

GALACTIC GUARDIANS

KEEPING THE PEACE
ACROSS THE
... UNIVERSE



Galactic Guardians

Keeping Peace Across the Universe

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Galactic Guardians

The Galactic Guardians are an organization made up of hundreds of different species, all with the same mission: Protect lesser worlds from galactic evil. They were formed by the Star Elders, five aliens whose power was of cosmic proportion. Using their vast knowledge they created a dimensional grid that could transmit their energy to any part of the universe. They then built a cosmic forge where armor, gear and weapons could be built and stored, all in a pocket dimension. The Star Elders sent out emissaries to gather candidates for their cause. Each candidate was brought to the planet Alpha where they were trained. Once these aliens graduated they were given the title Galactic Guardian and gifted with a disk that gave them access to the pocket dimension's arsenal. The first class of Galactic Guardians worked well together, fighting cosmic evils across the civilized worlds. But factions formed amongst the Galactic Guardians and soon they started fighting one another. The Star Elders banned the aggressors, stripping them of their rank and disk, and split up the rest, sending them back to their home worlds. They were ordered to stay out of planetary politics and only come out when a great threat presented itself. These Galactic Guardians were also given access to the dimensional grid. With it they could assemble and train smaller teams of Galactic Guardians if they needed backup. As Galactic Guardians began to die from old age, they had in the wings protégées to take their place. Hundreds of years passed and the tradition still holds true today.

On Earth, the Galactic Guardians are usually teenagers who demonstrate strong will and dedication to good. Most will retire after the threat they are facing is defeated, but some choose to carry on the tradition of the Galactic Guardian making a career of tracking down the next generation of replacements. There are five Master Galactic Guardians on Earth, but only one is active.

Anvil: He is the smith of the five. He commands the power of Vulcan and is recognized by the God.

Destiny: Her powers are amplified by her flowing magic energies.

Fable: Her powers focus on soothing angry tempers.

Jade: The combat specialist. Her mastery of countless forms of martial arts makes her a powerful foe against evil.

Lunar: His powers peak during the full moon.

The Laws of the Galactic Guardian

*No Evil may be done with the gift.

*Justice must be served according to the Galactic Laws, not the planetary ones.

*No more than five Galactic Guardians may assemble in one place or time unless the need arises or if they reside on Alpha.

*The Dimensional Grid is not a toy. Use it wisely. Galactic Guardian technology may NOT be shared with anyone.

*The gift may not be used to kill unless there is no other way.

*Any violation of these laws will result in immediate dismissal from the Galactic Guardians.

History of the Star Elders

At the dawn of creation the Star Elders were born. Split from a single cosmic being, each one had the power to create and destroy whole universes. In the beginning there were ten such Star Elders, each one specializing in a different aspect of creation. They worked together to bring life to the lifeless plane of existence. When this was accomplished the Star Elders went into a deep sleep, where they remained for billions of years. They awoke during the first great cosmic cataclysm, when the forces of good and evil were on the brink of destroying all of reality. Hoping to put an end to the madness the Star Elders intervened, but at a great cost. They were not as powerful as they once were and four of their members were destroyed by the combined might of both good and evil. A fifth was shattered into smaller pieces and his armor strewn across the cosmos. The Star Elders managed to regain control of the universe and set out to create protectors so they would not have to get involved directly ever again. This is where the Galactic Guardians were born. The Star Elders used their powers to create the Dimensional Grid and placed their knowledge in a master database for their Guardians to access. They created laws to govern the order and equipped them with everything they would need for future conflicts. The Star Elders went back into their slumber, resting in the core of the planet Alpha. They offer guidance through ethereal forms, solid, but mere dreamed images of the real Star Elders. In the capital city of



Alpha there is a great hall where the Star Elders hear cases of injustice and determine what actions should be taken. To help contain the criminals of the universe, the Star Elders created a second pocket dimension known as the Anti-Verse. Here criminals live out their existence isolated from the rest of the universe. The dimension has no cells and offers what is needed for them to live. In recent centuries, however, there have been escapes from the Anti-Verse, including several rogue Galactic Guardians. This has caused great distress amongst the Star Elders, who were hoping to be able to sleep for the rest of time. It has also caused them to be more aggressive towards threats to the universe. The Star Elders are named: The Maker, The Builder, The Dreamer, The Law Giver and The Seer. The dead Star Elders were named: The Passion, The Wonderer, The Enlightenment, The Damnation and The Eventuality. The last Star Elder, who was shattered by the forces of good and evil was stripped of his name, only to be called Star Wraith.

