



Dilly Green
Bean Games



DELUXE SUPER HERO ROLE-PLAYING



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SUPER HERO ROLE-PLAYING

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Foreword

By Bob Cram

The first thing I can remember drawing was Spider-man. It was a pencil and crayon masterpiece, drawn on some scrap paper on the top of the dryer. I drew Spidey for two reasons: because he was COOL and because he was AWESOME.

Technically, the web-slinger was also the first character I ever role-played, though that might be stretching it a bit. I pretended I had spider powers and jumped out of the treehouse. Scraped the hell out of my back – but I didn't cry. Superheroes were tough, and not crying when you were hurt just HAD to be one of their powers.

My dad fostered my love of superheroes, bringing home comics from the local store whenever he could. I still have a few (Contest of Champions, Dad? Really?). For years I would stay up with paper and pencil, laboriously copying the best characters and poses. Eventually I moved on from simple copying and started drawing my own stories and characters. I fell in with a few other dreamers and we started a comic company in the early 90's (along with thousands of other folks, it seemed like). We had some small successes – some horror comics, some sci-fi stuff. Our art director was Paul Pelletier – you might have seen some of his stuff on the Incredible Hulk recently. My big brush with fame was inking a story he did for the Incredible Hulk Annual (#19, if you care). After that I started drawing more for gaming companies, though I still do the

occasional comic book.

Through it all I kept drawing superheroes, and playing them too – though with paper and dice. Superhero LARPing might be fun, but I'm not as tough as I was when I was 6 or so. They've always just hooked me. For me the key part of "superhero" has always been the word "hero." With a supers story you get to tell a tale about people put into a situation where they can make a difference – and choose to do so. And talk about fun! The last supers game I played we had an alien invasion, characters who could become gigantic or tiny, create force-fields, fly and hack alien computers with their minds, and ended up on the moon. We saved the world – like TWICE.

Jay loves superheroes too. G-Core is all about loving superheroes and superhero games. Odds are, if you're reading this, you're already a fan as well – so I don't have to give you lots of reasons why this is a great way to play a game about them. In fact, I'll just give you two:

Because it is COOL.

And because it is AWESOME.

-bob

(Bob Cram would like to be mysterious, but instead is, at best, slightly ambiguous. While his past has included stints as an actor, comic book editor and web developer, it's really not as interesting as it sounds. Except for working on the Incredible Hulk that time. That was cool.)

SUPER HERO ROLE-PLAYING

What is a Role-Playing Game?

Did you ever play cowboys and Indians as a kid? Maybe dress up in crazy outfits and pretend you were saving the galaxy from an evil empire? That is role-playing. A role-playing game places players in stories where they are the star. They create characters and act out their personalities while sitting around a table with snacks and other friends. There are different 'roles' in a role-playing game.

-The Player Character (PC): This is YOU and your friends or anyone who is not running the game. The story you play in is all about you, even though it might not seem like it. Players are essential to any game. You play these characters like you are really there.

Talk like them, make gestures like they would, all while sitting at the table.

-The Game Master (GM): This is the mule role. The task of the game master is to prep the story, get all the creatures and encounters assembled and make sure that everything is there when the game starts in order to make it run smoothly. It's a lot of work to be a game master, but the rewards come in the satisfaction and excitement you bring to the players. The game master is also responsible for the non-player characters.

-Non-Player Characters (NPC): The reason why game masters are so cool is that they can act out multiple characters and do all their voices with true passion. The NPC is a character controlled by the game master. They can be anything from a girl on the street to the biggest, meanest villain to ever grace a game. But they exist and have feelings too. Watching a good game master acting out roles is like observing someone with multiple personalities. You never know what is coming next.

How Do You Run the Game?

Running a game might be a lot of work, but it's easier than you might think. The game master first starts with a story.

-Who is in the story?

-What is going on?

-When does it take place?

-Where does it take place?

-Why are all of the events happening?

-How are they happening?

We know that the players are in the story. What you

need to come up with next is who else will be in there with them? This includes adversaries and friends. It's good to have a plot going. Players need direction. What is happening that is drawing everyone together? When does the adventure take place? Day or night? Past or present? Future maybe? Where is the adventure going to take the players? Make sure to have good details about each location that players will need to travel to. Some players (like myself) LOVE to go off track and mess around with the natives. So you'll need to really live and breathe these locations. You also want to know 'why' all of this happening is. There is always a reason for everything. The game master needs to be one up on each detail. Their NPCs need to be detailed enough that people believe they are real. Once you have all these answers you move to the next step: assembling players.



Most people that play games want to have fun. Don't invite an 'I have to always win' player or they will ruin the session. The idea of a role-playing game is for players to work as a team towards a common goal. Assign someone to bring snacks. Sometimes the game master will just be a cooking fiend and supply the goodies, but always be courteous and ask if you can bring something. Find a good place to game. Your parent's basement is always a good place as long as there is a table and comfortable chairs. If you are an adult, confiscate a room with couches and tables if you are not using massive maps. If you are, the dining room is a good place to set up shop. Just make sure to bribe your other half beforehand.

The last step is getting all your supplies ready. Players should bring their own dice, pencils (not pens) and scrap paper. If you don't trust your players not to bring loaded dice, you can supply them. Before your players arrive, make sure you are all set up. Stat sheets should be hidden, your game master screen should be up and furniture should be in place. Now you are ready!



Character Creation Flow

When creating a hero take the time to really think about what type of character you want to play. Are they tough and strong or are they smart and nimble? What job do they have when they aren't saving the city or the world? Do they have friends and family? What has their life been like? How did they get their powers? Were they born with them? Was it an accident? Are they from another world? Did someone build them? Once you answer those questions you may begin the process.

Step 1: Pick your hero type

Step 2: Pick your Origin

Step 3: Assign your points to Physical and Mental Stats. Hold onto your Special Focus points until AFTER you have picked your powers.

Step 4: Pick your powers and assign your points to them. You can pick more than one power, but it just means they might be a little weaker than if you dumped your points into one.

Step 5: Pick your Special Focus. This is where you can assign points to careers and power stunts. Take your time on this one.

Step 6: Pick any Flaws or Weaknesses you might have. Make sure that they are relevant to your hero. Also remember you will be stuck with these for the duration of your character's life and you **MUST** play the part.

Step 7: Determine your Resources

Step 8: Buy any extras. Armor, gear, weapons.

Step 9: Finish up your hero! Choose where they came from. Pick eye and hair color. How tall are they? How much do they weigh? Generate a background story.

DICE: The die for this game is a simple 1d10 (ten-sided). If a player rolls a ZERO that stands for 100 or ten.

Here is a sample of how character generation works:

Hero Type will be a High School Student.

I get 40 points to distribute to my Physical Stats. I want a geeky kid, not a jock.

Rumble: 10

Agility: 10

Might: 10

Moxie: 10

I'll keep him at 10 for now.

I get 30 points for Mental Stats.

Smarts: 10

Perception: 10

Spirit: 10

Yep, everything will be at 10 to start.

I also get stuck with the Minor Flaw: Teen Drama.

So now I need an Origin. I'll pick Human: Experiment.

That will give me 40 Points for powers, 30 for gear and 30 FREE points.

I'll take some of my points and put them right into my stats.

Smarts: 10 (I'll add 20 points to Smarts making it 30)

Perception: 10

Spirit: 10 (I'll add 10 points to Spirit making it 20)

As you can tell, I am shooting for a brainy character.

That also kills my FREE points for now.

For my Special Focus I want something fun. Because my Smarts is 30 I have 30 points to use for Special Focuses. I'll take:

Robotics +10

(I'll reserve the next 20 for a power stunt).

I can pick a Flaw or Weakness.

We'll give him another Minor Flaw (in addition to Teen Drama). How about Geeky?

This will give me +5 WILD because I took an additional Flaw.

Now to finalize some stats.

Rumble: 10

Agility: 10

Might: 10

Moxie: 10

Smarts: 30

Perception: 10

Spirit: 20

Health: 40 (Add all Physical Stats)

WILD: 65 (Add all Mental Stats and the 5 points from the Flaw)

So now to buy powers. I have 40 points to use.

I'll take:

Tech Read: 20

Techno-Kinesis: 20

This means I can touch machines and know how they work, and I can take apart and build machines using my mind.

Now I need some Resources. I roll 1d10 and get a 6. That means I'll have Decent Resources. I earn up to 20 points a week and the most I can earn is around 600. Looks like my character will have a Trust fund to pull from.

I get 30 points for starting gear. I'll buy some tools (6) and get myself a house at 20 points a month. Nothing too grand.

SUPER HERO ROLE-PLAYING

The last thing I need to do is roll my bonus 1d10. I roll a 6 and get 60 more points to add to anything. I increase my Smarts to 50 and my powers to 40 each. I can also increase my Special Focuses.

Rumble: 10
Agility: 10
Might: 10
Moxie: 10
Smarts: 50
Perception: 10
Spirit: 20
Health: 40
WILD: 75
Special Focus:
Robotics +30
Kit Bash +20
Resources: Decent
Powers:
Tech Read: 40
Techno-Kinesis: 40

Our character starts at ZERO Popularity. He needs to earn his fame.

We'll make him 16, because he's a high school student.

Of course we need a name: Mr. Tinker.





HERO TYPES

Players pick from these Hero Types. They may assign their pool points to each stat category in multiples of 10. **Note:** While there are lower numbers for Ranks and Stats, the player is set up to be exceptional. Each Hero Type comes with a bonus Special Focus.

Cop

Physical Stat Pool: 50

Mental Stat Pool: 40

Special Focus: Law-Enforcement +10

Your classic cop turned hero. Be it a costumed hero or night vigilante, this is what you do during the day.

Crazy

Physical Stat Pool: 50

Mental Stat Pool: 50

Special Focus: (Pick a Special Focus based on your insanity at +10)

Flaw: Insane (MAJOR)

Somewhere along the way you just lost it. Maybe you got fried in some experiment? Maybe a super hero dropped you in a chemical bath? Or you could have just done too much laughing gas. But you are totally crazy. You do crazy things to people, heroes, and other villains just for kicks. The only boundary is your lack of enough crazy things to do!

Crook

Physical Stat Pool: 40

Mental Stat Pool: 30

Special Focus: Crime +10

You are a low level crook. There are many different reasons to break the law, but yours is the best. Add powers to that and you are on your way to making a name for yourself. Of course it would help if you could shame the local hero to make that happen.

Detective

Physical Stat Pool: 60

Mental Stat Pool: 50

Special Focus: Investigation +10

You are the master of mysteries. You live to solve puzzles and other strangeness. As a hero you are the one people go to in order to figure out complex mysteries.

Evil Genius

Physical Stat Pool: 40

Mental Stat Pool: 60

Special Focus: (Pick a Special Focus based on your

EVIL GENIUS at +10)

No one is as smart as you! No hero can outdo you! No one can stand you! The Evil Genius spends years just plotting ways to make themselves look better than other geniuses. The only difference is the Evil Genius doesn't care who gets hurt in the process. Maybe you work for a rival company where human experimentation is ok. You could be a stalker of supers who designs elaborate deathtraps in order to fulfill some special need. No matter. You are the MAN! In your own mind.

Genius

Physical Stat Pool: 40

Mental Stat Pool: 60

Special Focus: Science +10

The true brains of the operation, you come from a background of science. You either work for a mega sponsor or you fund your own operation.

Guardian

Physical Stat Pool: 60

Mental Stat Pool: 60

Special Focus: Create 1 Power Stunt +10,

Popularity +10

You are a career super human. Ever since you first discovered you were different you have been training yourself. When the world needed a hero you stepped up, even if you were a rookie. When you are on the streets people either cheer or sneer.

Rogue (Super Villain)

Physical Stat Pool: 70

Mental Stat Pool: 40

Special Focus: 1 Power Stunt +10

Super heroes? Who needs to be good when you can be just downright EVIL!! You use your powers to take what you want and could care less about those around you. If you see a hero on the streets you waste no time getting down to business. You crave power and will stop at nothing to be at the top of the food chain!

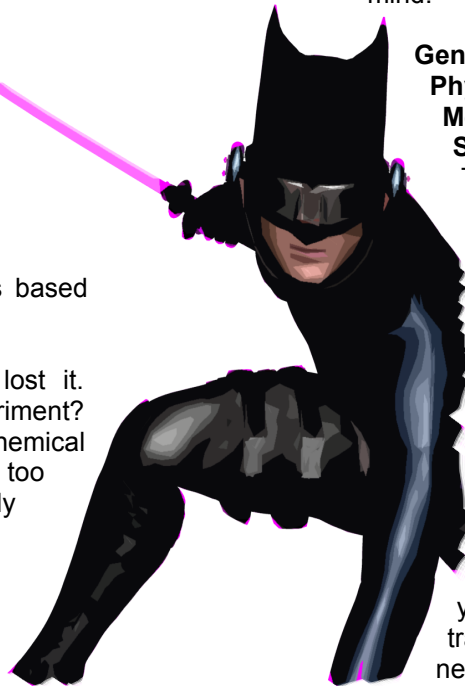
Soldier

Physical Stat Pool: 60

Mental Stat Pool: 40

Special Focus: Military +10

You are a man or woman of war. You joined the military to make a difference in the world. Today you are still active, be it active duty or mercenary. As a hero you make just about any villain hesitate.



SUPER HERO ROLE-PLAYING

Student (College)

Physical Pool: 40

Mental Pool: 30

Special Focus: Research +10

You are living the life of a college student. Fighting crime wouldn't be so bad, but that exam in physics is a pain and you haven't even studied yet. Or maybe you are in high school and you end up missing the prom because the local villain decides to cause trouble. Either way you are trying to fit time in to be both hero and student.

Student (High School)

Physical Pool: 40

Mental Pool: 30

FLAW (Minor): Teen Drama

Puberty is a pain, but so is puberty when you are sporting serious super powers! Now you are like a super hero, or so you think. You spend your days looking for a prom date and at night you run the streets as a crime fighter, making good use of your gift. You also have the ability to fall asleep in class because you are too tired!

Vigilante

Physical Stat Pool: 60

Mental Stat Pool: 40

Special Focus: Martial Arts or Weapon (pick) +10

The streets are cruel and they pushed you to this. Patrolling the streets and bringing your own form of justice is your specialty. Some might take you seriously, others might not. In the end, you are the only reliable form of law....so you think.

Wizard

Physical Pool: 50

Mental Pool: 60

Special Focus: Magic +10

Power Points: 60 (Magic spells are bought just like powers. Take the power list and use them as spells instead. So a player with a spell in PSI could create magic energy items instead of psionic energy items.)

You have been educated in the mystic arts and make a life for yourself as a wizard. Maybe you do crazy illusions or maybe you act as an advisor for the police. Your life is one of mystery. Each strange encounter is another step closer to unraveling the uncanny.

COSMIC HERO TYPES

Cosmic Hero

There are forces in the universe that are unexplainable. They make everything function and balance out the chaos to prevent absolute annihilation of existence. Sometimes the scales are tipped and order must be restored. This is where Cosmic Heroes come into play. These heroes work as loners or with a group of lesser beings to help bring things back to normal. A Cosmic Hero gains their awesome power through a cosmic force that maintains them until either their mission objectives are met or until the cosmic energies fade. Some Cosmic Heroes have lived to be millions of years old by Earth standards. When it comes to game play, these heroes are not common and the Game Master should tread cautiously when allowing a player to generate one. Only the most RESPONSIBLE player should be allowed to create a Cosmic Hero.

Hero Type Bonuses:

***NOTE: No ranks may EXCEED Cosmic 1 (500)**

Physical Stat Pool: 250

Mental Stat Pool: 150

Power Points and Free Points: Use Cosmic Origin in G-Core

-Automatically start with 3 Powers at Awesome Rank and 2 Powers at Supreme Rank (These powers may NOT have Power Points added to them to increase the ranks)

-All Damage towards character is considered STUN, EXCEPT Magic

-Life Support (Cosmic Heroes can function in the vacuum of space with no ill effects)

-Longevity (Cosmic Heroes can live for hundreds of years)

-No Language Barrier (Cosmic Heroes can speak ALL languages)

Children of the Stars

The Gods of Mythology spawned thousands of races across the universe. The greatest example is the Glyph Guards of Horus. These children were genetically modified by the Gods of Mythology to become super beings. Originally meant for the war between the Gods of Mythology, they are now wandering nomads across time and space. Many are anomalies that occur at random. Others are remnants of abandoned soldiers who mixed in with the indigenous population of a world and interbred creating a new genetic bloodline. This unstable line spawned a whole new form of super being in the universe. Children of the Stars mostly live normal lives, not revealing themselves to the people of the world they live on. Some choose to be adventurers, traveling throughout the known universe discovering



new wonders. In a sense, these children are cosmic by nature.

