

G-CORE COSMIC



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*Dilly Green
Bean Games*

*Guardian
Universe*



G-Core: COSMIC

New Character Generation, Powers and NPCs
For your COSMIC gaming needs!
Part of the Guardian Universe III Product Line

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This product requires G-Core.

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Welcome to G-Core COSMIC

In this product you will find new powers and Hero Types based around cosmic style heroes. You might notice that some of these Hero Types also have the same Origin names as in G-Core. I did this because the Physical Stat and Mental Stat Pools come from Hero Types. If you were playing a Demi-God with a Physical Stat Pool of 50, that would be crazy. But that's not to say you can't play straight from the G-Core book. You still need it for other point information. Not to mention, if you are playing the great grandchild of a Demi-God then the straight G-Core creation is just what you need.

What I am presenting here are shortcuts to creating really powerhouse heroes. You read about them in Marvel Comics™ and DC™, but now you can really play them out. I don't recommend allowing people to play these heroes unless they are going up against the truly cosmic equal or better.

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 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.

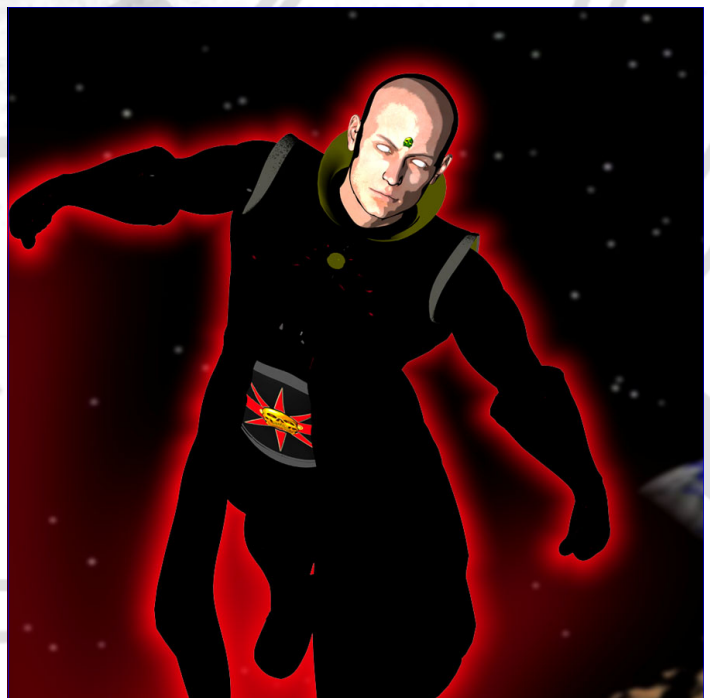
Hero Type Bonuses:

***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. For Odin it was Thor and Loki. Hercules is the son of Zeus. 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.



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)

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

The ability to control Geoforges 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.

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

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, hu-

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

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 not in favor of 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.

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!

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.

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)
mans, 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.

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.

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

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.

