6000 24 (000)

CUCKOO SONNY

| 45 STR | 12- | 15 | PD | 10 rPD |
|--------|-----|----|------|--------|
| 15 DEX | 12- | 15 | ED | 10 rED |
| 14 CON | 12- | 6 | REC | |
| 15 INT | 12- | 50 | END | |
| 10 EGO | 11- | 13 | BODY | |
| 20 PRE | 13- | 50 | STUN | |
| 8 OCV | | 24 | RUN | |
| 5 DCV | | 12 | LEAP | |
| 3 MCV | | 4 | SWIM | |
| 3 SPD | | | | |

Chillin' Form

| 15 | STR | 6 | OCV |
|----|-----|----|------|
| 5 | PD | 0 | rPD |
| 5 | ED | 0 | rED |
| 30 | END | 30 | STUN |
| 12 | RUN | 6 | LEAP |
| | | | |

Luck 1d6

| Acrobatics | 12 |
|-------------|----|
| Biology | 8 |
| Chemistry | 8 |
| "Chemistry" | 12 |
| Chocoholics | 8 |
| Persuasion | 13 |
| Streetwise | 8 |

Nutrition Facts

- ✓ May contain nuts
- ✓ May go nuts

Serving Size

√9d6

Ingredients

- ✓ Addiction
- ✓ Cynicism
- ✓ Anger Issues
- ✓ Hunger Issues
- ✓ Crazed Look
- ✓ Chemicals
- **✓** Regret

Warning

May be habit-forming

Known Side Effects

- ✓ Berserk: Eating Puffs (11-, 14-)
- ✓ Cocoa Puffs Addict
- ✓ Sugar Crash (3d6 after Berserk)

He saw the best minds of his age fall to madness — starving, hysterical, naked, dragging themselves through supermarket aisles at dawn looking for a chocolate fix. Without his Puffs, Sonny is harmless, but with them, he is a whirling dervish of nigh-uncontrolled formidable power.



(SODO)

CHILLIN' SONNY

| | | _ | | |
|--------|-----|----|------|-------|
| 15 STR | 12- | 5 | PD | 0 rPD |
| 15 DEX | 12- | 5 | ED | 0 rED |
| 14 CON | 12- | 6 | REC | |
| 15 INT | 12- | 30 | END | |
| 10 EGO | 11- | 13 | BODY | |
| 20 PRE | 13- | 30 | STUN | |
| | | | | |
| 6 OCV | | 12 | RUN | |
| 5 DCV | | 6 | LEAP | |
| 3 MCV | | 4 | SWIM | |
| 3 SPD | | | | |

Cuckoo Form

45 STR 8 OCV 15 PD 10 rPD 15 ED 10 rED 50 END 50 STUN 24 RUN 12 LEAP

Luck 1d6

| Acrobatics | 12 |
|-------------|----|
| Biology | 8 |
| Chemistry | 8 |
| "Chemistry" | 12 |
| Chocoholics | 8 |
| Persuasion | 13 |
| Streetwise | 8 |

Nutrition Facts

- ✓ May contain nuts
- ✓ May *go* nuts

Serving Size

√3d6

Ingredients

- ✓ Addiction
- ✓ Cynicism
- ✓ Anger Issues
- ✓ Hunger Issues
- ✓ Crazed Look
- ✓ Chemicals
- **✓** Regret

Warning

May be habit-forming

Known Side Effects

- ✓ Berserk: Eating Puffs (11-, 14-)
- ✓ Cocoa Puffs Addict
- ✓ Sugar Crash (3d6 after Berserk)

He saw the best minds of his age fall to madness — starving, hysterical, naked, dragging themselves through supermarket aisles at dawn looking for a chocolate fix. Without his Puffs, Sonny is harmless, but with them, he is a whirling dervish of nigh-uncontrolled formidable power.





