

GU Alternate Universe Module

GUARDIAN FORCE



Galaxy heroes against galactic crime!

Dilly Green Bean Games

GUARDIAN UNIVERSE
REVIVAL



GUARDIAN FORCE

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GUARDIAN FORCE

Guardian Force

Overview

In the further reaches of the universe is the Megloglon solar system. At the heart of this system is the soul world of Megloglon: For all worlds and stars orbit this massive cosmic oddity. Megloglon is a living planet, covered with cities and machines. The interior is a mix of earth and cosmic fire. Megloglon itself is linked into every machine on the planet. It watches carefully over its population. And it is Megloglon that created the Spartan Guardians from different species living on its surface and guides them in their quest to keep the Megloglon system from falling into the hands of evil.

On the surface of Megloglon there are large cities that are like continents, each home to a specific species of Megloglonian. The five species are: Tan-Tum (red), San-Tum (violet), Um-Tum (maroon), Van-Tum (crimson) and Wan-Tum (orange). The only real difference between each species is a slight tint to their skin. Each Guardian wields special skills that make them stand out from their fellow Megloglonians, which is why they get selected to serve. The Spartan Guardians are all linked to Megloglon and often go to him with questions about current threats. The Spartan Guardian Force is considered one of the most fearsome gatherings of heroes in the Megloglon system and that fear alone keeps other races in check. And there have been times when the Guardian Force has had to march on other worlds. They reigned supreme in the Black Star offensive, delivered the killing blow to

the Warped Fleet of Obvious and lead the charge against the Horde.

But the Spartan Guardians aren't the only force for good in the outer galaxies. The GIA Guardians are also on patrol. Assembled by the GIA entities of the universe, these Guardians are powered by GIA energy unique to their home worlds. Without these energies, the GIA Guardian is nothing more than a low powered alien (or human). Each GIA Guardian is given a GIA Flasher, that amplifies their powers and provides them with special armor that is designed to take a pounding by more 'cosmic' style beings. While not indestructible, these suits can be boosted to provide even more bang. Because the GIA Guardian is tied to specific worlds, they may only travel in their home system and may not leave (unless the GIA Entity travels with them). Most GIA Guardians are paired up with someone from the opposite gender in order to provide companionship. There are over ten worlds with GIA Guardians. Many GIA entities stay hidden from the known universe in order to avoid conflict with other cosmic beings.

Playing the GIA Guardian

There isn't much that is special about the GIA Guardian minus the fact they have been picked to protect a planet. When not armored up and fighting evil, this hero is living a normal life. Most of their friends don't even know that they are heroes. The GIA Guardian is almost like a myth to the general public of most worlds compliments of the GIA entity generating an 'unreal' field around their chosen ones. The only people who ever remember them are other GIA Guardians, Spartans and

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villains. This character should be played as a team player later on in their career. New GIA Guardians need to be broken in....a lot.

Playing the Spartan Guardian

Spartans are almost emotionless in their demeanor. They come across as cold hearted and tough. Underneath all those cybernetics is someone who does care. To play a Spartan means being larger than life with the dialogue. Spartans love to say (in a heroic voice): You have crossed the line, villain. It's time for you to pay! In combat they are quick and precise. Collateral damage isn't acceptable. Every now and then Spartans will drop a one liner that is right out of a comedy routine. It's time like these that enemies who are engaged with the Spartans start getting confused. After every battle or fight, the Spartan will drop more one liners about how evil doesn't pay. But don't be confused: The Spartan is also highly intimidating to deal with. Your role as a Spartan is to protect Megloglon and allied planets. You do it with no regard to your own safety. If Megloglon needs you, you go.

So when does a Spartan go into action? Usually if the threat is imminent, the Spartan will be summoned to the meditation chamber (where the Spartans commune with Megloglon) and receive orders and intelligence. Spartans rarely go solo on missions. They either travel with other Spartans or other heroes. Some Spartans will travel to other systems in order to assist with threats. A classic team-up has always been Spartans and GIA Guardians.

Megloglon System

Planets

Angon

A backwater jungle world filled with dangerous animals. There are outposts on the surface where Spartans train. The weather and temperatures are similar to the Amazon region of Earth.

Daggo

This volcanic world is home to the ironsmiths of Megloglon. Here they forge materials for starships, cities, armor and weapons. The people of this world are part silicon based and can withstand the extreme temperatures of the volcanoes (150 Rank vs. Heat, Fire, Magma). There are several Megloglon outposts on this world.

Megloglon

This is the largest planet in the Megloglon System. It is known for its large cities, rocky terrain and wet weather. Over 80% of the world is rock and the rest fresh water. And at the core of the planet a living, beating stone heart. All worlds orbit Megloglon.

