

# G-CORE & DRAGONS

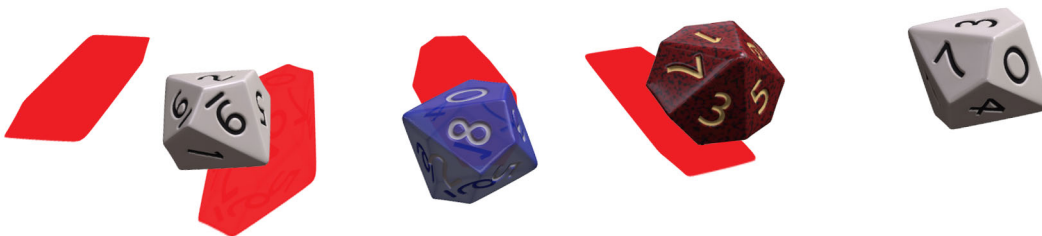
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Dilly Green Bean Games does not condone any activities presented in this book. This is a game and should be played as such. Hurting real human beings during game-play is unacceptable.



Special thank you to: Tim Kask, who fuels that fire for the absurd in my fantasy world. And to the DGBG Cocktail hour guests who remind me who the real legends are in our industry.

This product requires 10 sided die in order to play.

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## Origins

### Dwarf



**Free Points:** 20

**Spell Table:** 2

Short and physically tough, the dwarf looks human but not as tall. They are a proud race who take exception to anyone who tries to be better than them. Dwarves are known for their large cities that almost make no sense at all and their ability to work with metals and ores.

Dwarves are ruled by a king and queen and tend to take great pride in their royals. Dwarf adventurers can be a blessing and a pain. They have natural abilities that work well, yet can't handle ales that they are practically addicted to. Dwarves have the following:

**'Drunk as a dwarf':** Dwarves love to drink ales from all over the lands. If there is a pub or cask nearby they will find it. All it takes is one drink and the dwarf suffers -10 to all rolls per drink until they reach -50 (and they then pass out with no save roll).

**Life of the Dwarf:** Dwarves can live to be around 200 years old.

**'Rage of the Dwarf':** Any time someone mocks or makes rude comments to a dwarf, that dwarf must make a SPIRIT save verses 30 Rank taunting. If the dwarf fails their save they will drop the person making the comments (or try).

**'The prospector's tongue':** A dwarf has the Special Focus: Mineralogist +40.

**Under Tall:** Dwarves are about 4 feet tall. Because of this they can't reach high, but they can fit in smaller spaces and gain the benefit of an attacker penalty (anyone attacking a dwarf with a body part, melee weapon or ranged weapon suffers a -10 to their attack roll).

### Elf



**Free Points:** 30

**Spell Table:** 3

These magical humanoid have lived for thousands of years, honing their magical and natural

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skills. They respect the world around them and keep close eye on those who might try and topple the peace and harmony of the lands. While they are not battle hardened, elves are stealthy when they need be and can be deadly with the weapon they wield. The elves are governed by a council made up of different clans within their race. Elves tend to live in utopian like lands of lush wilderness and mountainsides. Elves come with the following:

**'It's a kind of magic':** Elves get +10 to all spell Ranks.

**'End of Eternity':** When an elf dies it stays dead. The energy it once had transcends to another realm where it fuels the magic of ALL elves. It is possible to commune with the elf spirit.

**'Enough of these games':** When an elf needs to get serious in the game they gain +10 to all attack rolls. It takes 1 round to focus these energies.

**Life of the Elf:** Elves can live up to 1000 years old.

**'Like the wind':** Elves have the Special Focus: Stealth at +40

**Linked:** Elves have a special magical link with other elves. To represent this, elves can sense when another elf is nearby. If magic is being used to block this ability, then the Sense Elves is 40 Rank versus the Rank of the spell.