The Galactic Legion

To help maintain control across the universe, the Star Elders ordered their Galactic Guardians to assemble a great legion of soldiers to call upon when needed. The Galactic Legion was born. Made up of thousands of different species, the legion works to stomp out threats before they become too big for them to handle. There are four thousand Galactic Legionnaires in service to the Star Elders. They are based on hundreds of different key worlds and their purpose is to maintain order. The Galactic Legion has been responsible for saving countless worlds and is well respected by the Galactic Guardians. Each legionnaire is trained for extreme combat situations, along with a secondary trade that can help them in the field. They are armed with some of the best armor and weapons in the universe and have massive fleets at their disposal. Most of the time small units of Galactic Legionnaires are dispatched to deal with threats. Only the Star Elders may declare a full blown war, bringing the full might of the legion down upon a threat. The legion has a chain of command like any military, from privates to generals, but Galactic Guardians automatically take charge when they arrive, no matter the views of the commanding legion officer. This has caused tension between the Galactic Guardians and the Galactic Legion.

The Anti-Verse

Hoping to contain all the evil in the universe, the

Star Elders created the Anti-Verse pocket dimension as a type of jail. Whenever a being is found guilty of crimes against life and peace, they are sentenced to so many years in the Anti-Verse, most being life terms. Inside the Anti-Verse is everything one needs to live out their existence. At first inmates fought one another, but soon they realized that they couldn't kill anyone compliments of a little rule that the universe had in place: Immortality. No one can die while in the Anti-Verse. The Star Elders wanted to make a point and they did. The inmates soon began to rehabilitate and organize into clans. The ones who learned their lesson kept themselves away from the ones who sought revenge. As time passed by, the Anti-Verse's dimensional barriers began to fade and the truly powerful inmates were escaping back into the universe, hence the need for more Galactic Guardians.

The Anti-Verse: 100 Rank Force Field keeping inmates in. 100 Rank Regeneration for all inmates inside, even if blown to pieces they will reform.

The Galactic Guardian Planet Alpha

The home of the Star Elders is the planet Alpha, located exactly at galactic coordinates ZERO, at the center of the known universe. From here the Galactic Guardians receive their training and go forth into the universe as heroes. The capital city of Alpha is a massive hole with balconies going all the way down into the planet core. During Star Elder briefings, the Galactic Guardians and Galactic Legionnaire commanders gather here to listen. The Star Elders spend most of their time in this place, but on occasion will take more pleasant dream forms and walk amongst their Guardians. The core of the planet is protected by a 1000 Rank Force Field, keeping anyone from entering. The Star Elders can also generate 1000 Rank portals to anywhere in the universe, which is how they maintain order and have amazing response times to crisis situations. The training facility for new Galactic Guardians is north of the capital. Here there are barracks, bunkers and simulators for all new recruits. The drill instructors are hardcore and have no time for slackers. Some are former Galactic Legionnaires who earned the right to be called Galactic Guardians. Others are show-boaters who just love the thrill and live the life of a Galactic Guardian because it suits them. To the south of the capital is the Anti-Verse portal, heavily guarded by both Galactic Guardians and Galactic Legionnaires. There are 100 Rank Force Fields at each section leading to the actual portal (with a total of 15 sec-

tions). To the west of the capital is the shipyard where all the Galactic Legion ships are built and stored. When needed the ships are teleported to whatever section of the universe needs them. To the east of the capital are the Archives. This massive library and database stretches for miles across the eastern part of Alpha. It is from here that the Wrist Links get all their information. The Archives have a handful of Galactic Guardians that protect it. The hallways of the Archives are patrolled by robot sentries (use combat robot stats from G-Core).

Galactic Guardian Technology

Galactic Guardian Armor

The standard armor of the Galactic Guardians is a self-contained combat armor weaved with micro circuitry and maxi-fibers, which draw directly from the Dimensional Grid, offering the wearer extreme protection from harm. Each suit is powered by the user's Power Disk. Without one, the suit won't even materialize let alone work. When activated the Galactic Guardian Armor provides the following:

+20 to Agility and Might

Armor: 30 Rank

Full Life Support

Telepathic Communicator: 40 Rank

Full Access to Galactic Guardian Dimensional Forge

-Super Boosters: +30 to specific weapon and Stat (Lasts for 5 turns)

Galactic Guardian Power Disk and Wrist Link

The most protected and important tool of the Galactic Guardian is their Power Disk and Wrist Link. These two devices go hand in hand. The Power Disk is the key to the Dimensional Grid, allowing the carrier to access the portals and pull whatever gear they may need. The Wrist Link controls the disk, making sure it doesn't overload and blow up on the user. It also provides universal translation of any language the Galactic Guardian may need to understand. The Wrist Link also has an Artificial Intelligence which is linked directly into the Star Elder's archives, providing data to the Galactic Guardian on a whole range of topics, from planetary politics to mythology. It also reminds the user of the laws of the Galactic Guardians. Some have even been known to shut off the connection to the Dimensional Grid when a Galactic Guardian was about to break one of the laws, leaving the user at

the mercy of whoever they were about to smite. The Power Disk does require a recharge after every battle. Otherwise all armor bonuses are reduced by half per day until they reach zero. To charge the Power Disk Galactic Guardians put their Wrist Link on 'Sleep Mode' and it automatically links to the Dimensional Grid. It takes four hours to recharge. During this time the Wrist Link cannot be used. When attached to the Rocket Bike it stays fully charged and active giving the Galactic Guardian constant use of their armor with no worries about running out of juice.

