

Cosmic Guardians

Guardian Universe CST:

COSMIC Guardians

Rules for creating the truly cosmic character!

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Cosmic Guardians

Cosmic Guardians and the Demi-Gods

As much as we like to deny their existence, they are out there. They are beings of such immense power that they could cripple our world with a mere flick of the wrist. Cosmic beings and Demi-gods have always been a part of our lives. Whole cultures have worshipped them. Either way, these beings are out there waiting...or they were. The Guardian Universe is vast. It spans across countless realities. The Gods of Mythology and the Ones Before exist in each reality. Some rule worlds, others have died off and even more play games with life-forms. But something has stirred them in this Guardian Universe. Even while humanity and the Imperium battle the forces of the Shifters, another more sinister force is coming. Already there are signs of taint.

And the mythological beings are not the only ones watching. Cosmic Guardians have been called to the scene of a horrific crime: a line of dead worlds, one after another with God Stones missing. Someone is building their powers at the cost of whole worlds. And in the path of this destruction, light years away...Earth.

Along the way, Children of the Stars return to their worlds to find death and destruction. Someone must pay! But who?

So it begins.....



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Ranks

5: **Below Average.** The weak and pathetic.

10: **Average:** Nothing to brag about.

15: **Above Average.** A prime instinct that gives you the edge.

20: **Superb.** This is where human perfection comes into play.

30: **Extraordinary.** The MAX a human may reach in their potential.

40: **Fantastic.** Anyone who has been augmented is at this level. This can be through technology or mystic gifts.

50: **Awesome.** This is the level past human. Super beings are at this level.

70: **Mighty.** Demi-Gods and prime beings get this high.

100: **Supreme.** Demi-Gods, Cosmic heroes and some extreme powered EVs can reach this Rank.

150: **Ultra 1.** Demi-Gods and Cosmic Heroes commonly have this rank.

300: **Ultra 2.** The MAX that a Demi-God or Children of the Stars may reach.

400: **Ultra 3.** The upper end of the rank scale for Cosmic Heroes.

500: **Cosmic 1.** Some Cosmic heroes achieve this Rank. At this Rank players are heading into the range of Gods of Mythology.

1000: **Cosmic 2.** Here is where the Gods of Mythology stand. Characters with Ranks this high can create life with a thought or smash whole planets with their bare hands.

3,500: **Cosmic 3.** Above the Gods of Mythology are the Ones Before. This Rank represents them best.

∞: **Infinity.** This is where God Almighty reigns.



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Cosmic Hero

There are forces in the universe that are unexplainable. They make everything function and balance out the chaos to prevent absolute annihilation of existence. Sometimes the scales are tipped and order must be restored. This is where Cosmic Heroes come into play. These heroes work as loners or with a group of lesser beings to help bring things back to normal. A Cosmic Hero gains their awesome power through a cosmic force that maintains them until either their mission objectives are met or until the cosmic energies fade. Some Cosmic Heroes have lived to be millions or years old by Earth standards. When it comes to game play, these heroes are not common and Game Master should tread cautiously when allowing a player to generate one. Only the most RESPONSIBLE player should be allowed to create a Cosmic Hero.

Hero Type Bonuses:

***NOTE: No ranks may EXCEED Cosmic 1 (500)**

- May give 2 Characteristics +10
- May give 1 Characteristic +5
- Automatically start with 3 Powers at Awesome Rank and 2 Powers at Supreme Rank (These powers may NOT have Fusion Points added to them to increase the ranks)
- All Damage towards character is considered STUN, EXCEPT Magic
- HITS and STUN are determined by multiplying CON x100
- Life Support (Cosmic Heroes can function in the vacuum of space with no ill effects)
- Longevity (Cosmic Heroes can live for hundreds of years)
- Ignore ALL Scale Shift (No matter the scale difference, damage doesn't increase or decrease.)
- No Language Barrier (Cosmic Heroes can speak ALL languages)

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Children of the Stars

The Gods of Mythology spawned thousands of races across the universe. The greatest example is the Glyph Guards of Horus. These children were genetically modified by the Gods of Mythology to become super beings. Originally meant for the war between the Gods of Mythology, they are now wandering nomads across time and space. Many are anomalies that occurred at random. Others are remnants of abandoned soldiers who mixed in with the indigenous population of a world and interbred creating a new genetic bloodline. This unstable line spawned a whole new form of super being in the universe. Children of the Stars mostly live normal lives, not revealing themselves to the people of the world they live on. Some choose to be adventurers, traveling throughout the known universe discovering new wonders. In a sense, these children are cosmic by nature.