**'We are not brutes':** Elves MUST take the Mental Concept Focus.

## Hobbs



**Free Points:** 10

**Spell Table:** 2

There are some races that just make no sense. They serve no real purpose. The Hobbs is one such race. This agricultural party race is known for year found festivals and then some. If there is a party to be had, they are either hosting or crashing it. Some say that Hobbs are cast out dwarves because of their height, but like the Hobbs say "I am what I am because I just am". Hobbs aren't combat friendly, but they LOVE to pocket little trinkets and know a trap when they see it. Most Hobbs live in small farming villages in safe parts of the world. They are ruled by local mayors, but usually just follow the rule of the local human king, just for the protection. Average lifespan: 90 years. Hobbs come with the following:

**'It's just a Hobbs':** In battle, the Hobbs isn't considered a threat. If a Hobbs just stands there and smiles most monsters or attackers

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will run right by them. However, if the Hobbs continues to just stand there, the passerby will stop and turn back. Then the Hobbs is in trouble!

**'Magic!! Can I try?!':** The Hobbs is magically challenged. They get a -10 to all spell casting rolls. Anyone NEAR them casting spells ALSO gets a -10 to cast...as the Hobbs nags the caster to teach the Hobbs the spell!

**'Oh my, is that a party?':** Hobbs are obsessed with parties. So much so that if they are having downtime, they might very well start partying. This means singing, loud noises, smacking rocks or branches together, ANYTHING that is fun. Doesn't even matter if they are in the middle of a dungeon!

**'Well that's pretty. No one will miss it':** Hobbs have a thing for anything that they shouldn't have. This can include dangerous items and expensive jewelry. Any time a Hobbs is presented with an opportunity to pocket an item, they must make a SPIRIT save versus 30 Rank temptation. If they fail the roll, they gain a +30 to their roll to TAKE the item without being spotted!

## Human

**Free Points:** 30

**Spell Table:** 1

This fast growing race has made a name for itself. War, peace, romance, war...ect. The human's big flaw is greed: they see, it they want it. Maybe not in an evil way. Many times it can be accidental. Humans can adapt to many situations. They have the ability to be great thinkers and the ability to be great warriors. They can also be corrupted. Humans are ruled by whom-ever wants to rule them, usually a king or queen. Humans will live anywhere as long as there is something to gain from it. If there is

no gain to be had, humans are less likely to fight for it. Average life span: 100 years. Humans have the following:



**'What do I get from this?'** The center of human drive is personal greed. This can be a cause, an item, a location or a person. Without this, the human will just move onto something else. If at any point there is nothing to be gained from a quest, the human will need to make a SPIRIT save versus 30 Rank logic. If they fail, the human packs up and heads onto the next great gain.

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## Hero Types Barbarian



**Special Focus:** 1 Melee Weapon of player's choice +30

**Resource Rank:** 0 (Gets money through savagery)

**Gear:** 1 Melee Weapon of player's choice (must match the Special Focus)

The lands are yours for the taking. You are proud, you are vicious, you are a barbarian! You spend your days honing your combat skills and trying to impress the Gods. You strive for immortality through battle. Anyone weaker than you serves you and if not, you kill them and take their goods. You hate magic too. Sorcery is for witches and has no place in your life. You don't think too much, instead relying on natural instinct. You aren't a fan of armor either. Who needs armor when you are cleaving your way through pitiful cowards? Barbarians come with the following:

**'Bah, who needs books?!':** The Barbarian isn't too bright. Their starting SMARTS is always 5 Rank and they may not exceed 8 Rank. They also may only take the Physical Focus. Any time they are faced with something that requires intelligence, they mock it and won't even try to assess it.

**'Duh':** While a Barbarian may have a high SPIRIT Rank, their first save against magical control is ALWAYS as if they had a SPIRIT of 2 Rank. 4 rounds later they may reroll with their normal SPIRIT Rank.

**'Hail and kill!':** When in the heat of battle, Barbarians gain a +20 to all combat rolls. This starts after the 3rd round of combat.

**Might of the Barbarian:** Barbarians have a starting MIGHT and MOXIE of 20 Rank

**'Magic is for witches!':** Barbarians may NOT brew potions or cast spells. They may 'unintentionally' perform rituals or use magic weapons. But most of the time the Barbarian will make rude jokes about anyone who uses magic or be completely in awe.