Power Disk: 100 Rank Material, 150 Rank Energy, Slow aging to 1 year for every 100 years.

Wrist Link: 70 Rank Material, Smarts: 70, Perception: 20, Spirit: 70, Gestalt: 100 Rank (If other Galactic Guardians are nearby they may combine their weapon damage into a super attack. This works only once, but does 100 Stun damage).

Galactic Guardian Dimensional Forge Weapons

When needed, a Galactic Guardian can pull weapons from the Dimensional Forge. What is pulled depends upon the user. Some Galactic Guardians favor swords, others hammers, some guns, but whatever they need, it's here. Each weapon from the Dimensional Forge has a special ability. What that ability is again, depends on the user. Each weapon has a certain life span before it needs to be returned. The more powerful the weapon the less time it can exist outside the Dimensional Forge. Each weapon level has the following stats:

Low Level Weapon: 40 Material, 30 Stun Damage, Unlimited time outside Dimensional Forge, No Powers

-These weapons are the standard that most Galactic Guardians carry on them or keep handy in case of surprise attacks.

Mid-Level Weapon: 70 Material, 50 Stun Damage, May exist for 10 Turns before needing to return to the Dimensional Forge, 1 power at 70 Rank

-When dealing with tougher threats, Galactic Guardians tend to pull together and bring these weapons out. The Wrist Link will not allow these weapons to be used on feeble minions.

High Level Weapon: 100 Material, 70 Stun Damage, May only exist for 2 turns before needing to return to the Dimensional Forge, 1 power at 100 Rank

-So that boss wasn't really the boss. Well that's what this heavy hitter is for. To bring them down hard and fast the Galactic Guardian can pull one of these monsters from the Dimensional Forge. One hit from this is usually enough to take down the

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toughest threat. The Wrist Link will not allow these weapons to be used on anything less than INSANELY tough enemies.

Titan Boosters

There are times when being a Galactic Guardian isn't enough. That's when they can pull from the Dimensional Forge a Titan Booster. This disk fits into the Wrist Link, giving the wearer a HUGE boost to their stats. There are different levels of Titan Boosters for different situations.

Low Level: +20 to two Physical Stats

-These are usually used to bring down lieutenants. They give a boost for 10 turns.

Mid-Level: +30 to two Physical Stats

-There are those threats that are just below boss level that require some more power to bring down. This is the booster to use. It lasts for 5 turns.

High Level: +40 to two Physical Stats

-When a Galactic Guardian needs to bring down the biggest of them all, they pull this type of booster. The downside is it only lasts for 2 turns.

Galactic Guardian Justice Seeker

One of the quickest ways to deliver justice on worlds far away from Alpha is by using the Galactic Guardian Justice Seeker. This small hand-held device scans a being and passes judgment right on the spot. If found guilty, the accused is teleported inside the Justice Seeker, which has a small pocket dimension just big enough to hold one person. When the Galactic Guardian returns to Alpha they simply plug the Justice Seeker into the Anti-Verse converter and their prisoner is dumped into the Anti-Verse. The only downside to using the Justice Seeker is that the Galactic Guardian must first beat the criminal into a weakened state where they can break free from the device. If the Justice Seeker is destroyed the prisoner is released.

Justice Seeker: 30 Material, 40 Rank Teleport, 70 Rank Force Field to hold in prisoner.

Galactic Guardian Porta-Portal

Designed by the Star Elders to help evacuate worlds quicker, the Porta-Portal does the job. Using this device is simple. A Galactic Guardian lands on a planet and sets up the Porta-Portal, a small tent-sized frame. They then plug their Wrist Link into it, which powers the portal up. From there all one needs do is walk through the white light to the other side. Most Porta-Portals are programmed to deliver passengers to a designated staging ground, usually a moon not occupied by anyone. From there the refugees can be sorted out and sent to a

new world. The portal can remain activated for 2 turns after being unplugged from a Wrist Link.

Porta-Portal: 30 Material, 500 Rank Teleport

Galactic Guardian Rocket Bike

The standard of the Galactic Guardians is the Galactic Guardian Rocket Bike. Every Sergeant in the Galactic Guardians has one. They fit one person and are designed for quick responses and patrols. Each bike is equipped with onboard weapons and sensors. The Dimensional Engines link directly to a Galactic Guardian Wrist Link, providing a recharge to the Power Disk while also powering the engines. The rocket bike also generates a force field while in flight preventing the pilot from getting hit by space debris. If the Wrist Link disconnects from the bike, the vehicle will power down. Each bike comes with fifteen Porta-Portals and supplies for surviving the harshest environments.