Hero Type Bonuses:

***NOTE: No ranks may EXCEED Ultra 2 (300)**

- May give 1 Characteristic +10
- May give 1 Characteristic +5
- Automatically start with 3 Powers, all at Awesome Rank and 1 Power at Mighty Rank (These powers may NOT have Fusion Points added to them to increase the ranks)
- All Damage towards character is considered STUN, EXCEPT Magic and Mental
- HITS and STUN are determined by multiplying CON x100
- Life Support (Children of the Stars can function in the vacuum of space with no ill effects)
- Longevity (Children of the Stars can live for hundreds of years)
- Ignore ALL Scale Shift (No matter the scale difference, damage doesn't increase or decrease.)
- Life Support (Children of the Stars can function in the vacuum of space with no ill effects)
- Longevity (Children of the Stars live for hundreds of years)

Cosmic Guardians

Demi-Gods

Every God of Mythology has spawned children. For Odin it was Thor and Loki. Hercules is the son of Zeus. And from each of these children came more. These are Demi-Gods, those who are not full Gods, but instead they are direct descendants of them. On Earth these Demi-Gods went into hiding when Cartel arrived. They didn't want to get involved and they feared what Cartel really was. On alien worlds Demi-Gods demanded worship by their followers in exchange for protection. When the forces of evil declared war on the universe and all sentient life the Demi-Gods began to take up arms. Meanwhile other Demi-Gods ignored their calling. One such example is the grandson of Thor, a rebellious youth named Strykefire. Instead of following the path of his family, he became an adventurer. Most Demi-Gods have similar powers to their parents. These beings are extremely powerful and as you will see in their bonuses they can take a lot of damage.

***GM WARNING:** Demi-Gods are bloody powerful. Only use them if you plan on running a mega-cosmic campaign.

Hero Type Bonuses:

***NOTE: No ranks may EXCEED Ultra 2 (300)**

- May give 2 Characteristics +15 shift
- May give 1 Characteristic +10
- Automatically start with 3 Powers at Awesome Rank and 1 Power at Mighty Rank
- All Damage towards character is considered STUN, EXCEPT Magic and Mental
- HITS and STUN are determined by multiplying CON x100
- Life Support (Demi-Gods can function in the vacuum of space with no ill effects)
- Longevity (Demi-Gods can live for hundreds of years)
- Ignore ALL Scale Shift (No matter the scale difference, damage doesn't not increase or decrease.)
- Life Support (Demi-Gods can function in the vacuum of space with no ill effects)
- Longevity (Demi-Gods live for hundreds of years)
- No Language Barrier (Demi-Gods can speak ALL languages)

Cosmic Guardians

COSMIC POWERS

Cosmic Jump

Prerequisite: Teleport Rank Supreme (100)

A player with this power can mass teleport from one location to another in space. Take the power rank and divide it by 10. This is the distance you may teleport equal to solar systems. So if you had Cosmic Jump at Extraordinary (30) then you could jump across 3 solar systems per jump. At Supreme Rank players can teleport objects up to the size of a starship. At Cosmic 1 they can teleport planets.

Cosmic Sense

Unlike a Sixth Sense, the Cosmic Sense keeps the player in tune with the universal energies that make everything go round. They are so in tune with the cosmic forces they can sense things before they even happen. The slightest ripple in the cosmic scene is noticed. This allows the player to literally predict actions before they happen, giving them a huge advantage against foes. To represent this the player adds their power's rank divided by 10 to all rolls.

Geo-Force

Prerequisite: Earth Control Rank Supreme (100)

The ability to control *Geo-forces* is ungodly. The player can manipulate tectonic plates, causes planets to break apart and generate super-volcanoes! This shouldn't be confused with the elemental control of Earth, because the power cannot generate sand walls, and such. It only works on existing conditions. See the effect chart for the different levels of damage that can be caused by lava.