**Savagery of the Barbarian:** Barbarians have a starting RUMBLE of 20 Rank.

## Healer

**Special Focus:** Healing Magic +20, Healing Alchemy +20

**Resource Rank:** 0 (Gets money through healing and selling healing potions)

**Gear:** Leather Travel Suit (5 Rank), Alchemy Kit (Travel Sized), Staff (10 Rank)

You have been blessed with the ability to heal others through alchemy and magic. You might be part of a religious order or maybe you are a hermit who lives in the forest surrounded by cute wildlife. You are not one to take arms against people, instead relying on your cunning



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as an alchemist to cause confusion to those who might do you harm. People travel from all over the kingdom for your help with disease and illness. You have a profound respect for life and are not a fan of those who take it so callously. Healers have the following:

**Alchemy of Healing:** The Healer carries the ingredients to brew just about any cure potion at 20 Rank.

**Blessing of a Higher Power:** The Healer is watched over by a higher power. This can be a god or a spirit, depending on if the Healer is part of a religious order or a hermit. But this entity keeps an eye out for the Healer and will intervene if necessary, if the Healer's life is threatened (a boost to a roll, natural disaster, animal intervention).

**Healing Magic:** Healers know the spells Healing, Cure Poison, and Cure Paralysis at 20 Rank (they may be higher if the player increases the Ranks using Free Points).



**Kindred Spirit:** The Healer is not a violent person and tends to only carry a walking stick that can double as a weapon when needed. All creatures of good are also attracted to the Healer. And in an uncanny way, the Healer can almost communicate with these creatures (Animal Communication 8 Rank). You have a starting SPIRIT of 30 Rank and may only take the Mental Focus.

## Thief



**Special Focus:** Stealth +10, 1 Melee Weapon (Dagger or Sword) +10, Acrobatics +10, Pick Lock +10, Pick Pocket +10

**Resource Rank:** 0 (All depends on what the thief steals)

**Gear:** 1 Melee Weapon (based on the Special Focus), Lock Pick set, Leather Outfit (5 Rank) Your life is all about acquisition. You live to steal and love the challenge of stealing from those who think they are above theft. You are quick on your feet and can get yourself out of a pickle when need be. As a thief you are willing

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to work with others as long as there is something BIG in it for you. And even though you are smiling at those you work with, you are always plotting how to either knock them off or leave them behind so you can have all the treasure. And when people are out to get you, those same allies can come in handy. At least that's what you tell yourself every time you are about ready to cut their climbing ropes. Thieves have the following:

**Hide and Seek:** When the thief needs to, they can fade into the shadows..sort of. When not moving and when in hiding, the thief gets +20 to their Stealth rolls. And when seeking treasure the thief gets +20 to locate it. The thief also has a starting AGILITY of 20.

**Honor Among Thieves? Ha!:** It is said that there is honor among thieves, but in reality it's a code that a thief will help another thief with the expectation that someone will get the short end of the stick.

**"I'm Rich!":** Thieves are quick to identify items of worth, even if they can't tell you what it does. To represent this, a thief always knows the value of any item they find.

**Weakness of Greed:** Thieves come with the WEAKNESS: GREED at 20 Rank. Anytime there is a chance for acquisition, the thief must make a SPIRIT save against 20 Rank Greed or give in to temptation.

## Warrior

**Special Focus:** 2 Melee Weapons of their choice

**Resource Rank:** 0 (Depends on whatever quest the warrior does or bounty they collect)

**Gear:** Travel gear, 2 Melee Weapons (based on Special Focus), Banded Armor (10 Rank)  
You are a natural fighter. If there is a fight to

be had, you are usually first in line. When wars break out you are there to help wage them. You always have a purpose, however, choosing not to just fight to fight. Maybe something happened to you as a child or maybe you come from a long line of famous warriors. You seek to live your life with courage and someday be known as a legendary hero. You work well in groups and love a good quest. Warriors have the following:



**Bravery:** The warrior is brave and has a starting SPIRIT of 20 Rank.

**"There is no honor in that!":** A warrior believes in facing a foe of equal caliber unless it's during a huge battle. Lesser creatures are more likely to be humiliated by a warrior instead of being dispatched by one. The warrior isn't a fan of thieves either. A thief lacks the courage needed to be a hero. Warriors are also less likely to attack unarmed foes, especially peasants (unless the warrior is evil).

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**Tough as Nails:** Warriors must take the Physical Focus. This represents their long hours of training and questing.

**Two-Handed Savvy:** The warrior can use two one handed weapons at a time (one in each hand). This offers up a free action when armed like this.