Hero Type Bonuses:

***NOTE: No ranks may EXCEED Ultra 2 (300)**

Physical Stat Pool: 170

Mental Stat Pool: 70

Power Points and Free Points: Use Cosmic Origin in G-Core

-Automatically start with 3 Powers, all at Awesome Rank and 1 Power at Mighty Rank (These powers may NOT have Power Points added to them to increase the ranks)

-All Damage towards character is considered STUN, EXCEPT Magic and Mental

-Life Support (Children of the Stars can function in the vacuum of space with no ill effects)

-Longevity (Children of the Stars can live for hundreds of years)

Demi-Gods

Every God of Mythology has spawned children. Hercules is the son of Zeus and a mortal. And from each of these children came more. These are Demi-Gods, those who are not full Gods, but instead they are direct descendants of them. On alien worlds Demi-Gods demand worship by their followers in exchange for protection. Not all Demi-Gods are ego-driven, some choose a life of adventure. One such example is the grandson of Thor, a rebellious youth named Strykefire. Instead of following the path of his family he became an adventurer. Most Demi-Gods have similar powers to their parents. These beings are extremely powerful and as you will see in their bonuses they can take a lot of damage.

***GM WARNING:** Demi-Gods are bloody powerful. Only use them if you plan on running a mega-cosmic campaign.

Hero Type Bonuses:

***NOTE: No ranks may EXCEED Ultra 2 (300)**

Physical Stat Pool: 300

Mental Stat Pool: 200

Power Points and Free Points: Use Demi-God Origin in G-Core

-Automatically start with 3 Powers at Awesome Rank and 1 Power at Mighty Rank

-All Damage towards character is considered STUN, EXCEPT Magic and Mental

-Life Support (Demi-Gods can function in the vacuum of space with no ill effects)

-Longevity (Demi-Gods can live for hundreds of years)

-No Language Barrier (Demi-Gods can speak ALL languages)

-Demi-Gods gain a +2 Rank to Might and Moxie when in their home realm. Their powers increase 2 Ranks too.



SUPER HERO ROLE-PLAYING

ORIGINS

Players next pick an Origin. Here they choose powers and assign ranks in multiples of ten. They may also buy gear. Each Origin also offers FREE Points to be spent on Stats and Powers, again in multiples of 10. **Note:** While there are lower numbers for Ranks and Stats, the player is set up to be exceptional.

Alien

Power Points: 60

Gear Points: 40

FREE Points: 40

You come from another dimension or world. Either way, Earth is not your home. You have managed to blend in for the most part using technology or through natural ability. Some might even confuse you with an Evolutionary.

Android

Power Points: 60

Gear Points: 30

FREE Points: 40

You are the product of a superior intellect. Maybe you were designed to help fight evil or maybe you were designed to fight good and realized the error in that logic. You could even be an escaped prototype that an organization is looking for. You are equipped with a power source that keeps you going, but every now and then you need a recharge. When out in public you draw an audience because you are a walking talking machine.

Cosmic

Power Points: 200

Gear Points: 100*

FREE Points: 100

Through great forces beyond your understanding, you have been bestowed with great powers. You are accustomed to traveling through the universe, but for some reason you have ended up on Earth. The power signature alone attracts the attention of both good and evil. Some see you as a savior and others as a doom bringer. Your true purposes are only known to you and that works just fine.

*Gear points in this case are to help design the item that allows the hero travel across the stars.

Demi-God

Power Points: 200

Gear Points: 100*

FREE Points: 100

Special: Popularity +40 (to start, but this changes quickly)

As the child of the Gods of Mythology you have a lot to live up to. It's too bad you don't take that role as seriously as you ought to. The life of the Gods is boring so you took to adventuring across the cosmos looking for something a little more interesting. And boy did you find it. The forces of evil want your powers and enemies of your parents are looking to settle old scores. At least on Earth you can pull some allies by using your Godly fame.

*Gear points in this case are to design an armor, item, or weapon that allows you to travel across the stars and back to your realm.

Experiment*

Power Points: 50

Gear Points: 10

FREE Points: 20

Someone out there thought they were really special when they created you. Grown from the DNA of various samples, you came to life. As an experiment you could be working for a company, government or private sponsor. Some experiments are hunted after they flee their creators while others live among normal people.

Evolutionary

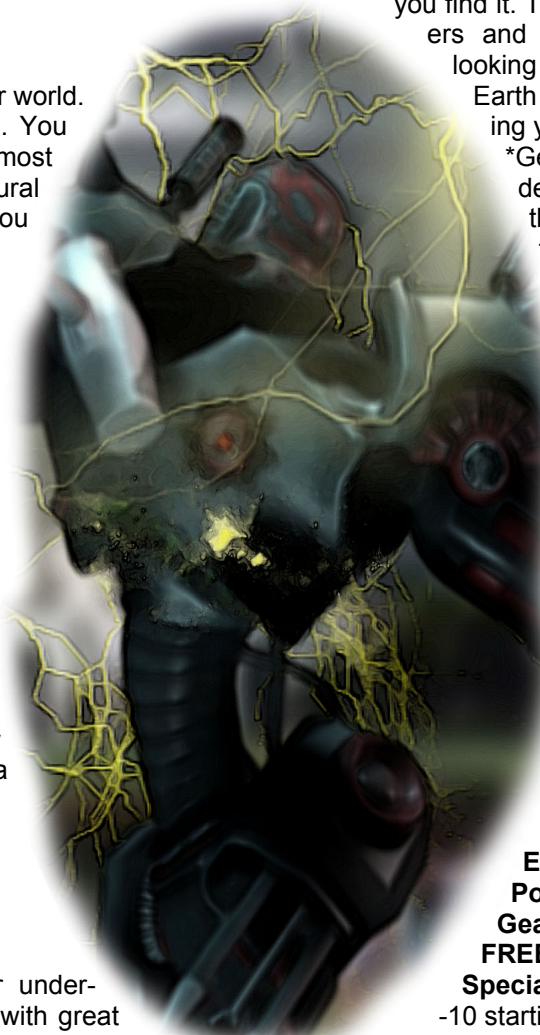
Power Points: 50

Gear Points: 10

FREE Points: 30

Special: Because of the racial tension -10 starting Popularity

The Evolutionary is the true freak of nature. They have been referred to as mutants and meta-humans by popular culture. Some think that Evolutionaries got their powers from a comet and others believe it comes from nuclear testing. Others blame pharmaceutical companies. No matter the origin, the Evolutionaries have freaked out the general public. Some people believe that if the Evolutionary isn't going to serve as a Guardian, then they need to be locked away somewhere. This bred racial tension between normal humans and the Evolutionaries.



Sentient Robot

Power Points: 60

Gear Points: 40

FREE Points: 30

The sentient robot is an origin of many possibilities. They could have been built by man. Maybe they are from another world where machines build machines. But their existence is one of pure machine. The sentient robot doesn't look human, instead looks much more like a mecha from some Japanese cartoon. Some can transform into other machines and others are just single formed. And there are those that can merge together into a bigger form.

Human

Power Points: 0

Gear Points: 50

FREE Points: 10

This is your typical human. You live in a world with amazing things. Better get yourself squared away because you are heading towards becoming a minority.

Human: Accident*

Power Points: 50

Gear Points: 20

FREE Points: 20

Talk about being in the wrong place at the right time. Some freak accident has turned you into something other than normal. Your powers could come from a chemical spill or an atomic blast.

*NOTE: Players may choose a Power Cause if they so desire. They MUST follow the rules for the Power Cause they choose.

Human: Cyborg*

Power Points: 40

Gear Points: 40

FREE Points: 30

You lost a limb, got mortally wounded or generally messed up. You have had mechanical limbs surgically attached or implanted to help keep you functioning. OR on a darker note someone made you this way on purpose for military application. You set off metal detectors and make noise when you move. The good news is you look all that and more so why complain? Some cyborgs have built in weapon systems. Cybernetic parts are built using Power Points. Material is equal to the number of points put into the limb, as is Might (when it applies). Cybernetic implants could also offer special resistances (like cybernetic lungs) or super senses (like cybernetic ear and eye implants).

Human: Cursed*

Power Points: 60

FREE Points: 30

Someone was NAUGHTY. Life wasn't good enough for you, so what better way to make things better than to make a deal with an unsavory entity. Now you are living the life, but during certain phases of the moon, or maybe just nightfall, you change. Some cursed heroes change when their anger or desires take over. While in cursed form the player gets all sorts of powers and abilities (Players create a human, then create the cursed form. Power Points are used to buy powers and raise stats for the cursed form.) If the player loses all their Health in the cursed form they instantly transform into their human form and fall unconscious with 10 Health.

Human: Experiment

Power Points: 50

Gear Points: 30

FREE Points: 30

This person has been pumped full of drugs, chopped to pieces and rebuilt or exposed to weird cosmic energies, all on purpose. Players are considered the product of someone and tend to be in their service. Some players might choose to go renegade, which means wherever they go, someone is on their tail. It is possible that a player experimented on themselves; this usually ends up being caused by the need to prove a point. Power Points are used to generate powers, create cybernetics or whatever else the player has been enhanced with.

Human: High Tech*

Construction Points: Smarts x 10*

*Remember: No armor, gear, or weapon may EXCEED the creator's Smarts.

FREE Points: 20

You are the smart guy that enjoys working on gadgets more than most people. You see what is going on in the world and want to make a difference. So what better way to join in the fight? Build yourself some good stuff to make you just as powerful. Some players may wish to build different gadgets that imitate powers while others will want to go all out and build a battle suit loaded with top of the line weaponry. You might think that creating devices might be easier than getting a suit of armor put together, but they are equal in difficulty. For building battle suits just follow these simple steps:

Step 1: How tough is the suit? How many points will you put into the material (which doubles as armor)?

Step 2: Will it enhance your physical stats? Use construction points to create super Might or computer enhanced Agility. For life support, just add points to Moxie and use the Moxie table for different degrees. NOTE: These points are added ONTO the stats the player already has as a human.

SUPER HERO ROLE-PLAYING

Step 3: Assign construction points to create powers for your suit. Can it fly? Does it shoot lasers? Can it control gravity? Maybe it has a magnetic field? Does it have a smarty-pants onboard computer that can take over if you get knocked out (create a secondary Smarts to assign points to)? If you are building a war machine, use the weapon's table for cost reference.

Human: Psychic

Power Points: 50

Gear Points: 10

FREE Points: 30

There are some humans out there that have serious mind power. They are called 'Psychics'. The role of Psychics in the history of the world has been vast. Some acted as seers to kings and today others seek out criminals in cold cases. They are active, whether or not they know it. There are those who think they are insane because they hear voices. Others abuse their powers for personal gain.

*All powers related to Psychics are mental. Players are not limited to the Mental powers, but anything outside of that category is rated in the Psychic department. This is important in the case of power nullifier weapons. It is also important to point out that the only Mental powers that can ignore classic armors and shields are from the Mental power category.

***Power Cause**

(Optional for Accidents and Experiments, MUST be explained by player)

Super Boost (50 Rank Exposure)

Power Points+50

MUST take a MAJOR Flaw

Somehow you got exposed to a super chemical or energy which caused your transformation. It could have been from something as simple as an MRI machine malfunctioning to an explosion at a chemical refinery.

Mega Boost (70 Rank Exposure)

Power Points+70

MUST take a MAJOR Flaw

You got it good here. Zapped by something almost cosmic made you into something new. Or maybe someone purposely exposed you to some strange element. Either way you are sporting some serious powers.

Godly Boost (100 Rank Exposure)

Power Points+100

MUST take a MAJOR Weakness or Flaw

You are not liked by someone. This exposure is the equivalent to a nuclear blast. Instead of turning to ash, it transformed you into something really BAD. Life just stinks. While your powers may work against super villains, they do nothing for your social life.





Special Focus

Players take their Smarts and use them to come up with Careers, Specialties or other odds and ends (like you do with building stats). Most characters will come from a career field (like police, military, surgeon, lawyer), but some might be specialists (like race car drivers, stunt men, martial artists). During character creation the player can pick what things suit their character's needs. Are they a scientist turned hero? If so they could take a career like Physicist. Were they once a stunt man who sold their soul for success? Then they could choose something like Motorcycle as a specialty. The only limit is the amount of Smarts the character has. Once the character picks their Special Focus then they assign points to them in increments of 10, using SMARTS as a pool of sorts for initial Special Focuses. Players may also buy Power Stunts the same way. Power Stunts are trained attacks, moves, 'stunts' using their power. The Power Stunt gives them a bonus when doing this specific action. **Note:** While there are lower numbers for Ranks and Stats, the player is set up to be exceptional.

Example of choosing a Special Focus: *Roadburn has 20 Smarts. He chooses Mechanic +10 and Ride: Motorcycle +10 as his initial Special Focus.*

Each Special Focus may be taken more than once to represent schooling. Each degree rank offers a special bonus to actions involving these focuses.

-Rankings: Associate +10, Bachelor +20, Master +30, Doctorate +40

*Players may gain more Special Focuses by choosing to be older. For every 2 years OVER 25 the player may add 1 Rank of a Special Focus.

Example: *Roadburn has been racing motorcycles since he was 18. When he turned 30 he struck a deal with the Devil to keep him fresh and in the sport forever. He gains 50 points to be used on Special Focuses. Roadburn puts +20 MORE in Ride: Motorcycle giving him +30. He then picks a power stunt, Focus Heat +20 so he can use his Hell Flames to heat objects or melt them. With the last 10 points Roadburn takes Boxing +10 because he hangs out in biker bars and likes to get into brawls.* Players need to explain this during character creation. A character like Roadburn will start out in the player's hands at 35 after the history is given.

Using Special Focus

Players use the bonuses from their Special Focuses to add to their rolls when they are using them. It works like this:

Stat+Special Focus+1d10=Result

The Flaw, The Nemesis, The Weakness

Some characters are just loaded with issues. Maybe their powers only work in sunlight. Perhaps they are allergic to a certain stone. Or there is the all powerful Nemesis Effect that cancels out the player's powers. Players might want to pick a Flaw or Weakness. The Nemesis Effect is static. If a player has a fire power, then an ice power will cancel it out at the same rank (explained in Powers). But choosing Flaws and Weaknesses does offer some extra points for characters to use. Although players need to remember that the game master can exploit these at any moment.

-MAJOR Flaw: This is something that just really sticks out about the character or a serious character defect. Examples include: disfigurement, drug addiction, homicidal streak, missing limbs, paralysis, severe medical condition that limits the player's activities. Major Flaws offer +10 Wild Points to use on Stats or Powers, BUT may only be taken once.

-Minor Flaw: Players who have bad breath or gambling habits fall into this category. Other examples include: bad memory, body odor, depression, lisp and scars. Minor Flaws offer +5 Wild Points to use on Stats or Powers (which doesn't amount to much). Players may take 2 Minor Flaws.

-MAJOR Weakness: If there is one thing that can KILL the player this is it. Be warned that by choosing this players need to be smart. Don't pick something that a baboon can find with his hands tied. Any player exposed to their MAJOR Weakness has the number of rounds equal to their Moxie divided by 10 until they DIE. That means they need to get away from it ASAP. They also suffer a -50 to ALL rolls and Power Ranks until they are a safe distance (usually 100 yards). Players gain +50 Wild Points to use on their Stats or Powers.

-MINOR Weakness: Some heroes just have weird reaction to things. This weakness causes the players to suffer -20 to ALL rolls and powers until they are a safe distance away (usually 50 yards). A Minor Weakness cannot kill a character. Players gain +20 Wild Points to use on Stats or Powers.

SUPER HERO ROLE-PLAYING

GAME MECHANICS

Stats

RUMBLE: The fighting ability of a character. Used for hand to hand combat and melee rolls.

Agility: How agile a character is. Used for dodge and agility rolls. Includes projectile powers, throwing and shooting rolls.

Might: The physical strength of a character. Used for strength rolls including bending, crushing and lifting.

Moxie: How physically fit a character is. Used for checks against atmosphere, poisons, toxins, and physical exhaustion. Also is how much Health characters gain per day while resting.

Smarts: The intelligence of a character. Used for roles that involve the brain like understanding how something works.

Perception: How aware the character is of their surroundings. Used for observation and spot rolls.

Spirit: The mental willpower of the character. Used for checks of the mind and magic.

Health: How much damage a character can take. Equal to their RUMBLE+Agility+Might+Moxie.

WILD: A pool used to add to rolls. Determined by adding Smarts+Perception+Spirit.

Popularity: Your status with the general public.

*Understanding Movement

Players take their Might and divide it by 10. This is how many yards a player may move in a single action. Players with Super Speed follow this formula:

Might+Super Speed Rank divided by 10=
Number of yards player can move per action

When using hex or square maps, then a yard is represented by a single hex or square.

Mechanics

The 1d10 rolled represents 10s. So if a player rolls a 4 it would be 40.

Stat+Special Focus+1d10=Result

Powers work: Stat+Power Stunt+1d10=Result

Against another player or an opposing force:

Player rolls: Stat+Special Focus+1d10=Result

***Opposition rolls: Stat+Special Focus+1d10=Result**

*Most of the time players are likely trying to dodge when rolling against an opposing force. That applies Agility as the stat and any Special Focus that might apply.

Winner: Whoever's result is highest

STATIC ROLLS: Use the difficulties on the next page with a 1d10 (like you would for a save). Game Master rolls the 1d10 vs. the player's roll.



Static Difficulties	Roll Needed (with Stat)
Easy tasks _____	25
-Tasks that require little effort	
Medium Tasks _____	50
-Tasks that require some effort	
Hard Tasks _____	75
-Tasks that require a lot of effort	
Super Task _____	100
-Tasks that require that super touch	
Ultra-Task _____	150
-Tasks for the Demi-Gods and Cosmic	

WILD

Being a super hero means surviving the odds. To represent this players are given WILD at character creation. Each game session their WILD is restored to full value. WILD can be used to adjust rolls, soak damage, or pull the occasional miracle. WILD MUST be used in multiples of 10. So when can a player declare they are using WILD? That would be at any point during a turn unless it is being used to adjust a roll. Then you must declare that you are using some of your WILD.

