

SONNY

Val	CHA	Cost	Roll	Notes
15/45	STR	5	12/18-	200kg/12½ ton; 3d6/9d6
15	DEX	15	12-	OCV: 5; DCV: 5
14	CON	8	12-	
13	BODY	6	12-	
15	INT	5	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack 4d6
16	COM	3	12-	
9	PD	0		Total PD/rPD: 19/10
9	ED	6		Total ED/rED 19/10
4/6	SPD	15		Phases: 2, 4, 6, 8, 10, 12
15	REC	6		
28	END	0		
36	STUN	-7		

Total Characteristics Cost: 72

Movement: Run: 12"/24"
Swim: 2"/4"

Powers & Skills

+30 STR; Affects Figured: No; Limited Power: Only works while Sunny is berserk: -½ (20) [3]
 Armor (10 PD/10 ED); IIF: -¼; Limited Power: Only works when Sunny is berserk: -½ (17)
 Running (+6", 12", NC: 24"); Non-Combat Multiplier: ×2, +0; Affects Figured: No; IIF: -¼; Limited Power: Only works while Sunny is berserk: -½ (7) [2]
 +2 SPD; Affects Figured: No; IIF: -¼; Limited Power: Only works when Sunny is berserk: -½ (11)
 Luck (3d6) (15)
 +2 level w/All Combat (16)
 Acrobatics 12- (3)
 Persuasion 13- (3)
 Streetwise 13- (3)

Total Powers & Skills Cost: 95

Total Character Cost: 167

Disadvantages: + 67

Psych. Lim.: Addicted to Chocolate Puffs (Common, Total) (20)
 Psych. Lim.: Likes Children (Common, Strong) (15)
 Psych. Lim.: Will do whatever he can to get chocolate puffs (Common, Strong) (15)
 Berserk: Eating Chocolate Puffs (14-, 14-, Berserk); Circumstances: Common, +10 (20)
 Dependence: Chocolate Puffs (3d6/5 Hours); Substance: Uncommon, +15 (10)
 Reputation: Chocolate Puffs Addict (11-, Extreme) (15)
 Watched: Watched by Cocoa Cow (His Sponsor) (8-); Capabilities: As Powerful, 10; Non-combat Influence: Extensive, +5; Geographical Area: Unlimited, -0; Actions: Only Watching, ×½; Punishment: Mild, -5 (5)

Total Disadvantage Points: 167

Background: He saw the best minds of his generation

destroyed by madness, starving hysterical naked, dragging themselves through the supermarkets at dawn looking for a chocolate fix. Sunny, is frankly an addict. Many times he has tried to quit his chocolate puffs, but he has never been able to get that cocoa monkey off his back. Sunny began his spokesperson career when top-secret experiments at Colonel Wills' labs gave this laboratory experiment near human level intelligence. Unfortunately, those same experiments drove Sunny insane. Or maybe he was already insane. Who can say? Recently, Sunny has been trying to start a 12 step program with his sponsor former spokesman Cocoa Cow.

Personality: Sunny loves his Chocolate Puffs and does his best to be a good spokesperson. Unfortunately, he isn't quite there. His hunger for chocolate puffs is all consuming and he knows he must feed. Only the Tricks Bunny and Baron Von Chocolate can know what the hunger is like. He likes his cereal icon friends because they generally humor him. He will do anything to help them within his ability.

Quote: "I'm Wacky for Chocolate Puffs. You hear me? Wacky!!!"

Tactics/Powers: Without his chocolate puffs, Sonny is kind of useless to the team. With his chocolate puffs, he is a whirling dervish whose power is formidable, but oh so hard to control. His friends always keep some chocolate puffs in reserve for when the berserk Sunny is needed and Sunny is too deep in his addiction to say "no". Still Sunny knows that his reaction can make him quite valuable to his teammates.

