

# Christmas in Cartoon Land

Welcome to Christmas in Cartoon Land, my very own holiday special. Who am I, you ask? Bah! What kind of no-brained pile of Glopposloth dung doesn't know who I am? I am the greatest conqueror of them all! I am Kargorr! My might and cunning are unmatched. No one can come close to thwarting my ingenious machinations! No one! Muhaha \*hack\* hahaha \*cough\* \*wheeze\* hahaha!

Now that you feeble minded dolts all know who I am, I can proceed with explaining this Christmas special. You see, the morons who produce **Cartoon Action Hour** have slopped together a couple of pathetic, ridiculous series seeds for you to play. Believe me, these things are mind-boggling in their wretchedness. Horrifyingly vile!

That's where I step in to make this whole shebang something worth reading. For I, Kargorr the dreaded, have designed my own Christmas themed series! And make no mistake, it far surpasses the weak entries by the authors of **Cartoon Action Hour**. My talent knows no bounds, nor does my intellect!

So, without any more divine words from yours truly, let's start the show!

Our first series makes me want to barf. This abomination is about a bunch of retarded elves who feebly help Santa Claus defend the world against all of us who despise Christmas. How utterly dumb!

## Super Secret Elves

*Created by Eddy Webb*

### General Information

Tagline: "Protecting Christmas from the forces of evil!"

**Premise:** In years past, Santa Claus fought a number of threats to Christmas on his own - the green humbug, the villainous masterminds, even punching out Kargorr once. However, time comes to even Kris Kringle, and he has turned to his loyal friends, the elves, to help him combat the forces of evil and holiday gloom. A number volunteered for the mission, and the Super Secret Elves were born. Wearing ties and black curly shoes, the SSE scours the earth, looking for the enemies of Christmas to combat!

**Super Secret Elves:** The Super Secret Elves are a group of Santa's elves, trained in the art of espionage. At three to four feet tall, it's hard to blend into society to keep an eye out for the forces of gloom and the enemies of goodwill, so each Super Secret Elf is given a magical (black) suit and black curly shoes that allow them to disguise themselves as a normal human. A group of Super Secret Elves (called "cells") are assigned to each major country on the globe, and the cell is referred to by their area of responsibility. For example, the French Super Secret Elves are just called "SSE France". The US is divided into roughly three areas - West Coast, East Coast and the Heartland (most of the "Super Secret Elves" series took place on the East Coast of the US).

**Agent Floppsy:** Agent Floppsy is the head of the SSE West Coast. Her pointed ears are so long that they flop down over her head, but they don't impair her excellent hearing, which is considered to be the best of all of the Super Secret Elves.

**Agent Tummy:** Agent Tummy loves to eat, and as the head of SSE Heartland, he is constantly eating on the go. Even though he might be a bit stout, Agent Tummy can absorb a lot of punishment from the enemies of Christmas, and the elves at SSE Heartland are commonly called in as combat troops.

**Agent Brighteyes:** "Brighteyes" isn't a common name for an elf, but then Agent Brighteyes isn't an elf. He is actually a changeling - a human child that was infused with elvish magic and can never grow up. He joined the Super Secret Elves in order to prove himself to Santa, and has managed to do quite well, working his way

up to the head of SSE East Coast. Being a child, he understands the human mindset better than other elves, and he can see invisible monsters and subtle magical things.

**Show Format:** Not a series in the usual understanding, the “Super Secret Elves” were a trilogy of Christmas made-for-TV movies shown during the Christmas season of 1985 through 1987.

## Player Characters

**Character Points:** PCs receive 100 CP with which to create their characters - hey, these elves are the best of the best of the best!

**Guidelines:** The PCs are elves from Santa’s Workshop that have volunteered to act as the first line of defense in the fight against the enemies of Christmas. The elves are all about three or four feet tall, with pointed ears and curly black shoes. As inherently magical creatures, they have access to a lot of magical spells and items.