Game example: Roadburn is trying to jump a bike from a parking garage into an office building window. It's going to take a lot of talent to pull that off. Roadburn puts in 10 WILD for his roll. So he takes his Agility (20) +Motorcycles (+30)+1d10 (rolling a 50)=100. His WILD is added to it making the final roll 110. Roadburn lands in the office with the bike in one piece (which is almost impossible for Roadburn). Of course, upon landing he comes face to face with Tyrant, who hits Roadburn with a massive 100 rank energy blast. Roadburn is tough, but that type of damage will almost put him down for the count. He takes 30 WILD and soaks 30 points of damage.

Actions and Turns

-Players have a number of actions equal to their Agility divided by 10. This is how many actions the player has during a turn.

-During a turn, the player with the highest Agility goes first and does 1 action. Then the next person until each player has gone once. Then you go back to the first person until everyone has used up all their actions. Once ALL actions are used up, that represents a single turn.

-**Dodges** use 1 action. A player that dodges uses up their action for the next round. If they don't have any left they cannot dodge and an attacker need only roll higher than the player's AGILITY to hit.

Teamwork: When working with another player on a single objective, be it academic or combat oriented, the players add +10 PER player involved to their rolls.

Example: You have a five person team fighting a villain. Each player will get +50 to their rolls because they are working together to bring down the target.

Example 2: You have two heroes trying to come up with a cure for an alien virus. They get +20 to their SMARTS rolls while trying to solve this problem.

Checks and Saves

If you need to make a check to see if a power or something else beats you out, players use the following formula:

$$\text{Opposing Rank} + 1d10 = \text{RESULT}$$

$$\text{Player's Stat} + 1d10 = \text{SAVE}$$

If the player rolls HIGHER than the opposing result then they make the save.

Example: Roadburn sees a car accident with a child trapped in a burning car. He runs up not fearing fire, but doesn't check for live power lines and steps on one. The current from a power line is 50 rank!! Roadburn is laughing at first making his 1d10 roll plus his Moxie of 40, which he rolls a 1. Roadburn's total is a 50. (The GM rolls 1d10 and gets a 4 for a total of 90). The mad demon stuntman gets zapped hard for 50 points of electrical damage. Luckily for him he can withstand 40 points because of his natural toughness. He also gets stunned by the shock and thrown back, which will take him 1 turn to recover from.

In other cases players are making checks that involve their Moxie or Spirit.

Example: Roadburn has a Spirit of 10 in his human form. He sees a brand new motorcycle with all the fixings. He is OBSESSED with bikes. He needs to make a Spirit save as part of his curse. Roadburn rolls 1d10 and gets a 40+10 for his SPIRIT for a total of 50. (The GM rolls 1d10 + 50 for the Obsession Rank and gets a total of 70). Guess old Roadburn the demon is coming out to play.

When it comes to detecting rolls the same rules apply.

Example: AmeriKan is hunting a robot who has a cloaking device at 40 Rank. AmeriKan's Perception is 30. He rolls 1d10 and gets a 30. He then adds his Perception of 30 giving him a total of 70. (The GM rolls 1d10 and gets a 3 giving them a total of 70). But because he was so close, he sees a slight variation in texture where the robot is standing.

Here are some sample saves players might need to make:

Moxie: Choking, hold breath, poison, toxins, vacuum

SUPER HERO ROLE-PLAYING

Perception: Detecting an ambush or trap, seeing invisibility

Spirit: Fear, mental domination, psionic attacks

Stunned for how long?

If a player fails a Moxie save, they are usually stunned for 1 turn for every multiple of 10 they failed their roll by. So if a player were to fail a Moxie roll by 30 points, then they would be stunned for 3 turns.

Damage Types

There are two different types of damage: lethal and stun. **Lethal Damage** is reserved for blades, guns and some powers that can kill. Anyone who is knocked to ZERO Health by lethal damage dies.

Stun Damage is reserved for blunt and power damage. Players who are knocked to ZERO Health by these forms of damage are knocked out until they receive medical attention. Please note that the person knocked to ZERO Health by stun damage is out cold even if the damage was more than the Health they had. If they take any more stun damage, the player dies.

Stackable Damage

In G-Core players are able to stack damage against a common target. Keep in mind that Nemesis powers work against each other. So how is stackable damage explained in game terms? In a Turn, if players hit the same target, all their damage is added together and this is the final damage.

Example: Bob, Trent and Cody are all attacking a robot with 50 armor versus physical damage. Bob does 30 damage, Trent 10 and Cody 30 damage when physically attacking for a total of 70 points of stun damage. So if they all manage to hit the robot in the same Turn then it would take 20 points of damage.

Wearing It Down

When players are fighting things with an equal armor to the player's attack damage, it is possible to wear that material down. When this happens, armor is reduced by 10 each Action AFTER the initial hit. If the player misses the second Action, then the armor returns to normal. Keep in mind, players who are tag-teaming a single target can exploit this vulnerability.

For example: Lady Tyson has a MIGHT of 50 and she is fighting a robot with an armor of 50. She punches the robot and does no damage. But now the material has been compromised and the next Action if she hits, the robot's armor is ONLY 40 instead.



POPULARITY

Popularity always starts at ZERO in the beginning. Once a player becomes known then their Popularity begins to increase/decrease. The higher your popularity the better people will treat you and envy you. If you are mean spirited then people will most likely spit on you. Players who don't look normal automatically start with -10 Popularity. It takes a lot for people to look past the skin.

Popularity Gauge

10	Neighborhood Hero
20	Small Town Hero/ City District
30	City Hero
40	National Hero
50	World Hero
60	Galactic Hero
70	Godly Status Hero

Popularity

+30	Save a planet!
+20	Defeat a major villain or save a city.
+10	Defeat minor villain.
+5	Stopping a common criminal.
+5	Public appearance for charity
+3	Helping an old lady across the street
+3	Preventing damage to public property
-3	Damaging public property of minimal value
-3	Bullying an old lady
-5	Public rudeness and being disruptive
-5	Committing a minor crime (break in or assault)
-10	Committing major crime (robbery)
-20	Causing major destruction with civilian casualties.
-30	Being Brutal to a villain.
-50	Being Brutal to a civilian.
-75	Destroying a planet!

SUPER HERO ROLE-PLAYING

Understanding Stats

RUMBLE	Description	AGILITY	Description	MIGHT	Description
Pathetic	Untrained	Pathetic	Crippled	Pathetic	50 lbs
Below Average	Very little ability	Below Average	Limited Movement	Below Average	100 lbs
Average	Basic human fighting ability	Average	Normal Human	Average	200 lbs
Decent	Some training in hand to hand. MOAB.	Decent	Some training	Decent	400 lbs
Excellent	Combat experienced	Excellent	Olympic Athlete, natural ability	Excellent	800 lbs
Extraordinary	Advanced combat training. Special forces.	Extraordinary	High agility from formal training added with natural talent.	Extraordinary	1 ton
Fantastic	Die hard combat trained style. The best of the best.	Fantastic	Able to dodge single bullets!	Fantastic	10 tons
Awesome	Mastery over combat actions	Awesome	Super agility! May dodge multiple bullets.	Awesome	50 tons
Mighty	The range that gods fall into.	Mighty	Able to evade full automatic gunfire.	Mighty	80 tons
Supreme	The level at which one can train the Gods how to fight.	Supreme	Agile enough to dodge lasers!	Supreme	80 tons+



MOXIE	Description	SMARTS	Description	PERCEPTION	Description
Pathetic	Must rest after 1 minute of light work.	Pathetic	Not all there	Pathetic	Doesn't know the world around you exists
Below Average	Really out of shape. Must rest every 2 minutes.	Below Average	Modern tech is as far as you can go.	Below Average	Dense
Average	Must rest after 10 minutes of work	Average	Normal Human	Average	Normal Human
Decent	Must rest after 30 minutes of work	Decent	Understands modern technology. Can perform repairs.	Decent	Takes Notice
Excellent	Must rest after 60 minutes of work	Excellent	Can perform experiments and jury-rig equipment	Excellent	Picks up on details
Extraordinary	Only needs nightly sleep	Extraordinary	Can operate alien technology and invest lasting equipment	Extraordinary	In the business of picking up on details some might miss
Fantastic	Nightly sleep	Fantastic	Can repair alien technology. Also may improve current technology.	Fantastic	Really spots things with little effort.
Awesome	Nightly Sleep	Awesome	Able to improve alien technology.	Awesome	Extremely aware of surroundings.
Mighty	Can survive the harshest environments for short periods of time	Mighty	Able to create artificial life.	Mighty	Uncanny sense of surroundings and those around them.
Supreme	Doesn't need to eat or breathe.	Supreme	Cosmically aware	Supreme	Cosmic Perception

SUPER HERO ROLE-PLAYING

Spirit	Description
Pathetic	Easily controlled
Below Average	Untrained or young
Average	The typical joe
Decent	Some training
Excellent	Trained against the mind arts
Extraordinary	Mentally tough
Fantastic	Powerful will, almost impossible to break
Awesome	Iron willed
Mighty	The prime iron will
Supreme	This is as tough as you can get mentally. Psychic attacks do no damage to you.

The BASIC RANK Meanings

2: **Pathetic**: You are so weak that you could die from falling from a chair.

5: **Below Average**. The loser category or for those who are seriously crippled.

8: **Average**: Exactly that, Average.

10: **Decent**: One up on the typical joe.

20: **Excellent**. This is where human perfection comes into play.

30: **Extraordinary**. The MAX a human may reach in their potential.

40: **Fantastic**. Anyone who has been augmented is at this level. This can be through technology or mystic gifts.

50: **Awesome**. This is the level past human. Super beings are here.

70: **Mighty**. Demi-Gods and prime beings get this high.

100: **Supreme**. Demi-Gods, Cosmic heroes and some extreme powered EVs can reach this Rank.

150: **Ultra 1**: Powerful Demi-Gods are at this Rank.

200: **Ultra 2**: The weakest of Gods are here. This includes an almost maxed out Cosmic being.

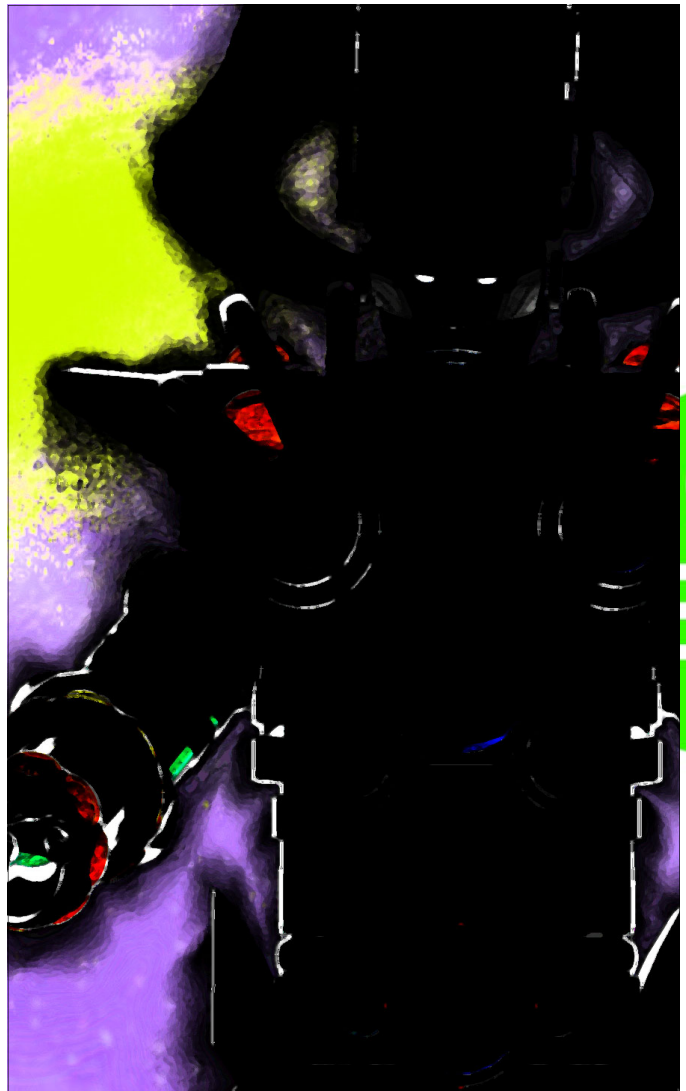
500: **Cosmic 1**. Some Cosmic heroes achieve this Rank. At this Rank players are heading into the range of Gods of Mythology.

1000: **Cosmic 2**. Here is where the Gods of Mythology stand. Characters with Ranks this high can create life with a thought or smash whole planets with their bare hands.

3000: **Cosmic 3**. Above the Gods of Mythology are the Ones Before. This Rank represents them best.

5000: **Divinity**: Those who created those who created life.

∞: **Infinity**. This is where God Almighty reigns.





POWERS DEFINED



Super hero games are about the fantastic and amazing. Game Masters may put limits on powers if they wish depending on the style of the game. As players develop, so may their powers. Players develop Power Stunts as they go through the process of learning the ins and outs of their special gift (or curse). A Power Stunt is a special maneuver or use of a power. So someone with Ice Generation could try and create Ice Slicks instead of just spraying everyone with ice shards. In character generation, players can assign points to Power Stunts (which is advisable).

Holding Back: Players do not need to go all out on an opponent. They can instead show restraint by using less than their rank. A player can do as little as Pathetic damage all the way to their actual power rank.

The **Nemesis Effect** is also a VERY important part of the game. Every power has an opposite. This is called the Nemesis Effect. If a player can turn into fire, then water can put them out. If a player fires light beams, then a mirror can reflect it. If a nemesis is equal to or above the player's Rank then the player cannot damage it or takes damage themselves. If a nemesis is less than the player's Rank then the damage is reduced by the Rank of the nemesis.

CLASSIC POWERS

Animal Features

Players may have claws, tails, extra limbs and other animal features. Damage is equal to the Might of the character. Claws, fangs and other offensive animal weapons have a Material equal to the Rank. Extra limbs have a Might equal to the character's. Stinger

Poison has poison equal to the power Rank (see the Effects Table for intensity).

Defensive

Armor offers up protection equal to the Armor Rank against certain attacks. For example: *Roadburn can transform into a demon form. It offers him an unnatural toughness (Natural Armor) at 40 Rank. Against normal weapons, he just shrugs them off. But magic completely ignores his tough form.*

-Natural Armor: A character has rock skin, scales, tough skin, or other natural type armor.

-Armor, Transformation: The player may transform into a solid or liquid material at will. The Armor is equal to the armor Rank. Players need to choose what they are turning into. Is it metal, plant, water, energy? They pick. It is possible to work on Power stunts if the player wants to try and toss fireballs while in flame mode, or they can just pick Generate Flame.

-Density Manipulation: Players may alter their mass and in turn offer themselves armor equal to their Rank in this power. When in higher density form, a player may do hand to hand damage equal to their power Rank instead of their Might.

-Force Field: With this power the player may create a field around themselves that blocks attacks. The force field works against all forms of attack including magic and psionics. If a player takes damage over the Rank of their shield they need to make a Moxie save (equal to the damage caused) or be knocked out.

-Ghosting: This is the ability to walk through walls. The

SUPER HERO ROLE-PLAYING

player may walk through material equal to or less than their power Rank. The Nemesis for this power is energy. Charged particles can do damage to anyone ghosting. If someone shuts off their ghosting power while standing in a wall they die instantly. Players may also try to drag a target with them into ghost mode and then drop them inside of objects causing their victim to take damage equal to the material.

-Growth: The player may grow according to his rank. The Might of the character increases when the character grows and is equal to the power Rank. So if Bob has Growth at Awesome, but his Might is only 20, then his Might becomes 50 (Awesome) while he is a giant. The increase of Might ONLY applies to lifting and damage, not to Hit Points. An optional rule to this power is limiting the Growth size to the Moxie of the player. If they try and grow more than their Moxie then they must make a Moxie save for every turn they are over. If they fail then the player collapses from the strain to their body.

Rank	Growth Height	Shrink Height
Below Average	8 Feet	50 inches
Average	12 Feet	12 inches
Decent	14 Feet	6 inches
Excellent	16 Feet	3 inches
Extraordinary	18 Feet	1 inch
Fantastic	20 Feet	.5 inches
Awesome	22 Feet	.25 inches
Mighty	25 Feet	.1 inch
Supreme	30 Feet	.01 inches

-Invisibility: Players may turn invisible. Anyone trying to spot someone who is invisible will need to make a Perception check and subtract the power rank from their roll. If the roll is HIGHER than the power rank then the person is detected. Anyone attacking someone with this power must subtract the power's rank when it's activated. However, players may be spotted with heat sensors and some electronics.

