

Power Overwhelming Magazine

Volume 1, Issue 1

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Special points of interest:

- Understanding how to play the hero.
- GU2 Errata
- More NPCs
- Cosmic Unity
- More Powers!
- GU2 Live Begins

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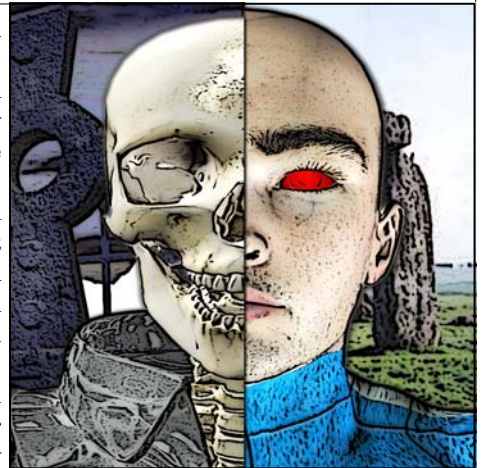
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Understanding How to Play the Hero

Once upon a time there were comics where heroes didn't kill the villains they fought. There was a sense of justice and right and wrong that was well defined. Speed ahead to today. Dark heroes rule comics, movies and games. Why? Is it the secret desire that human's have to be evil? I am not sure. That said I want to leave some food for thought.

When running a super hero RPG it is important to make boundaries. Players are supposed to be creating heroes. People who save lives, follow the law and are out there to make a good impression upon the citizens they protect. GM's need to enforce this. It is not OK for

a hero to kill anyone. Destroying robots and public property are all par of the course though. Of course, I'd recommend that players try and keep collateral damage down a bit. Remember, the building you just threw a car into probably has people inside. If you injure or kill an innocent your character automatically goes into that unpopular category. The fact that your hero 'cares' is important. A hero who does not care is more likely to hurt an innocent or kill someone without regret. If that happens, the hero be-



comes a villain and will be hunted like one. Accidents do happen though. A fierce battle could leave an innocent injured or even killed. Heroes need to make sure that they attempt to make things right. That does not mean hunting down villains

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The Cosmic Game of the Immortals

In the grand scheme of things, we are all but pawns in the cosmic game. While the Gods of Mythology hold reign over most worlds, some individuals follow a different path. This path takes them past normal life and into immortality. To date

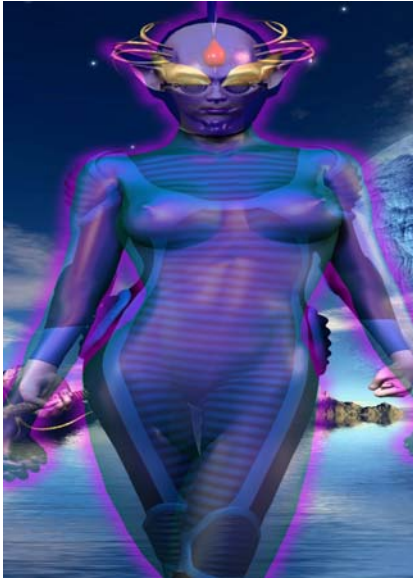
there are about a dozen Immortals in the known galaxies. On Earth there is Rune, the first of the great wizards. His presence is felt by anyone who dips into the realm of magic. While he is above mortal man, from time to time he will cast spells

upon those in need to provide amusement for he and his fellow Immortals. Before the Rules of Immortality came there was lawlessness. Immortals influenced whole worlds into doing their bidding. Stars died, billions suf-

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and killing them. It means bringing them to justice. The law is there for a reason. Justice must be maintained. Many villains go to jail. Some reform and others go back to their evil ways. Most reformed villains will go into hiding, shamed by their crimes. They tend to show themselves when there is a chance for redemption. The villain who goes back to their evil ways might need a serious beating. It is tempting for a hero to kill a villain who might have murdered even more people once getting out of jail or after escaping. If the hero was the one who brought this evil person to justice the first time, there might be some sense of responsibility for the acts done. A hero with a vendetta might go over the edge and break the law. This happens a lot when a villain kills a woman or child. The hero is so guilt stricken that he snaps and kills the villain in an act of retribution. The end result is the hero is now a killer, not as bad as the one he murdered, but still one none the less. Heroes struggle with this frequently. Do they take out the bad



guy once and for all or let them live so they might escape and kill again. It's a tough choice, but the right one is to let the law handle it.

Dark heroes come from where the law fails. Villains set free, crime bosses paying their way out of jail.

It happens and when it does the heroes are usually the target. The dark hero has lost faith in the law or feels that they are above it and are free to act accordingly. The dark hero believes that because they have the power they should use it to crush evil and send a point across to anyone with the nerve to break the law. Villains are considered cannon fodder and need to be hunted and killed like animals. The dark hero shows no mercy and is quick to bring final justice to anyone. But not all villains are inheritably evil. Some commit crimes out of acts of desperation. Family members needing medical care, paying off kidnapers or trying to repay a debt tend to be some of the reasons why people turn to crime. A dark hero doesn't see that line. A villain could be begging for mercy and the dark hero will kill him without thought. The other side to the dark hero is they

do not take responsibility for their actions. A fierce battle where innocents get hurt or killed is blamed on the villain even if the dark hero is to blame. A whole city block could explode because the dark hero accidentally caused a gas leak. The dark hero's logic is that the villain caused the fight so therefore they are responsible for any chaos that comes from it. That is the tragedy of the dark hero. And when the time comes where a real hero brings the dark hero to justice, there is still no remorse. The dark hero will laugh at the judge, talk about how the system fails and brags about how many crooks he plans to kill in prison. Most dark heroes if brought to justice should receive the death penalty for their crimes. The other tragedy is the dark hero runs risk of their family and friends being murdered by villains. While most good heroes run into kidnappings, the dark hero has angered villains so much that they are quick to kill those the dark hero loves.

So what type of hero should you be playing in GU2? The basic game covers the role of a hero. Players should be saving the city, the girl and whatever else they can. In the expansion sections of GU2 there are templates for dark heroes of sorts. What every player should keep in mind is that good heroes go farther than dark ones.

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fered and some Immortals became so power hungry that those who were their equals were forced to banish their evil brethren into black holes. But the Immortals are much more civilized now, mostly. The Immortals created laws that they must follow or be banished into the black abyss. The three rules are as follows:

-No Immortal shall act upon

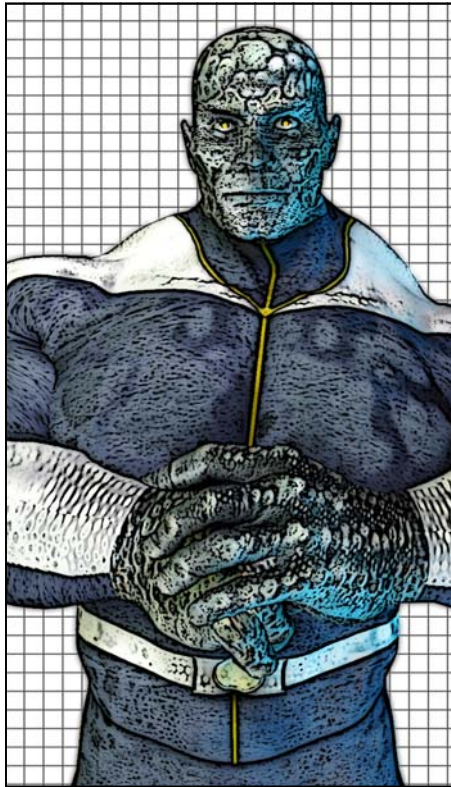
any world in a way that is harmful to that society.

-No Immortal shall seek power outside of their destiny.

-The Immortal MAY act in the best interest of a race or individual if they deem it necessary, but only in dire times.

The game of the Immortals is a cruel one at best. They all must agree to bend rules in order to make

the game work. In the game, Immortals manipulate the destiny of set individuals and assist them through life. If the pawn is successful then they are offered a chance to ascend on the day of their death. This ascension is limited though. The winner is granted immortality and placed on another world in another dimension, never to return home again. Some winners live like kings, others life like butchers and tyrants. Most of the time the winner is evil in nature.