Teeka

Considered a holy site by several primitives, the world of Teeka has been abandoned for centuries. It glows purple in the night skies of Megloglon. This effect is caused by the Teeka crystals that cover the planet surface. There is only one actual city on Teeka which is home to the Temple of Teeka. Unfortunately the population died from a mysterious illness hundreds of years ago.

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Zaxon

The forth world from Megloglon, it is home to a line of royals. The surface is checkered with castles and cities, much like a European design. There are forests, rivers and oceans. The population resides in the central hemisphere because of the two extremely hostile poles.

Moons

Bottleneck

This is the Mecca for galactic trade in the Megloglon System. If it can be bought, you can find it here. The moon has been converted into a large trading post. Aliens from all over the system come here to buy goods. And other aliens make a pilgrimage from other systems to buy their goods here. But Bottleneck does have a reputation for black market goods as well. Items that have been found here include: GIA Flashers, GIA Hammers (spent), demon eggs, a Star Wraith fragment and one very dangerous Death Crystal.

Lockdown

This is the prison moon run by the Spartans. It has 70 Rank Defenses (shields and lasers). The most dangerous criminals are stored here. The moon itself is located close to the Megloglon star. There is even a series of super cells for 'cosmic class' offenders (500 to 1000 Rank holding shields).

RagNor

When the heroes of the Megloglon System die, their bodies are taken to the mortuary moon of RagNor where they are laid to rest. The moon is always dark and in the shadow of Megloglon. The mausoleum literally covers the whole surface of the moon.

Oddity

The Spiral of Megloglon

This large nebula formation in the Megloglon System has been at the heart of legends for millions of years. Some say it's the remains of the creator of Megloglon and others think it's another living world forming. The spiral is actually waste from Megloglon itself that has drifted from the orbit of the planet and into this spiral formation. The gasses actually have many applications in the right hands. The Order to Teeka had used it to bring back the dead.

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NEW GEAR

GIA Flasher: This is a booster device that offers a direct link to GIA Force energies. This device is only available to GIA Force Galactic Guardians. This device offers the following:

Increase all Physical Stats +3 Ranks

Increase Elemental Power +4 Ranks

Containment Suit: 100 Rank Material, 30 protection vs. physical damage, 40 vs. energy

Combat Suit Boost: 100 Rank Material, 50 protection vs. physical damage, 70 vs. energy
-May only be used once per day and for a duration of 10 Rounds before it powers back down to the standard containment suit

Space Survival: 500 Rank

Super Leap: 10 Rank

Flight (space only): 10 Rank

Enhanced Senses (all): 10 Rank

Internal Communications: 1000 Rank Range (used to communicate with partner, handler and GIA Entity)

Particle Beam Pistol: 50 Rank Lethal Energy Damage (energy damage can increase to 70 Rank when used in unison with a partner's pistol)

NEW POWERS

Space Survival: With this power a character can survive in space and ignore all ill effects of a vacuum including cold, heat and radiation. This only applies to the environment and NOT attacks based on these.

NEW HERO TYPES

GIA Force Galactic Guardians

Special Focus: Martial Arts +30, GIA Flasher Use +20

Resource Rank: 10

Starting Gear: GIA Flasher

You are a special type of hero. One who was given a GIA Flasher and sent out into the world to fight forces that might very well go unseen until it is too late. As a GIA Force Galactic Guardian, you work with a partner of the opposite gender and where teamwork is your greatest power. But there are other reasons why you were picked for this great task. Heart and soul are the inner strength of the GFGG. You are willing to risk it all for the life of another and in some cases, the ultimate sacrifice is more than acceptable. Each GFGG has a handler and a GIA Entity as their official commander. Every galaxy has one GIA entity that holds everything local together. The power is so wondrous that the forces of evil are drawn to it like a moth to a candle, which makes the GFGG vital to keeping whole systems from collapsing (of course the only way to steal the GIA Entity's power is to destroy every world in a single galaxy). GIA Force Galactic Guardians have the following:

Ancient Advisor: GIA entities like to keep a close eye on their agents. This could mean they are always popping in and out of the hero's command center, or they might very well live there. But whenever advice is needed or a morale boost, the GIA entity is there.

Backup in the Darkest Hour: If things were to ever get too bleak and your world was about

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to fall, there are always other GIA Force Guardians that can come to your aide, even ones who have long since retired.

Bound to Duty: You were given power to protect the innocent. If you don't follow that righteous path you will be cast out.

