun (with a finger, rock, or whatever), a failed Fire Gun roll will result in the gun exploding and the firer taking whatever damage the gun normally does. The gun will then be useless.
Ricochets! If you make your Fire Gun roll and your target Dodges successfully, your bullet will ricochet and may hit someone else. Each player rolls one die (including the target and the shooter). The low roller must then make a Dodge roll – or be hit by the ricocheting bullet.

Jump;
This skill can be used to jump up out of a hole, down from a height, or across or over an obstacle. Any character can jump up to its height straight up (a high jump) or straight ahead (a broad jump) without making a roll.

If you need to jump farther, a successful Jump roll will let you jump up to twice your own height (whatever that is) either straight up or straight across.
-If you attempt a Jump roll and fail, your character will plummet back to earth, slam into the wall, or whatever, taking one die of damage.

Ride;
A character uses the Ride skill when trying to ride an animal (or another character). If your Ride roll fails, you're bucked off (taking one die damage). If you make a successful Riding roll, the animal or character can try a Dodge roll to buck you off. If the Dodge roll succeeds, you're bucked off and take one die of damage. Only if your Riding roll succeeds and the Dodge roll fails can you Ride successfully. If you want to Ride an animal and the animal chooses not to buck, you automatically Ride successfully. You don't need to make a Riding roll.

Run;
Under normal circumstances, all characters can run. (Babies crawl very fast; snakes slither; watermelons roll. Same thing.) The Run skill is used only when there is a race or when one character chases another. When this happens, both characters roll against their Run skill. If both fail or both succeed, the chase continues (unless the chaser decides to call it quits). If the chaser fails and the chased character succeeds, the chased character gets away. If the chaser succeeds and the chased fails, the chaser catches up and can start a Fight (or do pretty much anything else).

Swim;
The Swim skill is used when you want to cross a body of water too wide to jump and too deep to wade across. If you make your Swim roll, you swim. If you fail to make your Swim roll, you fail to swim and take

one die of damage, but you still manage to reach your destination.

Superstar rule: If you fail your Swimming roll, you fail to swim and take one die of damage. You must keep trying to make a successful Swimming roll. Each time you fail, you take another die of damage, until you succeed (in which case you reach your destination), or you take enough damage to Fall Down. (Blub, blub, blub...) You re-enter the game three minutes later, washed ashore where you wanted to be in the first place.

Smarts Skills:

Hide/Spot Hidden;

You can use this skill to avoid detection, set up ambushes, and to hide (or camouflage) items you possess. Any item not hidden is clearly visible; any character who isn't hidden (or Sneaking) can be seen by anybody. You cannot move while you're hidden. Movement or attacks make you visible. (To move without being seen, you use the Sneak skill.)

In order to hide yourself (or something in your possession) successfully, you must make a successful Hide roll. If you roll higher than your Hide skill level, you've failed to hide yourself (or the item).

In order to spot something hidden, you must roll against your Hide/Spot Hidden skill. If you make the roll, you spot any hidden items or characters. If you fail the roll, the Animator just won't tell you whether there's anything hidden in the immediate vicinity.

-Hiding something is not the same as setting a trap. For that, you will use the Set/Disarm Trap skill (see page 29).

Superstar rule: If you fail your Hide roll while attempting to hide yourself or an item, you immediately make a second Hide roll. If this roll succeeds, you realize you are badly hidden (or the item is visible), and you can try again.

But if your second Hide roll fails, you don't realize you (or the item) can be seen by anyone. This second Hide/Spot Hidden roll doesn't count as an action.

Identify Dangerous Thing;

This skill is used to identify something threatening. For example, suppose Dr. Nutzenboltz hands you a steaming, smoking drink. The drink is drugged, of course, but your character won't realize that unless you make a successful Identify Dangerous Thing roll. Or suppose you hand that little stinker, Mack the Mouse, a round, black thing with a sputtering fuse. Obviously, this is a bomb, but Mack will just stare at it until it explodes, unless he makes a successful Identify Dangerous Thing roll.

You also use Identify Dangerous Thing to spot traps – hidden traps, camouflaged traps, any kind of trap. You don't have to say you're looking for the trap. If a trap is nearby, the Animator will tell you to roll (or will roll for you). If you make your roll, you sense that a trap has been set and you can try to avoid or disarm it (see Set/Disarm Trap, page 29).

NOTE: If you're trying to detect something which is hidden but not dangerous, as determined by the Animator, you use Spot Hidden, not Identify Dangerous Thing.

Read;

Most characters can read most of the time without making a skill roll. Only when you are confronted with an unusual document or situation do you roll against your Read skill. Unusual documents might be written in Egyptian hieroglyphics, or any language the Animator decides the players don't understand. Unusual situations include trying to read in the dark, or while running, or while plummeting from a skyscraper. When your character is presented with a document (or sign, or map, or anything else) the Animator has determined cannot be read normally, you must try a Read roll if you want to read it. If you make your roll you understand the document. If you roll

higher than your Read skill level, you can't figure it out.

Superstar rule: If your Read roll fails, the Animator makes a second (secret) Read roll against your skill level. If this second roll is successful (in other words, if the Animator rolls under your Read skill), your character can figure out what the document says. If the Animator's roll fails, you misunderstand the document and the Animator decides how you misunderstand it. For example, a note saying "Mack the Mouse is a fiend" might be misread as "Mack the Mouse is a friend." Or a treasure map might be misread so that your character passes off to the left instead of the right, and searches for treasure in the wrong place. The Animator should not reveal whether the second roll succeeded or failed, but should just tell you what you think the sign says, based on the roll. This second Read roll doesn't count as an action.

Resist Fast-Talk;

You use this skill to resist the effects of Fast-Talk. When a character attempts to Fast-Talk you, you can try to shrug off the verbal assault by making a Resist Fast-Talk roll (see Fast-Talk on page 31). Resist Fast-Talk rolls do not count as actions.

See/Hear/Smell;

This is a general perception skill. It is used whenever characters have the opportunity to spot something which isn't hidden, but which might escape their notice. If, for example, two characters involved in a chase run past a sign, they should each be given an opportunity to make See/Hear/Smell rolls to see if they notice it. (Of course, they might still have to make a Read roll to understand what the sign says.)

-The See/Hear/Smell skill is also used to detect characters who are Sneaking. If a character tries to sneak around you, the Animator gives you a chance to make a See/Hear/Smell roll.

