

G-Core Easter 2013



Welcome to G-CORE Easter 2013

This product requires
G-Core or G-Core DELUXE

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Guardian Universe ©1988-2013 Jay Libby

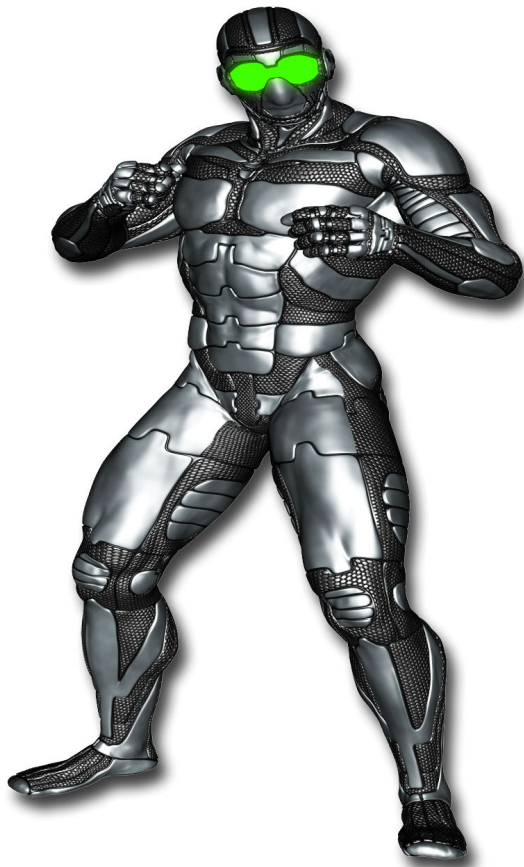
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The Barnyard Crew

This team of farm mutations was created by Doctor Nemo, a brilliant researcher in the field of genetic engineering. He uses these animals to extort, recruit and further his goals of a new species. They are constantly on the move. For any game, they are probably in town because there is something there they need.

How to they fit into Guardian Universe: Revival?

Doctor Nemo is new to the scene. The appearance of his Barnyard Crew is just a sign of the times. Doctor Nemo isn't exactly evil and you will learn more about him in a later GU product. For now we will provide you with stats for the Caretakers. These robots were designed by Kryton International for several superhuman prisons. Dr. Nemo paid top dollar for 12 of these robots.



CARETAKERS

Statistics

Physical

Rumble	50
Agility	50
Might	50
Moxie	100

Mental

Smarts	30
Perception	40
Spirit	20

Health: 250
WILD: 90
Resources: --
Popularity: 20

SPECIAL FOCUS

Tracking +30
Combat Evaluation +30
Weapon Systems +30

KNOWN POWERS

Armored Chasse: 50 Rank Material, 70 Rank protection vs. Energy
Power Dampen: 40 Rank
Flight: 50 Rank (may only be used for short distances)
Teleport: 50 Rank (the range is limited to 20 yards)
Kinetic Absorption: 50 Rank (may only be used to redirect a physical attack BACK at the attacker)
Optic Beams: 50 Rank (this beam is a stun beam that is used to knock out a superhuman.)

BRIEF OVERVIEW

The Caretaker robots were designed by Kryton International as a way to make better their reputation after the Cartel Hearings at the United Nations. They are programmed to track specific targets and subdue them. Most are used in the superhuman prison system (SPS). Although, Kryton International has sold several to 'private' investors who are in need of these robots to help contain their own 'super' projects. The Caretaker runs off a micro-fission power cell and never runs out of juice. There is a failsafe that keeps the cell from rupturing and causing a catastrophic explosion.

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INCREDIBLE JACK

Statistics

Physical

Rumble	30
Agility	10
Might	70
Moxie	70

Mental

Smarts	5
Perception	8
Spirit	5

Health: 180

WILD: 18

Resources: 2

Popularity: -20

BACKGROUND

Hero Type: Rogue

Origin: Mutation, Extreme

Real Name: Jack

Occupation: Brawler

Legal Status: US Citizen of sorts....with criminal record

Identity: Public

Place of Birth: The Barnyard, Winchester, Delaware, USA

Marital Status: Single

Known Relatives: Patty Jack (brother), Matty and Jingle Jack (parents)