## Wizard



**Special Focus:** Magic +30, Rituals +30

**Resource Rank:** 0 (All depends on what the wizard is doing to earn money)

**Gear:** Spell Book, Robes (2 Rank), Staff (10 Rank)

You come from a world of magic, where spells are a way of life and you are a conduit. Most people fear you because magic is so unpredictable, while others respect and admire you. When things are going bad in a kingdom, the wizards are the ones called upon to find a solution. You are a natural spell caster, but not even you can remember every spell ever crafted. You have your spell book and maybe

some scrolls. You even have a wizard's study where you keep all your trinkets (weak and powerful). You do have a flare for the extravagant and will gladly travel with adventurers if you think they might be wandering into something far beyond their comprehension. The biggest quality is your modesty, which shows every time you defeat something really nasty. Wizards have the following:

**Magical Tome:** The wizard always has a spell book where they keep all the spells they have learned over the years. While they may not know the spells by heart, they may open their book and cast any spell inside (takes 1 round to cast from a spell book). The wizard may add spells to the book as they wish, as long as they have the spell in front of them (like a scroll) or they have made a successful SMARTS roll to learn it (SMARTS roll versus Rank of the spell, success means spell is learned and may be scribed).

**Mind Over Matter:** Wizards must take the Mental Focus. They also start with a SMARTS of 30 Rank.

**'Off the top of my head':** Wizards have a set of spells they know by heart. Roll like you would for Powers to see how many spells you know. Then roll on Table 1 for the Ranks.

**Perils of Magic:** Whenever casting an unfamiliar spell, wizards run the risk of causing chaos. After the wizard casts the spell the game master rolls 1d10 (secretly). On the roll of a 1, something wicked sneaks into the world and will wreak havoc until stopped.

**"Something wicked this way comes!":** Wizards have an affinity for sensing magic, especially evil magic. Wizards gain a +40 to ALL Perception rolls to detect magic.



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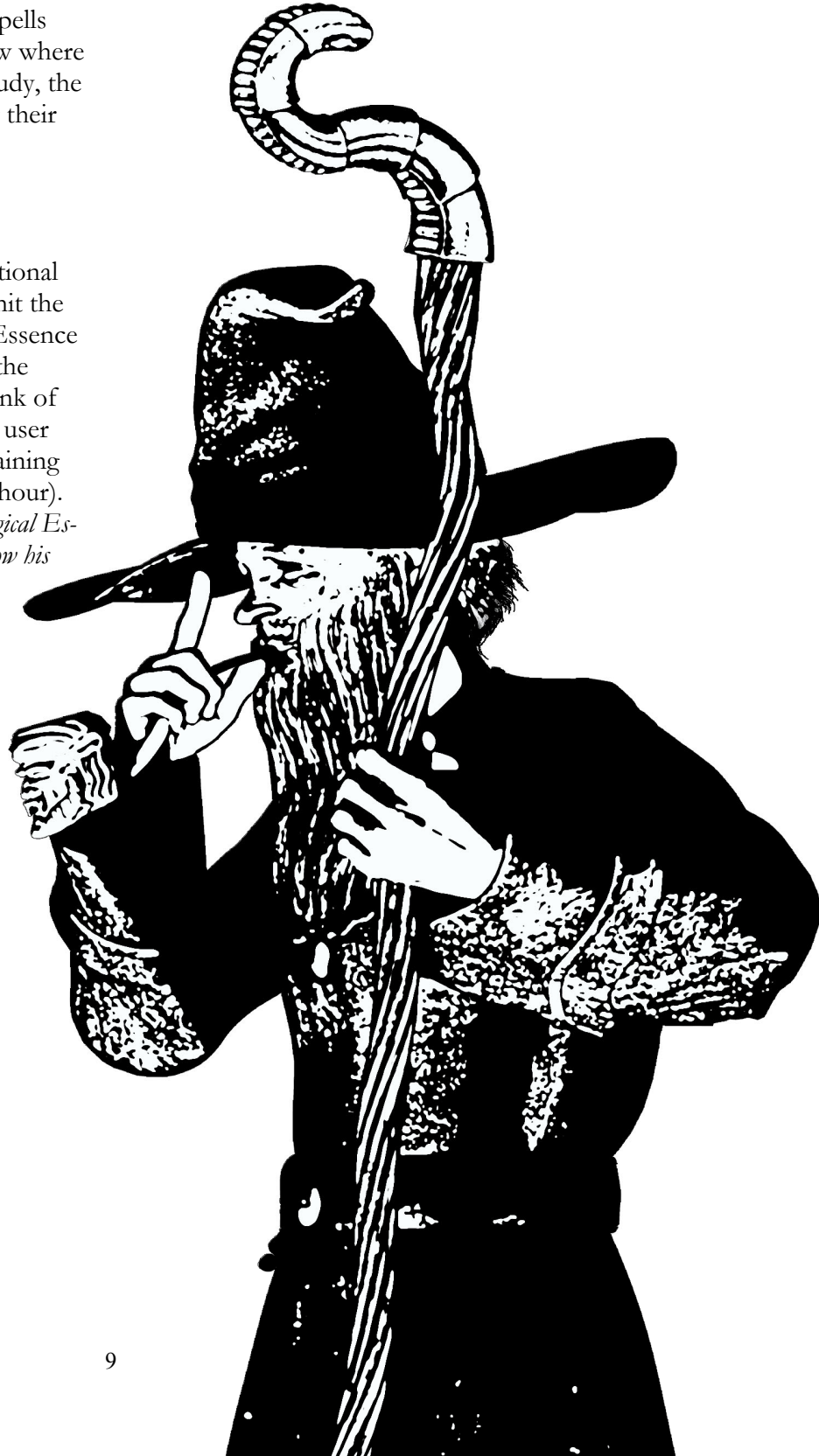
**Wizard's Study:** This is the place where the wizard lives. It's protected by 30 Rank protection magic. Here, the wizard practices spells and crafts new ones. People might know where it is or they might not. When in their study, the wizard gains +20 to all magical rolls for their magic alone.

