

GODSEND

AGENDA



D20 Modern Conversion



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Khepera
Publishing
Presents

GODSEND AGENDA



An alien species plan for survival

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GODSEND Agenda D20 Modern Conversion

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This book is dedicated to Clea and Gabriel, my two finest creations

Thank you for the purchase of the e-book and I hope you find it useful.

Until next time
Jerry D. Grayson
www.godsend-agenda.com

PS: Also you can check out these other sites. I've found them very helpful with a ton of resources to help me run a game.

S. John Ross' Cumberland Fontworks
<http://www.cumberlandgames.com>

Microtactix
<http://www.microtactix.com/>

Spectre Press
<http://www.spectrepress.com/>

Superfigs (home of the 28mm super hero miniatures)
<http://www.superfigs.net/>

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INTRODUCTION

Khepera publishing is proud to present the GODSEND Agenda d20 conversion, an innovative super hero genre setting for use with the D20 Modern rule system. This book provides all the rules you need to play in the GODSEND Agenda universe, including new races, feats advantages, and powers.

HOW TO USE THIS BOOK

The GODSEND Agenda d20 conversion is a tool for both players and GMs. It is designed as a supplement to the D20 Modern core rules. The GODSEND Agenda game world fits perfectly with any system but the focus of this book is to assimilate it into a D20 game system framework. The book can be used several ways. Idea types are listed below.

1. The game can be played as a superhero game using the background presented in the GODSEND Agenda core rulebook. This is (in my humble opinion) the best way to play the game. The world of GODSEND is rich, some say baroque, world filled with interesting plot hooks and characters. Different alien and human factions vying for control and domination of planet Earth drive the story. An impending alien invasion looms on the bleak horizon of a world rife with hidden agendas and conspiracies.
2. The game can be played as a generic super heroic game. The rules presented here are very flexible and can be used for your own homebrew game. There are a ton of D20 and D20 modern supplements to use in conjunction with this book. For that matter there are tons of other games thinly connected to D20 that can be used, some that come to mind are Silver age Sentinels (Guardians of Order), Wild talents, and GODLIKE (both by Hobgollynn press). Both games can be used in tandem with the rules presented here.
3. The GODSEND Agenda D20 rules can be used to run a game set in a bygone era easily. The Universe of GODSEND Agenda spans thousands of years and can easily be played using the standard D20 rules present in the Dungeons& Dragons book. Imagine playing your godlike character in a medieval game world or a superhero in a sword and sorcery setting! The game master can also pick up the Dragon Star supplements (by Fantasy Flight Games) and play a Sci-Fi supers game. The Elohim and Chimerans were originally a space faring race you know.
4. The GODSEND Agenda game world can be thrown out completely and the rules for powers can be used in any game. With the D20 modern rules and this GODSEND Agenda book the possibilities are endless. With the rules contained here you can build dragons, larger than life aliens, or godlike outsiders who rule and hold the fate of men in their hands, the possibilities are endless!

The Arrival

The day dawned bright over what would be called the Atlantic Ocean. On a long peninsula, which will be called Florida, a deer looks up from a stream. Birds quiet in the trees. On an island, which will be known as Cuba, insects stopped chirping. Nature seemed to take a breath. In an instant, the world would be changed.

Existence opened. A flash of light without radiance, a boom of sound beyond hearing, one second that lasts until this day. These are the things that heralded the coming of change. Water dissolved, leaving a crater in the surging sea. When it returned, it rushed to conceal something entirely new on this world. But this newness would not be covered. This thing demanded that its presence be recognized. This harbinger surged to the surface and the world would have to adapt. Forced through an unstable wormhole, the Elohim prison ship crashed into the Atlantic. It bobbed for a moment, as if resting. Then it gave birth to the future.

Pressure stabilized. Escape pods jettisoned. Attis, his compatriots, and jailers fled the ship as it sank slowly to the depths. In the confusion, no one noticed they had altered the course of a world they never knew existed. Survival became their overriding motive. They fled to every corner of the globe.

Within moments, the deer returned to the stream, the birds to their trees, the insects to their chirping. Nature released her breath and on it rode the winds of change.

GODSEND Agenda History of the Universe

3550 BC

The Elohim and Atlanteans clash, a war rages for several years.

2980 BC

Imhotep advances engineering and mathematics.

2247 BC

The biblical tower of Babel is destroyed by a supernatural occurrence.

1628 BC

The island of Atlantis is destroyed

1219-1209 BC

The Trojan War starts and ends with super human involvement.

1150 BC

Some unknown force cuts the Flow of ka energy dramatically. All Ka using beings have their powers reduced to a fraction.

420 BC

A plague strikes the city of Athens killing tens of thousands.

361

The Library of Alexandria is destroyed.

542-594

The plague flares up again at Constantinople and spreads across Europe killing millions. The plague will ap-

The **GODSEND Agenda** Universe, similar on the surface to the real Universe, has a history rich in differences and is greatly affected by the Elohim, an alien race who tap into Ka, the powerful ultimate force of the universe. What follows is a "high speed history" of this universe highlighting the differences between **Godsend Agenda** and the real world.

The contents of this chapter are considered closed content.

The Elohim History

The Elohim calendar uses a system called "AE," or After El. Approximately -5AE, scientists on the distant world of Araboth discover a method for manipulating Ka. A scientist named El uses the method to master the powers of Ka, conquers Araboth over the next five years, declares himself Emperor and resets the calendar to his name.

Emperor El envelops thousands of worlds as he spreads the Elohim Empire across the galaxy. El organizes an elite class of nobles, the Seraphim, and teaches them the basics of Ka, but forbids lower castes from the knowledge under the threat of imprisonment or death. In this way, El maintains control over those with access to the power. It takes the Elohim Empire more than a thousand years to conquer a quarter of the galaxy, but by 1250AE El is immortal and unchallenged.

However, within a few thousand years, the Elohim Empire's conquests have stretched thin. Even with the awesome power of Ka, the Seraphim need a new method of conquest to hold the trembling Empire. Having observed thousands of primitive worlds, El creates the Godsend Agenda, pronounces himself god and engineers a warrior caste known as the Angelos.

The Godsend Agenda dictates that a handful of Seraphim are sent to a primitive world, use Ka to set themselves up as gods, and dictate El's will to the people. Given time, the people are manipulated into servitors for the Elohim Empire. The Agenda frees ninety percent of the Empire's resources and fosters an age of prosperity and power.

Around this time, a Seraph and prodigy of Ka manipulation

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named Attis is born. Nearly powerful enough to rival El, he quickly rises up in the ranks of the Seraphim. Fifty years after the birth of Attis, the Elohim encounter another race of Ka manipulators – the Chimerans, an utterly alien race of shape shifters bent upon galactic control. The Empires clash, but the bulk of Chimerans use Ka, while only the most powerful of the Elohim are so capable. The Elohim rapidly lose territory.

Even as the Elohim seem doomed, in 3085AE Attis discovers a way to neutralize the natural flow of Ka. Leading a small force, Attis locates the Chimeran homeland and activates his device. Connected by a Ka-linked hive mind, the Chimerans are rendered helpless, and retreat from the Elohim Empire. Attis, dubbed “Lightbringer” by El, returns a hero.

Attis’ ideas, however, differ from El’s. In 3097AE, he speaks in favor of all citizens learning to use Ka. El quickly censures him, and the younger Elohim takes his followers into hiding. The god of the Empire, intimidated by Attis’ sway over the citizens, sends an assassin after him. The assassination fails, and Attis uses the assault as a rallying cry to openly oppose El.

Within two years, colony worlds fight against their servitor status, and the Empire collapses. The Angelos are sent to savagely quell any disturbances, but Attis and his rebels combat them, causing empire-wide civil war. The situation takes a turn for the dire when in 3102AE, taking advantage of the social upheaval spreading through the Elohim Empire, the Chimeran Hegemony attack outlying civilian outposts. El finds himself fighting wars on two fronts.

By 3107AE, the Chimerans have cut deep into the Elohim Empire. El’s resources are stretched beyond even his considerable power, and he is resigned to a truce with the rebels. He promises them amnesty, and in return, the rebels are to help fight the Chimeran menace. The tide once again turns on the Hegemony as the rebels join Imperial forces.

Eight years later, the Chimerans retreat beyond their original borders. El presses no further, instead turning to his native problems. In a cunning act of treachery, he reneges on his pact to give the rebels amnesty, and imprisons them all. Placed aboard a ship with Chimeran prisoners, the rebels are transported to Sheol, a penal colony in a vast, Ka-inert void between the galactic arms.

En route to Sheol, the prison ship is attacked by a renegade Chimeran frigate and boarded. During a bloody melee, the desperate Angelos captain initiates the singularity drive in hopes of escape. The ensuing warp draws both ships, flinging them to parts unknown. At this point, the time-line breaks as the ships fall through space and time, ending up on Earth.

pear again in Europe killing tens of millions from 1347-1350.

1455

Vlad Tepes rule is terrible and bloody in the Wallachia region of Europe. Some historians attribute super human abilities to him and his followers.

1908

Huge explosion over Tunguska Siberia. Scientist say it was a large comet

1918

Many humans manifested powers, others who could not take the strain died. The public at large suffers from a virulent strain of influenza.

1919

Congress approve a special \$1 million fund to enable the U.S. Public health service to recruit physicians and nurses to deal with the growing epidemic.

1939

Germany invades Poland

1941

Aryan Superior first makes his presence felt fighting for the German war machine

1944

During fighting in North Africa, a U.S. tank division happened upon a secret network of underground tombs. Thinking that the Germans might be using them as a secret refueling station, the U.S. troops quickly secured the catacombs. Inside the tombs they find two bodies in perfect condition both apparently alive. The vessel carrying the two beings back to the states never make it. The beings awake and destroy the ship flying to parts unknown.

1945

The Allied army approached Berlin from all sides. During the fighting Aryan Superior and the Red Hammer meet for the first time and do battle. Aryan Superior was victorious, but just barely, five square miles of Berlin had been destroyed and the body of the Red Ham-

mer was never found

At the end of the war the American Eagle appears on the scene as America's first superman.

1947

Roswell New Mexico a large object falls from the sky creating many atmospheric disturbances that can be felt for miles around. The U.S. Government arrives much latter to find the alien craft gutted, what remains of the alien technology is taken to be researched.

1950

American Eagle disappears

1951

The super team known as The Sentinels are formed. The terrorist group Black October is blamed for the destruction of oil tanker in the Suez Canal.

1961

A giant Chimeran attacks the city of Tokyo. 2000 die and another 5000 are injured before a combined Japanese and American defense force drive the creature back into the sea.

1971

Black October steals a mothballed aircraft carrier. The carrier would later become the organizations mobile strike base called the Dark Horse.

1975

Hyperion makes is first appearance when he stops an avalanche in the Swiss Alps, saving thousands of tourists in the process.

1979

The Three-mile island incident occurs. Super human activity witnessed in and around the site.

1980

A three-man Sentinel team rescues American held hostages in Iran. During the escape the Sentinels destroy an entire Iranian fighter squadron attempting to cut off

Welcome to Earth

By approximately 4,000BC, the Elohim prison ship crashes off the coast of what would one day be Florida. The Chimeran frigate, which was also drawn through the warp, is nowhere to be seen. The unstable singularity drive badly disrupts the entire area and creates the Bermuda Triangle. The prisoners, Elohim and Chimeran, escape their Angelos captors and spread across the globe. Although they failed to retain the prisoners, the Angelos scavenge what they can from the ship, and search for the escapees.

The Chimerans go into hiding, acclimating themselves to a new existence, but never quite forgetting their past. Although cut off from the hive mind, these Chimeran were cunning and ruthless, warring with the Elohim throughout human history, spawning legends of demons – the Celts called them the Fomor, the Indians called them the Asura, and Japanese called them Oni.

The Elohim ex-prisoners fled to the Nile Valley, gathering around Attis and his lieutenants for guidance. Attis suggests a fresh start – he wants to nurture the world's inhabitants, and once evolved, teach them to use Ka. Using El's GODSEND Agenda as a tool for guiding the primitives, Attis orders his lieutenants to spread out and live as benevolent gods.

The Elohim and Chimerans were not alone with humans on their newfound world. They discover, by 3550BC, a group of humans far surpassing the primitives. On Atlantis – or Thera, as later historians would call it – live highly evolved humans ruled by thirteen immortal elemental sorcerers. The Atlanteans foretell that a Demon Horde would fall from the stars, destroy the Atlanteans and enslave the races of earth. Observing Attis and his people, the Atlanteans believed these aliens fulfilled the legend. Marshaling their forces, they set out to eradicate the Elohim. The war rages for a year before Thoth speaks to the immortals. Thoth convinces the Atlanteans that The Elohim were not here to destroy Earth, but to protect it and see it grow. The Atlanteans, swayed by the Elohim stories, ended the war. Attis' people and the Atlanteans ally to protect and guide the Earth. The Atlanteans believed, very certainly, that the threat was impending and build a race of Ka-using soldiers to fight the coming menace. The Atlanteans seeded humanity with a gene, later called the Black October Gene, which would activate when the Horde appeared. It would take thousands of years to confirm that the Chimerans were the prophesied threat, and that some were already on Earth.

The Elohim move on with their plans to advance humanity, and the brilliant Thoth took in the Egyptian young to nurture the beginning of science. Imhotep, one of his most famous students, advanced the Egyptian understanding of engineering and mathematics, and built the first Egyptian pyramid. Across the world, particularly in China and

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Egypt, they witnessed the birth of human understanding. The Angelos, however, were still around and working. They knew their prisoners were out there, and by 2247BC, had assembled a vast communication array in Shinar (modern Iraq) to signal the Elohim Empire, in the hopes of calling reinforcements. Attis and Typhon, learn of the tower and dispatch fellow "gods," Anu, Baphomet and Shiva to destroy the tower... the tower that became the legend of Babel. A five-day siege of the tower ended with its destruction. The Angelos retreat into hiding. After this, the escaped Elohim believe they had total control.

Making the Ancient World

By 1628BC, the new "gods" of Earth had been about their business managing the people of their respective lands for some time. Becoming decadent, they fight each other. Typhon, one of Attis' trusted followers, conspires with less enlightened "gods" to seek retribution against the Atlanteans for the war they waged over two millennia ago, and with the help of ten "gods," he sinks the island. Within a few hours, nothing is left but the escaping survivors.

The Immortals lead the escaped Atlantean lower castes into hiding. Some survivors set out alone, but many follow the sorcerers to the distant lands, start small communities and assist the primitive surrounding cultures. The Atlanteans had many names among the primitives: in Europe the Sidhe, in Greece the Titans, and in China the ten great legendary rulers were Atlanteans. The height of arrogance amid the Elohim "gods" comes when two factions begin a brutal war, wiping out a city and a culture – the legendary Trojan War. This war, from approximately 1219BC to 1209BC, brings to the fore the "gods'" vanity and greed. Attis realizes that it is time to stop this situation; humans are progressing well enough that "gods" are no longer strictly necessary. He sees what is happening to his people, and is pained when he realizes that they are not helping this planet, but hurting it. Attis discusses his options with Thoth and Typhon who agree to cut the flow of Ka, just as they had to the Chimeran home world, years before.

Typhon betrays Attis by turning the power off for everyone but himself. Slowly the "gods" lose their Ka given abilities, but in the Libyan Desert, Typhon attacks an unsuspecting Attis. The battle ends seven days later with both men exhausting their remaining essence and lying helpless in the desert sands. Their followers, a cult that would be the Rosicrucians, think their "God-Kings" are dead and build a secret tomb to enshrine them.

The Angelos take advantage of the Ka loss and wage a religious war against the "false gods." Some Elohim stand their ground and are killed, but most go into hiding. For a time it seemed the Angelos had won, for no one had the power to stop their use of the GOD-

their retreat.

1983

Sentinels clash with Black October in downtown New York. Of the 10 Sentinels involved 4 manage to walk away with minor injuries, 2 are crippled, and 4 are killed. The 4-man Black October team escapes with only one casualty.

1986

Chernobyl incident. Superhuman activity witness in and around the site.

1989

Sentinels: The Movie breaks box office records.

1990

Attis and Typhon clash again in Houston Texas. Typhon destroys Attis, and the collateral damage kills over 100 people.

1992

Usa1 (United States Android #1) goes online becoming the first sentient android.

1996

Hyperion forms the super team called the Guardians to combat the villainous organization Djinn X.

1998

The Sentinels locate and sink the Dark Horse in the South China Sea. 100 Black October members die during the assault, Prime suspects Elohim involvement.

2000

Djinn X attack Los Angeles in what they call Y2Kill. The super team "The Brothers" stops them.

2005

Luna 1 and Hecate station go online on the moon.

2007

Habitat modules and orbital refueling stations are launched to Mars for mans eventual visit scheduled for 2013

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2008

Sentinels and Black October clash in the Yucatan jungle for two days, the battle is considered a draw by both sides.

2010

Humanity has managed to colonize space on a small scale. The United Nation has two space stations orbiting in long-range orbit above the Earth. The governments comprising the United Nations, with most funding coming from America, France, and Russia, funded the Elysia and Nirvana. The stations are used as research labs and manufacturing plants, housing over 500 technicians and other support personnel. The stations are not completely self sufficient, with relief shuttles arriving every week. The stations are highly productive creating everything from microchips to vaccines. The assumption of most of the U.N. nations is that these stations will create product to help mankind.

Traffic in Earth orbit is very heavy with shuttles and space planes taking passengers from one destination on earth to another. America and Russia have jointly set foot on mars, leaving behind robots to explore and send telemetry back to earth bound scientist.

Orbital telescopes detect a large object in deep space on an intercept trajectory with Earth.

SEND Agenda – the Angelos depend on technology, not powers.

After this, the “gods” and Atlantean Immortals, a mere shadow of their former selves, take new names and quietly shape the course of history, playing god in remote parts of the world.

From Ancient Times to the Medieval World

The world dims after Attis cuts the power – the “gods” are subtle - but the influence of superhuman powers continues. In 420BC, a plague strikes the city of Athens, killing tens of thousands. The cause is thought to be the product of human-Chimeran viral infection, possibly created by a renegade Atlantean sorcerer.

From 542AD to 592AD, the Chimeran “plague” again flares up, killing thousands across the Middle East, focused in Constantinople. This plague appears in another eight hundred years as the infamous “Black Plague” that wipes out a third of Europe. With the exception of this interference, the Dark Ages and Middle Ages are remarkably quiet.

Of particular note, a few events mark the Middle Ages and the Renaissance with alien taint. In 1455AD, a Chimeran kills a Wallachian lord and assumes his position – the infamous Vlad Tepes is terrible and bloody, even as he successfully saving “his” country from the Turks. And in the 1400’s, Thoth takes the name Leonardo Da Vinci and furthers human thinking. Finally, in 1590, a Chimeran named Croatoan terrorizes an American colony until Atlantean wanderers rescue the survivors.

Revolution and World War

The quiet status of Earth changes in 1908 when the command section of a Chimeran frigate is spat from a wormhole somewhere over Tunguska, Siberia. The Russians, who loosely control Siberia at the time, don’t know what to make of it, but recover three Chimeran Elites in stasis pods from the ship. Returning to base, they crack one open and out pops a confused Chimeran who takes human form. The Russians name him “Adam” and go to work studying his superhuman abilities and powers. During the Russian Revolution, the Soviets acquire him. He becomes Red Hammer, a symbol used by Lenin and Stalin, and plays a large role in the Russian purge. Later, during the Second World War, he becomes a symbol of hope and defensive for Mother Russia.

Until now, superpowers are rare, but the world changes in 1918 when the Atlantean implanted gene, sensing the Chimeran Horde on Earth, activates. Many humans manifest powers, while others die under the strain. The public blames a virulent strain of influenza as the “plague” sweeps the globe. October 1918 is the deadliest month in America’s history, as 195,000 fall victim to the “influenza.” Black October take their name from this terrible month, their origin in

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history. By the time the initial activation ends, five million people worldwide are dead, mostly from spontaneous human combustion as they prematurely “shine” while destructively releasing long-stored Ka. The next year, Congress approves a ten million dollar fund enabling the U.S. Public Health Service to recruit medical personnel to deal with the growing epidemic. The United States government, quietly aided by superhumans, isolates the cause to a hereditary “disorder,” christening it the “Black Gene” or “Black October Gene” many years later. Super beings appear at an alarming rate, so in 1920 the government sets up United States Eugenics Research, or U.S.E.R., to find out why.

World War II begins in 1939, but three years later, the Germans capture a Russian scientific installation in the occupied city of Kiev and find the remaining Chimerian stasis pods. The Nazis take them to a German research facility in Colditz and study the pods for months before opening them. When the scientists open a pod, the Chimeran Elite emerges and takes the form of a tall, blonde, blue-eyed man befitting the Nazi ideal. The Germans soon realize that he has power beyond the scope of mortal men, train the Chimeran for the German war machine and code him “Aryan Superior.” After efforts to mate Aryan Superior fail, the Germans attempt to graft Aryan Superior’s DNA onto a human host.

The American U.S.E.R. program kicks into high gear after U. S. spies catch wind of the Aryan Superior’s existence and the Nazi breeding experiments. However, the Black Gene manifestations are whisked away by an unknown group, and the few super beings they controlled were no match for Aryan Superior.

Later, during fighting in North Africa, a U.S. tank division happens upon a suspected Germans refueling station and secures the catacombs. Inside, they find two bodies, both apparently alive. U.S.E.R. ships the bodies to the States for testing. Aboard the ship, Attis and Typhon awake and began their battle anew. During the battle, collateral damage sinks the ship and Typhon escapes. Attis rescues the survivors and flies off for parts unknown.

By 1945, the Allied army surrounds Berlin and during the fighting, Aryan Superior and the Red Hammer destroy five square miles of city. The victorious Aryan Superior escapes with several high-ranking officers to Argentina, and the body of the Red Hammer is never found. Americans capture the facility at Colditz and the last Chimerian stasis pod. A few months later, the last Chimeran Elite emerges as the superhero American Eagle.

Modern Disasters

At the famous Roswell, New Mexico incident, Chimeran troop carrier pods from a frigate emerge from the wormhole and crash. A wealthy industrialist named Malcolm Rhand locates the alien craft and with his

Malcolm Rhand

Malcolm Rhand is the thirteenth Atlantean Immortal, known thousands of years ago as Rhand. Rhand knew of the impending Horde, so he set out to find where they would land. Through intricate, arcane magic, he divined that the invasion force would arrive within years of a smaller force, located the crash site and waited. During this time, Rhand created the identity of Malcolm Rhand, a millionaire industrialist, supplying a falsified paper trail and birth certificate to the 1900’s. Once he found the Chimeran troop pods, he patented the technology and made billions, pushing Rhand Technologies to the forefront of the computer and aerospace industries.

Rhand took the pods to a facility in Nevada where he studied the technology and the Chimerans in stasis. After twenty years, Rhand understood the Chimeran malleability and knew he could bend them to his wish. With the first of the Chimeran troops, he created an assassin named Hydra and used her to attack the other Immortals. As the only remaining Immortal, he would control a Chimeran army and Black October.

What Rhand didn’t count on was Hydra evolving a conscience, rebelling against him and escaping from his organization. With Hydra gone rogue, Rhand used another pod to create a replacement assassin named Violet. Today he slowly advances his terrible goal, knowing that the Chimerans invade soon.

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The Major Players: GODSEND Agenda's Secret Factions

The following is information on the major groups that have affected the **GODSEND Agenda** world, though some are ancient, powerful and subdued in the modern age. The Angelos and Elohim, of course, have warred for ages. Black October, on the other hand, is a recent phenomenon, but descends from the meddling of the ancient Atlanteans. Finally, U.S.E.R., a new branch of the United States government, is involved in superpowered affairs and only just learning the truth.

followers strips the ship of the technology and one hundred stasis pods. The U.S. Government arrives later to find the alien craft gutted, taking what remains for research.

A few years after the strange disaster that leaves the United States Air Force's leaders scratching their heads, American Eagle disappears. In response, U.S.E.R. quietly founds "The Sentinels," and within a few months, Black October sinks an oil tanker in the Suez Canal.

One of the ironically hushed and often-parodied incidents of superhuman power occurs when in 1961, a gigantic Chimeran that adapted under bizarre circumstances attacks Tokyo. The "giant lizard" kills two thousand people, and injures another five thousand before combined Japanese and American forces drive the creature into the sea. To the delight of filmmakers and the chagrin of Tokyo city planners, the bizarre creature appears a few more times.

About the same time, a mothballed aircraft carrier sitting in a New Jersey naval yard disappears. U.S.E.R. traces the disappearance to Black October who use the carrier as a mobile strike base called Dark Horse.

Super heroes are commonplace by 1975 when Hyperion makes his first appearance, saving hundreds of tourists by stopping an avalanche in the Swiss Alps. As strange events continue, more heroes take on a public façade for wealth and to help humanity. In 1996, Hyperion uses his strength to found the Guardians to combat Djinn X. In 1979, Typhon discovers an alternate dimension bursting with Ka, and uses the Three Mile Island nuclear reactor as the catalyst to teleport there. In an attempt to stop him, Attis and a group of Elohim follow but become trapped. U.S.E.R. covers up the true nature of the reactor accident, coding the incident "Mystic 'Nam," after the equally disastrous war. Seven years later, the critical Chernobyl accident allows them to return. Realizing the repercussions of nuclear power, nations scramble to decrease its usage, but for the Elohim, using nuclear havoc to obtain Ka is the answer to awakening their long-weakened powers. Unfortunately, this would also strengthen the Chimerans, so most are hesitant.

Meanwhile, Sentinel teams make great strides for powered humans, encouraging others to come forward. A three-man team rescues Americans hostages in Iran. During the escape, Sentinels destroy an Iranian fighter squadron attempting to cut off their retreat.

Things come to a head when Sentinels clash with Black October in downtown New York, 1983. Of the ten Sentinels, four escape with minor injuries, two are crippled and four are killed. The four-man Black October team escapes with one casualty. U.S.E.R. revises Sentinel training and tactics, but Sentinel reputation remains intact. Their movie, released in '89, breaks box office records.

After four years of recovery, Attis and Typhon clash in Houston when Typhon "destroys" Attis, killing over one hundred people in the collateral damage. Attis' followers scatter and it takes them years



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to regroup, hoping to bring back their fallen leader.

GODSEND Agenda technology far exceeds expectations thanks to the intellect of Karlas Johnson and the creation of USA1 (United States Android #1), the first sentient android. Following their technological success, U.S.E.R. hunts Black October by securing help from the Angelos and others. In '98, the Sentinels sink the Dark Horse carrier in the South China Sea. A hundred Black October die during the assault, and Prime, their leader, suspects Elohim involvement.

The new millennium arrives, bringing with it sickening puns and massive disasters. Djinn X attacks Los Angeles in what they call Y2Kill. Rather than Hyperion's Guardians, a new super team nicknamed "The Brothers" stops the villains. Relevant **GODSEND Agenda** groups quietly wait for the real enemies to appear.

The Frontiers of Space...

With the help of superior-to-real-world technology and superpowers, Earth reaches and holds onto space. Luna 1 and Hecate moon stations go online in 2005. Within two years, habitat modules and orbital refueling stations are launched to Mars for man's eventual visit – scheduled for 2013. Plans for orbital stations to assist the moon colonies are designed. With U.S.E.R.'s increased knowledge, they use the space program to observe the machinations on the planet below. By 2008, with their massive network fully entrenched in the infrastructure, they send Sentinels to intercept Black October. The groups clash over an ancient Atlantean cache of Orichalcum ore in the Yucatan jungle. The battle lasts for two days, ending with both sides retrieving small amounts of the ore. By 2010, humanity has colonized space on a small scale. The United Nations, with funding from America, France and Russia, fund the Elysia and Nirvana stations in long-range orbit above the Earth. Though not self-sufficient, the stations house highly productive research labs and manufacturing plants where five hundred technicians and support personnel create everything from microchips to vaccines.

Earth orbit traffic is dense. Shuttles cloud the globe. The Mars program succeeds early – America and Russia jointly set foot on Mars, leave robots to explore, and send telemetry data to Earth-bound scientists eagerly planning trips further into space.

Danger looms when orbital telescopes detect a large object on an unmistakable collision course for Earth, estimated to arrive in two years. Assuming Chimeran invasion, U.S.E.R. increases production of A.E.G.I.S., a superpower serum, while Black October scrambles, hoping their efforts go unimpeded.

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CHAPTER ONE: RACES

Open Game Content in this chapter includes game rules, statistics, abilities, mechanics, and material derived from the D20 Modern system SRD, including traits, and abilities. The description and backgrounds of races and their names are designated closed content.

RACES

Aliens and monstrosities people the world of GODSEND Agenda. Below is a list of the player character races.

You may choose any class and race combination, but certain races favor certain classes. The races within provide playing tips for your chosen race, but the racial description only applies to the majority of individuals. Playing a heroic character is about breaking away from the norm.

Table 1-1: Racial ability adjustment

Race	Ability Adjustment
Human	None
Black Gene Human	+2 Dex
Angelos	+2 Dex, +2 Con
Atlantean	+2 Wis, +2 Cha
Chimerans	+1 Str, +4 Con, -4 Cha
Elohim	-1 Str, -2 Wis, +4 Cha

ANGELOS

The Angelos are genetically engineered soldiers, created by EI to fight in his galactic wars. As engineered people, they are unwavering servants of the countless wars fought throughout the galaxy, loyal to a fault and resilient enough to endure life-threatening punishment.

Personality: The Angelos are proud and honorable warriors, living only to die in the service of their God Emperor EI. They consider humanity as weak children, and use the GODSEND Agenda to instill a sense of awe in humans to manipulate them more easily.

Physical Description: Angelos are striking humanoids, on average taller than humans. Their skin tone ranges from obsidian black to milky white, with eyes varying from violet to gold. They are generally handsome and excess Ka vented behind their heads generates a small fiery nimbus. Due to their extreme and volcanic personalities, they practice recreational endeavors with the same zeal employed in warfare. Love play has become an art to be mastered, artistic works are things to be savored and competitive sports still spark fire in an Angelos' heart. They are intense.

Names: Ga'Briel, Mih'Kial, Zor'Riel, Dumar'Riel, Ivar'Riel. The best reference for Angelos and Elohim names is [A Dictionary of Angels](#) by Gustav Davidson ISBN 0-02-907052-X.

Angelos Racial traits

- +2 Constitution, +2 Dexterity. Angelos are engineered to be powerful and agile.
- Medium size: As medium sized species, Angelos receive no special bonus or penalty for their size.
- Angelos have a base speed of 15 meters. Angelos have a slightly higher movement because of genetic engineering.
- Ka Bleeder rank 4 (this counts towards their maximum Flaws). Angelos are genetically engineered to have no Ka ability.
- Angelos cannot have any Powers above rank 3
- Angelos are known for their state of the art technology and receive a 10% discount when purchasing gadgets (the discount is taken during step three of gadget creation. The 10% discount is subtracted from the gadget multiplier).

Angelos Standard Gear and Technology

The Angelos have some of the most advanced technology in the galaxy, far better than even the remaining Elohim on Earth. This is primarily because they salvaged what remained of their craft, while their former prisoners were busy running



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away. Accordingly, they will have far better weapons and equipment than what is normally available.

Angelos Scout Armor

Armor proficiency required: Light

Hit Points: 4

Damage Reduction: 5

Maximum Dexterity bonus: +3

Armor penalty: -2

Size: Medium

Powers: Life Support 1, Flight 3, Longevity 6

Gadget modifiers: Obvious, Must be repaired, worn as armor

Notes: This is a somewhat bulky suit of powered armor, generally shining white – most personalize their armor, adorning it with personal trophies, stylized colors, artwork, or markings. They are not self-healing; they must be returned to the Angelos base on the *Andrew Jackson* to be repaired. One of the side effects of this armor is that frequent usage of it extends the user's lifetime significantly. It does not have to be worn constantly to cause this effect; generally, once a week will do it.