Base of Operations: Mobile

Affiliations: The Barnyard Crew

SPECIAL FOCUS

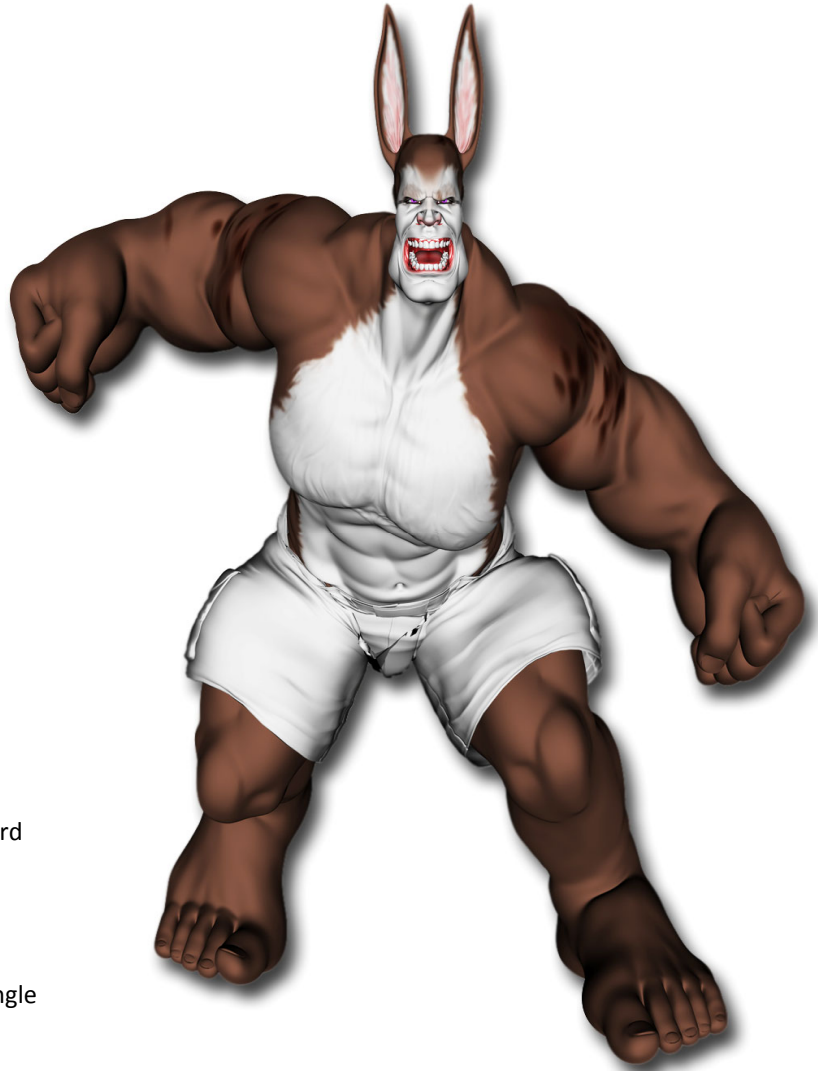
Brawl +10

WEAKNESS

Dumb (MAJOR): Anytime Jack needs to use his SMARTS he gets a -50 to his roll.

KNOWN POWERS

Natural Tough: 50 Rank vs. Physical, 70 vs. Energy



HISTORY

Incredible Jack was a simple Easter bunny who was adopted by a mad scientist named Nemo and injected with a dozen different muscle boosters and then blasted with radiation for an added mutation. So what was once a small, homely bunny became a ten foot tall beast of brute force and muscle named Incredible Jack. Nemo uses Jack for his underground mutant fight club (the UMFC). But every now and then Jack is put into a team of other mutations and sent on missions for their master. These animals call themselves the Barnyard Crew. Incredible Jack, himself, is a large mindless brute of a thing who understands basic instructions. While he is pretty tough, Jack can be fooled pretty easily.

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LAYLA PIG

Statistics

Physical

Rumble	10
Agility	10
Might	30
Moxie	20

Mental

Smarts	5
Perception	8
Spirit	5

Health: 70

WILD: 18

Resources: 10

Popularity: 30

BACKGROUND

Hero Type: Rogue

Origin: Mutation

Real Name: Layla

Occupation: Professional of sorts

Legal Status: French citizen with criminal record

Identity: Public

Place of Birth: Paris, France

Marital Status: Single

Known Relatives: Unknown

Base of Operations: Mobile

Affiliations: The Barnyard Crew

SPECIAL FOCUS

Seduction +40

KNOWN POWERS

Pheromones: 40 Rank (Layla has the uncanny ability to attract ANY male nearby, no matter the species)



HISTORY

Layla was a pig that traveled with a local theatre troupe in Paris until Nemo kidnapped her and injected the poor piggy with super pheromones and other genetically altering materials. Now she is a humanoid, MAN magnet. Nemo uses Layla to attract rich clientele in order to fund Nemo's mutant research. Layla doesn't even speak any human language, but with her power over men it doesn't even matter.