If you make your See/Hear/Smell roll you detect the sneaking character. If your See/Hear/Smell roll fails, the Sneaker is not seen or heard.

Set/Disarm Trap;

What would a cartoon be without a few traps? Camouflaged pits, bird-seed piled high on the ground with an anvil suspended overhead, a birth-day cake with a firecracker in it... Any sort of trap you can imagine can be created in TOON. All you have to do is think up the details of your diabolical trap, make a successful Set/Disarm Trap roll, sit back, and watch the fun! (But watch out – if your Set/Disarm Trap roll fails, the trap goes off too soon, and you're caught in it yourself!) When characters first approach a trap, the Animator will tell each one to try an Identify Dangerous Thing roll. If one of them makes the roll, the group will know there's a trap and one of them can try to disarm it using his or her own Set/Disarm Trap skill. If you don't make your Identify Dangerous Thing roll, you blunder into the trap.

When you do identify a trap in time, you can do two things: go around it, or try to disarm it. Often, there will be no way to go around. (The Animator decides whether or not players can avoid a trap.) Sometimes the only way to go around will involve an attempt to Climb or Jump – and, if you fail the Climb or Jump roll, you take damage from the fall (or whatever), and fall right into the trap. So disarming the trap may be a good idea...

To disarm a trap, roll against your Set/Disarm Trap skill. If you succeed, the trap is disarmed and useless. If you fail, the trap goes off immediately, and you take the damage the trap was designed to do (usually one die, unless the Animator decides otherwise).

The Set/Disarm Trap is also used as a general Tinkering skill. Anytime you want to fiddle with any kind of machinery – taking

something apart, repairing something, or building something from scratch – roll against your Set/Disarm Trap skill. If you make your roll, you've done whatever you set out to do. If you fail, you end up with a useless pile of nuts, bolts, and machine parts.

Superstar rule: Under the _Superstar rules_, if you fail your Set Trap roll, make a second roll. If the second roll is successful, you realize the trap won't work and you can try to set it again as your next action. If the second roll fails, the trap has gone off too soon and you've been caught in it, taking the damage yourself!

Also, Superstar players can try to reset traps, rather than disarming them. If you identify a trap, you can make a Set/Disarm Trap roll to reset the trap so it will be primed for the next character who blunders into it. (This includes the character who set the trap in the first place!) If you make a successful roll, the trap is ready for the next victim. If your roll fails, you're caught in the trap yourself and take whatever damage it was designed to do.

Track/Cover Tracks:

This skill is used to follow any kind of trail left by another character – footprints, tire tracks, train tracks, whatever.

-You can even follow the tracks of someone walking on concrete or flying through the air! If the character you want to follow makes no attempt to cover his or her tracks (or failed the Cover Tracks roll), no Track roll is necessary; you can follow the tracks with ease.

If you want to track a character who did cover his or her tracks, roll against your Tracking skill.

If you make your roll, you can follow the character's tracks even if the tracks were covered. (Only one attempt per character!) If you fail your Tracking roll, the covered tracks can't be followed.

You can also use this skill to cover your own trail. If you make your roll, your tracks can only be spotted by a character who makes a successful Tracking roll. You can't take the time to cover your tracks while you're being chased.

Superstar rule: If you fail to make your Track roll, the Animator makes a second roll against your Track skill. If the second roll succeeds, your character is still on the trail. If the second roll fails, you believe you are still on the trail when, in fact, you have been sidetracked onto another trail – that of a vicious bear, for instance! (The Animator won't tell you until it's too late.)

Chutzpah Skills:

Fast-Talk;

This skill is used to convince other characters to do something... especially something they don't want to do. It includes the ability to make a really moving speech, and the ability to talk so fast and so confusingly your victims have _no idea_ what you're saying! You can use Fast-Talk to con your way past a guard, talk a grocer out of a load of carrots, or convince everybody to vote for you for Mayor.

If someone tries to Fast-Talk you, you can try a Resist Fast-Talk roll to see if you can shrug off the effects. If you make your Resist Fast-Talk roll, you don't fall for the doubletalk. If you're successfully fast-talked and fail your Resist Fast-Talk you have no choice... you must try to do any one thing that the Fast-Talker wants. You can be Fast-Talked into doing the same thing over and over until the character doing the talking _fails_ a Fast-Talk roll. In other words, you can be talked into shooting yourself several times, but one the character doing the talking fails, that character will never be able to talk you into shooting yourself again.

Superstar rule: The Animator should have you give your speech for real, subtracting 1 from your Fast-Talk die roll if the speech is

particularly good, and adding 1 to the roll if the speech is uninspired.

The thing you're trying to convince your victim to do should also affect the die roll. If the task is appealing, the Animator should subtract 1 or 2 from the die roll (making it easier to roll under your Fast-Talk skill level). If the task is unappealing, 1 or 2 should be added to the roll. There should be very little chance of persuading people to blow themselves up, but a good chance of persuading them to take free money!

Pass/Detect Shoddy Goods;(33)

There are times when a player will want to obtain some piece of equipment - a cannon, dynamite, rocket-powered roller skates, anything at all. The Animator should let characters buy just about anything within reason. (Aircraft carriers and space shuttles are to be discouraged.) It shouldn't be hard to get things. And unless the adventure background says otherwise, the Animator should assume that characters have enough money in their Back Pockets to buy anything they need or want.

Players can get things easily, but there's a catch! Goods will often be *shoddy*, and shoddy goods always blow up (or otherwise malfunction) at the worst possible time, if you decide you want something, the Animator should decide where you have to go to get it (the Half-Baked Bakery for a cream pie, the Bust-M-Up Demolition Co. for dynamite, ect.). Then the Animator rolls one die, secretly. On a 1, 2, or 3, the store tries to Pass Shoddy Goods; on a 4, 5, or 6, it offers "good" goods.

Now the Animator knows whether the goods are good... but *you* don't. Any time you want to acquire something, the Animator will have you make a Detect Shoddy Goods roll. If you make the roll, you'll be told the truth about the goods. If you miss, you'll be told "Everything looks perfectly all right."

If you successfully Detect Shoddy Goods, you can reject them, or you can accept them (with an eye toward passing them on to another character). If you fail your Detect Shoddy Goods roll, you accept the goods, not knowing whether they're good or not. (You'll find out when they blow up in your face.)

