

Chapter 1 : Cartoon Action Hour: Season 3 by Spectrum Games â€™ Kickstarter

If it was in the retro-toons, it's in Cartoon Action Hour! The game has garnered an extremely loyal fan base since the first edition (or Season 1) was released in and was even nominated for "Best RPG" at the Origins Awards.

This prompted Z-Man Games to offer to publish the game as a hardcopy edition. The material from the PDF was revised and expanded upon for the print version. Season 1 Cartoon Action Hour implements a relatively simple ruleset. The core resolution system revolves around rolling a d12 , adding a number to it, and comparing it to a Difficulty Number. If the result equals or exceeds that Difficulty Number, the character succeeds in the task at hand. Characters with a Trait rating of 4 may have another number in parenthesis, ranging from 2 to 5. This super-rating allows the player to roll more than one d12 when testing that Trait, taking the best result. Special Abilities Superpowers, magic spells, vehicles, weapons, armor, racial abilities, animal companions, psionic abilities, and magic artifactsâ€™They can all be created using the Special Ability creation rules. Each Special Ability is designed by picking and choosing appropriate "components" that define it. For example, an energy blast would need the following components: Damage Rating and Range. This can easily be customized further by adding other components and modifiers, thus making the Special Ability truly unique. Reflecting the Genre Every facet of Cartoon Action Hour was created with an eye toward faithfully depicting the subject matter, using what the authors refer to as "cartoon logic". A few examples of this are as follows: Characters cannot be killed. Characters can die in a "Movie" episode, however, even there character deaths are not common. Huge weapons such as bazookas , rocket launchers , etc. In the cartoons, such weapons tend to blow vehicles to smithereens, but when it comes to characters, these weapons usually just hit near them and the impact from the explosion merely sends them flying into a wall. Characters receive experience for participating in After-Show Messages " And Knowing is half the battle! The rules institute a quick and entertaining way for characters to fight those swarms of nameless henchmen such as Cobra Vipers from GI Joe. These minion groups have a single score called Goon Factor, which acts as the Difficulty Number for fighting them. Success means that the character dispatches them and the player gets to decide howâ€™like pulling the carpet from under their feet, shooting the ceiling and thus trapping them beneath the resulting rubble, and so on. Failure means that the characters are overwhelmed and are captured. Reception Reviewer Matthew Pook noted that "the look of Cartoon Action Hour belies its origins as an amateur publication. Its layout is overly cluttered and fussy, with its desktop publishing style readily apparent" and "there should be something to please anyone who is a fan of the genre within the pages of this book. Plus the rules and mechanics are nicely simple, making it easy to get into and play up to the epic heroism of Cartoon Action Hour". On December 16, , the print version of the book was placed on Lulu. The rule book feature three series, "Warriors of Cosmos" a science-fiction fantasy in the style of "He-Man" , "Strikeforce Freedom" a "G. Joe" with Cobra being replaced by a spider-theme terrorist group and "Transbots" a "Transforming Robots" series in which the robots are built and work for rival companies.

Cartoon Action Hour is a role-playing game (RPG) designed to emulate classic action-adventure cartoons, such as ThunderCats, He-Man.

Did she get all the Galaxy Police agents? Maya remarked, "Who either did this was very mathematical in doing so. Beside getting most of us -- the Galaxy Police: Does anyone got a theory -- the more crazy, the better? Does a person come up? Who is this person? A Rubberian mayor know for growing rubber trees stretch his head upwards to Maya and said, "I think this got to some with the Commander Skull and his Terrorians. They had been really quiet for the past few years. The Weirda sector is where laws of space history are bend beyond the imagine of anyone of us. The person who lead the fight was Jason Bravesteel. Curr said, "Did we get the big boss? Is the boss with someone? Is she carrying something that might proof this was a Terrorian plot? Is the boss female? Everyone saw two large humaniods walked side-by-side. They know them as the bossess of the Galaxy Police. One of them was female and one of them was man. They were Twinorians, people from the planet Twinora. The female Twinora alien said, "That Rubberian maypr had gotten The right idea on this like plot. Everyone know it was the logo for the Commander Skull and his Terrorians. Maya said, "Do you want me to deal with it? But as least take five crew members for a ship As we been recalling our ships and having the Star Guard remove Maya first pick is Tazia, a Bookalian Galaxy Police agent with knowledge in both logic and painting. Famous Electronic Engineering Technician. After bit of talking between the twin bossess and a Star Guard higher-ups, the Star Guard high-up stated, "Maya. You can count Lt. Sorron as member of crew. Do we have a good ship to use yet? We got the element of surprize this time:

Chapter 3 : The Other Side blog: Review: Cartoon Action Hour: Season 3

Spectrum Games is pleased to announce the release of the Cartoon Action Hour: Season 3 GM Screen Inserts! These 11" by 11" inserts can be slid into a customizable landscape-oriented GM screen or printed directly onto cardstock to create a dedicated stand-alone screen.