Baron Von Chocolate

COUNT CHOCULA

Val	CHA	Cost	Roll	Notes
30	STR	20	15-	1600kg; 6d6
20	DEX	30	13-	OCV: 7; DCV: 7
16	CON	12	12-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack 4d6
16	COM	3	12-	
6	PD	0		Total PD/rPD: 16/10
3	ED	0		Total ED/rED 8/5
4	SPD	10		Phases: 3, 6, 9, 12
10	REC	2		
32	END	0		
33	STUN	0		

Total Characteristics Cost: 97

Movement: Run: 6"/12"
Swim: 2"/4"

Powers & Skills

Armor (10 PD/5 ED); Limited Power: Not vs. Wood: -½ (15)

Damage Reduction (Physical, 25%); Limited Power:

Only vs. Killing Attacks; Not vs. Wood: -½ (7)

Multiform: Bat; Form: Additional, ×1 (10)

6d6 Mind Control; Communication: Telepathic, +¼ (37) [4]

Infrared Vision (5)

Ultraviolet Vision (5)

Money (Wealthy) (10)

Stealth 14- (5)

High Society 13- (3)

Contact: Strawberrenstein 13-; Usefulness: Extremely, +2 (6)

Total Powers & Skills Cost: 103

Total Character Cost: 200

Disadvantages: + 100

Dependence: Must Feed on Cereal (3d6/5 Hours);

Substance: Common, +10 (5)

Rivalry: Strawberrenstein; Situation: Professional, 5;

Position: Equal, +0; Rival: NPC, +0 (5)

Susceptibility: Exposure to bright sunlight (3d6 STUN/5

Min.); Condition: Common, +10 (15)

Susceptibility: Garlic (2d6 STUN/Instant); Condition:

Common, +10 (15)

Psych. Lim.: Fear of Crosses (Common, Strong) (15)

Psych. Lim.: Believes he is royalty and should be treated as such (Common, Strong) (15)

Psych. Lim.: Feels like an outcast among other vampires (Common, Strong) (15)

Distinctive Features: Thick Transylvanian Accent;

Concealability: Not Concealable, 15; Reaction:

Noticed and Recognizable, +0 (15)

Total Disadvantage Points: 200

Background: In the late 1960s Colonel Wills went on a talent finding trip to Transylvania and seemingly hit the jackpot when he returned with Baron Von Chocolate, Lycanfruit, Ghost Berry, and Strawberrenstein. The four icons would promote a line of cereals in both commercials and public speaking events. Things didn't work out as planned however, with Lycanfruit unavailable during full moons and Ghost Berry becoming more and more reclusive. Still, to this day, Baron Von Chocolate and Strawberrenstein sell millions of boxes of cereal every year.

Life has not always been easy for Baron Von Chocolate. Unlike most vampires, The Baron has to feed on cereal and that made him an outcast to vampire society, especially since most cereal is consumed at breakfast time and vampires, by their nature, abhor sunlight. Unlike most vampires, Baron Von Chocolate likes people. He considers it his lucky day when Colonel Wills discovered him.

Personality: Baron Von Chocolate is royalty and he acts as such. He is friendly to people, but not terribly outgoing--he much prefers his cereal icon friends. The Baron like all vampires has a thick accent and he plays up his deep and mysterious side. His need to feed on cereal is not as compelling as Sunny or The Tricks Bunny, but he still knows he must feed the hunger.

Quote: "I want to eat your cereal"

Powers/Tactics: He may be the weakest vampire in the world, but the fact remains in a world of parrots and frogs, he is a vampire. He is very strong compared to humans and he will use this to his advantage. With his powers to mesmerize and turn into a bat, he certainly has more options open to him in combat than most of the other icons he adventures with.

THE TRIX RABBIT

Val	CHA	Cost	Roll	Notes
10	STR	0	11-	100kg; 2d6
20	DEX	30	13-	OCV: 7; DCV: 7
12	CON	4	11-	
12	BODY	4	11-	
25	INT	15	14-	PER Roll 14-
5	EGO	-10	10-	ECV: 2
17	PRE	7	12-	PRE Attack 3d6
16	COM	3	12-	
9	PD	7		Total PD/rPD: 9/0
8	ED	6		Total ED/rED 8/0
5	SPD	20		Phases: 3, 5, 8, 10, 12
12	REC	16		
24	END	0		
28	STUN	5		

Total Characteristics Cost: 107

Movement: Run: 6"/12"
Swim: 2"/4"
Superleap: 7"/14"

Powers & Skills

Superleap (+5", 7", NC: 14"); Non-Combat Multiplier: ×2, +0 (5) [1]
Variable Power Pool (30-pt Pool); Control Cost: 15;
OAF: -1; Focus Mobility: Bulky, -½; Charges: 6, -¾;
Activation: 12-, -¾ (34) [6c]
Variable Power Pool Powers (0)
Acting 12- (3)
Bugging 14- (3)
Concealment 14- (3)
Contortionist 13- (3)
Forensic Medicine 14- (3)
Inventor 16- (7)
Paramedic 14- (3)
Systems Operation 14- (3)
Tactics 15- (5)
Disguise 11- (3)
Science: Mathematics 14- (3)
Science: Nuclear Physics 14- (3)
Science: Robotics 14- (3)
Science: Physics 14- (3)
Lightning Calculator (3)
Speed Reading (3)