**Traits:**

**Maximum Rating:** 4 (but magical things can increase this to as high as 4(5)).

**Required Traits:** Disguise - even with the magic suit, the Super Secret Elves still need to know how to disguise themselves.

**Disallowed Traits:** Wealth - elves don’t get paid!

**New Traits:** Resources - use similarly to the Wealth trait, but reflects access to the resources of the SSE, instead of actual disposable cash.

**Special Abilities:**

**Maximum CPs for SAs:** 30 CPs

**Types of SAs Allowed:** magic spells, gadgets, magical items, vehicles, weapons, and animal companions

**Other Guidelines:** While the SSE has a large number of gadgets, elves are inherently magical, and therefore tend to use magic over technology. Also, even Super Secret Elf gets a magic (black) suit at no CP cost:

**Magic (Black) Suit** (MiscSA, Power Level: Low)

*This magical (black) suit allows a Super Secret Elf to look like any normal human, adult or child. The suit only fits elves, but can be modified to fit a small child.*

Duration: 1d12 hours

Trait Modification A: +1 to Disguise

*Bonus:* Advantage, Minor (changes height as well as appearance)

*Restriction:* Item

Total cost: 0 (normally 7)

## Miscellaneous Notes

“Super Secret Elves” should be run as an extra-long episode, and players should be allowed to spend CP between episodes, instead of between seasons. If possible, it should only be run once a year around December, maybe as a break from a more serious **Cartoon Action Hour** series.

See? Wasn’t that just sickening? Bah! We all know that elves are merely a bunch of idiotic shrimps with pointy ears and no sense of style!

Anyway, our next oh-so-wonderful show (yes, I say that with heaps of sarcasm!) is even more repulsive than the last one, if you can fathom *that*. We go from pansy elves to dorky angels! What a treat for me (yes, more sarcasm!). I’m sure you’ll realize how stupid this show really is.

# Christmas Angels

*Created by Cynthia Celeste Miller and Shelly Bateman*

## General Information

Tagline: "Angelic heroes to the rescue!"

Premise:

**Introduction:** The Christmas season is a magical time, when humanity sets aside its differences to celebrate togetherness. Or is it? A group of super villains known as the League of Christmas Kretins (LOCK) crawls out of the woodwork each and every holiday season to wreak havoc on the world. Why do they only remain active during this festive time of year? Only their enigmatic leader, Festus H. Finch knows for sure.

Fortunately for us all, jolly old Kris Kringle himself has called upon the heavens to grant angelic powers to a handful of worthy souls located all around the globe. At Christmas time, they gather together to form the Christmas Angels, a super hero team dedicated to negating the dastardly schemes and plots of Finch's band of ne'er do wells.

**The Christmas Angels:** The Christmas Angels don't resemble the commonly held visage of angels, at least for the most part. No wings and no robes. They do, however, sport glowing halos. Aside from that one characteristic, the members of the group don their own stylized costumes, as super heroes usually do. Spandex, capes, masks and all that jazz.

*Hot-Spot:* Hot-Spot is the team leader. While he doesn't really display any real leadership qualities, the writers of the series apparently liked the character and wanted to place the mantle on him, so to speak. Hot-Shot is impulsive, brash and far too reckless. His flame powers are standard fare for the genre, though it *does* seem rather odd that the writers would have a fire-based character as a good guy, considering the popular link between Hell and flames. Go figure.

*Dust Girl:* Able to shrink herself down to the size of a grain of sand, this feisty gal possesses a great deal of hand to hand combat prowess. She also filled the role of the southern girl, which was represented on the show by having her spout off lines like "Hey there, sugah!", "Well, I'll be a pig's auntie!" and "Just like Momma's possum stew back home". Nothing says "hick" like a collection of rustic country-bumpkin clichés.

*Straight Arrow:* The archetypal straight-laced fellow that every superhero group seems to have. Straight Arrow gets his name from his bow that shoots bolts of energy instead of standard arrows. These bolts have varying effects – some of them form energy cages around the target, others create energy walls and, of course, some of them just blast the heck out of the poor schmuck being hit by them!