GU2 Errata

Doctor Jones Weston?(Page 13, 40)
That should be James Weston.

I've got the webbing, so where is the wall-crawling power?

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

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

player can move at normal speeds across vertical and horizontal surfaces.

The RPG and LAW rocket do WHAT for damage?

Damage for the RPG should be 25 and the Damage for the LAW Rocket should be 50 points of LETHAL.

MIGHT damage resistance versus Natural Armor. Is it stackable?

This was one rule that wasn't clarified very well if at all. Any natural armor or power that provides armor (with the exception of Force Fields) takes the place of the MIGHT damage resistance up to that armor rank. So if Tom has a MIGHT of 40 and his Rock Form is at 30, he would get 30 AC versus LETHAL and Non-Lethal attacks and an ad-
(Continued on page 4)

The GodTech Order

The GODTECH Order

With technology advancing at such amazing rates the brilliant minds of the world banded together to form a secret society. They dubbed it The GODTECH Order. Their mission: to use their superior intelligence to help humanity. There were ten members in this order. Doctor Franklin Moore and Doctor James Weston were founding members. They were later joined by Charles

Freelance and Peter Dwayne (IntelTech). The remaining members included Chase O'Hare (BioTech Scotland), Qin Yu (ChiTech), Yuri Snavel (Ukraine Research), Dobs Martin (MIT), Chen Lopez (Brazil AirTech), and Foster Kain (Global News).



Guardian Universe Live: April and May 2009

April 2009

A team of heroes goes public in Chicago. Calling themselves the All Stars, they are led by The Supe, an ego driven hero who markets himself out as the world's greatest hero. Other team members in-



clude Goddess the Brazilian rock star, Emperor Bat utilizing a customized battlesuit, Becon of alien origin, and The Archer who wields a powerful magic bow. The All Stars have full press support,

something that has brought them into the sights of the US Government.

Also in Chicago, a man only known as the Surgeon holds a super human tryout to see who might be able to outdo the All Stars. A small team is formed.

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ditional 10 more points of damage resistance against Non-Lethal attacks.

Page 84:

Just how long do those Children of the Stars live?

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



Quicker Ways to Roll Stats without using the Bonus Table:

Rank	Ranks Number	EVs, Altered Heroes	The Norm	Tech Genius	Machine	Aliens, Children of the Stars	The Uber Hero/Demi-Gods
Below Average	5	01-05	01-05	01-05	01-05	01-10	01-05
Average	10	06-10	06-25	06-10	06-10	11-20	06-10
Above Average	15	11-20	26-75	11-40	11-15	21-30	11-16
Excellent	20	21-40	76-95	41-80	16-40	31-40	17-25
Extraordinary	30	41-60	96-00	81-95	41-50	41-60	26-31
Fantastic	40	61-80	--	96-00	51-70	61-70	32-42
Awesome	50	81-96	--	--	71-90	71-80	43-53
Mighty	70	97-00	--	--	91-98	81-95	54-75
Supreme	100	--	--	--	99-00	96-00	76-86
Ultra 1	150	--	--	--	--	--	87-00

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In the meantime, the bodies of the homeless are showing up all shriveled and petrified throughout Chicago.

In upstate New York, power is interrupted for hours and the staff of

a hydroelectric plant are found dead, their bodies almost seemingly drained of all electric activity.

An explosion on the White House lawn brings rumors of an EV attack.

May 2009

The Supe goes missing in Chicago and an imposter begins a reign of terror. The All Stars rescue the Supe and order is restored to the city. Shortly after this a bomb goes off at a local EV bar, Chip's Tavern, no one was killed, but damage to

(Continued on page 8)

I totally want to play a Storm Shadow Agent. So where is the Hero Type?

Agents of Operation: Storm Shadow are top notch soldiers. They are so well trained that they can take down most EVs in hand to hand combat without even getting hit. Give them a gun and that super rogue is toast. Storm Shadow Agents are combat veterans who have been on the front lines for years and are the best in their field. Arm them with Storm Shadow armor and weapons and you have the perfect fighting machine. The greatest advantage the agents have is that they fall under United Nation's jurisdiction. They may enter most countries without any political backlash, unlike Cy-Strike agents who tend to cause international con-

troversy. Storm Shadow Agents are very calculated soldiers who do their job and then go for drinks afterwards. Some even have the balls to hang out at drinking holes frequented by Guardians and other super types. Usually they end up scrapping with their uncanny competition in drunken bar room brawls. Storm Shadow Agents gain:

- May Choose 5 combat related Specialty Skills at +4 Ranks maxed out at Awesome
- May Choose 4 non-combat related Specialty Skills at +3 Ranks maxed out at Fantastic
- May Choose 3 weapons of choice free of cost
- Complete access to all Storm Shadow gear.
- Gain Contacts (5), License to Kill (10), Ally (1)



More Powers

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 Fantastic 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.

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.

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 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.

Kinetic Absorption: The player may take any physical damage and put it into their Might and a temporary natural AC. The damage absorbed may be equal to or less than the power Rank. Might and natural AC may only increase to the Rank of the damage received. *Example: Ton-o-Fun has a Kinetic Absorption at Rank Awesome. Some street punk hits him with a baseball bat for a whopping 10 points of Non-Lethal damage. Ton-o-Fun now has a natural AC of 10, but his Might of Excellent stays the same. Later Ton-o-Fun scraps with Stonington and gets punched for 50 points of damage. Ton-o-Fun gains a natural AC of 50 and his Might increases to Awesome rank! Now he is playing with power.*

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Solar Absorption:

The player is powered by their ability to absorb solar energy. So how does this work? Players roll for the rest of their powers, but instead of rolling for ranks, the player uses the Solar Absorption rank as the baseline for all their powers. The complicated part comes in how long a player is powered for 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: 1/4th of Power Rank per turn.

Well Lit room: 1/2 of Power Rank per turn.

Outside in direct sunlight: 3/4th of Power Rank per turn.



Flying into the sun: FULL recharge.*

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

More Gear?

Power Nullifier Pistol:

This pistol is designed to shut off Evolutionary powers. Any player hit by this pistol must make a MIGHT save difficulty 40 or have their power ranks drop by the difference between the pistol's Rank (Fantastic) and the Target's power rank. The pistol may fire over and over again until the player is completely powerless. This lasts for 1d10 hours. *Example: Dr. Death has Darkess Generate at Rank 40 and Darkness Control at Rank 30. He fails his saving throw. His Darkess Generate is untouched, but his Darkness Control is now Rank 20 instead of 30. Dr. Death gets hit again and still fails his save. Now his Darkness Control is now at Rank 10 (Average).*

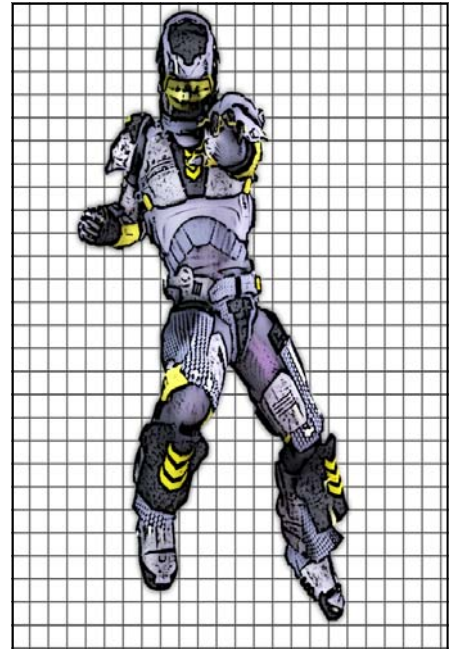


The Tiger Force Suits....Stats?