Total Powers & Skills Cost: 93

Total Character Cost: 200

Disadvantages: + 100

Public Identity: The Tricks Bunny (10)
Psych. Lim.: Irrational (Very Common, Total) (25)
Psych. Lim.: Drawn towards Tricks cereal (Common, Total) (20)
Berserk: Goes Wild when he eats Tricks (14-, 14-, Enraged Only); Circumstances: Common, +10 (10)
Reputation: Tormented by Children Everywhere (14-, Extreme) (20)
3d6 Unluck (15)

Total Disadvantage Points: 200

Background: The Tricks Bunny first appeared on the scene as a scheming spokes person for Tricks cereal in the 1970s. In many television commercials he would make a brilliant plan to wrest control of a box of Tricks from a group of children, only to have the little brats foil him at the last moment. They would then mock the poor defeated hare with the taunt, "Stupid bunny. Tricks are for children. Go eat a carrot or something," as if they had some kind of divine right to the fruity goodness

Personality: The Tricks bunny was never the most rational of the cereal spokespeople, but his many defeats and disappointments at the hands of children, as well as three unsuccessful write-in presidential campaigns, have left him very irrational. He is well connected and well liked by the other cereal spokespeople and he serves as a reminder to them of the harm that children can do. Despite his shortcomings, Tricky as he now likes to be called, is a brilliant inventor and capable of creating very clever and intricate plans.

Quote: "Tricks are for children, eh? Well guess whose coming to breakfast Porky."

Tactics/Powers: Unlike Leo the Leopard and Huggy Bear he isn't physically imposing. Unlike Sunny and Lucy, he doesn't have any special powers. He doesn't have the keen analytical olfactory senses or power of flight like Parrot Sam or the years of experience under pressure like Admiral Crunchy. What he does have is a brilliant mind for scheming and inventing. He is sometimes quite irrational, but when the chips are down and the other spokespeople need a plan, they will call on Tricky to come up with it.

TONY THE TIGER

Val	CHA	Cost	Roll	Notes
30	STR	20	15-	1600kg; 6d6
21	DEX	33	13-	OCV: 7; DCV: 7
20	CON	20	13-	
15	BODY	10	12-	
20	INT	10	13-	PER Roll 13-
14	EGO	8	12-	ECV: 5
30	PRE	20	15-	PRE Attack 6d6
16	COM	3	12-	
10	PD	4		Total PD/rPD: 10/5
10	ED	6		Total ED/rED 10/5
4	SPD	9		Phases: 3, 6, 9, 12
10	REC	0		
40	END	0		
40	STUN	0		

Total Characteristics Cost: 143

Movement: Run: 6"/12"
Swim: 2"/4"

Powers & Skills

Damage Resistance (5 PD/5 ED) (5)
3d6 Aid (Fade/turn, Max. 18); Range: 0; Affects: All
Powers of Special Effect, +2; Incantation: Constant
Power, -½ (30) [4]
Acrobatics 13- (3)
High Society 15- (3)
Oratory 15- (3)
Persuasion 15- (3)
Money (Wealthy) (10)

Total Powers & Skills Cost: 57

Total Character Cost: 200

Disadvantages: + 100

Public Identity: Leo the Leopard (10)
Psych. Lim.: Code Against Killing (Common, Total) (20)
Psych. Lim.: Very concerned that everyone be working
out (Common, Strong) (15)
Psych. Lim.: Protects all children (Common, Total) (20)
Psych. Lim.: Puts teammates needs ahead of his own
(Common, Strong) (15)
Watched: Tabloid Press (11-); Capabilities: Less
Powerful, 5; Non-combat Influence: Extensive, +5;
Geographical Area: Unlimited, -0; Actions: Only
Watching, ×½; Punishment: Mild, -5 (5)
Reputation: He's Grrrrreat! (14-) (15)

Total Disadvantage Points: 200

Background/Personality: Leo first came to public consciousness as a member of a cast of jungle animals on Frosty Flakes boxes. Unlike the other animals, there was a star quality to Leo and it wasn't long before the others were displaced. Later, Leo appeared in commercials with his son, Leo Jr., teaching the value of Frosty Flakes for breakfast. Eventually, Tony Jr. became the spokesperson of Kellogg's Frosty Wheat Cereal. For a while in the 1970's, before breaking Leo's heart by renouncing children's cereals and becoming a fitness guru. Eventually, Leo's family was shoved into the background as he made a greater effort to keep his private life private. After a tearful reunion with his son Leo Jr., Leo began to push for children to become involved in athletics and physical exercise. He became a fitness freak himself and became a much better Leopard.