Tidal Force

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

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

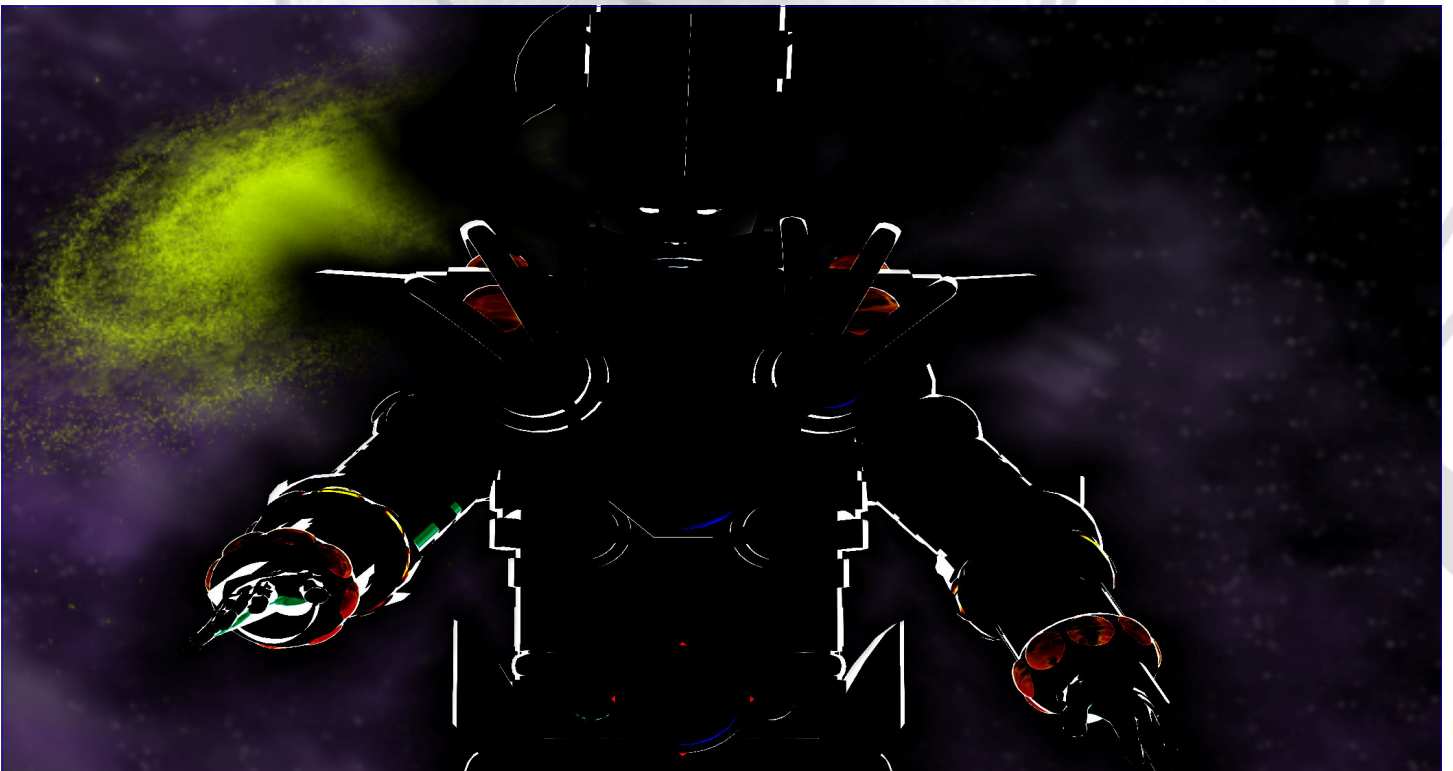
Entire oceans are your playground, allowing the player with this power to literally change tidal conditions at will. This means he

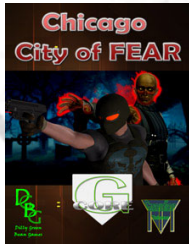
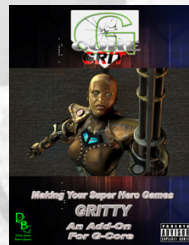
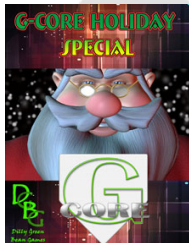
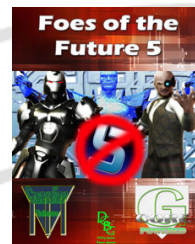
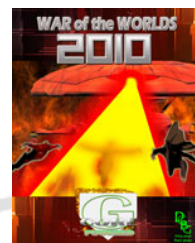
can cause a continent to be submerged or generate tidal waves so powerful they can change the landscape of a planet.

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





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)

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Name PRIME
Age AROUND 24
Height 6FT
Weight 230 LBS
Origin EXPERIMENT COSMIC

Rumble 40 **Smarts** 40
Agility 50 **Perception** 100
Might 40 **Spirit** 100
Moxie 70

Health
200

WILD
240

Powers

Flight: 100, Hyper-Flight: 50, Resist Radiation: 150, Cosmic Energy Generate: 50, Cosmic Perception: 50 Regenerate: 50 (Special, see next page), Tough: 30 Immortality: 500 (Special, see next page)

Flaw/Weakness

Flaw (Minor): Prime suffers a guilt complex for every life he has had to take. Because of this he tends to snap (in a scary way) at anyone who takes a life who is with him.