Example: *Phantom has invisibility at 40. Anyone trying to see him must subtract 40 from their Perception check and still roll HIGHER than a 40 to see him. During a fight, Phantom goes invisible. A soldier is trying to snipe him. They suffer -40 from their shooting rolls because Phantom can't be seen.*

-Plasticity: The player may stretch, bend, bounce and do all sorts of rubbery things. This includes altering their shape. This power offers Armor equal to the power Rank against blunt, electric and kinetic attacks ONLY. All other forms of attack do regular damage.

-Regeneration: This power allows players to heal damage instantly during their next action, up to their power Rank. All other damage is healed every hour equal to the power Rank. Players with regeneration also age much slower and are immune to toxins and poisons which do half damage. The only way to really kill someone with this power is to outright kill them doing damage WAY over their power Rank and Health, or atomize them.

-Shape Alteration: With this power a player may change their form into someone or something equal to their own size. The only way to see through this power and figure something is wrong is to roll a Perception check. At higher levels players may turn into smaller and larger forms.

-Shrinking: The player may shrink in size. See the Chart for specifics. For every Rank you shrink, your Might decreases by one rank. *Example: Ant has Shrinking at Decent and wants to shrink down to a Below Average Rank. His Might is currently at 30. So if he were to shrink to 50 inches, then his Might would be reduced by one rank to 20. If he were to shrink to Average then his Might would then be 15.* The lowering of Might ONLY applies to lifting and damage, not to Health.

Elemental/Energy Control/Generate

***A note on this category:** Players may choose to select JUST a control OR a generate instead of the combination. Not every person who can generate flames can control them too.

-Air Control/Generate: With this power a player may control air currents or even generate air. This includes creating wind walls, whirlwinds and wind gusts that can cause devastation doing damage equal to the power Rank. This power can also generate vacuums in the right conditions. If a player wants to lift something with this power please refer to the Table in the Game Master's section on Might.

-Darkness Control/Generate: This power allows the player to control shadows or generate solid dark matter. Damage from the dark matter is equal to the power Rank. The nemesis for this power is light. If there is

even an ounce of darkness in a room the player may manipulate it to their advantage. With this power players may even carry themselves around in clouds made of darkness.

-Earth Control/Generate: With this power a player can control earth, creating earthquakes, tremors, earth walls and other earthly matter. If a player is generating earthly matter, then it sprays forth in different forms including sandstorms and rocks. Damage from this power is equal to the power Rank.

-Energy Control/Generate: Players with this power must pick a specific form of energy to control or generate. The two most common are electricity and radiation. If a player cannot generate the energy then there must be a source already available. Damage is equal to the power Rank.

-Fire Control/Generate: This power allows players to control fire or generate it. Players can create walls of flame, put out fires, increase small fires into towering infernos. The flame intensity is equal to the power Rank. See the Effects table for the extent of the intensity.

-Gravity Control/Generate: With this power a player may manipulate gravity or even create a gravity field around themselves. The gravity may be manipulated with a Might equal to the power Rank. Consult the Might rank table. With gravity control players may even create a force field around themselves that protects them from kinetic attacks.

-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.

-Light Control/Generate: Players can manipulate light or generate it, including creating hard light objects. The light may be bent to blind a target, to light up a room or to even create a laser. If the player can't generate it then there must be a small source of light already present. The nemesis for this power is Darkness. Any

damage caused by this power is equal to the power's Rank.

-Magnetic Control/Generate: This is probably one of the most impressive powers to be had. The player can manipulate metals of all types equal to the power's Rank. This means a player can bend metals, stop bullets and cause chaos on electronics. With magnetic control or generate, players can also create force fields equal to the power Rank or create an armor out of metals with an equal or less material.

-Sound Control/Generate: Sound is a powerful thing. With this power you may either manipulate or generate high pitched sounds so powerful that they can shatter glass and even some metals. Damage from this power is equal to the Rank. Players may also deaden sounds or increase them to a deafening level. Players may shatter materials that have lower material than the power Rank, but not equal to.

-Water Control/Generate: Players may control water or create water. This power can be used to drown a target, blast someone with a wave of water or create tidal waves. Damage is equal to the power Rank and intensity. See the Might table to see how much weight the power may lift.

-Weather Control/Generate: Players can control local weather or even create weather. This includes raising and lowering temperatures, causing blizzards, ice storms and other unfriendly weather. Players may also summon lightning bolts. With Weather Control players may only manipulate outside weather conditions. With Generate Weather the players may generate outside weather conditions where there shouldn't be (say in space or in a cave). Damage and intensity are equal to the power's Rank.



SUPER HERO ROLE-PLAYING

Mental

-Communicate with Animals: This allows players to talk with animals. It's really that simple. If this power is at a higher Rank than the animal's Spirit then the player may control the animal.

-Dominate: A powerful tool, this power allows players to control the minds of others. The only way to resist this power is to make a Spirit save. Once dominated the victim will follow the orders of the user unless the command is totally against the victim's nature, in which case they get to make another Spirit save.

-Illusions: Players may generate powerful images that may only be seen through if a victim makes a Spirit save equal to the power's Rank. If they fail then the victim will see any illusion that the player creates just as if it were really there. This can cause a devastating effect on the human mind.

-Force Field Projection: Just like the force field power, this extends it much further. A player may project a force field like a wall or a fist. Much like telekinesis, force field projection may also lift objects equal to the power's Rank. Other than that the force field protects just like the regular force field.

-Mind Blast: With a simple build up of mental energy, the player can send out a pure psychic energy blast. And because it's psychic, the blast ignores physical armor.

-PSI: PSI or Psionics is a manifestation of psychic energy into a solid, tangible form. Players literally can create armor, objects and weapons out of pure psionic energy. They have the material strength of the user's power rank. Damage is also equal to the power rank.

-Telepathy: This is the power to communicate with people with your mind and read their thoughts. A target may resist this by making a Spirit save.

-Telekinesis: The power to move things with their mind is a fun one. Refer to the Might table to see how much weight you can lift. Players may also create a telekinetic punch doing damage equal to their power's Rank.

Movement

-Flight: The ability to fly across the sky. This can be done with wings or without. Refer to the Speed Chart to find out how fast you can travel.

Speed Rank for Powers	Land	Air
Below Average	25 mph	50 mph
Average	75 mph	150 mph
Decent	100 mph	200 mph
Excellent	125 mph	250 mph
Extraordinary	150 mph	375 mph
Fantastic	175 mph	500 mph
Awesome	200 mph	675 mph
Mighty	225 mph	750 mph
Supreme	250 mph	1,000 mph
Cosmic 1	-	
Cosmic 2	-	
Cosmic 3	-	
Infinity	-	

-Gliding: Instead of being able to propel yourself, you require wind currents to help you fly. If there is no wind this power will not work. Some players will have little webbed wings under their arms to assist in their gliding while others can just glide with no explanation.

-Leaping: The player can leap great distances. Just multiply the Rank of the power by 5 and that is how many yards you may leap.

-Super Speed: This character can move at a superhuman speed. Refer to the speed chart above to see how fast your ground speed is. Players gain one extra action for each Rank they have in this power. So someone with Super Speed at Awesome gains an additional 7 actions per round!

-Teleportation: A player can disappear and reappear instantaneously. When teleporting the player must make a Moxie save equal to their power rank or be disoriented for 1 action. Players may also teleport as a way of dodging attacks at close range, which doesn't require a save. They will have to roll higher than the incoming attack roll, however. This power requires line of sight to use. Although a player could teleport using a live video feed to see where he is appearing.

-Wall-Crawl: The player can cling to just about any surface and crawl along it. The higher the ranks the slicker the surface the player may cling to. When using this power the player can move at normal speeds across vertical and horizontal surfaces.



Rank	Slickness
Below Average	Bricks
Average	Glass and Steel
Decent	Polished Steel
Excellent	Ice Covered
Extraordinary	Oil Covered
Fantastic	Non-Stick Surface
Ultra-Cosmic 1	Frictionless

Offensive

***Offensive Range** falls under the discretion of the Game Master. Usually range is equal to the Rank times 5 in yards. On a hex or square map players take that number and divide it by ten. This would represent how many hexes or squares in range.

-Body Projectiles: This can be anything from spines to bone fragments that fly from the character's body. The damage is equal to the power's Rank. There is no limit to how many times the player can shoot these projectiles.

-Energy Beams: Some people just produce energy without being able to manipulate it. In this case they simply shoot the energy off in blasts or beams from their bodies. Damage is equal to the power Rank and uses Agility to hit.

-Optic Beams: These are beams of uncanny energy which are projected through the eyes and can cut through a person or slam them down. The damage is equal to the Rank of the power.

-Poison: The character secretes a toxin that is poisonous to most people. Refer to the Effects chart to see how powerful the toxins are. To make a resist against a poison attack, the victim must make a Moxie save. If the victim fails they take damage equal to the power Rank every other turn until dead or cured.

-Stun Beams: The player shoots beams of stunning energy from their body. A victim must make a Moxie save equal to or higher than the Stun power rank. If the victim fails they are knocked unconscious for the number of rounds equal to the power's Rank.

-Webbing: Yes, even the wall-crawlers have some cool stuff. The webbing is sticky and will adhere to anything of equal material or less. It also has a material equal to the power Rank. Anyone caught up in this webbing will be stuck there until someone gets them free or the webbing dissolves. Webbing lasts for the number of rounds equal to the webbing's Rank.

Resistances/Immunity

Because this is pretty straight forward there will not be a description for each type of resistance and immunity. A player may soak or resist up to their power's Rank against the one thing they choose. *Example: Dubey has Resistance to Cold at Decent Rank, so he may soak 10 points of cold damage.*

Senses

-Super Hearing: You may hear the smallest sound by adding this power's Rank to your Perception when making checks. However, loud noises will cause damage equal or up to the Rank of the power.

-Super Sight: Same as above, but you can see great distances by adding the power Rank to your Perception when making checks. Bright light will cause damage equal or up to the Rank of the power.

-Super Smell: Same as above, but you can smell things by adding the power Rank to your Perception when making checks. Extreme odors will make the player sick and they must make a Moxie save difficulty equal to the power Rank.

-Super Touch: Same as above, but you can detect the smallest discrepancies by adding the power Rank to your Perception when making checks. Shocks, extreme heat and cold or other tactile senses at extreme levels will cause damage equal to the Rank of the power.

-Infravision: This is the ability to see in the dark. Anytime a player is in complete darkness they may add their power Rank to their Perception when making checks.

-Sixth Sense: Attuned to the universe is the best way to describe Sixth Sense. The player with this power adds the power Rank to their Perception and will need to be informed about anything that might threaten them or anything that might be coming. It doesn't have to be directly, maybe via a hint. It's up to the player to decide.

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Weapons and other Oddities

-Blessed Weapon: A gift from the Gods, this weapon offers the player the following:

Increase 1 Stat +3 Ranks, Increase 2 Stats +2 Ranks, Assign 2 powers to this weapon and increase one power's Rank by four Ranks and the second by three Ranks, Damage is equal to the Rank of this weapon (determined like any other power).

Material of the weapon starts at Supreme (100) Rank. (All powers will come from this item. ALL Power Points must be put into the powers for this weapon ONLY.

If the player is separated from it for more than 10 rounds they revert to normal)

-Secret Hideout: The player may create their hideout as if they had a Resource Rank of Extraordinary.

-Sentient Weapon: Not only does this weapon come with its own power Rank for damage, but it also has Spirit and Intelligence (Determined by Power Points). The sentient weapon also gains one power (with the Rank determined like a regular power).

-Sidekick: Some heroes just need to have a sidekick to kick around or send into harm's way. Create the sidekick just like any other hero just drop ALL Ranks for Stats and Powers by 2 unless the player wants a sidekick that is a little better than they are.

-Super Vehicle: There are those heroes who need a pimped out ride. Players may take one common vehicle of their choice and increase the material, speed or add some cool gear to it. Determine the power Ranks like you would any other power.

-Super Weapon: This weapon's damage is increased by 2 Ranks AFTER the initial Rank is assigned. The weapon may only be used by this one specific character.

Tech

***NOTE:** These powers tend to work on tech equal to or lower than the power rank. So how do you know if you are ok? Consult the Hardware construction rules. Whatever the Smarts would be to build the item is the benchmark. If the power is equal to or higher, then it works on the tech. If the power is lower, then it won't.

Tech Absorb: With this power a character can actually absorb technological items into themselves making it part of their being. Once the item is absorbed; the player may control it with simple thought. The limit to this power is it can only absorb tech equal to the user's power rank (which represents the power's smarts). So

a character with Tech Absorb 20 could merge with a motorcycle or maybe a machine gun. They couldn't merge with a laser cannon that did 40 damage, because their power doesn't comprehend above 20 smarts.



Techno-kinesis: This power works much like Telekinesis, but it only works on machines. The player can literally think a machine apart or together (if they understand the complexities of it). Small pieces will detach, pins will pop out and screws will unscrew. The pieces then hover in the air until the character lets them fall. Some have often confused this power with magnetism, but upon closer look, people can see that it does not manipulate the metal composition, only the parts of the machine.

Tech Link: Character with this power can directly link their mind into the control mechanism of high tech items like computers and bypass the tedious work of typing commands. What makes this power handy is the player just needs to touch the tech for this power to go to work. Great for hacking card readers, electronic doors and other computer based tech. The power only works on tech equal to the power rank. A computer with an Artificial Intelligence of 40 cannot be linked with a power rank of 30.

Tech Read: With this power players can scan a machine with their mind and instantly know how it functions. Players can also tell when the last time the machine was used. This power applies to any tech as long as it doesn't exceed the power rank.

Tech Telepathy: This is the ability to communicate with machines, either up close or long distance. Players can talk to tech items just as if they were people. Of course chatting with a toaster won't go very far, but sending a distress call out to an automated 911 center could be a great help. Some characters might even

have a hall of armor where they can telepathically summon a new suit if the one they are using gets damaged.

ADVANCED POWERS

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.

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 lighting 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.*

Astral Projection: With this power players can leave their body and travel in spirit form. This allows them to

literally walk through walls and avoid physical damage. They can also enter the astral plane, a reality where psychics and people with astral projection can travel and commune with one another. While in Astral form, characters are exempt from any physical limitations that they might have in their normal bodies. The downside is, their bodies are spiritually empty, allowing someone else in astral form to enter their mortal form and take control. When pitted against others in astral form, all the player's physical stats are equal to their Spirit and the rank of Astral Projection represents any non-psychic powers the player might try and manifest (like astral armor or astral weapons). Psychic powers work like normal while the player is in astral form. If a player dies while traveling as a spirit, their body will remain comatose until another spirit takes control.

Bestow Power (Unstable): This power allows a player to grant powers to an ordinary person. This gift is unstable however and only lasts for hours equal to the Power Rank. At the end of that time the ordinary person's body breaks down due to the genetic strain. The target person may also increase their gifted power's rank by one rank each turn. Once the power goes two ranks above the Bestower's power rank the target's body breaks down. For each power granted to a single ordinary person, they begin to show physical mutation. The max number of powers a normal human may be granted is three. After that the body breaks down the instant a fourth power bestowment is attempted. If this power is used on an EV, it will boost their power if applicable, but also cause a physical mutation. In some cases a bestial EV will become monstrous looking, or a normal looking EV will show constant signs of their power. Example: *Frank gets bestowed powers by a crime boss's activator. Her power rank is 30. Frank gets super strength at 30, but gets in a brawl with Stonington, who has a Might of 50. In the heat of battle Frank pushes himself up to 50 Might. Frank went from looking semi-human to now looking like a freaked out red ogre. Within seconds of going red his body turns to pudding. Guess he should have kept his cool.*

Bomber: The player with this power can generate energy bombs that do Stun damage equal to the power rank. The bombs can be set to go off on impact or time delayed. Range of the explosion is equal to the power's rank in feet.

Bone Overgrowth: Characters with this power have extreme bone growth which literally penetrates their skin making them look inhuman. Some characters can even break off pieces of bone to use as weapons. The downside to this is it causes accelerated bone growth in that same spot which can make the character look

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even more unsightly. The bone material is equal to the power's rank and does two types of damage. Sharp bones do Lethal damage while blunt bones do Stun damage.

Bounce: Just like a rubber ball, the player with this power will bounce on impact with any solid object. Likewise, anyone hitting the character will either get bounced back or cause the player to bounce. If the attacked has a higher level Might, the player bounces, if not the attacker does. This works against all blunt physical attacks offering protection from blunt physical attacks at the power rank.

Breathe Underwater: Be it through gills or natural oxygen absorption, this power allows characters to breathe underwater. Lower Ranks of this power offer basic water adaptation while higher levels mean the character can draw oxygen from the most ridiculous fluids (like a glass of water). Players may choose to have a character that can only breathe underwater, in which case you can flip this power into Breathe Air.

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.

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.

Conversion: With this power a player may convert one specific medium into viable energy. This energy in turn may be directed at a target in many different forms. The player may only break down things like matter equal to their power rank. Players with a low rank could not transform Titanium into energy. Power stunts may include things like turning loud noise into energy or making throwing cards into energy bolts. Example: *Flaming Aces can convert plastic into energy. His trick of the trade is carrying around plastic poker cards that he can throw as flaming projectiles. His Conversion rank is Extraordinary (30), so his flaming cards do 30 points of damage. Flaming Aces runs out of cards in a fight with mobsters in a casino. He ends up using the poker chips he won as flaming projectiles.* Here is another example: *Sinderella is able to convert sound into energy at Fan-*



tastic Rank (40). She is robbing the local bank. The alarms are providing her with tons of power, until Mage arrives and casts a silent spell over the whole block leaving Sinderella powerless.