Hardsuits: The Tiger Force hardsuits have the following:

- 50 AC vs. Physical Damage (ballistics, blunt, sharp)
- 50 AC vs. Lasers
- 70 AC vs. Radiation
- Force Screen: 100 Points (This screen does not have an AC, instead you subtract damage from the screen before going over to the armor's AC. Keep in mind steady exposure to hazards will reduce the points per turn continuously until drained.)
- Life Support: 24 hours (Good for toxic atmospheres and the vacuum of space.)

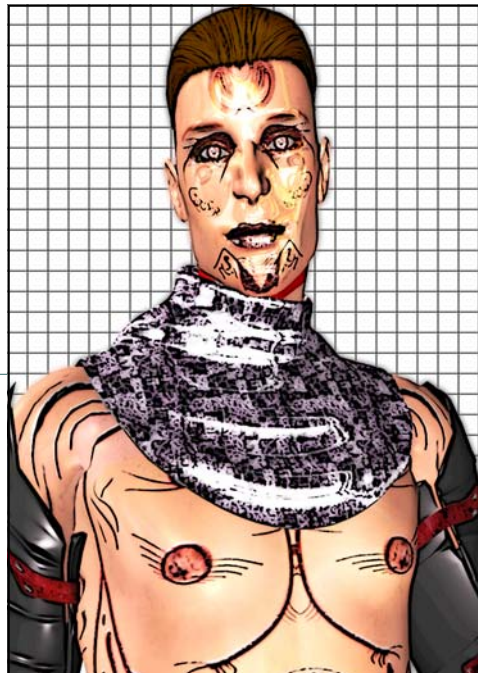
- Jump Booster: Increases JUMP+30
- Scanners including: Motion Tracker, Multi-optics, Radiation Detector, Medical Scanner, Target Analysis (provides complete ID of target including weakness, BUT only if encountered before) These are all at Extraordinary Rank
- Plasma Rifle: 50 damage (armor piercing), 50 Range, 30 Ammo, 2 FR
- Flame Thrower: 30 Intensity Flame, 25 Range, 30 minute fuel



Main Stats Secondary Stats	Rune	
INT	100	10
AGI	100	10
MGT	100	10
SPT	100	10
MVT	100	10
ST	200	
HP	200	
IN	200	20
Action	200	20
Dodge	200	20
Perception	200	20
Education	200	20
Damage	200	20
Supreme Magic*	500	

As the first great wizard, Rune sought to perfect magic through years of dedication. His years turned into decades and decades into centuries. Having mastered all

Immortal Profile: Rune



that was magic, Rune used his powers to create a dimension in which those who study magic would be safe from the evils that would hunt

them. The process nearly killed Rune. Weakened, Rune used the remaining amount of magic he had to turn himself into a bronze statue so he could meditate for the rest of eternity. Around this statue was built the first great school of magic. Feeding off of the fresh magic, Rune ascended into Immortality by accident, but at a deadly cost. Not only did he feed off their magic, but he also ate their souls. When Rune awoke into Immortality, he was covered with markings, a sign of his great sin. Realizing what he had done, Rune swore to protect those who practice magic forever. Using his new powers, Rune restored the souls of those he had killed by accident. Today Rune is an active player in the game of the Immortals. He watches over mortal man with special interest.

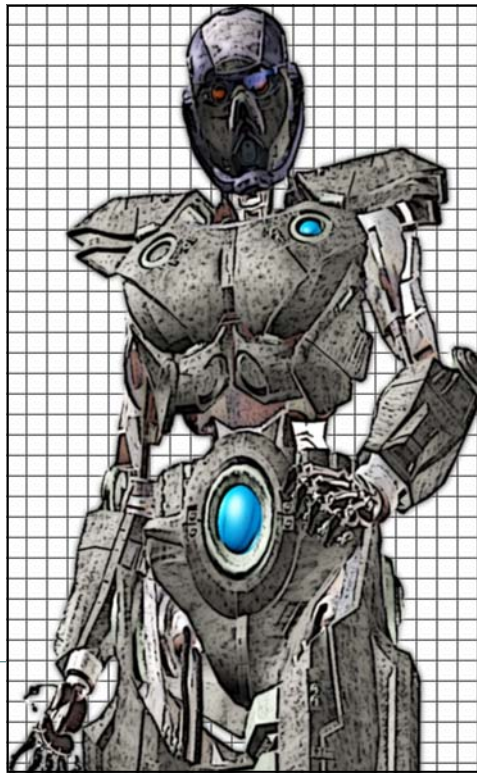
*Rune may cast any spell in existence at Cosmic Rank (500).

Main Stats	Nemesis	
Secondary Stats	EV Hunter	
INT	40	4
AGI	30	3
MGT	50	5
SPT	70	7
MVT	20	2
ST	100	
HP	100	
IN	70	7
Action	60	6
Dodge	60	6
Perception	80	8
Education	80	8
Damage	50	
Reconstruct*	50	
Design Morph	50	
Battle Computer	40	
Flight	30	
Teleport	50	
Psi-Jammer	50	
Detect EVs	50	

Prototype EV Hunter MK IV

Fearing that Evolutionaries might eventually get smarter than Operation: Storm Shadow operatives, the United Nations contracted Freelance International to construct an EV final solution. This weapon

Nemesis: The Final Solution?



would be self thinking, self repairing and totally independent. It would not have problems with humanity and the core directive would be: Protect Pure Strain Humans. The result was Nemesis, the ultimate EV hunter. Upon completion of the project, Nemesis was transported to the Storm Shadow orbital platform. Here it is kept in a super vault awaiting activation.

Nemesis has access to ALL databases concerning EVs and anyone considered 'super human.' Nemesis can also connect to any computer via WiFi, downloading all data needed at that time. A computer with a Firewall of Rank 40 or higher may resist the access.

Reconstruct: Same as regeneration, but machine based.

Design Morph: This ability allows Nemesis to morph his body into any weapon needed doing damage equal to the Power Rank.

Battle Computer: Each time Nemesis fights an EV he learns from the experience. Every time Nemesis battles the same EV he gains a +5 to his combat rolls against that target. This bonus may accumulate. If Nemesis fights the same EV three times then the Combat bonus is +15. The max Nemesis may receive is a +40 to his roll.

*When using Bonus numbers the starting bonus is +1 and maxes at +4.

Psi-Jammer: This power jams EV mental powers up to Awesome Rank. This means powers like Telepathy and Telekinesis will not work within a seventy yard radius of Nemesis.

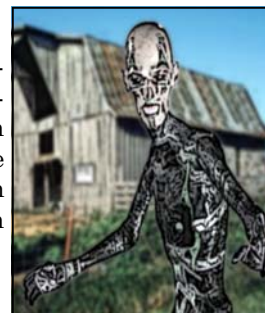
Detect EVs: Nemesis is able to scan for EVs up to fifty miles away.

Guardian Universe Live: April and May 2009 Cont...

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the tavern is extensive. Because of the amount of damage caused by the imposter Supe, the US Government authorizes EV Hunters to be brought into the city as protectors of humanity. This is done covertly.

NASA spots a strange object from deep space heading towards Earth at an unbelievable speed. The Future 5 and Guardian Team One are put on standby.



A small town in Ohio is found occupied by zombie-like creatures who seem to be part human part machine. The government quarantines the town and awaits a Guardian team to clean

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Aries & Lionheart: Gestalts of another World.

Name: Aries & Lionheart

Real Name: None

Legal Status: Unknown

Age: Unknown

Group Affiliation: N/A

Base of Operations: Mobile

Aries is a gestalt of Freelancer, the source of all Nanonetics. When the Source escaped from the laboratory that housed it, Aries was sucked back into existence. Without a true base form Aries has been forced to try and find reason for his existence. Aries is a cocky ego-driven hero who loves to flirt with the ladies and is all for a good rumble. His martial arts skills are uncanny and his mastery over his powers makes for a good fight. At his side is Lionheart, the other gestalt of Freelancer. Lionheart represents honor and nobility. He is a calm hero who knows how to size it up and make the right call. Like Aries, he is searching for the cause of his existence. Lionheart is a master swordsman. The first day back on Earth, Lionheart tracked down his Ebony Blade at a New York Museum and stole it. Both men are formidable opponents.