Megloglon Spartan Guardian*

*This HERO TYPE requires the Megloglon Spartan ORIGIN

Special Focus: Pick one military style Special Focus at +20

The Megloglon Spartan Guardian is the title given to the elite Guardians of Megloglon. Your mission is to combat and apprehend alien criminals and bring them to justice. Your life isn't an easy one. There is no room for family and the only friends you have are the ones on your team. You spend all your time drilling with only an hour each day to relax. Once a year you get a week off. Each member of the Megloglon Spartans has a specialty that makes them vital to the team function. Spartan Guardians have the following:

JUSTICE!: You are a sanctioned law enforcement official of the Galactic Guardians. You may use this position to gain access to classified data and areas that might be closed to the general public. Anyone who interferes with you is GUILTY of Obstruction of JUSTICE.

Protect the Weak: Spartan Guardians are sworn to protect the weak and anyone they find doing harm to a lesser being is in for a serious beating...just to show WHY you shouldn't be a bully. (We are not talking stepping on ants and other ridiculous things).

NEW ORIGINS

Megloglon Spartan

Power Table: 1

The Megloglon Spartan is a cybernetic masterpiece. Each Spartan is picked from the best of the best breeds on Megloglon. They are then super-reinforced with cybernetic implants to make them truly awesome. Each Spartan is powered by a disk that is attached to their back. Energy is transmitted to it via a dimensional grid that the Megloglon Master Mind computer accesses. A Spartan can function in the vacuum of space for long periods of time. And when life functions are in danger, the Spartan will go into a 'sleep' mode until it fully repairs. Spartan's come with the following:

Built to Last: The Spartan has Space Survival at 500 Rank and Recovery at 50 Rank. It also has a chase that offers 50 Rank protection from physical attacks. If the Spartan is destroyed, its consciousness is transmitted to a Meglaglon mainframe where it is placed into a new chase.

Honor to the Brotherhood: Event though Spartan's are androids, they have a sense of honor that they hold to. A Spartan will not take arms against another Spartan. They also will not kill a weaker being, instead they will bring it to be judged.

Spartan Armed: The Spartans have built in laser systems offering 50 Rank Light Generation (as lasers).

The Sight: Spartans have All Super Sense

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powers at 20 Rank. These are activated as needed and are not always on.

We are SPARTA!: Spartans have starting RUMBLE and MIGHT at 40 Rank. Starting MOXIE is 50 Rank.

GIA Force Powered

Power Table: 1

GIA energy is the force that holds every planet together. The GIA Force Powered character has been able to tap into those energies somehow. In almost ALL cases, technology has been the helper. By unleashing GIA Force energy (via a GIA Flasher), the player can increase stats and power Ranks. But there are risks to using GIA Force. If powered up for too long the player could be locked in their 'powered up' form or be consumed by the energies within. GIA Force come with the following:

A Special Kind of Special: The GIA Force character has one elemental power in their human form at 20 Rank.

The Limit of Power: GIA Force characters can only stay in their 'powered up' form for a limited amount of time. Once they reach the number of rounds equal to the MOXIE the player must power down or make a MOXIE save against 100 Rank GIA Energy. If they fail by 40 or less they are locked in their armor. Anything higher and the player explodes causing 150 GIA Energy damage to everyone within 100 yards.

The Omega

Power Table: 6

The Omega race is a proud and ancient species. They are thought to have been an actual race of gods. Today, however, they are something far more sinister. During one of their race's great wars, they discovered that every time an Omega died, the Omega that killed the other would in turn increase their own power. This began massive in-fighting and extermination of the Omega race. Today they are scattered across the universe, scorned and spiteful about their fate. Some choose to live on low tech worlds where they serve as protectors, others scour the galaxies looking for other Omega to kill and steal their power! Omegas have the following:

I am OMEGA!: Omega have Invulnerability at 100 Rank vs. Physical and Energy, 30 Rank vs. Magic and Psionics, Flight at 100 Rank, Hyper-Flight at 20 Rank, Optic Heat Beams at 100 Rank.

Physique of the OMEGA!: Starting MIGHT and MOXIE is 100 Rank.

Weakness? Ha!: Omega elements (metals forged from Planet Omega) ignore the Invulnerability completely.

Your OMEGA is MINE!: If an Omega kills another Omega, the player picks one power or Physical Stat to increase by +1 Rank.

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MEGLOGLON

HERO TYPE: Mentor

ORIGIN: Sentient Planet

Statistics

Physical

Rumble 500
Agility 4
Might 500
Moxie 5000

Mental

Smarts 100
Perception 500
Spirit 1000

Health: 6004

WILD: 1600

Resources: --

Popularity: +40

BACKGROUND

Real Name: Megloglon

Occupation: Mentor, Planet

Legal Status: N/A

Identity: Secret (only those in direct contact with Megloglon and other cosmic beings know of Megloglon's true identity)

Place of Birth: The Big Bang

Marital Status: N/A

Known Relatives: Unknown (Megloglon considers the population on his surface to be his children)

Base of Operations: Megloglon System

Past Group Affiliations: GIA Entities, The Ones Before

Present Group Affiliations: Megloglon Spartan Guardians

SPECIAL FOCUS

Universal History +40

Cosmic Engineering +40

Engineering +40

KNOWN POWERS

Gravity Control: 1000 Rank (used to maintain the surface of his body)

Telepathy: 500 Rank (used to communicate with his people and other cosmic beings)

PSI: 500 Rank (Megloglon can generate PSI appendages, defenders and other bits using PSI. If he was ever threatened by a force greater than his Spartans, Megloglon intervenes with these. He also used his PSI to create humanoid avatars that can mingle with his children.)

