
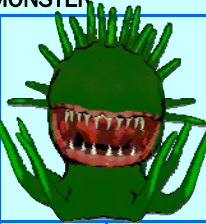
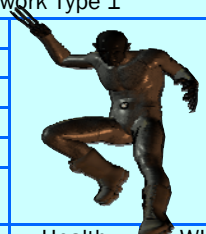



TREE MONSTER			
Rumble	10		WILD
Agility	8		
Might	30		
Moxie	40		
Smarts	8		
Percep-tion	8		
Spirit	8		
<u>Special Focus</u>		98	24
Powers: Bark Skin: 10			


So what does the creator of G-Core use for his crazy games? Check out this selection of at the table creations!
The Plant and Tree monsters were from my session right before I released War of the Worlds 2010. Gog created these monsters.

PLANT MONSTER			
Rumble	20		WILD
Agility	10		
Might	20		
Moxie	40		
Smarts	10		
Percep-tion	30		
Spirit	10		
<u>Special Focus</u>		90	50
Powers: Regeneration: 20, Thorns: 10, Bite: 20, Vines: 10 Might			

The Waxworks were from my investigation game. Players were sent onto the docks to see what was going on. They had to avoid Union workers and try not to cause too much trouble.

Waxwork Type 1			
Rumble	20		WILD
Agility	20		
Might	20		
Moxie	50		
Smarts	10		
Percep-tion	10		
Spirit	10		
<u>Special Focus</u>		110	30
Powers: Select any 1 power at 20 Rank <Weakness>: Fire does double damage			

Waxwork Type 2			
Rumble	30		WILD
Agility	30		
Might	30		
Moxie	50		
Smarts	10		
Percep-tion	10		
Spirit	10		
<u>Special Focus</u>		140	30
Powers: Select any 1 power at 30 Rank <Weakness> : Fire does double damage			

Waxwork Type 3			
Rumble	40		WILD
Agility	40		
Might	40		
Moxie	50		
Smarts	10		
Percep-tion	10		
Spirit	10		
<u>Special Focus</u>		170	30
Powers: Select any 1 power at 40 Rank <Weakness>: Fire does double damage			