

G-Core Powered Up!

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Bone Overgrowth: Characters with this power have extreme bone growth which literally penetrates their skin making them look inhuman. Some characters can even break off pieces of bone to use as weapons. The downside to this is it causes accelerated bone growth in that same spot which can make the character look even more unsightly. The bone material is equal to the power's Rank and does two types of damage. Sharp bones do Lethal damage while blunt bones do Stun damage, both equal to this power's Rank.

Bounce: Just like a rubber ball, the player with this power will bounce on impact with any solid object. Likewise, anyone hitting the character will either get bounced back or cause the player to bounce. If the attacked has a higher ranking Might, the player bounces, if not the attacker does. This works against all blunt physical attacks offering protection from blunt physical attacks at the power Rank.

Breathe Underwater: Be it through gills or natural oxygen absorption, this power allows characters to breath underwater. Lower Ranks of this power offer basic water adaptation while higher Ranks mean the character can draw oxygen from the most ridiculous fluids (like a glass of water). Players may choose to have a character that can only breath underwater, in which case you can flip this power into Breath Air.

Cosmic Perception: The universe is vast and with this power players can tune into the cosmic energies around them to sense disturbances. These can range from simple danger alerts to a very bad feeling about the near future. Whenever something big is coming, the game master can ask all Cosmic Perception characters to roll 1d10 (representing 10s). If the player rolls the exact rank of their power (say a 30 rank Cosmic Perception and the player rolls a 30), the Game Master must tell them what is coming next in the campaign. This only works for Ranks 10-100. Anything less is exempt. Otherwise, players may add this power's rank to their Perception rolls.

Dimension Walk: There are many dimensions and you are able to walk between them. Some may be easy to access while other not so much. The higher the rank of this power the tougher the dimensions you can enter. Some examples of tougher dimensions include: Hell (70 Rank), Olympus (50 Rank), The Dodo Bird Dimension (30) and so on. This power only works for the user and whomever they are touching.

Energy Absorption: Unlike Solar Absorption, this power draws from nearby energy sources and allows the player to boost Might and Moxie, power devices or discharge energy blasts. But the boost is limited to how much

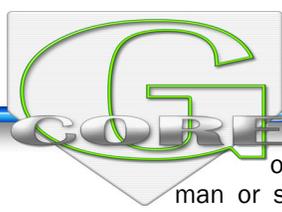
energy they have absorbed. It is also limited to the sources at hand. So if someone with Energy Absorption at 70 Rank was standing in the streets, they could grab a high voltage line and soak 50 points of energy, which could be used for the purposes previously stated. They could also discharge the 50 points doing energy damage. The trick to this power is not trying to soak something of a higher Rank. When players try this they need to make a Moxie save at -50 or be knocked out cold and the power won't work for 1d10 days. They also let off a massive discharge equal to the energy Rank they tried to soak. If they succeed then they have overloaded themselves and need to use the energy up in the next five rounds or automatically discharge. Players can soak energy based attacks using this power, but again, they may not exceed this power Rank without consequences.

Environmental Adaption: Organic life has the ability to adapt to its environment over time. With this power the player does it instantly. From gaseous atmosphere's to fiery infernos, this power changes the character so they can survive. While in their adaptive form, they also gain protection from attacks based on that specific environment. So a player who walks into a burning house (Rank 20) can withstand fire and heat attacks at 20 Rank and less. The player's power Rank MUST be equal to or greater than the environment they are walking into, otherwise they take damage.

Fear: The player with this power has a spooky aura around them that causes people to feel uneasy. Whenever this power is active nearby characters must make a Spirit save or be paralyzed with fear. Anyone who makes the save still feels spooked, but can function as normal.

Hypnosis: Via the eyes or a tool, this power allows characters to put a target into a hypnotic trance. Once under, the victim will follow basic commands and answer questions they normally might not answer. To resist the victim must make a Spirit save.

Immortality: The ability to live forever always comes at a cost. The form of immortality really depends on the player. Do they die and come back right away? Does their body create a cosmic cocoon that eventually brings them back from the brink? Maybe they have to be buried in the ground in order to return? But the player almost always comes back unless a force greater than their power rank is used to kill them. **Example:** *Danny Immortal, the biggest pain in the butt attempted hero, can't be killed. No matter how many times his teammates do him in, he keeps coming back (50 Rank Immortality). Well one day he is out taunting a cosmic villain on the streets. Danny gets hit with a full blown cosmic energy blast that vaporizes him instantly (100 Rank Energy Blast). Because Danny can only come back after being killed by a 50 Rank powered death or*



less, he doesn't come back. And of course everyone celebrates!

Please note that instant death by a power of higher rank will outright kill.

Impossibility: You are impossible. You do impossible things. You pull off the most impossible stunts. How do you do it? You have Impossibility, that's how! With this power the player may add this power's Rank to any and all rolls except for damage. While it might sound crazy, the name of the game is Impossible! *Game Masters might choose to limit this power at their discretion.

Metamorphic: Almost like Shape Alteration, but slightly better in some ways, this power not only can change the person into someone else, but it changes their clothing with them. The player generates a metamorphic field, which alters not only themselves, but everything they are wearing as well. They may not copy powers, however. In order to detect someone 'posing' players must roll higher than this power's Rank.

Mimic: When near anyone with powers you can instantly mimic their powers up to your power Rank. Once the player leaves the immediate area of the power, Mimic will only then last for a number of turns equal to your power Rank divided by 10. So someone with Mimic 40 Rank can use the powers for 4 turns before they lose them.

Pheromones: You are so sexy that people can't get enough of you, even with that growth on your face. Anytime the player with this power tries to manipulate someone else (Smarts+Special Focus+1d10) the target must subtract this power's rank from their roll (Spirit+Special Focus+1d10 - Pheromones Rank). If a victim fails the save, they are blindly attracted to the user and will do almost anything to protect them or please them.

Plant Control: Talk about being in touch with nature! This power allows players to mentally control plants. By doing this they can instruct plants to do everything from tangle an opponent to stop producing air. The player may control the number of plants equal to their power Rank. Sentient plants may resist using the Mental resistance rule.

Plant Growth: With the snap of the fingers, characters can accelerate plant-growth. From seeds to full grown trees, this power does it all. Combined with Plant Control and you have an awesome power match. This power can even mutate plant-life giving it basic stats (with a Might equal to this power's Rank).

Power Stare: Looking into the eyes of this character will cause players to stop dead in their tracks. The Power Stare is so powerful that if the user wishes, players need to make a Moxie save or have a heart attack! The

origin of this power can be psychic, superhuman or supernatural. Power Stare does not work on machines, unless it's a machine that has the power. To resist the Power Stare victims must make a successful Spirit save (or Moxie save, depending on the type of stare).

Spirit Sight: Seeing dead people or the spiritual energy of the living is something that this power does well. Players are actually able to see ghosts. Against characters with Ghosting or entities who emit an unreality, players may add this power's Rank to their Perception roll. The dead appear as they imagined themselves or as they died (depending on the angle players wish to take this power). The living appear as semi-blurred representations of themselves. If they are evil they might have a demonic look. If they are extremely good they might have an angelic look. As for those creepy entities (angels, demons, Ones Before, Cosmic entities), they appear as they would without their special invisibility from reality.

Tattoo: Touch the ink, make the sink. Players with this power have tattoos that represent powers (at the same rank as Tattoo). By simply touching them, the power comes to life via a living representation of the tattoo or in normal super human fashion. The origin of this power is a mystery. It could be magic based ink or super human. All powers created by the ink are capped out at the Tattoo power Rank.

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