Stores aren't alone in trying to palm off shoddy goods. One player can try to pass shoddy goods to another. If this happens, both players roll against their Pass/Detect Shoddy Goods. If both characters make their rolls, the buyer accepts the shoddy goods, but senses something wrong with them - he or she will be suspicious. (This may keep the buyer from getting hurt - see below.) If the buyer succeeds and the seller fails, the buyer realizes the goods are shoddy and can insist on getting good goods. If the buyer fails and the seller succeeds, the buyer accepts the shoddy goods without a second thought. If the seller fails to make a Pass Shoddy Goods roll, the buyer doesn't even have to make a roll and can start a Fight, call a cop, or ignore the seller completely.

When a character uses shoddy goods, they will invariably backfire to hurt the user rather than an opponent. For example, let's say a character buys dynamite and a plunger and sets a trap using the dynamite. When the plunger is pushed, the box will explode instead of the dynamite! The Animator is free to decide precisely how shoddy goods misfire, but misfire they will. A character who is suspicious of shoddy goods will not be hurt by the misfire. (The hissing of the fuse in the plunger box will be heard, for example, and the character can run away from the explosion.) The misfire will still occur, however, and the character will still have wasted effort.

Sleight of Hand; (34)
The Sleight of Hand skill is used to palm things, pick someone's pocket, cheat at cards - anything which involves distracting people's attention while doing nasty things to them. If you make your roll, you've done what you set out to do. If your roll fails, the sleight of hand has been unsuccessful, you've been caught, and you can't try again - you only get one shot at being sneaky.

Superstar rule: If you are the target of a sleight of hand attempt, roll against your See/Hear/Smell skill to determine whether you notice the character trying to pick your pocket (or whatever). If you make your roll, the sleight of hand has been detected; if it fails, you don't notice a thing.

Sneak;
This valuable skill allows you to go from tree to tree, bush to bush, or anyplace to anyplace without being seen. You can even walk right in front of another character, in broad daylight, without the other character noticing. Of course, there's the risk of being spotted, but what's life without a few risks? Here's how it works.

If you want to travel from one place to another without being seen, roll against your Sneak skill. If you fail your roll, you're spotted automatically. If you make the roll, you can't be seen by another character unless that character makes a successful See/Hear/Smell roll.

The Shticks

Chemistry (*4 pts.*)

Yes, friends, now you, too, can concoct secret formulae, Generate Acid in your Own Home, and Create Life in a Four-Liter Bottle! Just mix any two substances--Silicon Pyrofoogsulfate, Razzafapalite Potasside, or Seltzer Water and potato chips--whatever you have, you can use it to create almost any Secret Concoction you wish. Any potion or substance on the Bottle Contents table (TOON, page 205) is certainly possible, but no self-respecting Mad Scientist would limit himself to such a small list. The Chemistry shtick can only be used to create liquids (a safety feature against loonies who would try to make an atom bomb by mixing baby formula and spicy mustard). The Animator should assign a one- to three-point penalty for characters daring enough to create very odd substances (such as the fabled Lead into Tuna Fish potion). When the character has access to a real laboratory, with real chemicals (as opposed to orange juice and macaroni) he may have a small bonus--say, two points--applied to his shtick roll.

Clutter (*2 pts.*)

There are some people who just can't stay organized, and always have a drift of papers and books that follows them where-ever they go. Other creatures can't seem to stay clean, and attract dirt like some sort of mud magnet. These are possessors/victims of the Clutter shtick.

There is no need to try and make a shtick roll for Clutter--it's always on.. Cluttered characters are never able to find anything, as any item near them will be buried in their personal messes. In fact, it is virtually impossible for ANYONE to find ANYTHING near this type of character (All within about 10' of the cluttered character must make a See/Hear/Smell roll to locate any given thing). If the cluttered character makes a shtick roll, he can locate just about any item that someone has lost in his mess.

Conjuring (*7 pts.*)

That favorite shtick of magicians and moose alike, Conjuring lets a character summon almost anything his or her little heart desires. All one has to do is reach into a hat, grab behind someone's ear, or chalk a pentagram into the earth, and make a successful shtick roll. The effect is similar to the Bag of Many Things, but there is no bag to lug around, and no size limit on what can be pulled from thin air. ("Hey, Rock--what's that behind your ear? It's an elephant!") As with Bag of Many Things, any really important game items can never be produced. Dramatic failures with the Conjuring shtick should be just that--dramatic. A character conjuring with a pentagram may pull up the Great Catchooloo, if he REALLY fails his roll!

Cosmetic Shift (*4 pts.*)

With a simple shtick roll, a character can use Cosmetic Shift to totally redecorate a room. What once was a gloomy dungeon becomes, abracadabra, a beauty salon! In just a few short seconds, a character can use Cosmetic Shift to completely change the appearance of any given room, no matter what materials are available for decoration. If anyone can see the character redecorating, they will not be fooled by the shift ("Wait! This isn't supposed to be Joe's All-Knight Diner!")

Explosive Body (*4 pts.*)

No player in his right mind would put Explosive Body in with his character's list of shticks. However, only horribly sane characters are in their right minds, so many a budding pyromaniac can--and does--pick up this power with his list of shticks and skills.

When a character uses Explosive Body, he has two options--he may try to explode just a little of himself, or may opt to blow himself entirely to Kingdom Come. If the former is selected, he suffers 1 die of Blowing Himself Up damage, while everyone within about 10 feet suffers 2 dice of explosive damage. If the character decides to thoroughly blow himself up, he will Fall Down, and everyone within about 40' will suffer 4 dice of Really Big Explosion damage. Note that if the character horribly fails his shtick roll, he may not have the option of only blowing up a hand or foot, and will probably incinerate himself completely.

Incredible Beauty (*5 pts.*)

This shtick is normally available only to female characters, unless a player can come up with a really funny reason for giving Incredible Beauty to a male (or neuter--like a very attractive Toyota) character.

Against characters of the opposite sex, Incredible Beauty works as a low-grade Hypnosis--characters under the beautiful creature's influence will do almost anything to keep her happy. The infatuated character cannot be convinced that he is a birdie, and will not suddenly gain the ability to fly--no matter what the temptress tells him. If a character makes her Incredible Beauty roll, she can control any males in the immediate area. ("Oh, I would be SO happy if you would climb to the top of Gitchie Gitchie Goo Peak and fetch me a coconut palm...")