Leo has a certain sparkle. He makes others around him be at their best and as a result, along with Admiral Crunchy, is as well respected a cereal icon as there is. Leo is friendly and cordial and genuinely likes both children and his fellow icons. As an elder statesman he will often let the younger cereal spokespeople stay in the forefront.

Quote: "Show 'em you're a Leopard, show 'em what you can do. We need you to be at your best here son."

Tactics/Powers: While he's a powerful leopard, perfectly capable of pouncing on and mauling his opponents, Leo is much happier to help others achieve through his aid abilities. He will do whatever he can to help his friends and teammates whether that means taking an active part, or simply waiting back and cheering them on.

TOUCAN SAM

Val	CHA	Cost	Roll	Notes
10	STR	0	11-	100kg; 2d6
20	DEX	30	13-	OCV: 7; DCV: 7 / 11
11	CON	2	11-	
11	BODY	2	11-	
20	INT	10	13-	PER Roll 13-
11	EGO	2	11-	ECV: 4
20	PRE	10	13-	PRE Attack 4d6
18	COM	4	13-	
9	PD	7		Total PD/rPD: 9/5
9	ED	7		Total ED/rED 9/5
5	SPD	20		Phases: 3, 5, 8, 10, 12
4	REC	0		
22	END	0		
24	STUN	2		

Total Characteristics Cost: 96

Movement: Run: 6"/12"
Swim: 2"/4"
Flight: 11"/22"

Powers & Skills

Shrinking-2 (DCV +4, Height 0 cm/0"); Mass: 0 kg/0.00 lbs; Knockback Increase: 6; PER Bonus: -4; Always On: -½ (13) [2]
11" Flight (NC: 22"); NCM: ×2, +0 (22) [2]
Multipower (15-pt reserve) (15)
u - Damage Resistance (5 PD/5 ED); Multipower: Fixed Slot (1)
u - Hand-To-Hand Attack (5d6, Total 7d6); Range: 0; Multipower: Fixed Slot (1) [1]
u - 1d6 HKA (Total 1½d6); Range: 0; Multipower: Fixed Slot; Reduced Penetration: -¼ (1) [1]
Multipower (15-pt reserve) (15)
u - Enhanced Perception (Smell, +7 to PER); Multipower: Fixed Slot (1)
u - Discriminatory Smell; Multipower: Fixed Slot (1)
u - Detect Fruit (+0 to PER); Time Required: Instant, +2; Range: Touch, +0; Multipower: Fixed Slot (1)
u - Range (Smell/Taste); Multipower: Fixed Slot (1)
u - Tracking Scent; Multipower: Fixed Slot (1)
Criminology 13- (3)
Deduction 13- (3)

Total Powers & Skills Cost: 79

Total Character Cost: 175

Disadvantages: + 100

Psych. Lim.: Protector of the rainforests and the environment (Common, Total) (20)
Psych. Lim.: Drawn to the flavors of fruit (Common, Strong) (15)
Psych. Lim.: Protects People and Animals in need (Common, Strong) (15)
Public Identity: Well-Known Celebrity (10)
Reputation: A friendly parrot (11-) (10)
Vulnerability: Smell attacks (1½× STUN); Attack: Uncommon, +5 (5)

Total Disadvantage Points: 175

Background/ Personality: The world's greatest detective has changed greatly from the once happy little Parrot who helped others follow their beaks to the flavors of fruit. As he has become more socially aware, he has become a strident defender of the rainforests and other environmental causes. Sam has begun to despise the humans who infringe on his tropical home. This has brought about conflict with both Admiral Crunchy and Leo the Leopard who he sees as little more than a skill for the man.

