



G-Core Powered Up!

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Astral Projection: With this power players can leave their body and travel in spirit form. This allows them to literally walk through walls and avoid physical damage. They can also enter the astral plane, a reality where psychics and people with astral projection can travel and commune with one another. While in Astral form, characters are exempt from any physical limitations that they might have in their normal bodies. The downside is, their bodies are spiritually empty, allowing someone else in astral form to enter their mortal form and take control. When pitted against others in astral form, all the player's physical stats are equal to their Spirit and the rank of Astral Projection represents any non-psychic powers the player might try and manifest (like astral armor or astral weapons). Psychic powers work like normal while the player is in astral form. If a player dies while traveling as a spirit, they body will remain comatose until another spirit takes control.

Bomber: The player with this power can generate energy bombs that do Stun damage equal to the power rank. The bombs can be set to go off on impact or time delayed. Range of the explosion is equal to the power's rank in feet.

Detonator: This power is explosive! At will a player can literally explode doing Stun damage equal to the power rank. The range of this explosion is equal to the power Rank in yards! After the explosion the player slowly reforms (determined by the power rank divided by 10= number of turns to reconstitute). During this time the character is a gaseous form which can be contained with the right equipment (higher rank material than the Detonator power rank).

Explosive Kinetic Reaction Field: A character with this power can generate a tight energy field around themselves that is highly sensitive to kinetic impact, but still provides protection from physical impact. If the field is struck by a physical object (or the user strike an object), the power causes an explosion equal to the rank of the physical impact +1 rank. This caps off at the rank of the actual power itself. The explosive reaction occurs as long as the field is active. However, if the field takes damage over the field rank the character must make an Endurance (Moxie) save or be knocked out.

Firepower: The character with this power is a walking gun. They can generate mysterious ammo and fire it from their body. Firepower does Lethal damage equal to the power rank. So a Firepower rank of 30 would be equal to a sub-machinegun while a rank of 50 would be equal to heavy artillery!

Fireworks: It's the 4th of July every day for the character with this power. The character can generate fireworks from their fingertips. Against a target they to damage equal to the power's rank. Anyone who gets flashed in the eyes by Fireworks must make a Perception save equal to the Fireworks rank or be blinded (determined by the amount failed by divided by 10= number of turns blinded). So if a player rolls a total of 30 against a 50 rank Fireworks attack the player will be blinded for 2 turns.

Frictionless: The character either produces a frictionless field around their body or their skin is frictionless. Players can use this power to move at faster speeds and keep from getting grabbed by an opponent. When activated, the character can move at super speed equal to this power's rank. They can also add this power to an escape roll when trying to get out of someone's grip. Frictionless also works against physical attacks, offering protection equal to the power's rank!

Insect Control: This power allows players to control insect life. The player can control a number of insects equal to the power's rank. So if the player had a 30 Insect Control they could control 30 insects. Against more monstrous insects the insect must make a Spirit save or be controlled.

Life Force Vampirism: Players with this power can steal Health from other characters and add it to their own Agility, Might and Moxie or heal their own Health equal to the power's rank. Victims may resist this power by making a successful Moxie save OVER the rank of this power. A player killed by Life Force Vampirism shrivels up into a lifeless husk.

Motion Sickness: This power causes cerebral imbalance in victims giving them motion sickness. Victims must make a Moxie save OVER the power's rank or suffer a negative to all rolls EQUAL to the power rank! This effect lasts for a number of turns equal to the power's rank divided by 10.

Plague: Players with this power can actually infect victims with a plague with the intensity of the power's rank! Victims must make a Moxie save OVER the rank of the power or become infected. They then suffer a negative to all rolls equal to the plague rank. Victims who go untreated will eventually die. The plagued victim can be cured by medicine with a higher rank than the power.

Power Dampen: This power actually causes nearby powers to fade equal to this power's rank. This effect is constant while the power is active. So if someone had this power at 30 Rank, anyone with powers nearby would suffer a -30 to their power Ranks. This does not work against machines and high tech devices, only against powers that emanate from a living being.



Power Steal: With a simple touch the player with this power can steal someone else's powers! There is a catch, however, because the powers they get from stealing may only be the level of the Power Steal rank. So if a player has Power Steal at 40 Rank and grabs someone with a 50 Rank power, the victim's power Rank is now 10 and the Power Stealer has the stolen power at 40 Rank.

Read Mind: The player with this power can read minds. The higher the success the further a player can probe. (Use the Static Difficulties Chart for levels of success). Victims do get a Spirit save to resist.

Read Object: By simply touching an object a character can instantly see its history. The higher the rank of the power the further back the history goes. So a player with Read Object at 20 Rank could see the last 20 people who handled it.

Scramble: This power causes anyone touched by the user to suffer a massive nervous system shock, scrambling signals inside the human body. Victims must make a Moxie save or be stunned (Determined by taking the power rank and divided it by 10= the number of turns shocked). When scrambled the victim has a constant seizure until the effects wear off.

Shockwave: The character with this power can generate shockwaves that they can channel through solid objects causing material to shatter along the way. Some examples include a stomping shockwave where players stomp their foot and the shockwave travels across the ground or a slamming shockwave where the player slams their fists against an object creating a shockwave. This power works against non-living objects. Anyone or anything in the path of the Shockwave takes Stun damage equal to the power rank.

Soul Suck: This is a very tricky power and not one to be used lightly. The player with this power can actually suck souls out of a body and into themselves. The victim's body simply falls to the ground where it dies. Once sucked, the player with this power gains all the knowledge of their victim. They do not gain any Special Focuses, only the information the soul decides to share. The only way to resist this power is to make a successful Spirit save rolling OVER this power's rank. It is possible to retrieve a soul out of a Soul Sucker, but it requires higher ranking magic or technology. The world inside a Soul Sucker depends on the person with the power. It could be a lush garden plane or a hellish nightmare.

Sticky: Human flypaper is the best way to describe this power. The player's skin is naturally sticky, causing anything that touches them to stick. Players may choose to make this an oozing effect or maybe even a permanent state of being. The secretion has a Might and material equal to the power's rank.

Super Spin: This power works just like Super Speed, but instead of moving fast in straight or zig-zag lines the character spins fast creating a whirlwind around them. It also offers protection from physical attacks equal to the power's rank due to the sheer wind speed inside the spin zone. Characters with this power might choose to keep throwing objects on them to hurl as they spin.

Vibration: This power generates heavy vibrations capable of damaging solid objects, but not living creatures. The user can shoot vibration waves or just touch an object, but it does Stun damage equal to the power's rank.