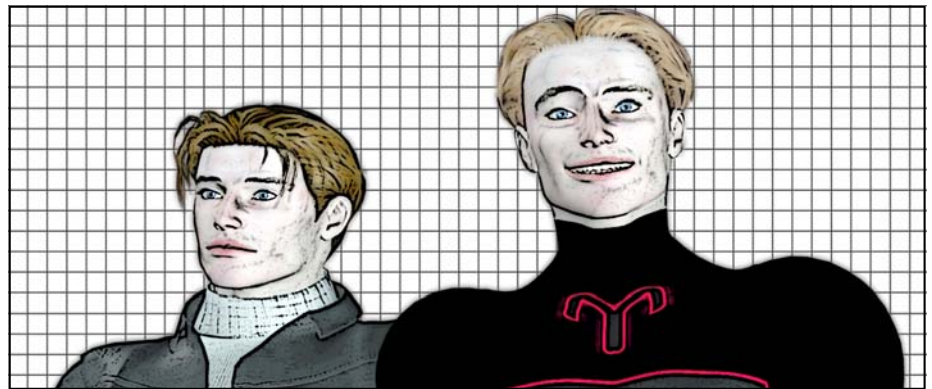
Power Stunts: Ground Strike (Sends electrical current through ground striking all targets who are in direct contact with the ground), Arrowhead Leap (Works like Leaping, using an electrical discharge to

gain ground), Electrical Field (Works like a force field against physical attacks), Draw Power (May draw electricity out of power lines or wall plugs in order to strike an opponent), Power Sphere (A massive sphere of solid electricity causing physical damage and electrical damage).

Regeneration (Special): The gestalts may draw on electricity to heal themselves. Also, because they do not really exist in this world, but are instead shadows of a real person they cannot die. Instead they reform over time (Hit Points equal to their MGT per hour).

Ebony Blade: 20 damage, auto-cut (this weapon cuts through anything it impacts with up to Material Cosmic. It ONLY works this way for Lionheart and A-Jax.

Main Stats Secondary Stats	Aries/ Lionheart	
INT	10	1
AGI	20	2
MGT	20	2
SPT	20	2
MVT	15	1
ST	30	
HP	40	
IN	40	4
Action	50	5
Dodge	40	4
Perception	20	2
Education	20	2
Damage	15	
Immortality	100	
Regeneration	30	
Generate Electricity*	50	
Empathy	50	



Guardian Universe Live: April and May Cont...

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it up.

Island X is established by Storm Shadow. Using a combination of magic and alien technology, the island is used as a holding pen for bestial EVs who have proven to be

too inhuman to fit in with society. Island X's location is classified and anyone imprisoned there is teleported to the location. The island does not show up on any local sea maps or sensors. Rumor has it the island is located near Hawaii.



Main Stats	Nightmare	
Secondary Stats		
INT	10	1
AGI	20	2
MGT	30	3
SPT	30	3
MVT	15	1
ST	60	
HP	60	
IN	40	4
Action	50	5
Dodge	40	4
Perception	20	2
Education	20	2
Damage	30	
Immortality	100	
Regeneration	30	
Generate Electricity*	100/50	
Empathy	50	

Name: Nightmare

Real Name: None

Legal Status: Unknown

Age: Unknown

Group Affiliation: N/A

Base of Operations: Mobile

Unlike Aries and Lionheart, this gestalt form is far more powerful and far more dangerous. Coming from the section of the Source that is constantly battling hordes of

Nightmare: The 3rd Gestalt, a Tormented Soul

zombi in an endless dreaming terror, Nightmare is the pure embodiment of anger, chaos, destruction and hatred. The first time Nightmare appeared on the Guardian Earth he defeated two Guardian teams and almost destroyed Chicago. It took the combined might of Aries, Lionheart and the Source to bring him down. But now there is no base form to seek revenge on. This world is not his own. Without a cause Nightmare seeks to bring the super human population to its knees. This time he is being more discreet about it. Nightmare draws his power from electricity, allowing him to do far more damage than his brothers. As long as there is an electrical source available Nightmare can do Supreme damage. When he does this it can have negative effects on the surrounding power grid, causing blackouts and disruptions.

Power Stunts: Ground Strike (Sends electrical current through ground striking all targets who are in direct contact with the ground), Arrowhead Leap (Works like Leaping, using an electrical discharge to gain ground), Electrical Field (Works like a force field against physical attacks), Draw Power (May draw electricity out of power lines or wall plugs in order to strike an opponent), Power Sphere (A mas-

sive sphere of solid electricity causing physical damage and electrical damage).

Regeneration (Special): The gestalts may draw on electricity to heal themselves. Also, because they do not really exist in this world, but are instead shadows of a real person they cannot die. Nightmare regenerates 5 Hit Point every turn and 30 Hit Points instantly when damaged.



Nano-Netic Terror: The Seed (Streets of Fire)

An explosion occurs on the White House front lawn. Witnesses see a strange man appear in the smoke and accuse it of being a terrorist EV. The man vanishes. As weeks go by bodies are found throughout Washington, DC and then some in New York. Whoever the man is, he is heading for Chicago in a round

about way.

How this plays out in a game?

GMs send the players to investigate the body trail. Each corpse is drained of all electrical impulses. Random encounters with Nano-Netic creatures is possible. Basic stats for these baddies come out at

Excellent across the board with the ability to infect others (see the Source's information on Infection). The Nano-Netic creatures are drawn towards electrical power sources. If there isn't one to be found they will feed on humans. Power outages are common when

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The Source: Remnants of the old Guardian Earth

Name: The Source
Real Name: Unknown
Legal Status: Wanted by US Government
Age: Unknown
Group Affiliation: N/A
Base of Operations: Mobile
 The Source is the humanoid being who is a living form of Nano-Netics. Original DNA tests showed that the Source used to be at least somewhat human, but the origin of creation or birth could not be determined. The Source was found in a bunker beneath the White House during an excavation project. A Nano-Netic sample was recovered from the Source and used to create heroes like Cy-Born and NOAH. The actual Source itself was kept in the bunker until one day it woke up and blasted its way out of the White House. Now it is free and spreading a Nano-Netic virus across the United States and no one is sure where the Source is exactly or when it will strike again.

Data Sucking: When in contact with a computer, or other data machines, the Source can suck data from it by just touching the machine. The machine can resist by making a SPIRIT save difficulty 30. If the machine fails then all data is copied into the Source to be used at will.

Eat Electricity: The Source and its spawn and absorb electricity up to Fantastic intensity.

Formless: The Source can literally change shape at will allowing it to walking through small spaces. Because it is formless it is protected against 50 points of physical damage each time it is attacked.

Infect: When attacking a target, the Source can literally suck ALL electrical energy from a human body. In doing this the target becomes infected with a rapid spread-

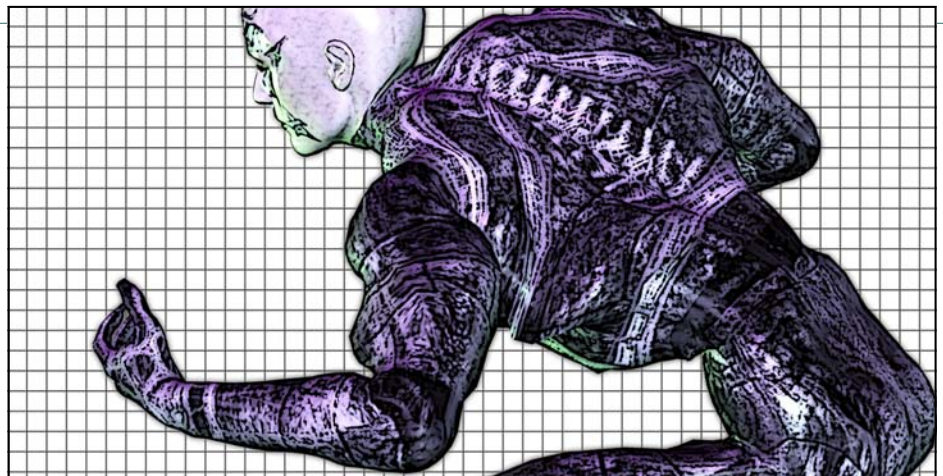
ing strain of Nano-Netics. In order to resist the infection the player makes a MIGHT save difficulty 30. If the player succeeds then they just take 30 points of damage. If the player failed they take 30 points of damage each turn until dead. If there is an electrical power source nearby OTHER than another human the body will get up, powered by the Nano-Netics and start to drain the power source. Once fully charged the human host becomes a walking, talking Nano-Netic creature capable of functioning independent from the Source, but may merge with it leaving the host body nothing more than fried flesh and bone.