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WERE-CHICK

Statistics

Physical

Rumble 30/2
Agility 40/8
Might 20/2
Moxie 30/10

Mental

Smarts 5
Perception 30
Spirit 5

Health: 120/22

WILD: 40

Resources: 5

Popularity: -30

BACKGROUND

Hero Type: Rogue

Origin: Mutation

Real Name: Chick

Occupation: Tracker

Legal Status: US citizen...sort of....with Criminal record

Identity: Public

Place of Birth: Hollis, Maine, USA

Marital Status: Single

Known Relatives: Unknown

Base of Operations: Mobile

Affiliations: The Barnyard Crew

SPECIAL FOCUS

Tracking +30

WEAKNESS

Full Moon (MAJOR): whenever Chick is hit with moon rays he instantly turns into Were-Chick. This can include moon rays from a video. Otherwise he is just a normal chicken whenever not exposed to moon rays.

KNOWN POWERS

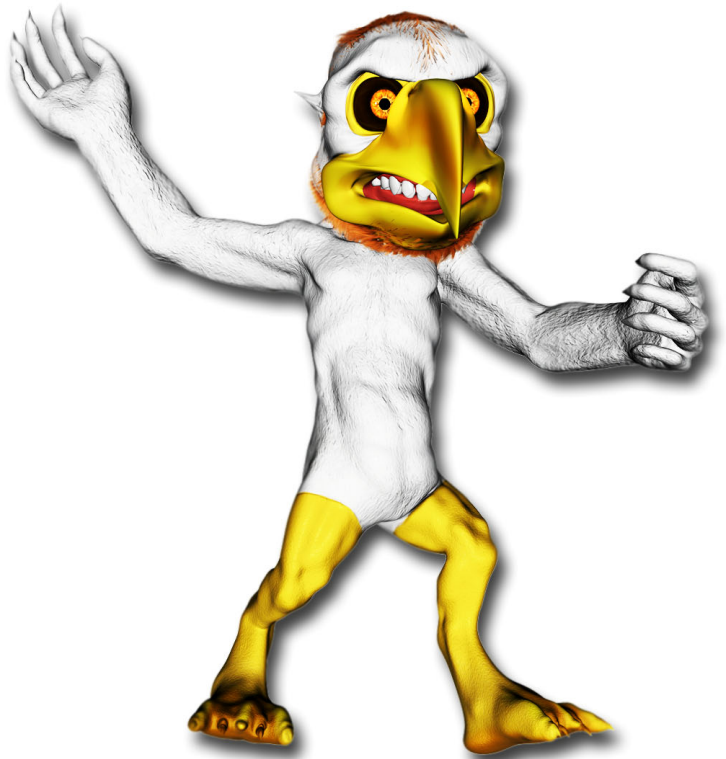
Super Hearing: 30 Rank

Super Sight: 30 Rank (Night Vision: 40 Rank)

Super Smell: 40 Rank

Sharp Teeth: 20 Rank Lethal Damage

Claws: 30 Rank Lethal Damage



HISTORY

Chick was a peaceful chicken until he was kidnapped from his farmyard by Nemo and injected with werewolf blood. Now, at even the slightest exposure to moon rays, Chick turns into a werewolf of sorts. Because Chick is not a traditional were-creature, he is not able to pass on the curse. Nemo uses him to track other creatures. Other than that, Chick usually spends his day sitting around drinking lemonade.

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BONUS

LASER EYE SHEEP/LAMBS

Statistics

Physical

Rumble	10
Agility	30
Might	10
Moxie	20

Mental

Smarts	8
Perception	10
Spirit	30

Health: 70

WILD: 48

Resources: --

Popularity: 20

SPECIAL FOCUS

Laser Eye Shooting +20

KNOWN POWERS

Optic Laser Beams: 40 Rank

Flight: 50 Rank

Power Boost: 70 Rank (Laser Eye Sheep can increase their Optic Beam Rank to 70 if they need to)