If there is enough interest. I even went and bought the latest ruleset The game emphasizes fact paces interesting narrative over any sort of realism or verisimilitude. Good guys get captures, enemies run away in shame, that sort of thing. Characters are defined by a series of traits with a numerical value within a set point buy parameter and by qualities. They are descriptors that the player makes up to explain what their character is like. There is a few other rules but to put it simply you basically have to narrate to your GM what your character is attempting to do and how one of their traits apply. I think it is a system that could be uniquely fitting to exploit with our dear ponies, and we could use it to record voice chat play sessions as podcasts to raise awareness of our setting. I had a couple of ideas, but I would be open to a few more. Defenders of Freedom Mountain The Hypogriffs, long held as the lowest of the lows in the Griffin Kingdom of Grim Peak have broken off from their oppressor and, with approval from the Crystal Ponies and Elk, decided to settle the wild land between the three territories. They established their first settle at Freedom Mountain, a site where they discovered the mysterious Tornado Horn, a magical device that allows them to create strong winds to prevent aerial invasion. The Hypogriffs, and any half-breed willing to help, are fighting against the wilderness to create a country of their own, and have met with relative success Sending his Bleakwing Legions and his hired mercenary, he aim to destroy the fledgling land and seize the Tornado Horn! BUT never fear citizens for brave warriors have assembled to become the Defenders of Freedom Mountain! Very much in line with He-Man or She-Ra, the characters would mostly foil plans meant to make their home base fall, but also venture out to help farmers and settlers either battle the Bleakwing Legion who wants to enslave them, or face against the dangers of the wilderness. Every member of the Defenders would be some type of half-breed, not just Hypogriffs. It would also be possible to create a rotating cast of side characters and have guest stars join in for an episode or two. Red Magician Mystery Red Magician! Greatest mage of his time! Greatest Spellcraft since Clover the Clever! A unicorn of great taste, erudition and deductive power! He travels Equestria to solve mystery and help his fellow ponies when they cannot help themselves! Alongside his brother, Grey Accountant, his butler and his young apprentice, he makes short work of all mysteries! He also tend to focus so much on certain details that he begins to ignore everything around him, forcing his travel companions to race to protect him from danger at every turn! Stardust Frontier The mysterious island of Cheeron, also known to outsider as Stardust Island, was only recently discovered by pony kind. It was soon discovered by the island was home to the underground dwelling Cheeroonear and a major source of Opals, one of the rarest gemstone in the world not found anywhere in the gem rich Equestria, for exemple. Soon ponies, buffalos and camels came to this dry and dusty land, forming profitable trading deals with the native to obtain the rare opals, or renting above ground land to create farms to feed this new economy. All was well for a time, but some did not find this harmononious cohabitation to their liking. Earth pony trader Poker Blackhat would like nothing more than to run off the competition and be allowed to pay the Cheeroonear a pitance for their hard work in the underground mines, meanwhile criminal Cheeroonear Trillion Bailey, leader of the Diamond Dogs gang, is breaking all the rules of his people to smuggle diamonds out of the island Faced with this lawless frontier the various communities came together and recruited law officers from the Buffalo Tribe, Naqua and various Pony nation to form the Stardust Marshalls to enforce the law on this land! Lead by Sheriff Bravehoof, a buffalo with shaman training, guided by Cheeroonear Rocky, these marshalls will be shining stars of Justice in the darkness! Western, with magic, on a fictional version of Australia, where the native are still important. Once again potential for guest stars and rotating characters. Phew that took a while to type out, but here we go. Anybody would be interested in joining in? I would have to site down and probably watch some more He-Man and stuff to get in the mindset and write some plot outlines but we could have something interesting. We could record a couple of episodes and release them on a set schedule people like regularity in their podcasts and see

if we can attract some ears and eyeballs. Maybe I could work with Multi on doing some cover art too.

Chapter 4 : Cartoon Action Hour | RPG Item | RPGGeek

The 's Action Cartoon RPG. From the back of the book: "Do you remember those magical days of the s, when Saturday morning cartoons offered kids heaping doses of excitement, action and fun?"