## **\*OPTIONAL**

**Magical Essence:** SPIRIT x100

Game Masters can choose to use an optional Secondary called Magical Essence to limit the amount of spells cast per day. Magical Essence works as a pool and is spent each time the magic user casts a spell (equal to the Rank of the spell). Once it is all gone, the magic user must meditate to regain it, or sleep, regaining Magical Essence equal to SPIRIT each hour).

**Example:** *Pogs has 20 SPIRIT so his Magical Essence is 200. He casts Heal (20 Rank), so now his Magical Essence is 180.*



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## ADVANCEMENT

In G-Core and Dragons, characters may learn new Special Focuses and spells, they also have opportunities to increase Stat Ranks. Advancement works like this:

### -NEW SPECIAL FOCUS (Or SPECIAL FOCUS ADVANCEMENT)

Current Special Focus	# Times used	Increase
0	10	+10
10	20	+10
20	30	+10
30	40	+10
40	50	+10

**\*Special Focus increases CAP at +40**

### -NEW SPELLS

If the character is able to use magic (not limited by Race), the character rolls their SMARTS against the Rank of the spell. If the character succeeds they have learned the spell.

### -STAT INCREASES

For every 1000 Experience the player may increase SINGLE a Main Stat by +1 Rank. This increase must be relevant to the character. For example: A Barbarian might increase their RUMBLE +10, but wouldn't increase their SMARTS +10 (unless there was a good reason).

### EXPERIENCE GAIN

Experience is broken down in a couple ways. Players can be rewarded experience for good gaming (up to 100 Points). They may also gain experience from completing quests:

Low Rank Quest: 50

Medium Quest: 150

Hard: 250

It can be gained by defeating monsters. Take the monster's HEALTH and divide it by 2 (rounding to the nearest whole number).

Experience can also be gained by training (30 Experience for each day of uninterrupted training). For every week of uninterrupted training the character may increase the Special Focus they were training for by +10.

### RESOURCES

In G-Core characters normally have Resources. But in a fantasy setting it's hard to have a regular job that allows players to have a steady stream of income. To help determine basic GOLD on hand, players roll on Power Table 3 and multiply that number by 100. This is how much starting gold the character has.

### NEW MECHANIC

G-Core & Dragons has a slightly different benchmark scale when it comes to damage. This represents the fantasy style of gaming. If you look at the damage ranks of some of the weapons it may seem insane. While a sword may only do 1d10+MGT in G-Core, in G-Core & Dragons it does 20+MGT. That's because armor too is adjusted for Fantasy game play as well.