Cosmic Perception: The universe is vast and with this power players can tune into the cosmic energies around them to sense disturbances. These can range from simple danger alerts to a very bad feeling about the near future. Whenever something big is coming, the game master can ask all Cosmic Perception characters to roll 1d10 (representing 10s). If the player rolls the exact rank of their power (say a 30 rank Cosmic Perception and the player rolls a 30), the Game Master must tell them what is coming next in the campaign. This only works for Ranks 10-100. Anything less is exempt. Otherwise, players may add this power's rank to their Perception rolls.

Craft: With this power the player can craft weapons, armor or gear from resources at hand in a matter of seconds. No armor, gear or weapon may exceed the rank of the power. In addition, the player must pick a specific craft ability: Armor, Gear or Weapon. GM's should monitor how players are using this power. A player may not craft a pistol out of paper. There needs to be practical resources at hand to generate items. A smart player will have all the resources on hand in order to craft the most effective items. Example: *Counterstrike is heading out on a mission and he has Craft Weapon at Extraordinary. At all times Counterstrike carries a special pack with all the items needed to craft anything from small arms to submachine guns. The maximum damage that his guns can do is 30 points per single shot depending on the needs. A fully automatic weapon can be devastating to a target.*

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.

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.

Detonator: This power is explosive! At will a player can literally explode doing Stun damage equal to the power rank. The range of this explosion is equal to the power Rank in yards! After the explosion the player slowly reforms (determined by the power rank divided by 10= number of turns to reconstitute). During this time the character is a gaseous form which can be contained with the right equipment (higher rank material than the Detonator power rank).

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 halve 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.

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.

Dimension Walk: There are many dimensions and you are able to walk between them. Some may be easy to access while others not so much. The higher the rank of this power the tougher the dimensions you can enter. Some examples of tougher dimensions include: Hell (70 Rank), Olympus (50 Rank), The Dodo Bird Dimension (30) and so on.

Doppelganger: Characters with this power can create multiple versions of themselves. These doubles have all the same abilities and powers as the original except for the Doppelganger power. The number of doubles a character is able to generate is equal to their power rank. So a character with 20 Rank Doppelganger can create up to 20 versions of themselves. Players might want to put a Flaw with this power. Maybe if they get hit

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for so many points of damage a double appears. Or if a double gets killed the player loses 10 Health.

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.

Energy Absorption: Unlike Solar Absorption, this power draws from nearby energy sources and allows the player to boost Might and Moxie, power devices or discharge energy blasts. But the boost is limited to how much energy they have absorbed. It is also limited to the sources at hand. So if someone with Energy Absorption at 70 Rank was standing in the streets, they could grab a high voltage line and soak 50 points of energy, which could be used for the purposes previously stated. They could also discharge the 50 points doing energy damage. The trick to this power is not trying to soak in something of a higher rank. When players try this they need to make a Moxie save at -50 or be knocked out cold and the power won't work for 1d10 days. They also let off a massive discharge equal to the energy rank they tried to soak. If they succeed then they have overloaded themselves and need to use the energy up in the next five rounds or automatically discharge. Players can soak energy based attacks using this power, but again, they may not exceed

this power rank without consequences.

Environmental Adaption: Organic life has the ability to adapt to its environment over time. With this power, the player does it instantly. From gaseous atmosphere's to fiery infernos, this power changes the character so they can survive. While in their adaptive form, they also gain protection from attacks based on that specific environment. So a player who walks into a burning house (rank 20) can withstand fire and heat attacks at 20 Rank and less. The player's power rank MUST be equal to or greater than the environment they are walking into, otherwise they take damage.

Explosive Reaction Field: A character with this power can generate a tight energy field around themselves that is highly sensitive to kinetic impact, but still provides protection from physical impact. If the field is struck by a physical object (or the user strikes an object), the power causes an explosion equal to the rank of the physical impact +1 rank. This caps off at the rank of the actual power itself. The explosive reaction occurs as long as the field is active. However, if the field takes damage over the field rank the character must make a Moxie save or be knocked out.

Extreme Luck: This power makes the player so lucky that they add the Rank of this power to all rolls. So if you have Extreme Luck at Excellent (20) then you'd add 20 to all rolls.

Fear: The player with this power has a spooky aura around them that causes people to feel uneasy. Whenever this power is active, nearby characters must make a Spirit save or be paralyzed with fear. Anyone who makes the save still feels spooked, but can function as normal.

Firepower: The character with this power is a walking gun. They can generate mysterious ammo and fire it from their body. Firepower does Lethal damage equal to the power rank. So a Firepower rank of 30 would be equal to a sub-machinegun while a rank of 50 would be equal to heavy artillery!

Fireworks: It's the 4th of July every day for the character with this power. The character can generate fireworks from their fingertips. Against a target they





do damage equal to the power's rank. Anyone who gets flashed in the eyes by Fireworks must make a Perception save equal to the Fireworks rank or be blinded (determined by the amount failed by divided by 10= number of turns blinded). So if a player rolls a total of 30 against a 50 rank Fireworks attack the player will be blinded for 2 turns.

Frictionless: The character either produces a frictionless field around their body or their skin is frictionless. Players can use this power to move at faster speeds and keep from getting grabbed by an opponent. When activated, the character can move at super speed equal to this power's rank. They can also add this power to an escape roll when trying to get out of someone's grip. Frictionless also works against physical attacks, offering protection equal to the power's rank!

Gestalt: Characters with this power merge together into a more powerful being. When they do this, characters add ALL their stats together and divide them by the number of people in the gestalt. These are the stats for the gestalt form. The power rank is then added to already existing powers or stats to make the super being. In the case of machines, they merge into one larger machine. The third way this power works is if two or more players activate one mega-power when they are near each other. That mega power has the same rank of this power. For each person in any of these gestalt forms add +10 to the power rank.

Graft: With this power players can graft inanimate objects into 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.

Healing: The player may heal another person equal to their Power Rank. This power does not allow players to bring people back from the dead.

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.

Hypnosis: Via the eyes or a tool, this power allows characters to put a target into a hypnotic trance. Once under, the victim will follow basic commands and answer questions they normally might not answer. To resist the victim must make a Spirit save.

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'.

Immortality: The ability to live forever always comes at a cost. The form of immortality really depends on the player. Do they die and come back right away? Does their body create a cosmic cocoon that eventually brings them back from the brink? Maybe they have to be buried in the ground in order to return? But the player almost always comes back unless a force greater than their power rank is used to kill them. **Example:** *Danny Immortal, the biggest pain in the butt attempted hero, can't be killed. No matter how many times his teammates do him in, he keeps coming back (50 Rank Immortality). Well one day he is out taunting a cosmic villain on the streets. Danny gets hit with a full blown cosmic energy blast that vaporizes him instantly (100 Rank Energy Blast). Because Danny can only come back after being killed by a 50 Rank powered death or less, he doesn't come back. And of course everyone celebrates!*

Please note that instant death by a power of higher rank will outright kill

Impossibility: You are impossible. You do impossible things. You pull off the most impossible stunts. How do you do it? You have Impossibility, that's how! With this power the player may add this power's Rank to any and all rolls except for damage. While it might sound crazy, the name of the game is Impossible! *Game Masters might choose to limit this power at their discretion.

Insect Control: This power allows players to control insect life. The player can control a number of insects equal to the power's rank. So if the player had a 30 Insect Control they could control 30 insects. Against more monstrous insects the insect must make a Spirit save or be controlled.

Invulnerable: Players ignore one specific type of damage equal to their Power Rank. A player may choose to be invulnerable to physical damage, but would still take

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damage from energy and magic attacks. *Example: Heroic has Invulnerable (Physical) at Awesome rank (50). He is standing next to a nuclear bomb that is about to go off. He throws the bomb into a cave in order to reduce damage to the surrounding area. The bomb goes off and tons of stone hit him. He takes 30 points of damage from the stone impact, but he also takes 100 more points of damage from radiation. After all, his body can take the physical but not the radiation projected by the bomb.*

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 from 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 opponent's rolls by -30. So when the guy swings at Rocko and gets a total of 60, it will actually be 30 instead.*

Kinetic Absorption: The player may take any physical damage and put it into their Might. It also acts as a resistance to physical damage equal to the power rank. The damage absorbed may be equal to or less than the power Rank. Might and natural resistance may only increase to the Rank of the damage received.

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.

Life Force Vampirism: Players with this power can steal Health from other characters and add it to their own Agility, Might and Moxie or heal their own Health equal to the power's rank. Victims may resist this power by making a successful Moxie save. A player killed by Life Force Vampirism shrivels up into a lifeless husk.

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.

Matter Conversion: Flesh to STONE: This is the ability to convert organic matter into stone. Anyone who falls victim to this power turns into a stone material equal to the rank of the power. When this is used as a magical power, the victim may be returned to their flesh-like state. If this is a natural power, like Medusa's stone glare, the victim is stuck in this form and cannot be changed back unless magic is used. At Ranks 2 to 40, this power lasts the number of minutes equal to the power's Rank. At 50 Rank and higher the state is permanent. A player may try and resist this power by rolling a MOXIE save higher than the attacking roll plus power Rank.

Example: Slash gets zapped by Medusa. She rolls a 50+50 (Power Rank)=100. Slash rolls 30+40 (MOXIE)=70. Slash is turned to stone.



Matter Manipulation: Players have the ability to manipulate matter, be it rearranging molecules to using it as a weapon. The player is able to affect non-living matter equal to their power rank. By doing this they may do things like making the floor underneath someone come to life and grab a target or maybe making an outfit look differently. Example: *Fen has Matter Manipulation at Fantastic. While patrolling the streets of NY, Fen comes across a bank robbery in progress. As one robber runs out of the bank Fen manipulates a flag to wrap around one target. He then manipulates a door mat to turn into hands and grab a second robber. The second robber gets off two shots. Fen reacts quickly and turns the sidewalk into a barrier.*

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.

Metamorphic: Almost like Shape Alteration, but slightly better in some ways, this power not only can change the person into someone else, but it changes their clothing with them. The player generates a metamorphic field, which alters not only themselves, but everything they are wearing as well. They may not copy powers, however. In order to detect someone 'posing' players must roll higher than this power's rank.

Mimic: When near anyone with powers you can instantly mimic their powers up to your power Rank. Once the player leaves the immediate area of the power, Mimic will only last for a number of turns equal to your power Rank divided by 10. So someone with Mimic 40 Rank can use the powers for 4 turns before they lose them.

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.

Motion Sickness: This power causes cerebral imbalance

in victims giving them motion sickness. Victims must make a Moxie save OVER the power's rank or suffer a negative to all rolls EQUAL to the power rank! This effect lasts for a number of turns equal to the power's rank divided by 10.

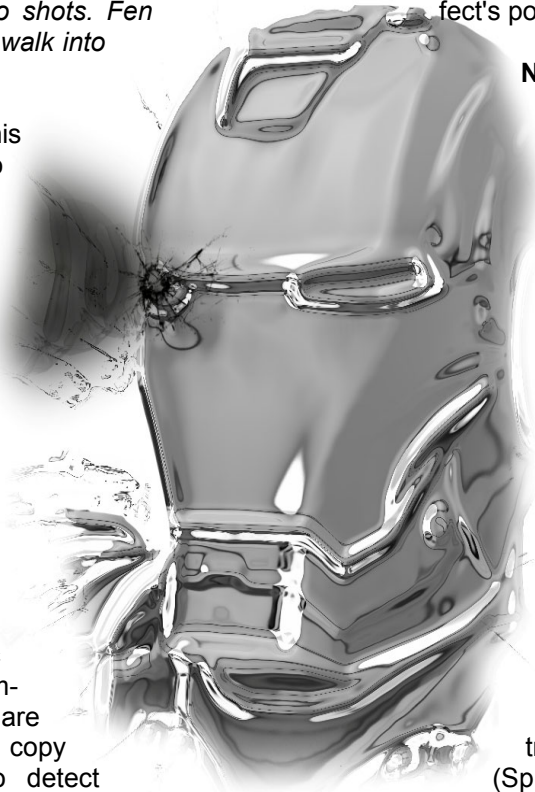
Nemesis Effect: Everything has an opposite. With this power a character automatically generates a Nemesis to any power that is affecting the character. So if a character is getting hit with fire, they will generate a Nemesis of water or ice to fight it. The Nemesis Effect only generates a nemesis equal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

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.

Pheromones: You are so sexy that people can't get enough of you, even with that growth on your face. Anytime the player with this power tries to manipulate someone else (Smarts+Special Focus+1d10) the target must subtract this power's rank from their roll (Spirit+Special Focus+1d10 - Pheromones Rank). If a victim fails the save, they are blindly attracted to the user and will do almost anything to protect them or please them.

Photo-Skill: Players with this power can literally learn new skills by just watching someone. Each time a character sees someone perform a Special Focus, they gain a +10 in that EXACT same Special Focus. The character continues to gain a bonus until they hit their power rank. So it is possible that someone with Photo-Skill at 50 rank could have a Special Focus at +50.

Plague: Players with this power can actually infect victims with a plague with the intensity of the power's rank! Victims must make a Moxie save OVER the rank of the power or become infected. They then suffer a negative to all rolls equal to the plague rank. Victims who go untreated will eventually die. The plagued vic-



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tim can be cured by medicine with a higher rank than the power.

Plant Control: Talk about being in touch with nature! This power allows players to mentally control plants. By doing this they can instruct plants to do everything from tangle an opponent to stop producing air. The player may control the number of plants equal to their power rank. Sentient plants may resist using the Mental resistance rule.

Plant Growth: With the snap of the fingers, characters can accelerate plant-growth. From seeds to full grown trees, this power does it all. Combined with Plant Control and you have an awesome combination. This power can even mutate plant-life giving it basic stats (with a Might equal to this power's Rank).

Portal: With this power a character can open a doorway from one place to another. They must be familiar with the area or have a picture to reference. In order for this power to work the player must roll HIGHER than a 100 (adding their power rank to the roll). If they don't, the portal doesn't appear.

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.*

Power Booster: The player is able to boost the powers of other people up to the rank of the player's Power Boost Rank. There are pros and cons. The pros are that a weaker character that is near a Power Booster now is much more powerful. The con is a simple one, if you aren't trained with the power and it's all Wild, then you run risk of power overload. Anytime a character gets boosted, they must make an Moxie save equal to or UNDER the Power Booster's rank or suffer a power overload. If the power is one that does damage then everyone within ten feet of that character takes damage equal to the power. If the power isn't something that can do damage then there is a chance of permanent change. This can be anything from a character with flight and no wings, sprouting wings to a character

with claws growing bestial claws that make them look inhuman.

Power Dampen: This power actually causes nearby powers to fade equal to this power's rank. This effect is constant while the power is active. So if someone had this power at 30 Rank, anyone with powers nearby would suffer a -30 to their power Ranks. This does not work against machines and high tech devices, only against powers that emanate from a living being.

Power Stare: Looking into the eyes of this character will cause players to stop dead in their tracks. The Power Stare is so powerful that if the user wishes, players need to make a Moxie save or have a heart attack! The origin of this power can be psychic, superhuman or supernatural. Power Stare does not work on machines, unless it's a machine that has the power. To resist the Power Stare victims must make a successful Spirit save (or Moxie save, depending on the type of stare).

Power Steal: With a simple touch the player with this power can steal someone else's powers! There is a catch, however, because the powers they get from stealing may only be the level of the Power Steal rank. So if a player has Power Steal at 40 Rank and grabs someone with a 50 Rank power, the victim's power Rank is now 10 and the Power Stealer has the stolen power at 40 Rank.

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).

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. It 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.

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.

Read Mind: The player with this power can read minds. The higher the success the further a player can probe. (Use the Static Difficulties Chart for levels of success). Victims do get a Spirit save to resist.

Read Object: By simply touching an object a character can instantly see its history. The higher the rank of the power the further back the history goes. So a player with Read Object at 20 Rank could see the last 20 people who handled it.

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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.*

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.

Scramble: This power causes anyone touched by the user to suffer a massive nervous system shock, scrambling signals inside the human body. Victims must make a Moxie save or be stunned (Determined by taking the power rank and dividing it by 10 = the number of turns shocked). When scrambled the victim has a constant seizure until the effects wear off.

Seduction: The person with this power can seduce anyone of the opposite sex (or like minded sexual orientation). A player may try and resist this power by rolling a SPIRIT save higher than the attacking roll plus power Rank. If the victim is seduced, then they will not act against the seducer. And if someone tries to attack the seducer the victim will defend them. Anyone who is seduced by this power acts like a love sick puppy, groveling over the seducer and doing everything in their power to please them. This includes attacking friends

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or committing suicide.

Shockwave: The character with this power can generate shockwaves that they can channel through solid objects causing material to shatter along the way. Some examples include a stomping shockwave where players stomp their foot and the shockwave travels across the ground or a slamming shockwave where the player slams their fists against an object creating a shockwave. This power works against non-living objects. Anyone or anything in the path of the Shockwave takes Stun damage equal to the power rank.

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.

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!