The core resolution system revolves around rolling a d12 , adding a number to it, and comparing it to a Difficulty Number. If the result equals or exceeds that Difficulty Number, the character succeeds in the task at hand. Each character will have a different list of Traits, with ratings ranging from -4 nearly non-existent to 4 maximum human capability , with 0 being average. Characters with a Trait rating of 4 may have another number in parenthesis, ranging from 2 to 5. This super-rating allows the player to roll more than one d12 when testing that Trait, taking the best result. Special Abilities Superpowers, magic spells, vehicles, weapons, armor, racial abilities, animal companions, psionic abilities, and magic artifacts -- They can all be created using the Special Ability creation rules. Each Special Ability is designed by picking and choosing appropriate "components" that define it. For example, an energy blast would need the following components: Damage Rating and Range. This can easily be customized further by adding other components and modifiers, thus making the Special Ability truly unique. Reflecting the Genre Every facet of Cartoon Action Hour was created with an eye toward faithfully depicting the subject matter, using what the authors refer to as "cartoon logic". A few examples of this are as follows: Characters cannot be killed. Characters can die in a "Movie" episode, however, even there character deaths are not common. Huge weapons such as bazookas , rocket launchers , etc. In the cartoons, such weapons tend to blow vehicles to smithereens, but when it comes to characters, these weapons usually just hit near them and the impact from the explosion merely sends them flying into a wall. Characters receive experience for participating in After-Show Messages " And Knowing is half the battle! The rules institute a quick and entertaining way for characters to fight those swarms of nameless henchmen such as Cobra Vipers from GI Joe. These minion groups have a single score called Goon Factor, which acts as the Difficulty Number for fighting them. Success means that the character dispatches them and the player gets to decide how -- like pulling the carpet from under their feet, shooting the ceiling and thus trapping them beneath the resulting rubble, and so on. Failure means that the characters are overwhelmed and are captured. Reception Reviewer Matthew Pook noted that "the look of Cartoon Action Hour belies its origins as an amateur publication. Its layout is overly cluttered and fussy, with its desktop publishing style readily apparent" and "there should be something to please anyone who is a fan of the genre within the pages of this book. Plus the rules and mechanics are nicely simple, making it easy to get into and play play up to the epic heroism of Cartoon Action Hour". On December 16, , the print version of the book was place on Lulu. The rule book feature three series, "Warriors of Cosmos" a science-fiction fantasy in the style of "He-Man" , "Strikeforce Freedom" a "G. Joe" with Cobra being replaced by a spider-theme terrorist group and "Transbots" a "Transbots" series in which the robots are built and work for rival companies.

Chapter 5 : Cartoon Action Hour

About Cartoon Action Hour: Season 3 *Cartoon Action Hour: Season 3* is the third edition of the game that was nominated for "Best RPG" at the Origins Awards. The game faithfully and meticulously emulates the action-adventure cartoons of the s, using "cartoon logic" as the basis for every aspect of the system.

Saturday, November 9, Review: Season 3 I just got my pdf of *Cartoon Action Hour: Season 3* thanks to pledging in their Kickstarter. This one was a no-brainer for me. S2 and have really enjoyed all of Spectrum Games products to date. S3 takes us back to the 80s Saturday morning and week day afternoon cartoons AND the toys that were so linked to them. But I am getting ahead of myself. S3 is a game about cartoon and toy emulation. Specially 80s cartoons and toy emulation. So there are some things that a given out of the box. The book, like Season 2, is divided into "Channels". Channel 1 is the simple introductory material, but more over there is a great overview of how these cartoons and this game worked. There is a logic at work here in these and to get the most out of this game it is one you should follow. The best feature of this Channel is of course the overview of the 80s cartoons. In many games this is the Character creation chapter, but since character creation and series creation are so closely tied together we will discuss the system first. The game is made up of a Series the game , Seasons a campaign , Episodes and Scenes. A Season for example is made up of 6 Episodes. I might stick with my more familiar 12 and allow a mid-season break. Why is this important? At season breaks is when you can improve your character or change it all together. Characters are made up of Traits and Qualities. Qualities are more quantifiable and are measured based on how powerful your series is. Characters can also be ranked in terms of their Star Power. Stars and PCs have the highest at 3, your nameless, faceless goon has 1. If there is only one star, then they are Star Power 4. Oomph is the power-, hero- or drama point mechanic. Collect "Proofs of Purchase" to get more Oomph! It is equal to your Star Power but changes through out the game. The basic mechanic of the game is the Check. Traits and Qualities and Oomph add to the dice rolls on a Check. Characters may not die, but they can loose an important scene. For that there are Setback Tokens. These Crucial Checks are usually the ones right before a commercial break or even worse, the ones at the end of an episode and continued next time granted there were not a lot of those, but GI Joe first season comes to mind. Gain more Setbacks than your Star Power and you are out of the scene. This allows you to combine powers, bodies or whatever into something greater. Think Voltron or some Transformers. I think one of the rules I like the most here is "The Movie" which allows you, within the game, to throw out some of conceits of the game. So in this characters can die! Bad guys hit their targets! Mechanically you get more Oomph and damage and Setback tokens are not removed as often no commercials after all the risks are higher but characters that make it out gain experience and can be changed. Think "The Transformers Movie" from Channel 3 covers Series Creation. Wait, where is Character creation you ask? Series and Characters are created together. First this is create a Series guideline. Next up figure out the details of the series. Tech level, twists, genre. What is your elevator pitch on this. Characters are supernaturals and try to lead normal lives. The newest feature of the series creation is the Dial. Dials tell you the levels of the game. How comedic is it? Now we get into character creation. Characters are ranked as either human, superhuman or cosmic. So as an example a series about wizard kids must all have a trait "Wizard" at 3 or better, but no technology-based traits. After that character creation is a breeze. They are created much the same way, only less details. Some templates such as goons and Master Villains are presented. Playsets are where the action takes place and they are created in a similar way. How cool is this sheet? Character advancement is handled next. Among the obvious places for advancement you can also put in points to the playset to upgrade your base. So something like in Season 2 getting a new super smart computer in the base or a new book of spells. We end with 8 series ideas. Channel 4 covers advice to the Players. A game like CAH requires a lot of buy in from the players. So the players have to go in with the right frame of mind. You want your game to be like the first season of G. Joe where everyone worked together, not the seasons that featured and were dominated by Sgt. Channel 5 has similar advice for the Game Master. Again emphasis here is placed on cartoon logic, and creating a fun series and episode. In the end what we have is a crazy fun game again. If you were a kid in the 80s and watched any

