

Saturday Funtime



The Brutaloids



Ghost Patrol



S.L.A.M.



Rift Warriors



Tin Horns



Ani-Bots



Asgard 3000



**Skyfighters
of Voltania**

PLUS!

Throughout the morning, you'll be given fun tips for healthy snacks and activities on "Time for Time-O!"

New Line-Up Starts Saturday, Sept. 14 on SBS!

8:00! Ani-Bots
8:30! Asgard 3000
9:00! The Brutaloids
9:30! Ghost Patrol

10:00! Rift Warriors
10:30! Skyfighters of Voltania
11:00! S.L.A.M.
11:30! Tin Horns

Ani-Bots

"They're robots! They're animals! They're animal robots!"

The Series

It is the year 2050 and robots have enslaved humankind, who toil endlessly in factories and live lives of total subjugation. Their metal masters rule them, literally, with an iron fist! Pockets of free humans still exist, but they are becoming fewer and fewer with each passing day, as the robotic fiends hunt them down one by one.

One of the remaining pockets is presided over by five of the world's top scientists – Boman Allan Jeffries, Ben Rogers, Chris Russell, Seth Harris and Brian Bishop. With their combined genius, they have managed to create robots of their own; mighty constructs capable of protecting the remnants of free human civilization... and liberating those not so fortunate.

Enter the Ani-bots, humanoid robots that can transform into mechanical animals! Imbued with their own personalities and thought processes, they are poised to fight the evil robots with every gear and rivet in their bodies.

However, the metallic dictator known as Lord Havoc has fought fire with fire by creating his own answer to the Ani-bots – the V-Kons, robots that morph into vehicles!

Now, two groups of warrior constructs will do battle... and the fate of humanity hangs precariously in the balance!

Player Character Guidelines

Who the PCs Are: The PCs are Ani-bots, robots that transform themselves into metal animals.

Star Power: 3

Tier and Trait Points: Superhuman Tier; 26 Trait Points

Other Rules:

- **Required Trait:** Players must spend some of their Trait points on a Trait with the "Transform Self" Special Rule.
- **Theme Adherence:** The alternate form must be that of a robotic animal.

Villains

Lord Havoc (Star Power 4)

☐ ☐ Robotic Oppressor ☐ Huge ☐ Hatred of Humans ☐ Arrogant
METAL BODY 6 (Action Feature), FLAMER ARM 6 (Area; Big Attack; Advantage – can create flame barriers), ROBOT STRENGTH 6, STRATEGY 4, BOW BEFORE ME 4, LEAPING 3

Roadrager (Star Power 3)

☐ ☐ V-Kon Taskmaster ☐ Huge ☐ Sadistic ☐ Explosive temper
RETRACTABLE FOREARM BLADE 5 (Action Feature), TRANSFORM INTO A SPORTS CAR 6 (Transform Self – Moderate), PERCEPTION 6, METAL BODY 5, STRONG 5

"DeLorean Alternate Form"

☐ ☐ Sports Car ☐ Sadistic ☐ Explosive temper
FAST CAR 7 (Mode of Travel – Land), PERCEPTION 6, METAL HULL 5, BLADE CANNON 4, MANEUVERABILITY 4, SMOKE DISPENSER 2

We tried to keep the series seeds in alphabetical order, but one series (Asgard 3000) was simply too long to fit on one page. Thus, in order to make it fit on one spread, we had to place Brutaloids first.

Name: Created by Fran Marrero Gomez

The Brutaloids

"They come... to destroy!"

The Series

Project ALIEN (Alien Encounter Initiative) first came across the Mentaloids when their beacon brought them to Mount Hood in Portland, Oregon. The Menatoids awoke from stasis and spoke of the Brutaloids, four gigantic, 100-foot tall aliens with mastery over the four elements (water, air, earth, fire), who landed on their planet of Zarkonnia and waged a centuries long war. With no end in sight, the Brutaloids hurled Zarkonnia into their sun. The Mentaloids bring with them knowledge of advanced technologies, Wardroids and battle armors! President Antonio Marchena-Roldan immediately established Team B-Hunters, assembling the best and brightest of mankind, in order to try and save the world.