Cosmic Perception: 1000 Rank (Megloglon can sense anything across the cosmos)

Emotion Manipulation: 100 Rank (used to motivate his Spartans in battle)

Idea Plant: 100 Rank (used on his Spartans to help guide them)

Invulnerable: 1000 Rank vs. radiation, heat, cold

Power Bestow: 1000 Rank (used sparingly to create cosmic defenders in time of need)

Healing: 500 Rank (Megloglon can instantly heal any of his children if he wishes to do so)

Read Mind: 100 Rank (usable only on his children)

Immortal: 1000 Rank

Resurrection: 500 Rank (usable only on his children)

Ghosting: 100 Rank

Life Bestowment: 1000 Rank

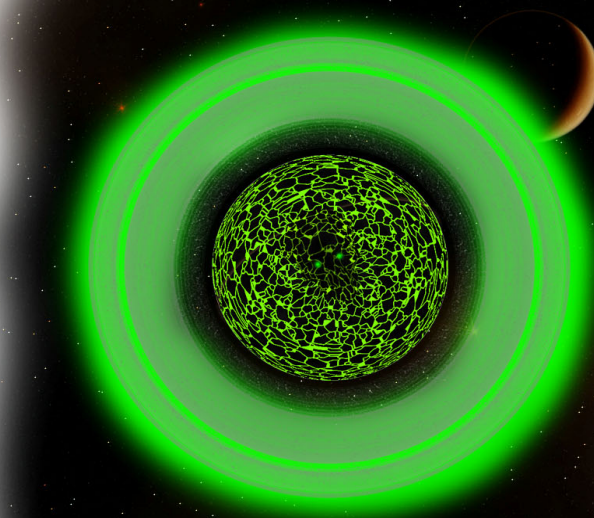
Unreal: 100 Rank (anyone visiting the surface of Megloglon will be completely oblivious to his true nature)

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HISTORY

At the birth of this universe God Almighty assigned the Ones Before the task of creating worlds and life to live on those worlds. Their first creation was Megloglon, a sentient world much like themselves. The hope was that it could generate life for other worlds. But Megloglon was not to be trifled with and was not a servant of anyone. The massive planet demanded freedom. Seeing no other choice, the Ones Before released Megloglon and locked it into the heart of the first solar system which took the name of Megloglon himself. After that, Megloglon began to create life. He did this for millions of years, letting each race live out their lives and when they died off, he would create different creatures. And as the universe evolved and wars erupted because of Sutekh and his evil demi-Gods, Megloglon joined with the GIA entities to fight the evil. Using his powers, the planet bestowed the righteous with power and sent them to the stars to fight. And as one war ended, another one sprung up, as more and more races matured. Tired of the constant fighting, Megloglon created his Spartan Guardians. His greatest creation yet, the Spartans were noble and compassionate, something his previous champions lacked. Megloglon unleashed them into the war solar system and they quickly brought peace to each world. And soon they would travel outside his reach and continue the good work. After expending all his powers to create the Spartans, Megloglon went into a slumber while his spirit guided the Spartans when needed.

Megloglon likes to watch his creations at work. He takes pride in their accomplish-



ments and strives to guide them to high standing in the cosmic order. Most of the time the planet remains dormant, while parts of his spirit roam the surface interacting with his Spartans. Most evil cosmic entities know better than to even enter the Megloglon System. The Eternals consider Megloglon a direct violation of all that is pure, but will not act against him. It is this fear from other cosmic beings that made Megloglon one of the most legendary beings in the universe.