TRIXIE THE RABBIT

| 10 STR | 11- | 4 | PD | 0 rPD |
|--------|-----|----|--------|-------|
| 20 DEX | 13- | 4 | PD | 0 rED |
| 13 CON | 12- | 8 | REC | |
| 20 INT | 13- | 25 | END | |
| 8 EGO | 11- | 13 | BODY | |
| 15 PRE | 12- | 25 | STUN | |
| 7 OCV | | 12 | RUN | |
| 7 DCV | | 14 | LEAP | |
| 3 MCV | | 4 | SWIM | |
| 3 SPD | | 2 | BURROV | V |

Gadgets (30 pts, 6 Uses, Activation 12) Lightning Calculator, Speed Reading

| Act | 12 | Invent | 14 | Math | 11 | |
|----------|----|----------|----|----------|----|--|
| Disguise | 12 | Bug | 13 | Mechanic | 11 | |
| Conceal | 13 | Chemist | 11 | Physics | 11 | |
| Escape | 13 | Forensic | 13 | Robots | 11 | |
| Tactics | 13 | Medic | 13 | Systems | 13 | |

Nutrition Facts

- ✓ Colorful
- ✓ Absentminded

Serving Size

- ✓2d6 punch/kick
- ✓ 6d6 gizmo (approx)

Ingredients

- ✓ Hyperactivity
- ✓ Bitterness
- ✓ Genius
- ✓ Improbability
- **√** Gizmos
- ✓ Hefty Grudge
- ✓ Chemicals

Warning

Do not mix with caffeine



Known Side Effects

- ✓ Enraged: Eating Trix (11-, 14-)
- ✓ Drawn to Trix
- ✓ Irrational
- ✓ Unluck 3d6

He was never the most rational box on the shelf, especially after many defeats by children and three unsuccessful presidential write-in campaigns.
But he has a brilliant mind for scheming and inventing, and his unorthodox plans and disguises can save the day.



COUNT CHOCULA

| 30 STR | 15- | 15 | PD | *9 rPD |
|--------|-----|-----|------|---------|
| 20 DEX | 13- | 9 | ED | *6 rED |
| 14 CON | 12- | 9 | REC | |
| 10 INT | 11- | 30 | END | |
| 15 EGO | 12- | 10 | BODY | * |
| 20 PRE | 13- | 32 | STUN | doesn't |
| 7.001 | | 4.2 | D | protect |
| 7 OCV | | 12 | RUN | against |
| 7 DCV | | 12 | LEAP | wood |
| 5 MCV | | 4 | SWIM | |
| 3 SPD | | 14 | FLY | |

Mind Control 6d6 (Telepathic; Eye Contact)

Life Support Night Vision

Bat Form

Bransylvania 11
Monster 13
Paranormal 8
Society 13
Stealth 13
Rank (Count)
Wealth

Nutrition Facts

- ✓ Imported
- ✓ Long Shelf Life

Serving Size

- ✓6d6 punch
- ✓ 6d6 hypnosis

Ingredients

- ✓ Undead
- ✓ Chocolate
- ✓ Paranormal
- ✓ Nobility
- ✓ Flight
- ✓ Entitlement
- ✓ Hypnosis

Warning

Keep out of direct sunlight



Known Side Effects

- ✓ Expects Royal Treatment
- ✓ Fear of Crosses
- ✓ Garlic (2d6)
- √ Hunger (3d6/6 hr)
- ✓ Sunlight (1d6/hr)

In a world of parrots and frogs, Chocula is a vampire, with great strength, hypnosis, and bat form. Feeding on cereal has made him an outcast from vampire society, especially since cereal is a breakfast food. He is royalty and acts as such, and enjoys playing up his deep and mysterious side.



QUISP THE ALIEN

| 8 STR | 11- | 10 | PD | 5 rPD |
|--------|-----|----|------|-------|
| 23 DEX | 14- | 10 | ED | 5 rED |
| 8 CON | 11- | 4 | REC | |
| 23 INT | 14- | 15 | END | |
| 15 EGO | 12- | 8 | BODY | |
| 18 PRE | 13- | 15 | STUN | |
| 8 OCV | | 8 | RUN | |
| 10 DCV | | 3 | LEAP | |
| 5 MCV | | 4 | SWIM | |
| 3 SPD | | 10 | FLY | |

Ray Gun (Blast 8d6, 12 Shots)

Flight Beanie (10m)

Space Suit (Life Support)

| Acrobatics | 14 | Physics | 11 |
|-------------|----|-----------|----|
| Conceal | 10 | Radiation | 11 |
| Cybernetics | 11 | Robotics | 11 |
| Inventor | 14 | Stealth | 10 |
| Persuasion | 13 | Tactics | 14 |

Nutrition Facts

- ✓ Universal
- ✓ Brainy

Serving Size

✓8d6 ray gun

Ingredients

- ✓ Spacey
- ✓ Tactics
- ✓ Tenacity
- ✓ Genius
- ✓ Arrogance
- **✓** Baggage
- √ "Lay-zers"

Warning

Out of his element



Known Side Effects

- ✓ Alien
- ✓ Bad Reputation
- ✓ Sees Others as Pawns
- ✓ Small (+6m KB)
- ✓ Superiority Complex

Quisp is a brilliant but hyperactive mastermind that sometimes doesn't grasp Earth's culture. Years ago, he tried to take over the world, but was stopped by the other cereals. Frankenberry gave his brain a good cleaning, which made his personality much more cooperative.