Solar Absorption: The player is powered by their ability to absorb solar energy. So how does this work? Players pick the rest of their powers and uses the Solar Absorption rank as the baseline for all their powers. The complicated part comes in how long a player is powered while out of sunlight. Take the Power Rank and multiply it times 100. This is your Power Reserve. Every time you use a power subtract from the Power Reserve the number equal to the rank of the power or less. When this is gone the player must sit in a sunlit room or go outside to recharge. The power recharge works like this:

Dimly lit room: $\frac{1}{4}$ th of Power Rank per turn.

Well Lit room: $\frac{1}{2}$ of Power Rank per turn.

Outside in direct sunlight: $\frac{3}{4}$ th of Power Rank per turn.

Flying into the sun: FULL recharge.*

*The sun has a Cosmic Plus gravity rank. So if you player doesn't have a way to get out of the sun they are trapped there.

Soul Suck: This is a very tricky power and not one to be used lightly. The player with this power can actually suck souls out of a body and into themselves. The victim's body simply falls to the ground where it dies. Once sucked, the player with this power gains all the knowledge of their victim. They do not gain any Special

Focuses, only the information the soul decides to share. The only way to resist this power is to make a successful Spirit save rolling OVER this power's rank. It is possible to retrieve a soul out of a Soul Sucker, but it requires higher ranking magic or technology. The world inside a Soul Sucker depends on the person with the power. It could be a lush garden plane or a hellish nightmare.

Spirit Sight: Seeing dead people or the spiritual energy of the living is something that this power does well. Players are actually able to see ghosts. Against characters with Ghosting or entities who emit an unreality, players may add this power's rank to their Perception roll. The dead appear as they imagined themselves or as they died (depending on the angle players wish to take this power). The living appear as semi-blurred representations of themselves. If they are evil they might have a demonic look. If they are extremely good they might have an angelic look. As for those creepy entities (angels, demons, Ones Before, Cosmic entities), they appear as they would without their special invisibility from reality.

Sticky: Human flypaper is the best way to describe this power. The player's skin is naturally sticky, causing anything that touches them to stick. Players may choose to make this an oozing effect or maybe even a permanent state of being. The secretion has a Might and material equal to the power's rank.

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.

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 a sturdy object or surface.

Super Spin: This power works just like Super Speed, but instead of moving fast in straight or zig-zag lines the character spins fast creating a whirlwind around them. It also offers protection from physical attacks equal to the power's rank due to the sheer wind speed inside the spin zone. Characters with this power might choose to keep throwing objects on them to hurl as they spin.

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.

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.

Targeting: The player with this skill is a natural when it comes to locking onto a target and hitting it. Be it through throwing knives or pulling the trigger, the player adds this power to any rolls that require hitting a target.

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. The 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.

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).

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.

Time Control: The ability to 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



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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).

Transform: With this power the robotic player may transform into another machine at will. The power rank represents a special ability of the second form. If they turn into a cannon, then the power rank would represent the damage of the weapon. If they turn into a car then their power rank might represent their speed. Maybe there is a special power when in their secondary form.

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!

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.

Vibration: This power generates heavy vibrations capable of damaging solid objects, but not living creatures. The user can shoot vibration waves or just touch an object, but it does Stun damage equal to the power's rank.

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.

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.

COSMIC POWERS

Cosmic Jump

Prerequisite: Teleport Rank Supreme (100)

A player with this power can mass-teleport from one location to another in space. Take the power rank and divide it by 10. This is the distance you may teleport equal to solar systems. So if you had Cosmic Jump at Extraordinary (30) then you could jump across 3 solar systems per jump. At Supreme Rank players can teleport objects up to the size of a starship. At Cosmic 1 they can teleport planets.

Geo-Force

Prerequisite: Earth Control Rank Supreme (100)

The ability to control Geo-forces is ungodly. The player can manipulate tectonic plates, cause planets to break apart and generate super-volcanoes! This shouldn't be confused with the elemental control of Earth, because the power cannot generate sand walls and such. It only works on existing conditions. See the effect chart for

the different levels of damage that can be caused by lava.

Rank	Target
Supreme	Local Tectonic Plate
Ultra 1	Continental Plate
Ultra 2	Small Planet
Cosmic 1	Medium Planet
Cosmic 2	Large Planet

GIA Feed

GIA Levels	Target
Pathetic	Small Rocks
Below Average	A Human being
Average	Large Rocks
Decent	Plains
Extraordinary	Medium Bodies of water
Fantastic	Small Volcano
Awesome	Large Volcano
Mighty	Asteroid, Small Moon
Supreme	Small Planet
Ultra 1	Medium Planet
Ultra 2	Large Planet
Cosmic 1	Star
Cosmic 2	Whole solar systems

A deadly power indeed, the GIA Feed allows a player to literally suck GIA energy to power up. The GIA Feed works like this: The player absorbs GIA energy from a target (person or planet) equal to their power rank. The energy is then put into a pool which may be used to boost other power ranks or main stats. Once the energy is burned up the player may feed again. The energy pool may not exceed the GIA Feed power rank!

Hyper-Flight

Prerequisite: Flight Rank Supreme (100)

With this power players can literally fly so fast they may travel through space at amazing speeds. So how far can you travel and how fast? Take the power rank and divide it by 10. This is how many solar systems you can travel through each hour. Players may ONLY use this power for ramming if they are tough enough to exceed the toughness or material of an object they are ramming.

Life-Bestowment

Rank	Life
Pathetic	Small, Primitive
Below Average	Medium, Primitive
Average	Large, Primitive
Decent	Small, Intelligent
Extraordinary	Medium, Intelligent
Fantastic	Large, Intelligent
Awesome	Small, Super
Mighty	Medium, Super
Supreme	Large, Super
Ultra 1	Small, Mega
Ultra 2	Medium, Mega
Cosmic 1	Large, Mega
Cosmic 2	Anything

Some cosmic entities are so powerful that can actually create life forms just by willing it. Some life forms are simple and some are extremely complex. The lifespan of these created beings is equal to the power's rank in years (Supreme 100 equals 100 year lifespan). At higher ranks the power can actually offer limited super abilities and natural abilities. There are four levels of life: Primitive, Intelligent, Super and Mega. Primitive represents the most basic forms of life like slugs, hippos and elephants. Intelligent life is any creature that is capable of human-like civility like mice, octopus, humans, and whales. The Super life form is a being that has some type of super powers. Your basic Guardian Universe heroes fall into this category. The Mega-life are the Uber-hero types. They are considered gods on some worlds. The Mega-life can also be an archon of a cosmic entity.

SUPER HERO ROLE-PLAYING

Probability Manipulation

Be it magic based or cosmic based, the ability to manipulate probability is astonishing. A character that possesses Probability Manipulation is able to tip the scales in favor or against a target, but not for themselves. When using the power the player chooses to either tip the scales in favor or not in favor of the target who is attempting something. You then take the rank of the power and subtract from the target's roll.

The second way to use Probability Manipulation is via the Probability Chart. The user rolls 1d100 (percentile) and ends up with the result on the chart. The chart is for Ranks Mighty (70) and under. Anyone with Probability Manipulation of Supreme (100) or higher may actually pick from the chart what they would like to happen.

Roll 1d100	Effect
1-30	Matter Transmogrification: Solid matter transforms into something utterly ridiculous. (Works against same rank or lower and transforms into same rank or lower)
31-50	Organic Transmogrification: Living organic material transforms into something utterly ridiculous. (Works against same rank or lower and transforms into same rank or lower)
51-70	Energy Transmogrification: Energy transforms into something utterly ridiculous. (Works against same rank or lower and transforms into same rank or lower)
71-80	Task Stupidity: Something utterly ridiculous happens while conducting a task, not in favor of the target.
81-100	Task Insane Success: Something utterly ridiculous happens while conducting a task, in favor of the target.

Omni-Power

The cosmic Omni-power has no one real power, but instead represents ALL powers. This power is extremely rare, especially in non-cosmic beings. Most Gods of Mythology and Cosmic Entities have the Omni-Power at some rank. With the Omni-Power a being can utilize every power in the Guardian Universe at will. This power starts out at Awesome Rank (50) and works its way up. However, if a power requires a prerequisite

rank and the Omni-Power does not meet that, then the power may not be used. NOTE: The Omni-Power does NOT include magic!

Resurrection

The player with this power is able to bring the dead back to life and completely restore them to the state they were in while alive. This means all damage is healed instantly. The power is able to resurrect a person whose Health is equal to the power's rank. So a person with Resurrection at Supreme (100) can resurrect a victim who had 100 HEALTH to start with.

Star-Fire

Prerequisite: Fire Generate Rank Supreme (100)

A character with Star-Fire is able to actually generate star matter and the energies associated with it from their body. Of course the player would need to have this power at Cosmic 2 (1000) to actually be as powerful as a real star. Still, the player may create a star-like effect when using this power. That means they glow a powerful aura when the power is in use. Their skin is white hot during this time providing protection from physical attacks equal to the power's rank. Another way to use this power is to forge star matter weapons. These powerful tools have ranks equal to the power rank or material and have star qualities making them resistant to all forms of attack including magical and mental.

Terraform

Prerequisite: Air Generate Rank Supreme (100), Weather Control Rank Supreme (100)

With this power players can actually create livable atmospheres around anything from small asteroids to whole worlds! This only creates the atmosphere and not actual life. That comes later.

Rank	Target
Supreme	Asteroid
Ultra 1	Small Moon
Ultra 2	Large Moon
Cosmic 1	Small Planet
Cosmic 2	Whole Planet



Tidal Force

Prerequisite: Gravity Control Rank Supreme (100), Water Control Rank Supreme (100)

Entire oceans are your playground, allowing the player with this power to literally change tidal conditions at will. This means he can cause a continent to be submerged or generate tidal waves so powerful they can change the landscape of a planet.

Rank	Scale
Supreme	Half a planet's ocean
Ultra 1	A whole planet's ocean (minor)
Ultra 2	A whole planet's ocean (major)
Cosmic 1	Catastrophic
Cosmic 2	No Limit

Unreal

Prerequisite: Ghosting Rank Supreme (100)

Cosmic forces are uncanny at best. They are so amazing that some people can't even accept them as reality. Because of this anyone who comes into contact with a character with the Unreal power must roll their Spirit against the rank of the power. If they fail they cannot act against or remember ever seeing the person with Unreal. If the person succeeds then they still must make a roll once the contact with the Unreal character has ceased. This makes Unreal characters almost, unreal. They could spend millions of years walking amongst us and never be seen.



SUPER HERO ROLE-PLAYING

MAGIC

Caster's Spirit	Duration	Area of Effect
Below Average	Can't Cast	N/A
Average	Can't Cast	N/A
Decent	One Round	Touching
Excellent	One Hour	10 Feet
Extraordinary	One Day	15 Feet
Fantastic	One Week	20 Feet
Awesome	Permanent	50 Feet
Mighty	Permanent	100 Feet
Supreme	Permanent	Planet-wide

Not everyone can cast spells. If the player's Spirit does not exceed Decent, then there is no possibility to use magic. In the Guardian Universe players will require mentors in order to learn the craft. Every super power has an equal spell. So if you were to take the Ghosting power you could change the name to Astral Form, leaving your body behind, however. Magic draws its strength from energies within, spatial and dimensional. Drawing power from within isn't dangerous, nor is it when you pull from spatial sources. When you draw from dimensional power then you run the risk of attracting the attention of those who would love to come into our world and make it their own, even if it means turning everyone on Earth into walking carrots. When casting spells the player must have the skill for that spell. When they actually cast, the player rolls using their Spell Rank. Players who wish to learn new spells may find a mentor who will be able to teach them. A mentor may only train a student up to a Decent Ranking spell. In combat, anyone attacked by a spell may make a Spirit save.

Hardware

Invention is what makes the world go round. Without fresh ideas and concepts the world would go stale. In the Guardian Universe there is a mix of human technology and alien devices. It's hard to tell what is and isn't influenced by other worldly forces. When building ma-

chines players need to remember that they need: **money, training, and time**. If you lack one of these three, then your days of building cool machines are limited to picking away here and there and not finishing it. The first thing we are going to cover is the construction process.

Rank	Intelligence or Skill Rank
Below Average	5
Average	8
Decent	10
Excellent	20
Extraordinary	30
Fantastic	40
Awesome	50
Mighty	75
Supreme	100
Cosmic 1	500

In order to build anything you need to have the resources to do it. You may NOT build anything from a material that costs more than your Resource Rank. So if you wanted a tank using Mighty material, you'd need to have Mighty Resources. The loophole around this is if two players combine their resources to buy the material. So if someone with Awesome Resources teamed up with someone with Fantastic Resources then they could acquire the goods needed to build their armored tank. Resources are required ONLY for materials, not for the actual damage, speed or other gadgets.

Next the player needs to have the Smarts and skills needed to build what they want. A player may build an item that has an effect up to the player's Smarts. The invention effect may NOT surpass that UNLESS two players combine their efforts just like they could combine their resources or they have a Special Focus. This joint effort can increase the effect of the invention equal to the two players' Smarts combined. Teamwork does pay off.

The final thing one needs to build or invent is time. Players need to add up ALL the Ranks for their invention that had to be custom built. Take that number and divide it in half. That is the number of days that it takes

to build the item. If you are buying material you do not need to include that in the time built. *Example: Henderson is building an ion blaster. He orders the parts needed to build the weapon. Now Henderson has a Smarts 30, and Electronic Engineering as a Special Focus. He doesn't want the weapon to be too powerful so he decides to build it at an Extraordinary Rank (30). Divide by 2 and the total construction time is 15 days.*

Something else to keep in mind is the scale of the thing you are building. You always multiply the scale by the time needed to build. Scales work like this:

1:01	Hand Sized
1:1	Human Sized
1:10	Vehicle Sized
1:100	Spacecraft Sized
1:1000	Starships, Naval Vessels
1:10000	Super Carriers, Large Starships
1:100000	Planet Killers

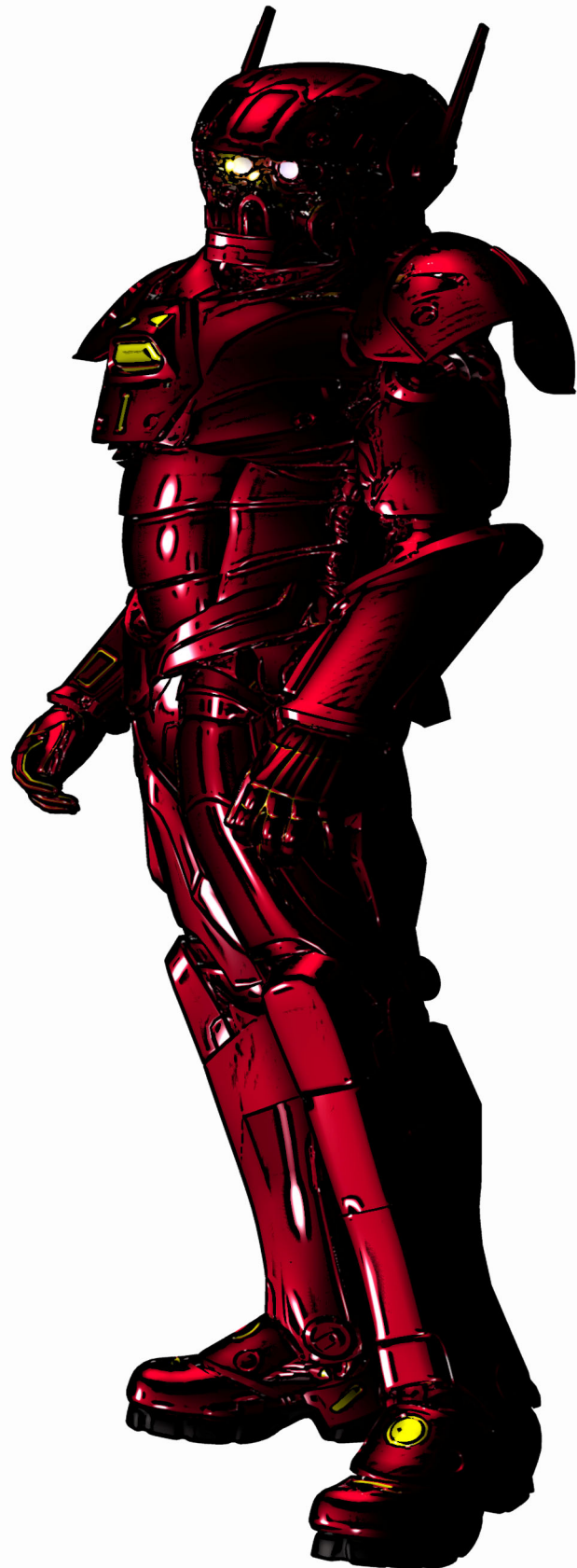
To determine the BODY of a vehicle just multiply its' Material by the scale. So if Bob has a plastic car then the BODY would be 100 (plastic Material is 10, car scale is 1:10).

Players may also modify existing gear, weapons and vehicles. The construction time is not quite the same. Instead of taking the total Rank, you just subtract the new Rank from the old and this equals your construction time. So if a player wanted to take the speed from a car and make it one Rank higher (say Average to Decent) it would take ten days to do so. Don't forget that players may improve the range of a weapon too.