Rank	Target
Supreme	Local Tectonic Plate
Cosmic 1	Continental Plate
Cosmic 2	Small Planet
Cosmic 3	Medium Planet
Infinity	Large Planet

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GIA Levels	Target
Below Average	Small Rocks
Average	A Human being
Above Average	Large Rocks
Superb	Plains
Extraordinary	Medium Bodies of water
Fantastic	Small Volcano
Awesome	Large Volcano
Mighty	Asteroid, Small Moon
Supreme	Small Planet
Cosmic 1	Medium Planet
Cosmic 2	Large Planet
Cosmic 3	Star
Infinity	Whole solar systems

GIA Feed

A deadly power indeed, the GIA Feed allows a player to literally suck GIA energy to power up. The GIA Feed works like this: The player absorbs GIA energy from a target (person or planet) equal to their power rank. The energy is then put into a pool which may be used to boost other power ranks or main stats. Once the energy is burned up the player may feed again. The energy pool may not exceed the GIA Feed power rank!

Hyper-Flight

Prerequisite: Flight Rank Supreme (100)

With this power players can literally fly so fast they may travel through space at amazing speed. So how far can you travel and how fast? Take the power rank and divide it by 10. This is how many solar systems you can travel through each hour. Players may ONLY use this power for ramming if they are tough enough to

exceed the toughness or material of an object they are ramming.



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Life-Bestowment

Some cosmic entities are so powerful that can actually create life forms just by willing it. Some life forms are simple and some are extremely complex. The lifespan of these created beings is equal to the power's rank in years (Supreme 100 equals 100 year lifespan). At higher ranks the power can actually offer limited super abilities and natural abilities. There are four levels of life: Primitive, Intelligent, Super and Mega. Primitive represents the most basic forms of life like slugs, hippos and elephants. Intelligent life is any creature that is capable of human-like civility like mice, octopus, humans, and whales. The Super life form is a being that has some type of super powers. Your basic Guardian Universe heroes fall into this category. The Mega-life are the Uber-hero types. They are considered gods on some worlds. The Mega-life can also be an archon of a cosmic entity.

Rank	Life
Below Average	Small, Primitive
Average	Medium, Primitive
Above Average	Large, Primitive
Superb	Small, Intelligent
Extraordinary	Medium, Intelligent
Fantastic	Large, Intelligent
Awesome	Small, Super
Mighty	Medium, Super
Supreme	Large, Super
Cosmic 1	Small, Mega
Cosmic 2	Medium, Mega
Cosmic 3	Large, Mega
Infinity	Anything

Roll 1d100	Effect
1-30	Matter Transmogrification: Solid matter transforms into something utterly ridiculous. (Works against same rank or lower and transforms into same rank or lower)
31-50	Organic Transmogrification: Living organic material transforms into something utterly ridiculous. (Works against same rank or lower and transforms into same rank or lower)
51-70	Energy Transmogrification: Energy transforms into something utterly ridiculous. (Works against same rank or lower and transforms into same rank or lower)
71-80	Task Stupidity: Something utterly ridiculous happens while conducting a task, not in favor of the target.
81-100	Task Insane Success: Something utterly ridiculous happens while conducting a task, in favor of the target.

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Probability Manipulation

Be it magic based or cosmic based, the ability to manipulate probability is astonishing. A character that possesses Probability Manipulation is able to tip the scales in favor or not in favor of a target, but not for themselves. When using the power the player chooses to either tip the scales in favor or not in favor of the target who is attempting something. You then take the rank of the power, divide it by 10 and take that number and subtract from the target's roll.

The second way to use Probability Manipulation is via the Probability Chart. The user rolls 1d100 (percentile) and ends up with the result on the chart. The chart us for Ranks Mighty (70) and under. Anyone with Probability Manipulation of Supreme (100) or higher may actually pick from the chart what they would like to happen.

Omni-Power

The cosmic Omni-power has no one real power, but instead represents ALL powers. This power is extremely rare, especially in non-cosmic beings. Most Gods of Mythology and Cosmic Entities have the Omni-Power at some rank. With the Omni-Power a being can utilize every power in the Guardian Universe at will. This power starts out at Awesome Rank (50) and works its way up. However, if a power requires a prerequisite rank and the Omni-Power does not meet that, then the power may not be used. NOTE: The Omni-Power does NOT include magic!