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TROY

HERO TYPE: Megloglon Spartan Guardian

ORIGIN: Megloglon Spartan

Statistics

Physical

Rumble 30
Agility 40
Might 40
Moxie 50

Mental

Smarts 20
Perception 20
Spirit 30

Health: 160

WILD: 70

Resources: 10

Popularity: +30

BACKGROUND

Real Name: Troy

Occupation: Spartan Guardian

Legal Status: Citizen of Megloglon

Identity: Public

Place of Birth: Megloglon

Marital Status: Single

Known Relatives: Athens (father, deceased)

Base of Operations: Guardian HQ, Megloglon

Past Group Affiliations: Megloglon Military

Present Group Affiliations: Megloglon Spartan Guardians, GIA Force Guardians

SPECIAL FOCUS

Swords +30

Tactics +30

Spartan History +40



KNOWN POWERS

Space Survival: 500 Rank

Recovery: 50 Rank

CYBERNETIC GEAR

GIA Particle Blade: 50 Armor Piercing Lethal Damage

GIA Particle Shield: 50 Rank energy field (located on forearms)

Spartan Cyber Armor: 50 Rank vs. Physical, 70 Rank vs. Energy

Super Sight and Hearing: 40 Rank



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HISTORY

Troy is the son of Athens, Grand Commander of the Spartan military. Troy was raised with Spartan discipline and knows no other way to live. At the age of 10, Troy took his first pilgrimage to Angon, where he killed one of the largest beasts known to that world. At 15, Troy had begun the cybernetic conversion. But combat wasn't the only education that Troy received. He was also taught the history of his people and Megloglon. He became a brilliant historian. Troy spent several years teaching history to young Spartans in between conflicts. Troy has traveled to other galaxies to help fight the forces of evil and has made many friends along the way. Today Troy acts as a liaison for the Megloglon Spartan Guardians and the GIA Force Guardians.

Troy is a soldier and historian. He plays the part well. He won't jump into a battle until everyone working under him understands the risks and what might happen if they fail. He is a teacher on the battlefield and a father to the young men and women whom he serves with. It's this love for his fellow warriors that has made Troy one of the greatest heroes of Megloglon.

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GAL FROST

HERO TYPE: GIA Force Guardian

ORIGIN: GIA Force Powered (Alien)

Statistics

Physical

Rumble 20/50

Agility 30/70

Might 30/70

Moxie 40/70

Mental

Smarts 20

Perception 30

Spirit 40

Health: 120/260

WILD: 90

Resources: 10

Popularity: +30

BACKGROUND

Real Name: Gal Frost

Occupation: Hero

Legal Status: Sole survivor of FridgeGar (ice world that was consumed by an exploding star)

Identity: Secret

Place of Birth: FridgeGar

Marital Status: Single

Known Relatives: None

Base of Operations: Mobile

Past Group Affiliations: GIA Force Guardians

Present Group Affiliations: GIA Force Guardians

SPECIAL FOCUS

Martial arts +40

Art +30



GIA Flasher Use +40

KNOWN POWERS

Ice Generate: 40 Rank

Invulnerable: 50 Rank vs. cold, 20 Rank vs. Heat

GEAR

GIA Flasher: This is a booster device that offers a direct link to GIA Force energies. This device is only available to GIA Force Galactic Guardians. This device offers the following:

Increase all Physical Stats +3

Increase Elemental Power +4 Ranks

Containment Suit: 100 Rank Material, 30 protection vs. physical damage, 40 vs. energy

Combat Suit Boost: 100 Rank Material, 50

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protection vs. physical damage, 70 vs. energy
-May only be used once per day and for a duration of 10 Rounds before it powers back down to the standard containment suit

Space Survival: 500 Rank

Super Leap: 10 Rank

Flight (space only): 10 Rank

Enhanced Senses (all): 10 Rank

Internal Communications: 1000 Rank Range (used to communicate with partner, handler and GIA Entity)

