



Power Failure

You have fought all day against the greatest threat to the Earth and you have pushed your powers well beyond what they should do. Now you are fried, your powers are flickering and a new villain has emerged! You are suffering from POWER FAILURE!

In G-Core, players can advance their powers every three game sessions. But what if the player has really been pushing themselves? As a game master you might want to consider the Power Failure option.

Power Overload Rule

Players can choose to do a Power Overload, where they may increase the Rank of their power temporarily. Here's how it works:

The Player rolls 1d10 for Rank Boost:

1-5: The player increases their power +1 Rank

6-8: The player increases their power +3 Ranks

9: The player increases their power +5 Ranks

10: **POWER OVERLOAD!!!** They lose control! If the power does damage, then everyone within a reasonable range gets hit for the full Rank of the Player's power. They also take an additional 20 points of damage from the overload! If the boost is for movement the Player spirals out of control and smashes into the nearest solid object taking damage equal to their power's Rank +20!

The Player then rolls 1d10 for duration:

1-5: One Turn

6-9: Three Turns

10: Five Turns and Player's power fails afterwards automatically for 1d10 Turns

Power Failure Rule

Anytime a player pushes their power past the normal power Rank they must roll on 1d10 to see what the long term effects are.

1: Player's power suffers a -1 Rank for one Turn

2-4: Player's power suffers a -1 Rank for one week

5-7: Player's power suffers -2 Ranks for one week

8-9: Player's power suffers from FLICKER*

10: Player's power no longer works!!!

***FLICKER:** Any Player who is inflicted with FLICKER must roll 1d10 every time they go to use the FLICKER'd power.

1-3: Power works as normal

4-5: Power Works at -1 Rank

6-7: Power doesn't work

8-9: Power works at +1 Rank

10: POWER OVERLOAD (see POWER OVERLOAD)



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