

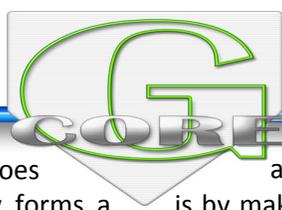
G-Core Powered Up #5

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WARNING: SOME POWERS NOT APPROPRIATE FOR CHILDREN

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Cursed Regeneration: Anytime the player does damage to someone, their body instantly forms a scar as if they were the one injured. They also feel the pain for a split second. In return, the player regains HEALTH equal to the amount of damage they dealt. So the more damage they cause the quicker they heal. This power's Rank is considered the ceiling that a character can heal.

Material and Energy Mimic: This ability allows the character to copy the properties of any material they touch. Their MIGHT and MOXIE are also increased to rank of the same material. This lasts for as long as the character wishes.

Mind Cloud: The player can cloud up the thoughts of those around them, giving a target a - to all perception rolls. The penalty is based on the power's Rank divided by 2. This is done at will and not on all the time.

Nemesis Locate: This allows players to detect the weakness of any target. To represent this, the players do STUN damage equal to power's Rank divided by two to any target they hit! The exception is to characters that have true Invulnerability. In this case the player divides their power Rank by 10 and the player automatically does this much damage to that target.

Psionic Blade: This is the manifestation of psionic energy focused into a melee form; in this case a blade. It may look like claws, knives, swords, spikes, but either way it causes damage to physical targets. Because of this, armor can resist the attack, but at half value. Damage is equal to the power Rank.

Psionic Scan: Enables user to scan thoughts and even DNA for information. Can even pull footprints from inorganic matter and see what has passed over it. If the target has a higher deception ranked power, then the player just 'feels' that there is something wrong. **Example:** *Mentard has Psionic Scan at 30 Rank. He is chasing Ghost Master P, who has Invisibility at 40 Rank. Mentard will only be able to sense that something is wrong, but won't get a clear image.*

Suicidal Projection: For some odd reason the player with this power can project suicidal thoughts onto

anyone they wish. The only way to resist this is by making a Spirit save higher than the attacker's roll. If the target fails they automatically start trying to kill themselves. This power works at will.

Tattoo: Some might want this as an origin, but in this case Tattoo is a power. Be it alien tech or magical, these Tattoos represent powers. By touching them the player can access these abilities. The catch of course is the player is covered in these Tattoos and cannot hide them because they need to have easy access to them. The Rank of Tattoo represents the Rank of each individual power. There only limit to the number of powers is how much space there is on the character's body. Anyone with this power MUST write down what each Tattoo looks like and what it does.

Unbeliever: This person is so unbelieving about magic and the supernatural that creatures and wielders of such things can't seem to make it work. Anyone using magic around the player gets a penalty equal to the player's power Rank!!! This ability can break down simple spells and unlock a lot of mystically bound doors too, just by walking past them!