But the Brutaloids came anyway, breaking through the atmosphere and touching down in Arizona. The forces of the US Army did not stand a chance! The Brutaloids have claimed Earth as their own! But now, the B-Hunters – aboard their incredible vehicles, backed by the Wardroids and clad in awesome elemental battle armors – hope that with the help of the Mentaloid technology, that human resilience and resolve will be enough to stop the Brutaloids!

Player Character Guidelines

Who the PCs Are: The PCs are members of Team B-Hunters as well as other humans pulled into the fight for Earth.

Star Power: 3

Tier and Trait Points: Superhuman Tier; 26 Trait Points

Other Rules:

- **Free Floating Trait:** Each PC is given a free Trait with a rating of 4 and the "Vehicle – Moderate" Special Rule. This rating can be improved with points during character creation. GMCs created with the character creation rules may receive this vehicle as well.
- **Character Type Options:** Characters can also be Mentaloids. Although only two Mentaloids were initially found, other refugees are out there! Mentaloid characters do not receive the Free Floating Trait listed above. Instead, they receive the Free Trait, SEMI-INCORPOREAL BODY 5. It cannot be modified in any way.
- **Character Type Options:** Characters can also be Wardroids. Wardroid characters do not receive the Free Floating Trait listed above. Instead, they receive the Free Modifiable Trait, ELEMENTAL WARDROID ARMOR 4 (Situational Boost – versus [element of your choice]). It can be modified just like any other Trait, except that it may not be given a Situational Boost against another element, as each suit of armor is designed to be particularly effective against one specific element.

Villains

Pyrum (Star Power 4)

☐ ☐ Brutaloid Leader ☐ Represents the element of fire ☐ Gargantuan skull-faced red devil
LAVA EMISSION 10 (Action Feature; Advantage – can be combined with other Brutaloids' powers to achieve cool effects), MONSTROUS SIZE AND STRENGTH 12, SCALEY SKIN 9, FIRE BREATH 8, MENTAL RESISTANCE 7, DEVIIOUS LEADERSHIP 5

Xtorm (Star Power 4)

☐ ☐ Brutaloid Lieutenant ☐ Represents the element of air ☐ Gargantuan blue ape
CREATE CATASTROPHIC WINDS 9 (Action Feature; Area; Advantage – can be combined with other Brutaloids' powers to achieve cool effects; Disadvantage – must rotate his arms at high speeds), MONSTROUS SIZE AND STRENGTH 10, LEATHERY SKIN 9, BLIZZARD BREATH 8 (Area; Advantage – can be combined with other Brutaloids' powers to achieve cool effects), FLIGHT 6

Seismor (Star Power 4)

☐ ☐ Brutaloid Brute ☐ Represents the element of earth ☐ Gargantuan stone creature
EARTHQUAKE CREATION 8 (Action Feature; Area; Advantage – can be combined with other Brutaloids' powers to achieve cool effects; Disadvantage – must stomp or slam fists on ground), MONSTROUS SIZE AND STRENGTH 13, ROCKY SKIN 10, BOULDER EMISSION FROM TORSO 7, CLIMBING 7

Wavecrash (Star Power 4)

☐ ☐ Brutaloid Henchman ☐ Represents the element of water ☐ Gargantuan water monster ☐ Has no physical form
WATER BODY 14 (Action Feature), CONTROL WATER 10 (Advantage – can be combined with other Brutaloids' powers to achieve cool effects), MOVE IN WATER 10

Asgard 3000

"Ragnarok in the 30th Century!"

The Series

The second ice age had started and the average temperature on planet Earth was barely above freezing. It has been over a thousand years since the first moon landing; man had still not found a way to the stars... and then the signal came. A message. Instructions. The language was determined to be based on ancient Norse, thus they called the star system Asgard. Contained within this interstellar message was information that could save the people of Earth. A way to create hard light constructs, bridges, to span galaxies. Thus the Bifröst project was named and the Valkyrie class airships attempted to make contact.