Point cost: 20

Angelos cost: 16

Angelos Combat Carapace

Armor proficiency required: Medium

Hit Points: 20

Damage Reduction: 10

Maximum Dexterity bonus: +3

Armor penalty: -2

Size: Medium

Powers: Life Support 4, Flight 5, Infrared Vision 3, Sonar 2, Chameleon 3, Longevity 6

Gadget modifiers: Obvious, Must be repaired, worn as armor

Notes: This is a somewhat bulky suit of powered armor, generally shining white – most personalize their armor, adorning it with personal trophies, stylized colors, artwork, or markings. They are not self-healing; they must be returned to the Angelos base on the *Andrew Jackson* to be repaired. One of the side effects of this armor is that frequent usage of it extends the user's lifetime significantly. It does not have to be worn constantly to cause this effect; generally, once a week will do it.

Point cost: 46

Angelos cost: 39

Distortion Belt

Hit Points: 4

Hardness: 2

Damage Reduction: 10

Maximum Dexterity bonus: +3

Armor penalty: -2

Size: small

Powers: Force Field 4 (Self Only), Illusion 2 (Self Only)

Gadget modifiers: Obvious, Must be repaired, worn or hand held

Notes: These light distortion belts give powerful defenses to the user – and, of course, they're very portable. The Illusion effect of the belts cause the user to appear a few feet away from where they actually are, offering a powerful indirect defense. When not



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in combat, the Illusion Power is used to obfuscate the unusual aspects of their appearance.

Point cost: 12

Angelos cost: 8

Blade Gauntlet

Hit points: 4

Hardness: 2

Damage: 3d8 (armor piercing)

Critical: 19-20

Size: Medium

Powers: Flame projection 3

Gadget modifiers: Obvious, Cannot Regenerate Body Points, Worn or Hand-Held

Notes: Although the Angelos have powerful technology, they prefer melee to ranged battle in many cases. These gauntlets fire bolts of fire, but are strong melee weapons, allowing a versatility and choice to these superb soldiers.

Point cost: 19

Angelos cost: 14



Command Armor

Armor proficiency required: Heavy

Hit Points: 25

Damage Reduction: 10

Maximum Dexterity bonus: +3

Armor penalty: -2

Size: Medium

Powers: Body armor 3, Life Support 4, Flight 6, Infrared Vision 3, Sonar 2, Telepathy 4,

Chameleon 3, X-ray vision 4, Longevity 6

Gadget modifiers: Obvious, Must be repaired, worn as armor

Notes: This version of the Angelos armor is worn by officers only. In addition to the normal Angelos armor abilities, this armor allows direct mental communication with their squads, and gives them even more improved sight capabilities.

Point cost: 72

Angelos cost: 61

Singularity Rifle

Hit Points: 4

Hardness: 4

Critical: 19-20

Range: 45ft

Rate of fire: Semi

Powers: Force Blast 5

Size: Large

Ammunition: 10 shots

Gadget modifiers: Must be repaired, Obvious, Hand held.

Point cost: 26

Angelos cost: 19



Quantum Pistol

Hit Points: 2

Hardness: 2

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Critical: 19-20
Range: 25ft
Rate of fire: Semi
Powers: Energy Blast
Size: Small
Ammunition: 10 shots
Gadget modifiers: Must be repaired, Obvious, Hand held.
Point cost: 17
Angelos cost: 12

Jump Ring

Size: Tiny
Hit points: 10
Hardness: 4
Powers: Warp 2
Gadget modifiers: Obvious, Must be repaired, Limited uses (4 times a day), Hand held
Notes: This device is a small golden ring the size of a bracelet. When spun on its side it creates a small spatial fold linking two points in real space.
Point cost: 10
Angelos cost: 4

Computer ring

Size: Tiny
Hit points: 5
Hardness: 2
Intelligence 10
Skills: Knowledge skill 10(variable)
Advantage: Know it all 3
Gadget modifiers: Obvious, Must be repaired, Hand held
Notes: This device is a small golden ring the size of a bracelet. When spun on its side the ring activates its information storage matrix and can be accessed by asking questions out loud. The computer has an artificial intelligence that can pose and answer questions to the best of its ability. Over the span of years a ring may develop a personality.
Point cost: 19
Angelos cost: 14





ATLANTEANS

The Atlanteans lived on the islands of Atlantis, which would later be called Thera and the broken isle of Santorini. These advanced humans used Ka to manipulate the environment. Thirteen Immortal Magi ruled the Atlanteans - each a ruler of his own island archipelago.

Thanks to Ka mastery, the people of the islands were incredibly long lived. This island empire was so highly advanced that many of their technologies seemed like magic to their primitive mainland cousins, and legends grew accordingly. Periodically, the Atlanteans would venture into Asia, Africa and Europe, helping the people that lived there. They felt responsible for their primal human neighbors.

One of the most important parts of Atlantean life and skill was prophecy, and they devoutly watched the heavens. They believed a great race of beings would come to their lands and ravage it like a swarm of locusts, destroying everything in sight and enslaving the people. The Atlantean seers continued with their daily lives but quietly prepared for the coming of The Horde. They watched the heavens for hundreds of years, and were frightened when the Elohim prison ship crashed on Earth. The Immortal Magi considered the Elohim and Chimeran arrival a prophetic sign, and quietly prepared the war machines, waiting for the right moment to strike.

Personality: Owing a great responsibility by having the gift of Ka, Atlanteans are calm, rational, even-tempered and never turn away from someone in need. Atlanteans are kind to humanity, but cautious to other races. The Chimerans, to them the dreaded Horde, are sworn enemies. The Elohim and Angelos are a double-edged issue. On one hand, they see the Elohim as powerful and benevolent, but on the other hand they also remember the day Typhon and his rogues destroyed their great homeland. Likewise, they associate the Angelos with the Elohim.

Physical Description: The Atlanteans are the original humans. They have a naturally longer lifespan, ranging in thousands of years, but a low birth rate. The average Atlantean stands 5'5" to 6' with a dark complexion and wavy black hair.

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Example names: Aayrt, Aeson, Aerope, Agathon, Akhu, Arihems, Baq, Baseka, Cleothera, Clytia, Djaou, Nayaari, Paralos, Shedou, Tak, Urarath, Xenophon, Zeno

Atlantean racial traits

- +2 Wisdom, +2 Charisma. Atlanteans are intuitive and charismatic.
- Medium sized. Atlanteans have no special abilities because of their size. Atlanteans have a base speed of 10 meters.
- Bonus feat: Ka Awakened. All Atlanteans are Ka awakened and have the ability to manipulate energy in a way that others can't.
- Most Atlanteans buy and build their Powers as spells. Most Atlanteans buy Power flaws such as Activation Rolls, Incantation or Physical Gestures.

Orichalcum:

Found only on Atlantis, this metal holds great religious significance and Ka manipulating properties. A deep, coppery red color, Orichalcum glows a bright, rosy hue when struck by strong light and can be worked with stronger metals to make fine jewelry or weapons. This metal is valuable to the Atlanteans for its ability to store Ka energy.

Game Effects: The metal can store Ka energy from a character's Ka Pool. The metal is bought as a Gadget/Artifact costing 8 Power points per rank. The device can store 5 points of Ka energy and has 5 Wounds per rank purchased. The metal also inflicts 1D6 per two ranks purchased of Armor Piercing damage on Chimerans with a touch (see the *Power Add-on: Armor Piercing*, at the end of Chapter Two). Generally, only Atlanteans have Orichalcum, but it is possible, at the GM's discretion, for another character to have some, probably by pure chance.

CHIMERANS

The Chimeran Hegemony take advantage of the massive Ka energy bom-

barding their home world, Thule, from the two stars it orbits. Bathed in Ka, the Chimerans manipulate their malleable genetic nature to rapidly advance their bodies, what they consider their one true resource, making them a formidable fighting force. With Ka manipulated forms, they service Echidian, their master and progenitor. Like a mold or fungus in their unaltered form, all Chimerans trace their ancestry back to this immense primordial being.

Reflecting their biological preferences, Chimerans use few mechanical or electronic devices, instead engineering a member of their race to perform the task. Bred to fill the roles of star cruisers components, communication relays and even Power storage devices, when Chimeran drones emerge from a hatchery, they are taken to birthing pods and assigned a purpose in the Hegemony. There are no aimless citizens in the Chimeran Hegemony. They are all driven members of one powerful being.

Chimerans fall into three different sub-species:

The Brood Mothers:

A Chimeran whose task it is to propagate the species. The Echidian inseminates them with genetic material, with which they create hundreds of eggs a day. The Brood Mothers are simply large, telepathic birthing machines. Brood Mothers' bodies are bloated sacks, immobile and sprawling.

Elites:

Taskmasters of the Hegemony, Brood Mother guardians and capable Ka users, Elites are bred to be the Hegemony's generals. Unlike most Chimerans, they are self-aware and act independent of the hive mind.

Soldiers/Drones:

The workhorses of the Hegemony. These Chimerans assume the roles assigned by that the Echidian – many are not even recognizable as "sentient," but instead as living machines. The Soldiers and Drones are somewhat self-aware, and can act independently of the hive mind if needed, but will generally die without supervision.

Personality: Chimerans are a hive mind race controlled by the primordial being Echidian. When the exiles crashed on Earth, they were forced to think



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on their own. Finding this difficult and frustrating, the Chimerans share the same personality quirks of the race they mimic, the humans.

Physical Description: The Chimerans are unique to the GODSEND Agenda universe. Once hatched from the birthing pods Chimerans take on a range of appearances.

Example Names: Gog, Magog, Azbuga, Abeko, Kazdeja, Ouzza, Zevebe

Chimerans

- +1 Strength, +4 Constitution, -4 Charisma. Chimerans are in hardy and strong, but often less equipped to deal with social situations.
- Chimerans have a base move of 10 meters.
- Bonus Feat: Ka Awakened. Chimerans are Ka awakened, the entire race are Ka users and have fundamental knowledge of Ka energy.
- Strange Appearance rank 3. All Chimerans are strange alien aberrations.
- Chimerans come in a variety of sizes but start at a base size of medium. The final size of the Chimeran should be agreed upon at the beginning of the game and GM approved.
- All Chimerans are long lived. Elites generally live for several thousand years while the drones live about eighty.



ELOHIM

Once considered gods by humanity, the Elohim are a group of aliens from the planet Araboth. When their prison ship crashed on Earth thousands of years ago, the prisoners escaped their captors, the Angelos, and adopted this world as their own. For protection from the Angelos and because of ego, the Elohim agreed to the *GODSEND Agenda*, a doctrine of adopting the image of “gods” to advance and control primitive peoples. At the advice of Attis, their chief and head of the rebellion back home, the Elohim split up and settled in foreign lands.

When a group settled in a land they formed a *pantheon* and used the precepts of the Agenda to make the local human inhabitants believe they were divine. For the most part, the Elohim believed they should help humanity become enlightened. They were pleasantly surprised when humans showed latent Ka ability. The dark side of the Agenda reared its head when some of the “gods” used the Agenda for its original purpose – subjugation.

Attis, a Seraphim in the courts of Araboth, led the rebels during the Elohim civil war and was responsible for diminishing the flow of Ka and reducing the power and influence the Elohim had on Earth. The Elohim of today still possess incredible power, but nothing like the staggering elemental forces they wielded thousands of years ago.

Some Elohim still play the role of “gods” in remote parts of the world, while others lead a high-profile existence as superhumans. There are those who still subjugate humanity, but there will always be opposition. Chiefs between these two sides are the legendary Typhon the Destroyer, and the benevolent Attis the Light-bringer. (A more familiar name of Attis from mythology is Osiris – the Egyptian lord of a heaven-like next life.) These two have fought for years over the welfare of humanity.

Personality:

Elohim, although mostly benevolent, have a sense of superiority when dealing with humanity. Even in modern day, they see themselves as parents teaching children. Towards each another, the Elohim practice a caste system left over from the Empire. The *Seraphim* were second only to El, and are properly trained in the Ka arts. The *Ishim* were equivalent to the middle class, representing tradesmen and guilds. Most *Ishim* knew some fundamental Ka techniques, but for the most part had no real ability. The lowest caste was the *Arelim*, who lived as indentured servitude to higher castes. Entire families existed as servants to Seraphim or Ishim for generations. When the Elohim arrived on Earth, Attis abolished the caste system and taught all his brothers and sisters Ka mastery.

Physical Description:

The Elohim are masters of Ka manipulation and may alter



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their bodies to suite their whim. Some in the high Seraphim courts had animal or bird-like appearances, or multiple arms and eyes surrounding their heads. Elohim, like their cousin Angelos, are incredibly striking in humanoid form, and on average taller than humans. Their natural skin colors range from obsidian black to milky white, with eyes varying from violet to gold. They have an ideal appearance with multiple ranks of Good Looks and other Charisma-related Advantages.

Example names: Attis, Thoth, Lohki, Typhon, Hestia, Hurakhan, Cadmus, Endinku

Elohim racial traits

- +4 Charisma, -2 Wisdom. Elohim are attractive and have ungodly magnetism, on the other hand they give very little forethought to situations and act on emotion.
- Medium sized, Elohim receive no special bonus for their size.
- Bonus feat: Ka Awakened. Elohim on Earth are Ka awakened and can perform many outstanding supernatural feats. They are the foremost users of Ka on the planet.

The Forgotten

Some of the “gods” so embodied what they represented that they became the ancient gods. Ka warped their perceptions of reality, causing them to forget about the Elohim history and exile. They then created for themselves complex new origins that better suited “godhood.”

After some time, other Elohim discovered the insanity and attempted to help their comrade, but in general, it was of no use. Some of these “Forgotten” Elohim are the most dangerous of all: they do not realize the impact of their Powers, often view humans as lesser and cause havoc on the rare occasions in which they appear. Fortunately, as befits gods of legend, they can be a little distracted, and generally evince no interest in the modern world.

Getting’ Jiggy With It

Can Elohim and others breed with humans? Yes, Elohim have taken human lovers. The fruit of these unions are called *Atenmest* or “demigods.” They have greater abilities than humans, but fall short of the vast Ka-manipulating abilities of the Elohim parent. Most offspring born of these unions are sterile. *Atenmest* are usually built as low powered Elohim (no Ka Awakened feat) and have a slightly longer life span than normal humans.

Angelos are also capable of breeding with humans; their progeny are called *Nephilim*. Children born of an Angelos are not sterile like their Elohim cousins but have the same drawbacks as their parent, being a Ka Bleeder (at least one rank of this Flaw must be taken on a *Nephilim* character). More resilient than humans, *Nephilim* are built as Angelos with most characters focusing on physical Attributes and Advantages.

Chimerans have bred with humans, resulting in horrific monstrosities called *Empusa*. All Chimeran progeny are female and breed dimly, with each generation weaker than the next in respect to their Ka abilities. All have the Strange Appearance Flaw (a minimum of rank 4, generally with appearance similar to the Chimeran parent) and most have the Short Lifespan Flaw. *Empusa* are generated just like Chimerans expect they are not Ka Awakened and do not gain the feat at character creation.

Atlanteans are a branch of humanity, but have a terrible birth rate – births from mixed parentage are very rare, but do occur. The children have a 50/50 chance of inheriting either parent’s genes, becoming immortal with minor Ka abilities or becoming a mundane human. Most Atlanteans bestow a gift upon their children at an early age, usually an Orichalcum artifact.

HUMANS

Physically and culturally diverse, humans are the planet's dominant life form. The human race has the ability to become the most powerful beings on the planet but most have little knowledge of the Ka abilities within themselves. This is not to say that humanity cannot use Ka, just that few have the incredible will to draw on it. Most standard "four-color" super beings are human.

Personality: Humans run the gamut of possible personalities.

Physical description: An average human is 1.8 meters in height, with skin color from nearly black to very pale and hair from black to blonde. Men are usually taller than women. Humans achieve maturity at fifteen years of age and rarely live past one hundred years.

Human racial traits

- Medium size. Humans gain no special ability from their size.
- Humans have a base speed of 10 meters.
- 4 extra skill points at 1st level and 1 extra skill point at each additional level (the 4 extra skill points at 1st level are added on as a bonus, not multiplied).
- 4 extra Power points at 1st level. Since humans are versatile and capable.
- 1 extra feat at 1st level.

Black gene humans

(Human subspecies)

Black gene humans have the same traits as a normal base line human except for a few flaws and Powers. Black gene humans do not receive the bonus skill or Power points, nor do they receive the bonus feat at 1st level.

Black gene human species traits

- +2 Dexterity. The black gene active humans have a higher reaction time than the normal humans
- Short life span rank 4 (the Atlanteans built a shortened life span into their soldiers)
- Obsessive Compulsive 4 (Must follow the commands of any Atlantean Immortal).
- Detect (Chimerans) rank 2

The Shine (Unique Black October Flaw *no Points: All Black October characters have this Flaw*)

All carriers of the active Black Gene have a limited life-span, usually twenty-five to thirty years. Most members



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are gathered for training in their teens to maximize their effectiveness.

When a character reaches the end of his shortened life, he starts to *Shine*. The character's personal Ka reserve overflows and he can no longer contain the powerful cosmic energy. The character begins to glow, leaking excess Ka and causing him to be easily noticeable at night. The character's Powers behave erratically, some growing more powerful while others decrease. 1D6 Powers are affected randomly, increasing by 1D6 ranks, while others decrease by a like amount. A GM may choose the affected Powers.

Eventually, the excess Ka becomes too much for the character's body to contain, resulting in catastrophic release. The explosion occurs when the character uses the newly augmented Power and rolls a one on the D20 (critical failure). The radius of the blast is equal to the character's Constitution attribute in feet, the damage dice (1D4) equal to the character's current Ka Pool.

Table 1-2: GODSEND Agenda Height and Weight table

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Angelos, male	5'8"	+2D6	125 lb.	X (2D4) lb
Angelos, female	5'2"	+2D6	80 lb.	X (2D4) lb
Atlantean, male	5'4"	+2D4	120 lb.	X (1D6) lb
Atlantean, female	5'	+2D4	85 lb.	X (1D6) lb
Chimeran	4'4"	+4D10	150 lb.	X (2D6) lb.
Elohim, male	6'	+2D6	135 lb.	X (2D4) lb
Elohim, female	5'6"	+2D6	95 lb.	X (2D4) lb

Table 1-3: GODSEND Agenda Aging effects Table

Race	Adult	Middle Age	Old	Venerable	Maximum Age
Angelos	75	150	200	210	210+1D4
Atlantean	100	2,000	8,000	12,000	?
Chimeran	10	40	50	70	80+1D4
Elohim	200	5,000 years	10,000 years	15,000	?

Origins of Powers

Your character's Powers could have any number of origins; look at a few comics and novels. A classic example is "was bitten by a [insert whatever radioactive critter here]." In turn, your character will tend to define his Powers by what he manifested first or how he got them. The truth, as discussed and hinted at when determining Ka pool, is that Ka, the underlying current of the **GOD-SEND Agenda** universe, is the ultimate source of Powers. But unless your character belongs to one of the few groups that knows the truth, or your character is unusually knowledgeable, he won't have any clue where his power really comes from.

With this in mind, think about how your character believes he got his Powers. For example, a character who was struck by lightning, survived, and gained the Power to throw lightning (Energy Blast), might in turn manifest resistance to electrical-based attacks (Energy Shield) or even be able to turn part or all of himself into electricity (Elemental Sheath). However, such a character would probably not manifest the Power to cause ice to appear because it's out of his realm. Likewise, a character that views his Powers as magic is unlikely to have a Power where he doesn't have a requirement of flailing his arms around or chanting (Flaws like Incantations or Gestures).

Basic Ka Pool

Starting Ka pool

= The characters Charisma Attribute

Instead of using the Action Dice system presented in the D20 modern rules, the system below is flexible and suited for the superhuman scope of GOD-SEND Agenda.

Ka, the essence of the universe, manifests in all things and can be focused by those few aware of it. Some beings are more attuned to Ka than others. All things in the universe are truly energy, and if a person is adept at manipulating that energy, nothing is impossible.

Your character starts the game with a Pool of points that can be used to affect dice rolls or damage. The maximum amount of Ka you may have



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in your Pool is equal to your Charisma Attribute, and regenerates three points per day. In addition, your Archetype allows you to regenerate Ka when you fulfill your role in the universe.

As your character progresses in level, his Ka Pool gains additional points equal to his Charisma modifier.

For a deeper explanation of Ka and its uses see the Ka Awakened feat on page 32.

Ka Gestalt

Characters may combine their Ka pools by linking together through physical contact. One character per combat round has access to the combined Ka reservoir. Others combined in the gestalt do not have access to their Ka energy while involved. When they separate, the remaining Ka is distributed evenly among them. More about combat rounds and Power usage during combat can be found in Chapter Two, *Powers*, and Chapter Three, *Combat*.

Example:

Three badly injured heroes decide to pool their strength to help one of their number assure she hits with an Energy Blast. One has 5 Ka remaining, one has 2, and another, the blaster, has 7. They link together for a total Pool of 14. The blaster uses 11 of the 14 points to boost her skill roll by +11, assuring she hits. They survive the encounter and separate. Since there are only three points left, each of them gets back one point. If there had only been two points left, they could have chosen which two to give the points to.

Even knowing Powers that have the word "Ka" in them doesn't mean your character instantly understands universal fundamentals. Someone might have the Ka Manipulation Power because they realize they can change their Powers, but don't realize they are outright changing the way they interact with the stuff of the universe. Such a person, if asked what "Ka" was might reply, "Coffee?"

Eventually, your character might learn the origin of his abilities. In such a case, it would take time for the entire concept to sink in -- understanding the principles of the universe takes more than raw intelligence, but a bit of spiritualism and wisdom -- but given time, a character could teach himself any Power. Well, that is, if he really believes the crazy explanation. However, this is all up to the GM. It simply boils down to this: can you justify your character and Powers?

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CHAPTER TWO: CHARACTER ARCHETYPES

Character Archetypes

Instead of using the Allegiance convention presented in the D20 modern rules, GODSEND Agenda uses Archetypes, or basic definitions of your character's personality, moral compass and overriding goals. In game mechanics, it defines how your character recovers his *Ka*. To regain your mental and spiritual strength in stressful or dangerous situations, you must act fittingly to your Archetype!

The list below outlines a number of Archetypes. You could easily have a less-brooding Dark Avenger, or a tarnished Icon. Don't let the list below confine you; it's only meant to help you enhance your character. Feel free to invent more Archetypes, with the help of your GM.

The Adventurer

The adventurer is your everyday person with special abilities and the will to use them. Adventurers know right from wrong and feel a responsibility to use their abilities for the common good. Adventurers are known for flexibility and thoughtfulness. This is one of the most open and heroic of the Archetypes, suitable for an unsure character.

Concept Bonus: *You regain 2 Ka when you set an example by doing what is right, especially when others hesitate.*

The Bravo

You're the life of the party, the Ayatollah of Rock-n-Rolla! The Bravo has not a care in the world, and lives for the moment. You'll constantly joke, and take everything not with a single grain of salt, but a whole *bag* of salt. You're a high-octane joy-boy who always takes the big chances and gains the big rewards. The Bravo is a thrill seeker and lives life to the fullest -- but beware of the consequences of your actions!

Concept Bonus: *You regain 2 Ka when you overcome your enemies with your reckless abandon!*

Comedian

The Comedian is the crime fighter who not only fights with a sharp wit but with a contagious mirth. Always joking, you're the bright side of every tragedy. With this Archetype, your character could also be the tragic clown, laughing on the outside but crying on the inside -- you may be very unhappy in your personal life.

Concept Bonus: *You regain 2 Ka when you defeat a villain with your mirth and wit.*

The Dark Avenger

You fight the forces of evil with your own brand of justice. As a Dark



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Avenger, you are driven by some need to see justice done, possibly on *any* terms. This passion drives away all but the closest of friends. You are consumed by the desire to wreak retribution on all villains -- generally for some slight or tragedy that was committed against you in your past. To your view, the streets are full of crime and the local law enforcement is either on the take or completely ineffectual. The Dark Avenger believes that in order to take back the streets, he and every right-thinking citizen should get their hands dirty by making the predators the prey.

Concept Bonus: *You regain 2 Ka when you bring the guilty to justice.*

The Icon

The Icon is the essence of the loftier ideals of humanity. People look up to you for what you represent. You're the person who leads by example, putting your best foot forward in the hopes that it will inspire humanity to do the same. Sometimes the people around you think you're corny and stuffy, but this is a small price to pay to achieve your goals!

Concept Bonus: *You regain 2 Ka when you live up to your ideals and triumph over the forces of evil!*

The Outsider

The outside is different from the norm. You're either hunted for real, or by imaginary foes. Your world may be a much colder place to live, because you realize what's *really* going on. You're the ultimate survivor, living by cunning and sharp wits, and your friends probably consider you a pessimist.

Concept Bonus: *You regain 2 Ka when you thwart your opponents with your cunning.*

The Protector

The Protector is the champion of an idea or place. You might be the defender of the environment on an island, or a small community, or devoted to "justice," "purity," et cetera. You fight with religious fervor when protecting your charges, and feel personal pain if by your own inaction you allow harm to come to that which you protect.

Concept Bonus: *You regain 2 Ka when you protect your charge or charges.*

The Rogue

The Rogue is a borderline criminal, a barely heroic character. You may have a shady past that you're running from. The straight and narrow path is one littered with temptation, and you must not falter, because sometimes the unsavory deeds of the past come back to haunt you. No one has more secrets than the Rogue. More often than not, you'll falter on that path, looking for personal gain. You're not above using your status as a hero to benefit yourself. You have an absolute disdain for authority, and will always want to do things your way. With all these personal drawbacks, you still have a sense of honor, and will stick with a friend to the end.



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Concept Bonus: *You regain 2 Ka when you use your skills to help atone for past deeds.*

The Scientist

You seek knowledge for the sake of knowing. You could be any educated figure, from a mathematician to an exotic sorcerer. You are brilliant, if not quirky, always looking for the cutting edge. And you won't stop looking until you've impaled yourself on it. This is not to say that every Scientist is that goofy, wild-haired guy in the basement of the science building – you could also be that ultra-suave astrophysicist rock star who gets the chicks because you have the brains. But most Scientists share the common trait that they must know the unknowable, and that can get you into a lot of trouble!

Concept Bonus: *You regain 2 Ka whenever you use science (or knowledge) to solve a problem, or make a great discovery.*

The Warrior

Your character lives for the fight. You live the Spartan life, always honing your abilities. You may have a social life, but probably by pure accident. The Warrior's goals are to be the best, and the only way you know how is through battle or general conflict.

Concept Bonus: *You regain 2 Ka when you defeat a worthy and equally matched (or better) opponent in single combat.*



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CHAPTER THREE:

WHAT'S NEW FOR D20!

Open Game Content in this chapter includes game rules, statistics, abilities, mechanics, and material derived from the D20 Modern system SRD, including traits, and abilities. The descriptions and setting information are considered closed content.

New Starting Occupations!

Noble

Including characters of royal birth and high upbringing, Nobles are usually born into their role but some may attain this status through deeds. To many, Nobility is a moral frame of mind more than a social caste so even the lowest merchant may walk the streets with an air of dignity and self-respect. Elohim nobles, called Seraphim, lived lives completely focused on the Royal courts of Araboth and their God King El. Since being marooned on Earth, Elohim nobles have sought to either rule or help those they judge less fortunate.

Prerequisite: None

Skills: Choose 1 skill as a permanent class skill from the following list. If the skill you have selected is already a class skill, you receive a +1 competence bonus for that skill.

Appraise, Diplomacy, Intimidate, Knowledge (court intrigues), Ride

Bonus Feats: Influence

Reputation bonus: +2

Wealth Bonus: +5

New Feats!

Dervish Defense

Prerequisite: Dexterity 13, Dodge, and Mobility

Benefit: You have a prodigious ability to move, allowing you to dodge multiple attacks with incredible skill and agility. You are never flanked, and Dodge a number of opponents equal to your character level.

Divine Birth

(This feat is used in games that don't assume all Powers are Ka fueled. This feat should not be used in GODSEND Agenda. The feat is intended for the Young God prestige class presented on page 122 of this book.)

Prerequisite: Charisma 13

Benefit: One or both your parents are gods or otherworldly beings that presented themselves as gods to the common man. Your blood burns hot with the superhuman spark of divinity. The character may purchase Powers or Feats using the rules presented on page 122.

Eidetic Memory

You have a photographic memory. You remember everything with great clarity, granting a +2 bonus to remember any event, person or thing. You must make an opposed roll of your Intelligence versus a GM designated Difficulty to remember obscure

details.

Ka awakened

Benefit: The character can manipulate Ka energy with finesse and astounding precision.

You may take Powers that require the usage of Ka to activate them, or you may have Powers that strengthen or manipulate Ka. (More is discussed on this in the *Powers* Section.) Regardless, your **GODSEND Agenda** character may use Ka for a variety of uses outside of those other Powers:

- One point of Ka will enhance a roll by 1 point, and an unlimited amount of Ka may be spent as long as you possess them.
- One point of Ka will negate one point of damage taken by the character, and an unlimited amount of Ka may be spent as long as you possess them.
- One point of Ka can be used to add one point of damage to any damage roll you make, and an unlimited amount of Ka may be spent as long as you possess them.
- Points can be transferred to another character at a rate of two per movement action in combat, or any amount outside of combat. You cannot use or store Ka over your normal maximum.
- Three points will give you one extra Action for one round of combat.

The expenditure of Ka energy must be announced before the die roll is made. The exception to this rule is when negating damage.

Example: Renee's character Avalanche is trying to catch villains escaping in a car. She commandeers a vehicle and starts after the culprits. To catch them while dodging through the heavy traffic she must make a driving roll, DC 20. Her driving Skill roll is 8 (Dexterity modifier of 2 plus a Driving Skill of 6). Renee doesn't think that she'll make the roll with such a low skill rank, so she spends 5 points from her Ka Pool, raising her total to 13. She rolls the D20 and hopes for the best.

Normal: Those who are not Ka Awakened may still use their available Ka energy but do not have the expert control over the amount they spend. Those not Ka Awakened spend Ka in spurts rolling 2D6 using the result of the dice roll as the amount that they spend. If the character doesn't have the amount rolled then the character spends all available.

Quick Healing

Prerequisite: Constitution 13

Benefit: You heal three times faster than normal and recover from Stun much faster, subtracting your Fortitude save from the amount of time you are dazed. Finally, poison runs its course much more quickly, doing 50% less damage on the secondary damage roll.

Super Attributes

If your character concept calls for an attribute beyond the human maximum then you want a Super Attribute. Super Attributes allows you to push beyond the fringe of mere mortals. However, this does not come without a cost.

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Super attributes are bought as feats and each feat attribute is purchased separately.

Rank One feats give the character attributes just above the human norm. This rank is equivalent to a super soldier or extraordinary human.

Rank Two feats are far beyond any normal human. Low-level superhumans fall into this category.

Rank Three and Four are the upper ranks of super attributes. Anything above Rank Four is in the realm of Earth shattering attributes, mind bending mental capacity, and cosmic influences.

Super Strength Attribute Rank One

Prerequisite: Strength 13

Benefit: The character now has "Super Strength" and has the benefit of extra damage and lifting capacity. The characters Strength attribute is modified by the list below.

The Modifier is the amount by which melee and unarmed damage is multiplied. Unarmed damage is 1D8 for medium sized characters, and 1D6 for small characters. A natural 19-20 on the attack roll is considered a threat and possible critical.

Characters with Feat may carry 1,000 lbs. as a heavy load.