Galactic Guardian Rocket Bike		Weapons
Body	150	Lasers: 50 Rank Space Missiles (4): 70 Rank Force Field: 50 Rank Sensors: 100 Rank Com-Link, Survival Gear, Porta-Portal
Drive	20	
Speed	500	



**In the back of this PDF we have provided simple Galactic Guardian Armor cards for Game Masters and Players to cut-out and use.*



Name	BOGO
Age	201
Height	8FT
Weight	450 LBS
Origin	ALIEN

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

Health
150

WILD
80

Powers

Super Leaping: 40
Tough Skin: 20

Flaw/Weakness

Large (Minor): Bogo has a hard time fitting into small places.
Alien Appearance (Major): Lesser beings tend to be scared of Bogo.

Special Focus

POWER DISK FU +30
BOXING +30
LEADERSHIP +20

Armor/Gear/Weapons

Power Disk and Wrist Link

Instructor Bogo

Personality: Bullish and proud, doesn't take crud from anyone. Respects people with dedication and backbone

Allies: Galactic Guardians, Galactic Legion

Foes: Evil

Bogo comes from the savage and competitive world of Bogostia. The population of the planet is dedicated to fighting hand to hand. Earthlings might refer to their style as boxing. Bogo was the champ on his world, but when a deal went sour between two promoters, Bogostia was blown to pieces. Bogo was returning home at the time and couldn't believe what he saw. Homeless, Bogo traveled to Alpha seeking justice. The Star Elders offered Bogo a chance to be one of their first Galactic Guardians. He gladly accepted. It wasn't long after that Bogo ended up becoming the training officer for rookies. While Bogo is the last of his kind, he doesn't let it cloud his judgment. He teaches his recruits about the value of their gift and why not to waste it on fruitless revenge quests. Bogo still keeps up his boxing skills on newcomers and always loves a wise guy or gal to beat on. Bogo doesn't care about gender. You mouth off and it's time for a world of loving hurt. When Bogo isn't barking orders he's hanging out with his graduates talking about past victories and past defeats. He likes to make sure that they understand that just because they are heroes doesn't mean they can't lose. Bogo is highly respected by both the Galactic Guardians and Galactic Legion.

*NOTE: Stats for Bogo do NOT include his bonuses for an activated Power Disk.



Name	ASPER
Age	114
Height	6 FT
Weight	200 LBS
Origin	ALIEN

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

Health
100

WILD
80

Powers

Scaly Skin: 10, Long Tongue: 10, Super Taste: 40
Wall-Crawling: 20, Night Vision: 10

Flaw/Weakness

Weakness (Minor): Cold: Asper suffers a -10 to all Physical stats in climates colder than 30 degrees Fahrenheit

Special Focus

POWER DISK FU+20
TONGUE FU +10
MARTIAL ARTS +10

Armor/Gear/Weapons

Power Disk and Wrist Link

Asper

Personality: Funny, a joker, likes being around rookies.

Allies: Galactic Guardians, Galactic Legion

Foes: Evil

Asper came from the jungle world of Jungaar, where his people worked as gas miners for a galactic corporation. When the people of Jungaar wanted more money for their gas, the corporation bombed the planet. Asper's family was rescued by the Galactic Guardians. While evacuating, one of the Galactic Guardians was killed. Asper took the Wrist Link and it bonded with him. The little lizard boy made quick work of the corporate shock troopers with the help of the Dimensional Forge. The Star Elders welcomed him into their ranks. Since then Asper has been an outstanding figure in the Galactic Guardians, leading missions to far off sectors of the universe. While Asper may appear like a scary lizard man, he is actually quite funny to be around. New recruits spend most of their time staring at his long snake tongue that can grab fruits from up to five feet away! Bogo picks on Asper's lisp, but the two are close friends, always looking to outdo each other.

*NOTE: Stats for Asper do NOT include his bonuses for an activated Power Disk.



Name	ANVIL
Age	89
Height	5FT 7
Weight	210 LBS
Origin	HUMAN

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

Health
100

WILD
50

Powers

NONE

Flaw/Weakness

Minor FLAW: Missing Eye: During the War of the Worlds Anvil lost his left eye.

Special Focus

POWER DISK FU +20
BLACKSMITHING +10
HAMMER COMBAT +20

Armor/Gear/Weapons

Power Disk and Wrist Link

Hammer of Vulcan: 500 Material, 50 Damage Base unless wielded by someone of a higher Might.

-Fire Generation: 50 Rank, May increase to 100 Rank for 1 turn every battle

Gauntlet of Vulcan: 500 Material, +20 to User's Might

Anvil

Name: Cooper Haus

Personality: Strong-willed and strong-headed. He values honesty and seeks to bring peace to the galaxy.