But what no one could have known was that the message was not sent as a way for us to travel to Asgard; it was a way for the Asgardians to come to Earth. The first fleet of Valkyries were lost. The second wave returned, claiming that an Asgardian fleet was making its way towards Earth. And sure enough, within months, the Giant class ships arrived, led by the warlord Loki. Upon their arrival, the Bifröst technology was destroyed! Scientists work feverishly to rebuild the rainbow bridge, in the hopes that the other Asgardians will help.

Led by John D. Kennedy, the Valkyrie pilots protect the people of Earth from the oppressive rule of Loki and his Giants, as Project Odin and the Thor Initiative are worked on in secret, in the hopes that Earth might be saved!

Player Character Guidelines

Who the PCs Are: The PCs are members of the Earth resistance; Valkyrie pilots who have banded together to face the overwhelming power of Loki and his Giants.

Star Power: 3

Tier and Trait Points: Superhuman Tier; 26 points

Other Rules:

• **Free Modifiable Trait:** Each PC has the following Trait: VALKYRIE 3 (Vehicle – Moderate). This can be modified during character creation. When the player creates the stats for the ship, the Mode of Travel must be "Air". The ship can then be customized as with any vehicle.

• **Gestalts:** The Gestalt rules will be in effect for villainous GMCs from the beginning. A major turning point in the humans' war with Loki will be when they, too, learn to master gestalt technology. The GM is encouraged to create numerous episodes centering around that goal.

Villains

Loki (Star Power 4)

☐ ☐ Scheming Trickster ☐ Warlord of the Giants ☐ Grew up on the planet of the Asgardians ☐ Acts in a petty and selfish way
BIFRÖST-TECH SWORD 7 (Action Feature, Accessory, Devastating), LEGENDARY COMMANDER 10 (Situational Boost – When he has at least one squad of Giants at his side, Situational Boost – When in outer space), WOLF-STYLE ARMOR 9 (Accessory), MAJESTIC AURA 9, CONTROL STARSHIP 8, JOTUN PHYSIOLOGY 8, CLOSE COMBAT TECHNIQUES 6, DECEPTIVE 6, GREAT CUNNING 5, TACTICIAN 5

"Fenrir" (his personal starship) 10 (Vehicle – Moderate)

☐ ☐ Military Flagship ☐ Specifically constructed for Loki ☐ Scary exterior
FLY THROUGH INTERSTELLAR SPACE 10 (Mode of Travel: Space), ASGARDIAN DATA CONTROL SYSTEM 8 (Situational Boost – For any military type information), ARMORED 8, SPACE WEAPONRY 5 (Big Attack), CLOAKING FUNCTION 3 (Advantage – Ship basically turns invisible to anyone without Bifröst technology; Oomph Powered)

The Giants

Surtr (Star Power 3)

☐ ☐ Fire-Controlling Giant ☐ Ruler of Muspelheim ☐ Loyal to Loki ☐ Big and brutish
FIREBLADE SWORD 12 (Action Feature, Accessory, Devastating, Situational Boost – When linked with GIANT STRENGTH), FIRE POWERS 10 (Area, Big Attack, Devastating), RESIST ELEMENTS 9 (Situational Boost – When exposed to extreme heat or fire), GIANT STRENGTH 9, FLY STARSHIP 8, GIANT'S PRESENCE 8, JOTUN PHYSIOLOGY 7, SPACE

Name: _____

Subject: _____

COMMANDER 6 (Situational Boost – When in outer space; Situational Setback – When not taking direct orders or instructions from Loki)

GESTALT: JOTUNSON SUPER-TANK (13 points) (Disadvantage – Requires the availability of the Giant's JOTUN BATTLECRUISER, i.e. if the Giant is not in his Vehicle, or the Trait with the Vehicle special rule is Deactivated, this option cannot be used)

JOTUN BATTLECRUISER 7 (Vehicle – Moderate)