This is a major change from the friendly bird who first popped on the scene back in the late 1960s, filled with optimism, a zest for life and a never-ending taste for the goodness of fruit. Still Sam can be pleasant to his fellow heroes. He will always go out of his way to help an animal in need, even a human. He feels an obligation to put on a friendly façade, as he knows that most people will never meet a tropical parrot so their impression of his kind comes from him.

Quote: "Follow your nose. It always knows the stench of deforestation at the hands of multi-national conglomerates in search of higher profit margins."

Tactics/ Powers: He is only a parrot and lacks the raw power of many of his larger friends. His main strength is as a detective and using the finest mutant olfactory powers ever witnessed to guide his teammates in the right direction. In combat, his main strategy is to circle his opponents and catch them with surprise beak or claw attacks.

LUCKY THE LEPRECHAUN

Val	CHA	Cost	Roll	Notes
10	STR	0	11-	100kg; 2d6
23	DEX	39	14-	OCV: 8; DCV: 8 / 10
11	CON	2	11-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
18	EGO	16	13-	ECV: 6
18	PRE	8	13-	PRE Attack 3½d6
20	COM	5	13-	
5	PD	3		Total PD/rPD: 5/0
6	ED	4		Total ED/rED 6/0
5	SPD	17		Phases: 3, 5, 8, 10, 12
4	REC	0		
22	END	0		
23	STUN	2		

Total Characteristics Cost: 99

Movement: Run: 6"/12"
Swim: 2"/4"

Powers & Skills

Variable Power Pool (30-pt Pool); Control Cost: 15;
Change Powers as 0 Phase Action: +1; Activation: 10-, -1¼; Side Effects: 30/Half, -½ (41)
Variable Power Pool Powers (0)
Shrinking-1 (DCV +2, Height 0 cm/0"); Mass: 0 kg/0.00 lbs; Knockback Increase: 3; PER Bonus: -2; Always On: -½ (7) [1]
Acrobatics 14- (3)
Concealment 12- (3)
High Society 13- (3)
Sleight of Hand 14- (3)
Fairy (Native Accent); Literacy: Standard, 0 (0)
English (Fluent Conv.); Literacy: Standard, 0 (2)
Gaelic (Completely Fluent w/accnt); Literacy: Standard, 0; Similarity Cost: 1 (4)
Money (Wealthy) (10)

Total Powers & Skills Cost: 76

Total Character Cost: 175

Disadvantages: + 100

Hunted: Kids are always after his Leprechaun Crunch (14-); Capabilities: As Powerful, 10; Non-combat Influence: Extensive, +5; Geographical Area: Unlimited, -0; Actions: Hunting, ×1; Punishment: Mild, -5 (20)
Psych. Lim.: Practical Joker (Common, Total) (20)
Psych. Lim.: Dislikes Children (Very Common, Moderate) (15)
Reputation: Unpredictable sorcerer (11-) (10)
2d6 Unluck (10)

Total Disadvantage Points: 175

Background: It was an overcast day in the Limerick Forest when Lucy first came into contact with the men who would change her life. Like most Leprechaun's Lucy was a mischievous type and like all Leprechauns guarded a pot with all her wealth. When the Irish Fairy King abandoned the gold standard, Lucy converted all her savings into cereal. This caught the attention of New York cereal interests who wanted to use this angle as a way of promoting a new cereal they were developing called Leprechaun Crunch. It was Lucy, in fact, who convinced Kelork's to switch over from using lucky charms to flavored marshmallows when she broke a tooth on a lucky horseshoe in his cereal. As a spokesperson Lucy has excelled even if she has felt that she has had to sacrifice her dignity along the way.

Personality: Lucy is whimsical and mischievous though she has become bitter with age. She resents that children will hound her for her cereal yet be so selfish around the Tricks Bunny insisting that their cereal is for children. Lucy enjoys the company of his friends and though she will use her magic to play tricks on them, she likes nothing better than to be around them, especially away from the prying eyes of the always-pursuing children.

Quotes: "Always after me Leprechaun Crunch, those little brats. If they were my kids, I'd turn them over me knee and whack the livin' daylights out of em."

Tactics/Powers: Magic--pure and simple--it might not be the most reliable power out there, but its her power and Lucy takes full advantage of it. Lucy can wield powerful forces that not even she can control though it is just as likely to get her into trouble than out of it. Lucy will use magic first and worry about the consequences later.