Resurrection

The player with this power is able to bring the dead back to life and completely restore them to the state they were in while alive. This means all damage is healed instantly. The power is able to resurrect a person whose Hit Points are equal to the power's rank. So a person with Resurrection at Supreme (100) can resurrect a victim who had 100 HITS to start with.

Solar Absorption

The player is powered by their ability to absorb solar energy. So how does this work? Players roll for the rest of their powers, but instead of rolling for ranks, the player uses the Solar Absorption rank as the baseline for all their powers. The complicated part comes in how long a player is powered for out of sunlight. Take the Power Rank and multiply it times 100. This is your Power Reserve. Every time you use a power subtract from the Power Reserve the number equal to the rank of

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the power or less. When this is gone the player must sit in a sunlight room or go outside to recharge. The power recharge works like this:

Dimly lit room: $\frac{1}{4}$ th of Power Rank per turn.

Well Lit room: $\frac{1}{2}$ of Power Rank per turn.

Outside in direct sunlight: $\frac{3}{4}$ th of Power Rank per turn.

Flying into the sun: FULL recharge.*

*The sun has a Cosmic Plus gravity rank. So if you player doesn't have a way to get out of the sun they are trapped there.

Soul Suck

This power allows the player to actually suck the souls of others. The only defense against this power is either a stronger Spirit than the power or magical barriers. If a target has a stronger Willpower than the user's power rank then nothing will happen. If a target has no means of protection then they take damage until their HITS are reduced to zero. When a person has their soul sucked the body is an empty husk. Anyone who can transfer their spirit into another body could actually take possession of this empty form and gain use of any physical powers, but not mental powers or skills. This power can be reversed with strong magic or cosmic power. The points sucked from a target can be used to increase anything from Characteristics to power ranks up to the rank of the Soul Suck power.

Star-Fire

Prerequisite: Fire Generate Rank Supreme (100)

A character with Star-Fire is able to actually generate star matter and the energies associated with it from their body. Of course the player would need to have this power at Cosmic 2 (1000) to actually be as powerful as a real star. Still, the player may create a star-like effect when using this power. That means they glow a powerful aura when the power is in use. Their skin is white hot during this time providing protection from physical attacks equal the power's rank. Another way to use this power is to forge star matter weapons. These powerful tools have ranks equal to the power rank or material, and have star qualities making them resistant to all forms of attack including magical and mental.

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Terraform

Prerequisite: Air Generate Rank Supreme (100), Weather Control Rank Supreme (100)

With this power players can actually create livable atmospheres around anything from small asteroids to whole worlds!

This only creates the atmosphere and not actual life. That comes later.

Rank	Target
Supreme	Asteroid
Cosmic 1	Small Moon
Cosmic 2	Large Moon
Cosmic 3	Small Planet
Infinity	Whole Planet

Rank	Scale
Supreme	Half a planet's ocean
Cosmic 1	A whole planet's ocean (minor)
Cosmic 2	A whole planet's ocean (major)
Cosmic 3	Catastrophic
Infinity	No Limit

Tidal Force

Prerequisite: Gravity Control Rank Supreme (100), Water Control Rank Supreme (100)

Entire oceans are your playground, allowing the player with this power to literally change tidal conditions at will. This means he can cause a continent to be submerged or generate tidal waves so powerful they can change the landscape of a planet.

Unreal

Prerequisite: Ghosting Rank Supreme (100)

Cosmic forces are uncanny at best. They are so amazing that some people can't even accept them as reality. Because of this anyone who comes into contact with a character with the Unreal power must roll their Willpower against the rank of the power. If they fail they cannot act against or remember ever seeing the person with Unreal. If the person succeeds then they still must make a roll once the contact with the Unreal character has ceased. This makes Unreal characters almost, unreal. They could spend millions of years walking amongst us and never be seen.