Special Focus

ASTRONAVIGATION +40
SCIENCE +30
POWER FINESSE +30
OCCULT +40

Armor/Gear/Weapons

SEE NEXT PAGE

Prime

Name: Prime One

Identity: Secret (Earth), Public (Alien worlds)

Personality: Very cold and emotionless, unless he is having an emotional outburst.

Allies: Over Watch

Foes: Galactic Guardians, Forces of Evil

Popularity: -20 (with Galactic Guardians), +40 (with people he has saved)

Prime is the creation of GodTech. During the 1980s, an archeology team uncovered a strange skull stone from Aztec ruins. Believing it to be magical, the team sent it to the United States for study. For years top scientists studied the stone and each one died only two hours after being exposed to it. The government seeing no other choice locked away the skull stone in a Top Secret government warehouse. It didn't stay hidden for long. GodTech eventually got wind of the artifact and retrieved it. Unlike the American scientists, GodTech was much more prepared. They deduced that the skull stone was actually alien in origin. The power inside, while unstable, was almost equal to that of Omega or Spectre. Taking another stab at genetically engineering a super human, GodTech grew a fresh living being and attached the skull stone to his forehead. GodTech called their creation Prime. They bombarded him with educational data and made sure to give him emotions. But the GodTech plan hadn't gone unnoticed. Omega learned of their plot and attacked the GodTech facility with a team of Guardians. Before GodTech could release their 'Prime' creation from its stasis pod, Omega threw it into space.

This wasn't the end of Prime. His pod drifted through space absorbing unshielded cosmic energies. A Galactic Legion patrol ship discovered the pod and brought it onboard. When they opened it, Prime was ready to fight and destroyed the ship and the killed the crew, not realizing that they were not a threat. This action drew in hundreds of Galactic Legionnaires looking for revenge. Prime quickly surrendered, not wishing to hurt anyone else. While being transported for sentencing, Prime met the female assassin Fatale and the galactic thief Imp. But their trip was interrupted when Matrix and her Coders attacked. Prime and his new friends helped fight off the attackers. When they realized that their escort wasn't paying attention to them, the three jumped ship in an escape pod and fell to the planet Nordin. Prime went on his own way, leaving Fatale and Imp to fend for themselves. He wandered into different communities on the planet and kept hearing horror stories about the ruler of the world, a Demi-God named King Mondo. After seeing Mondo's soldiers rough up a teacher and her students, Prime decided he would face King Mondo and put an end to his rule. When Prime confronted Mondo during a public execution, the two clashed in an epic battle. As the two fought, it was revealed that King Mondo was the son of Thor, a Nordic God. Not wanting to anger the gods of mythology, Prime subdued the Demi-God and ordered him to stop being a tyrant. Just as Mondo started to agree, a loud pop rang out and



Mondo fell dead. Standing in the crowd was Fatalle, holding a strange gun. Prime couldn't believe she would murder someone and quickly disarmed her. Prime's soul quivered. The death of one of their own would bring the wrath of the gods, something that the people of Nordin could not survive. After yelling at Fatalle, Prime went back to Mondo and just stared at him. The skull stone began to glow and a beam of red light shot out of the stone and enveloped Mondo. The Demi-God's body began to twitch and then began to move. Mondo lived. But when Prime asked if he was ok, Mondo answered in a jumble of childish words. Prime may have brought Mondo back to life, but Mondo was suffering from brain damage, not to mention a permanent hole in the Demi-God's temple. Prime told the people of Nordin to tell the gods, if they ever came looking for Mondo, that he was killed by an alien intruder. Not wanting to cause any more problems, Prime ordered Fatalle and Imp to leave the world immediately. With Mondo in tow, the three left Nordin for further adventures. Prime decided that in order to protect his companions he would give their group a name. He decided Over Watch was appropriate. He would lead them across the galaxies fighting cosmic threats and protecting the weak. Yet, even though his cause is noble, Prime and the Over Watch are made up of wanted people and a tyrant. This has caused Prime many problems.

Power Notes:

Prime is powered by raw cosmic energies and the genetic genius of GodTech. Prime's body is engineered to never die. When his body is critically wounded it generates a protective crystal around himself in which he regenerates. This crystal is impervious to harm (1000 Material) and only breaks open once Prime has completely rejuvenated. Prime's body is highly resistant to cosmic energies, allowing him to travel in space without any form of protection. He doesn't need to breath, eat or sleep. Prime is capable of interstellar flight. His body can release cosmic energy pulses which are powerful enough to destroy a spacecraft.