If a character using the Incredible Beauty shtick fails her shtick roll with a 12, she will probably be caught up in some horrible "Perils of Pauline" scenario--a villain might capture her and tie her to a train track, or some other nonsense will occur.

Lycanthropy (*3 pts.*)

"The old Gypsie woman bent over her crystal ball. She peered into the future and shook her head at her client, the now-cursed business executive, Mr. Harold Smith-smith. 'When the full moon rises, and when the wolfsbane blooms chartreuse, you shall have no peace, for you shall become...a moose!'"

Lycanthropy gives the character a whole new personality (and species) which he or she will only assume under the full moon (or under some other silly trigger). This new personality will be an animal if the character was previously a human, but if the character was an animal to begin with, almost any new form is possible. The character's lycanthropic identity--"were-form," as it is sometimes called--will have the same shticks as the original form, but will have new Skills and Hit Points.

Attract Monsters (*4 pts.*)

Whenever a character activates this shtick, he becomes a target for all monsters within about 400 miles! Fun! Any monster would rather attack the character using this power than--say--the juiciest, most beautiful Fay Wrey known to man. Aliens, Werewolves, Werecows, Shlurping Horrors, Elderly Gods, Clamera & Co., and just about everything that anyone could ever think of as a monster will be able to home in on a character using Attract Monster. The monster might not want to eat the character--it could just want to be friends--but that's not as likely (or as fun--Animators enjoy this sort of thing).

If a character fails his Attract Monsters roll really badly, the shtick could activate itself at some really horrible time. That would be...unpleasant.

Short circuit (*4 pts., or maybe 6 pts., or possibly only 2 pts.*)
Is your character plagued by 'techies? Are you allergic to cybernetic implants? Tired and shagged out after trying to catch up with a runaway school bus? Fret no longer, for here is the shtick you've been crying out for! With merely a touch, anyone with Short circuit can give any mechanical/electrical device, from the simplest lever to the most complex computer, Total System Failure!
When a character successfully activates Short circuit and touches a device, roll on the Dramatic Malfunction chart. Zapped devices may be permanently broken or just mildly muddled, depending on the nature of the malfunction.
If a character spends two extra points to make Short Circuit usable on others, he can effectively put a curse on any creature, so that any machine they touch goes kablooey. Alternatively, if a character wants to spend less of his precious skill points, for only two points he can buy Short Circuit, Always Active. The trick, then, will be to NOT blow up machinery, and a successful shtick roll will let the character touch a device without causing its destruction.

Verbal Boggle (*5 pts.*)
Verbal Boggle gives its recipient amazing vocal powers. With a successful shtick roll and a high-pitched scream, a boring lecture or some horribly profane swearing, any (or all) listeners within 40' will be Boggled! This has no effect on characters who are stone deaf or have plugged their ears.

Bag of Many Things (*5 pts.*)
You have a magical bag (or hat, or whatever) in your Back Pocket at all times. (This does not count against your limit of 8 things at the adventure's beginning!) It only works for you. Any time you wish, you can try
to pull something out of the bag. Everything imaginable exists in this bag
— a shovel, a wad of $100 bills, a rhinoceros, an airplane, a can of spinach, you name it — assuming the Animator approves the item you want.
Here's the catch: In order to pull the desired item from the bag, you must roll your Shtick Level or less on two dice. If you make your roll, you get what you want. If you roll higher than your Shtick Level, you get
. . . something else. The Animator rolls on the Random Item/Animal Chart (inside front cover) to determine what has been pulled from the Bag.

Change Shape (*5 pts.*)

Characters with this shtick can change their size, shape, color, texture — any aspect of their physical appearance (while still retaining all of their normal skills and attributes). Thus, a vampire can turn into a giant bat; a human being can shrink to the size of an ant; a parakeet can grow to the size of an elephant. You can turn into a ball, or a boomerang, or a gun, or a strand of spaghetti. A character with red fur can change that fur to purple scales or whatever it wants.

If you make your shtick roll, you succeed in changing your shape. If the roll fails, the shape change fails as well. You turn into something else for three actions. The Animator decides what you turn into (by rolling on the Random Item/Animal Chart, or the Species Table, or by making something up . . .) After three actions, your character returns to normal.

This ability is not the same as the Quick Change /Disguise shtick. Characters who Change Shape are always identifiable as themselves and can't masquerade as anyone or anything else. The way they can be identified depends on the character. Whatever he becomes, a vampire will always have his vampire fangs and bloodshot eyes.

And if good old Fred Bulldog were to learn how to change shape, he would always wear that derby hat, no matter what.

Detect Item (*2 pts.*)

With this shtick you can detect a particular item — chosen at the time you choose the shtick — no matter where it may be. If, for example, your character is a rabbit and you love carrots, you could take Detect Carrots.

Then you could tell instantly if any carrots were to be found in a given area. If you make your shtick roll, the Animator will tell you whether or not your item can be: found anywhere on the scene of an adventure, and the general direction to the item. If the roll fails, you just don't know if the item can be found in this particular area.

This shtick is a bit like radar, and is needed only to detect items out of your sight. If you can see an item, there is no need to roll to locate it.

Flying (*4 pts.*)

You can fly! When you want, you can leap into the air and (if you make your roll) stay there. If you roll your shtick level or less, you can fly to any destination you want. The Animator decides how far your character can fly. No character can fly to Outer Space.

If the roll fails, you plummet to earth, taking damage according to how far you fell (usually one die, or two dice for a really long fall). Each time you try to change direction or do something while flying (like taking something out of your pocket, or dropping a rock), make another shtick roll. If this succeeds, there's no problem. If it fails, you remain aloft, but the action fails. You head in the wrong direction; your pockets empty themselves onto the ground; the weight of the rock drags you to earth; and so on.

Note that a character can sometimes "walk on air," ignoring gravity. This is completely independent of the Flying shtick (see "Illogical Logic" on page 40.)

Hypnosis (*5 pts.*)

You can hypnotize anyone into doing your will. This shtick works like a super Fast-Talk skill. When you try to hypnotize another character, you look into their eyes and say, "You are getting sleepy . . . sleepy . . . sleepy" (or words to that effect). Then you roll against Hypnosis. If this roll succeeds, the character is hypnotized and will do anything you ask — answer questions (in a monotone), walk off a cliff (with arms stretched out stiffly ahead), etc.