CAP'N CRUNCH

15 STR 12-10 PD 4 rPD 14 DEX 11-10 ED 4 rED 13 CON 12-6 REC 18 INT 13-25 END 15 EGO 12-11 BODY 28 PRE 15-25 STUN 5 OCV 12 RUN 6 LEAP 5 DCV 5 MCV 4 SWIM 3 SPD

Cutlass Flintlock (6 Shots) Telescope Vehicle (SS Guppy)

Rank (Cap'n) Contacts (Crunchberry Beast, Tusky)

Boating 12 Leadership 13 Navigation 11 Medic 13 15 Oratory Persuasion 15 Seamanship 11 Survival 13 Tactics 13

Nutrition Facts

- ✓ Buoyant
- ✓ Stern

Serving Size

- ✓ 5d6 fisticuffs
- ✓ 2dK cutlass
- ✓ 1d6+1K flintlock

Ingredients

- ✓ Mess
- ✓ Adventure
- **√** Grog
- ✓ Vitamin Sea
- **✓** Salt
- ✓ Tar

Warning

Tastes a little dinghy



Known Side Effects

- ✓ Code of Honor
- ✓ Hunted (Pierre LaToe, Soggies)
- ✓ Loves Sea Life
- ✓ Older than he once was

Cap'n James Tiberius Crunch is a highly respected cereal icon. He likes people, but truly loves the sea. In a crisis situation, his natural leadership skills take over and he shines as a superb strategist. He is skilled in the pistol, sword, and naval hand-tohand.



TONY THE TIGER

30 STR 15-8 PD 4 rPD 21 DEX 13-8 ED 4 rED 20 CON 13-10 REC 18 INT 13-40 END 14 EGO 12-15 BODY 25 PRE 14-40 STUN 7 OCV 12 RUN 7 DCV 12 LEAP 5 MCV 4 SWIM 3 SPD

Charging (Boost Others Physical Stats 3d6, Takes a Persuasion Roll, Costs 6 END)

Wealth

| Acrobatics | 13 |
|------------|----|
| Anatomy | 11 |
| Biology | 11 |
| Breakfall | 13 |
| Oratory | 8 |
| Persuasion | 14 |
| Teamwork | 14 |
| Society | 14 |
| | |

Nutrition Facts

- ✓ Corny
- ✓ Flakey

Serving Size

- ✓6d6 punch
- **√**6d6 claw/bite

Ingredients

- ✓ Encouragement
- ✓ Enrichment
- ✓ Fitness
- ✓ Family
- ✓ Honor
- ✓ Respect
- ✓ Workaholism

Warning

Freaking *tiger* inside



Known Side Effects

- ✓ Code vs Killing
- ✓ Fitness Nut
- ✓ Paparazzi
- ✓ Protective of Children
- ✓ Teammates First

A powerful tiger, capable of pouncing and mauling, Tony is much happier to help others achieve. An elder statesman, he will often help the younger cereal spokespeople shine. He is very cordial, and genuinely likes both children and his fellow icons.



TOUCAN SAM

| rPD | 0/6 | PD | 4/10 | 11- | STR | 10 |
|--------|-----|------|------|-----|-----|----|
| rED | 0/6 | ED | 4/10 | 13- | DEX | 18 |
| | | REC | 4 | 11- | CON | 10 |
| armor | * | END | 20 | 13- | INT | 18 |
| bonus | | BODY | 10 | 11- | EGO | 11 |
| only | | STUN | 20 | 13- | PRE | 20 |
| while | | RUN | 4 | | OCV | 6 |
| flying | | LEAP | 4 | | DCV | 10 |
| | | SWIM | 4 | | MCV | 4 |
| | | FLY | 20 | | SPD | 3 |

Awareness (+2 PER) Flying Dodge Trained Nose

> (Ranged Tracking Scent)

Aerobatics 8
Conceal 12
Criminology 13
Deduction 13
Forensics 13
Stealth 12
Survival 13