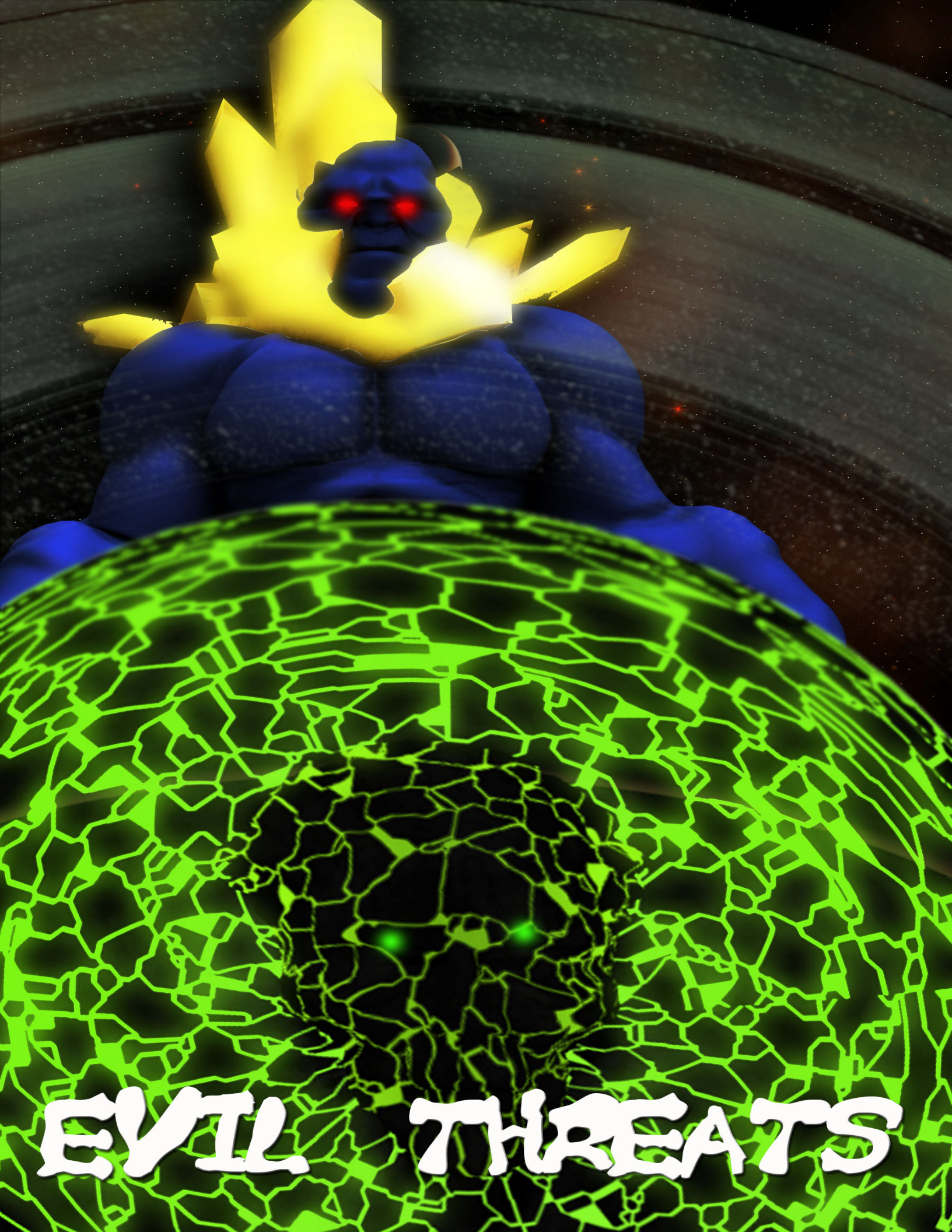
Particle Beam Pistol: 50 Rank Lethal Energy Damage (energy damage can increase to 70 Rank when used in unison with a partner's pistol)

HISTORY

Gal Frost grew up on the ice world of FridgeGar. She studied art as a child and was on the path to becoming a famous artist until the first wave of Sutekh's forces arrived. Her people fought valiantly and when it became clear that they were going to fail, the FridgeGarians looked to the GIA Entity of their system for help. It provided them with five GIA Flashers. One was given to Gal. These new GIA Guardians went to work battling the evil God's forces, but the numbers were overwhelming and FridgeGar and the other GIA Guardians were destroyed. Gal escaped only by chance after she was knocked unconscious while fighting in space and drifted away. When she awoke, Gal was on a Megloglon Spartan ship heading back to the front. There she battled with the Spartans and returned to a shattered ice world. There were no survivors. The Spartans took Gal back to Megloglon and offered her sanctuary. She stayed with the noble race until the great war ended.

After that she left Megloglon and transversed the system in search of other races to help.

Gal is an odd woman. She tends to keep to herself unless she is around other GIA Force Guardians. She is able to communicate with GIA Entities in each system she enters and works with them to set up teams of GIA Force Guardians. The number of teams she has started has passed sixty over the last hundred years. Gal has become a myth in her own right.



EVIL THREATS

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FRIGHTSTAR

HERO TYPE: Rogue

ORIGIN: Cosmic, Bestowed

Statistics

Physical

Rumble		50
Agility	50	
Might	100	
Moxie	100	

Mental

Smarts		30
Perception	50	
Spirit	70	

Health: 300

WILD: 150

Resources: 40

Popularity: -50

BACKGROUND

Real Name: Kali Star

Occupation: Galactic Criminal

Legal Status: Wanted in the Megloglon System for crimes against life

Identity: Public

Place of Birth: Megloglon

Marital Status: Single

Known Relatives: None

Base of Operations: Mobile

Past Group Affiliations: Gia Force Galactic Guardians

Present Group Affiliations: The Annihilation Syndicate

SPECIAL FOCUS

Martial Arts +30

Star Engineering +40

Astrophysics +30

WEAKNESS

Dependant (Major): Frightstar's powers come from the Black Galaxy Star Shard. In the Black Galaxy, all his powers increase to 1000 Rank. If the shard is removed (50 Rank Might) then all Physical stats revert to 30 Rank and all powers vanish. The shard relies on dark solar energy in order to power up (there are around 100 Dark Stars in the known universe) and if Frightstar spends more than a few weeks away from a Dark Star source all powers decrease by 1 Rank a day until it hits zero.