Power Stunts: Ground Strike (Sends electrical current through ground striking all targets who are in direct contact with the ground), Arrowhead Leap (Works like Leaping, using an electrical discharge to gain ground), Electrical Field (Works like a force field against physical attacks), Draw Power (May draw electricity out of power lines or wall plugs in order to strike an opponent), Power Sphere (A massive sphere of solid electricity causing physical damage and electrical damage).

Regeneration (Special): The Source regenerates 5 Hit Point

Main Stats Secondary Stats	The Source	
INT	20	2
AGI	20	2
MGT	30	3
SPT	50	5
MVT	20	2
ST	60	
HP	60	
IN	40	4
Action	50	5
Dodge	40	4
Perception	40	4
Education	40	4
Damage	30	
Regeneration	40	
Generate Electricity*	100/50	
Empathy	50	
Infect*	30	
Eat Electricity	40	
Formless	50	
Data Sucking	30	

every turn and 30 Hit Points instantly when damaged as long as there is an electrical power source to pull from.



Main Stats	Hercules	
Secondary Stats		
INT	15	1
AGI	30	3
MGT	70	7
SPT	30	3
MVT	30	3
ST	140	
HP	140	
IN	45	4
Action	90	9
Dodge	50	5
Perception	30	3
Education	30	3
Damage	70	7
Demi-God Tough	140 AC	---
Life Support	---	---
Longevity	---	---

Hercules: Demi-God and Celebrity

Base of Operations: Mobile

Hercules is just as arrogant as he was in his days as a tanned Demi-God running around Greece causing chaos for the lords of the time. Having wandered the Earth throughout time, Hercules spent most of his time competing in competitions meant for mere mortals. In the days of Cartel, Hercules went into hiding and eventually ended up off world. After getting thrown off an alien planet when the citizens realized who he was, Hercules was left drifting in space alone. Finally Hercules fell back to Earth just in time for the appearance of Venger. Deciding to stay out of mortal affairs, the Demi-God joined the Ultra-Extreme Fighters League. Here he spends his days trashing wanna-be super



Name: Hercules
Real Name: Hercules
Legal Status: Citizen of Olympus
Age: Unknown
Group Affiliation: Ultra-Extreme Fighters, Guardian Team One

being on Pay-Per-View. Hercules thinks he is all that and more. He knows that when the time comes he will need to help defend Earth, but in the meantime he is going to live it up. When coming to help way-

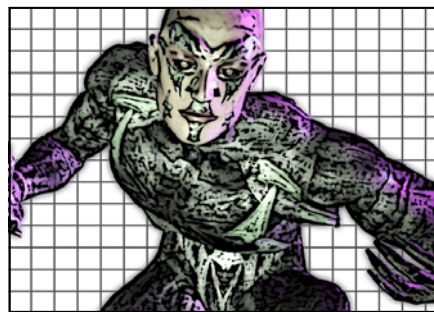
ward heroes, Hercules makes sure a TV crew is on hand to document his amazing feats. Hercules will not assist in mere mortal rescues, instead waiting for the bigger parties to crash. Hercules has worked in the past with Guardian Team One and other Guardian Teams.

Nano-Netic Terror: The Seed (Streets of Fire) Cont....

(Continued from page 10)

the Nano-Netic infected are in town.

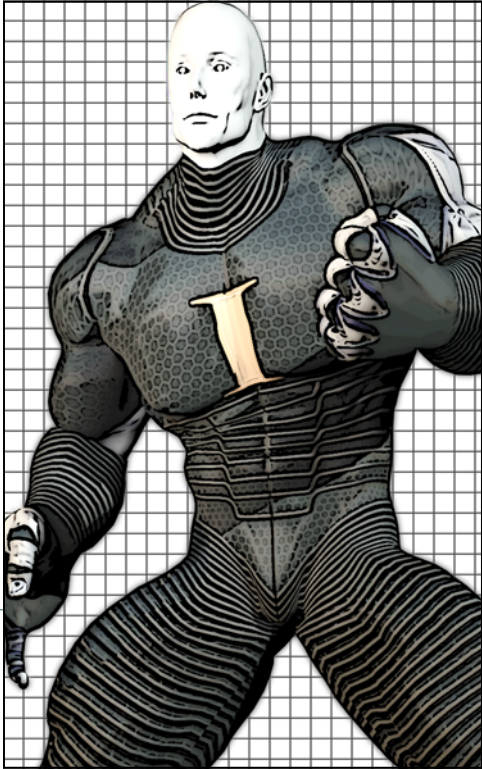
Aries and Lionheart are also on the trail of the Source. They are willing to help any heroes when in need and tend to show up at those most crucial times. These two men aren't



right, but he won't explain why. If Nightmare has contact with any naturally evil people he will attack them and make sure that they are sent to their creators. If calm, Nightmare can be a powerful ally. But GMs should be warned, Nightmare is the pure embodiment of the

(Continued on page 13)

ICON: WWII Hero back from the dead?



lided. In an attempt to bring hope the United States built a super android whom they dubbed ICON. This figurehead of the war cause brought happiness to everyone across the war torn European front. It was thought that ICON was destroyed during a raid against a Nazi stronghold in Germany. Sixty years later ICON reappeared in China, battling Evolutionaries who had taken control of a nuclear power plant. ICON dispatched the villains and flew to the United Nations in New York and declared that he had returned to save humanity from the evils that had emerged. ICON is a loner who doesn't act anything like he used to. The people who helped create him are confused and have tried countless times to get him to come in for questioning. But at a time when EVs are on the verge of making humans second rate citizens, people don't care as long as the hero still exists. ICON to the

Name: ICON

Real Name: Unknown

Legal Status: Unknown, Wanted for Questioning

Age: Unknown

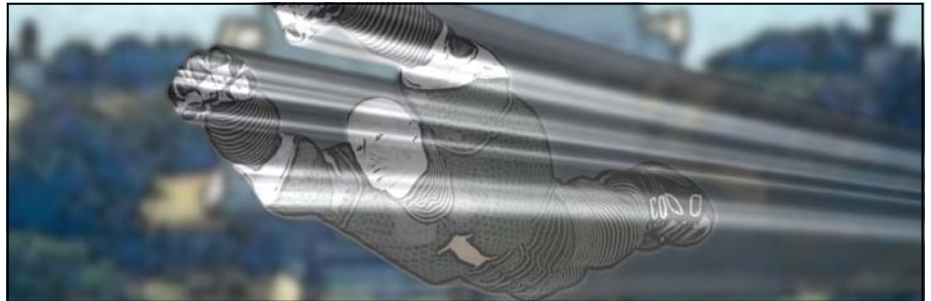
Group Affiliation: N/A

Base of Operations: Mobile

World War II had serious effects on our world. One was an increase in low moral as the world powers col-

Main Stats Secondary Stats	ICON	
INT	10	1
AGI	20	2
MGT	50	5
SPT	30	3
MVT	20	2
ST	100	
HP	100	
IN	30	3
Action	40	4
Dodge	40	4
Perception	20	2
Education	20	2
Damage	50	
Invulnerable Physical	50	
Invulnerable Energy	50	
Flight	50	
Optic Beams	40	

normal human represents hope.



Nano-Netic Terror: The Seed (Streets of Fire) Cont....

(Continued from page 12)

Source's anger, desires, and lusts. He doesn't think twice about acting out in a fit of fury.