**League of Christmas Kretins:** The group has a rotating membership, as many of these bad guys come and go sporadically. There are a few that remain members at all times though, such as:

*Festus H. Finch:* Ah yes, the villainous mastermind himself! Finch doesn't appear to possess any super powers to speak of, except perhaps a boosted intellect. He always devises elaborate and crafty plots, even though they are invariably spoiled by the heroics of the Christmas Angels.

*Brutarr:* Brutarr is the classic brick. Big and strong, his mental faculties are ... limited. Aside from his super-human strength and endurance, this big basher boasts nearly impenetrable red skin as well as ram-like horns.

*Lazerina:* Armed with a devastating arsenal of laser guns, Lezerina poses a threat to anyone she deems to be her enemy. She has a foul disposition, which often manifests itself in the form of tantrums and hissy fits. These are followed, naturally, by lots of shooting!

# Player Characters

Character Points: PCs receive 100 CPs with which to create their heroes.

Guidelines: The PCs are members of the Christmas Angels. This cartoon always stressed multi-cultural membership, so you might want to consider varying nationalities. And don't be afraid to use stereotypes – while it may be politically incorrect these days, such clichés were used liberally in the '80s.

Traits:

**Maximum Rating:** 4(5)

**Required Traits:** None

**Disallowed Traits:** None

**New Traits:** None

Special Abilities:

**Maximum CPs for SAs:** 60 CPs

**Types of SAs Allowed:** Super powers only.

**Other Guidelines:** Christmas Angels should be thematic. That is, you should choose a theme and base all the SAs on it. A few sample themes: ice, weather, cats, insects, stealth, steel, books, rats, sand, computers, etc. The possibilities are endless.

## Miscellaneous Notes

Even though Santa supposedly created the Christmas Angels, he never appeared in the cartoon (except for the intro bit that preceded each episode). So the continued relationship between the Angels and the fat man was undefined. You should feel free to go into this more if you wish.

I'm glad to have that finished! Blech! I feel so dirty hosting this nonsense! Me, Kargorr the Magnificent, announcing for a collection of crapola! A parade of senselessness! A marathon of bile! Well, you get the idea.

But now, I'm proud to pull this lame Christmas special out of the cesspool and into paradise by presenting you with a series I wrote myself. Never could get any cartoon studios to give it a chance, but what can you really expect from a collection of chimps in suits?

So sit tight and prepare yourself for true greatness, as I introduce you to ... the Meanie Monsters!

## The Meanie Monsters

**Created by Kargorr**

### General Information

Tagline: "Making Christmas miserable for lowly children everywhere!"

Premise:

**Introduction:** In the deepest, darkest recesses of our world, there lurk monsters. But not just *any* monsters, mind you. These critters are *Meanie* Monsters. Created by the evil magic of a beautifully vile mastermind known as Hargorr, the Meanie Monsters exist solely to wage war on the happiness of children everywhere.

You see, Hargorr detests children and their wretched behavior. He loathes everything about them, from their ugly little toes to their shaggy, dirty heads! And the Meanie Monsters were implanted with the same measure of hatred.

These splendid creatures embark on their noble mission to spread misery to all the world's boys and girls. Mind you, this is a year-round effort for the Meanie Monsters, but there's one time of year that they pull out all the stops. A time of year that is generally full of disgusting cheer and celebration. A time of year in which children merrily await the arrival of that fat buffoon in a butt-ugly red and white fur-lined outfit to cram his doublewide buttocks down the chimney to deliver presents for them. You guessed it ... Christmas time!

**The Meanie Monster Lair:** The Meanie Monster Lair is a cave located deep beneath the surface world. The lair has many uses. First and foremost, it acts as a gathering place where the Meanie Monsters can swap stories about their deeds, exchange tips for spreading misery and even drink Slobber Juice (the favorite refreshment of all Meanie Monsters). Secondly, the cave is equipped with all the latest advances in "kid busting" gadgets and gizmos – Unhappiness Cannons, Depression Darts, Ugly Haircut Givers, and so much more! These gadgets can be leased out to Meanie Monsters looking for something new to add to their arsenal. Lastly, it's the home of Hargorr (did I mention how incredibly ingenious he is?). The Meanie Monsters can go there to accept special assignments from him.

