

# ANIMATED

## You're not bad, you're just drawn that way.

You're a living cartoon that's escaped into the Real World of Gamma Terra – like Roger Rabbit or Holly Would or Jim Carrey. You're not quite as real as the rest of the world around you, but that's okay – there are more opportunities for fame, fortune, and adventure out here among these oh-so-serious fleshbags.

**Appearance:** Your other origin determines what you generally look like, although you always have a cartoony look to you – solid bright colors, dark outlines, lack of details. For example, if your other origin is [Rabbit](#), you could be a white-furred cartoon bunny, perhaps in red overalls and yellow gloves.

## Animated Traits

**Mutant Type:** Charisma; Dark; +2 to dark overcharge.

**Skill Bonus (Level 1):** Gain a +4 bonus to Athletics checks.

**Stay Away from the Dip (Level 1):** Gain resist 5 physical and vulnerable 5 acid.

**Hammerspace (Level 1):** As a minor action, you can produce any normal weapon or starting gear item from an extradimensional pocket dimension. The item lasts until you let go of it or until you use *hammerspace* again.

**Animated Critical (Level 2 or 6):** When you score a critical hit, the attack deals 1d10 extra damage, and the target is dazed until the end of your next turn.

## Animated Powers

### BIFF! BAM! POW!

### ANIMATED NOVICE

*It's okay, it's just cartoon violence.*

**At-Will** ☹ Dark, Physical, Weapon

**Standard Action**            Melee or Ranged weapon

**Target:** One creature

**Attack:** Charisma + weapon accuracy + your level vs. AC

**Hit:** 1[W] + Charisma modifier + your level physical damage, and you slide the target 2 squares.

### TOON PHYSICS

### ANIMATED UTILITY

*The normal laws of physics just don't apply to you.*

**Encounter** ☹ Dark

**Minor Action**

**Personal**

**Effect:** Until the end of your next turn, you can move through solid walls and blocking terrain by slapping down a flat black disk as a free action and moving through it with your normal movement as if the blocking terrain weren't there. If you're in a situation where you would normally fall to the ground, you don't fall – unless you look down – and can move normally across empty air without falling, although you can't ascend or descend. If you end your next turn in the air, you fall to the ground and take no damage, but you do create a hole shaped like your body and are prone in that hole.

### ANVIL!

### ANIMATED EXPERT

*A 16-ton anvil falls out of the sky onto your opponent's head. His little umbrella won't protect him much.*

**Encounter** ☹ Dark, Physical

**Standard Action**

**Close burst 10**

**Target:** One creature in burst

**Attack:** Charisma + your level vs. Reflex

**Hit:** 3d10 + Charisma modifier + twice your level physical damage, and the target is stunned (save ends) and knocked prone.

**Miss:** Half damage.

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**Inspiration:** William "Dave the Armadillo" Combs

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