Note: The Modifier adds to damage, and strength type feats only NOT to melee attack rolls, climb, jump, or other skill checks.

Table 3-1: Adjusted Strength Modifiers

Table 3-1: Adjusted Strength Modifiers

Score	Modifier	Lift Roll Modifiers
12-13	(Damage X2) +1	+1
14-15	(Damage X2) +2	+2
16-17	(Damage X2) +3	+3
18-19	(Damage X2) +4	+4
20-21	(Damage X2) +5	+5
22-23	(Damage X2) +6	+6
24-25	(Damage X2) +7	+7
26-27	(Damage X2) +8	+8
28-29	(Damage X2) +9	+9
Jumping distances are doubled		

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Table 3-2: Adjusted Strength Modifiers

Score	Modifier	Lift Roll Modifiers
14-15	(Damage X3) +2	+10
16-17	(Damage X3) +3	+11
18-19	(Damage X3) +4	+12
20-21	(Damage X3) +5	+13
22-23	(Damage X3) +6	+14
24-25	(Damage X3) +7	+15
26-27	(Damage X3) +8	+16
28-29	(Damage X3' ;pk) +9	+17
Jumping distances are tripled.		

Super Strength Attribute Rank Two

Prerequisite: Strength 15 Super Strength Rank One

Benefit: The character now has "Super Strength" and has the benefit of extra damage and lifting capacity. The characters Strength attribute is modified by the list below.

The Modifier is the amount by which melee and unarmed damage is multiplied. Unarmed damage is 1D8 for medium sized characters, and 1D6 for small characters. A natural 19-20 on the attack roll is considered a threat and possible critical.

Characters with Feat may carry one ton as a heavy load.

Note: The Modifier adds to damage, and strength type feats only NOT to melee attack rolls, climb, jump, or other skill checks.

Super Strength Attribute Rank Three

Prerequisite: Strength 17, Super Strength Rank Two, 4 or more character class levels

Benefit: The character now has "Super Strength" and has the benefit of extra damage and lifting capacity. The characters Strength attribute is modified by the list below.

The Modifier is the amount by which melee and unarmed damage is multiplied. Unarmed damage is 1D10 for medium sized characters, and 1D8 for small characters. A natural 19-20 on the attack roll is considered a threat and possible critical.

Characters with Feat may carry 2 tons as a heavy load.

Note: The Modifier adds to damage, and strength type feats only NOT to melee attack rolls, climb, jump, or other skill checks.

Table 3-3: Adjusted Strength Modifiers

Score	Modifier	Lift Roll Modifiers
16-17	(Damage X4) +3	+18
18-19	(Damage X4) +4	+19
20-21	(Damage X4) +5	+20
22-23	(Damage X4) +6	+21
24-25	(Damage X4) +7	+22
26-27	(Damage X4) +8	+23
28-29	(Damage X4) +9	+24
Jumping distances are quadrupled		

Super Strength Attribute Rank Four

Prerequisite: Strength 19 Super Strength Rank Three, 8 or more character class levels

Benefit: The character now has "Super Strength" and has the benefit of extra damage and lifting capacity. The characters Strength attribute is modified by the list below.

The Modifier is the amount by which melee and unarmed damage is multiplied. Unarmed damage is 1D12 for medium sized characters, and 1D10 for small characters. A natural 19-20 on the attack roll is considered a threat and possible critical.

Characters with Feat may carry 16 tons a heavy load.

Note: The Modifier adds to damage, and strength type feats only NOT to melee attack rolls, climb, jump, or other skill checks.

Whenever a character attempts to lift extreme weight, he rolls the DC applying his Strength modifier

Table 3-4: Adjusted Strength Modifiers

Score	Modifier	Lift Roll Modifiers
18-19	(Damage X5) +4	+25
20-21	(Damage X5) +5	+26
22-23	(Damage X5) +6	+27
24-25	(Damage X5) +7	+28
26-27	(Damage X5) +8	+29
28-29	(Damage X5) +9	+30
Jumping distances multiplied by 5		

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Table 3-5: Weight Classes

Difficulty Class	Actual Weight	Real World Equivalent
15	800 lbs.	
17	1000 lbs	4 people in an elevator
19	1500 lbs	Volkswagen Bug
21	2000 lbs (one ton)	Average Car
23	2,500 lbs	
25	3,000 lbs	Average Pickup truck
27	3,500 lbs	
29	4,000 lbs (2 tons)	Elephant
34	4 tons	
36	8 tons	
38	16 tons	Semi truck
40	32 tons	M.26 Pershing Heavy tank
44	64 tons	
48	128 tons	Iowa Class Battle Ship
50	256 tons	Major building
60+	512 tons+	Tiny island

+1D20

Lifting weight of this magnitude may only be attempted with the Super Strength Feat.

Large heavy item may be thrown at opponents. The range for such attacks is based on the rank of the Super Strength Feat your character possesses.

Rank One may throw with a maximum range of 20 feet

Rank Two may throw with a maximum range of 40 feet

Rank Three may throw with a maximum range of 80 feet

Rank Four may throw with a maximum range of 160 feet

Table 3-6: Weight Category Modifiers

Weight Category	Base Damage
800 lbs-1 ton	5d10
1-6 tons	5d10+20
7-14 tons	5d10+40
14-28 tons	5d10+60
29-56 tons	5d10+80
100-200 tons	5d10+100
300-600 tons	5d10+200

Your character may want to take something heavy and huge and hit an area with it. To figure out the damage from such an attack consults the charts below.

Multiply the Base Damage by the size to get a damage result. Some items are very big but have very little weight (compare a blimp to a passenger jet).

Opponents of such an attack may make a Reflex save, with a DC equal to the attackers roll, to jump out of the way (this is considered a full round action) if the opponent is successful then they take no damage, if they fail they are crushed and take full damage. There is a modifier to attacker and opponent rolls depending on the size of the object being thrown. Attackers have a harder time throwing large and ungainly items. The opponent's Reflex roll is modified depending on the size of the object, the bigger the object the harder it is to move out of the area affected.

Table 3-7: Object size Modifiers

Object size	Multiplier	Modifier to Reflex save / attack roll	Size equivalent
Colossal	X16	-16	Naval destroyer
Gargantuan	X8	-8	Fighter aircraft
Huge	X4	-4	Bus, or tank
Large	X2	-2	Car
Medium	X1	0	Motorcycle
Small	X0.5		Bicycle
Tiny	X 0.25		Rock

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Example items

A 4-door town car (3D6x5)x2 damage (two ton, large object)
A Blimp (3D6x5)x8 (6 ton, Gargantuan object)
A Fighter Jet (5D8x5)x8 (12 ton gargantuan object)
An Iowa Class Battle Ship (10D10x5)x16 (100 ton colossal object)

Attacking with atypical objects

There will be times when characters or their adversaries will grab what is at hand and attack. Comic books are filled with characters cracking a light pole against one another's spleen or bashing someone with a car. The small list below has a few examples of the types of item that may be used and the damage they do.

**All items use the Simple Weapons Proficiency. If the character does not*

Table 3-8: Atypical objects

Object	Weight	Damage	Hit points/Hardness	Reach
Manhole cover	50 lbs	1d8	10/2	N/a
Fire hydrant	125 lbs	2d8	15/2	N/a
Light pole	500 lbs	3d10	25/2	40 ft
Garbage dumpster	700 lbs	4d10	30/5	10 ft
Econo/sports car	1,000	5d10	30/5	10 ft
4-door/luxury car	1,500 lbs	5d10	34/5	15 ft
Van/Truck	1 ton	5d10+20	38/5	20 ft
Bus/Train box car	3 tons	5d10+20	50/8	40 ft

have the proficiency they are at -4 to attack.

**The objects listed above are not designed to be used as weapons. Therefore half the damage dealt by the item is taken as damage by the object, once the hit point reach zero*



Super Dexterity Attribute Rank one

Prerequisite: Dexterity 13

Benefit: The character has unearthly deftness and agility. The characters dexterity is no longer in the range of human reach. The character receives these benefits from having super dexterity:

- +4 on defense and initiative rolls
- +2 to dexterity based skills and reflex saves
- +1 to all range attacks

Super Dexterity Attribute Rank two

Prerequisite: Dexterity 15, Super Dexterity rank one

Benefit: The character has unearthly deftness and agility. The characters dexterity is no longer in the range of human reach. The character receives these benefits from having super dexterity:

- +6 on defense and initiative rolls
- +4 to dexterity based skills and reflex saves
- +3 to range attacks

The character also receives one extra move actions during the combat round.

Super Dexterity Attribute Rank three

Prerequisite: Dexterity 17, Super Dexterity rank two, and a base class defense bonus of +8 before modifiers.

Benefit: The character has unearthly deftness and agility. The characters dexterity is no longer in the range of human reach. The character receives

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these benefits from having super dexterity:

- +8 on defense and initiative rolls
- +6 to dexterity based skills and reflex saves
- +5 to range attacks

The character also receives two extra move actions during the combat round.

Super Dexterity Attribute Rank four

Prerequisite: Dexterity 19, Super Dexterity rank three, and a base class defense bonus of +8 before modifiers.

Benefit: The character has unearthly deftness and agility. The character's dexterity is no longer in the range of human reach. The character receives these benefits from having super dexterity:

- +10 on defense and initiative rolls
- +8 to dexterity based skills and reflex saves
- +7 to range attacks

The character also receives three extra move actions during the combat round.

Super Constitution attribute rank One

Prerequisite: Constitution 13

Benefit: The hero has incredible fortitude and durability enabling him to withstand trauma that would kill a normal human. The character receives the benefits listed below:

The character may buy the Regeneration Power for 2 points less per rank as a benefit for the purchase of this feat.

- +4 Wounds
- +2 to Fortitude saves

The character subtracts 1D4 from the amount of time that he would normally be stunned to a minimum of one round.

Super Constitution attribute rank Two

Prerequisite: Constitution 15, Super Constitution rank one

Benefit: The hero has incredible fortitude and durability enabling him to withstand trauma that would kill a normal human. The character receives the benefits listed below:

The character may buy the Regeneration Power for 2 points less per rank as a benefit for the purchase of this feat.

- +6 Wounds
- +4 to Fortitude saves

The character subtracts 1D6 from the amount of time that he would normally be stunned to a minimum of one round.

Super Constitution attribute rank Three

Prerequisite: Constitution 17, Super Constitution rank two, and a base Fortitude save of +4

Benefit: The hero has incredible fortitude and durability enabling the character to withstand trauma that would kill a normal human. The character receives the benefits listed below:

The character may buy the Regeneration Power for 2 points less per rank as a benefit for the purchase of this feat.

- +8 Wounds

Injury and Death

Your vitality points and wound points measure how hard you are to hurt and kill. The damage from each successful attack and each fight accumulates, dropping your vitality point or wound point totals until you run out of points or even drop into the negative range. Then you're in trouble. Luckily, you also have a number of ways to regain vitality points and wound points. If you have a few hours (or days) to rest, you can recover lost vitality (or wound) points on your own. Technology provides faster ways to restore lost vitality points and wound points.

What Vitality Points Represent

Vitality points represent your character's ability to avoid the nastiest effects of being hit in combat, turning a potentially lethal blow into a glancing blow as you roll with the attack. Losing vitality points from energy blast doesn't mean the blast hits you, but rather that you just barely avoided taking significant damage from it. As you lose vitality points, you can become tired and less able to roll with potentially deadly attacks. A high-level character has a much greater pool of vitality points, and so he or she is much better able to avoid deadly damage.

What Wound Points Represent

Wound points represent your character's capacity to withstand physical trauma. Losing wound points from an energy blast attack means the energy bolt hit you squarely, dealing deadly damage.

Effects of Damage

For heroic characters, damage first reduces vitality points. You only take wound damage after all your vitality

points have been exhausted or if you take a critical hit.

0 Vitality Points

At 0 vitality points, you can no longer avoid taking physical damage. Any additional damage you receive reduces your wound points.

Fatigued (Lost Wound Points)

If you take wound damage, you become fatigued. A fatigued character can't run or charge and takes a -2 penalty to Strength and Dexterity until his wounds are healed.

In addition, in a round in which you take wound damage, you must make a Fortitude saving throw. The DC for this save is 5 + the number of wound points you lost in the round. If the save fails, you become knocked out.

For example, Tachyon gets hit with an energy blast in the fourth round of combat. The damage wipes out the last of his vitality points with 2 points of damage left over. Those points of damage reduce Tachyon's wound points by 2. Now Tachyon is fatigued and he has to make a Fortitude save. The DC is 7 (5 + 2 = 7). He gets a result of 12, so the physical damage doesn't knock him out...this time.

Knocked Out

A character that takes wound damage in a round and fails a Fortitude save (DC 5 + the number of wound points lost in the round) becomes knocked out. A knocked-out character falls to the ground and can take no actions. A character remains knocked out for 1d4 rounds or until he receives help (see Treat Injury skill).

An opponent can automatically grapple or bind a knocked-out character,

+6 to Fortitude saves

The character subtracts 1D8 from the amount of time that he would normally be stunned to a minimum of one round.

The character regenerates 4 Wounds per hour.

Super Constitution attribute rank Four

Prerequisite: Constitution 19, Super Constitution rank three, and a base Fortitude save of +5

Benefit: The hero has incredible fortitude and durability enabling the character to withstand trauma that would kill a normal human. The character receives the benefits listed below:

The character may buy the Regeneration Power for 2 points less per rank as a benefit for the purchase of this feat.

+10 Wounds

+8 to Fortitude saves

The character subtracts 1D10 from the amount of time that he would normally be stunned to a minimum of one round.

The character regenerates 4 Wounds per hour.

Super Intelligence attribute rank one

Prerequisite: Intelligence 13

Benefit: The character's intellect surpasses that of the normal man. The character receives the benefits listed below:

+4 damage reduction against mental attacks

+4 bonus on Intelligence based skills.

+2 skill points per rank in addition to points gained from standard Intelligence modifiers.

Great Insight: This Advantage lets you experience an epiphany once per game – revealing something about the course of events occurring around you. As a player, you may ask the GM for one clue to help your character along in the game.

Super Intelligence attribute rank two

Prerequisite: Intelligence 15, Super intelligence rank one

Benefit: The character's intellect surpasses that of the normal man. The character receives the benefits listed below:

+6 damage reduction against mental attacks

+6 bonus on Intelligence based skills

+4 skill points per rank addition to points gained from standard Intelligence modifiers.

Great Insight: This Advantage lets you experience an epiphany twice per game – revealing something about the course of events occurring around you. As a player, you may ask the GM for one clue to help your character along in the game.

Super Intelligence attribute rank three

Prerequisite: Intelligence 17, Super intelligence rank two

Benefit: The character's intellect surpasses that of the normal man. The character receives the benefits listed below:

+8 damage reduction against mental attacks

+8 bonus on Intelligence based skills

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+6 skill points per rank addition to points gained from standard Intelligence modifiers.

+2 on initiative rolls. Characters with super rank intelligence react much quicker than normal, predicting what will occur before it does.

Great Insight: This Advantage lets you experience an epiphany three times per game – revealing something about the course of events occurring around you. As a player, you may ask the GM for one clue to help your character along in the game.

Super Intelligence attribute rank four

Prerequisite: Intelligence 19, Super intelligence rank three

Benefit: The character's intellect surpasses that of the normal man. The character receives the benefits listed below:

+10 damage reduction against mental attacks

+10 bonus on Intelligence based skills

+8 skill points per rank addition to points gained from standard Intelligence modifiers.

+4 on initiative rolls. Characters with super rank intelligence react much quicker than normal, predicting what will occur before it does.

Great Insight: This Advantage lets you experience an epiphany four times per game – revealing something about the course of events occurring around you. As a player, you may ask the GM for one clue to help your character along in the game.

Super Wisdom Attribute Rank one

Prerequisite: Wisdom 13

Benefit: The character has an uncanny sense of acumen, and his perceptions go beyond that of less enlightened men. The character receives the benefits listed below:

+4 on Will saving throws

+2 on wisdom based skill rolls

The character may purchase the Cosmic Awareness Power for 1 point less per rank as a benefit for the purchase of this feat.

Super Wisdom Attribute Rank two

Prerequisite: Wisdom 15, Super Wisdom rank one

Benefit: The character has an uncanny sense of acumen, and his perceptions go beyond that of less enlightened men. The character receives the benefits listed below:

+6 on Will saving throws

+4 on wisdom based skill rolls

The character may purchase the Cosmic Awareness Power for 2 point less per rank as a benefit for the purchase of this feat.

Super Wisdom Attribute Rank three

Prerequisite: Wisdom 17, Super Wisdom rank two

Benefit: The character has an uncanny sense of acumen, and his perceptions go beyond that of less enlightened men. The character receives the benefits listed below:

+8 on Will saving throws

+6 on wisdom based skill rolls

but can't perform a coup de grace on a knocked-out character. Such a character is not considered helpless.

Disabled (0 Wound Points)

At 0 wound points, you are disabled. A disabled character can only perform a single move or attack action in a round, which means the character can't perform full-round actions. Making an attack action while disabled deals more damage to the character-he or she takes 1 point of wound damage.

Dying (-10 Wound Points)

When your character's current wound points drop to -10 or lower, he's dead.

A character also dies if his or her Constitution score drops to 0 or lower.

Damage Reduction

Armor provides damage reduction. A character wearing armor reduces the number of wound points lost to wound damage by the amount of the armor's damage reduction. Damage reduction does not apply to vitality points.

The character may purchase the Cosmic Awareness Power for 3 point less per rank as a benefit for the purchase of this feat. The character may purchase the Willpower advantage for 2 points less rank.

Super Wisdom Attribute Rank four

Prerequisite: Wisdom 19, Super Wisdom rank three

Benefit: The character has an uncanny sense of acumen, and his perceptions go beyond that of less enlightened men. The character receives the benefits listed below:

- +10 on Will saving throws
- +8 on wisdom based skill rolls

The character may purchase the Cosmic Awareness Power for 4 point less per rank as a benefit for the purchase of this feat. The character may purchase the Willpower advantage for 3 points less rank.

Super Charisma Attribute Rank one

Prerequisite: Charisma 13

Benefit: The character has a supernatural quantity of personal magnetism. The character receives the benefits listed below:

- +4 Ka bonus
- +2 bonus on charisma based skills and reaction rolls

The character may purchase the following Powers at 2 points less per rank: Enhanced Ka Pool, Ka Tracking, and Ka Manipulation.

Super Charisma Attribute Rank two

Prerequisite: Charisma 15, Super Charisma rank one

Benefit: The character has a supernatural quantity of personal magnetism. The character receives the benefits listed below:

- +6 Ka bonus
- +4 bonus on charisma based skills and reaction rolls

The character may purchase the following Powers at 3 points less per rank: Enhanced Ka Pool, Ka Tracking, and Ka Manipulation.

Super Charisma Attribute Rank three

Prerequisite: Charisma 17, Super Charisma rank two

Benefit: The character has a supernatural quantity of personal magnetism. The character receives the benefits listed below:

- +8 Ka bonus
- +6 bonus on charisma based skills and reaction rolls.

The character may purchase the following Powers at 4 points less per rank: Enhanced Ka Pool, Ka Tracking, and Ka Manipulation.

Super Charisma Attribute Rank four

Prerequisite: Charisma 19, Super Charisma rank three

Benefit: The character has a supernatural quantity of personal magnetism. The character receives the benefits listed below:

- +10 Ka bonus
- +8 bonus on charisma based skills and reaction rolls

The character may purchase the following Powers at 5 points less per rank: Enhanced Ka Pool, Ka Tracking, and Ka Manipulation.



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Sweep Attack

Prerequisite: Dexterity 13, Base attack bonus +5

Benefit: For every rank of this combat feat, you may attack one opponent beyond the first during a full round action. The opponents must be no further than 10 feet apart.

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CHAPTER FOUR: ADVANTAGES & FLAWS

ADVANTAGES

Allies

Special

Charisma

2 Per Rank

Contacts

Special

Efficient Ka

5 Per Rank

Good Looks

2 Per Rank

Great Insight

3 Per Rank

Hard to Kill

4 Per Rank

Know-It-All

3 Per Rank

Longevity

3 per rank

Luck

4 Per Rank

Police Authority

4 Per Rank

Resilient

3 Per Rank

Secret Hideout

Special

Support Staff

Special

FLAWS

Addiction

3 Points per Rank

Amnesia

2 Points per Rank

Angry

3 Points per Rank

Bad Luck

5 Points per Rank

Ball and Chain

4 Points per Rank

Banishment

3 Per Rank

Code of Honor

3 Per Rank

Coward

2 Per Rank

Debt

2 Per Rank

Diminished Reflexes

3 Per Rank

Diminished Senses

3 Per Rank

Enemy

Special

Flashbacks

3 Per Rank

Frail Body or Feeble-

Minded

3 Per Rank

Hatred

2 Per Rank

Jinx

4 Per Rank

Ka Bleeder

5 Per Rank

Kleptomania

3 Per Rank

Known Publicly

10 Points (No Rank)

Low Charisma

2 Per Rank

Low Impulse Control

3 Per Rank

Manic-Depressive

3 Per Rank

Multiple Personalities

3 Per Rank

Obsessive-Compulsive

3 Per Rank

Overconfident

3 Per Rank

Paranoia

2 Per Rank

Phobia

3 Per Rank

Physical Limitation

Special

Poor

3 Per Rank

Schizophrenia

5 Per Rank

Secret ID

15 Points

Short Life Span

2 Per Rank

Slow Healing

4 Per Rank

Strange Appearance

3 Per Rank

Terrible Secret

2 Points per Rank

Vulnerability

Special

Wanted

4 Per Level

Acquiring Powers and Advantages at 1st level

Use the following steps when picking Powers and advantages for your 1st level character.

- To determine the number of Power Points your character gets at 1st level, add 4 to the character's Charisma modifier and multiply by 4.
(Charisma modifier +4) x 4 = the characters starting Power Points
*All characters get at least 5 Power points (1x5=5) even if he has a Charisma penalty.
*Humans get 4 additional Power points as a 1st level hero.
- Spend Power Points. Multiply the cost per level by the amount of ranks of the Power to get the cost. For example, Joule wants to buy 3 ranks of electricity projection (the cost is 4 points per rank). The Power would cost her 12 Power points (3x4=12).

Powers at Higher Levels

When your character reaches a new level, follow the steps to gain new Powers or improve those you already have:

- At every additional level of advancement beyond 1st the character acquires Power Points equal to their Charisma modifier plus 4.

(Charisma modifier + 4)

*A character gets at least 1 Power point even if he has a Charisma penalty.

*Humans get 1 additional Power point per level.

- You may improve a maxed out Power by one rank, or by more than 3 ranks above your character's level.

ADVANTAGES AND FLAWS

Advantages and Flaws are special ability groups that hover between Attributes, Skills and Powers. Everyone has Attributes and Skills, but only superheroes have Powers. On the other hand, some people have Advantages and Flaws, while others do not. Advantages can give you edges that Powers and Gadgets won't, while the Flaws give you additional points to spend.

Flaws and Advantages, like Attributes, Skills or Powers have ranks. In this case, their maximum rank is 10, and they give increasing benefits or problems as their ranks increase. There are Advantages and Flaws, however, that do not have ranks – they are marked accordingly, with a fixed number of points, or with a special way of calculating them in their description.

Advantages and Flaws are purchased during character creation with Power Points. Each Advantage and Flaw is presented in standard format for reference, giving the name, the cost, and a brief description.

Example: To buy 4 ranks of the celebrity advantage would cost 8 Power points (4 ranks times the advantage's cost per rank of 2)

When buying a Flaw, the points are returned to the character as Power points.

ADVANTAGES

Advantages add spice to your character, along with special abilities or boosts that aren't entirely superhuman. In other words, your average Joe on the street could have these Advantages. Most mundane humans, however, won't have more than a handful of points.

Advantages are still *advantageous* over Powers – some offer you additional support, so you're not alone against your enemies, while others offer you quirks or talents.

Allies

Special

This Advantage gives you a person or group of people to call upon in times of need. The point cost varies by the size and power of your ally or allies. To calculate cost, add the ally size to their power rank. For a group constantly dedicated to your welfare or with research capabilities, you need to refer to the Advantage *Support Staff*.

Ally Size

Allies vary in size, from a drinking buddy cop, to a major organization indebted to you for past work.

- One man (5 points)
- Small group (3-6 people) (10 points)

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- Medium size group (7-12 people) (15 points)
- Large Group (13-50 people) (20 points)
- Huge group (51-100 people) (25 points)

Power Rank

Ally power rank dictates pull in society, varying from someone who can gather up the neighborhood kids to annoy someone, to the government that can call up an air strike.

- No significant power (0 points)
- Minor Power (10 points)
- Medium Power (15 points)
- Very Powerful (25 points)

Sample Allies:

The manager of your favorite pizza parlor (one man, no significant power, but sometimes he gives you free pizza, 5 points).

Your drinking buddy cop, who can arrange to get investigations started or check out locations that you might be barred from (one man, minor power, 15 points).

The Board of Directors of a major corporation, whose president you once saved (large group, medium power, 35 points).

The President of the United States (one man, but very powerful on good days, 30 points).

The United Nations Security Council and General Assembly (a huge, powerful group, 50 points).

If the Power is not maxed, you may spend as many Power points as it would take to max out the Power.

- New Powers may be purchased with a maximum level of 3.

Power points may be used to buy off flaws, but the entire flaw must be bought off at once.

Charisma

2 Per Rank

Charisma represents a natural boost in your ability to influence people, for good or evil. Unlike the Charisma Attribute, the Charisma Advantage does not represent any personal strength or Ka boost, just the power to manipulate. For each rank, you receive a +1 to bend people to your will – with such Skills as Seduction, Leadership, Interrogation, Intimidation or Fast Talk, you are incredible.

Contacts

Special

This Advantage gives you a person or people on the inside of an organization that you couldn't otherwise have, generally a personal friend or informant. The Contact size gives the number of contacts, while the influence value determines the pull the contacts have. The contact is not defined at character creation, but during the game, at the GM's discretion, you can state that your

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character has a contact at "such-and-such" place. At that moment, the contact is *fixed* and documented, using one of contacts from your "cache." This is one of the reasons that *Contacts* are as expensive as *Allies*.

Unlike the *Allies* or *Support Staff* Advantages, *Contacts* won't do you any more favors than provide you information, and sometimes at a cost. They also have significantly less loyalty, so pushing a *Contact* around is a sure way to lose them. On the other hand, they are the best sources of anonymous and unbiased information, far better than most *Allies* can afford to be.

Contact Pool size:

- One man (5 Points)
- Small group: The group consists of 5 to 10 people. (10 Points)
- Large group: The group consists of 15 to 30 people. (20 Points)
- Huge group: The group consists of 50 to 100 people. (40 Points)
- Army: The group consists of 2 -300 people. (60 Points)
- Legion: The group consists of 1-2000 people (80 Points)

Influence Values and Sample Contacts:

- Minor Access (The janitor at the local Quickie Mart) (5 points)
- Mid-range Access (Local beat cop, Middle management at a corporation) (10 points)
- Major Access (High ranking officer in the Armed Forces, Police Chief) (15 points)
- Total Access (Control of the organization, President or Prime Minister of a country) (25 points)

Efficient Ka

5 Per Rank

You get more bang for your buck when using your Ka Pool. For each rank in this Advantage, you add 5 additional Ka points to your Pool and you recover one additional Ka per day. This is an Advantage, not a Power, because some people use Ka without realizing it, and without having any further abilities beyond the basic Ka Pool abilities.

Good Looks

2 Per Rank

You are beautiful or handsome – for every rank in this Advantage, you receive a +2 to influence the opposite sex, but a +1 to influence members of the same sex.

Great Insight

3 Per Rank

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This Advantage lets you experience an epiphany once per game – revealing something about the course of events occurring around you. You may ask the GM for one clue to help your character along. Each additional rank of this Advantage allows you to ask one more question per game.

Hard to Kill

4 Per Rank

You're tough, resilient or just plain stubborn, and you won't give up on this life easily. This Advantage allows you to make a roll any time you take enough damage to kill you. Roll your Hard to Kill ranks +Will save +1D20 against a DC equal to the damage beyond zero Wounds that you have taken.

Example: Epoch has two Wounds left after being hit by Solaris' energy blasts. During the next round of combat, Epoch takes 17 points of damage sending him to negative 15, 5 points beyond the standard negative 10. Normally Epoch would be dead, but he has 4 rank of the Hard to Kill advantage. In order to stay alive he must make a Will save+ his ranks of Hard to kill versus a DC of 15 to stay alive.

If successful, the character is right at death's door (-9 Wounds) and remains unconscious, but stable, until he receives medical attention.

Know-It-All

3 Per Rank

You have a little knowledge about a *lot* of things. You receive a +1 per rank of Know-It-All to any roll requiring esoteric or eclectic knowledge. You're a trivia master!

Longevity

3 per rank

Your normal life span is doubled for every rank of Longevity you purchase. A normal human will live an average of 80 years, with good medical care, so this is the base life span from which this Advantage is figured. Therefore, one rank of this Advantage will let you live 160 years, 2 ranks 320, and so on.

Luck

4 Per Rank

You're just plain lucky, or maybe someone's looking out for you. For every rank of Luck, once per game session you may re-roll any roll, picking the best of the two. You may also have the GM re-roll any damage roll targeted at you, taking the smaller amount.

It's *possible* to take Luck and Bad Luck, but this is awkward and possibly painful – and you should speak to your GM before doing so. For a strange combination of fortunes, see the *Jinx* Flaw, later in this section.

Police Authority

4 Per Rank

Recognized by law enforcement, you may make arrests or enter a crime scene. The higher rank you take in this Advantage, the more pull and authority you have. At rank 1, you are a minor private detective, while by rank 10 you are a police chief.

Resilient

3 Per Rank

You are tough and stubborn or you have a strong will to live. Every rank of this Advantage adds 2 points to your vitality score.

Secret Hideout

Special

You have a base of operations for your heroic identity. This hideout could be as small as an apartment or as big as an island, with technology ranging primitive to incredibly high-tech. The point value of this Advantage is equal to the base's size cost plus its tech rank cost.

Base's Size:

- The size of an average 3-bedroom home or apartment (5 Points)
- Two story building or large cave (10 Points)
- Multistory building or expansive cave network (20 Points)
- Small island or asteroid (40 Points): An asteroid may be secure, but it is also very hard to get to!
- Small country (60 Points): Keep in mind that at this level, there is not much *secret* to the hideout anymore!

Tech Level:

- No technology: The base has no advanced technology. The security system is only as good as the padlock you bought to keep your nosy neighbors out. (0 Points)
- High Tech: The base has all the amenities of a high tech lab with superb security systems and outfitted to be self sufficient for months before needing to replenish its air or food supply. (10 Points)
- BioTechnology: The facility is a thinking, living organism. (15 Points)

Support Staff

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Special

You have a staff that helps you further your heroic career. This Advantage's point cost varies depending on the size and competency of these assistants. If you take this Advantage, you might also want to take a Secret Hideout. When a villain has this Advantage, it's called "Rent-a-Goon."

Staff size

- One man (5 Points)
- Small group: The group consists of 5 to 10 people. (10 Points)
- Large group: The group consists of 15 to 30 people. (20 Points)
- Huge group: The group consists of 50 to 100 people. (40 Points)
- Army: The group consists of 2 -300 people. (60 Points)
- Legion: The group consists of 1-2000 people (80 Points)

Competency

- Incompetent: You recruited your staff from a temporary agency. (5 Points)
- Competent: Your staff is very good at what they do. Although not superhuman, they are loyal and a force to be reckoned with. (5 Points)
- Elite: Your staff is highly trained and conditioned, able to handle extraordinary problems. (10 Points)
- Superior: The staff is in many ways more competent than *you*, making suggestions to help you along the way. (20 Points)

Rent-a-Goons!