The conclusion for this game seed will come next issue. Until then enjoy!



Main Stats Secondary Stats	Halo	
INT	20	2
AGI	40	4
MGT	70	5
SPT	50	5
MVT	30	3
ST	140	
HP	140	
IN	60	6
Action	80	8
Dodge	80	8
Perception	80	8
Education	80	8
Damage	50	5
Cosmic Tough	70 AC	
Life Support	---	---
Longevity	---	---
Flight	500	
Optic Beams	70	
Light Control	100	

Name: Halo

Real Name: John Patrick

Legal Status: Citizen of Scotland, Imperium Avatar

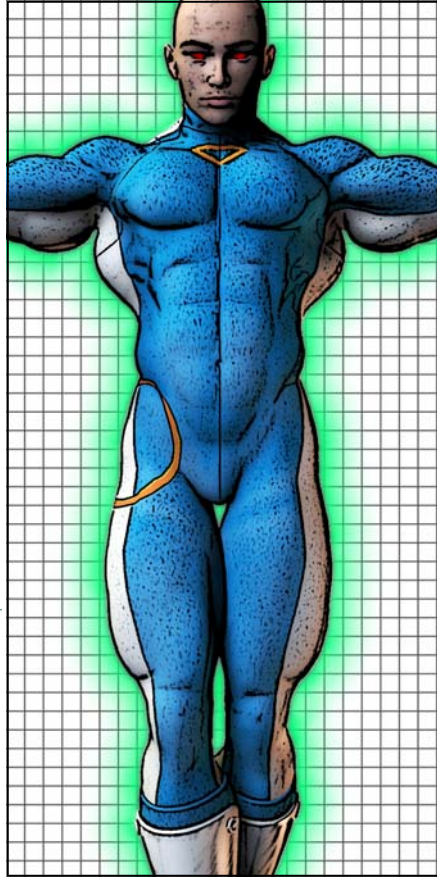
Age: Unknown

Group Affiliation: The Imperium Royal Legion

Base of Operations: Mobile

John Patrick was born of no Earth

Halo: Christian Hero trying to save a world.



sion to repair a damaged satellite his ship was blown apart by the same energy wave that transformed the Future 5. John Patrick's body was already pulsing with cosmic energy, but the boost completely transformed the pilot into a cosmic being. Instead of returning to Earth, John Patrick headed into deep space looking for the source of the wave. His first stop was a planet whose population was saturated in the Christian religion. John was greeted by priests who mistook him for an Angel. They presented him with a special suit that was designated for their chosen one. John Patrick became known as Halo. Soon afterward the forces of NeCross destroyed the planet and Halo was left to wonder the galaxy fighting the forces of evil wherever they were found.

parent. He was found as an infant in Scotland in the marshes. As he grew older he started to show signs of unimaginable power. John Patrick became an astronaut for the United Kingdom. While on a mis-



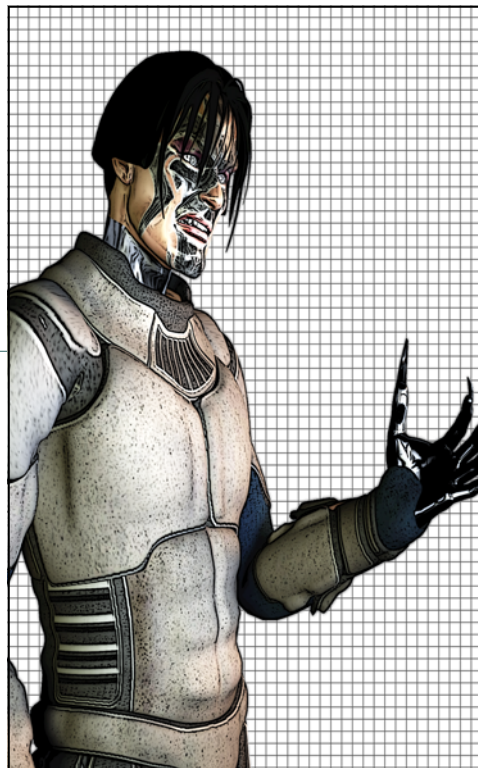
Cy-Claw: Nano-Netic Operative for Cy-Strike



Name: Cy-Claw
Real Name: Monty Ironclaw
Legal Status: American Citizen
Age: 32
Group Affiliation: Cy-Strike
Base of Operations: Mobile

Monty Ironclaw was a proud and rebellious young man when he joined the Marines and volunteered for suicide missions like they were some type of holiday. One such mission brought him home mortally wounded and missing his two hands after a drug cartel cut them off. Shut away in a Veteran's hospital, Monty plotted his revenge against the bastard who hurt him. When Cy-Born came knocking looking for a few dozen good men, Monty signed up. Injected with Nano-Netics and experimental DNA, Monty's body mutated and grew new hands with razor sharp claws on his fingertips. Cy-Born was surprised by the mutation, but didn't let Monty know the truth. Taking on the name Cy-Claw, Monty requested a leave of absence in order to carry out his revenge. Cy-Born at first denied the request, but after seeing how dangerous Monty was

becoming during training exercises, changed his mind, hoping that Cy-Claw might burn off some steam. The mission to South America was paved in blood. Monty killed the entire drug cartel's family and that



Main Stats	Cy-Claw	
Secondary Stats		
INT	15	1
AGI	30	3
MGT	30	3
SPT	20	2
MVT	30	3
ST	60	
HP	60	
IN	45	4
Action	70	7
Dodge	60	6
Perception	30	3
Education	30	3
Damage	30	---
Regeneration	30	---
Razor Claws	60	60 AC
Elect. Res.	50	---
Wall-Crawl	30	---
Armor	30	---

included women and children. The only person left alive was Fernandez Chavez, the man who took Monty's hands. But Chavez wasn't the same afterwards. Monty removed his arms and legs and left him for dead. Upon his return to Cy-Strike, Monty was much more willing to work with his teammates. Cy-Claw is the type of person who will cut his way through waves of mooks, soldiers and anyone else who stands between him and his objective. When he isn't on mission, Monty is training to become a better killer. With his razor claws, that isn't too hard.

Main Stats	Sgt. Dexter	
Secondary Stats		
INT	20	2
AGI	30	3
MGT	20/40	2
SPT	30	3
MVT	20	2
ST	40	
HP	40	
IN	50	5
Action	70	7
Dodge	70	7
Perception	50	5
Education	60	6
Damage	20	
Havoc Pistol	30	AP/ LETHAL
Force Screen	30	
Power Armor	40 AC	
Natural AC	10	

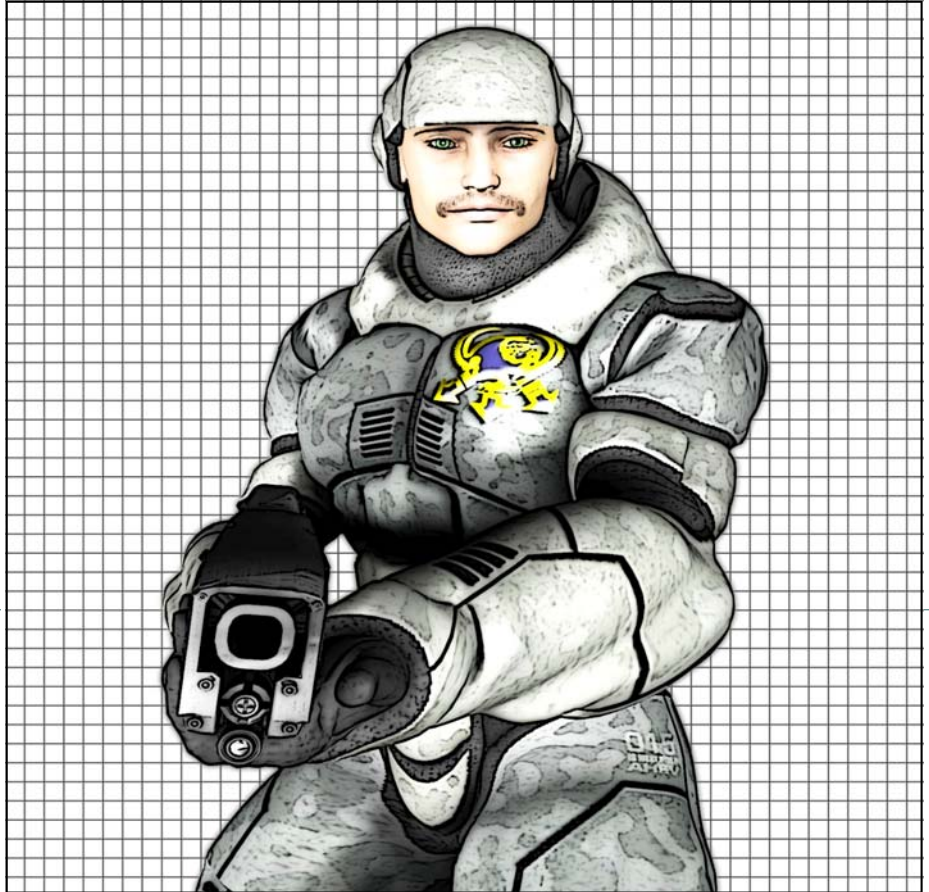
Name: Sergeant Dexter
Real Name: Pax Dexter
Legal Status: US Citizen
Age: 37