Allies: Galactic Guardians

Foes: Martians, Evil

Of all the Earthbound Galactic Guardians, Anvil is the most powerful. Not only does he draw his power from his Power Disk, but he is also blessed by Vulcan, the Roman Smith God. Cooper grew up in the hills of Germany during World War II. His father became one of Hitler's top blacksmiths, making replicates of ancient artifacts the Nazis had collected from the war effort. One of these items was a blacksmithing hammer with Roman markings on it. One night while Cooper's parents slept, the boy went into the barn and lifted the hammer, then struck it against his father's anvil. When he did, Cooper was instantly transported to Alpha. Standing before the Star Elders, Cooper was questioned as to where he got the hammer, which had actually been a gift to the Galactic Guardians from Vulcan the Roman Smith God. Cooper told the Star Elders of his life and the hammer. To reward the boy's honesty, the Star Elders offered Cooper a place in the Galactic Guardians. He gladly accepted. Cooper spent the next few years training until he was fifteen. His parents were given a cover story so they wouldn't worry and Cooper became Anvil. As a Galactic Guardian, Anvil is strong and fearless. During battles he is the first one in and his favorite weapon to summon is Vulcan's hammer. One night while Anvil was looking to the stars, Vulcan appeared before Anvil and thanked him for returning the hammer to the rightful owners. It was an experience that the Galactic Guardian never forgot. As Anvil got older he put up his Power Disk and began searching for new teens to follow in his footsteps. During the War of the Worlds, Anvil's teens held their own against the Martian Invaders.

*NOTE: Stats for Anvil do NOT include his bonuses for an activated Power Disk.



Name DESTINY
Age 19
Height 5FT 4
Weight 135 LBS
Origin HUMAN

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

Health
50

WILD
70

Powers

MAGIC: 40 Rank

-Destiny can cast spells at 40 rank. Common spells she uses include: Lightning, Teleport, Force Field, Telekinesis

Flaw/Weakness

Special Focus

POWER DISK FU +20
MAGIC +10
STAFF FU +10

Armor/Gear/Weapons

Power Disk and Wrist Link
Staff of Presto: 100 Material
-Gives user a +10 to all cast spells
-Can generate a Life Support field around user when traveling in hostile environments including space.

Destiny

Name: Nene Parker

Personality: Spooky and geeky. Talks about dark things and smiles while doing it.

Allies: Galactic Guardians

Foes: Martians

Nene Parker was a bright little Goth chick from Boston, Massachusetts who loved to practice magic. While she was still a newbie, Nene could still pull some amazing tricks out of her hat. Before the Martian invasion she was approached by a man who called himself Anvil. He asked her to join a super hero team that he was forming. At first she thought he was insane, but when Anvil summoned his Galactic Guardian armor Nene quickly changed her mind. Magic mixed with the Dimensional Grid has some mixed results. Nene wasn't a real magic user, but the Power Disk amplified her abilities. Simple tricks had destructive results. During the War of the Worlds that didn't matter. Her crazy magic was just what was needed to bring down Martian war machines. When it was all over, Nene left the team, but kept her Power Disk. Today she wanders the Earth looking for someone who will teach her how to control her magical abilities.

*NOTE: Stats for Destiny do NOT include her bonuses for an activated Power Disk.



Name FABLE
Age 20
Height 5FT 7
Weight 129 LBS
Origin HUMAN

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

Health
 60

WILD
 60

Powers

NONE

Flaw/Weakness

Minor Flaw: Shy: Fable isn't big on large gatherings. She suffers a -10 to any social roles when in a crowd.

Special Focus

POWER DISK FU +20
 SOCIAL WORK +20
 HIPPI FU +10

Armor/Gear/Weapons

Power Disk and Wrist Link

Fable

Name: Mable Benson

Personality: Mellow hippy, totally Zen and in touch with nature

Allies: Galactic Guardians

Foes: Martians

Mable Benson was a high school social worker in the small town of Lebanon, New Hampshire. She was young and inexperienced, which made her the butt of everyone's jokes. At night she would sit under the stars and meditate. But the night the Martians came to Earth changed her life. While sitting out on her lawn surrounded by incense she was startled by an explosion behind her tool shed. She ran to check it out. On the ground was a small bracelet. Curious, Mable picked it up and put it on. In that instant she found herself wearing a weird suit; it was a Galactic Guardian armor. The bracelet began to speak. Mable tried to take it off, but she couldn't. While the Galactic Guardians would have preferred someone a little more stable, they needed someone near the Martian crash site. The Star Elders appeared before Mable and told her what was going on. Seeing this as her chance to make a difference, Mable agreed to be a Galactic Guardian. While she wasn't able to prevent the invasion, Mable, now Fable was able to be a pain in the butt of the Martians in her area. When the war finished, Mable went back to work as a social worker, but always keeping an eye out for new recruits.

*NOTE: Stats for Fable do NOT include her bonuses for an activated Power Disk.