SUGAR BEAR

Huggy Bear

Val	CHA	Cost	Roll	Notes
28	STR	18	15-	1212½kg; 5½d6
17	DEX	21	12-	OCV: 6; DCV: 6
18	CON	16	13-	
18	BODY	16	13-	
15	INT	5	12-	PER Roll 12-
12	EGO	4	11-	ECV: 4
25	PRE	15	14-	PRE Attack 5d6
16	COM	3	12-	
12	PD	6		Total PD/rPD: 14/2
7	ED	3		Total ED/rED 8/1
4	SPD	13		Phases: 3, 6, 9, 12
10	REC	0		
36	END	0		
41	STUN	0		

Total Characteristics Cost: 120

Movement: Run: 9"/18"
Swim: 2"/4"

Powers & Skills

1d6 HKA: Bite/Claws (Total 2d6); Range: 0; Reduced Penetration: -¼ (12) [1]
Running (+3", 9", NC: 18"); Non-Combat Multiplier: ×2, +0 (6) [1]
Enhanced Perception (Smell, +5 to PER) (10)
Armor: Tough Hide (2 PD/1 ED) (4)
Professional Skill: Actor 12- (3)
Animal Handler 11- (3)
Conversation 14- (3)
Persuasion 14- (3)
Paramedic 12- (3)
Perfect Pitch (3)
Money (Well Off) (5)

Total Powers & Skills Cost: 55

Total Character Cost: 175

Disadvantages: + 100

Psych. Lim.: Code vs. Killing (Common, Total) (20)
Psych. Lim.: Loves Children (Common, Strong) (15)
Reputation: Always cool and cheery (14-) (15)
Distinctive Features: Jazzy way of speaking;
Concealability: Concealable, 10; Reaction: Noticed and Recognizable, +0 (10)
DNPC: Sugar Frog (Slightly Less Powerful, 11-); Skills: Useful, -5 (5)
Public Identity: The One and Only Sugar Bear (10)

Total Disadvantage Points: 175

Background: He's weathered many storms in his years as a hero and cereal spokesperson and in all that time, he's never managed to lose his cheery disposition. He's survived the public outcry against sugar that made him an outcast and turned his beloved Sugar Pops to Super Golden Pops--no trace of his beloved sugar anywhere. He has managed to clear his name from several unfounded mauling rumors and he's done it all while sleeping 6 months out of the year.

When Sugar Bear was first was approached by Leo the Leopard, to move into the Honey Comb Hideout and join this team back in the '50s, he didn't need to be asked twice. Having always wanted to make it in show business as a singer, the chance to be in the spotlight really appealed to Huggy. He's grown less interested in the limelight and will disappear for long periods of time when hibernating. People say he has gotten more sour since his relationship with a certain syrup spokeswoman went South.

Quote: "Can't stop eating my sugar...er Golden Pops."

Personality: Huggy Bear's personality is always cool. He stays cheery and whistles and sings as he goes about his business. He never loses his pleasant disposition. However, inside he's always scheming using his powerful mind to augment his powerful bear body.

Only Leo the Leopard has been around longer than Huggy Bear and he prides himself on his good relationships with all his fellow cereal heroes. His communication with Sugar Frog made them a particularly effective duo.

Tactics/Powers: He's a bear. In a world full of parrots and frogs and bees, he's a powerful opponent if a bit lumbering. He always stays cool, and will never seriously rake an opponent. He truly is a gentle creature and would never dream of hurting a foe if he can avoid it. It is in pressure situations when Huggy really shines.

CAP'N CRUNCH

Val	CHA	Cost	Roll	Notes
15	STR	5	12-	200kg; 3d6
18	DEX	24	13-	OCV: 6; DCV: 6
12	CON	4	11-	
11	BODY	2	11-	
18	INT	8	13-	PER Roll 13-
17	EGO	14	12-	ECV: 6
30	PRE	20	15-	PRE Attack 6d6
14	COM	2	12-	
6	PD	3		Total PD/rPD: 12/6
6	ED	4		Total ED/rED 12/6
4	SPD	12		Phases: 3, 6, 9, 12
8	REC	6		
24	END	0		
29	STUN	4		

Total Characteristics Cost: 108

Movement: Run: 6"/12"
Swim: 2"/4"

Powers & Skills

1½d6 RKA: Pistol; Range: 125; OAF: -1; Charges: +6, -¾ (9) [6c]

Armor: Sailor Suit (6 PD/6 ED); OIF: -½; Activation: 14-, -½ (9)