If your Hypnosis roll fails, that's it.

You can't try to hypnotize the same character into doing something more than once. Of course, you can try to hypnotize another character, or you can try to hypnotize the first character into doing something else. You just can't try more than once to get a particular character to do a particular thing.

Every time you order your hypnotized slave to do something which is obviously dangerous, you have to try another roll against Hypnosis. If this succeeds, the hypnotized character has no choice but to continue. If it fails, the hypnotized character snaps out of the trance. Characters will also come out of a trance after taking damage — even one point of damage will do it.

A hypnotized character can do anything the hypnotizer says. This is what differentiates the Hypnosis shtick from the Fast-Talk skill. If you tell a hypnotized character he can see in the dark, he can really see in the dark; if you tell your victim she can fly, she can fly — automatically!

It is possible for a Hypnosis attempt to backfire. If you try Hypnosis and roll a 12, not only did you fail, but you accidentally hypnotized yourself. You are now in the power of the character you were trying to hypnotize, and you will remain the slave until you take damage or

complete the task you tried to get the other character to do!

Superstar rule: A superstar hypnotist can try to hypnotize almost anything — not just other characters. Of course, it's harder to hypnotize something unusual. The Animator adds to the hypnotist's roll, depending on the intended victim. You might add 2 for a non-talking animal, 3 for a carnivorous plant, 5 for a robot. This also makes a backfire more likely!

Incredible Speed (*6 pts.*)
successful Run skill roll. If you make your Incredible Speed roll you automatically get away from — or catch — anyone or anything except another character with Incredible Speed. Anyone you run past is spun around and knocked to the ground by your jet-stream. Any characters you knock down in this way lose their next action.

If your Incredible Speed roll fails, you trip or run into the nearest obstacle (character, wall, tree, etc.), come to a sudden halt, and take one die of damage yourself. The obstacle takes no damage — a character stuck its foot out and tripped you; the wall is harder than you are; a tree can spring back and absorb the impact; etc.

Two characters with Incredible Speed can chase each other by making Shtick rolls, just like for a regular race or chase.

If one makes it and the other doesn't, the one who made the roll gets away (or catches up). If both make their rolls, the one with the higher Running skill gets away (or catches up). If both fail to make their rolls, they both take one die of damage, as described above.

When you choose Incredible Speed, decide whether it works on land, sea, or in the air. You can choose only one of these. This means a sea serpent could have Incredible Speed in the water (but not on land or in the air); a roadrunner might have Incredible Speed on land (but not in water or air); and so on. If you want Incredible Speed on land and in the air (or air and water, and so on) you can buy the Incredible Speed Shtick twice, paying a total of 17 points for the two Shticks.

Incredible Strength (*5 pts.*)
Using this Shtick, you can pick up and throw almost unlimited weights if you make your Shtick roll. If you don't make your roll, you're squashed flatter than a pancake, and you Fall Down. Your limits are left up to the Animator. Here it's okay to get ridiculous — maybe that super-strong flea can pick up that elephant! When the Fight skill, Pick Up Heavy Things skill, or Throwing skill is called for, you have the option of rolling against either the appropriate

Muscle skill or your Incredible Strength Shtick.
(This shtick has no effect on Break Down Door or Climbing.) There are risks involved in rolling against this shtick, but the rewards may make the risk worthwhile. If you make a successful Shtick roll in a Fight (and your opponent misses), you do 3 points of extra damage. Your opponent is sent flying high in the air by the force of your blow and hits the ground, Boggled.
If you miss your Shtick roll in a Fight and your opponent makes his or her Fight roll, you're spun around by your own blow and Boggled.
If both players involved in a Fight make (or miss) their rolls, there's no effect. Both blows missed or were intercepted.

Quick Change/ Disguise(*3 pts.*)
You can change nearly instantly into a convincing costume of just about anyone or anything — with a few limitations. You can change any aspect of your personal appearance, but not your basic size or weight. A canary could disguise itself as a parakeet, or a mouse, or perhaps even a cat or a tiny little elephant. It couldn't disguise itself as a full-sized elephant. A man could disguise himself as a bear or a small horse, or maybe a large cat; he couldn't shrink to the size of a canary, or grow to the size of a dinosaur. You have to be hidden in order to make a quick change, but

you can go almost anyplace to hide — a telephone booth, behind a rock, etc. (No Hide roll is necessary, either.) In order to change into disguise, roll against your Quick Change /Disguise Shtick. If you make your roll, you're disguised. In order to see through your disguise, other characters will have to make See/Hear/Smell rolls. If your Quick Change/Disguise roll fails, the Animator secretly rolls one die. On a 1 or 2, you emerge from your hiding place wearing nothing but striped undershorts. On a 3 or 4, you appear in the wrong costume (e.g., a ballerina's tutu). On a 5 or 6, you believe your disguise is in place when, in fact, any other character will see through it immediately, A disguise or costume lasts until you decide it is gone or until something happens that might damage it — it gets wet, for example, or you take damage. If either of these happens, you must either abandon the disguise or make another shtick roll to determine whether the disguise is still in place. Characters with Quick Change/Disguise are assumed to have a limitless supply of costumes and disguise material in their Back Pockets.

Teleport (*6 pts.*)
You can teleport — that is, "blink" instantly — from place to place. However, you can only go to places you can see. All it takes is a successful Shtick roll.
If you make your roll, you teleport, vanishing (possibly in a puff of smoke) and reappearing where you want to be.
If you fail, the Animator rolls one die. On a 1, 2, or 3, you remain right where you started. On a 4, 5, or 6, you teleport someplace unexpected — the worst possible place within sight. Where you end up after an unsuccessful Teleport roll is determined by the Animator.
You can teleport out of a fight. Whenever you think you're about to get clobbered, you can teleport away, making your opponents look silly — flailing away at empty space isn't very dignified — and causing them to lose their next action. Because you vanish instantly, they do not get a last chance to hit you, as they would if you simply ran away.

Incredible Luck (*3 pts.*)
This Shtick gives its possessor a chance to avoid danger before it strikes. The Incredible Luck Shtick roll may be used instead of a Dodge roll when the character is the target of a gun, for instance. Instead of dodging, the lucky character bends down to pick up a dollar bill — and the shot goes overhead.