Villains are notorious for having either nigh-onto useless sidekicks or competent and dangerous henchmen. While the *Support Staff* Advantage can save a hero, the *Rent-a-Goon* Villainous Advantage can be a villain's doom. The Goons may go it alone, or remain with their boss and cause him *no end of trouble*, constantly allowing the erstwhile heroes to escape because of pure stupidity.

How a villain treats his Goons is a good indication of how villainous he *really* is. A villain, who is interested in world domination but has a code of ethics, may beat up his Goons or even imprison them when they mess up, but he won't kill them. A depraved dark sorcerer or vicious general, however, may not only execute them in a sudden, bloody manner, but may torture them to satisfy some dark craving. This is also a good way for a GM to set the feel and pace of a campaign. For example, if the players see the guys they just beat up thrown into a pit of lava for their failure, this is not going to be a pretty campaign.

The Rent-A-Goons can represent anything from a dangerous robotic army (Army, Elite, 70 points) to the Loser Brothers (Small Group, Incompetent, 5 points). In general, the Advantage follows the exact guidelines of *Support Staff*, except that they might be a little more or a little less powerful than their competency listing, because the GM can control them. In some cases, they may have an additional quality: *Rebellious* (-10 points). They can't *do* anything about their villainous boss directly, but they can cause problems indirectly and try to keep themselves out of the line of fire. Goons can be notorious cowards.

Nifty Flaws

Flaws a great way of taking a paper full of numbers and making it *someone*. After picking your Flaws, see if can write them into a cohesive story. Better yet, see how your Advantages and Flaws are related. For instance, someone with the *Ball and Chain* Flaw (big family) may also have the *Support Staff* Advantage – his family is bright and knowledgeable, but no good in combat. If it came down to a combat situation, he would have to defend his wife, kids *and* hyper-intelligent dog.

In other words, Flaws allow you to figure out some of your character's basic reactions that shape his personality. Maybe your hero has a terrible phobia or hatred of spiders – the reason, you work out, is because he was abandoned in the jungles of South America ten years ago and has only recently escaped. From there, you determine he's amnesiac and only remembers the past ten years, but not *why* or *how* he got into the Amazon Basin in the first place.

On the other hand, too many Flaws make a character unrealistic. Someone that miserable isn't going to be terribly heroic. If your hero was banished from the United States to Cambodia, had an addiction to cocaine, is foul-tempered and barely restrained himself from beating his kids, *plus* had enemies in the FBI and CIA – he wouldn't have much life left over for adventuring and heroics.

It's especially dangerous to combine too many of the mental Flaws, such as Obsessive-Compulsive, Manic-Depressive, and Angry. I don't know about *you*, but I wouldn't want to be around someone who was constantly depressed, hyper or angry, and was set off by *any* little thing being out of place. Remember, you have to play the Flaws of the character you wrote. Bad things happen to those who don't play the characters they wrote, if I know most GMs.

FLAWS

Flaws are bought to offset the high cost of building a character. Flaws *give* you points, rather than costing them, and you may take Flaws totaling 35 Power points. The maximum can be changed at the GM's discretion. The amount should be decided at the beginning of the campaign and agreed upon.

Remember that Flaws are *bad* and hinder your character. Everyone has Flaws, but only super villains have *lots* of Flaws! Why would anyone with 80 or 90 points in Flaws be a hero? Their life is a miserable wreck! Flaws add dimension to your character and give you a few more points to spend, but shouldn't be milked as a character-building crutch.

Addiction

3 Points per Rank

You are dependent on a drug or activity. The higher the rank of this Flaw, the more you crave it and the lower your will is towards resisting the addiction. When presented with the object of your addiction, you must make a Will Save roll, minus this Flaw's rank, versus a Difficulty of 13. If you succeed, you behave normally, but if you fail, you must abandon all else to fulfill the addiction. You may resist the addiction for up to ten days minus this Flaw's rank, without indulging yourself. After this time, if you cannot satisfy the addiction, you suffer a penalty equal to this Flaw's rank on all dice rolls. Example addictions include drugs (alcohol, nicotine, marijuana, cocaine, et cetera), activities (partying, skydiving, pranks), or a combination of both – for instance, you have to go to every party available and get drunk, a common frat boy's Flaw.

Amnesia

2 Points per Rank

You cannot remember your past and are lost in the world. Generally, amnesiacs remember what they can do (such as Skills or Powers), but can't remember their name, where they're from, who they're related to or what they ate the day before they hit their head. You are therefore a blank slate – taking this Flaw means that you may have loved ones or enemies that you know nothing about. The more ranks you have of this Flaw, the longer you've had amnesia and the more of your past you don't know. For example, someone with Amnesia 1 might not remember last week (when they accidentally killed someone!), but someone with Amnesia 6 might be 20 years old and not remember their life before age 14. In addition, when you recover from this Amnesia, you gain other Flaws equal to the points you had in this Flaw, unless you are able to buy off the new Flaws in a logical manner.

Angry

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3 Points per Rank

Hello! You get mad easily – you have a short fuse, and any little thing sets you off. For every rank you have in this Flaw, you suffer a –1 penalty to stay calm during stressful situations. You must roll Charisma modifier minus your Angry ranks, versus a Difficulty 13. If you fail the roll, you react violently to everyone in your presence. If confronted with an object of your particular anger or hatred, you will act to injure it (or them), or in extreme cases, destroy it. “All I wanted was a Pepsi, and they wouldn’t give me one!!!”

Bad Luck

5 Points per Rank

You have plain old back luck, and bring it everywhere you go. You must re-roll one successful die roll per game session per rank, taking the worse roll at the GM’s discretion. For another variant on Bad Luck, see the Jinx Flaw.

Ball and Chain

4 Points per Rank

You have a person or animal that depends on you. You feel an obligation, and will do whatever you can to protect them from harm. You may even be willing to give up your own life to see them to safety. A Ball and Chain may not even be a “real” relationship. They might not even know you exist, but you know they do. They could be that reporter you’re always helping when she sticks her nose where it doesn’t belong, or the lovable bum that you watch over. If the Ball and Chain is killed because of your negligence or apathy, you lose 3 times the points you gained from this Flaw! These lost points may cause you to gain other Flaws or cause you to lose points from other Attributes (especially Wisdom) or Powers.

Ball and Chain Examples:

- Rank 1: That guy you game with every Sunday. He is always showing up at your house and calling you about that game you accidentally mentioned in his presence.
- Rank 3: The kid sister who bugs you when you go out with the guys. She’s a nice girl, but sometimes she calls you at work to ask goofy questions.
- Rank 5: The girlfriend you’ve dated for years and love. She’s so dreamy. You would do anything for her.
- Rank 9: Your loving wife. You would beat baby seals to gain her love.
- Rank 10: Your beautiful daughter. The love of your life -- someone

for whom you would sacrifice everything, destroying the lives of everyone on the planet to assure her survival.

Banishment

3 Per Rank

You have been compelled to leave your country. The people of your land consider you a pariah and want nothing to do with you. The rank of the Flaw will dictate how heinous the transgression was against your people. For example, rank one might mean that you poached the king's deer, while rank 10 might mean you did something much worse with the King's deer. (Let's not discuss it.) Other examples include assassinating leaders, stealing money from a major corporation or even the government, evading draft, or conducting war crimes.

Code of Honor

3 Per Rank

You have a code of conduct that you would never think of breaking. You suffer a penalty equal to the double the Flaw's rank on all rolls if you go against your Code of Honor. The only way to relieve yourself of this penalty is to atone for your transgressions – generally by a method worked out between you and your GM. For every rank of this Flaw, you must take an oath that you cannot break. Examples include never striking the innocent, always aiding those in need, avenging all insults, never using dirty fighting tactics, never speaking, and the classic, celibacy.

Coward

2 Per Rank

You are deathly afraid of any type of confrontation and avoid combat at all costs. You will generally go last in a combat situation, as you desperately size up the best way out of it! You have a penalty of -1 per Flaw rank to all Initiative rolls and never act during a Surprise round. This Flaw is decidedly not heroic!

Debt

2 Per Rank

You owe a debt or obligation that you must repay. The higher the rank of this Flaw, the more indebted you are. You feel honor bound to help the person or group to whom you are obligated when he is in need. A rank one debt might mean very little involvement or obligation, whereas a rank 10 debt could mean that you owe someone your life, and one day you will have to pay in full.

Whenever you refuse to assist the person or group to whom you are indebted, you suffer a penalty to all rolls equal to the rank of this Flaw. This

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reflects the fact that you are so plagued by guilt that you can think of nothing other than the fact that you let this person down. You can atone for your failure by helping the person or people by a method defined by you and your GM, but until then, the penalty remains.

It may also be the case that if you fail to help the person to whom you owe so much, you may be haunted in other ways – say, if they have blackmail information on you.

Diminished Reflexes

3 Per Rank

You're sluggish and have the reflexes of a fish trying to juggle! You receive a penalty equal to your Diminished Reflexes rank to any roll that involves reflexive action or manual dexterity.

Diminished Senses

3 Per Rank

You are nearsighted, farsighted, nearly blind or just plain dopey. Perhaps you have a bad sense of hearing, too. In any case, for every rank of this Flaw, you suffer a –1 to any perception checks. Low ranks of Diminished Senses (3 or lower) can often be corrected by mundane means – for instance, glasses or a hearing aid. For a character that is completely deaf or blind, see the Flaw Physical Limitation.

Enemy

Special

This Flaw gives you an enemy or enemies looking to harm or kill you. The point cost varies depending on the group size and power of the enemy. To calculate the cost, add the enemy's size to its power.

Note: An enemy doesn't necessarily have to be a super villain -- it could be a powerful scientist or businessman or a large, powerful, and fanatical church. Never underestimate the power of people in groups!

Enemy size

One man (5 points)

Small group (3-6 people) (10 points)

Medium size group (7-12 people) (15 points)

Large group (13-50 people) (20 points)

Huge group (51-100 people) (25 points)

Power Rank

The power rank is relative to your point value!

No significant power, 25% of your point value (0 points)

Minor power, 75% of your point value (10 points)
Medium power, 100% of your point value (15 points)
Very powerful, 200% or more of your point value (25 points)

Flashbacks

3 Per Rank

You have terrible flashbacks that impede everything you do, lasting for minutes equal to the ranks you took in this Flaw. You can try to break free of the flashback by making a Will Save roll, minus your Flaw rank, versus a Difficulty of 13.

A particularly vicious GM may decide that you act out badly during these flashbacks, especially if your explanation for this Flaw is "I'm reliving my Vietnam days" or "it's from when these guys spiked my punch at the party and then tried to kill me." You may become violent and try to harm or even kill others.

Frail Body or Feeble-Minded

3 Per Rank

You're either very slight of build or weak-willed. For every rank of this Flaw, subtract 2 from your Will or Fortitude save. You must specify which weakness you are taking at character creation. You may take both separately.

Hatred

2 Per Rank

You have bigotry or outright hatred of a particular race or ideologically different group of people. Whenever you encounter the focus of your hatred, you are belligerent and hostile towards them, suffering a reaction penalty equal to this Flaw's rank. In combat situations, you act irrationally, attacking anyone from this group of people first, in the hopes of eradicating them. You must make a Will Save roll minus your ranks in this Flaw, versus a Difficulty of 13, to act rationally and logically in combat. More tolerant and kind souls may react badly to your attitudes, also causing you a reaction penalty equal to this Flaw when dealing with them.

Jinx

4 Per Rank

You are a walking disaster area. It may be because you're cursed, you somehow warp probability around you, or just because you're oblivious (by tripping over things, etc.), but you create disruptions and havoc wherever you go by slipping up other people. Jinx is like Bad Luck, causing re-rolls of successful rolls -- but for other people! For each rank of Jinx, you cause one re-roll of a successful roll of any person around you, chosen by the GM. Jinx-forced re-rolls will generally come back to haunt you, often by causing a friend or team

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member to screw up an important roll!

In addition, people who grasp that you are the source of their misery will avoid you or even hate you, giving a -1 penalty to Charisma rolls per rank of Jinx. The especially superstitious or paranoid are particularly likely to hate you.

On the potential up side, if you have at least two ranks of Luck as well, you can forfeit two Luck re-rolls to force one of your enemies to re-roll a successful roll! (This roll counts towards your Jinx roll total for the game session.) Somehow, you are lucky enough to cause your jinxed nature to rub off on those you don't like!

Ka Bleeder

5 Per Rank

You "bleed off" Ka and cannot accurately control its flow. You pay 1 extra point per rank of this Flaw for any Ka expenditure. In other words, if you were trying to use Ka to up a roll by 4, and you had 3 ranks of Ka Bleeder, you would have to spend 7 points to get the +4 bonus. This Flaw affects Powers requiring Ka expenditure.

Kleptomania

3 Per Rank

You feel a compulsive and neurotic desire to steal that is so great you sometimes don't even consciously realize you're doing it. For example, you will brazenly walk into a store and talk to the clerk while pocketing a trinket. You must make a roll of Will Save minus this Flaw's rank, versus a Difficulty of 13, to maintain your composure and not get sticky-fingered.

Known Publicly

10 Points (No Rank)

You have no secret identity, and are known publicly as a superhero. Sometimes people will come to your door asking for help, and you are regularly bombarded by public requests for assistance. Villains show up at your day job looking to pick fights. If you screw up and let something slide, you'll probably hear about it at the next PTA meeting.

This Flaw is dangerous to combine with Flaws like Infamous and Enemy! Your life could be daily misery!

Low Charisma

2 Per Rank

You're oafish in your approach to people, and always manage to say the wrong things. People tend to call you a creep, "that guy who freaks me out," et cetera. For every rank in this Flaw, you have a penalty of -2 to all Cha-

risma rolls.

Low Impulse Control

3 Per Rank

You're very impulsive in situations that call for discretion or caution. In dire situations, you act more on instinct than good judgment. When talking to an obnoxious cop, a person with Low Impulse Control would rather "head butt the pig and grab his gun!" (To GMs: We all know this player, and I advise letting him have this Flaw so that you can stick it to him later.)

When in a highly volatile situation, you will pick the most inopportune time to act, and when you do act, you act RASHLY. In order not to act impetuously, you must make an opposed roll of Will Save versus a GM-assigned Difficulty. You receive a penalty to this roll equal to your ranks in this Flaw.

When combined with other Flaws like Addiction or Obsessive Compulsive, you can become a bottle of nitroglycerin, ready to explode at the slightest jarring.

Manic-Depressive

3 Per Rank

You suffer from an illness characterized by incredible elation and deep depression. You alternate between moods, changing when you roll a critical failure or success. If you are happy, you will become sad, and vice versa.

When elated, you have a +2 per Flaw rank on all social interaction rolls, but when depressed, you feel that any effort is futile and you suffer a -1 per Flaw rank to all rolls.

Multiple Personalities

3 Per Rank

You suffered a horrible trauma in your youth that splintered your personality, or you had the bad luck of drawing rotten genetics out of the bag. When you suffer from stress, you may switch personalities. If you fail a Will Save minus this Flaw's rank, versus a Difficulty of 15, you switch. You may have a different personality for every 2 ranks of this Flaw. Each personality is different and may not even know the other exists.

Obsessive-Compulsive

3 Per Rank

You are plagued by a neurosis in which you feel compelled to think or do certain thing that appear nonsensical and often alien to your normal personality. You probably have a strict routine or ritual that you must go through every day. You may resist the compulsion with a roll of Will Save versus a Difficulty of 13. But if the compulsion cannot be sated, you cannot relax and suffer anxiety until you complete your tasks "properly." All of your rolls are then pe-

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nalized by -1 per rank of this Flaw, until you can fulfill your compulsion.

Overconfident

3 Per Rank

You're full of yourself – you can take on the world, you can handle any situation! Well, you think you can, anyway. You will be the first into any fight, thinking that no one can handle the present danger better than you can! Others will initially think of you in a good light, but be quickly soured by your overbearing personality.

You gain a bonus of +1 per 2 Flaw ranks to all rolls whenever you're winning or in a favorable position, but when the tables turn, you'll be scrambling, your confidence broken. You then suffer a -1 per Flaw rank penalty to all rolls.

Paranoia

2 Per Rank

You think the others are out to get you! Really – they're everywhere. You have a hard time trusting others and you're frequently delusional, thinking the TV is really a government mind control device or that the Kennedy conspiracy will get you. The higher the rank in this Flaw, the harder it is to believe that the world is not out to get you, and the more irrational you act. If someone mentions that you are paranoid, you may roll your Will Save minus your Flaw ranks versus a Difficulty of 13 to think of things rationally. Otherwise, you'll do everything to avoid getting caught by whatever you believe is really out to get you.

On the other hand, it might be funny if some of your delusions turn out to be true. The setting of **GODSEND Agenda** has conspiracies and secret agendas, and it is possible for a paranoid character to stumble across them. However, you still act patently irrational, going overboard in defense of yourself. But it isn't quite paranoia if they're really out to get you!

Phobia

3 Per Rank

You have an unreasonable fear crippling your ability to act rationally. When you take this Flaw, select a phobia – heights, enclosed spaces, spiders, snakes, machines, et cetera. When confronted with your phobia, you must roll Will Save minus the Phobia Flaw rank, versus Difficulty 15. If successful, you can act normally, but if not, you cower in fear or run away.

Physical Limitation

Special

You have a physical problem that hampers your ability to function. A variety of different Flaws fall under this heading. These Flaws do not have ranks.

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Color Blind

3 Points

You cannot see color properly – either you confuse two colors (the most common are red and green) or cannot see colors at all. (Most animals cannot see colors.)

Bad Back

4 Points

This Flaw is not very comic-book-like, but it's damn funny hearing a hero say he has a bad back when asked to explain why he can't lift something. With this Flaw, you can only lift three-quarters of your normal lifting weight in weight categories.

Mute

10 Points

You have lost the ability to speak and must use another form of communication such as sign language. You can still hear and understand people unless you are also deaf.

One Arm

5 Points

You are missing an arm, nearly losing the ability to perform feats that require both. You receive a penalty of –6 to all rolls of this kind.

Blind

25 Points

You cannot see at all. All ranged attacks and rolls that require sight, are at –10. Some may fail altogether at the GM's discretion. Some Powers may make up for this Flaw, but you can still be "blinded" if a GM rules you can't use your Powers in a situation. (That's a warning for you munchkins out there.)

Deaf

25 Points

You cannot hear. Rolls, especially rolls to notice events or surprises, are at –10 and may fail altogether at the GM's discretion. You must also find other ways to communicate, possibly learning to read lips, since you cannot hear the spoken word. On the upside, all Sonic-based attacks do half damage.

Paraplegic

15 Points

You have no use of your legs. You cannot Dodge or move under your own power. (The appropriate vehicle dictates your movement speed, rather than the normal movement calculation used in the Combat chapter.)

Quadriplegic

30 Points

You have no use of your arms or legs. All of your physical Attributes are effectively 0. You may put points into Strength to gain Body Points, representing some physical toughness, but you still cannot lift anything. Like a Paraplegic, the vehicle you use dictates your movement speed.

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No Body

40 Points

You are a head or brain in a jar. You can't move or perceive anything without outside aid or Powers. Of course, it's also hard to pick up chicks (or guys, if you're female). Also, your kid brother may be always putting punch in your jar, and forcing you to say "oh, yeah" – in other words, you're at someone's mercy.

Poor

3 Per Rank

You're so horrible with money that even if you get it by the bags, you have a –1 penalty of to your wealth DC per Poor Rank.

Schizophrenia

5 Per Rank

You suffer from a number of symptoms that make it difficult for you to interact in "normal" society. You may have an array of mental ills, including social withdrawal, depression, blunted feelings, lack of motivation, delusions, hallucinations, et cetera. For every rank you have in this Flaw, you suffer a penalty of –1 to all social interaction rolls. Also, the higher the rank in this Flaw, the greater the severity of the illness or illnesses you may have.

Secret ID

15 Points

You have chosen to keep your identity hidden for the sake of your family and loved ones. Of course, the less a super villain knows about you, the better! You keep the secret of your other life well guarded, even from your family so that they will not be a threat to your or their own personal safety – but there's always the off chance that they may find out. If your secret identity is discovered, there may be hell to pay – your life may fall apart, and the points in this Flaw are likely to become other Flaws.

Short Life Span

2 Per Rank

You have a significantly shorter life-span than the average person. It may be a fluke of genetics, maybe you're a walking time bomb, or you may be terminally ill. There are some heroes in **GODSEND Agenda** who are required to have this Flaw – ask your GM for more information.

Note: GMs may not allow you to take this Flaw in a short campaign, where the issue of your life span, no matter how severely reduced, will never come up.

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Rank 1- 46-year life span
Rank 2- 37-year life span
Rank 3- 29-year life span
Rank 4- 22-year life span
Rank 5- 16-year life span
Rank 6- 11-year life span
Rank 7- 7-year life span
Rank 8- 4-year life span
Rank 9- 2-year life span
Rank 10- 1-year life span

Once you have decided how many ranks of this Flaw you will have, randomize it by rolling 1D6 and adding it to the amount determined from the above table. This is your total life span.

Slow Healing

4 Per Rank

You heal Mind or wound points at half the normal rate for each rank of Slow Healing. This does not affect healing Power usage on you or by you.

Strange Appearance

3 Per Rank

You have a weird or unsettling appearance. Maybe your eyes bulge (rank 1) or your skin is scaly (rank 2) -- or you have a purple face with fangs and glowing red eyes (rank 5)! At 6 or more ranks of this Flaw, you may only be vaguely humanoid or not humanoid at all... a monstrous, nightmarish creature. You are shunned by society, and suffer penalties of -1 per Flaw rank to Charisma rolls until people get used to you. (At the GM's discretion, they may NEVER get used to you, especially if this Flaw is severe.) Unless you designate that your voice is strange as well, you wouldn't suffer these penalties while in vocal contact (i.e. on the phone, over a radio, et cetera).

On the up side, such a terrifying or weird appearance gives you an advantage when you are trying to scare people. You gain a +1 bonus per rank of this Flaw to your Intimidation skill rolls.

Terrible Secret

2 Points per Rank

You have a horrible event from your past that you want to keep secret. The higher the rank of this Flaw, the worse the secret is. Rank one might be just embarrassing: you bought all the Vanilla Ice records. On the other extreme, Rank 9-10 might mean you're Satan's son (hello, Antichrist!) or you killed the Gerber baby. Of course, the higher the rank of Secret, the direr the results of its discovery will be. This Flaw and its discovery, at the highest ranks, can potentially get you killed.

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Vulnerability

Special

You are vulnerable to an object, element or situation. The point cost varies for this Flaw, depending on a several factors. Before going any further, you should have a good idea of your character's vulnerability. Examples include cold, fire, light, darkness, rare elements like plutonium, rabbits and so on. Your Vulnerability could reflect a fundamental weakness of an altered physical structure, or simply an allergy.

STEP ONE: The Function of the Vulnerability

It Will Kill You!

You have an extreme reaction to the element: it will kill you with prolonged exposure. You will take Wound point damage, as chosen below from a list, per round until dead. *The base Bonus is 20 points.*

Harmful, But Not Lethal

This form of vulnerability is a little less harmful and a lot less severe than the one above. You will take Wound point damage until you are unconscious (0 wound Points), but will not die. *The base Bonus is 10 points.*

Harmful, But Reduces Only Abilities

You are instead hurt by a temporary, non-lethal reduction your abilities. You select one type of ability category that is affected: Attributes, Skills or Powers. No Attribute can be reduced below 1. More about the effects of this are below. *The base bonus is 5 points.*

STEP TWO: Severity of the Damage Taken

This part of the Flaw defines how much damage you take per combat round when exposed to the vulnerability. Armor or damage reduction Powers do not reduce or negate any part of this damage.

- 1D6 Damage per round: +0 Bonus added to base Flaw
- 2D4 Damage per round: +2 Bonus added to base Flaw
- 2D6 Damage per round: +4 Bonus added to base Flaw
- 3D6 Damage per round: +6 Bonus added to base Flaw
- 4D8 Damage per round: +8 Bonus added to base Flaw
- 5D8 Damage per round: +10 Bonus added to base Flaw
- 10D8 Damage per round: +18 Bonus added to base Flaw

STEP THREE: Does the Vulnerability Affect Your Abilities?

You can augment the Flaw if the vulnerability also affects your Attributes, Skills and Powers. You lose the equivalent value in *points* in the appropriate ability per round equal to the damage done in step two. If you took the *Harmful But Reduces Only Abilities*, above, you can select the *additional* effects of this Flaw from the category list below. For example, if you take a Vulnerability to Cold that reduces all Skills, you could also take bonuses to this Flaw re-

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ducing Attributes and Powers. Note that Attributes cannot be reduced below 1 with this Vulnerability, but you are incapacitated when any reach this state.

Reduces one Attribute's Level: +1 Bonus added to base Flaw
Reduces all Attributes Levels: +3 Bonus added to base Flaw
Reduces Skills and Advantage Levels: +3 Bonus added to base Flaw
Reduces all Powers Levels: +3 Bonus added to base Flaw
Reduces all categories: +10 Bonus added to base Flaw

STEP FOUR: Range and Frequency

This step defines at what range or time limit you suffer the effects of the vulnerability. Frequency defines how common or rare the element or situation is.

Range:

Internal or six months: +1 Bonus added to base Flaw
1 foot or one month: +2 Bonus added to base Flaw
6 feet or one week: +4 Bonus added to base Flaw
10 feet or three days: +6 Bonus added to base Flaw
10 yards or one day: +8 Bonus added to base Flaw
50 yards or one hour: +10 Bonus added to base Flaw
100 feet or one minute: +12 Bonus added to base Flaw

Frequency (Rarity):

Common: +8 Bonus added to base Flaw
Uncommon: +6 Bonus added to base Flaw
Rare: +4 Bonus added to base Flaw
Unique: +2 Bonus added to base Flaw

Examples of Frequencies/Rarities: Water (common), neon blue paint (uncommon), plutonium (rare), Excalibur (unique).

Recovery:

You recover the lost Attributes or Powers at a rate of 1D6 per round per ability, once you are away from the substance. Wounds are recovered at your normal healing rate.

STEP FIVE: Total

Total up all the bonuses; this is the value of the Flaw.

Wanted

4 Per Level

An organization, usually the police, wants you in jail or dead. You committed a crime, possibly something heinous, or you were framed. Maybe a secret scientific organization wants to study you, and they've put a price on your head. In any case, the public at large is generally inclined to help bring you to justice, or put you into the hands of your enemies. At rank 1, you are wanted for something minor, like a legal infraction (too many parking tickets or forgetting to show up in court), but as you take more



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ranks of this Flaw, more organizations are inclined to track you. At rank 10, you may be hunted by many nations for crimes against humanity.

CHAPTER FIVE :

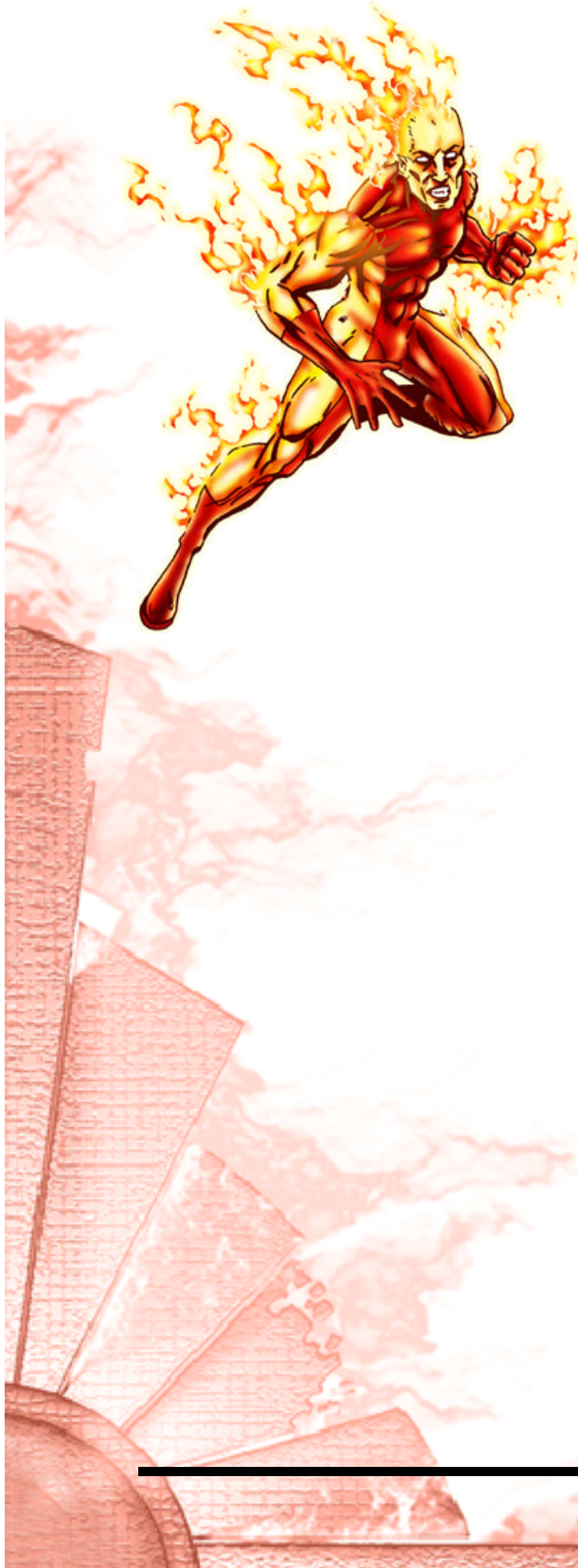
POWERS

Acid <i>Strength</i> 5 Per Rank	<i>Wisdom</i> 5 Per Rank	3 Per Rank	2 Per Rank
Adaptation <i>Wisdom</i> 10 Per Rank	Darkness Projection <i>Dexterity</i> 4 Per Rank	Enhanced Ka Pool <i>Wisdom</i> 9 Per Rank	Force Blast <i>Strength</i> 4 Per Rank
Air Control <i>Charisma</i> 8 Per Rank	Detect <i>Wisdom</i> 2 Per Rank	Enhanced Perceptions <i>Intelligence</i> 2 Per Rank	Force Field <i>Strength</i> 5 Per Rank
Amphibious <i>Dexterity</i> 5 Per Rank	Drain <i>Charisma</i> 7 Per Rank	Enhancement <i>Wisdom</i> 8 Per Rank	Gravity Control <i>Charisma</i> 7 Per Rank
Animal Control <i>Charisma</i> 5 Per Rank	Duplication <i>Constitution</i> 7 Per Rank	Entangle <i>Dexterity</i> 4 Per Rank	Growth <i>Strength</i> 6 Per Rank
Animate Dead <i>Charisma</i> 8 Per Rank	Earth Control <i>Charisma</i> 8 Per Rank	Extra Limbs <i>Dexterity</i> 3 Per Rank	Healing <i>Wisdom</i> 8 Points Per Rank
Astral Projection <i>Wisdom</i> 4 Per Rank	Electricity Projection <i>Strength</i> 4 Per Rank	Faster Than Light (FTL) Travel <i>Dexterity</i> 6 Per Rank	Ice Production <i>Strength</i> 7 Per Rank
Body Armor <i>Strength</i> 4 Per Rank	Elemental Sheath <i>Strength</i> 9 Per Rank	Flame Control <i>Charisma</i> 3 Per Rank	Illusion <i>Intelligence</i> 4 Per Rank
Chameleon <i>Dexterity</i> 3 Per Rank	Empathy Projection <i>Charisma</i> 4 Per Rank	Flame Projection <i>Dexterity</i> 4 Per Rank	Immunity <i>Strength</i> 7 Per Rank
Commune with Nature <i>Wisdom</i> 2 Per Rank	Energy Absorption <i>Strength</i> 5 Per Rank	Flash Attack <i>Dexterity</i> 3 Per Rank	Infrared Vision <i>Intelligence</i> 3 Per Rank
Cosmic Awareness	Energy Blast <i>Strength</i>	Flight <i>Dexterity</i>	Intangible <i>Dexterity</i> 7 Per Rank

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Invisibility <i>Intelligence</i> 5 Per Rank	Molecular Mimic Strength 9 Per Rank	4 Per Rank	9 Per Rank
Ka Manipulation <i>Wisdom</i> 15 Per Rank	Natural Weaponry <i>Dexterity</i> 3 Per Rank	Sonar <i>Intelligence</i> 3 Per Rank	Transfer Attribute <i>Varies, Depends on the Attribute</i> 3 Per Rank
Ka Tracking Intelligence 8 Per Rank	Paralyze Body Intelligence 3 Per Rank	Sonic Scream <i>Charisma</i> 4 Per Rank	Transmutation <i>Intelligence</i> 9 Per Rank
Kinetic Absorption <i>Strength</i> 5 Per Rank	Plant Control <i>Charisma</i> 5 Per Rank	Sound Control Charisma 5 Per Rank	<u>Vampirism</u> Constitution 6 Per Rank
Life Support <i>Strength</i> 2 Per Rank	Plant Growth <i>Wisdom</i> 3 Per Rank	Spatial Warping Wisdom 10 Per Rank	Wall-Crawling <i>Dexterity</i> 2 Per Rank
Light Control <i>Charisma</i> 9 Per Rank	Poison Secretion <i>Strength</i> 5 Per Rank	Stretching <i>Dexterity</i> 7 Per Rank	Water Projection <i>Strength</i> 6 Per Rank
Magnetic Control Charisma 9 Per Rank	Postcognition Intelligence 2 Per Rank	Super Jump Strength 2 Per Rank	Weather Control <i>Charisma</i> 10 Per Rank
Mimicry Intelligence 12 Per Rank	Precognition Intelligence 4 Per Rank	Super Speed <i>Dexterity</i> 9 Per Rank	X-Ray Vision <i>Intelligence</i> 2 Per Rank
Mind Blast Wisdom 3 Per Rank	Psychometry <i>Intelligence</i> 6 Per Rank	Super Tracking <i>Intelligence</i> 4 Per Rank	
Mind Control Charisma 5 Per Rank	Regeneration <i>Constitution (Physical) and/or Intelligence (Mental)</i> 9 Per Rank	Temperature Control 8 Per Rank Charisma	
Mind Paralysis Intelligence 4 Per Rank	Remote Viewing <i>Intelligence</i> 3 Per Rank	Telekinesis <i>Wisdom</i> 6 Per Rank	
Mind Reading Intelligence 4 Per Rank	Shape Shift <i>Wisdom</i> 4 Per Rank	Telepathy <i>Intelligence</i> 3 Per Rank	
Mind Shield <i>Intelligence</i> 4 Per Rank	Shrinking Constitution	Teleportation <i>Wisdom</i> 5 Per Rank	
		Time Manipulation <i>Wisdom</i>	

POWERS



Powers allow your character to perform supernatural acts – in other words, something that outright defies the Way the World Works. This is unlike *Advantages*, which define extraordinary, but humanly possible traits. Powers can be defined as “magic,” “psionic,” or a gift of God – see the sidebar *The Origin of Powers*, near the opening of the Character Creation chapter for more ideas and discussion on this issue. How your character sees his Powers can very much define the character, so think carefully!

