Cartoon Physics

Fighting Profiles

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Strike | Block | Shoot | Dodge | Zap |
| Oaf | MS+3 | MT+3 | RS+2 | RT+2 | TW+0 |
| Wily | MW+1 | RS+2 | RW+2 | SW+3 | CW+2 |

Special Mechanics

Powers

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Name** | **Category** | **Cost** | **Burn** | **Effects** | **Enhancements** |
| Anvil Drop | Attack, Ranged, One Target | 20 | 5 | * Damage (2d8 + Power) (Physical, Smash) * Range (20) | * 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 | Utility | 30 | E | * Take an immediate Free Full Move * Alternately, you can ask the GM a question about the current situation and he has to give you a truthful, one-word answer * Use once per session | * None |
| Don’t Look Down | Adder, Movement | 10 | 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 * Each round you remain in the air, you need to make/fail your save | * Burn -1 / x3 / +0B / 10P * Save or Save DL +2 / x3 / +1B / 10P |
| Conditional | -- | 1 | * When knocked from a surface, activate this power to avoid the fall * If you make/fail your save, you can run to safety in subsequent rounds |
| Exit Stage Left | Movement | 20 | 1/E | * Run (12) * Overland (3) * By burning an energy, you can disengage from melee without taking opportunity attacks | * Burn -1 / x3 / +0B / 10P * Move / x3 / +1B / 10P |
| Extendo | Adder, Melee | 20 | 2 | * Stretching (3) | * None |
| Hammer Space | Attack, Melee, One Target | 20 | 4 | * Damage (2d8 + Muscle) (Physical, Smash) * Cannot be used while Entangled, or Restrained, but cannot be taken away like a device | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / +0B / 10P * Daze – Attacks get Daze (Muscle, Wit) * Dmg Die / x3 / +1B / 20P * Dmg Die / x3 / -2A / 20P * Flatten – Attacks get Prone (Muscle, Wit) * Witty Hammer – You use Wit instead of Muscle as the damage die / x1 / +0B / 10P |
| Instant Change | Trait | 20 | 0 | * Skill (Disguise CW) (4) * Instant Change | * None |
| Kapow! | Trait | 20 | 0 | * Your melee attacks come with colorful visual effects * Each time you hit someone with a melee attack, you collect a Kapow! Point (max 3) * On a successful melee attack, you can spend 1-3 points, with each point giving you   + Damage (1)   + Knock Distance (1)   + Proc (1) | * Max Kapow! +1 / x2 / +0B / 10P |
| Painted Tunnel | Utility, Full Action | 20 | 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 | Trait, Conditional | 20 | 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 | Utility | 30 | 0 | * You can produce tools appropriate to any of your proficiencies from thin air * Skill Bonus (1) * Alternately, you can use this power to have a 4/12 chance to have any bizarre device to assist you in any specific situation. You can only try this once per scene | * Acme Delivers – Instead of stunning your opponents, you can use Excuse Me, Pardon Me to deliver a useful item that grants you a power of up to 20 power points from another powerset / x1 / +6B / 20P * Excuse Me, Pardon Me – Once per combat, as a full action, you can call for a delivery (of something useless and silly) in the middle of combat. The delivery man comes, and interrupts the fight, causing all combatants in 4 rad to be Stunned (Wit) / x1 / +6B / 20P * Proc +1 / x5 / +0B / 10P * Skill +1 / x1 / +0B / 10P |
| Squished Flat | Trait, Conditional | 20 | 0 | * When faced with Smashing damage, you may Resist (1) * If you resist, you become Prone | * Resist +1 / x2 / +0B / 20P |