Group Affiliation: Operation: Storm Shadow, Team Firestorm

Base of Operations: Secret Base outside of Washington, DC

Pax joined the Marines at age eighteen and at age nineteen he was running Black Ops missions out of Beirut. The years that followed were ones of victory and defeat. Eventually Pax was recruited by the United Nations to help lead a crack team of military covert specialists. Their mission: Contain and Exterminate the EV Threat as Needed. Not liking EVs in the first place, Pax was quick to make a name for himself. Leading his Team Firestorm into Moscow, Pax zeroed in on a group of Russian EV militants that were planning on stealing nuclear warheads. Within hours of dropping in on the enemy HQ, the warheads were retrieved and Team

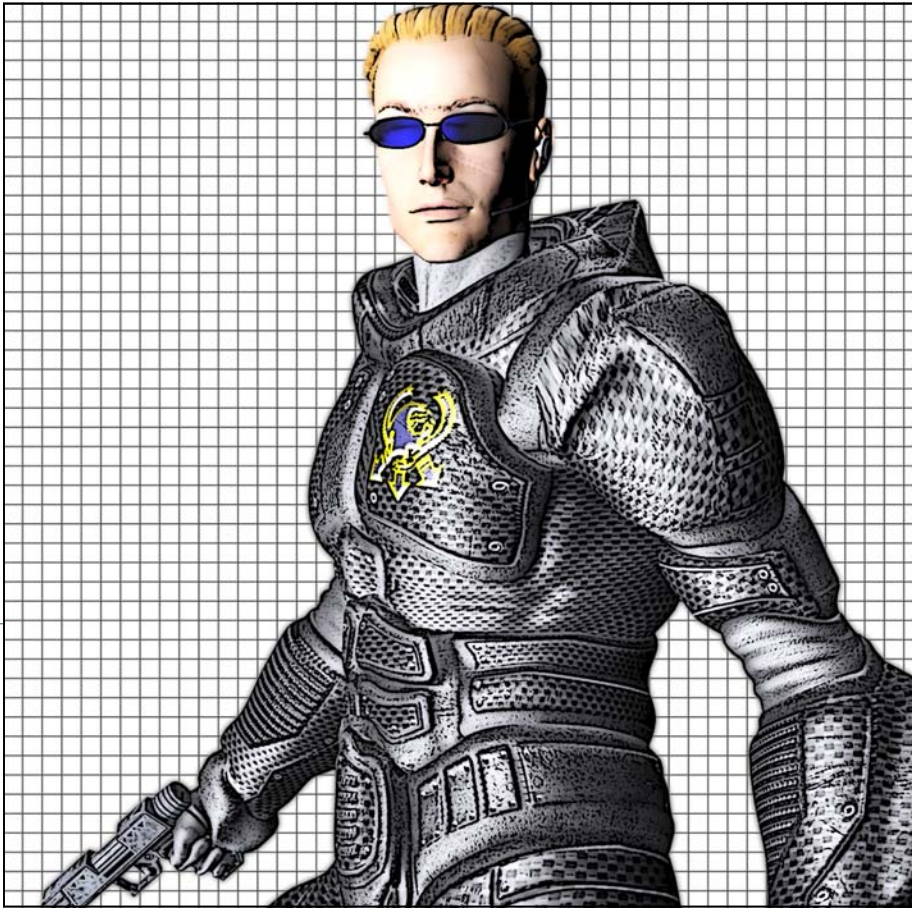
Sgt. Dexter: A Human ready to take down EVs.



Firestorm returned home with no casualties. Their celebration was sort lived. Aegis hit the UN building in New York while his team was away. With little to use against Aegis and their weapons locker contained beneath the inaccessible UN building, Team Firestorm had to rely on Guardian Team One to help them. Pax became more determined to show that human power was much better than EV power. As a soldier, Pax is as tough as they come. He can go into any situation with little stress and has been known to crack jokes at the worst times. His Team Firestorm is made up of grunts and techies with histories of excessive violence and theft. But they follow Pax like he is some type of super hero.



Capt. Horatio: Smart and ready for war, are you?



Name: Capt. Horatio

Real Name: Julius Horatio

Legal Status: US Citizen

Age: 33

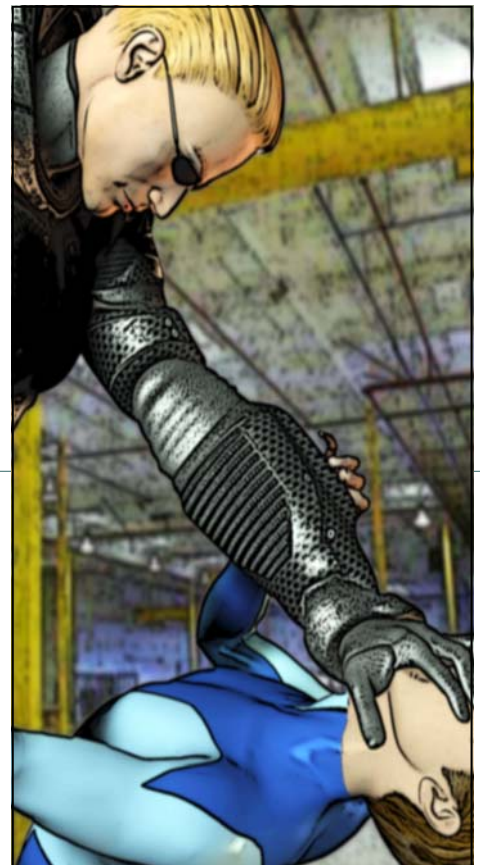
Group Affiliation: Operation: Storm Shadow, Team Black Blade

Base of Operations: Secret Base outside of Washington, DC

Julius was the top of his class in military theory at Annapolis. Instead of following a traditional career in the Navy, he instead went into Black Ops intelligence. There wasn't a terrorist on Earth that couldn't fart without Julius hearing about it. When the UN began recruiting for Operation: Storm Shadow, Julius applied. At first the UN was hesitant, because Julius had exposed several of their more dirty secrets to the press in the years leading up to Storm Shadow.

At the same time, they knew Julius could prove to be vital to the mission. Offering up the location of an EV radical group in Berlin, Julius led the mission to wipe out the threat. Not only did Team Black Blade succeed, but Julius brought back with him details of a German genetics program that was going on behind the German government's back. Black Blade began to sweep the globe looking for more of these genetic freaks. Julius is a good team leader. He's a little snobby, but he gets the job done. His spy network is vast and Julius has friends in the strangest places. To represent this, anytime Julius needs information on anything he may call upon any number of resources to get basic information on his inquiry.