Additional Flaw (Minor): Wanted. While many people are seeking Prime as a criminal, he has just as many allies who he's helped.

The Death Godstone

-Skull Stone

The stone on Prime's forehead is actually a Godstone that fell to Earth millions of years ago. The planet of origin is still a mystery, but the energies inside are deadly. This particular Godstone has been energized with Death Energy. It has the ability to steal life and give life at the wearer's will (500 Rank power). It can also soak cosmic energies to use in an offensive and defensive manner (150 Rank Solar Absorption). The Godstone is unbreakable (Infinity Rank) and rumor has it that the Death Godstone is one of several different Godstones throughout the universe, all being created by the Big Bang. Another theory is the stones were created by a powerful cosmic entity as a way of maintaining balance through the cosmos.

-1000 Material

-Cosmic Sense: 50

-Consume: 500

-Resurrection: 500

-Soul Suck

-Solar Absorption: 150

—Flight

—Cosmic Blasts

—Force Field

—Blinding Flash



Name MONDO
Age AROUND 1,000
Height 7FT 10
Weight 400 LBS
Origin DEMI GOD

Rumble 40 **Smarts** 2
Agility 10 **Perception** 8
Might 70 **Spirit** 8
Moxie 100

Health
220

WILD
18

Powers

Power Boost: 100, Tough: 40, Flight: 100, Hyper-Flight: 10
 Energy Generate (Lightning): 100 (Special)
 Regenerate: 10

Flaw/Weakness

Flaw (Major): Mondo suffers from serious brain damage and is easily manipulated. For some reason he only listens to Prime and Fatalle.

Special Focus

BRRAWL +40

Armor/Gear/Weapons

N/A

Mondo

Name: Mondo Thorson

Identity: Public (Mondo is feared as a tyrant)

Personality: Childish. Curious and temperamental at times.

Allies: Over Watch

Foes: Most Civilized Worlds

Popularity: -50

Common Expressions: *Pretty rock. You smell bad. I'm gonna smack you, bad man!*

Mondo is the son of Thor, Nordic God of Thunder. He and his brother Strykefire lived happily in Asgard until their father decided it was time for his sons to learn the art of war. Mondo was a brute and powerful compared to his brother and he excelled in the physical trials. But when it came to the tests of knowledge, Mondo was not as lucky. Both sons lacked in true discipline, so Thor cast them out of Asgard in hopes that traveling across the stars would help educate them better and prepare them for Ragnarok. Mondo and Strykefire became adventurers, but when Mondo came across a world that worshipped the Norse Gods, he stayed and took up the role of King Mondo. Strykefire begged his brother to move on, but Mondo wanted to rule, not work. During his reign as King, Mondo brutalized his people and enslaved anyone who would not follow him. When aliens attempted to make contact, Mondo drove them off. When other aliens invaded, Mondo drove them off too. Soon his people began to tolerate the Demi-God. But when Prime arrived, his rule ended. Mondo was assassinated by the female alien Fatalle. He was then brought back to life by Prime. The wound to the Demi-God's brain, however, was traumatic. Mondo was not the same person. Instead of being a determined bully, Mondo was reduced to the intellect of a child. With no future ahead of him, Mondo became a member of Over Watch.

Mondo has an attachment to Fatalle. He sees her almost like a mother figure. If he knew the truth, Mondo would probably crush her in an instant. The energies that power Mondo are almost infinite. He can boost his strength to godly levels and withstand most physical harm. When really angered, Mondo discharges lightning bolts at his targets.



Name IMP
Age 320
Height 4FT
Weight 111 LBS
Origin CHILD OF THE STARS

Rumble 10 **Smarts** 40
Agility 30 **Perception** 20
Might 10 **Spirit** 40
Moxie 30

Health
80

WILD
100

Powers

Teleport: 100, Cosmic Jump: 30, Cosmic Perception: 30

Flaw/Weakness

Flaw (Minor): Obsessed with Gold: IMP has a thing for gold. So much that he is quick to steal it from anyone and anywhere.