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Name	JADE
Age	26
Height	5FT 3
Weight	141 LBS
Origin	HUMAN

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

Health
100

WILD
60

Powers

NONE

Flaw/Weakness

Special Focus

POWER DISK FU +20
EXTREME SPORTS +20
MARTIAL ARTS +10
GUN FU +10

Armor/Gear/Weapons

Power Disk and Wrist Link
Twin Laser Pistols: 40 Material, 1d10+20 Armor Piercing
LETHAL Damage

Jade

Name: Lindsey Thomas

Personality: Loves a good rush. If it's extreme, she's in.

Allies: Galactic Guardians, Galactic Legion

Foes: Martians, Evil

Lindsey was a rough and tough kid. She grew up in the Colorado Mountains and loved extreme sports. When that stopped working for her, she got into amateur fighting, then guns. When Lindsey turned sixteen she received a package from New Zealand. It was a funky looking watch. Thinking it was the next great thing in extreme sports, she put it on. It was extreme alright; it was a Power Disk and Wrist Link. Lindsey was instantly transported to Alpha, where she was given the offer of being a Galactic Guardian. Seeing it as an opportunity to do something wild, she accepted. Taking the name Jade, Lindsey trained with both the Galactic Guardians and the Galactic Legion. She mastered all of the high tech weapons and armors. But when she learned about the pending invasion of Earth by the Martians, she joined up with Anvil to fight. Once the War of the Worlds ended, Jade went back to Alpha to continue her duties as a Galactic Guardian.

*NOTE: Stats for Jade do NOT include her bonuses for an activated Power Disk.



Name LUNAR
Age 150
Height 5FT 9
Weight 215 LBS
Origin ALIEN

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

Health
 150

WILD
 80

Powers

Sixth Sense: 40
 Regeneration: 40

Flaw/Weakness

Minor Flaw (Anger): Lunar has a tendency to become extremely angry when things start getting tough. This makes him even deadlier to those around him.

Special Focus

POWER DISK FU +20
 MARTIAL ARTS +10
 CLAW FIGHTING +20
 FULL MOON MADNESS +10 (DURING FULL MOON)

Armor/Gear/Weapons

Power Disk and Wrist Link
 Lunar Claws: 500 Material, 30 Armor Piercing Lethal Damage. *Only usable by Lunar.

Lunar

Name: Unknown

Personality: Helpful, philosophical

Allies: Galactic Guardians

Foes: Evil

The history of Lunar is shrouded in shadows. No one really knows much about him. The Star Elders even shield this Galactic Guardian from scrutiny. The first appearance of Lunar was during the War of the Worlds, where he appeared on the moon and did serious damage to a Martian saucer ship thinking the Martian Queen was onboard. When he didn't find her, Lunar went to work going from ship to ship. When the War of the Worlds ended, Lunar vanished. Every now and then he appears to help Galactic Guardians in need. Lunar's powers seem to peak during full moon cycles. No one has ever seen him without his armor.

***Game Master Notes:** Lunar is actually the twin brother of Matrix. When he tried saving his sister from the energy feedback that turned her evil, he was sealed in his Galactic Guardian armor forever.

The No Returners

The Galactic Legion is a military force, but they still fall under the laws of the Galactic Guardians. For those who cannot follow the fine print of the laws it means either dismissal or placement into the No Returners. The No Returners are a strike team of expendables that go in guns blazing to any situation and refuse to return until their mission objectives are met. The head of this strike team is Major Val-Kree, a hot-headed woman with a major chip on her shoulder. When she goes into battle, someone will die, be it one of her own or lots of the enemy. While the No Returners have a horrible reputation, they also get the job done. They will go where no one else will go and they do it with a smile. They rescue high profile prisoners from enemy prisons guarded by thousands of troops. The No Returners aren't fans of the Galactic Guardians, however, because they don't like following orders from outsiders. None of this matters, because they get the job done and in the end that's all that anyone really cares about.





Name VAL KREE

Age 29

Height 5FT 8

Weight 184 LBS

Origin ALIEN

Rumble 30 **Smarts** 20

Agility 30 **Perception** 20

Might 20 **Spirit** 30

Moxie 30

Health

110

WILD

70

Powers

Regeneration: 10

Resistance to Cold: 30

Flaw/Weakness

Weakness (Minor) Heat: At high temperatures Val-Kree suffers a -10 to Physical Stats

Special Focus

MILITARY +20

STAFF COMBAT +20

TACTICS +20

Armor/Gear/Weapons

Legion Armor: 20 Rank

Legion Headset: 10 Material, 30 Rank Scanners, Comlink

Legion Blade Staff: 20+1d10 Lethal Damage

Major Val-Kree

Personality: Hot-headed and cold blooded. Her sense of right and wrong dictates her life.