KNOWN POWERS

Black Galaxy Star Shard: 1000 Rank Material

-**Natural Tough:** 50 Rank vs. Physical

-**Invulnerable:** 1000 Rank (solar energies only)

-**Light Control/Generation:** 100 Rank

-**Gravity Manipulation:** 50 Rank

-**Telepathy:** 100 Rank (only works to communicate, not as a weapon)

-**Flight:** 100 Rank

-**Hyper-Flight:** 50 Rank

-**Cosmic Perception:** 40 Rank

-**Power Boost:** 1000 Rank (Once per day Frightstar can boost 1 power to 1000 Rank.

But doing so leaves him stunned for 2 Rounds.)

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GEAR

Starship 'Annihilation'

Body: 100, **Drive:** 10, **Speed:** 150 Rank (20 Rank Hyper-Flight)

Crew: 1,000

Laser Cannons (8): 50 Rank

Solar Mirrors (4) (that redirect light into Frightstar's throne room): 30 Rank Material

Sensors: 40 Rank

Teleporters: 50 Rank

HISTORY

Frightstar is considered the most wanted criminal in the Megloglon System. Once a proud GIA Force Guardian, Kali (aka Frightstar) was hailed as one of the greatest heroes of the order. He was raised on the small moon of Meglos and studied astrophysics with the scholars of his world. When the time came he was selected to become a GIA Force Guardian. During the Black Galaxy War, Kali was caught in the explosion of that system's star. A fragment of the star impaled the GIA Force Guardian. Kali was taken back to Megloglon where the GIA Force Guardians soon discovered the horrible truth about their brother. The Dark Star energy perverted Kali and he went insane. He took the name Frightstar and went rogue. For over a decade, Frightstar tore apart the Megloglon System until the GIA Force and Spartans finally took him down and locked him away in a prison on the moon of Lockdown. Frightstar stayed imprisoned until he escaped with the help of the Annihilation Syndicate. Now he searches the cosmos for another Dark Star in hopes of becoming an all-powerful GOD!



As a leader, Frightstar is intimidating. His fellow criminals fear his power and the followers have been known to die of fright just looking at him. Frightstar has no problem wiping out a world to prove a point. His henchmen are perversions of technology, usually those who sought the power of the GIA Force and suffered for it. They would gladly lay down their lives for him (use Soldier Stats in G-Core DELUXE).

GUARDIAN FORCE

STAR SCREAM

HERO TYPE: Rogue

ORIGIN: Alien

Statistics

Physical

Rumble 20
Agility 20
Might 30
Moxie 40

Mental

Smarts 30
Perception 10
Spirit 50

Health: 110

WILD: 90

Resources: 50

Popularity: +50 (the people who worship her), -30 (by everyone else)

BACKGROUND

Real Name: Unknown

Occupation: Ruler of the planet Zaxon

Legal Status: Wanted by the Guardian Force for crimes against sentient life

Identity: Public

Place of Birth: Zaxon

Marital Status: Widowed

Known Relatives: N/A

Base of Operations: Zaxon capital city

Past Group Affiliations: None

Present Group Affiliations: Annihilation Syndicate



SPECIAL FOCUS

Leadership +40

Power Fu +40

KNOWN POWERS

Star Scream: 50 Rank

-**Mind Control:** 30 Rank

-**Sonic Damage:** 50 Rank (but can scream to a lesser degree)

-**Sonic Force Field:** 50 Rank (vs. physical)

Tough Skin: 30 Rank vs. Physical

GEAR

Teleport Disk: 100 Rank Material, 1000 Rank Teleport (may be used once for emergencies)



GUARDIAN FORCE

HISTORY

Star Scream is the daughter of one time tyrant Death Scream. Her mother was a concubine slave of her father's and Star Scream watched her mother die in a fiery assault by the Guardian Force. The little girl was taken to a Megloglon orphanage where she was groomed to be a Guardian, but instead, her father kidnapped her and returned Star Scream to Zaxon. When Death Scream was killed by Deamos (a wandering God), Star Scream took control of Zaxon using her Star Scream powers.

A jaded woman, Star Scream rules her planet with an iron fist. She has sent countless followers to their doom and has subjugated several other worlds, which she then ordered to attack the Guardian Force. Because most of the followers are under her spell, the Guardian Force isn't as eager to go in guns blazing and take them all down. In recent years she has been working with Frightstar as part of the Annihilation Syndicate. Her role in this organization has mostly been logistics.