Jury-Rigging

There are times when a player doesn't have enough time or money to build their super device. This is when a player may choose to build a jury-rigged item. The jury-rigged item only lasts for so long and takes half the time to build than a fully functional, long lasting device. In addition to that, a player needs to roll on the Jury-Rigged Table each time they use the device.

Roll	Result
1-5	Device Works
6	Device Explodes doing damage equal to device Rank
7-9	Device Fails
10	Device Falls Apart



SUPER HERO ROLE-PLAYING

CharGen Roll	Resource Rank	Weekly Points	Max	Description
1-2	Below Average	5	10	Poor, possibly on welfare
3-5	Average	7	50	This is your average paid employee or a person who holds a manager position in a low paying field (like a restaurant or fast food establishment, maybe a mall shop manager)
6-7	Decent	20	600	This person works in a comfortable Fortune 500 company job or has a trust fund.
8	Extraordinary	30	1500	Small Corporation
9	Fantastic	40	4000	Large Corporation
10	Awesome	50	—	Small independent country.
	Mighty			Large Country (such as Russia, Japan or the United States)
	Supreme			You want it, you have it. Multi-billionaire.

Resources

Cash is represented by Resource Ranks. So instead of having specific cash types we just use resource points. In order to determine Resources, players roll 1d10 (remembering that the result is a multiple of 10). The player then refers to the table to see what their Resource Rank is.
Below is a chart to give you the basic outline as to what the number means.

Material Strength

Everything has a material strength. Even paper (which is 0). When busting up something a player **MUST** have a **Might** stronger than the material strength or they will not be able to affect it. If your **Might** is stronger than the Material then you can easily do damage to the material. If your **Might** is less than the Material, then the player will take damage equal to the amount over the player's **Might**. SEE CHART BELOW

*This represents a middle point for materials in the low range.

Rank	#	Material
Below Average	5	Cloth, glass, paper, ice, crystal, rubber, soft metals
Decent	10	Mortared brick, aluminum, light machinery
Above Average*	15	Some types of armors, meshes
Excellent	20	Concrete, iron, bullet proof glass
Extraordinary	30	Reinforced concrete, steel
Fantastic	40	Solid stone, advanced metals
Awesome	50	Steel alloys, granite
Mighty	70	Diamond and heavy super alloys
Supreme	100	Aliens metals, magical material
Cosmic 1	500	Light star matter
Cosmic 2	1000	Medium star matter
Cosmic 3	3000	Super heavy star matter
Infinity	∞	Duh.....Why bother?

Vehicle Rules

These rules are completely simple.

-A vehicle has a Body. When the body reaches zero the vehicle is destroyed.

-A vehicle's Drive is the number used when making driving and steering checks. You may NOT exceed it (usually attempted by people with higher Agility).

-A vehicle does damage equal to their speed when ramming (see Speed chart)

-When a vehicle rams an object that is tougher than it is, it will take damage.

-When a vehicle is reduced to half its Body, the driver suffers a -10 to all driving rolls.

Vehicle	Body	Drive	Speed
Car	100	10	Decent
Limo	150	8	Excellent
Armored Limo	200	8	Excellent
Motorcycle	10	8	Excellent
ATV	10	20	Decent
Truck	100	10	Decent
Box Truck	150	8	Decent
Big Rig	150	10	Excellent
Train	500	8	Decent
Small Plane	80	8	Excellent
Private Jet	80	20	Extraordinary
Fighter Jet	100	20	Fantastic
Passenger Jet	80	10	Extraordinary
Helicopter	100	10	Decent
Military Helicopter	150	10	Excellent
Sailboat	50	5	Below Average
Luxury Boat	50	8	Average
Speed Boat	80	10	Extraordinary
Patrol Boat	100	20	Extraordinary
Medium Military Ship	200	8	Excellent
Large Military Ship	300	8	Decent
Rocket Board	50	20	Extraordinary
Jet Pack	50	10	Decent
Space Fighter	100	50	Mighty

Armor and Weapons

Armor works pretty easily. It has a Value which is how much damage it can absorb. Any damage over the armor is applied to the wearer's Health.

Armor	Value	Cost
Leather	8	10
Padded	8	8
Scale	10	10
Kevlar Light	10	200
Kevlar Heavy	12	300
Tactical Armor	15	400
Hard Armor	20	800
Military Hard Suit	30	1000

Weapons work like this:

Range: How many spaces the weapon can accurately shoot if using a grid map. Otherwise multiply the number by 10 and that's how many yards the weapon can shoot.

Armor Piercing: Some weapons can use armor piercing rounds. If a gun is firing AP rounds it ignores armor up to DOUBLE its damage. So a rifle does up 15 points of damage. With an AP round it can punch through 30 rank armor, but not higher.

Understanding the **Damage** of a weapon is pretty easy. If the weapon does 1d10 damage, then it can do between 1-10 points. If the weapon does 1d10+5, then it does between 1-10 points +5 more. The 1d10 in the case of weapon damage does not represent 'tens', but instead 'ones'.

*Any thrown object does STUN damage equal to the material of the object thrown.

SUPER HERO ROLE-PLAYING

Weapon	Damage	Range	Cost
Pistol	1d10	3	8
Rifle	1d10+5	10	8
Assault Rifle	1d10+5	7	10
Shotgun	1d10+10	3	8
Sub-Machine Gun	1d10+20	7	100
Machine Gun	1d10+20	10	200
Flame Thrower	1d10+20	2	10
Light Artillery	1d10+30	10	1500
Heavy Artillery	1d10+40	20	3000
Rocket Launcher	1d10+30	10	200

Weapon	Damage	Range	Cost
Bow	1d10	MGT	8
Crossbow	1d10	3	8
Spear	1d10+10	MGT When Thrown	8
Axe	1d10+10	MGT When Thrown	8
Knife	1d10	MGT When Thrown	8
Sword	1d10+10	—	8
Blunt Object	MGT	—	8





Some Basic Costs

Vehicles:

Motorcycle	70 Points
New Car	60 Points
User Car	30 Points
Sports Car	600 Points
-Used	300 Points
Fancy Car	1100 Points
-Used	1000 Points
Boat	200 Points
Yacht	400 Points
Plane	400 Points
Jet	2500 Points

Housing and Rentals

Rentals

-Apartment	10 Points/Month
-House	20 Points/Month
-Office	20 Points/Month
-Building Floor	70 Points/Month
-Furniture	5 Points/Month
-Office Furniture	70 Points/Month

Owned

House	600 Points
Mansion	1500 Points
Vacant Land	150 Points/Acre
Building	2000 Points

Misc. Costs

Bicycle	6 Points
Clothes	2 Points
-Formal	8 Points
Dinner Date	4 Points
Electronics	10 Points
(Includes Cameras, MP3 Players, Radios ect)	
-High Tech	100 Points
(Includes computers, digital recorders, security systems (per room) etc)	
Everyday Items	2 Points
Tools	6 Points

Hospital

-ER Visit	60 Points
-Surgery	100 Points
-Long Term	300 Points



GENERICS

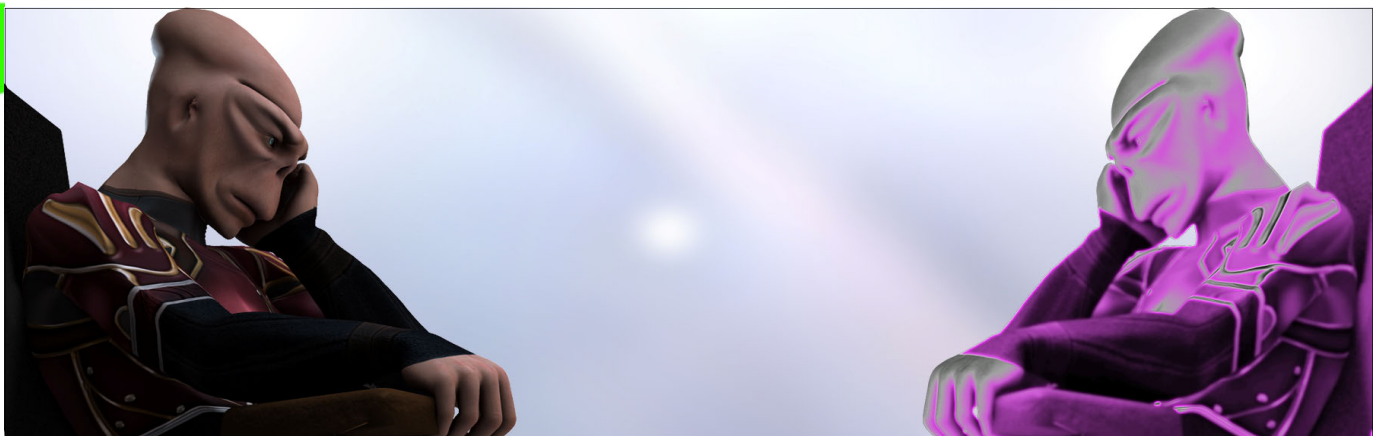
Stats	Crook	Cop Security	SWAT	MERC Soldier
Rumble	10	10	20	20
Agility	8	10	10	10
Might	8	8	10	10
Moxie	8	10	10	10
Smarts	5	8	8	8
Perception	5	8	10	8
Spirit	5	8	8	8
Health	34	38	50	50
WILD	15	24	26	24

Stats	Doctor Scientist	Elderly Child	Politician Lawyer	Reporter Student
Rumble	5	5	5	5
Agility	10	5	8	8
Might	8	5	8	8
Moxie	10	5	5	8
Smarts	10	8	10	10
Perception	20	5	8	20
Spirit	8	5	10	10
Health	33	20	26	29
WILD	38	18	28	40



Stats	Robot Basic	Robot Sentry	Robot Combat	Alien Basic	Alien Invader
Rumble	10	20	30	10	30
Agility	10	20	30	10	20
Might	10	20	30	20	20
Moxie	10	20	30	20	20
Smarts	8	10	10	20	10
Perception	8	10	20	10	20
Spirit	8	8	8	10	10
Health	40	80	120	60	90
WILD	24	28	38	40	40

Stats	Alligator Crocodile	Ape Guerilla	Armadillo Small Armored Animals	Bats Nocturnal Rodents	Grizzly Black Bear
Rumble	5	8	2	10	10
Agility	10	8	2	5	8
Might	30	10	2	2	30
Moxie	20	20	2	10	30
Smarts	2	2	2	2	2
Perception	2	8	2	5	5
Spirit	2	5	2	2	5
Health	65	46	8	27	68
WILD	6	15	6	9	12
Special	Bite: 20 Damage	—	5 Body Armor	Bite: 2 Damage	Claws/Bite: 20 Damage



SUPER HERO ROLE-PLAYING

Stats	Birds Of Prey	Cat Small	Cat Lion etc	Cat Prehistoric	Cows
Rumble	10	5	20	20	5
Agility	8	10	10	10	8
Might	2	2	10	20	10
Moxie	8	10	20	20	20
Smarts	2	5	5	5	2
Perception	5	8	8	10	2
Spirit	5	5	5	8	2
Health	28	27	60	70	43
WILD	12	18	18	23	6
Special	Claws: 5 Damage	Claws: 2 Damage	Claws/Bite: 10 Damage	Claws/Bite: 20 Damage	Horns: 10 Damage

Stats	Fish Small	Fish Medium	Fish BIG	Dolphin Shark*	Whale Killer*
Rumble	2	5	5	10	30
Agility	2	5	5	20/10	8
Might	2	5	8	10/30	40
Moxie	5	5	8	10/40	70
Smarts	2	2	2	8/5	5
Perception	2	5	2	10/2	10
Spirit	2	2	2	8/2	8
Health	11	20	26	50/90	148
WILD	6	9	6	26/9	23
Special	—	Bite: 5 Damage	Bite: 8 Damage	*Bite: 20 AP Damage	*Bite: 30 Damage





DELUXE

Stats	Sea Monster	Squid Octopus	Giant Octopus/Squid	Elephant Mammoth	Rodent Small
Rumble	50	20	20	10	2
Agility	8	30	30	10	2
Might	100	10	40	40	2
Moxie	100	30	50	50	2
Smarts	5	5	8	2	2
Perception	5	5	8	5	2
Spirit	5	5	8	5	2
Health	258	90	140	110	8
WILD	15	15	24	12	6
Special	Claws/Bite: 70 Damage	Bite: 5 Damage	Bite: 30 Damage	Tusks: 40 Damage	Bite: 2 Damage

Stats	Rodent Large	Rodent Giant	Snake Average	Snake Large	Snake Giant
Rumble	5	8	10	10	10
Agility	5	8	5	8	8
Might	5	20	2	20	30
Moxie	5	20	8	20	20
Smarts	2	2	2	2	2
Perception	2	5	2	2	2
Spirit	2	5	2	2	2
Health	20	58	25	58	68
WILD	6	12	6	6	6
Special	Bite/Claws: 5 Damage	Bite/Claws: 10 Damage	Bite: 2 Damage *Toxin: 10 Rank	Bite: 20 AP Damage *Toxin: 10 Rank	Bite: 30 AP Damage *Toxin: 20 Rank



SUPER HERO ROLE-PLAYING

Stats	Canine Basic	Canine Wild	Canine Uncanny Large	Dinosaur Herbivore	Dinosaur Carnivore
Rumble	10	20	20	10	30
Agility	8	10	10	5	10
Might	8	10	30	50	40
Moxie	10	10	30	100	100
Smarts	2	2	8	2	2
Perception	10	2	10	2	2
Spirit	2	2	10	2	2
Health	36	50	90	165	180
WILD	14	6	28	6	6
Special	Bite/Claws: 5 Damage	Bite/Claws: 10 Damage	Bite/Claws: 20 Damage	*Armor: 20 Rank	*Armor: 20 Rank Bite/Claw: 30 AP Damage

Stats	Sea Horse Giant	Sea Turtle Giant	Star Spawn Ugly from space	Daikaiju Earth	Daikaiju Space
Rumble	10	8	20	30	30
Agility	20	5	10	30	30
Might	30	70	40	100	100
Moxie	50	70	150	100	150
Smarts	5	5	8	5	5
Perception	8	5	10	5	5
Spirit	5	5	40	5	10
Health	110	153	220	260	310
WILD	18	15	58	15	20
Special	Swim: 50 Rank	Bite: 60 Damage Shell: 70 Armor	Beams: 50 Rank Tentacles	Armor: 50 Breath: 100 Rank	Armor: 70 Special Attack: 70 Rank Damage





Type	Rank	Effect
Air Pollution	5	Players need to make a MOXIE check or suffer -10 on all Rolls.
Tear Gas	10	Players need to make a MOXIE check or suffer -20 on all Rolls.
Snake Venom	15	Players need to make a MOXIE check or suffer -20 on all Rolls. They also take 15 points of damage each turn until treated.
Spider Venom	20	Players need to make a MOXIE check or suffer -30 on all Rolls. They also take 20 points of damage each turn until treated.
Vacuum of Space	100	Players need to make a MOXIE check or suffer -50 on all Rolls. They also take 100 points of damage each turn until back in an atmosphere.
Campfire	5	Players suffer 5 points of damage when exposed to direct flames. They also take 5 points of damage for each round on fire until the flames are extinguished.
Burning Room	10	Players suffer 10 points of damage when exposed to direct flames. They also take 5 points of damage for each round on fire until the flames are extinguished.
Burning House	20	Players suffer 20 points of damage when exposed to direct flames. They also take 5 points of damage for each round on fire until the flames are extinguished.
Burning Storage Building	30	Players suffer 30 points of damage when exposed to direct flames. They also take 5 points of damage for each round on fire until the flames are extinguished.
Burning Chemicals	40	Players suffer 40 points of damage when exposed to direct flames. They also take 5 points of damage for each round on fire until the flames are extinguished.
Exposure to Industrial Furnace	50	Players suffer 50 points of damage when exposed to direct flames. They also take 5 points of damage for each round on fire until the flames are extinguished.
Explosive Chemicals	75	Players suffer 75 points of damage when exposed to direct flames. They also take 5 points of damage for each round on fire until the flames are extinguished.
Volcano	100	Players suffer 100 points of damage when exposed to direct flames. They also take 5 points of damage for each round on fire until the flames are extinguished and 50 points of damage every turn exposed to lava.
Star	1000	Players suffer 1000 points of damage when exposed to direct flames. They also take 5 points of damage for each round on fire until the flames are extinguished and 500 points of damage every turn exposed to surface.

SUPER HERO ROLE-PLAYING

Sickness: Cold	5	-10 to ALL actions until recovered.
Sickness: Flu	10	-20 to ALL actions until recovered.
Radiation: Residuals from old Atomic blast	5	Players suffer 5 points of damage when exposed. They also take 5 points of damage for each round of continuous exposure.
Radiation: Recent Atomic blast	20	Players suffer 20 points of damage when exposed. They also take 20 points of damage for each round of continuous exposure. Must make MOXIE check or suffer radiation sickness. Players will take 5 points of damage each day until dead if they fail.
Plutonium	40	Players suffer 40 points of damage when exposed. They also take 40 points of damage for each round of continuous exposure. Must make MOXIE check or suffer radiation sickness. Players will take 5 points of damage each day until dead if they fail.
Nuclear Reactor	50	Players suffer 50 points of damage when exposed. They also take 50 points of damage for each round of continuous exposure. Must make MOXIE check or suffer radiation sickness. Players will take 5 points of lethal damage each day until dead if they fail.
Direct Atomic Blast	75	Players suffer 75 points of damage when exposed. They also take 75 points of damage for each round of continuous exposure. Must make MOXIE check or suffer radiation sickness. Players will take 5 points of lethal damage each day until dead if they fail.
Storm: Rain Showers	10	Strength 10 winds.
Storm: Thundershower	30	Strength 30 winds.
Storm: Thunderstorm	40	Strength 40 winds, 40 damage from lightning strikes.
Storm: High Winds	40	Strength 40 winds.
Storm: Tornado	50	Strength 50 winds. Random debris thrown with Strength 50 to damage.
Storm: Hurricane	100	Strength 100 winds. Random debris thrown with Strength 100 to damage.