Allies: Galactic Guardians, Galactic Legion

Foes: Those on the wrong side of justice

Val-Kree comes from the ice world of Iscar. As a child she never knew war, but when a nearby planet decided it was time to expand, they wasted no time marching onto Val-Kree's homeworld. She watched as her race was decimated by the invaders. By the time the Galactic Legion arrived only a handful of her people were left alive. Seeking revenge, Val-Kree joined the legion and became one of the most dedicated members to serve. She is a harsh combatant and refuses to give up even when she should. The Star Elders have repeatedly warned her about the aggression she shows, but refuse to strip her of her rank because deep in her heart she is a compassionate warrior who only seeks to right the wrongs of the universe. Many males in the legion look up to her and even more want to marry her. Val-Kree is commander of the Galactic Legion's No Returners, a strike team made up of some of the very best soldiers in the known universe. In combat Val-Kree won't hesitate to kill massive amounts of enemies to get the point across. She will drop an enemy commander in battle and then throw a weapon to a surrendering alien and make them fight. Val-Kree also doesn't like quitters. She has been known to track down deserters and drop them into the Anti-Verse just to remind them about WHY the Galactic Legion exists.



Name ZUUL
Age 35
Height 6FT
Weight 215 LBS
Origin ALIEN

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

Health
 90

WILD
 70

Powers

Super Smell: 20
 Super Hearing: 20

Flaw/Weakness

Special Focus

MILITARY +10
 TRACKING +20
 PISTOLS +10

Armor/Gear/Weapons

Legion Armor: 20 Rank
 Legion Headset: 10 Material, 30 Rank Scanners, Comlink
 Laser Pistol: 1d10+20 Lethal Damage

Sergeant Zuul

Personality: Has a serious streak, but it is usually followed by an attempt at a one-liner.

Allies: Galactic Legion

Foes: Evil

Zuul comes from the desert world of Wastula. Here he was a great hunter in a primitive tribe until his species was enslaved by invaders. He was trained to use high technology and was sent to work with others in great mines, extracting valuable gems. Zuul was no ordinary primitive, however. He was a quick learner and soon led a revolt against the invaders. Once his people were freed, Zuul took one of the alien ships and left his planet, seeking to discover where the invaders came from. It wasn't long before he ended up bumping into the Galactic Legion, who recruited the primitive into their ranks. Zuul excelled in his training and after several successful missions he was drafted into the No Returners, where he now serves under Major Val-Kree. Zuul is a brilliant tracker who prefers primitive and small arms over large cannons and planet killers. During battles he is usually the first one through the door, guns blazing. With all this zeal Zuul is a legionnaire of few words, which make his teammates wonder what is going through his mind. The answer is pretty simple; he misses his people.



Name GWEEN
Age 22
Height 5 FT
Weight 132 LBS
Origin ALIEN

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

Health
 90

WILD
 70

Powers

Wall-Crawling: 10
 Regeneration: 10

Flaw/Weakness

Special Focus

MILITARY +20
 ENGINEERING +20
 JURY RIGGING +20

Armor/Gear/Weapons

Legion Armor: 20 Rank
 Legion Headset: 10 Material, 30 Rank Scanners, Comlink
 Laser Pistol: 1d10+20 Lethal Damage
 Tool Pack
 Hand Analyzer: 40 Rank Smarts

Sergeant Gween

Personality: Funny, personable, likes to crack jokes while under fire

Allies: Galactic Legion

Foes: Evil

Gween is a tech genius from the swamp planet Frogwa. As a small child, Gween mastered just about every level of technology his people had. His future was bright until the day the sky turned black and a comet struck Frogwa. Gween along with half of his species were evacuated by the Galactic Guardians. Hoping to join up, Gween asked about membership, but instead ended up being enlisted in the Galactic Legion due to a language translation error. At first Gween was slightly upset, but when he found out that an alien was actually responsible for the comet hitting his world, he was glad to serve. Gween was drafted into the No Returners by Major Val-Kree because she liked the green alien. Gween's sense of humor, but seriousness in battle was something Val-Kree recognized as a good morale booster. When it comes to understanding alien tech quickly, Gween can do it with ease.



Name GREYLOR
Age 40
Height 5FT 10
Weight 182 LBS
Origin ALIEN

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

Health
 100

WILD
 80

Powers

Telepathy: 40
 Sixth Sense: 30

Flaw/Weakness

Special Focus

MILITARY +20
 TELEPATHY FU +20
 SWORDS +20
 HAND TO HAND COMBAT +30

Armor/Gear/Weapons

Legion Armor: 20 Rank
 Legion Headset: 10 Material, 30 Rank Scanners, Comlink
 High Frequency Sword: 1d10+ 30 Armor Piercing Lethal Damage

Sergeant Greylor

Personality: Silent type. Very philosophical

Allies: Galactic Guardians

Foes: Evil

Of all the No Returners, Greylor is probably the scariest. Spawned on the crystal planet of Diymonia, Greylor is a master psychic and close combat expert. Greylor grew up in a very strict environment where emotional outburst was not allowed. To help vent his frustrations, he took to learning about alien weapons and fighting skills. Using his psychic powers and skills, Greylor easily mastered the arts. When Diymonia was attacked by Star Wraith, the Galactic Legion arrived to evacuate as many of his people as they could while the Galactic Guardians fought the insane Star Elder. Greylor saw the value of the Galactic Legion and enlisted. Due to his ability, many legionnaires didn't want Greylor in their ranks, but Major Val-Kree had admiration for the close combat specialist and drafted him into the No Returners. In battle Greylor is quiet, stealthy and deadly. He can sense an attack before it happens and reacts just as quickly. He prefers the use of a high frequency sword because it can deflect both energy and kinetic attacks. One Earth Galactic Guardian once referred to Greylor as a kung-fu Samurai.

