



G-Core Errata

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Perception Table Corrected

PERCEPTION	Description
Pathetic	Doesn't know the world around you exists
Below Average	Dense
Average	Normal Human
Decent	Takes Notice
Excellent	Picks up on details
Extraordinary	In the business of picking up on details some might miss
Fantastic	Really spots things with little effort.
Awesome	Extremely aware of surroundings.
Mighty	Uncanny sense of surroundings and those around them.
Supreme	Cosmic Perception

G-Core Rules Clarification

Spirit and mental powers.

(In regards to mental control style powers)

When using mental powers players use this formula:

Spirit+Special Focus+1d10=Result

Their mental power Rank comes into play here against another player or target. Use this formula:

Attacker: Spirit+Special Focus+1d10= Result

Target: Spirit+Special Focus+1d10= Result, which you then subtract attacker's Mental Power Rank from. The highest final result number wins.

Understanding Dodge at a glance:

If a target has no Actions left they may NOT dodge. It is considered an automatic hit.

Understanding Special Focus at a glance:

Smarts=Starting Special Focus points

Age may increase these points.

MAX points for a Special Focus is 40

A Special Focus is NOT added to damage unless otherwise specified.

Optional Rules

Special Focus Optional Rule

Career Special Focuses like Military and Law-Enforcement cost full value.

Specialties like Bows and Biochemistry cost HALF value.

Scale Rules

Some supers come in all shapes and sizes. Smaller might be able to hit a larger target, but their damage isn't as great. Whereas a larger mech might have a harder time hitting a smaller target, but their weapons will do more damage.

Here's how it works:

Small scale attacking larger scale: +10 per scale to hit, -10 per scale to Might vs larger scale

Larger scale attacking smaller scale: -10 per scale to hit, +10 per scale to Might vs larger scale

Stackable damage

It's possible to stack damage from multiple attacks or many players attacking at a single target. Stackable damage may only occur within a single round. It works like this in a single round:

Player A) Beam rifle: 1d10+30 Rank, **Player B)** Dual Shoulder Cannons: 1d10+40 Damage, **Player C)** Missile Pod: 1d10+20 (per missile, firing 1 missile).

Player A) Does 32 points of damage, **Player B)** Does 44 points of damage, **Player C)** Does 25 Points of damage.

Total Damage: 101 points of damage!

*NOTE: Any NEMESIS style powers (fire /ice) are NOT stackable when attacking unless the focus is on different locations of the same target.

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