1d6 HKA: Sword (Total 2d6); Range: 0; OAF: -1 (7) [1]
Telescopic Sense: Telescope (Sight, +7 to PER); OAF: -1 (5)

Vehicle: SS Guppy: 52 (10)

Area Knowledge: Krunchberry Islands 11- (2)

Combat Piloting: Boats 14- (5)

Contact: CocoaBerry Beast 11-; Usefulness: Normal, +0 (2)

Contact: Other Cereal Icons 8-; Usefulness: Normal, +0 (1)

Contact: Smed Lee the Elephant 11-; Usefulness: Normal, +0 (2)

Knowledge Skill: Seamanship 13- (3)

Navigation 11- (3)

Oratory 15- (3)

Paramedic 13- (3)

Persuasion 15- (3)

Professional Skill: Ship's Captain 11- (2)

Tactics 13- (3)

Navy Training (20)

Maneuver	OCV	DCV	Damage
Martial Strike	0	+2	6d6
Offensive Strike	-2	+1	8d6
Martial Block	+2	+2	--
Martial Grab	-1	-1	STR 30

+1 DC for Martial Attacks (4)

Total Powers & Skills Cost: 92

Total Character Cost: 200

Disadvantages: + 100

Code Against Killing (Common, Moderate) (10)

Captain's Code of Honor (Common, Total) (20)

Reputation: Greatest of the Cereal Icons (14-) (15)

Loves Life on the Sea (Common, Strong) (15)

Public Identity: Admiral James T. Crunchy (10)

DNPC: Many Children (Normal, 11-); Skills: Useful, -5 (10)

Hunted, "Pierre Le Toe", less powerful, limited area, harsh, appear 14- (10)

Hunted, "The Soakies", less powerful, harsh, appear 11- (10)

Total Disadvantage Points: 200

Background/Personality: Along with Leo the Leopard, Admiral Crunchy is the most respected of all the cereal icons. His epic battles with Pierre LaToe are the stuff that legends are made of. It was he who first tamed the Cocoa Berry Beast. The Admiral is a superb strategist who knows how to delegate authority.

He first appeared on the scene in the early 1960s and unleashed a Golden Age for cereal spokespeople. This garnered him great respect from those who came after him, but also deep enmity from Slurp, Crinkle, and Splash who were not used to sharing the spotlight. They eventually put aside their differences during the Great Toaster Pastry crisis of the early 1980s.

The Admiral is older now, and loves nothing more than being out on the sea in The SS Guppy where he is truly in command. Many of the other cereal icons owe him favors and he won't hesitate to call them in. The Admiral is good-natured and affable. He likes people though his true love is the sea.

Quote: "Tusky, let's teach these Soakies some manners."

Tactics/Powers: The Admiral has no real powers. Offensively, he relies on his skill with his pistol, his sword, and his naval hand to hand training. Where Admiral Crunchy really excels, however, is when he is in a crisis situation. Then his natural leadership skills take over and he shines.

QUISP

Val	CHA	Cost	Roll	Notes
30	STR	20	15-	1600kg; 6d6
23	DEX	39	14-	OCV: 8; DCV: 8 / 10
15	CON	10	12-	
12	BODY	4	11-	
24	INT	14	14-	PER Roll 14-
18	EGO	16	13-	ECV: 6
20	PRE	10	13-	PRE Attack 4d6
10	COM	0	11-	
7	PD	1		Total PD/rPD: 12/5
7	ED	4		Total ED/rED 12/5
6	SPD	27		Phases: 2, 4, 6, 8, 10, 12
10	REC	2		
30	END	0		
42	STUN	7		

Total Characteristics Cost: 154

Movement: Run: 6"/12"
Swim: 2"/4"
Flight: Space Lark 3000 Beanie: 10"/20"

Powers & Skills

8d6 Energy Blast: Ray Gun; Range: 200; Versus: ED;
OAF: -1 (20) [4]
10" Flight: Space Lark 3000 Beanie (NC: 20"); OAF: -1
(10) [2]
Armor: Space Suit (5 PD/5 ED); OIF: -1/2 (10)
Shrinking-1 (DCV +2, Height 0 cm/0"); Mass: 0 kg/0.00
lbs; Knockback Increase: 3; PER Bonus: -2; Always
On: -1/2 (7) [1]
Need Not Breathe; OIF: -1/2 (7)
Money (Filthy Rich) (15)
+1 level w/All Combat (8)
Scientist (3)
Persuasion 13- (3)
Knowledge Skill: Business 14- (3)
Inventor 14- (3)
High Society 13- (3)
Tactics 14- (3)
Acrobatics 14- (3)
Robotics 14- (2)
Physics 14- (2)
Nuclear Physics 14- (2)
Cybernetics 14- (2)