The new mechanic that we are introducing is called the '**Critical**'. In combat if a player rolls a natural 100 when attacking, they automatically do DOUBLE damage.

### Casting Spells

A reminder that casting spells works just like using powers:

Spell Rank + (Special Focus) + 1d100=Result

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## BASIC EQUIPMENT

<b>Item</b>	<b>Cost</b>
<b>Clothes</b>	
Clothes, Wild -Basic fur outfit	5 gp
Clothes, Basic -The most common outfits	100 sp
Clothes, Rich -What nobles and the stylish wear	1000 gp
Cloak, Basic -Made from wild furs	5 gp
Cloak, Rich -Made from the finest silks	500 gp
Boots, Basic -What most people wear	20 gp
Boots, Rich -Stylish and fancy	400 gp
Shoes	10 gp
<b>Foods</b>	
Rations, Basic -Treated meats and breads	1 gp per day
Rations, Fancy -The finest meats and breads	20 gp per day
Meal, Basic -Includes bread, meat, drink	20 sp
Meal, Fancy -Includes bread, meat, drink and dessert	50 gp
Ale, Peasant - Player suffers -2 to all rolls after consumption because they are drunk	20 gp per keg

Ale, Dwarven 100 gp per keg  
-Player suffers -5 to all rolls after consumption because they are drunk

Ale, Hobbs 200 gp per keg  
-Player suffers -10 to all rolls after consumption because they are drunk. During this time they fear NOTHING no matter how insane and cannot be mentally controlled.

## Services

Priest

-Cure Wounds	10 gp per
Health point healed	
-Cure Poison	500 gp
-Remove Curse	1000 gp
-Resurrect	4000 gp per
base level of victim	

Bar

-Simple drink	1 gp
-Complex Drink	5 gp

--(Keep in mind all alcoholic drinks cause impairment on the drinker. See ALE above.)

Inn

-Bunk Room	20 gp per night
---A large room with several bunks where wanderers sleep	
-Private Room, Small	30 gp per night
---A small room big enough for 2 people	
-Private Room, Large	50 gp
---A large room big enough for 8 people	
-Penthouse	150 gp
---Large room big enough for 15 people. Includes room service	

## Adventurer's Gear

Arrows, Wood	5 gp per 10
Arrows, Metal	10 gp per 10
Arrow Tips, Silver	20 gp per 10

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-For use against evil creatures		Ink, Writing	5 gp per vial
Arrows, Bolts	5 gp per 10	Lamp, Candle	120 gp
-Ammo for crossbows		-Light comes from candle inside	
Backpack	30 gp	Lamp, Oil	200 gp
Belt Pouch, Small	20 gp	-Light comes from burning wick	
Belt Pouch, Medium	50 gp	Mirror, Small Metal	8 gp
Blanket, Simple	2 gp	-Polished circular piece of metal that one can see their reflection in	
-A simple fur covering		Mirror, Small Glass	20 gp
Blanket, Silk	50 gp	-Made from glass. Usually found in the hands of the wealthy and stylish	
-A finely made silk covering		Musical Instrument, Basic	10 sp
Blanket, Heavy	70 sp	-Simple drums, stringed instrument or peasant flute	
-Heavy fur covering for harsh weather conditions		Musical Instrument, Nice	50 gp
Candle	1 gp	-Guitar or wind instrument made from nice materials	
Chest, Wood	20 gp	Oil	2 gp
Chest, Metal	500 gp	-Simple flask of oil	
Fishing Net	30 gp	Paper, Bark	1 gp per sheet
-15 square foot net, 10 material		Paper, Parchment	3 gp per sheet
Fishing Pole	5 gp	Paper Cylinder	5 sp
-Simple rod made from a stick or bamboo		-Waterproof container for paper	
Fishing Tackle	3 gp	Quiver	10 gp
-Includes 5 hooks, 10 feet of silk line		-Holds 20 bolts or 15 arrows	
Flint and Steel	5 gp	Rope, Bark	5 gp
-Used to light fires		-Made from tree barks. 20 feet	
Glass, Bottle	1 gp	Rope, Fine	80 gp
Glass, Vial	10 gp	-Made from very tough material. 50 feet.	
Holy Symbol, Wood	2 gp	Sack, Small	3 gp
Holy Symbol, Metal	10 gp	Sack, Medium	10 gp
Holy Symbol, Silver	100 gp	Sack, Large	15 gp
Holy Symbol, Gold	1000 gp	Thieves' Tools	25 gp
		-Includes picks and acids (20 DMG vs. locks)	

