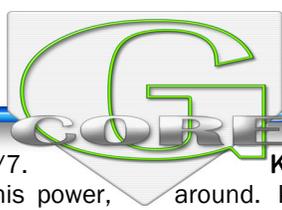


G-Core Powered Up #4

Written by Jay Libby

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Alter Ego: Not all heroes have their powers 24/7. Some must transform into the hero. With this power, players create two character stats. One for the human form and one for the super human form. The player may stay in the super human form the number of turns equal to their power's Rank. So a hero with 40 Rank Alter Ego could stay in hero form for 40 turns. So how does this power work? The player must do something to trigger the transformation. Maybe reciting a power word or rubbing a magic ring activates the super form. Players may also choose to have a cinematic effect to go along with it. Maybe a burst of telekinetic energy or a lightning strike on the player. This power is all about the narrative.

Animate Object: This almost arcane power allows the player to actually bring inanimate objects to life. What is brought to life is limited to the material Rank of the object and the player's power Rank. So if someone wanted to bring an army of toasters to life, they would need Animate Object at 8 Rank. While someone who wanted to bring a large dump truck to life would need this power at 40 Rank. Once animated, the object assumes the personality of the user. If the user is evil, then the objects will take on a sinister form. If the user is friendly, the objects would look more cartoonish. The stats for the objects are equal to HALF the power Rank, EXCEPT for Moxie and Might which are equal to the power's Rank or the objects Material Rank (whichever is lower). For MENTAL stats, use the Crook stats (in the G-Core rules). Example: *Mage casts an Animate Object spell (50 Rank) on a closet of brooms. Each one comes to life with the following stats: R: 20, A: 20, MGT: 4, MX: 4.*

Chemistry Mimic: The character with this power can mimic (copy) any chemical substance they come into contact with, limited by the Rank of the chemical and their power Rank. A player with Chemistry Mimic at 30 Rank could mimic a 30 Rank chemical.

Ice Generation: The player with this power can create ice from their body. This power can be used for things like making ice cubes to generating massive walls of ice. Players can also project ice shards with this power or create melee weapons. The density of the ice is equal to the power Rank along with the damage ice attacks cause.

Idea Plant: This power allows a character to plant suggestions in the minds of their victims. This is not mind control, but more of a hidden idea that constantly bugs the subconscious of the victim until they do it. At lower Ranks the victim might seem distracted, but at higher Ranks the victim won't show any signs, instead carrying out the act like they had always intended to. Victims may resist this power by making a SPIRIT save. The ideas planted can be as simple as 'Go eat a donut' to as complex as 'Lower the defensive shields'.

Karma: They say what goes around comes around. Karma does exactly that. When used, this power changes dice rolls and power Ranks. At the start of a round, the player with Karma declares whether they want to use their power to affect other players in good or bad ways. The power Rank can be added to rolls or subtracted to rolls. It also can be used to lower or increase power Ranks (Add or Subtract from target power). When it's the target's action, this power is applied. Example: *Lucky Ace has Karma at 30 Rank and she wants to influence a fight between two street brawlers. She likes Rocko a lot, so she uses her Karma to lower all of his opponents rolls by -30. So when the guy swings at Rocko and gets a total of 60, it will actually be 30 instead.*

Kinetic Blast: The player with this power can unleash blasts of kinetic (physical energy in energy form) energy from their bodies. This counts as a physical attack, just like punching or kicking. Damage caused by this power is STUN only and equal to the power's Rank.

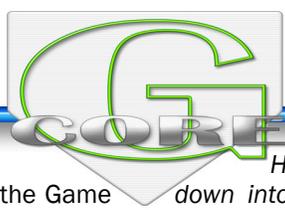
Magic Bolt: This power allows the user to shoot bolts of pure magical energy from their hands. Damage is STUN damage equal to the Rank of this power. Magic Bolts ignore normal armors and invulnerabilities. They can be stopped by Mental Defenses.

Magic Communion: The player with this power can talk to demons and gods by citing magical verses or gestures. Sometimes it might require a ritual. At lower Ranks the player can talk to weaker demons and spirits. At Ranks 50+ the player can commune with Gods and the Ones Before. The danger of this power is simple: you weren't noticed before you started talking to them. Game Masters may want to unleash haunting horrors onto any player who recklessly uses this power. Duration of this power is equal to the power's Rank in Turns.

Magic Seal: Sometimes locking a door isn't enough. This spell actually mystically seals a door or portal, keeping things from getting through. While a door only stops physical passing, the Magic Seal prevents all form of transgression, including Astral forms. The only way to break the seal is by using stronger magic or energy based approaches.

Magic Shield: When it comes to defending against incoming attacks from Magic, the Magic Shield is the way. This can be represented as an actual shield or maybe a invisible dome. The Magic Shield is one of the few powers that can stop all forms of incoming attacks equal to the Magic Shield's Rank.

Magic Summon: Have a big fight coming? Need some backup? Well just summon up some help! This power allows players to call forth someone or something really nasty to supposedly help. This isn't always the case, however. So how does this power work? Players choose



what they want to summon. The Game Master rolls a Spirit save vs. the user's Power Rank (the Game Master can use static stats or create a creature). If the player succeeds he brings into our world a creature from beyond. If he fails, the creature can ignore the player or come looking for the player, much like they do with Magic Commune.

