Cartoon Physics

Fighting Profiles

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Strike | Block | Shoot | Dodge | Zap |
| Oaf | MS+3 | ST+3 | RS+2 | RS+2 | CW+0 |
| Wily | SW+1 | RS+2 | RW+3 | SW+3 | RW+1 |

Special Mechanics

Powers

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Cost** | **Rng** | **Acc** | **AoE** | **Burn** | **Effects** | **Enhancements** |
| Anvil Drop | Ars | A | 20 | 20 | 0 | 1 tgt | 5 | * 2d8 + Power Physical Smashing Damage * An anvil drops from the sky onto your opponent | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / +0B / 10P * Dmg Die / x3 / +1B / 10P * Dmg Die / x3 / -2A / 10 * Range / x3 / +0B / 10P |
| Break the Fourth Wall | U | N | 30 | -- | -- | Self | E | * Once a session, you can burn an energy and take an immediate free move * Alternately, you can ask the GM a question about the current situation and he has to give you a truthful, one-word answer | * None |
| Don’t Look Down | M+ | + | 10 | -- | -- | Self | 1 | * While running, you can attempt to cross gaps * To cross a gap, you can choose to either succeed in a Power save, or FAIL a Wit save * Failure to cross a gap results in a fall * Each round you remain over the gap requires another save * You may also use this power if you are knocked from a surface and would otherwise fall * If you make your roll, you do not realize you are supposed to fall, and can run next round as normal to return to solid ground | * Burn -1 / x3 / +0B / 10P * Save or Save DL +2 / x3 / +1B / 10P |
| Exit Stage Left | M | M | 20 | -- | -- | Self | 1/E | * Run 12 * If you burn an energy, you can use this move to disengage from melee without taking opportunity attacks | * Burn -1 / x3 / +0B / 10P * Move / x3 / +1B / 10P |
| Hammer Space | Amt | A | 20 | -- | 0 | 1 tgt | 3 | * 2d8 + Muscle Physical Smashing Damage * Can be easily concealed and pulled from seemingly out of nowhere * The hammer cannot be used when Restrained, but does not otherwise act as a Device (it cannot be taken away, or destroyed) * If you lose the hammer, you can instantly pull another out of thin air | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / +0B / 10P * Daze – Attacks get Daze (Muscle, Wit) * Dmg Die / x3 / +1B / 10P * Dmg Die / x3 / -2A / 10P * Flatten – Attacks get Prone (Muscle, Wit) * Witty Hammer – You use Wit instead of Muscle as the damage die / x1 / +0B / 10P |
| Instant Change | U | N | 20 | 20 | -- | Self | 0 | * You are proficient in disguise * You get +4 to disguise checks * If you are out of the line of sight of all parties that are looking for you, you can change disguises as a free action | * None |
| Painted Tunnel | U | F | 20 | 20 | -- | 1 surface | M | * You take a round, and set an energy aside to draw a tunnel on an object with a flat surface and designate another spot on that object, up to 20 hexes away, as the other end of the tunnel * For you and your allies, the two spots are adjacent, and when you move through the entrance of the tunnel, you appear on the other end * The tunnel is one way; you cannot return through the painted end once you enter * Enemies cannot pass through the tunnel and those that try will find it solid * Any enemy trying to pass through takes 4d6 Physical Smashing Damage (Wit) * The tunnel can be maintained as long as you like, and it can be destroyed as a free action | * Choo Choo – At any time, you can destroy the tunnel and call a large vehicle back through the entrance. The vehicle travels in a straight line out of the entrance and across the map. Any enemy in that line takes 6d6 Physical Smashing Damage (Reflex, Wit) / x1 / +0B / 20P * Nice Ride – You can be riding the vehicle and end up in any hex adjacent to the Choo Choo’s attack as a free action / x1 / +0B / 20P |
| Singed Hair | V | C | 20 | -- | -- | Self | 0 | * When faced with Fire, Electric, or Explosion damage, you may Resist(1) * If you Resist the damage, you must take Charisma -2 and Wit -2 for the rest of the battle | * Resist +1 / x2 / +0B / 20P |
| Special Delivery | U | N | 30 | -- | -- | Self | 0 | * You can produce tools appropriate to any of your proficiencies from out of thin air * Skills +1 * 4/12 chance to have a bizarre device to assist you in any specific situation | * Excuse Me, Pardon Me – As a full action, you can call for a delivery in the middle of combat for a burn cost equal to your proc chance. The delivery man comes, and interrupts the fight, causing all combatants in 4 rad to be Stunned (Wit) / x1 / +?B / 20P * Proc +1 / x5 / +0B / 10P * Skill +1 / x1 / +0B / 10P |
| Squished Flat | Vm | C | 20 | -- | -- | Self | 0 | * When you are hit by Smashing damage, you can choose to have Resist Smashing(1) if you allow yourself to be knocked Prone | * Resist +1 / x2 / +0B / 20P |