Total Powers & Skills Cost: 106

Total Character Cost: 260

Disadvantages: + 150

Public Identity: Kwisp (10)
Reputation: Alien (11-) (10)
Distinctive Features: Alien; Concealability: Concealable,
10; Reaction: Noticed and Recognizable, +0 (10)
Believes that only he can save the world (Common,
Total) (20)
Sees others as pawns (Common, Total) (20)
Meglomaniac (Common, Moderate) (10)
Alien Villain Bonus (30)

Total Disadvantage Points: 260

Background/Personality: Kwisp originally came to Earth from the Planet Q with 12 billion boxes of Kwisp Cereal. His mission was to bring the cereal to Earth's children as a token of friendship from the people of his planet. Unfortunately, Earth wasn't buying it. The cereal just wasn't pleasing to Earth's less sophisticate palates. As a result, Kwisp soon found himself stranded on Earth without any money.

His last desperate scheme to save his cereal was to team up with Kwake, a huge bruiser who had the power to cause earthquakes. While this scheme also failed, they did strike up a strong friendship.

Giving up on selling his cereal, Kwisp began to use his alien intelligence and advanced technology to make his fortune. Recently, he has decided that what is ruining the planet is too many different cereals and too many embarrassing icons. He has recruited Kwake to help carry out those plans.

Kwake is a tad hyperactive, but he's a brilliant mastermind who knows what he wants and won't let anybody get in his way.

Quote: "Don't you see it. I offer you a chance for a brand new world. Why do you stupid icons insist on holding onto this one."

Tactics/Powers: Kwisp is the ultimate chess player. In combat and out he prefers to stay in the background and direct things. He is a skilled tactician, but not above firing his ray gun to help his own cause. He uses the heavy work to Kwake and saves himself for more intellectual pursuits

SOGGIES

Val	CHA	Cost	Roll	Notes
10	STR	0	11-	100kg; 2d6
20	DEX	30	13-	OCV: 7; DCV: 7
13	CON	6	12-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
12	PRE	2	11-	PRE Attack 2d6
8	COM	-1	11-	
8	PD	6		Total PD/rPD: 14/6
8	ED	5		Total ED/rED 14/6
3	SPD	0		Phases: 4, 8, 12
5	REC	0		
26	END	0		
23	STUN	1		

Total Characteristics Cost: 49

Movement: Run: 6"/12"
Swim: 2"/4"

Powers & Skills

Armor (6 PD/6 ED) (18)
 ½d6 HKA (Total 1d6); Range: 0; Armor Piercing: 1, +½
 (15) [1]
 Contortionist 13- (3)
 Gambling 11- (3)
 Interrogation 11- (3)
 Lockpicking 13- (3)
 Stealth 13- (3)
 Streetwise 11- (3)

Total Powers & Skills Cost: 51

Total Character Cost: 100

Disadvantages: + 100

Hunted: Admiral Crunchy (11-); Capabilities: More
 Powerful, 15; Non-combat Influence: None, +0;
 Geographical Area: Unlimited, -0; Actions: Hunting,
 ×1; Punishment: Harsh, 0 (20)
 Reputation: Destroyer of Breakfast (11-, Extreme) (15)
 Vulnerability: Drying attacks such as heat (1½× STUN);
 Attack: Common, +10 (10)
 Must Destroy Cereal (Uncommon, Moderate) (5)

Total Disadvantage Points: 150

Background/Personality: Who are the Soakies? Though they first clashed with Admiral Crunchy many years ago, very little is known about them. They may be very vigilant followers of the Atkins diet who despise cereal because of its abundance of carbohydrates, they could be mindlessly in search of a sugar rush, or they could just be really mean. What is known is that they seem to go out of their way to use the unusual acidic composition of their dough-like bodies to soak cereal and turn it all soggy.

Quote: "Bleh, me turn cereal to mush."

Tactics/Powers: Their unusual abilities are usually used to "soak" cereal, but in theory they can break down the chemical composition of anything. They like to attack in packs and overcome their opponents by sheer numbers and their deadly touch.