

## G-Core Powered Up

Volume One: Issue 3

**Acid:** This character has a very acidic issue. They can secrete or spit acid that can eat away at any material it touches. The acid is active for the number of Turns equal to the power Rank divided by 10. Materials affected by the acid actually lose Material rank. So a 40 Rank Acid attack could reduce a 30 rank armor to a puddle. While a Material with 50 rank would be reduced to 10 Material Rank. Yes, that's right, it can work against higher Ranks. Other Acid options include things like Acid blood.

\*Nemesis for this power is Glass, which can contain the acid. Magical metals are immune.

**CHI:** There are some people that are so in tune with their inner energies that they can actually manifest them into powerful attacks or abilities. This is called CHI. The player with this power uses their CHI as a pool which they may tap into. They recover CHI at the rate equal to their Spirit every FULL Turn. Example: *Bruce has CHI at 40 Rank and a Spirit of 10. He manifests his CHI in the form of Dragon Fists which can do up to 40 points of physical damage. Because he can only recover 10 points of CHI per Turn he is less likely to use it all at once, instead spreading out his CHI usage.*

\*Keep in mind that players need to define how their CHI manifests. In old Kung Fu classics they have names like Flying Feet of Kang Lo and Water Walking Sprint of Chi Chi.

**Consume:** By eating or sucking the life energies from a living organism the character with this power gains that victim's powers at the same Rank as their Consume. This power is pretty dark if you are talking about eating someone to gain their powers. For a more kid friendly game players can suck the life energies from a target, turning victims into mummies or even zombies. Or it is possible to just drain their powers as a form of 'consumption', in which case the victim loses Ranks according to the Rank of Consume. So if a player has Consume at 40 Rank and they use it on someone with a power at 50 Rank, the victim would now only have a power at 10 Rank. Anyone subjected to being Consumed (outside of being fully eaten) may make a Moxie save against the Consume power Rank.

**Contagion:** You may not be sick, but you can make those around you very sick. This power is slightly twisted in the sense that the player can cause others to get ill at an intensity equal to their power Rank. (See page 45 of G-Core for some samples). Victims may resist by making a successful Moxie roll. If they fail, the victim becomes seriously ill and without treatment or a cure they could possibly expire. But if you think you can make someone sick and then cure them with this power, think again. It's a one shot deal.

\*Note: The player may choose a specific name for their disease or the game master might choose a name that

the medical community uses for this specific strain.

**Detachable:** With this power players can pull off body parts without any damage to themselves and reattach those parts just as easily. To reattach parts is a little more complex. Players take their power Rank and divide by 10. They then subtract that number from 10. This is how many Turns it takes for the limb to reattach. So a player with Detachable at 30 Rank would break it down to:  $30/10=3$ .  $10-3=7$ . Total of 7 Turns to Reattach.

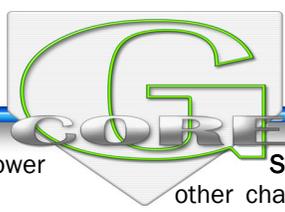
**Dig:** The player with this power can dig at super speeds. They may dig through material equal to or less than their power Rank. Use Ground Speed under Super Speed and half that to determine how fast the player can dig.

**Digital Conversion:** Make your enemies into digital characters! This power zaps victims and transforms them into digital beings. Unlike the Digital Form power, victims are trapped inside the digital world that the user of this power creates for them. The only way to return to normal is by winning whatever sick and twisted game the user has in store for the victim (or if another hero shows up and forces them to return their victims to normal). It is possible for a victim to move from one digital source to another, escaping any game. But they are still trapped in the digital form and environment.

**Digital Form:** You like video games so much you can literally transform into a digital character which can exist inside and outside of the digital universe. In this form you are intangible, but can still be affected by energy based attacks. Your touch does energy damage equal to your power Rank. You may exist outside of the digital universe (TV, computer, memory card, video game) for a number of Turns equal to the power Rank divided by 10. \*Nemesis for this power is water which does 50 Points of damage instantly to the character.