Powers have ranks much like *Advantages* and *Flaws* do, and range in effect likewise. However, Powers do *not* have an upper limit! You may also put special additions or restrictions on Powers, called *Power Add-Ons* and *Power Flaws*, that modify the cost-per-rank of a Power, but cannot reduce the cost of a Power below *one point per rank*. (Add-Ons and Flaws are discussed in more detail at the end of this Chapter.) Unlike *Skills*, Powers never fail to activate unless a Power specifically states a roll is required, or you have placed the Power Flaw “Requires an Activation Roll” on that Power. Accordingly, each Power has the appropriate Attribute listed just as *Skills* do, and may have other applicable Attributes listed in their descriptions.

Some Powers have special rolls, generally opposed rolls, adding a Power and Attribute modifier together against the designated abilities of a target. These are operated like most D20 rolls – 1D20 + Power rank + modifiers listed in the Power.

Finally, whenever a Power refers to doing “damage,” it does damage to Wounds unless the Power says otherwise. Powers are purchased with Power Points during character creation. Each Power is presented in a standard format for easy reference, giving the name, the closely associated attribute, the cost, and a brief description.

Example: To buy 4 ranks of the Acid Power would cost 20 Power points (4 ranks times the Power’s cost per rank of 5)

If the Power has a range it is listed in the Powers description and usually use the Ranged attack bonus +1D20 to determine a hit.

Acid

Strength
5 Per Rank

This Power allows you to produce and project goutts of acidic fluid. This fluid can be projected up to 5 feet per Character rank, and splatters on impact. Use Ranged Weapon (Acid) to determine if you hit the desired area. The impact of the acid splatter is a 5-foot radius around the target, and anything within this area is affected. The target takes 1D6 damage per Character rank, and those within the radius take damage equal to half your rank in dice. Reflex save DC10 + Power rank to take half damage.

The acid continues to burn after the initial damage, for half the Acid rank in combat rounds, doing damage equal to your Character’s level. This is automatic and does not require you to make another attack roll. At the time

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this Power is purchased, you must choose one of two materials against which your acid is ineffective: hard plastic or glass.

Adaptation

Wisdom

10 Per Rank

You are able to adapt your body to elemental changes around you. Adaptation gives you 1D6 per Adaptation Rank to negate the effects of a certain attack type or environmental condition. When activated, Adaptation takes effect the next round, and you may split your levels between different attacks or conditions if attacked by multiple Powers. Adaptation requires that the dice be rolled only when negating an attack or damaging effect; when negating an environment, your GM decides if your Adaptation rank is high enough to handle the situation.

Example One: Rush falls out of an airlock and into the void of space. He uses his 10 levels of Adaptation to negate the damage of being in a vacuum. The GM rules that he has sufficient levels to negate all the effects.

Example Two: Rush is fighting three super villains: Pyra the Mistress of Flame, Ice Queen, and Big Brain the Mentalist. All three attack at the same time, with a jet of flame (Flame Projection), a freezing slush of ice (Ice Production), and a blast of Mental energy (Mind Blast). Rush has 10 levels of Adaptation. He designates 3 levels to the Mind Blast attack (3D6 damage reduction), 4 to the Flame Projection (4D6 reduction), and lastly 3 to the Ice Production (3D6 reduction). The attackers then roll their dice, and he rolls his to reduce the damage they rolled. Let's hope it's enough.

Air Control

Charisma

8 Per Rank

You can manipulate air, creating strong gusts that buffet your opponents. You do 1D4 damage for every Air Control rank, with a range of 5 feet per rank. However, all of the damage is bashing, making only 25% of it stay longer than a few hours. Use the Ranged attack Skill to determine if you hit. In addition to damage, this Power doubles Knockback when applicable.

You may create a partial vacuum in a radius up to your Air Control levels in feet. Although the area can be moved through, people in the vacuum suffocate. In order to keep the radius centered on one target, you must make an opposed roll of Charisma modifier + Air Control versus the target's Reflex save.

This Power also allows you to fly at speeds up to your Air Control rank times 5 feet per combat action. Finally, you may also create eddies of wind that act as an attack with radius equal to your Air Control rank, doing 1D4 per 2 levels of this Power.

Amphibious

A Power's range increases exponentially. This chart provides a quick reference for the exponential values referred

Table 5-1: Exponential Value Chart

Power Level -	
1	1
2	2
3	4
4	8
5	16
6	32
7	64
8	128
9	256
10	512
11	1,024
12	2,048
13	4,096
14	8,192
15	16,384
16	32,768
17	65,536
18	131,072
19	262,144
20	524,288

Dexterity
5 Per Rank

You have the ability to survive underwater, even at great depths. When underwater, you can breathe and swim up to your Amphibious rank times 30 feet per combat action. Non-combat movement is 10 times your Amphibious rank in miles per hour.

Animal Control

Charisma
5 Per Rank

You can attempt to control the mind of any creature of the land, sea or air. You attack the animal's mind to overpower its psyche, rolling an attack of your Animal Control rank versus their Will save. If successful, the animal is under your thrall and will follow simple commands. The duration of this Power is equal to your Animal Control level in hours. Animals equal to or double the character's Animal Control levels can be controlled with a single roll.

Animate Dead

Charisma
8 Per Rank

You can animate the dead and make them do your bidding! You can actively control a number of undead up to your Animate Dead levels plus Charisma modifier. The duration of this effect is equal to 1 hour per Animate Dead rank.

A control roll must be made every round, or the undead may turn on you! Roll your Charisma versus a DC 12. The undead will obey orders to the letter (think carefully) and fight to the death (or, rather, destruction). This Power can be focused into a single corpse instead of many, and you may add one point to any Attribute, Wounds, Skill or Power for every Animate Dead rank plus Charisma modifier. The statistics for a typical undead are below.

Undead

Undead; Init -2 (Dex), Defense 8, (-2 Dex); Spd 10m; VP 0/10; Atk +0 melee (Claws 1D6+1), -2 ranges; SQ never takes stun; SV Fort +0, Ref -2, Will +5; SZ M; Str 10, Dex 7, Con 10, Wis 8, Cha 8.

Skills: Climb +2, Listen +2, Move Silently +7, Search +4, Spot +7

Astral Projection

Wisdom
4 Per Rank

You can split your soul from your body, leaving behind the physical form and traveling unencumbered. You are now a non-physical spiritual entity, which cannot directly affect anything physical. You appear ghost-like, very hard to see and hear – others must make a perception (Wisdom) roll versus your



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Astral Projection rank to see you.

You can travel at incredible speeds in this form, moving at a rate of 30 miles times your Astral Projection rank per combat action. You can easily move through physical barriers and suffer no ill effects from hostile environments, such as vacuum, volcanic eruptions or deep water.

Your physical body remains in a trance-like state and vulnerable while you are gone. You will know if your body is being harmed, but if your body is destroyed while you projecting, you are stranded and will fade away in days equal to your Astral Projection rank unless you can find another uninhabited body.

Finally, you must return to your body within a number of days equal to your Astral Projection rank or you will start to fade away, weakening all Attributes by 2 per day. When all attributes reach zero, you die.

Body Armor

Strength

4 Per Rank

You have naturally hardened skin providing protection from physical attacks caused by kinetic force (punches, kicks, clubs, cannonballs, et cetera). Reduce the damage taken from such attacks by 3 points per Body Armor rank.

If your appearance is altered by this Power, say by having a carapace or scaly skin, you should also take the Flaw *Strange Appearance*.

Chameleon

Dexterity

3 Per Rank

You can take on the color and shading of the surrounding area. To see a person using this Power is a DC10 plus a one-point increase per Chameleon rank.

Commune with Nature

Wisdom

2 Per Rank

You can talk to plants and animals! While flora and fauna can communicate limited ideas and concepts to you, they cannot tell you detailed information, such as "the villain Typhon went down 1st Street to Elm and made a right." You may ask a limited number of questions, equal to this Power's rank, each day. Keep in mind the limited senses of creatures; in the example above, a dog could tell you that a man that smelled peculiar went north, but a plant might only be able to tell you it got stomped on by someone in expensive shoes.

Cosmic Awareness

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Wisdom
5 Per Rank

Your perceptions go far beyond that of normal men – you can perceive on a cosmic scale! You sense when Ka is being expended, or when something in your area is being destroyed, releasing its stored energy. You can also see, just by looking at a person or thing, how much of universal energy is stored in them. This allows you to judge how powerful someone is – roll your Cosmic Awareness Power + Intelligence modifier and consult the chart below.

Table 5-2: Cosmic Awareness result chart

Roll	Result
1-5	You can tell what the person's class level is with two levels. The player knows his opponents level plus or minus 1D8.
6-10	The player knows the opponents level with a reasonable amount of certainty. The player knows his opponents level plus or minus 1D4
11-15	The player knows the opponents level and 1D4 of his Powers (but not the exact rank of said Powers)
16-20	The Player knows the opponents level, how much stored Ka he possess and 2D4 Powers
21-25	The Player knows the opponents level, how much stored Ka he possess and 2D4 Powers and their exact Power rank
The powers range is 10ft and increases exponentially per rank.– see the sidebar at the beginning of this chapter.	

Darkness Projection

Dexterity
4 Per Rank

You are able to create a radius of inky darkness around you equal to your Darkness Projection rank times 5 feet, or at a range of 10 feet per Power rank with a radius of 1 foot per Power rank. Your opponents suffer a penalty to see equal to twice your Power rank. You can see clearly through your own darkness, although you might not be able to see through others' (at the GM's discretion).

Detect

Wisdom
2 Per Rank

You have the ability to detect a certain situation or object, selected when you pick this Power. For instance, you can detect water, danger, fear, etc. The range of this Power is equal to five feet per Power rank, and is always active, giving you a perception roll to pinpoint the focus of whatever is setting off your Power. You will know the general direction and whereabouts of this focus.

Drain

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Charisma

7 Per Rank

This Power allows you to deplete another's abilities. When you are in physical contact with a target, you may drain Attributes or Powers by an amount equal to 1D4 per Power rank. You must win an opposed roll of your Drain levels versus the ability being drained to draw it out. The effects of the Drain last for rounds equal to your levels.

Special Add-Ons:

Damage Drained Goes to Your Abilities

+2 Per Rank

You can drain others' abilities to fuel your own Attributes. The augmented Attributes do not change your current or maximum number of Wounds. This lasts your normal Drain duration.

Damage Drained Heals You

+1 Per Rank

You can heal 1 point of damage for every 2 points drained. This healing is permanent – that is, it does not "expire" when the Drain duration is up.

Powers Are Transferred to You

+3 Per Rank

Any Powers drained are now useable by you. These temporary Powers last for the duration of your Drain Power.

Special Power Flaw:

You Also Drain Flaws

-2 Per Rank

You also drain Flaws from your target, one point's worth per two levels of this Power. The Flaws drained are determined by the GM, and are treated as your own for the duration of the Power. These must be role-played.

Duplication

Constitution

7 Per Rank

You can duplicate yourself, splitting off to create copies. You may create a number of copies up to your Power rank. Since these duplicates are just copies, however, they are not as powerful as the original. Each duplicate is one point less powerful in all of his Attributes, Skills and Powers, than the duplicate before him. You can keep the duplicates active up to your Power rank in hours, before you must rejoin them with you. Your duplicates can make duplicates, but these count toward *your* duplicate total. You lose one

rank in all Attributes, Skills and Powers, *permanently*, for every duplicate that is killed!

Example: Reduplicate has Duplication 2, Strength 10, Dexterity 12, Constitution 15, Intelligence 11, Wisdom 10, and Charisma 14. He makes 2 duplicates. The first duplicate has Duplication 1, Strength 9, Dexterity 11, Constitution 14, Intelligence 10, Wisdom 9, and Charisma 13– and, accordingly, fewer Vitality and Wounds. The second duplicate has Duplication 0, Strength 9, Dexterity 10, Constitution 13, Intelligence 9, Wisdom 8, and Charisma 12. The first duplicate does have the Duplication Power, at rank 1, and could make a duplicate – except that this duplicate would still be counted as a third duplicate.

Earth Control

Charisma
8 Per Rank



You have the ability to manipulate rock and soil. This Power gives you many astounding Powers over *terra firma*. Primarily, you have the ability to cause earthquakes in a radius of 20 feet per Power rank, making it hard for others to stand upright and move effectively. This assigns a penalty to anyone attempting a Dexterity related action, equal to your Power rank and reducing movement rates by your Power rank.

You can also use this Power to cause solid rock to jut up out of the ground at a range of 5 feet per Power rank, doing 1D4 points of damage per Power rank to everyone within a radius of 2 feet per Power rank (Reflex save for half damage, DC10+ Power rank).

Earth can also be manipulated to rise up out of the ground and attempt to grapple or slap opponents out of the air. The range for such attacks is 5 feet per Power rank, and damage is 1D6 per Power rank. The Strength for grapple attacks is equal to your Power rank multiplied by your Charisma modifier.

Electricity Projection

Strength
4 Per Rank

You can project a bolt of electricity from your body, doing 1D6 damage per Power rank, with a range of 10 feet per Power rank. To determine if you hit, use a Ranged Attack. Electronic equipment takes double damage from this attack.

Elemental Sheath

Strength
9 Per Rank

You can envelop yourself in an energy sheath, doing 1D6 damage directly to Wounds per Power rank to anyone who attempts to grapple you. When



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striking an opponent in hand-to-hand combat, add your Power rank to your Melee damage. You can actively control the sheath, so you don't have to burn the carpet while sheathed in fire, electrocute all computers when covered in electricity, et cetera. To make attacks with this Power, use your Melee Skill. The list of sheaths and their effects are listed below:

Fire Sheath: You can set fire to any flammable material that you touch. Flame attacks do 1D4 less damage per Elemental Sheath rank, while ice and water attacks do double their normal damage to you.

Ice Sheath: Ice and water attacks do 1D4 less damage to you per Elemental Sheath rank, while flame-based attacks do double damage. You may also keep cool in hot environments.

Poison Gas Sheath: Anyone who breathes in this sheath takes damage equal to your Power's rank. Wind attacks will disperse the gas, rendering it totally ineffective.

Electrical Sheath: You can disrupt electronic equipment with a touch, doing double your normal grapple damage to it.

Energy Sheath: You gain the ability to negate raw energy attacks, taking 1D4 per rank less damage from pure energy based attacks (such as Energy Blast).

Air Sheath: You do damage equal to 1D4 per four levels, and kinetic energy attacks do 1D4 per rank less damage to you.

Special Add-On:

Elemental Form

+3 Per Rank

You can become the element, not simply cover yourself with it. While in this energy form, you receive 1D4 per rank of this Power to negate *any* damage (except the type that you are weak against). You can also use the element as a conduit by which to travel, moving at a rate of Power rank times 150 feet per round. An electrical character, for instance, could zip through a power line.

Empathy Projection

Charisma

4 Per Rank

This Power allows you to project emotions into another being's mind. You attack the victim's mind in an attempt to overpower his psyche. The target must make a Will save DC10 + the Power rank. If failed, the victim is at your mercy, and you can project any emotion you wish into the target's mind. The target may try to break free from your thrall every round thereafter with another Will save versus the same DC. The duration of this Power is rank in

minutes.

Energy Absorption

Strength
5 Per Rank

You can absorb energy equal to 1D6 points per rank (make a Fortitude save DC equal to the amount of damage taken), with the rest of the damage taken normally. This ability doesn't allow you to absorb kinetic attacks. The Energy Absorption Power is ablative; any dice used to absorb damage that round cannot be used to block other attacks during the same round. Dice may be split up to negate damage from multiple attacks. The Power regenerates its dice at the beginning of each round.

All These Ranged Attacks!

Okay, you might ask yourself: What's with all of these different ranged attacks? You'll see a lot of them throughout the Powers section. So what's the difference? Look closely. There's nothing more straightforward than the Energy Blast – but it has double the range of any of its cousins. However, all of the others have additional special effects. Electricity Projection does double damage to machines. (Very useful against those giant robots or power armor!) Flame Projection ignites anything around it with superheated plasma. Sonic Scream causes double damage against brittle objects and crystals, causing things to shatter explosively, and so on. Look carefully when you pick your ranged attack Power: you'll probably want to pick a theme, or if you're just running amok, decide which Power you think will be the most offensively useful.

Example: The villain Destruction Derby is trying to hold off a hero blasting him (Energy Blast 5, 5D6), and a guy with a laser (3D6). Destruction Derby has Energy Absorption 7, and assigns 4D6 to ward off the hero's Energy Blast, and 3D6 to absorb the laser gun shot. The next round, realizing which weapon is stronger, he might assign 5D6 to absorb the Energy Blast, with only 2D6 left to deal with the laser gun.

Special Add-Ons:

Damage Absorbed Goes to Your Abilities
+3 Per Rank

You can change the damage absorbed into temporary Attributes. For every 5 points of damage absorbed, you gain 1 temporary point of Attributes, lasting 1 round per Energy Absorption rank. The augmented Attributes do not increase your current or permanent Wounds.

Damage Absorbed Heals You
+1 Per Rank

You can heal 1 point of damage for every 2 points of damage absorbed. This healing is permanent; it does not "expire" when the Power normally does.

Damage Absorbed Can Fuel One of Your Powers
+4 Per Rank

You can change the damage absorbed to temporarily boost of one of your Powers, chosen when you select this Add-On. The points absorbed cannot be used to enhance the Absorption Power itself. You can raise the rank of your chosen Power by 1 for every 5 points of damage absorbed. The duration of this effect is equal to levels of Absorption Power in rounds. This Advantage may be bought repeatedly so you can augment different Powers.

Energy Blast

Strength

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3 Per Rank

You can project destructive, pure energy from your body, doing 1D8 per rank in damage. The range of this attack is 20 times Power rank in feet. To determine if you hit use a Ranged Attack

Enhanced Ka Pool

Wisdom

9 Per Rank

You have the ability to channel Ka into Powers or Attributes with stunning results. This is different from your normal Ka Pool, which all characters have. Roll and consult the chart below. The result is the amount of points you can put into any Power or Attribute, creating temporary levels. You may divide the Pool between a number of different Powers or Attributes as you see fit, as long as the amount does not exceed your Power rank. It takes one combat round to channel and redirect the points.

This special Pool may also be spent as per normal Ka Pool points. Points spent in this manner are recovered at the normal Ka rate. However, using them in this manner temporarily reduces your Ka Pool Power rank by one rank for every 5 points spent

Table 5-3: Enhance Ka Pool result chart

Roll	Result
1-10	1D4 points to distribute among Attributes and Powers
11-15	Your Power rank in points to distribute among Attributes and Powers
16-25	Twice your Power rank in points to distribute among Attributes and Powers
26-30	Triple your Power rank in points to distribute among Attributes and Powers
31-40	Quadruple your Power rank in points to distribute among Attributes and Powers

Enhanced Perceptions

Intelligence

2 Per Rank

Your senses are enhanced to the point that you can see, hear and smell things not discernible by normal human perceptions. This is far beyond the Advantage *Heightened Senses*— you can see, hear, and smell things at a distance of your Power rank times 1000 feet as if you were standing right next to them!

Enhancement



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Wisdom
8 Per Rank

You may increase yours or another's existing Attributes, Skills, or Powers by the result rolled on the chart below. The Attribute, Skill or Power is designated before rolling. This lasts for minutes equal to your Power rank. The target then spends the points to increase existing abilities.

Example One: The Red Hammer is being enhanced by the supernatural entity known as the Maxim (Enhancement Rank 3). The Maxim decides to enhance the Red Hammer's Dexterity attribute (Red has a Dexterity of 13 to start). The Maxim rolls 1D20 + his Power rank and gets a result of 16, consulting the chart he finds that he receives 1D4 per rank to allocate (a total of 3D4). The product of the 3D4 roll is 7, so the Maxim raises Red Hammer's Dexterity to 20 (Dexterity of 13 + 7=20).

Example Two: The Maxim is Enhancing his own Move Silently skill of 3. He rolls an 11, consults the chart, and finds that he receives 3 points to enhance his skill. Maxim now has a Move Silently skill of 6 to try and stealth past the

Table 5-4: Enhancement result chart

Roll	Result
1-12	Your Power rank in points to allocate
13-18	1D4 per level point to allocate
19-24	1D6 per level point to allocate
25-30	1D8 per level point to allocate
31-36	1D10 per level point to allocate
37-40	1D12 per level point to allocate

guards.

The Enhancement Power cannot be used to enhance itself. To enhance the abilities of others, you must make physical contact with them. Also, you can't repeatedly enhance the same abilities until the previous usage of Enhancement expires!

Special Add-On:

Augment Inanimate Objects
+2 points per rank

You have the ability to enhance the properties of inanimate matter, making them stronger and more resilient to damage. You can enhance an object's Wounds or a single ability by 1D4 points per rank.

Example One: The Maxim is hiding from a group of thugs behind a wooden door. He knows that it is only a matter of moments before the door is torn asunder and the ruffians are upon him, especially since the door only has 10 Wounds. With his ability to enhance matter, Maxim enhances the door's

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Wounds by 3D4. He rolls a 3, 4, 1, adding 8 Wounds to the door.

Example Two: The Maxim is making his getaway in an old crop duster plane. He knows that the plane cannot outrun the thugs' high-tech flying platforms. Maxim enhances the plane's engines Flight Power by 3D4. He rolls 10, adding 5 levels (Flights point cost is 2 per rank) to the Flight capability of the plane and zips out of there.

Entangle

Dexterity
4 Per Rank

You can create a web or slime that entangles your opponents. The range for this Power is equal to 5 feet per Power rank. To determine if you hit use a Ranged Attack. Targets hit by the attack have their Dexterity reduced by 1D6 per rank of this Power – if their Dexterity is reduced to zero, they cannot move. Victims may try to break free once per round by rolling their Strength modifiers versus the amount by which their Dexterity was reduced. Otherwise, the effects of the web last for minutes equal to your Entangle levels.

Extra Limbs

Dexterity
3 Per Rank

You have an extra limb for every rank in this Power, or half that number but with a bonus to damage equal to your Power rank. This limb can be defined as virtually anything – entangling hair, a whipping tail, an extra set of arms, etc. You are *not* considered ambidextrous – that is, you are not considered as naturally agile with this limb as you are with your primary one (for this the character needs the *Ambidexterity* feat). Gain a bonus equal to this Power's rank when attempting to grapple.

Faster Than Light (FTL) Travel

Dexterity
6 Per Rank

This Power allows you to move at speeds of light or faster. You can move up to your Power rank times the speed of light once per Action Point. If you activate this Power in an atmosphere, it generates a sonic boom as you move (if you are in an energy form, such as an Elemental Sheath or Elemental Form, you don't create this effect). The destructive force of moving through atmosphere does you Power rank times 20D6 (!) damage in a radius of Power rank times 5 miles, with triple Knockback. Both you and the surrounding area take damage from the physical friction and the rapid displacement of air.

Special Add-on:



You already have Flight or Super Speed

-4 Per Rank

This Power can be bought for only 2 points per rank if you already have Flight or Super Speed.

Flame Control

Charisma

3 Per Rank

This Power allows you to control and manipulate existing fires, but not create new ones. For that, take *Flame Projection*. Roll 1D6 per Power rank to increase the effective *Intensity* of a fire, causing it to burn hotter and do more damage – a chart below lists the corresponding Intensity, damage per round, and examples.

The fire can also be made to move at a rate of 5 feet times your Power rank per round. The area of effect of your manipulated fire is up to 10 feet times Power rank. You do not have to make the fire larger to burn hotter. This Power can also be used to make a fire burn cooler, reducing the damage accordingly. Roll the same roll as for increasing Intensity, but subtract your roll instead.

Table 5-5: Flame control result chart

Type	Damage Per Round	Intensity Rank
A lighter flame	1 point of Damage	0-5
Small Fire (Campfire)	1D6 Points of Damage	6-15
Medium Fire (Bonfire)	3D6 Points of Damage	16-26
Large Fire (Yard Fire)	6D6 Points of Damage	27-37
Huge Fire (House Fire)	12D6 Points of Damage	38-49
Gigantic Fire (Forest Fire)	20D6 Points of Damage	50

Example: Pyra wants to make a small campfire (Intensity 8) explode into a huge bonfire (Intensity 38). To do so, she must roll at least a 30 on her dice, because 38 Intensity will barely reach the Huge Fire she wants.

Flame Projection

Dexterity

4 Per Rank

You can project a destructive burst of fiery plasma from your body, doing 1D6 per Power rank in damage. The range of this attack is 10 feet per Power rank. Flammable materials will immediately ignite and burn until consumed. To determine if you hit use a Ranged Attack

Flash Attack

Dexterity

3 Per Rank

You can unleash an attack that burns your target's sight (or other sense, at

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your GM's option), causing them to be stunned. The range for this attack is 5 feet per Power rank and you use your Ranged Attack to determine if you hit. Those in a radius equal to the Power rank in feet make a Reflex save DC10 + the Power rank for half damage. The effects of this Power last for Combat rounds equal to twice your Power rank. This attack does not Knockback.

Flight

Dexterity
2 Per Rank

You have the ability to defy gravity and soar like a bird. You can fly up to 40 feet per Power rank per combat round. You may carry weight up to your Strength Attribute's normal carrying value. But for every weight rank over your Strength, you move 20 feet per round slower. When not in a combat situation, your speed is 100 times Power in *miles per hour*.

Force Blast

Strength
4 Per Rank

You can project a destructive blast of kinetic force, doing 1D6 damage per Power rank. The range of this attack is 10 feet per Power rank. To determine if you hit use a Ranged Attack. Targets take double Knockback from Force Blast.

Force Field

Strength
5 Per Rank

You may negate up to 1D8 + Power rank of physical damage. This field is also makes the protected area airtight, with a radius up to 5 times your Power rank in feet, or projected up to 10 times Power rank in feet. This Field is ablative; any dice used to negate damage in a given round cannot be used to block other attacks in the same combat round. Dice may be split up to negate damage from multiple attacks. The Field regenerates at the beginning of each round.
Special Add-On:

Reflexive Shield
+3 *per rank*

The Reflexive Shield protects like a normal Force Field; however, the Reflexive Shield also reflects some of the damage taken back onto the attacker. The Force Field user must make a Reflex save with a DC10 + the amount of damage to reflect the attack back at the attacker. The reflexive property of the shield does not cost additional action to use during combat.

Example: Tachyon is fighting the Banger. Banger hits Tachyon's rank 5 Reflexive Shield for 25 points of damage. Tachyon rolls his 5D6 and negates

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10 points of damage, leaving 15 points for Tachyon to take. Tachyon then rolls a Reflex save VS. a DC of 20 and succeeds. The Reflexive Shield reacts to the attack automatically and inflicts 10 points of damage on Banger (the damage the shield absorbed). If Banger had done 9 points, that would be the amount reflected back at him. If the Shield had only absorbed 4 points of damage, it would have hit Banger for 5 points of damage – the rating of the Shield Power.

Special Power Flaw:

Personal Only
-2 Per Rank

The Field cannot project onto others.

Gravity Control

Charisma
7 Per Rank

You can increase or reduce the pull of gravity by 1 weight category per Power rank (see the weight chart for details). Roll your Power rank versus a target's Will save. This Power can affect opponents at a range of up to 5 feet per Power rank. If the weight of an object is reduced to weight rank minus 10, the object or person floats. An opponent can be immobilized using this ability by rolling their Strength modifier versus your Power rank, rolling 1D6 per Power rank for damage (but damage is special, keep reading). For every point of damage done, they lose a point of Strength. If their Strength is reduced to zero, they can no longer move and further Strength loss is taken as Wound damage. The effect lasts for Power ranks in rounds, and the opponent can try to break free with an opposed roll of their normal Strength modifier versus your Power rank.

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Table 5-6: Gravity control weight chart

Weight Class	Actual Weight	Description	Average Body Hits
-4	1 Pounds	Large stone	3
-3	3 Pounds	Human head	3
-2	6 Pounds	The game creator's head	8
-1	12 Pounds	Dictionary	3
0	25 Pounds	Mountain bike	11
1	50 Pounds	10 year old child	9
2	100 Pounds	Skinny high school girl	11
3	200 Pounds	Average human weight	16
4	400 Pounds	Motorcycle	19
5	800 Pounds	4 people in an elevator	23
6	1600 Pounds	Volkswagen Bug	27
7	3200 Pounds, or 1.6 tons	Average Car	29
8	6400 Pounds, or 3.2 tons	Elephant	35
9	6.4 Tons	Average Truck	50
10	12.8 Tons	Semi truck	70
11	25.6 Tons	Whale	80
12	51.2 Tons	M.26 Pershing Heavy tank	90
13	102.4 tons	Iowa Class Battle Ship	100 per 20 square feet
14	204.8 Tons	Major building	250+
15	409.6 Tons	Tiny island	500+
16+	Double previous weight amount for each category over 15.		1000+

Mass and Weight

Just as a quick clarification, mass and weight are *not* the same thing. The Powers *Gravity Control* and *Growth* deal with these and should be read carefully.