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Mercuras

Age: 800

Weight: 200 lbs

Height: 6ft

Eyes: Gold

Hair: N/A

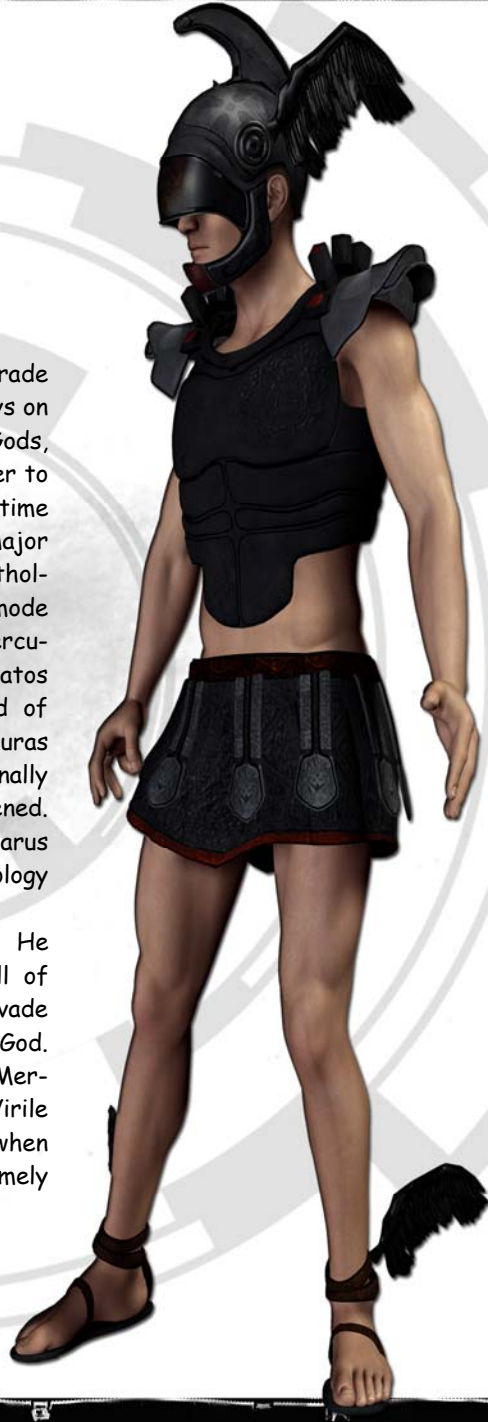
Place of Birth: Cancer Prime

Legal Status: N/A, Worshipped on some worlds

Occupation: Demi-God, Messenger

Mercuras is the son of Mercury, the Greek God of Trade and his mother was a nymph from Cancer Prime. Always on the go, Mercuras sought adventure like many Demi-Gods, and left his role as a God of Mythology behind in order to live a more exciting life. Mercuras spent most of his time flirting with the women of Virile and became a major player. While away on a mission for the Gods of Mythology, Virile's God Stones went into their Apocalypse mode and the planet was destroyed by Thanatos. When Mercuras returned he found the world in ruins and Thanatos waiting for him. Seeing that the daemon Demi-god of Death was more than he could handle, the young Mercuras fled. After running a few light years, Mercuras finally stopped and tried to comprehend what had happened. Fearing that Thanatos would hunt him down, Mercuras found sanctuary with the other Roman Gods of Mythology and has been hiding ever since.

As a Demi-god, Mercuras has a cowardly streak. He spent over 200 years on Virile, a nudist world full of women living a very free lifestyle. No one dared invade the planet because they feared the wrath of a Demi-God. His encounter with Thanatos on the other hand sent Mercuras into a deep depression. His guilt over leaving Virile in order to please his father and then fleeing Virile when he stared into Thanatos's eyes has made him extremely moody.



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Mercuras

Characteristics

Smarts: 4

Willpower: 10

Presence: 20

Hand-Eye Coordination: 20

Reflexes: 20

Strength: 10 (50 Rank Super STR)

Body: 15

Constitution: 15

Movement: 10 (100 Rank Super Speed)

Derived

STUN: 1500

HITS: 1500

Initiative: 24

Actions: 15

Attack: 27

Evade: 27

Education: 11

Perception: 11

Skills: Basic Civilian (Roman Gods of Mythology): 7

Powers:

Demi-God Abilities

Super Speed: 100 Rank

Hyper Speed: 30 Rank (equivalent to Hyper Flight)

Super Charm: 40 Rank vs. Women or Gay Males

(Mercuras has the ability to charm anyone who might be attracted to him. This power works like Dominate found in GUCST pg. 75)



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