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Torch	1 gp
Water Skin	2 gp
-Leather pouch used to carry water	
Wine Skin	8 gp
-Leather pouch used to carry wines	
Whetstone	10 gp
-Used for sharpening blades	

Armor	Value	Cost
Robes	5	35 gp
Padded	8	50 gp
Leather	10	60 gp
Scale	15	1250 gp
Chain	20	1450 gp
Plate	30	6500 gp

Shield	Value	Cost
Small	2	10 gp
Leather	5	50 gp
Scale	8	100 gp
Metal	15	1000 gp

Weapon	DMG	DMG Type	# Hands	Material	Cost
Club	8+MGT	Stun	1	10	20 gp
Dagger	10+MGT	Lethal	1	30	100 gp
Sword, Short	15+MGT	Lethal	1	30	120 gp
Sword	20+MGT	Lethal	1	30	150 gp
Sword, Bastard	25+MGT	Lethal	1	30	250 gp
Sword, 2-Handed	30+MGT	Lethal	2	30	550 gp
Axe, Small	10+MGT	Lethal	1	20	20 gp
Axe	20+MGT	Lethal	2	30	100 gp
Axe, Battle	30+MGT	Lethal	2	30	400 gp
Spear	10+MGT	Lethal	2	20	100 gp
Mace	10+MGT	Stun	1	20	100 gp
Staff	10+MGT	Stun	2	10	40 gp
Hammer	10+MGT	Stun	1	20	80 gp
Hammer, War	20+MGT	Stun	2	30	350 gp





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## GENERIC NPCs

STATS	Peasant	Scholar	Noble	Soldier	Veteran	Champion
RUMBLE	5	5	5	10	20	30
AGILITY	5	5	8	8	10	30
MIGHT	5	5	8	8	20	20
MOXIE	5	5	8	8	20	30
SMARTS	5	10	8	5	8	10
PERCEPTION	5	10	8	8	10	20
SPIRIT	5	5	8	5	10	20
HEALTH	20	20	29	34	70	110
WILD	15	25	24	18	38	50

STATS	Barbarian	Healer	Thief	Wizard	Mini-Boss	Boss
RUMBLE	20	5	10	5	30	50
AGILITY	10	8	20	8	30	50
MIGHT	20	8	8	8	30	50
MOXIE	20	8	20	8	30	50
SMARTS	5	20	8	30	8	30
PERCEPTION	8	10	20	30	30	50
SPIRIT	8	20	8	30	20	50
HEALTH	70	29	58	29	120	200
WILD	21	50	36	90	68	130



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STATS	Slime Ball	Slime	Iron Slime Ball	Iron Slime	Slime Lord	Iron Slime Lord
RUMBLE	2	8	10	20	30	30
AGILITY	5	10	20	20	10	10
MIGHT	2	5	10	10	30	40
MOXIE	5	10	10	20	30	30
SMARTS	5	5	5	5	8	8
PERCEPTION	5	5	5	5	5	5
SPIRIT	2	2	2	8	8	8
HEALTH	14	33	60	70	100	110
WILD	12	12	12	18	21	21
Defense	0	0	10	20	0	30
Damage	8	10	10	20	30	40
Special	--	--	Fire Breath: 20 Rank	Fire Wave: 20 Rank	When killed it splits into 8 Slime Balls	Fire Explosion: 30 Rank

STATS	Goblin	Goblin Warrior	LizKin	LizKin Warrior	LizKin Lord	Nasty Bird
RUMBLE	8	10	8	10	20	10
AGILITY	8	8	8	10	20	20
MIGHT	5	5	8	10	30	20
MOXIE	8	10	8	10	30	30
SMARTS	5	5	5	5	8	5
PERCEPTION	8	8	8	8	20	20
SPIRIT	5	5	5	8	20	5
HEALTH	29	33	32	40	100	80
WILD	18	18	18	21	48	55
Defense	0	5	5 (scales)	5	20	10
Damage	8	10	10	20	30	20
Special	--	--	Claws: 8 Rank Climb: 10 Rank	Claws: 8 Rank Climb: 10 Rank	Claws: 10 Rank Climb: 20 Rank	Flight: 8 Rank Talons: 20 Rank

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## Monster Samples

### **Slime Ball**

**Gold Value:** 5

These are balls of slime that bounce around the lands. Most are harmless, but there are those who are just mean. Slime Balls can be domesticated.