Mass is the amount of stuff in an object. Weight is a function of mass in a gravity field. Were you to go to the moon, your *mass* would not change, but your *weight* would because gravity is significantly lower on the moon.

In other words, the reason you can reduce Strength with *Gravity Control* is because you are effectively increasing *weight*. However, with the *Growth* Power, you can actually temporarily increase effective mass by taking in energy and converting it into matter.

The reason this is confusing to a lot of Americans is because the pound, the typical weight system, is older and actually a measurement of weight, not mass. Kilograms, on the other hand, measure mass. The reason they can be measured on the same scale is because we know Earth's gravity.

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Growth

Strength
6 Per Rank

This Power allows you to increase your height, mass and Strength. For every rank in this Power, you can increase your height by 5 feet and your mass by 100%. For every 2 ranks of the Power, your Strength can also be increased by 1 point, and you can gain up to 10 extra Wounds. Every rank of Growth also decreases the amount of Knockback you take by 5 feet, and increases the amount of Knockback you deal out with Melee attacks by 5 feet. For every rank of the Power used the character's defense is reduced by one.

Healing

Wisdom
8 Points Per Rank

You can heal yourself or others or inanimate object by touch. You heal 1D6 points of Wound damage per Power rank. At ranks 10 and higher, you can even reattach severed limbs or regenerate lost organs. In the case of mental damage, you may be able to restore lost memories or heal brain damage (i.e. Intelligence losses due to injuries).

Special Add-On:

Can Heal at Range
+2 Per Rank

You aren't limited to touch to heal others. You can project your Healing Power, up to 10 feet per Power rank.

Special Power Flaws:

Transference Healing
-4 Per Rank

You can only transfer your personal life energies to heal others. You cannot heal yourself, and you no longer roll dice to determine how much you heal. You can heal any Wound between 1 and double your Power rank. For every 2 points you heal, you take 1 point of damage directly to your Wounds.

Ice Production

Strength
7 Per Rank

Ice Production gives you a wide array of powerful abilities related to manipulating, creating and attacking with ice. Firstly, for every Ice Production rank, you can create 1 cubic foot of ice to block doorways, windows, et

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cetera, until the ice melts in rounds equal to your Power rank. (In a cold environment, your GM may say the ice is permanent or lasts longer.) You can also attack with this Power, doing 1D6 points of damage per Power rank, at a range of 5 feet per Power rank. Use a Ranged Attack to determine if you hit. Fire-using opponents take double damage from this cold-based attack (see other fire-related Powers for ideas and details).

You can also use Ice Production as a transportation method, creating an "ice sled," moving at a rate of Power rank times 20 feet per combat action. When not in combat you move 10 times Power rank in *miles per hour*.

Finally, this Power can create a thin sheet of ice, making others fight to stay upright. This ice sheet can be up to your Power rank times 2 square feet in size. Targets take a penalty equal to your Power rank when attempting *any* Dexterity-based action or Skill. Characters attacked while on the ice must make a Reflex save DC10 + the Power rank to stay on their feet.

Illusion

Intelligence
4 Per Rank

You can make illusions that look, smell, sound and feel incredibly real. The size of the Illusion can be up to your Power rank times 10 square feet. Victims of "physical" illusions will take damage equal to 1D6 per Power rank if they fail a Will save DC10 + the Power rank – for example, if they fall into an illusory pit, are hit by imaginary bullets, et cetera. (GMs may rule targets cannot be killed by this damage.) Those seeing the Illusion may roll a Will save DC 10 + the Power rank to realize that what they're seeing isn't real.

Special Power Flaw:

Missing an Aspect
-1 Per Aspect Per Rank

Your illusions are missing... something. It might be sound, smell, or sight – or maybe if anyone touches your illusion, they pass right through it. Any illusion you construct will be missing one key element. Accordingly, people are more likely to realize the trick. For element that is missing, your Power rank DC is reduced by 2 for the purposes to rolling to realize it's a fake.

Example: Ada the Magician has Illusion at rank 10, but her illusions are soundless. Someone at her magic act with a Wisdom 10 picks up a "rabbit" and makes a roll of their Wisdom versus her Power rank as the DC to see if they realize the rabbit is not real. The roll would be a +0 (Wisdom modifier) versus 10 (Ada's Power), but because sound is missing, the audience member only has to roll versus an 8 (10 – 2 for missing sound).

Immunity

Strength
7 Per Rank

You are nigh unto immune to a certain element or attack form. You must specify your immunity type when you purchase this Power. You receive 1D4 per Power rank to negate the effects of any attack of that type. Examples of appropriate immunities include energy, electricity, fire, cold, water, earth and air.

Infrared Vision

Intelligence

3 Per Rank

Your visual perception abilities are such that you can see into the infrared spectrum. You can see heat sources clearly within a range equal to Power rank times 20 feet (limited by your normal sight range). This vision is so sensitive that you can follow a person by the heat left by their footprints if they were there relatively recently. You get a perception check (Wisdom versus a GM assigned Difficulty) to track using Infrared Vision. You may add twice this Power's rank as a bonus when making perception checks in the dark, where heat is a factor. If something is not much different in temperature from the surrounding area – say, a cold-blooded lizard, or an animate skeleton – you may not be able to see it with this Power.

Intangible

Dexterity

7 Per Rank

You can pass through solid objects with a Wound Attribute (that is, total current Wounds of an object) equal to or lower than your Power rank times 4. You pass through objects with more Wounds if you make a successful opposed roll of Intangible Power plus Dexterity modifier versus a DC equal to the Wound point total. If you fail, you take damage equal to half the Wound Attribute of the object. When intangible, you cannot affect much in the physical world – that is, you cannot pick up a book, turn on a light, et cetera. – but you can *attack* living objects with this Power – see below.

You can stay in this form for your Power rank times five minutes, before having to assume a solid state again. After using this Power, you must rest for half of the time you were intangible, before reactivating this Power.

While you are intangible, reduce physical damage done by and against you by 2D4 per Intangible Power rank.

This Power may be used as a form of attack. By reaching your intangible hand into a person's body and then solidify your hand, you cause your victim a great deal of pain and internal damage. This attack requires you make a Melee attack roll to hit the victim. If successful, the victim rolls a Fortitude save DC 10 + the Power rank, and if the opponent fails his save, he takes 1D6 points of damage per your Power rank, but if the opponent makes the Fortitude save *you* take the damage instead!

Invisibility

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Intelligence

5 Per Rank

By bending light, you and all you carry become invisible. Any person attempting to see you makes perception (Wisdom) checks at a penalty of double your Power ranks. You also add this penalty to any attack roll made against you in combat, with the possible exception of mental ones (if they know that you are certainly in the area).

Ka Manipulation

Wisdom

15 Per Rank

This Power allows you to tap into the definitive energy source influencing the cosmos, the elemental *Ka*. You can now manipulate this energy to create any effect you desire.

You may choose *any* Power that you want from the Powers list, and pay the character point cost in Ka points to temporarily gain it. You now have that Power at a rank equal to your Ka Manipulation Power rank, with duration equal to your Ka Manipulation Power rank in hours.

The ranks of the Ka Manipulation Power may be divided into multiple Powers. When using manifestations of this Power to attack at distance, you use the Ranged Weapon (Ka Manipulation) Skill to determine if you hit.

Example: Attis, with a Ka Manipulation Power of 15, wants to be able to fly and fire an energy blast. He pays 3 Ka points for the Energy Blast Power (3 points per rank base cost), and 2 Ka points for the flight (2 point per rank base cost). He now divides his Ka Manipulation ranks between the Powers. He decided that he would rather be able to pack some punch than have flight speed, so he put 10 of his ranks into Energy Blast and the remaining 5 into Flight.

Ka Tracking

Intelligence

8 Per Rank

Everything in the universe leaves a unique signature. This is the ultimate tracking Power, allowing you to find anyone or anything virtually anywhere in the universe by their Ka signature. All you need is an item that once belonged to the target, so you can get the "scent." You will then be able to feel the Ka signature of that target, if he is in your Power range – you know where he is with only a 20-foot margin of error. The range of this Power is exponential; see the chart at the beginning of this chapter. If the target's Ka Pool is reduced, he becomes significantly harder to track – if it is empty, it is nearly impossible. Such conditions, and other problems – such as someone working VERY hard to hide, by some esoteric means – are dictated by your GM, who may rule that this Power will not always work.

Kinetic Absorption

Strength

5 Per Rank

You can absorb kinetic energy equal to 1D6 points per Power rank (Make a Fortitude save DC equal to the amount of damage taken). Any damage over your roll is taken normally. This ability does not allow you to absorb energy attacks; for that, you need to take the Energy Absorption Power, detailed earlier in this section.

Special Add-Ons:

Damage Absorbed Goes to Abilities

+3 Per Rank

You can channel the damage you absorb into temporary Attribute points. For every 5 points of damage absorbed, you gain 1 temporary Attribute point, which lasts 1 round per Kinetic Absorption Power rank. These augmented Attributes do not change your current or maximum number of Wounds.

Damage Absorbed Heals You

+1 Per Rank

You heal 1 point of damage for every 5 points of damage absorbed. This healing is permanent; it does not "expire."

Damage Absorbed Can Fuel One of Your Powers

+4 Per Rank

You can change the damage absorbed into temporary ranks of one of your Powers, chosen when you select this Add-On. The points absorbed cannot be used to enhance the Kinetic Absorption Power itself. You can raise the rank of one of your Powers by 1 for every 5 points of damage absorbed. The duration of this effect is equal to your Absorption ranks in rounds. This Advantage may be bought repeatedly to augment more than one Power.

Life Support

Strength

2 Per Rank

You can survive without food, water, sleep or air, for a number of days equal to your Life Support ranks. During this time, you are immune to the rigors of space or ocean depths, including the conditions of high and low pressure or bone-chilling cold and blistering heat. After the allotted time, you suffer the ill effects of these environments normally. Returning to a normal environment and resting (generally for as long you used this Power) will allow you to return to a hostile environment and use this Power again.

Light Control

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Charisma

9 Per Rank

You can manipulate light. Offensively, you can fire lasers doing 1D6 damage per rank, with the *Armor Piercing* Add-On built in (see the end of this Chapter for details). Use your Ranged attack to determine if you hit. The Power's effective range is equal to the Power rank times 10 feet.

You also have the ability to bend light around yourself so that you can become invisible. Perception checks to see you are made at a DC10 + the Power rank.

You can also create an absence of light, blanketing an area in total darkness with a radius equal to the Power rank in feet. A side effect of this ability is perfect night vision, suffering no penalties from darkness -- unless there is an absolute lack of ambient light, in which case you suffer normal darkness penalties. (An example of this is someone using the *Darkness Projection* Power.)

Finally, you can create light based illusions with an effective area of 5 square feet per rank. Others are allowed perception rolls (your Power Rank versus their Will save) to discern if the illusion is real. These are not quite as good as the *Illusion* Power's -- they are missing aspects other than sight, and can be disbelieved with a roll of your Power rank minus 8 versus their Intelligence.

Magnetic Control

Charisma

9 Per Rank

You can alter and manipulate the magnetic fields. With this Power, you can project Magnetic Force Bolts, doing 1D6 damage per 2 Power ranks (double to unshielded electronic equipment). The range of this attack is 10 feet per rank. Use your Ranged Weapon (Magnetic Control) Skill to determine if you hit. You may also create magnetic force fields (1D6 damage reduction per rank) to protect you from attacks made by metal weapons and opponents, with half your Power rank in dice versus non-metal weapons and attacks.

This Power can create an EMP (Electromagnetic Pulse) to render electronic equipment useless acting like Power Drain in all respects, except for only working on electronic equipment. (Your GM may allow you to take the Special Add-Ons under the *Drain* Power, but only for the purposes of your EMP.)

Finally, you may use this Power to lift and move ferrous materials at range, as if you had Strength equal to this Power's rank plus Charisma. The range is equal to 10 feet per Power rank, just like the Force Bolts. Objects hurled as an attack use the throwing rules (*Combat* section), substituting the Magnetic Control Power for Strength.

Mimicry

Intelligence

12 Per Rank

Mental Attacks

Characters involved in a psychic battle take damage to their psyche. Instead of physical Wounds the victim takes Mental Wounds.

Mental Wounds are usually equal to the characters Intelligence score. The Mental Wounds have no Vitality point equivalent, instead negate points of damage equal to your Will save score from each attack made against you.

EXAMPLE: Epoch fires a Mind Blast at Solaris doing 13 points of damage to his Mental Wounds. Solaris has an Intelligence of 11 giving him a total of 11 Mental Wounds, and a will save of +4, which gives him 4 points of damage negation. Solaris negates 4 of the 13 points and only takes 9 Mental Wounds. Solaris is still standing, but just barely.

Attacks directed at the mind are usually Ranged Attacks with the character substituting Intelligence modifiers for Dexterity.

Mental Attacks and Defense

Ranged Attack roll:

$1D20 + \text{base attack bonus} + \text{Mental Power rank} + \text{range penalty}$

Defense:

$10 + \text{Class bonus} + \text{Intelligence modifier}$

You can mimic any Power or Skill, but only ones you've seen used recently, unlike the Power *Ka Manipulation*. You need only see the Power or Skill used once, and then roll your Mimicry rank versus the rank of the targeted ability. If successful, you gain the ability temporarily. You gain the mimicked Power for your Mimicry rank in minutes, and at your Mimicry rank. If more than one Power is mimicked, you must divide your Power ranks evenly between them.

Mind Blast

Wisdom

3 Per Rank

You can project destructive energy from your mind, doing 1D6 per rank Mental damage. The range of this attack is your Power rank times 10 feet. You use the Mental attack to determine if you hit. (See Mental attack sidebar).

Mind Control

Charisma

5 Per Rank

You can attempt to control the mind of another. The range of this attack is 10 feet per Power rank, and you must be able to see the target. You attack the target's mind directly, in an attempt to overpower his psyche. Use a Mental attack to determine if you hit. (See Mental Attack sidebar). If successful, the opponent suffers 1D6 per rank to his Mental Wounds. When the Mental Wounds reach zero, the target does not die, but you assume control of their mind, commanding them as you wish. (Since you are trying to overcome the target's natural Mental defenses, no permanent damage is done; after you release them, their Mind Points are restored to the state they were at before you attacked). A target may attempt to break from your thrall every round after they are controlled by rolling their Will save vs. $DC10 + \text{Power rank}$. The duration of this Power, once the victim is controlled, is your Power rank in minutes.

Mind Paralysis

Intelligence

4 Per Rank

This Power allows you to paralyze an opponent's mental faculties. The range of this attack is 10 feet per Power rank. You attack the victim's mind in an attempt to overpower his psyche. The victim must make a Will save vs. $DC10 + \text{Power rank}$. If your attack is successful, the opponent's mind is paralyzed for your Power rank in combat rounds.

Mind Reading

Intelligence

4 Per Rank

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You can attempt to read the mind of a target. You attack the victim's mind in an attempt to overpower his psyche, rolling an opposed roll of your Mind Reading Power rank versus their Will save. You can only read his surface thoughts and most recent memories if you have this Power at rank 5 or lower. At rank 6 and higher, you can delve into the victim's memories, dredging up suppressed memories, and even things forgotten by the person. The duration of this Power is the Power's rank in minutes.

Mind Shield

Intelligence
4 Per Rank

This Power allows you to resist Mental Powers by negating Mind Point damage. You negate 1D6+1 points per Power rank in Mind Shield. The area of protection can be around you or projected to others (up to rank times 10 feet away). Your dice may be split to negate damage from different attacks, but the Shield is ablative and any dice used to negate damage in a given round cannot be used to block another attack during the same round. The Shield regenerates at the beginning of each round.

Molecular Mimic

Strength
9 Per Rank

You are able to alter your molecular structure to mimic the structure and properties of things you touch. For example, if you touch a steel I-beam, you would become as tough as tempered steel, or you could touch a piece of cork and float. Your Wounds and Strength Attribute change according to the substance touched. This lasts for a number of rounds equal to your Power rank. Check the list below for examples and ideas. Your Strength and wound Point total is enhanced or reduced by the amount shown, and any other special qualities given are also noted. Obviously, this list is not finite and the GM may wish to add other substances like veneer, plastic or candy.

Rice Paper: Wound points -10, Strength -10 (You are only 1/10 your actual weight – strong gust of wind will blow you away. In addition, you're flammable, suffering triple damage from fires and flame-based attacks.)

Cork Board: Wound points -5, Strength -8 (You are ¼ your actual weight, buoyant and flammable, taking double damage from flame-based attacks.)

Rubber: Wound points +2, Strength -4 (You have 1D6 electricity resistance per 2 Power ranks.)

Wood: Wound points +10, Strength +2 (Like cork, you are buoyant enough to float on water but also have the drawback of being flammable. You suffer double normal damage from flame-based attacks.)



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Cinder Block wall: Wound points +13, Strength +4 (Your weight doubles and you suffer double damage from sonic-based attacks.)

Stone or Brick Wall: Wound points +13, Strength +6 (Your weight goes up by 250%)

Steel: Wound points +15, Strength +8 (Your weight increases by 300%, and you are vulnerable to magnetic and electrical based attacks, taking double damage. The character also temporarily gains the Strength upper Attribute feat for the duration of the power effect)

Adamantium: Body +20, Strength +10 (Your weight increases by 150%, and you suffer double damage from electrical attacks. The character also temporarily gains the Strength upper Attribute feat for the duration of the power effect)

Natural Weaponry

Dexterity

3 Per Rank

You possess a natural offensive weapon, such as horns, fangs, claws or hooves. This weapon does 1D6 per rank, and you are able to parry melee attacks. The range of this Power is contact, using the Melee Skill to determine if you hit.

If you cannot hide these weapons (the default is that you can), you should take the appropriate Flaws – in particular, *Strange Appearance*.

Paralyze Body

Intelligence

3 Per Rank

This Power allows you to paralyze the movements of a target's body. Victims must roll a successful Fortitude save vs DC10 + the Power rank. If unsuccessful, the victim is paralyzed for your Power rank in combat rounds. Keep in mind that this does not prevent them from using Intelligence or Mental Powers, but does keep them from using Dexterity or Strength based abilities or speaking.

Plant Control

Charisma

5 Per Rank

This Power allows you to control up to 10 square feet per Power rank of plant matter. The effective range of this Power is 20 feet per rank and the duration is 10 minutes per Power rank. You can order the vegetation to become animate and attack with a Skill rank and damage equal to your Charisma modifier plus 1D4 at Power ranks 1-5, 1D6 at Power ranks 6-10, 1D8 at Power ranks 11-15, etc. Wounds for the matter are equal to your Power rank plus Charisma modifier; after taking this much damage, they become ineffective – beaten, literally, to a pulp. Animated plant matter can move at a rate equal to your Charisma modifier multiplied by 10 in feet per round.



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Normally, you must spend your move action to command the plants in combat – they have no will or Intelligence of their own (but see the special Add-On, below).

Special Add-On:

Create Plant Soldiers
+2 per rank

Your animated plant matter can act with limited will. Therefore, you can give them orders when you initially create them, and do not have to spend your own Action to order them around in combat. You can change their orders later, but you do not have to exert your own will to force them to move. A plant soldier has one action per round and a base Initiative equal to your Charisma modifier.

Plant Growth

Wisdom
3 Per Rank

You can double a plant's size for every rank of this Power you possess. The duration of this Power is 10 minutes per Power rank, with a range of 10 feet per Power rank. Plants come in all shapes and sizes, and at high ranks, a microbe in a person's stomach could be made to grow to gargantuan sizes -- hurting or even killing the person. If used in this manner, it does 1D4 points of damage per two ranks (fortitude save for half damage).

Poison Secretion

Strength
5 Per Rank

You secrete a poisonous fluid that damages opponents when they come into skin contact with you. The Strength of this poison is equal to 1D6 per Power rank. The victim of the attack must roll a Fortitude save vs DC10 + the Power rank. If successful, the target takes no damage, but if he fails he takes the full poison damage that round, 75% of that damage the next round, then 50%, and finally 25%. After this, the poison has run its course.

Normal clothing will not protect the victim from this attack -- only sealed or waterproof clothing acts as a barrier. The range of the Power is always contact, unless you take the Special Add-On below.

Special Add-On:
Poison Cloud
+2 points per Rank

You can also emit a poisonous cloud. If the cloud is inhaled or contacts a person's skin, it does damage like the normal Poison Power. The radius of this cloud is 5 feet per Power rank.

Postcognition

Intelligence
2 Per Rank

You can see into the past for two minutes per Power rank. You can see past events within your normal sight area. At rank one, you can view events that occurred one day in the past, doubling every Power rank.

Example: Vortex has rank four Postcognition, so he can see events within his normal site area that happened up to eight days ago. At rank five, he could see events up to sixteen days ago.

Precognition

Intelligence
4 Per Rank

You can see into the future for one round per Power rank. You will see the most probable path of events before you, and as you look, events may change or be changed by you or others. In other words, the future that you see may *not* be the one to come about.

You can see up to one year into the future, doubling every Power rank. You see the future as dream-like, but may use this ability in combat, making it easier to win Initiative. (After all, you *know* the most likely places for everyone to be.) You receive +2 per Power rank on Initiative rolls when you use Precognition in combat. Using the Power in this manner costs the character his movement action that combat round. The GM may give you detailed prior knowledge of situation, at his discretion.

With such a large range, it is very hard to pick out particular moments in the future and pinpoint the exact time events will occur. You must roll your Intelligence plus Precognition, against a GM-assigned Difficulty, to be precise in your predictions.

Psychometry

Intelligence
6 Per Rank

With this Power, you can read psychic imprints left on objects, allowing you to determine recent events that happened around the object, and in particular, who touched it last. You roll your Psychometry Power rank versus a GM-assigned Difficulty to determine what you see. The Difficulty is generally determined by how long ago the object was last touched.

Table 5-7: Psychometry result chart

Time	Average Difficulty
Within the last hour	10
12 hours	14
1 day	16
4 days	18
1 week	20
1 month	25
6 months	27
1 year	30
5 years	35
20 years	40
100 years	50
1000 years	60
Longer	At the GM's discretion

The table above can be modified by the GM depending on how long the item was touched or other esoteric circumstances such as massive amounts of Ka being used in the area.

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Regeneration (Mental and Physical)

Constitution (Physical) and/or Intelligence (Mental)
9 Per Rank

This Power allows you to heal 1D6 per Power rank per minute, automatically healing up to your maximum Wounds and Mental Wounds. At Power rank 10 and higher, you are able to regenerate severed limbs. (Note to GM: A character that loses his head is *dead* -- he cannot regenerate this "limb.")

Special Power Flaws:

Only Regenerate Physical or Mental
-4 Per Rank

You only heal physical (Body) or Mental (Mind) damage, not both. This is a common Power Flaw; it is very appropriate to only regenerate physical damage.

Remote Viewing

Intelligence
3 Per Rank

You can see, hear, and smell, but not touch things that are at a remote location. You must know the exact location you are trying to view; you cannot say that you want to see inside a villain's hideout without ever having been there. (A generous GM might allow you to use a picture or someone else's description as a reference point.) The range of this Power is exponential – see the chart at the beginning of this Chapter for values. The duration of the Power is 1 minute per rank. After this time, you must take a break or begin taking Mind Point damage (see the side bar on Mental combat on page XXX) at a rate of 1 per minute per Power rank being used (that is, the more range being used, the more damage).

Shape Shift

Wisdom
4 Per Rank

You alter your shape into any person or animal you've seen, even changing your height, weight, and mass by up to 10% per Power rank. You may keep the changed shape for up to your Power rank in hours. After this time has elapsed, you can hold the form by rolling a Fortitude save versus a DC10 + the number of hours you have been shifted. If you fail, you are too exhausted and return to your normal form. If successful, you may retain the form for hours equal to half your Power rank. Opponents attempting to see through your disguise must roll a perception check DC10 + your Power rank to be successful. Your GM may assign additional bonuses to others under different circumstances – such as if you are mimicking a person around people who know the person well.

If you become an animal, divide your ranks in Shape Shift amid various "Powers" the animal might possess. If you do not have sufficient ranks in this Power, you take on the shape of the creature, but you don't have all of its abilities.

Example: A mountain lion has Natural Weaponry (claws) at rank two. You would have to have Shape Shift at rank two to have the Natural Weaponry, but you could look like a lion (with dull, ineffective claws) with only a Shape Shift of one.

Shrinking

Constitution
4 Per Rank

Shrinking allows you to reduce your size by 10% and mass by 1 Weight Class per Power rank. For each Power rank used, reduce movement by 5 feet, Strength by 1, and add 1 to your Defense.

Special Power Add on:

Power wielder can keep his strength score!
+3 Per Rank

The diminutive character does not lose any attribute points from his strength.

Sonar

Intelligence
3 Per Rank

By sending out high-pitched frequencies, you can use sound to see. You effectively see objects as if it was broad daylight, but no color information transmitted. Loud noises and sonic Powers disrupt this Power, making you blind as if hit by a Flash Attack. The range of this Power is 1000 feet per Sonar rank.

Sonic Scream

Charisma
4 Per Rank

You can project a destructive, high-pitched sound attack, doing 1D6 damage per Power rank. The range of this attack is Power rank times 10 feet. You use your Ranged attack to determine if you hit. Fragile or brittle objects (such as glass or crystal) take double damage and opponents are deafened for rounds equal to your Power rank. Deaf targets take half damage from this attack, and are stunned for half of the time.

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Sound Control

Charisma
5 Per Rank

This Power gives you complete mastery over sound waves. You can generate new sounds, bend existing sounds or make noises come from strange locations. You can project or nullify a noise within 10 feet per Power rank. This Power may also be used to dampen or heighten sound in a 1 foot per Power rank radius. You can also precisely deliver a whispered message to a person within your range.

Others trying to make hearing perception (Wisdom) rolls in a sound nullified area have penalties equal to the rank of the Power. If the Power user is generating a loud noise, others in the area must make Will save vs DC10 + Power rank to concentrate. If the opposed roll is successful, the victim may act normally. If the roll fails, they instead suffer a penalty equal to your Power rank on all tasks that require concentration or mental focus.

Sound Control can be used to negate the effects of the Sonic Scream Power, decreasing the damage done by 1D6 per Power rank. Sonar can be rendered useless against someone using the Sound Control Power to mask his or her whereabouts – roll a test of Sonar versus Sound Control ranks to perceive the user. Used in an offensive manner, much like a Sonic Scream attack, you can project sonic waves, doing 1D4 damage per Power rank to 5 feet circle per Power rank. The damage inflicted is only stun, and is applied only to Vitality Points instead of Wounds. You use the Ranged attack to determine if you hit.

Spatial Warping

Wisdom
10 Per Rank

You can create folds in space, bending the third dimension back on itself and creating a warp gate. This gate can link between any two locations that you've been to, as long as they are within your range. The 1000 mile range doubles each rank. The gate can be kept open for Power rank in minutes, during which time matter and energy can freely pass back and forth. Gates always open on the same horizontal plane in front of the character – in other words, you don't warp into midair.

Stretching

Dexterity
7 Per Rank

You can stretch your limbs up to 10 feet per Stretching rank. You also take 1D4 per rank less damage from kinetic attacks, such as bullets and fists. When attempting to grapple or breaking a grapple, you can add your Stretching Power rank to the roll. Finally, your body is so pliable that you can alter and change its shape, receiving a bonus equal to Power Rank when disguising yourself.

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Super Jump

Strength
2 Per Rank

You can jump incredible distances! You may leap a distance equal to this Power's rank times 10 feet in a single bound. With a running start, you can jump twice that distance.

Super Speed

Dexterity
9 Per Rank

You move and react at superhuman speeds. For every rank of this Power, you receive +2 to your Initiative, doubled movement rate (multiply by 2 for each Power rank) and one extra movement equivalent action per round.

Super Tracking

Intelligence
4 Per Rank

Your sense of smell and taste are so acute that you can track by scent alone over large distances. You must experience the scent before tracking your target – say, from a piece of clothing. The effective range of this Power is 5 miles per rank.

Temperature Control

8 Per Rank
Charisma

You have the capability to control the temperature in the area around you. Temperature Control affects an area with a radius equal to your Power rank times 20 feet, centered on you, or a target within 10 feet per Power rank. You can alter the temperature by 1D6 times 10 C per rank up or down. The effects last for the rank in minutes.

Drastically altering an object or opponent's temperature can cause damage. For every rank of this Power, you can inflict 1D6 points of damage to a target. However, being resistant to fire or ice may provide resistance to extreme heat and cold changes.

Table 5-8: Temperature control

Celsius	Temperature Benchmark
5,527 C	Sun's surface
1063 C	Melting point of gold
961 C	Melting point of silver
445 C	Boiling point of sulfur
100 C	Boiling point of water
22 C	Average room temperature
0 C	Freezing point of water
-183 C	Boiling point of oxygen
-273 C	Absolute Zero (no atomic or molecular movement)

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Telekinesis

Wisdom

6 Per Rank

This Power allows you to mentally move items within you Power rank times 10 feet. Figure your lifting strength, when determining what weight category (on the chart below) you can move, as your Telekinesis rank plus Wisdom modifier.

Example: A character with a Wisdom modifier of 3 and a Telekinesis Power rank of 9 can lift objects with a weight class of 12 (51 tons).

Objects can be hurled telekinetically as an attack, using the throwing rules, but substituting the Telekinesis Power plus Wisdom modifier for Strength. You use the Skill Ranged attack to determine if you hit, substituting Intelligence for Dexterity. You may also choose to use the Power offensively, in its purest form, causing damage with a telekinetic punch. This damage is equal to 1D4 per Power rank.

When using the Telekinesis Power to perform actions requiring fine manipulation, such as picking a lock or typing a letter on a keyboard the GM assigns a difficulty and the player rolls his Power rank + Wisdom modifier + any applicable skill such as lock pick or pickpocket. Finally, Telekinesis can also be used as a mode of flight, allowing you movement at a rate of Power rank times 10 feet per round.

Table 5-9: Telekinesis weight chart

Weight Class	Actual Weight	Description
-4	1 Pounds	Large stone
-3	3 Pounds	Human head
-2	6 Pounds	The game creator's head
-1	12 Pounds	Dictionary
0	25 Pounds	Mountain bike
1	50 Pounds	10 year old child
2	100 Pounds	Skinny high school girl
3	200 Pounds	Average human weight
4	400 Pounds	Motorcycle
5	800 Pounds	4 people in an elevator
6	1600 Pounds	Volkswagen Bug
7	3200 Pounds, or 1.6 tons	Average Car
8	6400 Pounds, or 3.2 tons	Elephant
9	6.4 Tons	Average Truck
10	12.8 Tons	Semi truck
11	25.6 Tons	Whale
12	51.2 Tons	M.26 Pershing Heavy tank
13	102.4 tons	Iowa Class Battle Ship
14	204.8 Tons	Major building
15	409.6 Tons	Tiny island
16+	Double previous weight amount for each category over 15.	Small islands+

Telepathy

Intelligence

3 Per Rank

Telepathy is the Power of mental communication. You communicate through thoughts, beginning at a range of 1 mile and doubling each Power rank. The Power doesn't let you forcibly read others' thoughts – for that, take the *Mind Reading* Power – it just lets you communicate at a distance. Other Powers may be used over this psychic link, such as *Mind Control* or *Mind Reading*, because you have already contacted them. (Resolve these Powers normally.) The link is two ways and if able, a recipient could use mental Powers to alter *your* mind, too.