GALACTIC GUARDIANS



Name MATRIX
Age 150
Height 5FT 8
Weight 171 LBS
Origin HUMAN ACCIDENT

Rumble 30 **Smarts** 40
Agility 30 **Perception** 40
Might 40 **Spirit** 50
Moxie 70

Health
 170

WILD
 130

Powers

Doppelganger: 50, PSI: 50, Energy Generation: 50, Tech Link: 50, Tech Absorb: 50, Tech Read: 50, Force Field: 50, Regeneration: 20

Flaw/Weakness

Flaw (Major): Infected: Matrix is infected with a virus that turns living beings into machines. There is no known cure.

Special Focus

POWER DISK FU +30
 COMPUTERS +30
 DOPPELGANGER FU +30

Armor/Gear/Weapons

Power Disk and Wrist Link

Matrix

Name: Was Lola

Personality: Vengeful and cruel. Has no problem making people suffer.

Allies: None

Foes: Galactic Guardians

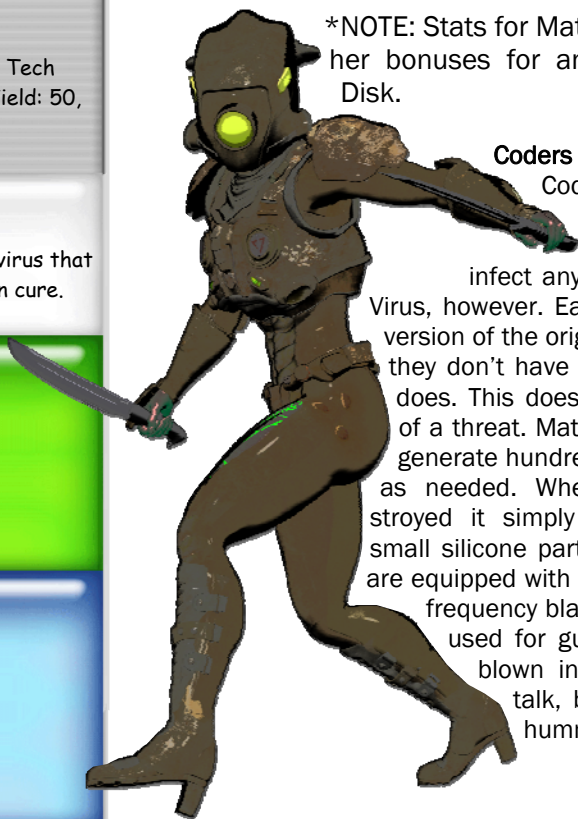
Lola was a brilliant Galactic Guardian who knew computers front and back. While on duty at the Anti-Verse portal, Lola discovered someone had downloaded a virus into the main computer network. She linked herself directly into the system to try and kill it, but what she didn't realize was it was a trap. Lola's body started to become infected with the Matrix Virus. Her twin brother pulled her away from the computer, disconnecting Lola, but it was too late. The energy feedback almost killed her. Days later Lola woke up in the Galactic Guardian infirmary. Her mind was corrupted by the Matrix Virus and her body was transforming into a living machine. Lola's body was sealed inside her armor and the Wrist Link was grafted to her skin. Lola broke free and escaped. A year later she reappeared, calling herself Matrix and with her an army of doppelgangers. She has sworn to destroy the Galactic Guardians. The greatest threat Matrix poses during battle is her ability to use the Dimensional Forge.

*The Matrix Virus was designed by an unknown criminal in an attempt to free all the prisoners in the Anti-Verse. It also had the ability to imprint itself onto living organisms. Anyone touched by Matrix for more than a turn must make a Moxie save or become a mindless slave. The Matrix Virus is 50 Rank.

*NOTE: Stats for Matrix do NOT include her bonuses for an activated Power Disk.

Coders (Matrix troops)

Coders are actually doppelgangers of Matrix. They can't infect anyone with the Matrix Virus, however. Each one is a weaker version of the original Matrix because they don't have Wrist Links like she does. This doesn't make them less of a threat. Matrix has been able to generate hundreds of these doubles as needed. When a Coder is destroyed it simply breaks down into small silicone particles. Most Coders are equipped with light armor and high frequency blades. A Coder can be used for guard duty or for full blown invasions. They don't talk, but they do make a humming noise.



GALACTIC GUARDIANS



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