Power Bestow: Characters with this power can grant powers to normal people equal to the Power Bestow Rank. These powers are permanent. While most characters wielding such power are cosmic based, there might be other weaker beings who can bestow as well. This power may be used more than once on a target per day, stacking new powers. For a cosmic being who might have this at 1000 Rank, they can break down the 1000 points into smaller powers and stats. Example: *Cosmos wants a herald. He has Power Bestow at 1000 Rank. He raises his herald's Might and Moxie five ranks to 100 (Costing 100 points). He then gives the herald 150 Flight and 150 Hyper-Flight (for 300 points). So far Cosmos has spent 400 points out of 1000. And the process would continue until all the points were spent.*

Reality Control: We all wish that we could change the world. With this power you can! Well a little at a time. From the past, to present, to future, the player is able to adjust their reality to their own needs. The higher the power Rank the more powerful the effect. With lower Ranks, the Reality is adjusted in small bits. In some ways this power can be used like Karma, to adjust rolls or powers. Example: *Ace of Spades is in a high stakes poker game with a crime boss. Ace needs to win in order to save his girl. He uses Reality Control to stack his hand with the best cards needed to win and loads the crime boss's hand with bad cards. To stack your hand that lucky you'd need a miracle. We'll put the static check at 90 difficulty. Ace has Reality Control at 30 and rolls a 70 giving him a total of 100. Ace pulls a major win! But the crime boss has changed his mind and drops Ace's girl into a vat of acid. Desperate, Ace uses his power again, this time to change the acid into water. This is a pretty crazy chance at such a low Rank so the difficulty will be 100. Ace rolls his die and gets a 50 +30 for his power with a total of 80. Looks like Ace's girl is toast. Ace freaks out and wishes the crime boss had never kidnapped his girl. This will take an extreme difficulty to pull off, so we'll make it a 120. Ace rolls the dice and gets a 100+30=130! He does it! Ace alters reality. Now the girl is safe and the crime boss was actually killed by a contract killer on the way to get Ace's girl.*

Reconstitute: The character's body is able to break down into lesser material and reform at will. The body of the character can be anything from a swarm of bees to water or ice. By simply concentrating, the character breaks down into smaller bits and then may reform at one turn for every 10 points in the Rank of this power. Example: *King Ant is made up of thousands of tiny ants.*

He is about to get hit by a rocket, so he breaks down into a pile of ants. He has Reconstitute at 30 Rank, meaning it will take three turns to pull himself back together. Please note that the materials that make up the character are equal to the Material Rank of the power. If the character takes damage over the Rank of this power they suffer damage. Example: That rocket hitting King Ant does 40 points of damage! While he breaks apart on impact, King Ant takes 10 points of damage from the explosion.

Smart Attack: Ever wish that attack had hit? Well now you get multiple chances to make your power impact! Players attach Smart Attack to one specific projectile power. Whenever they use that power and miss they may reroll so many times based on Smart Attack's Rank. The number of attacks is determined by taking the Smart Attack Rank and dividing it by 10. This is the number of rerolls you get. So if a player has Optic Beams and they attach a 50 Rank Smart Attack to it, they may reroll up to 5 times if they miss!

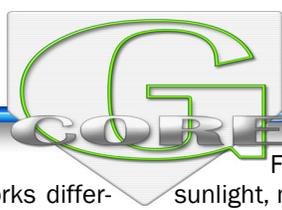
Super Hair: The player's hair is fully functional just like a human limb. It can wave around and lift objects with Might equal to the power's Rank. If the Super Hair's rank is higher than the player's Might, the hair will need to anchor itself to an sturdy object or surface.

Tele-Reconstitute

Prerequisite: Reconstitute

The player with this power literally can fall apart and transfer their soul into material somewhere else and reform using raw materials at that new site. The higher the Rank of this power the stronger the material. When the player is traveling from one location to the next they are considered to be in astral form. Example: *Lord Faust is doing battle with the Guardians. His body is destroyed. Lucky for him he has Reconstitute at 70 Rank. His soul flees down the street into an old quarry, where Lord Faust reforms using large slabs of granite. When a character initially creates a new body, it will not look anything like the user's original form. For every day that the character stays with that new body, the more it starts to take on a more human (or alien) appearance.*

Tactile Matter Transformation (Self): This power allows a character to touch a material and transform into it. They may turn into a material of EQUAL Rank or less. This lasts for the number of turns equal to the power Rank divided by 10. Example: *Fred has Tactile Matter Transformation at 40 Rank. He gets into a fight with a giant robot that is made of 40 Rank metals. Fred touches it and his body turns into the same material, giving him armor at 40 Rank. Some great other ways to put this power into play is adding Flaws to it, like uncontrollable transformation, where any matter the character touches automatically changes them. Great for heroes who abuse this power and need to be slapped around.*



Tactile Matter Transformation (other): Unlike Tactile Matter Transformation: Self, Other works differently. The character can instead touch an object and turn it into a material equal to the power Rank! Players might want to limit this to one specific material to give their characters more focus. Example: *Todd has created a male Medusa and wants to have a stone touch so at will he can touch someone and turn them to stone. He takes Tactile Matter Transformation (other) at 40 Rank. This will allow him to do it.* The duration of this power is equal to the power Rank divided by 10. Victims may resist by making a MOXIE save vs. this power.