For every rank of Telepathy above the first, you may telepathically

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link an additional mind. While linked to this "network," all involved can communicate with everyone else.

Special Add-On:

Use Other's Senses
+ 2 per rank

You can use the senses of a person to whom you are linked. You see, hear and smell anything the target is experiencing. As usual, the link goes both ways – if they figure it out, they can look through *your* eyes, hear what *you* are seeing, etc.

Special Power Flaw:

You Receive Physical Sensation
-2 per rank

You receive physical sensations from your link, whether you want to or not. You feel any pain inflicted on anyone else linked to your mind. If someone is hurt while linked to you, all persons involved in a telepathic network "feel" the damage. Regardless of whether the original recipient took Mind or Body Point damage, you and others in the network take Mental Wound point damage equal to the original amount, with half the damage real and permanent.

Teleportation

Wisdom
5 Per Rank

You can teleport! Maximum range is equal to your Power rank times 100 feet per Round. The Power can also teleport others, the number of passengers equaling the Power rank (and you must be in physical contact with them). For every person beyond this limit, you take 3 points of damage. If a target is unwilling to be transported, you make an opposed roll of Teleport ranks plus Wisdom, versus the target's Will save.

Special Power Flaw:
Personal Only
-2 or -3 Per Rank

You can only teleport yourself. If you take the 3-point per rank version of this Power Flaw, you are physically injured when teleporting in contact with others. If others are in contact with you when you try to teleport, you take Wound damage equal to the number of people in contact with you.

Time Manipulation

Wisdom
9 Per Rank

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You can manipulate the flow of time around yourself and others. Firstly, you can add your Time Manipulation rank to your Initiative. You can also accelerate or reverse the process of aging on an object or person by your Power rank in years. Living creatures receive a DC10 + Power rank Fortitude save to negate these effects. If a target is resisting, roll your Power rank versus their Will or Fortitude save, whichever is higher.

You can attack using the ability, emitting Entropy Blasts against opponents. These blasts do 1D4 per rank in damage, or instead you can make this damage a penalty to their initiative (again living creatures receive a DC10 + Power rank Fortitude save to negate these effects). The attack aspect of this Power has a range of 5 feet per Power rank, and you use the Ranged attack to determine if you hit.

You can also travel forward in time with relative ease. Since the future hasn't been written yet, time is more fluid and malleable when going forward than backward. Difficulty numbers are listed on the chart below. A Ka cost for traveling in time is listed on the chart below. Passengers may be taken on the trip, with extra difficulty and Ka per person. If you fail the travel roll, you are disoriented and stunned for your Power rank in rounds.

Table 5-10: forward Time travel difficulty chart

Time	Difficulty	Ka Cost
1 day	10	2
1 week	15	4
1 month	20	8
1 year	25	16
10 years	30	20
100 years	32	24
1000 years	34	28

You can also travel *back* in time, but it is incredibly difficult to affect the past, and it is up to the GM to determine if you can really change history. Time is like a rubber band – it can be stretched and distorted, but it has a way of snapping back and correcting itself. To travel backward, you must make an opposed roll of your Power rank versus a Difficulty listed below, plus the amount of passengers taken.

If you achieve a success that exceeds the Difficulty roll by five or more, you have created a *time anchor*, and further trips to the same time have their Difficulties reduced by 10 for every 5-point increment achieved and Ka cost is reduced by half. If you miss the

Table 5-11: Backward Time travel difficulty chart

Time	Difficulty	Ka Cost
5 seconds	13	2
10 seconds	15	4
20 seconds	18	8
40 seconds	20	10
1 minute	22	12
30 minutes	25	14
1 hour	27	18
8 hours	29	20
1 day	31	24
1 week	33	42
1 month	35	44
6 months	37	46
1 year	39	48
5 years	41	50
20 years	43	55
100 years	45	60
1000 years	50	70

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roll, you do not travel back in time at all, and you are disoriented for your Power ranks in rounds. If you miss the opposed roll by more than 10, you travel to a parallel time line in another dimension!

Transfer Attribute

Varies, Depends on the Attribute
3 Per Rank

You can transfer your Attribute points to others. You can move 1D4 Attribute points per rank and the effect lasts for your Power rank in minutes. You lose the transferred points for the time that someone else gains it. After the time is up, however, you gain all points back.

Transmutation

Intelligence
9 Per Rank

You can change or create a volume of matter equal to your Power rank in cubic feet, if you succeed in a Transmutation Power versus a GM-assigned Difficulty roll. Certain elements are harder to create than others, and it is always easier to change materials into other materials than to create them outright (the Difficulty will be at least 3 points higher when creating). Water and oxygen would be simple to create, but complex elements such as uranium would be very difficult. To fabricate the matter into useful items requires a Craft skill roll, again with a GM-assigned difficulty.

Vampirism

Constitution
6 Per Rank

You can drain the life force from living beings, adding it to your Body point total. You must be in physical contact with your intended victim in order to use this Power (use the grappling rules). When you have successfully grappled your victim, you and he make an opposed roll of your Vampirism ranks versus his Fortitude. If you win, you may drain 1D6 per rank in Wounds from your victim for every round that you spend attached. You may absorb Wounds that would normally take you over your maximum total. The effects of this Power last for the Power rank in hours – after this time, any extra Wounds disappear. The victim may break free from you by using the grappling rules.

Special Add-On:

You Drain Ka
+2 per rank

You drain 1D6 Ka per Power rank instead of Wounds.

Wall-Crawling

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Dexterity

2 Per Rank

You can walk on walls and other sheer surfaces as if standing upright on solid ground at one half your normal movement rate and carrying loads up to your normal weight allowance. For every rank of this Power beyond the first, your movement rate increases by 5 feet.

Water Projection

Strength

6 Per Rank

You can project a destructive jet of water from your body, doing 1D6 damage per rank. The range of this attack is your Power rank times 10 in feet. You use your Ranged Attack to determine if you hit. You can also use Water Projection as a form of locomotion, by propelling yourself on a jet of water. (Surf's up!) Your movement rate is equal to your Power rank times 5 feet per combat round.

Weather Control

Charisma

10 Per Rank

You can manipulate the weather. You may fly on the winds with a movement rate equal to your Weather Control rank times 20 feet per round. You also gain the ability to project lightning. This lightning attack increases with the severity of the weather; see the chart below.

Your main ability, altering weather, is made by rolling the difference between weather "ranks," or intensities. The current weather rank is determined, then the weather rank you wish to change it to – your Power rank + 1D20 to make a roll equal to the difference between the rank you want and the rank it is currently. If you fall short, it's possible you get it close, but not quite right. The effects last for Power rank times 10 minutes. The area of effect is a radius of up to your Weather Control's ranks in miles. Changing the atmospheric environments indoors or in a small area is more challenging, and adds Difficulty. Attempting this feat also causes a penalty of +15 on the Weather Severity Chart.



Weather Control Example

It is rainy (26) and you want to make it sunny. You have Weather Control at rank 6, and roll a 12 on 1D20, for a total of 18. You can reduce the weather rank by 18 points, making the rainy day just cloudy, but not quite reducing the rank to 5 points.

Table 5-12: Weather severity chart

Weather Rank	Lightning Attack Damage
Clear sunny day (0-5)	1D4 per rank
Cloudy (6-15)	1D6 per rank
Raining (16-26)	1D8 per rank
Stormy / Snow (27-37)	1D10 per rank
Monsoon / Blizzard (38-49)	1D12 per rank
Hurricane (50)	3D6 per rank

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Weather Severity Chart

These Severities are ranges – that is, a sunny day with a rating of 5 is just starting to get overcast, while a cloudy day of 7 is distinctly cloudy, with the sun blocked out. A more extreme example is a snow storm that's rank 37 is nearly a blizzard, while a 27 means the snow's just started to really fall.

X-Ray Vision

Intelligence

2 Per Rank

You have the ability to see through items that have a Wound or hull Point Attribute equal to or lower than double your Power rank. If the object or substance has a higher Wound or hull Point Attribute, you can attempt an opposed roll of your Power rank + Intelligence modifier + 1D20 versus its Wound or hull Point Attribute as the DC. This Power doesn't let you see in the dark.

POWER ADD-ONS

Area Effect

+2 Per Rank

Your Power has a range equal to its rank in a radius around you, instead of length away from you, allowing you to target behind you and not just in front. You may now use this Power to do damage in an area equal to the Power rank x 5 feet around you. Some Powers have Area Effect built in.

Armor Piercing

+3 Per Rank

A Power with this Power Add-On is focused and hits a single point extra hard. Any attack with this Power Add-on halves the effectiveness of any armor or defensive Power the target has in effect.

Cone Effect

+5 Per Rank

The attack is projected in a conical shape with the ability to hit multiple opponents. The cone starts at a point where the character projects the attack (his eyes, hand, belly button) and widens as it is projected forward. A cone's width at a given distance from the character equals that distance. Its far end is as wide as the effect is long (a 25-foot cone is 10 feet wide at 10 feet of its length and 25 feet wide at its far end).

Double Range

+3 Per Rank

Your Power has an enhanced ranged, doubled for each rank of this Add-on. You can take this Add-on multiple times, but each time you do so, you must add another 3 points *per Power rank* to the Power. In other words, if you have 2 Add-on ranks of Doubled Range, you add 6 points per Power rank to the point cost!

Extra Knockback

+2 Per Rank

This is generally only applicable for Powers that do damage. This Power now doubles its normal Knockback distance.

Link

+5 Per Rank

This add on allows another Power effect to be used in tandem with another Powers effects, such as an energy blast that blinds its victim (Flash attack) once it hits. Other examples are the use of the Vampirism Power to not only suck Wounds but also siphon (Drain Power) attributes or Powers.

The other Powers must still be purchased and have no additional cost added. The Link cost is added to the original Power and may be taken multiple times to add additional Powers.

Miscellaneous Add-on

+1 to 3 Per Rank

The Power has an advantage that is not on this list. Use this Add-on to mimic odd or special features -- this is a catchall category to fit anything you or your GM invents. For example, an Energy Blast that inflicts double damage, but only on the non-sentient, might be a +1 Add-On.

Range

+2 Per Rank

This Add-on is only applicable for Powers that do not normally have range. The Power now has a range of 5 feet per Power rank.

Selective Area

+2 Per Rank

Much like the Add-on *Area Effect*, this causes a Power to hit a radius area, equal to Power rank times 5 around you. However, you may select the targets to hit when you use a Power with this Add-on. You must divide your total normal damage dice among the chosen targets when you use this Power. For instance, a rank 9 Energy Blast would have 9 dice, divisible between your selected targets.

Transferable to Others

+ 4 Per Rank

You may transfer some or all ranks of your chosen Power to another. The ranks that are borrowed reduce your Power rank accordingly. You must be able to touch the person to whom you are transferring the Power ranks. You regain the Power automatically after hours equal to the original Power rank, or you can will them back at any time.

Example: You have a rank 6 Energy Blast with the Add-on Transferable to Others. You loan 3 ranks of it to a buddy – your Energy Blast is now only rank 3. Your buddy can keep his Energy Blast for 6 hours (your original Power rank).

Power Flaws

Activation Roll

-1 to -4 Per Rank

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When activating a Power with this Power Flaw, you must spend an Action Point and roll an activation roll. This roll is the controlling Attribute, plus 2D6, versus a DC of 13. For each additional –1 per rank cost reduction you take, the difficulty of this roll goes up by 2. For example, if you have a –4 per rank Activation Roll Power Flaw, your Difficulty is 19. Stacked with the Power Flaw *Extra Time*, you may also have to spend more than one round to perform.

Costs Ka to Activate

-1 to -5 Per Rank

The chosen Power costs one Ka to activate per rank of this Power Flaw. (In other words, 1 to 5 Ka points to activate the Power.) You receive no other bonus from the Ka expenditure.

Diminished Range

-1 Per Rank

This Power has only half the normal range for its rank.

Extra Time

-1 to 4 Per Rank

This Power takes an extra round to activate, per rank of this Power Flaw, reflecting the fact that you have to stand there and concentrate. Failed concentration checks in combat mean that the Power fails to activate.

Focus

-2 Per Rank

You require an object – a psychological crutch - to use your Power. This item could be anything from a magical fetish to a weapon, or your favorite squeaky toy.

Incantations

-2 Per Rank

You must speak some eldritch phrase or incantation before using your Power. This chanting requires a movement action. You *must* be able to verbalize the incantation – if you cannot, you cannot activate this Power. This Power Flaw may reflect someone who believes – or, possibly, rightly thinks, at the GM's discretion – that his Powers are magical in origin. It's typical to combine this Flaw with the Flaws *Focus* and *Physical Gestures*. You cannot take this Power Flaw if you have the Mute Flaw.

(Note to GMs: Characters should come up with a unique incantation and style for each Power to add flavor to the game and add color to the character.)

Ka Feedback

-4 Per Rank

This Power causes *you* damage when you use it! Somehow, your tapping into the Powers of the universe comes back to punch you dealing damage equal to the Power rank in Wounds.

Limited Use

-2 to -5 Per Rank

You have a Power that can only be used a limited number of times per day. The number of times the Power can be used is equal to the Power's rank minus the rank of this Power Flaw. (If the rank of the Power Flaw is 1, you have a -2 to cost, 2 you have a -3, 3 you have a -4, and at 4 you have a -5 to cost.) If you wish to use the Power after the amount limit, you must roll the Power rank minus Flaw rank versus a DC 13. If the roll succeeds, you can use the Power. Subsequent uses must be activated with the DC increasing by 2 every time. If the roll fails, you may not use the Power for 24 hours. This Flaw may only be placed on Powers that require a die roll such as Energy Blast (the *to hit* roll) but not Flight or other automatic Powers. (This may be combined with a Power that has the *Activation Roll* Power Flaw, however.)

Miscellaneous Power Flaw

-1 to -3 Per Rank

This is a catchall category for Power Flaws that you or your GM might invent. If the Power has a limitation that makes it not work, or weakens it significantly, you can take this Flaw. Example Flaws include: doesn't work against the color yellow (-1 per rank), Force Field only protection against fire (-3 per rank), etc.

No Knockback

-1 Per rank

Powers originally with Knockback may take this Flaw, removing the Knockback component

No Range

-2 Per Rank

You may only take this Power Flaw on a Power that would normally have range. This Power now has touch range. You must make a physical attack in order for the Power to take effect, using a melee attack to determine if you hit.

Non-lethal

-2 Per Rank

You cannot kill with a Power with this Flaw – you cannot reduce a target's Wound or Mind Points below zero using this Power. This Flaw may only be taken for Powers that normally do damage.



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Physical Gestures

-2 Per Rank

You must perform physical gestures in order for this Power to work. Like the *Incantations* Flaw, these gestures take a movement action. If you are in some way restricted, such as being tied up, you cannot use a Power with this Flaw.

Power Always On

-2 Per Rank

The Power cannot be deactivated and is always in effect. This Power Flaw can only be used on Powers like Flight, Growth and Intangible, not on Powers like Energy Blast or Plant Control (unless you come up with a logical reason).

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CHAPTER SIX:

Gadgets and Artifacts

Gadgets and Artifacts

If your character derives his Powers from a device or weapon, he is using a Gadget. You build Gadgets just as if you were purchasing Powers for your character, with a few exceptions. "Artifact" is simply another name for a Gadget – it means that the device is not technological in origin, or it's at least very old or alien.

Your character may start the game with whatever Gadgets or Artifacts as he wishes without paying the monetary cost, as long as it fits the character concept. After character creation, you must pony up the bucks.

STEP ONE: Buy Attributes

All devices have attributes just like characters. Below is a list of attributes and what they define when building a gadget.

Hit Points

Hit points define how much physical punishment the object can take before it ceases to function. Every gadget must have at least one hit point.

Strength

This attribute defines how much weight the gadget can carry if it is a vehicle, or how much it allows the character to carry if it's a belt or Power armor.

Dexterity

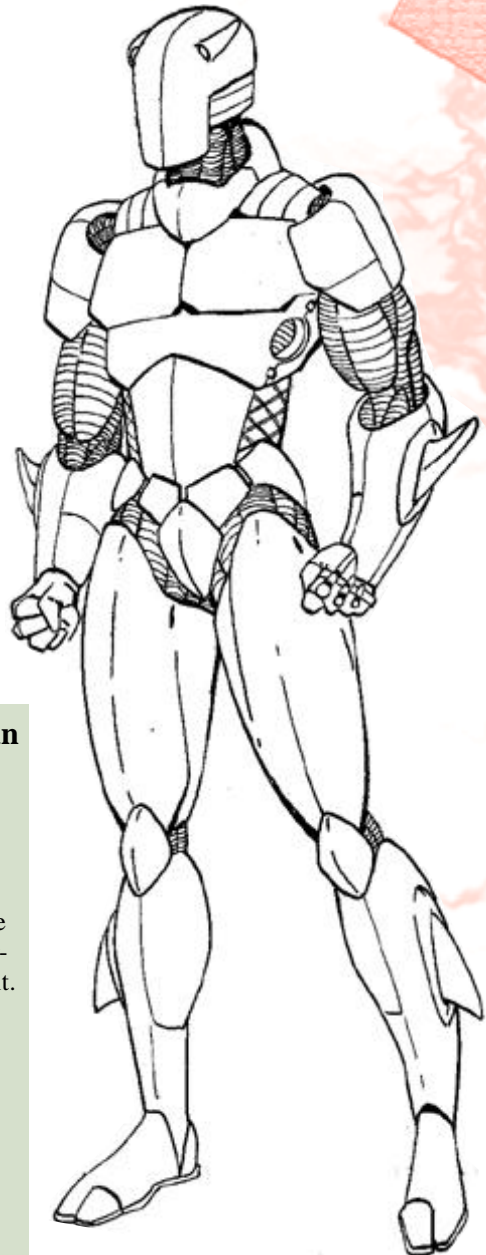
This represents the vehicles handling while doing maneuvers or the nimbleness of the character while using the device.

Intelligence

A device with high Intelligence will have the ability to think. The device could be a computer AI in the secret hideout of the character or a semi-intelligent weapon.

Game Masters: Beware of Fun Toys

Gadgets can get out of hand as soon as players figure out that building a Power into a gadget is cheaper than purchasing the Power internally. As the GM, feel free to disallow Gadgets that don't fit the character's concept, or charge them extra for it. Also keep in mind that Gadgets have the potential of being broken or walked off with – that's *why* they're cheaper! If they're being really abusive, break their fun toys or have villains walk off with them.



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WEAPONS

Weapons and armor have a few additional Gadget Modifiers

Weapon Damage

Instead of building a normal pistol with a Power, you can use the dice values below instead.

Damage Die	Cost
D4	2 points per die
D6	3 points per die
D8	4 points per die
D10	8 points per die

Also choose a Damage type: Bludgeoning, energy (specific type), kinetic, piercing and slashing. Damage type has no point cost.

Armor Piercing

A Power with this Power Add-On is focused and hits a single point extra hard. Any attack with this Power Add-On halves the effectiveness damage reduction/hardness of any armor or defensive Power the target has in effect.

+3 points per rank of the attack damage

Critical

All weapons have a default threat critical of 20. To increase the threat rating to 19-20 (the max allowed) cost 10 points.

Radius (Rd)

The weapon has the ability to affect an area beyond the point of initial contact. Everything within the area (a radius measured from the point of impact) of effect takes damage. If the weapon damage affects an area then add +2 points per 1-foot radius to the damage cost.

Range

This represents the weapon's effective

Radius	Cost
5 foot	10 points

Hardness

The gadget's hardness. Subtract this number from any damage dealt to the gadget. Some items that are easily destroyed may not have this attribute.

Attribute Points

The gadget's attribute's point cost

Cost	Effect
3 points per	+1 hardness

Size

Cost	Effect
1 points per	1 Attribute point

This is the weapon or gadget's size. Weapon size categories are defined differently from the size categories for creatures and other objects (a Medium-sized weapon, for example, is not the same size as a Medium-sized creature or other object). The relationship between a weapon's size and that of its wielder defines whether it can be used one-handed, if it requires two hands, and if it's a light weapon.

A Medium-sized or smaller weapon can be used one-handed or two-handed. A Large weapon requires two hands. A Huge weapon requires two hands and a bipod or other mount.

A Small or smaller weapon is considered a light weapon. It can be used one-handed, and is easier to use in your off hand. The base hit points are determined also by the size of the weapon.

A gadgets hit points may be augmented by spending an extra 1 points per 1 hit point.

Size category	Cost
Tiny (1 hit point)	15 points
Small (2 hit points)	10 points
Medium (4 Hits points)*	5 points
Large (8 Hit points)	3 points
Huge (16 Hit points)	1 points

*Most standard armors default to this size category.

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VEHICLES

Crew

The standard crew. In most cases, only one crewperson is needed to drive the vehicle; others serve as gunners or co-pilots.

Cost	Effect
-5 points per	Additional crewmember beyond the first

Passengers

The number of passengers the vehicle is designed to carry in addition to the crew. Vehicles that carry passengers can use passenger space to carry cargo when passengers aren't present. Each unused passenger slot allows the vehicle to carry 100 pounds of cargo.

Cost	Effect
5 points per	One passenger

Cargo Capacity

The amount of cargo the vehicle is designed to carry. Many vehicles can, in a pinch, carry extra passengers instead of cargo, but doing so is usually a cramped, uncomfortable and unsafe experience for the passengers. One additional passenger can be carried for each 200 pounds of unused cargo capacity.

Cost	Effect
2 points per	50 pounds of cargo

Initiative

The modifier added to initiative rolls when driving the vehicle.

Cost	Effect
-3 points per	-1 initiative modifier
3 points per	+1 initiative modifier

Maneuver

The modifier added to any Drive or Pilot checks attempted with the vehicle.

Cost	Effect
-3 points per	-1 maneuver modifier
3 points per	+1 maneuver modifier

range. This attribute costs 2 points per 5 feet of range.

Rate of Fire

There are many different forms

Range	Cost
5 foot increments	2 points

of internal mechanisms by which firearms operate. For our purposes, all of these mechanisms are encapsulated in the weapon's rate of fire. There are three different rates of fire: single, semi, and auto.

Single: A weapon with the single rate of fire requires the user to manually operate the action (the mechanism that feeds and cocks the weapons) between each shot. Pump shotguns and bolt-action rifles are examples of firearms with single rates of fire. A weapon with the single rate of fire can only fire one shot per attack, even if the user has a feat or other abilities that normally allow more than one shot per attack.

Semi: Most firearms have the semi rate of fire. Semi (short for semi-automatic) firearms automatically feed and cock themselves with each shot. Semi weapons normally fire one shot per attack, but some feats allow characters armed with semi weapons to fire shots in rapid successions, getting in more than one shot per attack.

Auto: Auto weapons fire a burst or stream of shots with a single squeeze of the trigger. Only weapons with the auto rate of fire can autofire or be used with feats which take advantage of automatic fire.

Rate of Fire	Cost
Single	0 points
Semi	5 points
Auto	10 points

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ARMOR

Type

Armors come in four types: archaic, impromptu, concealable and tactical. This costs no point cost.

Armor Proficiency

Three feats cover the use of wearing armor: Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (heavy). Medium and heavy armor slows you down. The character receives a 5-point reduction in his speed for medium armor, and 10 points for heavy armor.

Armor Proficiency (light), cost 5 points.

Armor Proficiency (medium), cost 3 points.

Armor Proficiency (heavy), cost 0 points.

Damage reduction

The protective value of the armor. When a character wears armor, the armor's damage reduction reduces wound damage by the given amount (but not vitality damage). For example, when a character is wearing a Combat vest (damage reduction 3) is hit for 6 points of wound damage, the armor's damage reduction of 3 means the character only loses 3 wound points (6-3=3).

Damage reduction cost 5 points per 1 point of Damage reduction

Maximum Dex bonus

Equipment bonus	Cost
1 point damage reduction	1 points

This is the maximum dexterity bonus that you can apply to your defense when wearing the armor. Heavier armors limit your mobility, reducing your ability to avoid attacks.

The bonus cost 5 points per rank.

Equipment bonus	Cost
+1 Dexterity bonus	1 points

Max Speed

The maximum number of squares the vehicle can cover in a single round at character scale (with the number of squares at chase scale in parentheses). This is the fastest the vehicle can move.

Cost	Effect
2 points per	50 miles per hour moved (5 squares)

Armor Class

Vehicles defenses starts at armor class 10 and can be increased by 1 per two points, or decrease by 1 point and receive 2 points back.

Cost	Effect
2 points per	+1 Armor class
-2 points per	-1 Armor class

Hardness

The vehicle's hardness. Subtract this number from any damage dealt to the vehicle.

Cost	Effect
2 points per	+1 hardness

Hit Points

The vehicle's maximum hit points. Vehicles start with a minimum of hit points depending on the vehicles size and may be increased.

Cost	Effect
1 points per	1 hit points

Size

The vehicle's size category. The base hit points are determined also by the size of the vehicle.

Cost	Size category
1 points per	Medium (20 hit points)
3 points per	Large (30 hit points)
5 points per	Huge (40 hit points)
10 points per	Gargantuan (50 hit points)
15 points per	Colossal (80 hit points)

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STEP TWO: Buy Skills, Powers, Advantages, and Flaws

Can the device track or perform first aid? Can it fly, shoot Energy Blasts – or does it give you Heightened Senses, or even make you ugly? The cost for the Skill or Power ranks is figured as you were buying them normally. Flaws purchased at this point generally reflect on what the device does to your character – read step #4 to purchase special Gadget-only flaws! Some Advantages or Powers can be bought twice, to either apply to the device or your character – for example, you could have Regeneration for yourself and Regeneration (Hit Points Only) for your device.

STEP THREE: The Gadget Cost Modifier

Total all the points from the Gadget and multiplied by the most appropriate modifier. The total is the cost for the Gadget.

- Device is a vehicle and can be stolen. Multiply the total by 25%
- Device is hand held or worn and can be taken away. Multiply the total by 50%
- Device is a suit and cannot be taken away in combat but stolen when not being operated or in use. Multiply the total by 75%

STEP FOUR: Buy Gadget Modifiers

Gadgets have their own special list of Flaws or Advantages to choose from. After step 3, the gadget is again modified by the list below. The final total is the amount of points spent to purchase the item in character points – Gadget Modifiers are added or subtracted *after* the cost modifier!

- **Fragile**- Device is brittle or easy to break. The device takes double damage from kinetic energy or sonic attack. -5 Point bonus
- **Cumbersome**- The device is heavy or hard to wear. You receive a penalty of -1 per rank to any Dexterity action while using the device. -1 Point bonus per rank
- **One of a Kind**- The device cannot be replaced once it is destroyed, but must be bought again spending points equal to the amount spent when created. -10 Point bonus
- **Device Regenerates**- The gadget can somehow rejuvenate its hit points and repair damage done to it like a normal living being. The device regenerates Body Points at a rate of 2 per day and may be healed using the First aid skill or Healing Power. Techno-organic devices have this modifier. +10
- **Obvious**- If the device can be seen as the source of your Powers. Opponents can attempt to take the device away and it can be targeted for attacks. Most Gadgets have this flaw. -4 Point bonus
- **Must Be Repaired**- Damage done to the device must be repaired in some way. If the device is destroyed, you must spend half the amount of the original point value to create a replacement that will be ready by the next gaming session. Most Gadgets have this Flaw. -4 Point bonus
- **Attribute Usable as Own**- You can use the device's Attributes as if they were your own. So, if you built a suit of power armor with Strength of 17, you could use that Strength Attribute as your own. +5 point advantage per Attribute enhanced.
- **Limited Uses**- The device has a limited number of uses per day before it has to be recharged.

Armor penalty

The heavier the armor, the more it affects certain skills. If you aren't proficient in the use of the armor, this penalty applies to attack rolls and the following skills checks: Balance, Climb, Escape Artist, Hide, Jump, Move Silently, and Tumble.

The penalty gives points back (think of this as a gadget flaw). – 3 points per minus one armor penalty.

Equipment bonus	Cost
-1 armor penalty	-3 points

Sample Gadgets

WEAPONS

Rhand Tech Gyrojet pistol

Hit Points: 4
Damage: 4D6
Critical: 19-20
Radius: 5ft
Range: 25ft
Rate of fire: Single
Size: Medium
Ammunition: 10 shots
Gadget modifiers: Must be repaired, Obvious, Hand held.
Point cost: 16
U.S.E.R. cost: 11

Net Gun

Hit Points: 8
Power: Entangle 5
Critical: n/a
Range: 25ft
Rate of fire: Single
Size: Large
Ammunition: 10 shots
Gadget modifiers: Must be repaired, Obvious, Hand held.

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Notes: This large rifle shoots a sticky viscous substance that hardens and congeals when it hits its target. The weapon is reloaded by inserting a large canister in the back of the weapon.

Point cost: 9

U.S.E.R. cost: 5

EMP hand grenade

Hit Points: 2

Power: Drain 10 (Only electronic devices)

Radius: 10ft

Critical: n/a

Rate of fire: n/a

Size: Small

Ammunition: One use

Gadget modifiers: Obvious, Hand held.

Notes: This large ungainly device (about two pounds and shaped like a large electronic egg) causes a localized electro magnetic pulse to render all electronic devices inert.

Point cost: 16

U.S.E.R. cost: 4

Power Neutralizer

Hit Points: 8

Power: Drain 10, Mind Blast 4 (Non-lethal)

Critical: n/a

Range: 20ft

Rate of fire: Single

Size: Large

Ammunition: 7 shots

Gadget modifiers: Cumbersome 2, Must be repaired, Obvious, Hand held.

Notes: This rifle has a small backpack energy unit that connects to the weapon by a long cord. The gun shoots a Ka disrupting energy lattice that envelopes the victim.

Point cost: 45

U.S.E.R. cost: 33

ARMOR

U.S.E.R. Commando Field Armor

Armor proficiency required: Medium

Size: Medium

Hit Points: 4

Uses

21 uses and up

20 uses or 24 hours

15-19 uses or 18-23 hours

10-14 uses or 12-17 hours

7-9 uses or 8-11 hours

3-6 uses or 4-7 hours

1-2 uses or 2-6 hours

One Use ONLY (the device is destroyed once it is used and must be purchased again):

Bonus

Zero, Any weapon that has more than 20 uses does not qualify for a point modifier

-1 point

-2 points

-3 points

-5 points

-10 points

-15 points

-20 points

Ammo

All devices have an amount of ammo. When the amount has been expended the weapon must be reloaded (usually a movement action). The cost for ammunition capacity is listed below.

Cost

8 points

6 points

4 points

2 points

0 points

-2 points

-3 points

-6 points

-20 points

Ammunition

30 shots

25 shots

20 shots

15 shots

10 shots

7 shots

6 shots

1 shot

ONE USE*

Once the weapon is used it is destroyed and can no longer be used. This is the usual ammo amount for grenades.

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STEP FIVE: The skill roll

Once the gadget is assembled and the point cost is totaled, the character must make a Gadgetry skill roll. The difficulty of the roll is determined by the point cost of the gadget listed on the chart below. The time taken to create the gadget is also listed.

Taking extra time can reduce the difficulty. Every extra 24 hours gives a bonus of +1 to the Gadgetry roll. Gadgets can be cobbled together in a rush if the creator chooses but the gadget skill difficulty goes up. For every 12 hours less taken the skill roll receives a penalty of 1.