When the "lucky" character is faced with a great hazard (avalanche, runaway truck, stampeding buffalo, or whatever),

the Animator can allow a roll to see if something lucky happened. The Animator never has to allow a roll; nobody is lucky all the time.
If an Incredible Luck roll is allowed, and is successful, the Animator should describe what strange thing happens to save the lucky character. If the roll is failed, the Animator can describe that.
-"The rocks are falling all around you, but none of them hits you. They pile up all around you.
The dust clears. You climb over the rockpile . . . and the last rock falls down and hits you on the head."
Incredible Luck can help out in another way. Once per game, when the
Animator is about to decide something randomly, a lucky character can
say "I feel lucky!" and try the Shtick roll. A successful roll means that the Animator has to let that character decide what happens! A failed roll
means the character's chance is lost for that game.

Chapter 6:
Fine TOONing

You know everything there is to know about creating cartoon characters. You're ready to play. Now, what if you want to take a turn as Animator? Here are some hints which will help you to be a great Animator - and a better *TOON* player too. Before a session of play begins, the Animator (usually the person who owns the rulebook) sets up an adventure. The more players in an adventure, the longer the game will last. For a Short Subject, allow 20 minutes per player; a Feature Film runs 30 minutes (or more) per player because there are more things to do in it. If the Animator is running two players through a Short Subject, the game should last about forty minutes. If the same two players run through a Feature Film it will last an hour (or more, if the Animator wants it to).

At some point, you will probably want to write your own scenarios, but for now, it will be simpler to use one of the adventures provided with these rules.

A good *TOON* scenario includes several elements. The most important of these are *Cast Of Characters, Location, Situation, Goals,* and *The Plot,* The Animator must give some thought to each of these. You'll want to tell your players some of the information in advance - but don't give away any surprises!

The *Cast Of Characters* is a list of Non-Player Characters the players will run into. Pick your NPCs so they seem at home in your adventure. Important NPCs should be created just like player characters - give them full and complete character sheets. (It's okay to pick the Attribute Levels for your NPCs. and you can ignore the 30-Skill-Point limit. You can even give them Skill Levels higher than 9, though you shouldn't do that often.) Lesser NPCs can be sketched in a bit less detail; just write down their attributes and those skills you expect them to need during the adventure.

You will also need to figure out what the NPCs will do and how they will react to the players. Give all NPCs Beliefs & Goals.

The cast list should also include some guidelines about the number and kinds of *player* characters appropriate to the situation. For example, *The Better Housetrap* (see page 57) is a lot more fun if a couple of the player characters are Natural Enemies. Also, if the characters need to have any special possessions (ray guns, grandfather clocks, whatever), this is the place to mention it. If the players are going to need any particular abilities for this adventure, you'll have to tell them in advance.

Now describe your *Location.* Is your adventure set in Transylvania, a desert island, or in the jungles of Africa? The setting will often determine the sorts of characters your players will want to play, as well as the NPCs they'll meet. (You're unlikely to find a ferocious tiger in Transylvania, but you're quite likely to run into a vampire or a mad scientist.) There are four basic locations in *TOON* - Anytown, Outside of town, the City, and Outer Space.

The *Situation* is just what it sounds like - a broad outline of what you expect to happen to the characters. If the location is a desert island, how did they get there? Were they shipwrecked? Are they hunting treasure? Did they take a wrong turn and end up lost with no way to get home? When you set up the basic situation, you should tell the players exactly what their *Goals* are. Make sure your players know exactly what they're supposed to do during the course of an adventure. Are they supposed to find their way home? Are they supposed to make a monster Fall Down twice? Are they trying to get into a well-guarded mansion to deliver a message? Make sure your players know. Otherwise, they'll just flounder around, running into random traps and NPCs.

Finally, spice things up a bit in your description of *The Plot*. This is where you flesh out the adventure, putting obstacles in your players' paths. What problems do the players have to solve? How can they find the rare bird they've been sent to catch? What sorts of trouble can they get into as they search? How can they convince the bird to come with them? What sorts of defenses does the bird have? And so on. When you actually sit down to play, you'll want to give your players a "briefing," telling them the basic situation and their goals. If you have more than three or four people playing, you might want to tell players to work together to achieve those goals, even if this conflicts with their individual Beliefs and Goals. This will help keep the characters working and travelling together, which is important when a large group is playing!

Places To Go

TOON geography is a little weird, Characters can start out in Moose Jaw, North Dakota and end up on the moon in the blink of an eye... and one wrong turn at Albuquerque inevitably leads to trouble.
In *TOON* you can travel to one of four basic locations: Anytown, Outside of Town, The City, and Outer Space.
Anytown is the center of the *TOON* universe, a sleepy little halet with all the small-town charm your characters could desire. There's room for a jail, a bank, a general store, a bakery, a library, and lots of people... hunters, politicians, shop-keepers, you name it. Anytown can be pretty much whatever you want it to be (except a big city).
If you want your characters to run into a construction crew, a subway system, high-rise apartment buildings, rush-hour traffic, a symphony hall, department stores, and big crowds, send them to The City.
And then there's Outside of Town. There you'll find suburban developments, farms, rolling countryside, nature at its unspoiled best.. But you'll also find Sherwood Forest, Darkest Africa (and Lightest Africa), and Transylvania. If your characters want to go to the Stone Age, just send them Outside of Town, and there they'll be - back in the Stone Age. If you want them to run into a knight in shining armor, just have them head Outside of Town, and they'll be back in the days of King Arthur. Everything on Earth that isn't in Anytown or the City can be found Outside of Town.
But there's more to the *TOON* universe than our own backwater planet. In Outer Space you'll find the Moon, all the planets, the Milky Way, and the *entire universe!* Just send your characters to the Rocket Launch Pad (which is, as you've no doubt guessed, Outside of Town) and blast off!
Feel free to add anything, any time, or any place you can think of to the *TOON* universe. Remember, cartoon characters can go anywhere.

