



The Balston Group

Quick Overview of a Scientific Business

A Guardian Universe III NPC Product

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This product requires G-Core

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The Balston Group

The Balston Group is a Swiss research organization that specializes in bionic and genetic engineering. In the global market they have a place, but it's not a shining one. Several of their experiments have been failures, costing the company billions in financing. That said, they have had many successes, even if they were unethical. But as long as the client is happy, who cares?

The leadership of the Balston Group is made up of a council of four scientists with different specialties (Use the Scientist stats from G-Core). Due to constant accidents and deaths at the hands of their creations, this group of four is always changing. (Something that makes the Balston Group ideal for a Game Master who is looking to insert some of their own creativity into the game). Because of all the facilities that the Balston Group operates, most administrative work is assigned to higher ranked research staff or security. Any facility that crosses the very thin line of ethics that the group does have tends to be shut down either by voluntary closure or by ASP intervention. The founder of the Balston Group is Luften FurHien, a Swedish national who once worked for the Nazi Party during World War II before he vanished after an experiment almost killed Hitler. When the war ended, he came out of hiding and founded the Balston Group as a way of making amends for his time with the Nazis. Instead his group has become almost as nefarious as the people he despises. Luften is extremely fragile in his old age, being kept alive by bionic implants and experimental live-giving chemicals. He communicates only through a video monitor and no one has dealt with him one on one for over a decade. His voice is more mechanical sounding than human now and his skin looks almost plastic in nature.

GM NOTE on Luften: In the past twenty years Luften has been killed about ten times. The last time was at the hand of Omega, who decided that Luften was too dangerous to live and vaporized him. So why does Luften keep returning? Simple: he wasn't the one being killed, it was his decoys. Luften is a brilliant engineer (Use scientist stats from G-Core but with Smarts 50 instead) who built hundreds of decoys of himself just in case he felt threatened. Over the years these decoys have literally become Luften in body and soul. They truly believe they are him. While most sleep in hibernation, the ones that are out and about act like him and run the Balston Group. No one knows for sure if the real Luften is alive, not even myself (yes Jay). That's what makes him so unpredictable. So if you decide to run that LONG G-Core game with a showdown with Luften, it will be with a decoy. And then games later when you move onto the next villain, Luften returns or maybe there are clues that he is behind a side plot.

Security

To help maintain tight security, the Balston Group employs a large force of mercenaries. They are equipped with special combat armor and weapons designed to deal with 'special' situations. The elite troopers are called ASPs (Anti-Super Platoon). This all male force has been trained to deal with super humans ranging from emergent to Omega Class. The Balston Group employs around one hundred regular mercenaries and fifty ASP units to carry out their operations. They are led by Skull Sergeants or (SS), men who are veterans of super human conflicts. Each SS wears a helmet molded to look like a human skull. For every ten ASP troopers there is one SS to go with them. Usually the SS will operate secret facilities while normal staff run public facilities (although there is always an SS undercover on site in case of an emergency).

The Research Facilities

The Balston Group maintains several research facilities. Some are extremely private while others are very secret. But they all have the same security measures. In the more public facilities, these systems are concealed in plant pots and statues. In the secret facilities they are hidden in walls. The following are general stats for collateral material in a Balston Group research facility:

- Lab Lasers: 1d10+20 AP Damage, AGI: 30
- Lab Sterilization: 50 Rank flames and heat (in case of a leak or contamination)
- Hallway Darts: 30 Rank tranquilizer darts, 20 Rank Tips
- Lobby Freeze Beams: 40 Rank (Generates ice around target)
- Exterior Energy Cannon: 40 Rank
- Lab Walls: 30 Material
- Building Walls: 40 Material
- Hallway Walls: 20 Material
- Security Doors: 30 Material



Balston Special Gear

ASP Armor

Protection: 20 vs. Physical

Special: Nemesis Power 40 Rank

The ASP armor is one truly unique piece of protection. The base armor is constructed of ceramics to help protect against physical attacks, but the bio-weave underneath is something entirely different. Using GodTech research and their own engineering, the Balston Group managed to create a Nemesis based under-armor that adjusts to any incoming power based attacks. The bio-weave automatically adjusts according to the bio-energy emitted by people with powers or natural sources. This can work against something like a flame-throwing Evolutionary to exposure to extreme colds in the arctic.

ASP Patrol Bike

The name is slightly deceiving for this two man combat aircraft. Deployed by ASP troopers when their experiments escape, the ASP patrol bike is a formidable fighting machine, able to transverse harsh environments in order to pursue its target. It is equipped with scanners (50 Rank) that can detect everything from sound variations right down to DNA. It is able to track a single mosquito through dense jungle! The mini-guns that are attached to the bike are equipped with a recoil buffer that prevents the weapon from flipping the bike and also allowing it to fire without loss of maneuverability to the pilot. The bikes are surprisingly cheap to produce, but the Balston Group only uses them at their top secret facilities. Although they can be found at every facility because ASP Skull Sergeants use them during emergencies.



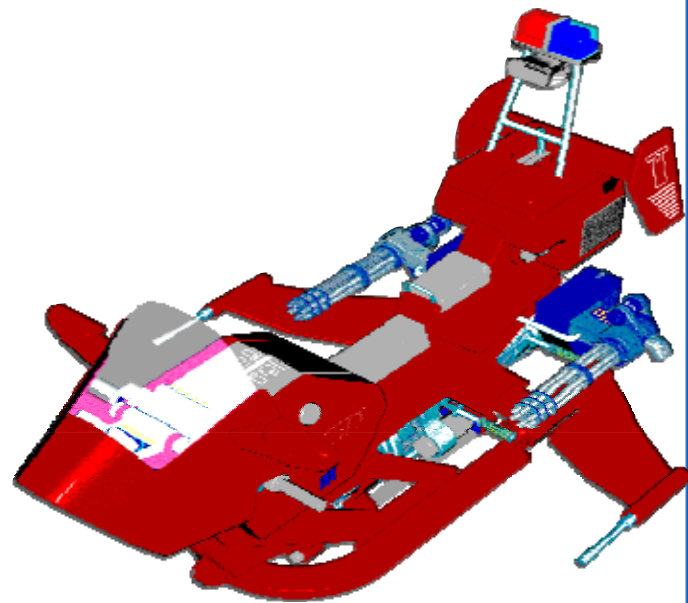
ASP SKULL Sergeant			
Rumble	30		
Agility	20		
Might	10		
Moxie	20		
Smarts	10		
Perception	20		
Spirit	30	Health	WILD
Special Focus Military +30		80	60

ASP Armor: 20 Armor
 -Nemesis: 40 Rank
 Skull Helmet: 20 Armor, Night Vision (30 Rank), Com-link
 Sub-Machine gun: 1d10+20 DMG

ASP Patrol Bike		Weapons
Body	80	Armor: 10 Mini-Guns: 1d10+20
Drive	10	
Speed	Decent	

ASP TROOPER			
Rumble	20		
Agility	10		
Might	10		
Moxie	10		
Smarts	8		
Perception	10		
Spirit	10	Health	WILD
Special Focus Military +20		50	28

ASP Armor: 20 Armor
 -Nemesis: 40 Rank
 ASP Helmet: 20 Armor, Night Vision (30 Rank), Com-link
 Assault Rifle: 1d10+20 DMG





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