**The Monsters:** Each Meanie Monster was created with its own unique abilities and talents. Some are good at stealth, while others specialize in a more direct approach to spreading bad vibes. The ultimate goal of every Meanie Monster is to make as many kids sad, upset or angry on Christmas day. The more kids a Meanie Monster "neutralizes" (their technical term for making them unhappy), the more Chug-Chug Nuggets they receive. Chug-Chug Nuggets can be eaten or spent as currency in the Lair's many stores.

All Monsters are under 6 inches tall. This allows them to slip into places larger beings couldn't (like ventilation ducts, mail slots and dresser drawers).

*Spooky D. Mensha:* This little monster has dark blue skin and wears a hockey mask that is modified to accommodate his single cyclopean eye. He likes to spread fear by terrorizing children with scary images of himself trying to kill the family pet. What a hoot this guy is!

*Baggy Bones:* Baggy Bones is as skinny as a rail and his skin is stretched tightly over his bones. He has large, saucer-like eyes which can mesmerize children into doing as he wishes. At least until he passes gas ... which is quite often. At that point, his control comes to an abrupt halt.

*Sad Sap:* No one can make a kid sad like ol' Sad Sap here. All he has to do is toss a handful of his special "Downer Salt" on his victim and voila! Instant sadness! And this monster looks the part of a bringer of melancholy. His oversized head is covered with a mopey expression – a sad frown, puppy-dog eyes and frown lines aplenty.

**The Pathetic Good Guys:** Without these losers, the monsters wouldn't have anyone to beat up! Apparently, some of the kids have learned of the Meanie Monsters' activities and have banded together to form a top-secret organization called the Monster Eradication Society (or MES). MES is dedicated to eliminating the Meanie Monster threat. Like *that* will ever happen!

*Sgt. Timmy:* This twelve-year-old pest is the leader of MES. He supposedly has a keen sense of strategy, but I think it's merely dumb luck. He packs around a suped-up rubber-dart gun that stings like the dickens!

*Darla Stoutcloud:* Darla claims to have developed a psychic link to the Meanie Monsters, which enables her to track them down. I say she's just a kook!

*Ninja Norbert:* Norbert is the team's hand-to-hand combat specialist. Trained in two and a half martial arts, this sneaky brat is a pain in the Meanie Monsters' butts!

## Player Characters

**Character Points:** PCs receive 150 CPs with which to create their really cool monster characters. All heroes are built with 10 CPs. (Cynthia Sez: I think Kargorr's going overboard again. Try creating the Meanie Monsters with 100 CPs and the heroes with 60).

**Guidelines:** The PCs are the monsters under the Hargorr's rule. Any type of SA is possible. They are evil monsters after all and who am I to limit the SAs they can have. The stupid kids have to stick with weapons, animal companions and equipment. And they're lucky I'm giving them *that* much! Filthy little whelps.

**Traits:**

**Maximum Rating:** 4(5) (4 for piddly humans!)

**Required Traits:** None

**Disallowed Traits:** None

**New Traits:** None

**Special Abilities:**

**Maximum CPs for SAs:** 40 CPs

**Types of SAs Allowed:** Any! Didn't I already state that?? Bah!

**Other Guidelines:** None

## Miscellaneous Notes

The monsters should always win, every episode. They should crush, humiliate and completely defeat the pitiful heroes. Heroes suck anyway! (Cynthia Sez: Kargorr's such an ass!)

And that, my dear fans, wraps up this holiday festival. I apologize for making you sit through the first two pieces of snot. I found it quite nauseating as well. This is why I wanted my cartoon to be placed at the end, so the special could end on a positive note.

Thanks for sticking around, maggots. I hope you have a god-awful Christmas an even more horrendous new year! Bah!