Uh Oh! I Didn't Expect *That* To Happen! (page41)

Animators will often have to invent NPCs, descriptions of terrain or buildings, and so on, on the spur of the moment. It is both impossible and unnecessary to think of everything before the game begins. If you're ever confronted with a totally unexpected situation or you're unsure about what to do next, use the *Fifty Percent Rule:*

> *When in doubt, roll it out!*

Anytime you can't figure out how an NPC will react to something the characters do, or anytime you don't know precisely what will happen next, reduce the situation to a Yes-No question. Are the keys to the jail cell hanging right next to the cell? Can any of the characters reach the big red button marked "Do not push"?
Does the store have any carrots in stock? Are there any people on the street?

Once you've reduced the situation to a Yes-No question, roll one die. If you roll a 1, 2, or 3, the answer is "Yes," If you roll a 4, 5, or 6, the answer is "No." Shout, roll your eyes, and generally act crazy, and the players may not even notice you've pulled something from thin air.

This is a really handy rule, so don't forget to take advantage of it. (Of course, this should not substitute for preparation on the part of the Animator. Use the Fifty Percent Rule only when necessary.)

But what happens, you say, if a situation arises where none of the Skills or Shticks seem to apply? The Fifty Percent Rule won't solve that problem. There will be times when a player wants to do something which isn't covered by any of the Skills or Shticks - for example, there is no Skill or Shtick for balancing on a tightrope. It wouldn't be very fair just to give every character a fifty percent chance of balancing. When a situation like this arises, you can do one of two things.

1. You can pick the Skill or Shtick that seems *closest* to what the character wants to do. The player would then make a normal Skill Roll against that Skill to determine whether the attempt succeeds or fails.

2. You can have the player make an *Attribute Check*. In this case, the Animator decides which of the character's Attributes affects what the player is trying to do. In the case of a tightrope, this would be Zip (which translates, in this case, as dexterity). The player rolls two dice against the chosen Attribute. If the player makes the roll, he or she succeeds, just as though it were a regular Skill Roll. Failing to make the roll means - you guessed it - failure.

For example, a character with a Zip of 4 who tries to walk a tightrope would have to roll 4 or less to balance successfully on the tightrope; on a roll of 5-12, the character would fall off.

Superstar rule: You can vary the number of dice the player rolls in making an Attribute check. Just one die is rolled if the feat is easy to perform. Roll two dice for an "ordinary" task. Roll three dice for something just amazingly difficult. A mouse trying to balance on that tightrope would roll just one die; a hippo would definitely have to roll three.

Sound Effects

WHOOSH!!!
  KABOOM
    SPLAT!!!
      SPROING!!!

A game of *TOON* should "feel" as much like a cartoon as possible. Rules can tell you how to create characters and situations, but only you can make funny noises. And funny noises will make everyone feel like they're in a cartoon.

There's nothing like a well-timed **KABOOM!!!** To liven up a *TOON* session. A good *SPLAT!!!* Will have everyone rolling in the aisles. And a **"glub, glub, glub"** Is just the thing to make a failed Swim roll memorable.

Here are some good cartoon sounds. At appropriate times during the course of an adventure, you'll want to deliver these at the top of your lungs. Don't be shy, if your neighbors don't complain, you're not playing *TOON* right!

Zap!

Rumble, Rumble, Rumble, Rumble, Rumble, Rumble, Rumblr, **RUMBLE,**

R U M B L E, THUD!!!...

Squeak
Mmmmmmmmmmmmmmmmmm,..
MMMMMMMMMMMMMMMMMMMM!!

Slosh, slosh, squish, slosh, slurp
Zing!

Ta-pocketa-pocketa-pocketa

Buzzzzzzzzzzzzz

Whap!

Drip . . . drip . . . drip , . ,

Brrrrrring!

Ribbet!

GONGGGG!

Flubb-flubb-flubb-flubb-flubb

Schwooooooooooooop!

ZZZZZZZZZZZZZZT (Usually followed by OUCH!)

Phhhht!

SPLASH!

Gurgle, gurgle, gurgle

Glub, glub, glub

Ugh!

Argh!!

Oooooof!!!

Yeowch!!!!!

AAAAAIIIIIIIEEEEE!!!!!!!!!!!!!!!!!!!!!!

WEEEEooooooooooooooooooooooo..... Thud.

P-b-p-b-p-b-p-b-p-b-p-b-p-p-r-r-r-ttttt!

These last two, if you didn't recognize them, are (a) the long, low, whistling sound of a character falling... and falling... and falling... and landing, and (b) the famous Bronx cheer, or razzberry.

Use your imagination. Drop your inhibitions. Act crazy and do it as loudly as you can!

Illogical Logic (page 42)

Characters can sometimes do things which are "impossible," but which possess their own bizarre logic. For example, an ostrich being chased might stop and plunge its head into the sand. In this case, the chasers might stop, look around, and fail to see the ostrich!

Even though the ostrich is in plain view, it is convinced that if it can't see its pursuers, they cannot see it.

In the *TOON* universe, there's a chance the ostrich might be right!

If you want to try something like this, roll two dice against your Smarts score. If you *fail* the roll - if you roll *higher* than your Smart score - your action *succeeds,* because you're not smart enough to realize it shouldn't work! But if you make your Smarts roll, you're too smart for your own good. The action doesn't work, because you're smart enough to realize it won't.

For example, *gravity* only affects characters who realize it ought to. If you run off a cliff on one side of a chasm, you'll be able to run clear across the other side, *unless* you realize there's nothing but air under-foot! This is the kind of situation in which you will roll two dice against your Smarts score. If *you fail* your roll, your character notices nothing wrong and can continue running on air. If you roll lower than your Smarts score, you're bright enough to realize you should fall, you'll stop, look down, and plummet to your doom.

Another example - if you're underwater, you can roll against your Smarts score to see if you notice. If you make your roll, you notice you're underwater, take one die of damage, and pop to the surface sputtering for air. If you fail the Smarts roll, there's no problem - you're too stupid to realize what's going on, and you can breathe underwater to your heart's content.

There are just a few examples of Illogical Logic; others will crop up as you play. Just remember this simply rule:

*Sometimes being dumb is a good thing - especially in **TOON**.*

Cause and Effect

What works for one character in *TOON* won't always work for another. Just because *your* character gets across a river by hopping into a cannon and shooting across, it doesn't follow that *another* character can do the same. (The other character may find that the cannon blows up, or something equally silly.) Or let's say you get involved in a fight and blow a whistle. The first time you try this, you may find a dozen policemen rushing to the rescue. The next time you try the same trick, the same policemen might show up and beat you senseless with nightsticks. Similarly, the expected won't always happen in *TOON.* A character who steps out into the street to hail a cab may actually get a cab... but it's quite possible that an ocean liner or an airplane will show up.