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cartoons then there is something here for you. It is also a great change of pace from all the other games I play. This game focuses on having fun as well as being fun. There are no conversions for CAH: But the conversions look simple to be honest. Enough that I feel fine moving characters from one to the next with little to no effort. Character Creation is much improved in this edition and much more streamlined. Series creation is about the same, but it was just right in the last version. Looking forward to doing a lot more with this one!

Chapter 6 : Cartoon Action Hour Rpg by Cynthia Miller

Cartoon Action Hour has a lot of a shout-outs to s cartoons, including Transformers (Transbots), Thundercats (Action Cats), and G.I. Joe (the Inhumanoids-like Dark Brigade and the regular version as Strikeforce Freedom, replacing snake-themed villains with spider-themed villains), for example.

Season 1[edit] Cartoon Action Hour implements a relatively simple ruleset. The core resolution system revolves around rolling a d12 , adding a number to it, and comparing it to a Difficulty Number. If the result equals or exceeds that Difficulty Number, the character succeeds in the task at hand. Characters with a Trait rating of 4 may have another number in parenthesis, ranging from 2 to 5. This super-rating allows the player to roll more than one d12 when testing that Trait, taking the best result. Special Abilities[edit] Superpowers, magic spells, vehicles, weapons, armor, racial abilities, animal companions, psionic abilities, and magic artifactsâ€”They can all be created using the Special Ability creation rules. Each Special Ability is designed by picking and choosing appropriate "components" that define it. For example, an energy blast would need the following components: Damage Rating and Range. This can easily be customized further by adding other components and modifiers, thus making the Special Ability truly unique. Reflecting the Genre[edit] Every facet of Cartoon Action Hour was created with an eye toward faithfully depicting the subject matter, using what the authors refer to as "cartoon logic". A few examples of this are as follows: Characters cannot be killed. Characters can die in a "Movie" episode, however, even there character deaths are not common. Huge weapons such as bazookas , rocket launchers , etc. In the cartoons, such weapons tend to blow vehicles to smithereens, but when it comes to characters, these weapons usually just hit near them and the impact from the explosion merely sends them flying into a wall. Characters receive experience for participating in After-Show Messages " And Knowing is half the battle! The rules institute a quick and entertaining way for characters to fight those swarms of nameless henchmen such as Cobra Vipers from GI Joe. These minion groups have a single score called Goon Factor, which acts as the Difficulty Number for fighting them. Success means that the character dispatches them and the player gets to decide howâ€”like pulling the carpet from under their feet, shooting the ceiling and thus trapping them beneath the resulting rubble, and so on. Failure means that the characters are overwhelmed and are captured. Reception[edit] Reviewer Matthew Pook noted that "the look of Cartoon Action Hour belies its origins as an amateur publication. Its layout is overly cluttered and fussy, with its desktop publishing style readily apparent" and "there should be something to please anyone who is a fan of the genre within the pages of this book. Plus the rules and mechanics are nicely simple, making it easy to get into and play up to the epic heroism of Cartoon Action Hour". On December 16, , the print version of the book was placed on Lulu. The rule book feature three series, "Warriors of Cosmos" a science-fiction fantasy in the style of "He-Man" , "Strikeforce Freedom" a "G. Joe" with Cobra being replaced by a spider-theme terrorist group and "Transbots" a "Transforming Robots" series in which the robots are built and work for rival companies.

Chapter 7 : Cartoon Action Hour - Google+

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Chapter 8 : Cartoon Action Hour - Wikipedia

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Chapter 9 : racedaydvl.com - Spectrum Games - Cartoon Action Hour: Season 3 - The Largest RPG Down

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