Nutrition Facts

- ✓ Fruity
- ✓ Loopy

Serving Size

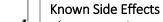
- ✓ 5d6 beak
- ✓ 2x1½d6 talons

Ingredients

- ✓ Fear
- ✓ Loathing
- ✓ Deduction
- ✓ Aromatherapy
- ✓ Ecoterrorism
- $\checkmark {\sf Discrimination}$
- ✓ Arrogance

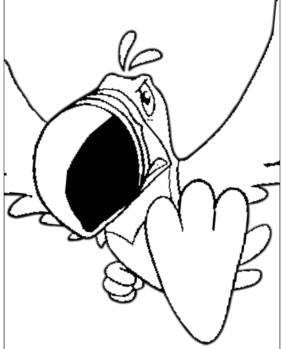
Warning

Contents under pressure



- ✓ Drawn to Flavors
- ✓ Protects Nature
- ✓ Protects Needy
- ✓ Small (+12m KB)
- ✓ 1½× from Gas

The world's greatest detective has become more socially aware, stridently defending the environment from corporate shills. He puts on a friendly façade, since he knows he is the only parrot that most people will ever see. His team strength is as a detective with the finest of olfactory powers.





LUCKY THE LEPRECHAUN

| 10 STR | 11- | 6 PD | 0 rPD |
|--------|-----|---------|-------|
| 23 DEX | 14- | 6 ED | 0 rED |
| 11 CON | 11- | 4 REC | |
| 13 INT | 12- | 25 END | |
| 18 EGO | 13- | 10 BOD | Υ |
| 15 PRE | 12- | 21 STUN | ١ |
| 8 OCV | | 8 RUN | |
| 10 DCV | | 4 LEAP |) |
| 6 MCV | | 4 SWIN | M |
| 3 SPD | | | |

Magic (30 pts, Activation 10, Instant, Side Effects)

Luck 1d6 Pot o' Gold

| Acrobatics | 14 |
|----------------|----|
| Conceal | 14 |
| Magic | 11 |
| Occult | 12 |
| Language (Fae) |) |
| Oratory | 8 |
| Sleight | 14 |
| Society | 8 |
| Stealth | 10 |
| | |

Nutrition Facts

- ✓ Charm
- **✓** Guile

Serving Size

✓ Around 6d6

Ingredients

- ✓ Whimsy
- ✓ Occult
- ✓ Bitterness
- ✓ Wiliness
- ✓ Artifice
- ✓ Fancy
- ✓ Chance

Warning

Do not reveal your True Name



Known Side Effects

- ✓ Dislikes Children
- ✓ Practical Joker
- ✓Small (+6m KB)
- ✓ Underage Thieves
- ✓ Unluck 2d6

Lucky is whimsical and mischievous, though he has become bitter with age. His magic is not the most reliable, but he takes full advantage of it, even though it's just as likely to get him into trouble as out of it. He generally uses magic first and worries about the consequences later.



SUGAR BEAR

| 10 STR | 11- | 6 PD | 0 rPD |
|--------|-----|---------|-------|
| 23 DEX | 14- | 6 ED | 0 rED |
| 11 CON | 11- | 4 REC | |
| 13 INT | 12- | 25 END | |
| 18 EGO | 13- | 10 BODY | |
| 15 PRE | 12- | 21 STUN | |
| 8 OCV | | 8 RUN | |
| 10 DCV | | 4 LEAP | |
| 6 MCV | | 4 SWIM | |
| 3 SPD | | | |

+2 Hearing Perfect Pitch

| Acting | 14 | Paramedic | 12 |
|--------------|----|------------|----|
| Animals | 14 | Persuasion | 14 |
| Climbing | 14 | Medicine | 12 |
| Conversation | 14 | Survival | 12 |
| Oratory | 8 | Tracking | 12 |
| | | | |

Nutrition Facts

- ✓ Bearable
- ✓ Hearty

Serving Size

- √5½d6
- ✓ 2x1d6K

Ingredients

- ✓ Cool
- ✓ Calm
- ✓ Collectedness
- **✓** Power
- ✓ Music
- **✓** Friendship
- ✓ Je Ne Sais Quoi

Warning

Does not contain gold



Known Side Effects

- ✓ Code vs Killing
- ✓ Cool and Cheery
- ✓ Hibernates
- ✓ Jazzy Lingo
- ✓ Loves Children

Sugar Bear has never lost his cheery disposition, despite the outcry against sugar that turned his beloved Sugar Pops into Golden Pops, all while sleeping six months each year. A gentle creature, he never hurts a foe if he can avoid it. In pressure situations, his cool demeanor really shines.