GUARDIAN FORCE

LORD SADIS

HERO TYPE: Rogue

ORIGIN: Cosmic

Statistics

Physical

Rumble 30
Agility 50
Might 100
Moxie 100

Mental

Smarts 30
Perception 50
Spirit 70

Health: 280

WILD: 150

Resources: 8

Popularity: -40

BACKGROUND

Real Name: Q Sadis

Occupation: Rogue

Legal Status: Wanted for crimes against lesser species

Identity: Secret (the general population does not know he is an Omega)

Place of Birth: Omega Prime

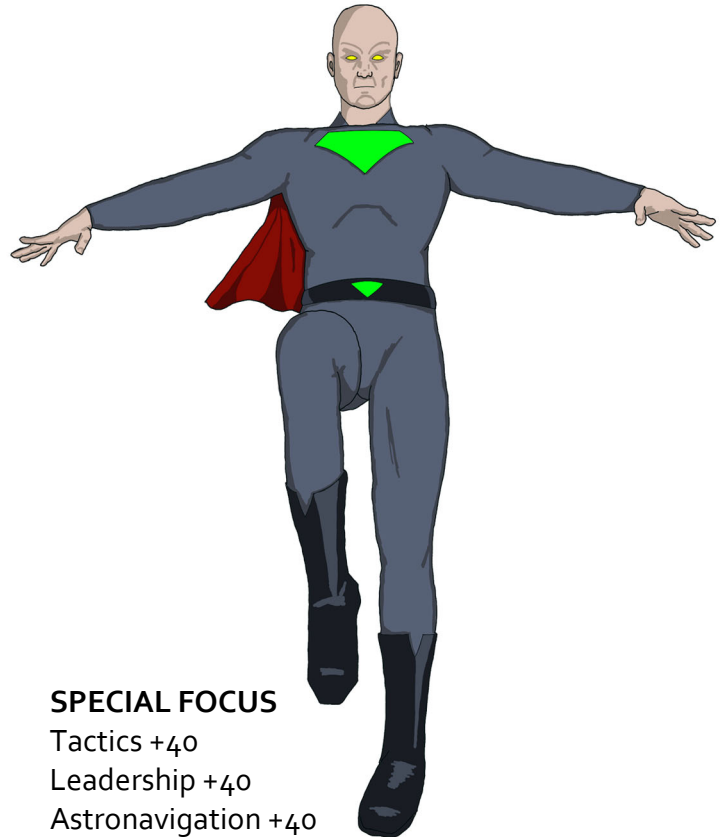
Marital Status: Widower (because he keeps murdering his brides)

Known Relatives: Unknown

Base of Operations: Mobile

Past Group Affiliations: The Royal House of Omega Prime

Present Group Affiliations: None



SPECIAL FOCUS

Tactics +40
Leadership +40
Astronavigation +40
Martial Arts +20

WEAKNESS: Omega elements (metals forged from Planet Omega) ignore the Invulnerability completely.

***Special:** If an Omega kills another Omega, the player picks one power or Physical Stat to increase by +1 Rank.

KNOWN POWERS

Invulnerability: 150 Rank vs. Physical and energy, 50 vs. magic and psionics

Flight: 500 Rank

Hyper-flight: 70 Rank

Optic Beams (Heat): 100 Rank

GUARDIAN FORCE

HISTORY

Q Sadis heralds from the legendary planet Omega Prime. As a child he was loved by all and as an adult even more so. He delegated peace across the planet and when war finally broke out, Q Sadis found himself hunted by those he thought were friends. Seeing no choice, Q Sadis left Omega Prime, but only after killing several members of the royal family and stealing their power. Q Sadis' travels took him across several galaxies. He posed as a hero in some and as a tyrant in others. But his final fall from grace was when he enslaved a race of lesser beings and forced them to mine their world in search of a GIA Key. The creatures were fragile and before long they began dying off in massive waves. And just when they finally reached their goal, Daemos arrived, incapacitated Q Sadis and stole the GIA Key's energy and blew up the planet. Q Sadis was left floating in space until he regained consciousness. Angered beyond sanity at the destruction Daemos had caused, Q Sadis declared that he alone would kill Daemos. A short time after, Q Sadis came across a small fleet of ships that were actively hunting Daemos down. They asked for Q Sadis's help. Seeing an opportunity, Q Sadis took control of the fleet and renamed himself: Lord Sadis.

Lord Sadis is a precarious person. One day he will act like a hero, going out of his way to help those in need. Other days he is laying waste to anyone who crosses him. Whenever Lord Sadis is encountered roll 1d10: 1-5: He is friendly, 6-10: He sees players as the enemy.

GUARDIAN FORCE

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UN Specials

Support Titles

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