Main Stats Secondary Stats	Capt. Horatio	
INT	30	3
AGI	20	2
MGT	15/30	1
SPT	20	2
MVT	20	2
ST	30	
HP	30	
IN	50	5
Action	50	5
Dodge	40	4
Perception	60	6
Education	70	7
Damage	15	
Phase Pistol	25	AP
Force Screen	30	
Power Armor	40 AC	

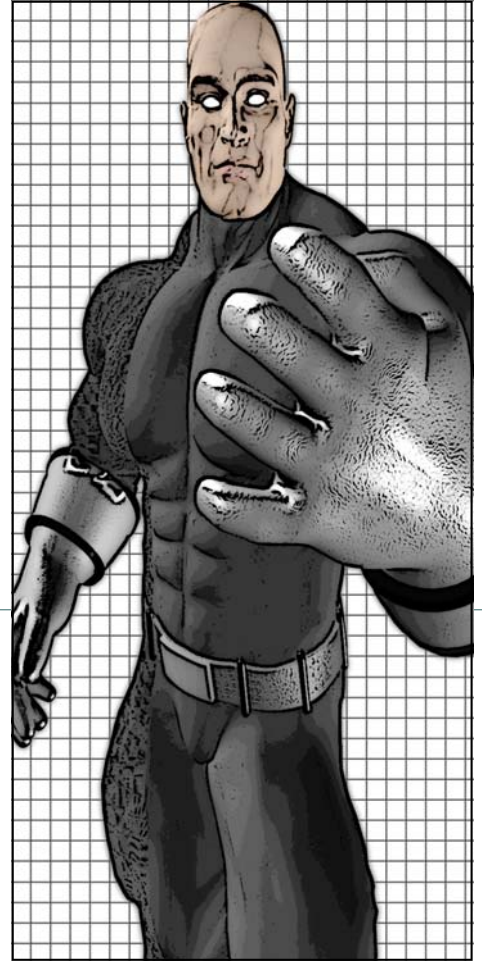


Main Stats Secondary Stats	Brawl	
INT	10	1
AGI	30	3
MGT	20/40	2/4
SPT	30	3
MVT	15	1
ST	40/80	
HP	40/80	
IN	40	4
Action	70	7
Dodge	60	6
Perception	20	2
Education	20	2
Damage	20/40	
Natural AC	20	
Mesh Suit	20 AC	

Brawl: Street level hero, with a dark past.

on the name Brawl and became a street fighter in New York City. When his sponsor was murdered by a rival crime syndicate, Brawl joined forces with the police in taking down the killers. His assistance caught the attention of a local DEA agent named Detective Lewis Grant. Lewis quickly got Brawl on the payroll as hired manpower when it was needed. Brawl loves his new job. He is able to walk the streets of New York and fight crime with a badge. Brawl lives in a small apartment in Brooklyn Heights and has a thing for his neighbors. When needed, Brawl hits the streets with Detective Grant. Brawl is an expert in all military weapons use. If it has a trigger, Brawl can use it.

***Special Rule:** Brawl is a Genetec. When angry his MIGHT increases by two. This called a **Battle Rage**. In order to come out of the rage Brawl must roll 1d10+SPT. If he rolls under his Spirit then he returns to normal. If he doesn't, then he will keep fighting anyone near him, friend or foe. Over the past few years Brawl has managed to control this rage, for the most part.



Name: Brawl

Real Name: Genetec One

Legal Status: US Citizen

Age: Unknown

Group Affiliation: DEA

Base of Operations: New York City

When the Guardian Earth was altered by Guan Di, Genetec One was thrown back into society with even less of a memory than he had before. Blessed with enhanced genetic functions, Genetec One was a formidable opponent. For the years following the change, Genetec One took



The Supe: Pretty boy, ego maniac, world's greatest hero?

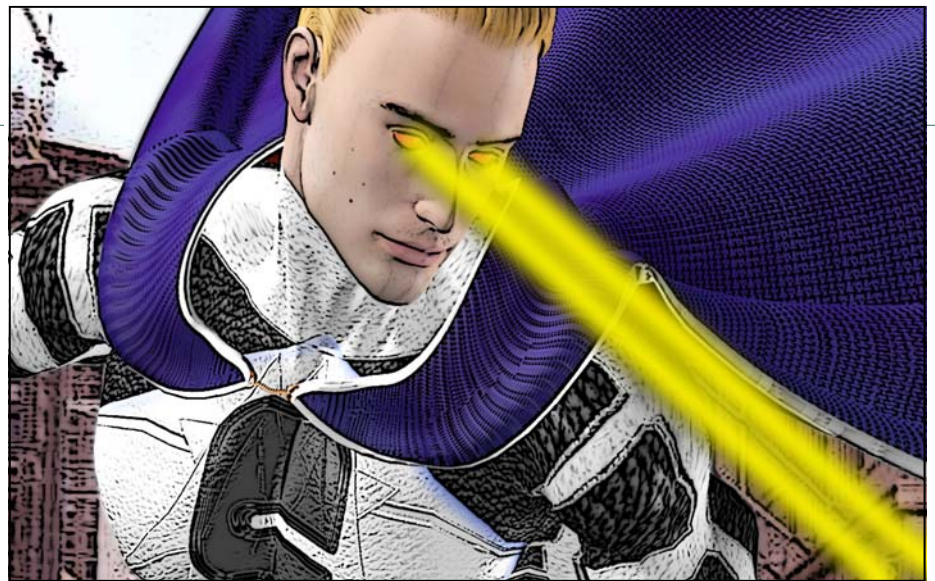


Name: The Supe
Real Name: Bill Smith
Legal Status: American Citizen
Age: 26

Group Affiliation: All Stars
Base of Operations: Chicago
 Bill Smith is a reporter for the Chicago Daily who is also Chicago's most powerful non-government hero. But Bill also has a dark side. One that comes out in his alcoholism. He is constantly torn between a real life and the one of a super celebrity. This makes The Supe a sketchy hero who is hated by a lot of his peers. His involvement in the All Stars is based on an understanding that The Supe is the main man and no one else.

*GM Note: The Supe was recently killed by Cy-Strike agents after

they infiltrated the Surgeon's ship. There is an android Supe currently patrolling the city (stats next issue)



Main Stats Secondary Stats	The Supe	
INT	10	1
AGI	20	2
MGT	70	7
SPT	30	3
MVT	20	2
ST	140	
HP	140	
IN	30	3
Action	40	4
Dodge	40	4
Perception	20	2
Education	20	2
Damage	70	
Solar Absorption	100	
-Flight		
-Heat Vision		
-Super Tough		
Solar Pool	1000 pts.	



*Coming next Issue: GU2 Variable Cards!
Here is a sneak peak!*

You've read about the *Cosmic Game*, but now get your hands on the cards to enhance game play! How will they work? For every natural 10 or 20 a player rolls they draw one card from the Variable's Deck. They may use this card at any time throughout the game session. These cards range from simple increases in your Attack rolls to super powerful cards like *Resurrection!* Currently the cards will be released as sheets in the back of *POM*. Later if successful we will start making decks of these cards for purchase from the Dilly Green Bean Games website. WWW.DillyGreenBeanGames.Com

Issue #1 written by: Jay Libby
Art By Jay Libby

Jay Libby is co-owner of Dilly Green Bean Games. He is also a contributing artist & writer for R. Talsorian Games' *Cyberpunk v3* line. Other credits to Jay are games like *Guardian Universe Core Fuzion*, Jay Libby's *AlphaVerse*, and *Xandoria Core Fuzion*.

Current projects include: *Xandoria Core Fuzion v2*, and *Xenomorph Invasion*, along with the art for *CPv3 Altcult: Edgerunners*.

Next Issue: Evolutionary Mayhem!

Learn the fate of Bestial Evolutionaries as we visit Island X! Discover why magic and technology work so well together!

Get five new powers!

The Conclusion to Nano-Netic Terror!

More NPCs! Including more All Stars!

The first card sheets for the Variables Deck for GU2!

Then get ready! Chicago is about to get a new set of protectors and they aren't EV friendly!