### **Slimes**

**Gold Value:** 10

Puddles of strange goo that have an ugly tendency to attack people. They can be found just about anywhere. Their true origins remain a mystery.

### **Iron Slime Ball**

**Gold Value:** 500

These are balls of living iron (but with a slime-like consistency). They are mostly found in dungeons and ironworks. The Iron Slime Balls are used as guards for the most part, but have been known to go freelance.

### **Iron Slime**

**Gold Value:** 1000

The Iron Slime is a puddle of iron that slides around the ground attacking anything that comes near it. They can be found in dungeons and in areas of magic.

### **Slime Lord**

**Gold Value:** 100

Sometimes Slime Balls get scared and merge into a very large Slime Lord. These creatures are about 10 feet tall and bounce around crushing people. When conversing with a Slime Lord it's possible to get confused, since 8 different Slime Balls are talking all at once.

### **Iron Slime Lord**

**Gold Value:** 5000

The Iron Slime Lord is rare and tends to be

found in very special dungeons or towers. It spends most of its time staring at treasure and pondering philosophical questions about existence. When in combat it literally crushes targets with its weight (imagine a 10 foot tall solid iron wrecking ball landing on you).

### **Goblins**

**Gold Value:** 5

Goblins are small green humanoids that are known for mischief and chaos. They love to wage war against creatures bigger than them. Goblins like to be bullies. Where there is evil organizing, Goblins aren't far behind.

### **LizKin**

**Gold Value:** 8

Hidden within tropical caves there is a race of lizard humanoids known as LizKin. While most are pleasant creatures, some can be downright ruthless. LizKin are meat eaters and are known for raiding villages outside of their domains for human babies. A LizKin village is easy to spot because of all the small human bones laying around or used a decor.

### **Nasty Bird**

**Gold Value:** 25

This large vulture is known for attacking travelers on the roads and stealing their treasures. Most Nasty Birds attack in small flocks of five or six. Each bird is about 4 feet in size and has a nasty beak.

### **Dragon Lord**

**Gold Value:** 10,000

Unlike regular dragons, the Dragon Lord is intelligent and very commanding. It has an understanding of magic and can wield it like a skilled wizard. Behind most great schemes there is a Dragon Lord. Not all are evil, but the ones that are can be more than a handful for any band of heroes.

# G-CORE & DRAGONS

STATS	Giant Spider	Giant Scorpion	Giant Snake	Dragon, Baby	Dragon, Adult	Dragon, Lord
RUMBLE	8	8	8	8	30	50
AGILITY	8	8	10	8	30	50
MIGHT	30	30	40	30	50	100
MOXIE	30	30	40	40	50	100
SMARTS	5	5	5	5	8	30
PERCEPTION	10	8	10	5	10	40
SPIRIT	5	5	10	5	20	50
HEALTH	76	76	98	86	160	300
WILD	20	18	25	15	68	120
Defense	8	20	10	30	40	70
Damage	20	30	40	20	50	100
Special	Poison:20 Rank Web: 20 Rank	Poison:30 Rank Stinger:20 Rank	Poison:10 Rank Bite: 30 Rank	Fire Breath: 10 Rank Flight: 5 Rank	Fire Breath: 50 Rank Flight: 20 Rank	Fire Breath: 70 Rank Flight: 50 Rank Magic: 70 Rank











# G-CORE & DRAGONS

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Wild Hunt Games: Producers of 3rd party G-Core materials

[http://www.rpgnow.com/browse.php?manufacturers\\_id=3196](http://www.rpgnow.com/browse.php?manufacturers_id=3196)

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<http://www.rpgnow.com/product/139601/Adversaries-0-GCore>

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