The Animator decides what happens each time a character tries something. If you don't have anything specific planned, you can roll one die. On a 1, 2, or 3, the expected result happens; on a 4, 5, or 6 something totally unexpected (or exactly the opposite of what is expected) happens.

Cartoony Things (page 42)

Lots of things happen in cartoons that you just don't see in the real world. That's part of the fun of cartoons. Here's a list of cartoony things you can incorporate into your *TOON* games.

Instant Mail

How many times have you seen a character put a letter in a mailbox and POW! The response comes instantaneously? Happens all the time. This way, characters can order all sorts of goodies by mail - traps, maps, birdseed, earthquake pills, uniforms, encyclopedia sets, anvils, catapults, toll booths, do-it-yourself airplane kits, you name it.

Of course, it isn't quite as simple as saying, "Hey, I want to mail a letter." In Anytown or the City, there'll always be a mailbox handy. Outside of Town or in Outer Space, the Animator should use the Fifty Percent Rule to determine whether there's a mailbox in the neighborhood. Once you've found a mailbox, you can post a letter, order an item, and wait for the package to arrive in time for your next action.

But there's a risk involved. For one thing, there is always a risk that a mail order company will try to Pass Shoddy Goods on an unsuspecting character. The Animator rolls for the company, which will try to Pass Shoddy Goods on a roll of 1 through 4 on one die. The player ordering the products must take a Detect Shoddy Goods roll or be taken in.

Independent Shadows (page43)

If the Animator chooses, shadows can come to life and act independently of the characters who cast them (This is particularly effective if a character is "shadow boxing.") A shadow has limited mobility - it can't leave the surface it's been cast on. But as long as it remains on that surface, a shadow has all the Muscle and Zip skills of the character who cast it. A shadow can hit anything that comes within arm's reach, but it can't be hit. A character who tries to hit a shadow hits the surface it's cast on instead, and takes one point of damage. Shadows are always controlled by the Animator, never by the player whose character cast the shadow. (This suggestion can also work for reflections in water or a mirror.)

Instant Find Print

No one ever reads the fine print on documents, so who's to say what's written there and what isn't? This can come in handy if you happen to have brought along a contract, law book, or something of the son.

In order to use fine print to your advantage, produce the document, write on a piece of paper what it is you want a character to do, and then make your Fast-Talk roll, the other character is legally bound by the document. At this point, you reveal the fine print. The character must obey the contract and do whatever you wrote until he or she Falls Down. Falling Down cancels any and all contractual agreements. If you lose the contract with the Fine Print on it, the agreement is also canceled.

A character who refuses to abide by the terms of a contract is immediately set upon by a dozen policemen and beaten senseless.

You're limited in the number of times you can use this little trick - only once every adventure (unless the Animator says you can do it more than once or forbids it altogether).

Sawing Holes/ Sawing through Branches

Any time a character saws a hole in a floor or through a tree-branch, the Animator applies the Fifty Percent rule. On a die roll of 1, 2, or 3, the character saws a hole in the floor or through the tree branch - which falls. On a 4, 5, or 6, the floor surrounding the area being sawed falls, leaving a circular piece of floor suspended in mid-air - or the tree falls, and the branch remains hanging in mid-air.

Cartoon Coincidences (page 43)

In a cartoon, coincidences are normal. If you set a trap on a jungle trail, that's sure to be the trail everyone else will walk down. If you dig a hole randomly, you may find the treasure on the first try. Anyone you meet can give you directions to anyplace you want to go. The Animator can stretch "accident" and "coincidence" beyond all reason, any time it makes something silly happen (or even if it just advances the plot).

Boggling

A character who is presented with something totally unexpected will be *Boggled*. A Boggled character can use no Skills or Shticks, but must stand stock still, staring off into the distance, wearing a foolish expression. The Boggled character also loses one action - the other characters get a free action while the Boggled character stands helpless!

The Animator determines when a character is Boggled. If, however, a player (*not* a character) breaks down in hysterical laughter, that player's character is *definitely* Boggled. Similarly, if aplayer (*not* a character) is struck speechless for a moment, because something totally unexpected has happened, that player's *character* is Boggled. And a Cream Pie in the face will always Boggle somebody!

Characters and Non-Characters

In the *TOON* universe, there are animals and there are *animals*.

Players can take on the roles of animals with Attributes, Skills, and, perhaps, Shticks. But there are just plain "real" animals too. Any animal that talks is a character; any animal that doesn't talk is just an animal.

Real animals cannot Read, Fast-Talk (or be Fast-Talked), or Pass/Detect Shoddy Goods.

Other decisions on what they can or cannot do are left to the Animator.
This becomes important in cases like this: What if Fred Bulldog fell in love with a "real" French poodle? He might try spouting love poems to her, but that wouldn't get him anywhere - all she wants is a bone. Or suppose Fred is a matador in a bullring. The bulls he fights will probably be *real* bulls - dumb and mean. And the chickens you'd find in a farmer's backyard would probably just be chickens. Chances are they wouldn't have any direct effect on the outcome of an adventure, as a rule of thumb, if it would slow down the adventure to make an animal a character, it should be a "real" animal instead.

Inanimate Objects

List of ACME products to extrapolate from:
- ACME Super outfit
- ACME Earthquake pills. Why wait? Make your own Earthquakes- loads of fun!
- ACME Iron bird seed One pound
- ACME Integrating Pistol
- One Thousand Tornado Seeds JUST ADD WATER
- ASSORTED PICNIC ANTS
- ACME TRIPLE-STRENGTH FORTIFIED LEG MUSCLE VITAMINS FAMILY SIZE
- ACME ADDING MACHINE
- ACME ALL-PURPOSE FARM IMPLEMENT
- ACME ANTI-NIGHTMARE MACHINE
- ACME ANVIL
- ACME ASPIRIN
- ACME AXLE GREASE
- ACME BALLOON
- ACME BAT-MAN'S OUTFIT (BRIGHT GREEN)
- ACME BILLBOARD
- ACME BLASTING POWDER
- ACME BOOMERANG
- ACME BRIDGE BUILDERS
- ACME BUMBLEBEES
- ACME CEMENT
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