Flaw (Major): Wanted. Imp is wanted by several governments for stealing

Special Focus

GOLD ID +40
 THIEVING +30
 ACCOUNTING +40

Armor/Gear/Weapons

Magical Top Hat: 70 Rank Material
 -Inside Pocket Dimension: 150 Rank
 (For storing treasures. Only IMP can access the dimension)

Imp

Name: Imp Pott

Identity: Public, most people know who Imp is, but he still can charm them.

Personality: Easy going, gold digger.

Allies: Over Watch

Foes: Galactic Guardians

Popularity: -20

The creature known as Imp comes from the planet Goldpot, a world made of pure gold. At one time he was the King's accountant, but when Imp stole several gold artifacts Imp was cast out from their world. Imp is no ordinary Goldpotian. His father was a Child of the Stars and his mother a Goldpotian priestess. Imp was born with cosmic abilities and he knew how to use them. Imp was quick to earn a position of power in the government and when the time was right he stole a massive amount of rare gold plates from the planet's treasure vault. His reasoning when caught was simple "It was just sitting there and I needed a dish set". After his exile from Goldpot, Imp went to work setting up shop on another planet. At first he just acted like a common thief, stealing from wealthy and amassing treasure. But one politician he stole from was the planet's acting Galactic Guardian. Imp was apprehended and shipped to Alpha, along the way he met Prime and Fatalle. Seeing the value of having powerful friends, Imp made it a point to stick with them, even when freedom was at hand on the planet Nordin. Imp figures that by hanging with powerhouses he is less likely to end up back in jail. Not to mention he likes the fame he is gaining by being a 'hero' of sorts. Free drinks, food and presents make it well worth his time.

Power Notes:

Imp has the ability to teleport from world to world by opening wormholes. He refers to his power as 'Potting It'. Imp also can sense cosmic disturbances which he calls 'Star Farts' but in actuality it's Cosmic Perception.



Name FATALLE
Age 26
Height 5FT 8
Weight 198 LBS
Origin ALIEN

Rumble 50 **Smarts** 20
Agility 40 **Perception** 30
Might 20 **Spirit** 40
Moxie 40

Health
150

WILD
90

Powers

CHI: 70
 Regeneration: 20

Flaw/Weakness

Flaw (Major) Wanted: Fatalle is a wanted killer by the Galactic Guardians. She is also feared by the general galactic public.

Special Focus

MELEE MASTER +40
 THROWING MASTER +40
 TARGET MASTER +40
 MARTIAL ARTS MASTER +40

Armor/Gear/Weapons

Sword: 1d10+10
 -50 Material
Pistol: 1d10
 -30 Material

Fatalle

Name: Fatalle
Identity: Public
Personality: No sense of humor. Easily irritated. Cold killer.
Allies: Over Watch
Foes: Galactic Guardians
Popularity: -40

The woman known as Fatalle comes from a long line of female warriors. As a child she was exposed to grueling conditions on alien worlds in order to prepare her for a future as a soldier. When Fatalle turned eighteen she killed the house mother in her training barracks. Fatalle was sentenced to death, but on the day of her execution she killed her jailers and escaped off world. She went to work as a professional killer until she tried to assassinate a Galactic Guardian. Arrested and disarmed, Fatalle was to be shipped to Alpha for sentence. On the way there she met Prime and Imp. The ship they were on was attacked by Matrix and her Coders. Fatalle was more than a match for the attackers and when the dust settled she was in an escape pod. When the three crashed on Nordin, Fatalle set up shop as an assassin. When she realized the people were being oppressed by a tyrant, Fatalle headed to the capital. But when she arrived, Fatalle found a full blown battle underway between Prime and King Mondo. When Mondo was at his weakest, Fatalle struck, killing the King. She thought Prime would be happy, but instead he went mad, threatening to snuff her life, all while screaming about Gods coming to destroy the people of Nordin. Fatalle backed away and watched as Prime brought Mondo back to life. She couldn't believe her eyes. Prime was the master of life and death! Hoping to learn more, Fatalle apologized and asked Prime if she could join him on his journey, wherever it might take them.

Power Notes:

Fatalle is a master of inner CHI. She can strike an opponent dead with a single hit. She can even channel this power through weapons, both melee and projectile.