☐ ☐ Asgardian Warship ☐ Built for the Giants ☐ Hard to disguise ☐ Gestalt – Jotunson Super-Tank (legs)
FLY THROUGH INTERSTELLAR SPACE 7 (Mode of Travel: Space), ASGARDIAN WEAPON SYSTEM 5 (Area, Big Attack, Situational Boost – against smaller vehicles; Situational Setback – When inside a planet's atmosphere), ARMORED 5, IMPROVED MANEUVERABILITY 5

Ymir (Star Power 3)

☐ ☐ The Strongest Giant ☐ Older than the other Giants ☐ Rumored to have died and come back ☐ Mysterious
☐ Has a short fuse

BIFRÖST CLUB 10 (Action Feature, Accessory, Devastating, Situational Boost – When linked with GIANT STRENGTH), GIANT STRENGTH 11 (Big Attack, Devastating), RESIST ELEMENTS 9, FLY STARSHIP 7, GIANT'S PRESENCE 7, JOTUN PHYSIOLOGY 7, SPACE COMMANDER 6 (Situational Boost – When in outer space; Situational Setback – When not taking direct orders or instructions from Loki)

GESTALT: JOTUNSON SUPER-TANK (13 points) (Disadvantage – Requires the availability of the Giant's JOTUN BATTLECRUISER, i.e. if the Giant is not in his Vehicle, or the Trait with the Vehicle special rule is Deactivated, this option cannot be used)

JOTUN BATTLECRUISER 7 (Vehicle – Moderate)

☐ ☐ Asgardian Warship ☐ Built for the Giants ☐ Fearsome exterior ☐ Gestalt – Jotunson Super-Tank (torso)
FLY THROUGH INTERSTELLAR SPACE 7 (Mode of Travel: Space), ASGARDIAN WEAPON SYSTEM 5 (Area, Big Attack, Situational Boost – against smaller vehicles; Situational Setback – When inside a planet's atmosphere), ARMORED 5, IMPROVED MANEUVERABILITY 5

Jotnar (Star Power 3)

☐ ☐ Grumpy Giant ☐ Guardian of the Stronghold ☐ Obsessed with caves and mountains
BIFRÖST SPACE LANCE 10 (Action Feature, Accessory, Area, Situational Boost – When linked with IMPECCABLE WARRIOR), GIANT STRENGTH 9 (Situational Boost – Whenever used to lift or bend, Devastating), RESIST ELEMENTS 9, FLY STARSHIP 7, JOTUN PHYSIOLOGY 7, SPACE COMMANDER 6 (Situational Boost – When in outer space; Situational Setback – When not taking direct orders or instructions from Loki), GIANT'S PRESENCE 6, IMPECCABLE WARRIOR 6

GESTALT: JOTUNSON SUPER-TANK (13 points) (Disadvantage – Requires the availability of the Giant's JOTUN BATTLECRUISER, i.e. if the Giant is not in his Vehicle, or the Trait with the Vehicle special rule is Deactivated, this option cannot be used)

JOTUN BATTLECRUISER 7 (Vehicle – Moderate)

☐ ☐ Asgardian Warship ☐ Built for the Giants ☐ Fearsome exterior ☐ Gestalt – Jotunson Super-Tank (head and arms)
FLY THROUGH INTERSTELLAR SPACE 7 (Mode of Travel: Space), ASGARDIAN WEAPON SYSTEM 5 (Area, Big Attack, Situational Boost – against smaller vehicles; Situational Setback – When inside a planet's atmosphere), ARMORED 5, IMPROVED MANEUVERABILITY 5

"JOTUNSON SUPER-TANK" (Gestalt Form)

**Asgardian Warship *Built for the Giants *Fearsome exterior
FISTS OF JOTUNHEIM 8 (Action Feature, Area, Big Attack), DARK JOTUN ARMOR 8 (Situational Boost – When used as a reaction to ranged weapons), GIANT SIZED 7, MIGHTY WALKER 6 (Mode of Travel: Land), AUTO-PILOT 5 (Situational Setback – Does not work so well in Action Scenes), FLY THROUGH SPACE 5 (Mode of Travel: Space), SURVEILLANCE SYSTEM 3