**Ectoplasm:** The dead secrete it and so do you! Ectoplasm is a slimy substance left behind by the dead. As a power, players can generate Ectoplasm like they would hard light, hard darkness, or PSI objects. The only difference is Ectoplasm leaves behind traces of slime when it's used. This power does blunt Stun damage equal to the power's Rank. It can even create a slimy armor around a player. BE WARNED: Sharp attacks ignore any armor made from Ectoplasm.

**Emotion Manipulation:** This power allows the user to manipulate someone's emotions. From making them happy to making them sad, this power can do a number on a victim. Anyone using this power rolls their Spirit+Special Focus+1d10. Their victim rolls their Spirit+Special Focus+1d10 - Emotion Manipulation's Rank. If the victim's result is higher than the opposing roll they resist. If it isn't then the victim is overcome with whatever emotion the user feels like dumping on them.



This will last a number of Turns equal to the power Rank divided by 10.

**Graft:** With this power players can graft inanimate objects onto their bodies. From attaching knives to the finger tips or metal squares to make skin armor, this power is handy for those quick needs situations. The higher the power Rank the less time it takes to graft. Players take their power Rank and divide by 10. They then subtract that number from 10. This is how many Actions it takes for the item to graft in. So a player with Graft at 30 Rank would break it down to:  $30/10=3$ .  $10-3=7$ . Total of 7 Actions to Graft.

**Hotwire:** One touch and she starts! Hotwire allows players to activate vehicles or electronic doors without a key. They simply touch the key hole and it starts right up. The higher the power Rank the more complex the hotwire. So a simple car would need a 10 power Rank while a alien ship might need a 50 power Rank. A basic security door would need a 20 power Rank and so on.

**Nemesis Effect:** Everything has an opposite. With this power a character automatically generates a Nemesis to any power that is affecting the character. So if a character is getting hit with fire, they will generate a Nemesis of water or ice to fight it. The Nemesis Effect only generates a nemesis equal to the Nemesis Effect's power Rank.

**Psychic Surgery:** From repairing broken bones to creating cybernetic monsters, this power allows players to do surgery on people without any of the high tech devices that are normally needed. This is not a healing power. Sites need to heal naturally or with a healing power. When carrying out the Psychic Surgery, the patient doesn't feel anything. As the user works those areas automatically stop feeling pain, unless of course the surgeon wants them to. For the duration for surgery players take their power Rank and divide by 10. They then subtract that number from 10. This is how many Turns it takes. So a player with Psychic Surgery at 30 Rank would break it down to:  $30/10=3$ .  $10-3=7$ . Total of 7 Turns to finish.

**Power Up:** When needed the character with this power can boost physical and power Ranks. Here's how it works. Power Up works like a pool. Players may distribute it across any of the items previously mentioned, but they MUST be in multiples of 10. This boost lasts for a number of Turns equal to the power Rank divided by 10. Once the power is used the player must recharge it by resting. They regain points back equal to the player's Moxie per 10 Turns. When a player powers down they need to make a Moxie save difficulty 50 or faint (down for 1d10 actions).

**Recovery:** Players with this power recover faster than the average human. When healing add this power's Rank to the player's Moxie for daily recovery.

**Sleep:** With this power characters can cause other characters to fall asleep. Targets make a Spirit save and must roll higher than the power Rank. If a the target fails, they sleep for a number of Turns equal to the power's Rank divided by 10.

**Telepathic Locate:** The character with this power can locate unfamiliar people, places or things by concentrating. The higher the power Rank the easier it is for the player to locate what they are seeking. Use the Difficulty chart to determine what roll is needed to find the target (Page 16 in the G-Core book, or on the Game Master Screen).

**Virus:** You have no real form, instead existing as a Virus, jumping from body to body. Players with this power exist in viral form. Their Physical stats are null, but are needed for Health. The main power comes from the player's Mental stats, which dictate how easily they can control a victim. When infecting someone, the player rolls their Spirit+Special Focus+1d10. Their victim rolls their Spirit+Special Focus+1d10 -the Virus Rank. If the player rolls higher then they take control of the person they infected, gaining all their Physical Stats and powers. The only way to really kill a Virus character is by finding a medicine or vaccine that is of a higher rank.  
\*Note: Virus characters can have powers that transfer into their victims. Once a victim is cured, it is possible for them to retain powers at -50 Rank.

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