Heat: 90 degrees F	10	10 points of damage per turn exposed.
Heat: 120 degrees F	20	20 points damage per turn exposed.
Heat: 150 degrees F	30	30 points of damage per turn exposed.
Cold: 30 degrees F	10	10 points of damage per turn exposed.
Cold: 0 degrees F	20	20 points of damage per turn exposed.
Cold: -30 degrees F	30	30 points of damage per turn exposed.
Cold: Space	70	70 points of damage per turn exposed.
Acid: Mild	10	10 points of damage per turn exposed.
Acid: Standard	20	20 points of damage per turn exposed.
Acid: Concentrated	40+	40 points of damage per turn exposed. (May be higher damage depending on Game Controller's needs.)
Electricity: House Current	20	10 points of damage per turn exposed. Player must also make a MOXIE check or be stunned for 1d10 rounds.
Electricity: Taser	30	30 points of non-lethal damage per turn exposed. Player must also make a MOXIE check or be stunned for 1d10 rounds.
Electricity: Lightning	40	40 points of lethal damage per turn exposed. Player must also make a MOXIE check or be stunned for 1d10 rounds.
Electricity: Power Lines	50	50 points of lethal damage per turn exposed. Player must also make a MOXIE check or be stunned for 1d10 rounds.
Darkness: Typical Conditions	10	This is what you get when you shut the lights off.
Darkness: Mild Darkness	20	Very little light, not even the stars or a reflection.
Darkness: Uncanny Darkness	30	Darkness because of magic or a power unknown.

SUPER HERO ROLE-PLAYING

Experience Through Playing Or how to improve your characters!

So the question that always seems to come up is: How do I make my character better?

Experience works like this:

Each game session rewards players for playing.

After Game Session #3: Players may add +10 to any Special Focus, BUT they must explain why they improved. **Example:** Roadburn spends his sessions going fist to fist with street thugs. At the end of the session he wants to add +10 to a Street Fight Special Focus because he worked at it.

After Game

Session #6: Players may add +10 to one power. Again, they must explain WHY they got stronger. **Example:** Roadburn spent a lot of time getting thrown into things during his sessions. He increases his Natural Tough from 30 to 40 because he's getting tougher skin from the amount of abuse he is taking.

After Game Session #9: Players may add +10 to one stat, and of course they must explain WHY it happened. **Example:** Roadburn managed to make a bunch of Spirit saves during all nine sessions. He wants to increase his Spirit +10 because he is getting mentally tougher.

As you can see each session can make your character better. Once players have gone through three, the process starts all over again.

Game Masters might want to put a cap on how high a player can increase a stat or power. Special Focuses already cap out at +40. As a recommendation, players with Non-Demi Gods /Cosmic heroes may only have one power at Supreme via experience. Same with a Physical or Mental stat. And they may only have one power or stat at Mighty and so on.

If a player can't justify the increase DO not reward them one.

Making it WILD!

Every game session players should be using their WILD to help them defeat villains and pull off crazy stunts. Players who use their WILD eventually start to get even luckier and luckier based on their WILD use. For every 50 points of WILD a player uses they gain a bonus of +10 WILD for the next session. If the player doesn't have 50 WILD then they will need to wait until after they burn a total of 50 WILD over another game session. This bonus is permanent.

Example: Roadburn burns up all his WILD up over two sessions. He has 40 WILD. He didn't use enough after the first session, but after the second he burned up a total of 80 WILD. Next session Roadburn's WILD will be 50 (because he exceeded the required amount of burnt WILD last session and gets that +10).

The Villain in a G-Core Game

The role of the villain is vital to any super hero genre game. They are the friction that provides characters with purpose. Without them, what would super heroes do all day? Rescue cats out of trees? There are a few steps to realizing the ideal villain for your game sessions.

The first is to find a purpose. Why is the villain a villain? Most super villains in RPGs are flat without imagination. They are the typical "I'm evil because someone ran over my cat" and have no depth. In previous games by Dilly Green Bean Games, we have taken villains and given them much more. They are the "I'm a villain because someone I loved betrayed my trust because society dictated that they must". This type of villain can spawn a lot of adventures. First against the one they love and then against society for making them that way. No villain is just born evil. They must be driven to that point by something or someone. It is up to the Game Master to come up with those ideas BEFORE running the game. No matter how low level a villain is, they MUST have depth. Even the weakest defeated villains can come back stronger and deadlier, seeking revenge. Motivation drives all.

**Jay Notes: A good example of this was a villain I used to drop into my old Guardian Universe games as a teen. His name was Harry Pippin, a low level thug who wielded a cybernetic claw that could electrocute a target. I introduced him in my first GU game. He was able to take down the heroes at first, but later got overwhelmed and while fleeing got struck by a tractor trailer*



truck leaving the villain paralyzed. He later came back with a cybernetic spine, only to get beat up again. Pippin spent years seeking revenge and every time he would end up back in the hospital. While he was a minor villain, Pippin served as a reminder that the past always comes back to haunt you.

The second thing to do with your villain is to figure out how powerful you want them to be.

For longer campaigns and adventures it's good to have some low level henchmen that heroes can beat on. It's no fun to play in a game where the super villain's slaves are stronger than the player. Middle level villains usually have powers and aren't as powerful as the mastermind behind the scenes. This can provide plenty of game sessions before uncovering the truth. Those mid-level villains should be equal in power ranks and stats to the heroes. If you are running a campaign with lots of villains you might want to make the first few weaker then work your way up. A mid-level villain should be a challenge to the player, but not so powerful that they can't defeat them.

The mastermind of a super villain scheme has two forms. The first is the powerhouse and the other is the intellectual but physically feeble villain. The powerhouse has powers well above the player's ranks and can

handle just about anything you throw at them. Only through teamwork can this type be defeated. The intellectual feeble will usually drop one last powerful villain or weapon upon the heroes before they find out that the Wizard of Oz is actually some old dude.

The third item to keep in mind is how many villains do I use? For any battle or encounter it should always be one villain for every one hero. Or at least have a

number of villains that have powers that equal up to that one hero, with the exception always being a super villain team-up against a single hero. Sometimes it's a single villain that can cause havoc in a hero's life. They constantly dog them, attacking them in the streets, charity functions and ribbon cutting ceremonies. The

hero can't rest while this villain is still around. Maybe the hero is a powerhouse and a band of smaller villains team up to try and humiliate them?

Team work does do wonders, even for the bad guys. Longer game sessions might eventually pit the player against multiple powerhouse villains, in which case the player needs to find a way to divide and conquer or maybe even turn the two against each other.

There must be a weakness for the super villain.

If players are going up against stronger villains there must be some type of flaw or weakness that the hero can exploit. Otherwise there is no point in fighting the uber-villain. The flaw or weakness doesn't have to be obvious, but the Game Master must offer clues or hints.

Maybe a villain has an allergy to cats. During a street battle the player gets thrown into a pet control truck and gets covered in cat hair.

When the hero gets into a grapple with the villain, the villain's eyes begin to water or maybe they even break away. Or maybe the hero is fighting a villain who always seems to avoid fighting near gar-

dens because their powers fade when around rose pollen. But if Game Masters really want to make it tough, the villain has bought up a huge collection of meteor shards from an impact sight. They keep them stored in a high security vault. Why? Because the stones radiate a type of energy that causes the villain to lose all their powers. It's always good to keep this in mind: villains



SUPER HERO ROLE-PLAYING

don't do anything without a reason.

The last thing you need to do is introduce the villain. Is it as simple as a daylight robbery or is the villain working in the shadows? The daylight super villain is pretty basic, seeking fame and respect through fear. The shadowy villain works for a greater cause; maybe wealth or maybe for someone even more powerful. While it doesn't matter when you drop a daylight villain into the mix, the shadowy villain should be introduced in bits and pieces. The hero might have a criminal prisoner who is too scared to talk about their boss. Maybe the prisoner is snuffed in jail? Or the super villain might come out of hiding to keep their lackey from snitching. Conspiracy always makes for some great gaming.



Levels of Game Play

Sometimes when running a game the Game Master might want to go a specific route. Maybe they want a street vigilante game or maybe they want a MEGA-hero game. Here are some ways to maintain balance:

Street Level: No player may have a power or Stat over 30 Rank.

-These games are great for players with no powers or low ranking powers. Heroes fighting street crime or human foes.

Classic Comic Level: No player may have more than 1 power and stat over 50 Rank. Every player must take a weakness.

- The 1960s and 1970s really caught this feel in comics. Players are out to save the day, be it in a city they protect or as part of a bigger super team.

The Super Level: Players may have 1 power and Stat at 100 Rank. They also must take a MAJOR weakness.

-Omega Class and Demi-God heroes always draw the attention of the power gamer. So why not run a SUPER level game? Players are out to save the world or galaxy as a MEGA-villain sets their sights on Earth!

Pulp Level: Players may have 1 power and Stat above 30 Rank. All high tech characters must explain how their items work using low level tech.

-There are those Game Masters that LOVE World War gaming. The Pulp Level game pits untraditional low level heroes against old school stereotypes who have sided with the Axis! Heroes are icons in their countries or maybe even whispered rumors.

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.

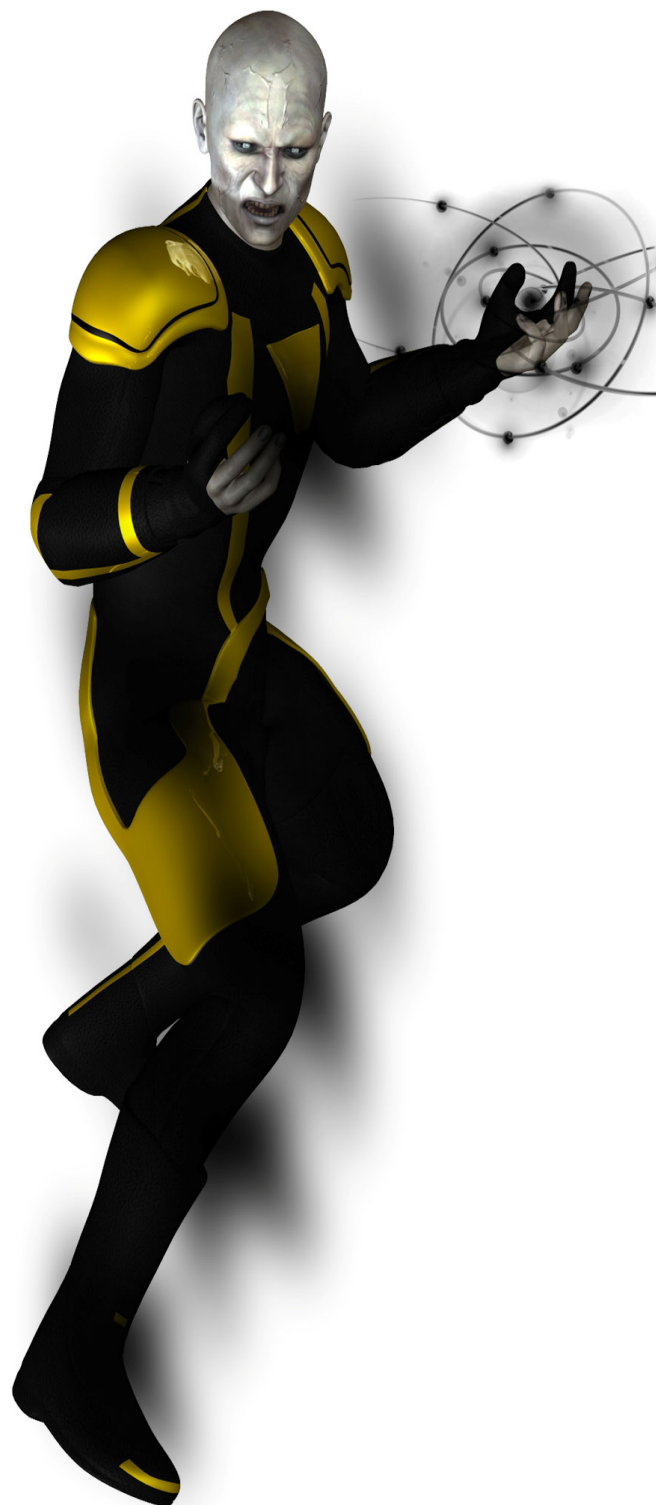
1-3: Power works as normal

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**)



SUPER HERO ROLE-PLAYING

Villains Encountered/Defeated?

People Saved

Heroes Encountered

Public Relations Issues

Contacts Made

Miscellaneous Encounters

Places Visited

Goals

Things to Brag About

Collateral Damage



Power Stunt Tracker

A handy way to refine your powers and build up
Power Stunt Special Focuses

POWER ONE

0 _____

0 _____

0 _____

0 _____

0 _____

0 _____

POWER TWO

0 _____

0 _____

0 _____

0 _____

0 _____

0 _____

POWER THREE

0 _____

0 _____

0 _____

0 _____

0 _____

0 _____

POWER FOUR

0 _____

0 _____

0 _____

0 _____

How To Use

First list all your powers on the page.

Every time you do something new with a power, write what you did under that power. When you go to increase a Special Focus during the Experience phase of the game, buy Power Stunts based on your new tricks.

Remember that a Special Focus maxes out at +40. So use this sheet to create tons of new Power Stunts for extended game play!

0 _____

0 _____

POWER FIVE

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0 _____

0 _____

0 _____

0 _____

POWER SIX

0 _____

0 _____

0 _____

0 _____

0 _____

0 _____

POWER SEVEN

0 _____

0 _____

0 _____

0 _____

0 _____

SUPER HERO ROLE-PLAYING

		Name	
		Age	
		Height	
		Weight	
		Origin	
Rumble		Smarts	
Agility		Perception	
Might		Spirit	
Moxie			
Health		WILD	
Powers			
Flaw/Weakness			
Special Focus			
Armor/Gear/Weapons			

		Name	
		Age	
		Height	
		Weight	
		Origin	
Rumble		Smarts	
Agility		Perception	
Might		Spirit	
Moxie			
Health		WILD	
Powers			
Flaw/Weakness			
Special Focus			
Armor/Gear/Weapons			

Character History

[illegible][illegible]

SUPER HERO ROLE-PLAYING

My Character

Character History

[illegible]This image shows a vertical rectangular sheet of white paper with horizontal black ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper has a slight shadow on its right side, suggesting it is resting on a surface.

Character History

[illegible][illegible]

SUPER HERO ROLE-PLAYING

My Character

Character History

[illegible][illegible]

Character History

[illegible][illegible]

SUPER HERO ROLE-PLAYING



Name		Hero Type	
Origin		Health	

Physical

RUMBLE

AGILITY

MIGHT

MOXIE

Mental

SMARTS

PERCEPTION

SPIRIT

WILD

POWERS

WEAKNESS/FLAWS

popularity

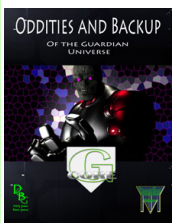
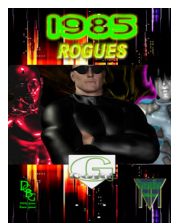
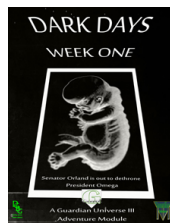
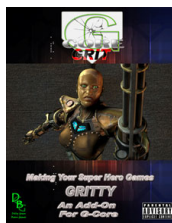
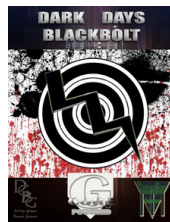
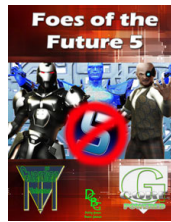
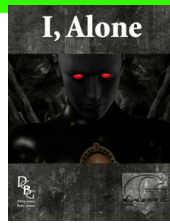
Dilly Green Bean Games 2010

Character Rendition

History

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SUPER HERO ROLE-PLAYING



Did you miss something?

Don't forget to pick up:

Monsters' Twilight
 GodTech Technical Manual
 War of the Worlds 2010
 Galactic Guardians
 Bean Town
 Foes of the Future 5
 Future 5
 The Ancient 8
 The Balston Group (FREE)
 Mecha G-Core
 G-Core GRIT
 G-Core Holiday Special (FREE)
 Chicago: City of FEAR
 G-Core COSMIC (FREE)
 1895 ROGUES
 Oddities and Backup
 Wishes 4 William
 Dead G-Core
 Go Getter Boy Robo
 Zeta Cavalry
 Xandoria Gaiden IV
 I, Alone
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 Dark Days: Black Bolt
 Dark Days: Week 1
 Dark Days: Week 2

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