CARTOON PHYSICS

You are a group of retired cartoons from different genres living in a shared home that is under constant peril.

PLAYERS: CREATE CHARACTERS

1. Choose a genre for your character: Action, Comedy, Magical Girl, Martial Arts, Military/War, Mystery, Romance, Sports, Thriller/Horror
2. Choose a role for your character: The Brains, The Brawn, The Heart, The Instigator, The Lancer, The Leader, The Wacky One
3. Choose your number, from 2 to 5. A high number means you're better at CARTOON (silliness, wackiness, deviation from how things really work). A low number means you're better at PHYSICS (seriousness, real-world logic and, well, physics).
4. Give your character a cool name that fits your genre.

PLAYERS: CREATE THE HOUSE

As a group, pick two strengths for your home: Alive, Bigger On The Inside, Butler Included, Fanciful, Fortress, High Tech, Mobile, Unusual Altitude (Clouds, Cavern, or Under Water)

Also, pick one problem: Antagonistic Neighbors, Carnivorous, Haunted, Hostile, Hungry, Infested, Ramshackle, Resource-Hungry

ROLLING THE DICE

When you do something risky, roll 1d6 to find out how it goes. Roll +1d if you're prepared and +1d if you're an expert. (The GM tells you how many dice to roll, based on your character and the situation.) Roll your dice and compare each die result to your number.

⬇️ If you're using CARTOON (silliness, wackiness, deviation from how things really work), you want to roll under your number.

⬆️ If you're using PHYSICS (seriousness, real-world logic and, well, physics), you want to roll over your number.

0 If none of your dice succeed, it goes wrong. The GM says how things get worse somehow.

1 If one die succeeds, you barely manage it. The GM inflicts a complication, harm, or cost.

2 If two dice succeed, you do it well. Good job!

3 If three dice succeed, you get a critical success! The GM tells you some extra effect you get.

! If you roll your number exactly, you have CARTOON PHYSICS. You get a special insight into what's going on. Ask the GM a question and they'll answer you honestly.

You may, instead of asking a question, have your character temporarily defy the rules of their genre, role, or even the world (provided game rules aren't broken).

(A roll of CARTOON PHYSICS counts as a success.)

HELPING: If you want to help someone else who's rolling, say how you try to help and make a roll. If you succeed, give them +1d.

GM: CREATE AN ADVENTURE

Roll or choose on the tables below.

A THREAT	
1. Billy Bobson III	4. Copyright Pirates
2. THE BANK™	5. The HOA
3. Captain Awesome	6. An AI Generator

WANTS TO...	
1. Destroy	4. Protect/Empower
2. Steal/Capture	5. Build/Augment
3. Win	6. Pacify/Occupy

THE...	
1. House	4. Mysterious MacGuffin
2. Local Government	5. Animated Race
3. Neighborhood	6. Local TV Station

WHICH WILL...	
1. Cause a missed mortgage payment.	4. End syndication for the PCs' shows.
2. Replace the PCs with "Influencers."	5. Transfer the PCs' copyrights to a Private Equity Firm.
3. End civilization.	6. Fix Everything.

Cartoon Physics (v 0.2) is by Aaron Smith, AaronBSmith.com

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