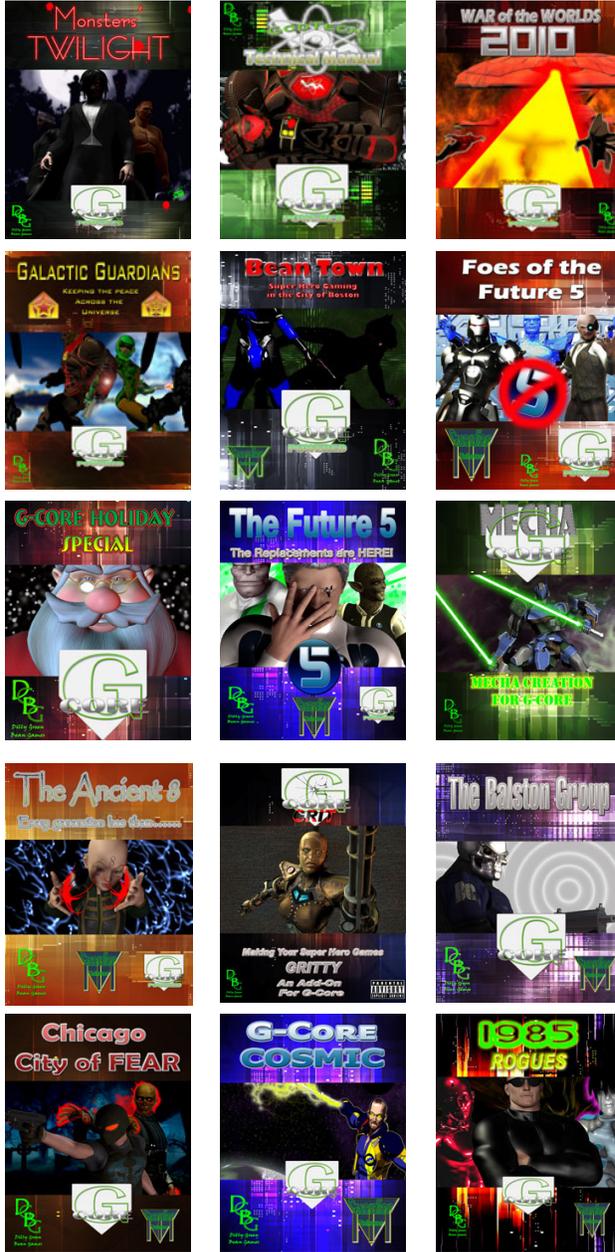
Time Control: The ability of manipulate time is a gift. Players with this power can slow down or speed up time at will. By slowing down time for others, the player might seem to move at super speed (giving the player more Actions equal to the power Rank divided by 10, when using the slow time option). Speeding up time on oneself isn't advisable since it causes the character to age faster. Although it is great to use when building things or waiting for chemicals to properly settle. If used on a person, the victim begins to age quickly. If they make a SMARTS save they can actually take advantage of the sped up time, just like Super Speed. So how fast or slow does time move? Speeding up time: Rank times 10=Number of Seconds passing. Slowing down time: Rank divided by 10=Number of Actions subtracted from a target (or seconds lost)

Time Travel: Players can travel forward and backward in time. They may travel a number of years backward in time equal to the power Rank times 1000 in years. Players may travel into the future at the number of years equal to the power Rank. The thing to remember about time travel is you can easily mess things up. For every intervention in the past it creates a parallel world to return to. Players could also cause the extinction of the human race by bringing back germs. Same with going into the future. Any player who has this power needs to eventually have an opponent bent on restoring something that has been changed. From a hero of the future sent back to set things right or a conqueror who got messed over when the player went into the future (the conqueror's past).

Veggie Form: This character is a walking talking vegetable. They regenerate lost limbs and grow more powerful in sunlight. At the same time, take away the things that makes plants flourish and the character begins to suffer. Some Veggie form characters might choose to be monstrous looking, having the shape of tangled vines and wood. The higher Rank this power the tougher the plant material is. Players need to choose whether they are wood-like or more flimsy like grass. Wooded characters have armor equal to this power's Rank and regenerate in sunlight at HALF the Rank of this power per Turn in direct sunlight. Players with a more soft body will simply regenerate at this power's Rank in direct sunlight.

For every hour a plant character is away from sunlight, moisture and carbon dioxide, the player suffers -1 Rank to all Physical stats.

Vocal Copycat: Players with this power can copy the voice of anyone they hear. Players first need to make a SMARTS check, rolling above 75. They also add this power's Rank to the roll. If they roll over then the player can copy the voice like they are the actual person. For someone to detect this, they must make a SMARTS check vs. the Player's Vocal Copycat Rank.



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