Gadget point cost	Difficulty number	Time to create
1-10	10	12 hours
11-20	15	24 hours
21-31	20	48 hours (2 days)
32-42	25	96 hours (4 days)
43-53	30	192 hours (8 days)
54-64	35	384 hours (16 days)
75-85	40	768 hours (32 days)
86-96	45	1536 hours (64 days)
97-107	50	3072 hours (128 days)

STEP SIX: Monetary Cost

Gadgets or artifacts are expensive to create and maintain. The Wealth DC is listed on the chart below.

Gadget point cost	Wealth DC
1-10	20
11-20	25
21-31	30
32-42	35
43-53	40
54-64	45
75-85	50
86-96	55
97-107	60

Damage Reduction:10
Maximum Dexterity bonus:+3
Armor penalty:-2
Powers: Life Support 2, Infrared Vision 3.

Gadget modifiers: Obvious, Must be repaired, worn as armor.

Notes: special units usually wear the armor when combat with a super human is expected. The armor complete seals the wearer from head to toe giving him full body protection

Point cost: 18

U.S.E.R. cost: 14

U.S.E.R. Exo-Assault suit

Armor proficiency required: Heavy

Size: Medium

Hit Points: 4

Strength: 18

Damage Reduction:15

Maximum Dexterity bonus:0

Armor penalty:-5

Powers: Life Support 2, Infrared Vision 3, Sonar 2, Chameleon 3, Body Armor 3

Gadget modifiers: Obvious, Must be repaired, Strength attribute is usable as own, worn as armor

Notes: This is a supped up version of the commando field armor. Special units usually wear the armor when combat with a super human is expected. The armor completely seals the wearer from head to toe giving him full body protection

Point cost: 47

U.S.E.R. cost: 41

SPECIAL TOOLS

Camouflage suite

Hit Points: 2

Size: Small

Powers: Chameleon 5

Gadget modifiers: Must be repaired, Obvious, Limited uses 7

Notes: This skintight silver outfit allows the wearer to blend in with his surroundings for 5 minutes at a time. The Small battery pack holds only enough charges to allow the wearer this ability seven

times before the battery must be recharged.
Point cost: 1

Ka Energy Detector

Hit Points: 4
Size: Medium
Powers: Detect (Ka) 10
Gadget modifiers: Must be repaired, Obvious, hand held.
Notes: This device looks like a large "Tricorder" with many buttons, dials, and a large display screen.
Point cost: 5
U.S.E.R. cost: 2

Infrared glasses

Hit Points: 1
Powers: Infrared vision 5
Size: Tiny
Gadget modifiers: Must be repaired, worn or hand held.
Notes: This gadget look like a pair of common sunglasses
Point cost: 6
U.S.E.R. cost: 3

Medical Kit

Hit Points: 4
Powers: Healing 5
Size: Medium
Gadget modifiers: Must be repaired, Obvious, Two uses, worn or hand held.
Notes: This is a small medical device (about the size and shape of a paper back novel). Two cords ending in thin needles are attached to the bottom of the device. The needles are used to inject the nanites into the patient's body. The small nanites robots invade and repair the damaged tissue. Game note: The activation roll for this device is made using the Medical Kits intelligence instead of Spirit, which would normally, is the case.
Point cost: 1

Transmitter unit

Hit Points: 1
Power: Super Tracking 10
Size: Tiny
Gadget Modifiers: Fragile, Must be repaired, Limited use 10 hours, worn or hand held.
Notes: This small devices send out a signal to a large tracking device.
Point cost: 16

U.S.E.R. cost: 10

Listening device

Hit points: 1
Power: Remote sensing 7 (only transmits sound)
Size: tiny
Gadget modifiers: Fragile, Must be repaired, worn or hand held.
Notes: This small device is usually planted in places where the user wants to eavesdrop.
Point cost: 2
U.S.E.R. cost: 1

Molecular adhesion gear

Hit points: 1
Power: wall crawling 1
Size: Tiny
Gadget modifiers: Must be repaired, Obvious, worn or hand held.
Notes: Gloves and boots that molecularly adhere to any surface and allow the user to climb wall and stick to surfaces
Point cost: 1

The Face

Hit points: 1
Power: Shape shift 4 (Face only)
Size: Tiny
Gadget Modifier: Must be repaired, worn.
Notes: A mask that mimics any face the user desires.
Point cost: 8
U.S.E.R. cost: 5

Ninja Egg

Hit Points: 1
Power: Flash Attack 8 (Radius 10ft)
Size: Tiny
Gadget modifiers: Fragile, Must be repaired, Obvious, hand held, One use only
Notes: This small device is the size and shape of an egg. When thrown to the ground it activated causing a blinding flash of light and a puff of smoke.
Point cost: 1

Security kit

Hit points: 4
Skills: Disable device 12
Size: Medium
Gadget Modifiers: Must be repaired, Obvious, hand held.

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Notes: This gadget comes in a small leather briefcase. The user has at his disposal a large assortment of lock picks and electronic equipment used for breaking into secure areas.
Point cost: 1

VEHICLES

The Car

A.K.A the USER mobile

Crew: 1

Passengers: 4

Cargo Capacity: 300

Initiative: 0

Maneuver: +1

Max speed: 275

Armor Class: 12

Hardness: 10

Hit points: 50

Size: Huge

Powers: Flight 2, Amphibious 2, Life support 4,

Chameleon 2, Enhance perceptions 3, Sonar 4

Gadget modifiers: Must be repaired, Obvious, 20 hours of use, vehicle.

Notes: The standard issue Black Lincoln Continental with tinted windows and chrome detailing. Inside, the car is upholstered with fine Corinthian leather and the dashboard and paneling are accented with richly stained mahogany wood.

Point cost: 28

U.S.E.R. cost: 13

The Cycle

Crew: 1

Passengers: 1

Cargo Capacity: 0

Initiative: +2

Maneuver: +4

Max speed: 400

Armor Class: 13

Hardness: 7

Hit points: 40

Size: Large

Powers: Flight 2

Gadget modifiers: Must be repaired, Obvious, 20 hours of use, vehicle.

Notes: For those not capable of affording “The Car”, The Cycle is the next best thing.

Point cost: 13

U.S.E.R. cost: 4

The Jet pack

Hit points: 4

Size: Medium

Hardness: 2

Powers: Flight 6 (activation roll)

Gadget modifiers: Must be repaired, Obvious, 7 hours of use. Worn or hand held.

Notes: Made famous by Flash Gordon. This device is about the size of a backpack and uses a combination of small propulsion jets and anti-gravity technology

Point cost: 1

CHAPTER SEVEN: U.S.E.R.

Excerpts from the U.S.E.R. *Recruit Orientation Guide*

Chapter Sixteen

Anomalies Explained

"Despite what the aliens would have us believe, most of the mysterious anomalies throughout human history have been directly attributable to the interference of alien life forms. Only after decades of research and analysis have we been able to determine even a fraction of the disturbances visited upon Earth and humanity...."

"The earliest intrusion of the aliens predates recorded human history. We are unsure if the aliens scouted the planet or crashed, but a ship landed off the coast of modern-day Florida and began to malfunction. Our scientists have determined that the ship used an advanced type of engine – a singularity drive – that created a controlled wormhole. We believe that this engine's malfunction caused the 'Bermuda Triangle' anomalies"

* * *

"In the year 1918, an epidemic swept the Earth. The world governments constructed a cover story to pacify the citizenry, but our operatives have pierced the veil of secrecy. According to our research, the Pandemic of 1918 was yet another case of the alien invasion having dire consequences on Earth's indigenous species.

"Prior to human history, the aliens experimented on humans by impregnating our genetic material with the 'Black Gene' causing premature death. Scientists have determined that the gene activates during puberty in some humans. Presumably, it was implanted to coerce us to fight a war between the Chimerans and their ancient enemy, the Elohim. Under specific circumstances called 'the shine,' the 'Black Gene' causes the victim to emit light energy until spontaneous human combustion occurs. Several survivors have joined the terrorist organization Black October discussed in subsequent chapters.

"During 1908, the 'Black Gene' activated when an alien spacecraft entered Earth airspace over Tunguska, Siberia. Reports at the time indicated that a meteor fell through the atmosphere explaining that the friction of reentry superheated the meteor and atmospheric compression caused it to explode, culminating in one of the most damaging 'natural disasters' in human history. Officials quickly manufactured case histories of similar events to provide credence to the story.

"In actuality, the item that entered the atmosphere over Tunguska was a Chimeran spacecraft with an engine similar to the one that malfunctioned off the coast of Florida. Once the Chimerans entered the atmosphere, the activated 'Black Gene' caused symptoms similar to a fatal strain of the influenza virus. As the aliens, mostly Elohim, have infiltrated governments worldwide, the convincing story of a global influenza epidemic was easy to coordinate."

* * *

"Perhaps the closest the aliens have come to being fully discovered was in Roswell, New Mexico in 1947. Life support and climate control systems found at the crash site indicated that possibly just the crew compartment of an alien ship crashed in the New Mexico Desert...."

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Reporting Agent: 0786411
To: Overseer, Southwestern Command, United States Eugenics Research
Confidentiality Rating: 4
Subject: Godsend Agenda

Overseer,
The following is reported by Confidential Informant 27B4021. Due to the nature of the information, a direct relation of the conversation is presented.

Conducting Officer (CO): U.S.E.R. agent 0786411
Disclosing Party (DP): CI 27B4021

<Information removed. Complete text: Article 277NM2101>

CO: Please relate the information you gained from her.
DP: Okay. They are aliens, you see. They aren't gods like people used to think. They crashed here and pretended to be gods. It's part of what they call the "Godsend Agenda."

CO: Please describe that term.

DP: Okay. These guys, from what I understand, were once part of this huge galactic empire. They were trying to take over the whole galaxy, but it was too big of a thing, you know? Galaxies are really big!

CO: So I've been told. Please continue.

DP: Right, okay. So since galaxies are big, there's a lot of planets. Lots of planets, lots of people on the planets. Just too many to go in and fight, right? So they - the aliens - decide not to fight all the other aliens. They decided to make 'em want to be taken over, you see?

CO: Not quite. Can you go into more detail?

DP: Yeah, okay. So, who wants to be taken over? No one, right? Well, not so fast! Every day people want to be taken over, just not by other people! They would give it all up if their god would just come down and tell 'em to, you see? So that's what they did, the Elohim.

CO: Elohim?

DP: Yeah, that's the aliens. The Elohim. I think it was the name of their empire, or home planet, or something.

CO: <Note: For clarification The Elohim is the empire. Araboth was the home world. >

DP: So they want to expand and decided to impersonate gods. They drop down to a planet, flex their powers for a while and make their way in. Pretty soon, they're seen as the gods.

CO: What about the religious clergy of the planets? Do they dispute it?

DP: See, that's where they are really tricky. Going in as a god is really the only way to do it. Not a great king reborn, or some hero from legend, but as a god. See, when you get a bunch of people together and you want to control 'em, you impose rules. Eventually those rules are morals. Then the clergy takes over the morals, proclaiming them as being from the gods. If you break the rules, you pay, and the gods are the ones who enforce that, right?

CO: So, how does this apply to the alien Agenda?

DP: Not "alien Agenda," Godsend Agenda. See, once you got the people believing in gods, then you got power over 'em. And no one wants to give up this power. So you go in saying you're a god. If you can whip the clergy into shape, you got it made. And the clergy want to be whipped into shape, see? If they don't just believe it, which a lot of them did, then they don't want to give up power. So, they go along with it. If they said, these guys aren't gods and they got powers, then a lot of people will question why the gods let them say they are. People stop believing, or start questioning, and stuff just falls apart. So, you go in, say you're a god, recruit the clergy, give 'em a bit of what you're getting and boom! You got the resources of the planet at your disposal. Industry and people. Can you think of someone who fights harder than someone fighting for their god? I can't.

CO: So, how does that apply to us?

DP: Well, that's what happened right here on Earth! See, these guys crashed a long time ago. They set themselves up as gods and just took over! Why do you think all the old gods seem so similar? Cause they're the same people! Well, most of 'em, but there you go.

<Information removed. Complete text: Article 277NM2101>

The Men in Black

U.S.E.R. formed in 1920 as an offshoot of the Department of Health. With the superhumans appearing around the world, a group of biologists and genetic researchers was given the task of finding a way of stopping or controlling the phenomena. U.S.E.R., the first to pinpoint the Black Gene, advanced cybernetic and genetic research in an attempt to unlock humanity's latent superhuman abilities. They have met with minor success in A.E.G.I.S. (Artificially Enhanced Gene Induction Serum). Recently, U.S.E.R. discovered one of the pieces to the superhuman puzzle while working with Elohim. Incorporating data of what the aliens called *Ka* into their equations, U.S.E.R.'s Department Red has found new avenues to explore in their stalled eugenics program.

U.S.E.R. doesn't have a public face – they work behind the scenes, recruiting superhumans and cataloging those who refuse membership. U.S.E.R. works closely with the N.S.A. and the F.B.I. when dealing with superhuman threats on U.S. soil.

Over the years, U.S.E.R. has defined a three-fold agenda:

1. To unlock the secrets of the Black Gene and find a way to initiate the ability to use *Ka* in a subject of their choice.
2. To create an elite cadre of super humans to guard the United States' interests.
3. To find a way to consistently neutralize superhuman threats when and wherever they arise.

U.S.E.R. has created a public group of American superhumans called the *Sentinels*. Department White has kept U.S.E.R.'s involvement with the team a secret, while molding them into America's premier super group. Members of the Sentinels team received their Powers with A.E.G.I.S. or cybernetics. These "Agents of Liberty" protect America from foreign aggressors and take care of domestic superhuman problems.

U.S.E.R. has been actively looking for the superhuman group Black October, and their leader, known as Prime. Black October and U.S.E.R. agents have clashed several times in the past. U.S.E.R. regards the group as dangerous, deserving thorough investigation and extermination. With the help of the N.S.A. and Interpol, U.S.E.R. has put Black October on the most wanted list in several countries.

U.S.E.R. recruits the best and the brightest from the military and government organizations. The recruits are put through rigorous physical training and intensive study to prepare them for what awaits them in the world beyond their headquarters. Recruits are told of the dangers associated with the Black Gene and *Ka* energy, and how best to deal with and neutralize aggressors. Before recruits leave the underground training facility in Manhattan, they are adept at handling an assortment of superpowered threats.

Once the recruits are trained, they reach their assigned program branches, doing research, testing or fieldwork. Dr. William Stovall is the head and supreme authority of U.S.E.R., answering only to the President. With input from the different department heads, Stovall orchestrates the grand scheme that drives the research programs. Given code names, the departments act completely independent of one another, with only Dr. Stovall knowing the complete agenda of any given department.

Department Red

Primarily focused on research and technology, Department Red has met with limited success. Their goal is unlocking the genetic code, allowing them to reliably create superhumans. Testing individuals for latent superhuman abilities has only given them one piece to the puzzle. While cybernetic and artificial intelligence technology has grown, they have managed to create only a crude cata-



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lyst to activate Ka abilities in A.E.G.I.S..

Department White

Responsible for public relations and misdirection for an organization that doesn't exist, Department White is responsible for building the superhuman group known as *the Sentinels* from the ground up. Department White gives the Sentinels their public-friendly face. The second task of the department is recruitment while keeping the truth of U.S.E.R. hidden. Farming recruits from the FBI, CIA and the NSA is a full time task for this branch.

Department Blue

The most active arm of the eugenics research program consists of highly trained field agents. Reconnaissance and apprehension of superhuman threats is dangerous, but Department Blue does its job quietly and safely. This department's main goal is to protect America and Americans from superhuman threats. Having an extensive cache of weapons at their disposal including cyborgs, robots and sanctioned superhumans, *U.S.E.R. can neutralize nearly any threat.*

The U.S.E.R. Agent Occupation

Players wishing to play U.S.E.R. agents may use the occupation listed below. U.S.E.R. agents receive useful advantages during their training as reflected in the skills and advantages received as part of the occupation.

The GODSEND Agenda supplement CONSPRACIES and INFESTATIONS has a wealth of information that can be used to augment campaigns using the U.S.E.R. organization.

Requirements

Race: Human only. Angelos and Atlanteans have been known to infiltrate the ranks of U.S.E.R. as spies.

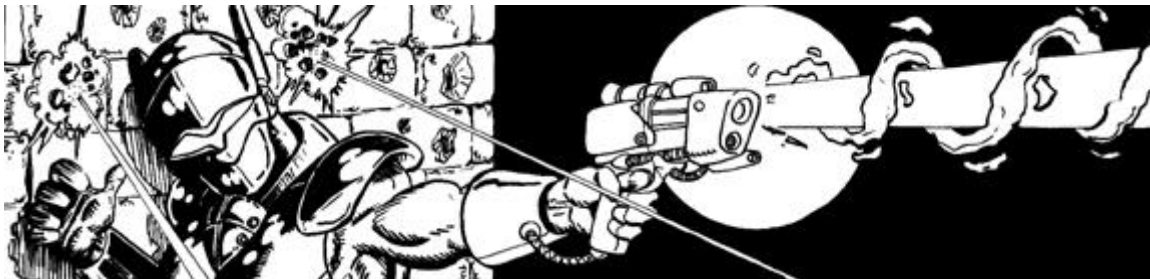
Archetype: Any excluding Outsider and Rogue

Skills: Choose 3 Skills as permanent class skills from the following list. If the skill you select is already a class skill, you also receive a +1 competence bonus for that skill.

Computer Use, Decipher Script, Gather Information, Intimidate, Knowledge (super humans, alien technology, behavioral science, bureaucracy, current events, law, political science, tactics, technology), Listen, Research.

Advantage bonus: Police Authority Rank 3, All USER Agents receive a 10% discount on gadget point costs (the discount is taken during step three of gadget creation. The 10% discount is subtracted from the gadget multiplier).

Wealth Bonus: +1



THE YOUNG GOD PRESTIGE CLASS

This prestige class is included for those GMs using this book as a resource for their existing world or campaign. Characters as gods are easily done and don't necessarily just cater to "munchkins" or "power gamers." Granted, the "Young god" characters will be a cut above the "normals," but aren't all player characters either extraordinarily gifted or heroically inclined? The game where gods walk the Earth can be balanced and enjoyable.

The "Young god" prestige class is created so that player characters can play beings favored by their gods and has nothing to do with GODSEND Agenda.

The Young god

The young god is someone whose parents are gods (it can be of any pathos). The character may not initially know of his divine heritage and may only find out through game play. The young god knows that he is gifted and has certain astonishing abilities but may not know the origins of these abilities.

On the other hand the character may know full well who his parents are and may just be on Earth to prove himself before taking his rightful place in the celestial courts of his parents, or maybe he's being punished for some small slight by his blood relations, exiled to live with the common mortal man.

Requirements

Race: Any

Alignment: Any

Feats: Divine Birth

Class Skills

Bluff (Cha), Craft (Int), Intimidate (Cha), Knowledge religion (Int), Listen (Wis), Profession (Wis), Ride (Dex), Search (Wis), Sense Motive (Wis), Swim (Str), Tumble (Dex). See chapter 4: Skills in the Dungeons and Dragons player handbook.

Skill points at each level: 2+ Intelligence modifiers

Beginning Power points: (4+Charisma modifiers) X 3

Power points per level: 4+ Charisma modifiers

Hit Dice: 1D8

Class Features

All of the following are class features of the young god prestige class.

Inspire

Beginning at 1st rank, a Young god can use oratory to inspire confidence in allies, bolstering them and improving their chance of success. An ally must listen to and observe the Young god for one full round to become enthused. The effect lasts for three rounds plus one round per rank after 1st. The Young god can inspire a number of allies equal to his level. The Young god can inspire once per day per Young god class level.

An ally inspired by the Young god gains a +1 to attack, morale and saving throws.

Strength of Will

The Young god has incredible mental stamina and is not easily broken by attacks on his psyche. The Young god gains a bonus +1 to any Will save and any dice roll to save or oppose rolls that would affect his mind.

Leadership

The Young god's commanding presence allows others to gain a benefit in combat. The Young god may direct his allies during combat situations giving them a bonus to their initiative. This action cost the Young god his move action that round as he barks out orders.

The Young god may, with the permission of the other players, roll initiative for the entire party with a bonus of +2. All allies of the Young god go on his initiative and may coordinate attacks. The leadership ability increases at 10th and 15th level by +1.

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Divine favor

Beginning at level four, the Young god can call upon his parent or patron to help him when in dire straits. The help comes in any form the DM deems appropriate - from fiery pillars to an old crone with encouraging words of wisdom. The Young god may use this ability once per level.

Plane shift

The Young god has the innate ability to shift to the planes of his divine origin once per week. The ability functions just like the spell of the same name with the drawback that the Young god can *only* travel to his designated plane. The Young god achieves this ability at 7th level.

Trait Increase

The Young god hones his body to the peak of perfection. Starting at 6th level, the Young God may increase his Strength, Dexterity or Constitution by 1 point. The Young God may increase an attribute again at 9th, 15th and 19th level. This is in addition to the ability increase every forth level.

Followers

The Young Gods renown becomes so great that admirers flock to his side. Around the Young God grows the beginnings of a small cult or religion. The character receives 2D10X5 followers, increasing by 4D10X10 at 18th level.

Half the followers are 1st level characters of different classes, the rest are normal mundane worshipers. At 18th level the character receives a 5th level champion.

Shepard of the Righteous

The Young God can hear the prayers of his righteous followers. He may mental respond and knows their exact location, even when the follower is on another plane.

Divinity

The Young god transcends his mortality and becomes enlightened. The character truly becomes a god with all the benefits of being a celestial entity. At this level, the character defines a sphere of influence and may offer up to 3rd level clerical spells to his cleric followers. At level 22 and 24, the spell level offered increases by three.

Avatar

The character may split a portion of his divine essence from his soul and send it to do his bidding. The avatar is only half as powerful as the god that it is split from. The Young god's abilities reduce by half once the avatar is split from the god.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+2	+0	+2	Inspire
2 nd	+1	+3	+0	+3	
3 rd	+2	+3	+1	+3	Strength of Will +1
4 th	+3	+4	+2	+4	
5 th	+3	+4	+2	+4	Divine Favor
6 th	+4	+5	+3	+5	Leadership +1
7 th	+5	+5	+3	+5	Plane Shift
8 th	+6/+1	+6	+3	+6	
9 th	+7/+2	+6	+4	+6	Trait Increase
10 th	+8/+3	+7	+4	+7	Followers, Leadership +2
11 th	+9/+4	+7	+5	+7	
12 th	+10/+5	+8	+5	+8	
13 th	+11/+6/+1	+8	+6	+8	Strength of Will +1
14 th	+12/+7/+2	+9	+6	+9	Trait Increase
15 th	+13/+8/+3	+9	+7	+9	Leadership +3
16 th	+14/+9/+4	+10	+7	+10	
17 th	+15/+10/+5	+10	+8	+10	
18 th	+16/+11/+6/+1	+11	+8	+11	Shepard of the righteous
19 th	+17/+12/+7/+2	+11	+9	+11	Trait Increase
20 th	+18/+13/+8/+3	+12	+9	+12	Divinity, Avatar

GODSEND

AGENDA

Character Name: _____

race: _____ Player: _____
 Size: _____ Age: _____ Gender: _____ Height: _____ Weight: _____ Eyes: _____ Hair: _____ Skin: _____

Ability Name	Ability Score	Ability Modifier	Occupation		KA points (=Charisma attribute)		Character Classes		
Str:			Archetype		Wealth		Chr	Ded	Fst
Dex:			Reputation						
Con:							Smt	Str	Tgh
Int:									
Wis:									
Cha:									

Vitality	Current	Wounds

Die Type = _____

Saving Throws

Total	Base	Class	Dex	Size	Misc.
	10				

Fortitude (Constitution)

Total	Base	Ability	Misc.

Reflex (Dexterity)

Total	Base	Ability	Misc.

Will (Wisdom)

Total	Base	Ability	Misc.

Initiative

Total	Base	Ability	Misc.

Base Attack (Bonus)

Total	1st	2nd	3rd

Melee (Attack Bonus)

Total	Base Attack	STR Modifier	Size Modifier	Misc Modifier	Temp Modifier

Ranged (Attack Bonus)

Total	Base Attack	DEX Modifier	Size Modifier	Misc Modifier	Temp Modifier

Weapon

Attack Bonus	Base	Ability Modifier	Hand	Feat	Misc	Damage	Critical	Range

Weapon

Attack Bonus	Base	Ability Modifier	Hand	Feat	Misc	Damage	Critical	Range

Armor

Name	Damage Reduction	Max DEX Bonus	Check Penalty	Speed

SKILLS				Max Ranks: \		
Skill Name	Class	Key Ability	Ability Mod	Ranks	Misc Mod	Skill Mod
Appraise		INT	=	+		+
Balance*		DEX	=	+		+
Bluff		CHA	=	+		+
Climb*		STR	=	+		+
Computer Use		INT	=	+		+
Craft		INT	=	+		+
Craft_____		INT		+		+
Craft_____		INT	=	+		+
Craft_____		INT	=	+		+
Decipher Script		INT	=	+		+
Demolitions		INT	=	+		+
Diplomacy		CHA	=	+		+
Disable device		INT	=	+		+
Disguise		CHA	=	+		+
Drive		DEX	=	+		+
Escape Artist*		DEX	=	+		+
Forgery		INT	=	+		+
Gamble		WIS	=	+		+
Gather Information		CHA	=	+		+
Handle Animal		CHA	=	+		+
Hide*		DEX	=	+		+
Intimidate		CHA	=	+		+
Investigate		INT	=	+		+
Jump*		STR	=	+		+
Knowledge		INT	=	+		+
Knowledge_____		INT	=	+		+
Knowledge_____		INT	=	+		+
Knowledge_____		INT	=	+		+
Listen		WIS	=	+		+
Move Silently*		DEX	=	+		+
Navigate		INT	=	+		+
Perform		CHA	=	+		+
Perform_____		CHA	=	+		+
Perform_____		CHA	=	+		+
Perform_____		CHA	=	+		+
Pilot		DEX	=	+		+
Profession		NONE	=	+		+
Read/Write Language		NONE	=	+		+
Repair		INT	=	+		+
Search		INT	=	+		+
Sense Motive		WIS	=	+		+
Sleight of Hand		DEX	=	+		+
Speak language		NONE	=	+		+
Spot		WIS	=	+		+
Survival		WIS	=	+		+
Swim		STR	=	+		+
Treat injury		WIS	=	+		+
Tumble*		DEX	=	+		+
			=	+		+
* = Armor check penalty applies / = Untrained /						

* = Armor check penalty applies / = Untrained /

[illegible]

COMIC COVERS

Comic covers work well for a game. What you do is prepare a cover for the story of each game (if you're not the artist in the group, find the guy who is and give him extra experience points for his participation). Just like in comics, every issue has a cover so every adventure of your game should as well.

Every week before the game starts, show the covers to the players to let them get an idea of who the villain is and what's going on. For instance the cover may show the player characters at the beach trying to enjoy themselves and in the background looms an ominous figure. The thought bubble above his head may say, "Yes, while you lay here and frolic in the sun I will plot my revenge" or something equally corny.

On the back of every cover, have a player write the plot synopsis for the game once it's over. After five or six games you'll look back and have a graphic archive of your adventures, believe me its really cool once you start doing it.

If you're not the artist pass the buck to someone who is (again maybe bribe them with extra experience points). Have another player come up with the cover blurb. Below are a few examples of covers used in my game and a blank cover template for your own use.

Khepera Publishing



GODSEND



\$2.95
\$4.50 CAN

Here is an example...



BOOSTER DECKS

All players are dealt three cards from the 50 card deck, at the beginning of the playing session, they must be spent that game or be lost; they cannot be hoarded. The player can play these cards at anytime, even during another cards play.

The cards have two numbers, one that corresponds to the positive Ka force in the Universe, the Yin, and another number corresponding to the negative forces in the universe, the Yang. Once the card has been played, the player attempts to roll (on 1D20) equal to or over the Yin number. If he is successful he achieves the cards positive effect; if he rolls under the Yin number but above the Yang number, nothing happens and the card is discarded. If the character rolls the Yang number or lower, he must take the negative effect of the card.

No one receives any more cards until every player uses all his cards. The cards can be used in an assortment of different situations including combat and non-combat encounters. The cards purpose is to augment the game play during the session. At the end of every night all the cards go back into the deck (no one may keep good cards over until the next game).

The game master may draw cards from the top of the deck as well to use for villains or NPCs and does not have the limit of waiting for all players to use their cards.

If the card has the Characters' Archetype at the top, then the positive energy difficulty number is reduced by four. If the archetype is at the bottom the negative energy number is increased by four.

The cards are PDF formatted and can be printed using any business card paper found at any stationary store that carries computer supplies

12

ADVENTURER

Befriend a Non player character during the game

Gain a +2 to any one Charisma roll

8

OUTSIDER

You're a Jerk!

Suffer a penalty of -2 on any one Charisma roll (GM discretion)

11

OUTSIDER

Divulge a secret about yourself to another player character

+1 to any one non-combat roll

7

ADVENTURER

One of you secrets is leaked to another player character

-1 on any one non-combat roll (GM discretion)

12

BRAVO

Emote when you fail at a task or take damage.

Regain 2 points of Ka previously spent

8

DARK AVENGER

Emote when you fail at a task or take damage. Your world has been rock and you have lost confidence.

Loose 2 points of Ka. If you have no Ka available take 4 mind hits

11

WARRIOR

Pronounce who you are and what you are about to anyone who will listen

Regain 1 Ka point

7

PROTECTOR

mispronounce who you are and what you are about to anyone who will listen

Loose 1 Ka point

12

COMEDIAN

I cant die yet I still have so much to do!!

Heal 5 Vitality points

8

SCIENTIST

Oh my GOD, this guy is gonna KILL ME!

Take 5 extra Vitality points from the next attack you suffer

12

ICON

With a dramatic flare and a flashy word or two save an innocent bystander.

Regain 2 Ka points

8

ROGUE

Innocent bystanders suffer a grisly death and the character is witness to the whole ordeal

Loose 2 Ka

13

DARK AVENGER

Befriend a NPC or spark up a romance. Try to get to know them.

+3 to any one social interaction roll

9

BRAVO

Did someone fart?

-3 to any one social interaction roll, Gm discretion

13

PROTECTOR

Pick a character and have a heated debate. Try to pick a character or player whose character is the opposite of your own

Regain 3 Ka points

9

WARRIOR

Suffer the barbs and wounds of a heated discussion. You loose belief in yourself

Loose 3 Ka points

12

SCIENTIST

Engage the villain in conversation during the course of the game session

+2 to any one roll versus the villain

8

COMEDIAN

The villain is so villainous that you falter and become scared

+2 to any one roll of the villain towards YOU

12

ROGUE

"Save the Drama for your mama!" Describe in detail your next combat action

Gain +2 on your next initiative roll

8

ICON

These shorts are too tight!

Suffer a -2 penalty to your next initiative roll

13

ADVENTURER

"Hrm, let me think"

Gain +3 on any Intelligence related roll

9

OUTSIDER

"Can we not agree that Tinky Winky is the greatest of all the Tele Tubbies?"

-3 on any one Intelligence related roll. Gm discretion

12

DARK AVENGER

Cool as ice

Gain +2 on any one Charisma related roll

8

BRAVO

Caught wiping booger on cape

Suffer a penalty of -2 to any one Charisma roll. Gm discretion

14

BRAVO

Temporal fugue

Re-roll any one failed roll

10

DARK AVENGER

Deja boo boo

Re-roll any one successful roll. Gm discretion

14

PROTECTOR

*Luck!
Turn lemons into lemonade*

Turn one failed roll into a success

11

WARRIOR

Don't drink that! THAT'S NOT LEMONADE!!!

Turn one successful roll into a failure. GM discretion.

12

WARRIOR

"Look ma, no hands"

Gain +2 to any one Dexterity related roll

8

PROTECTOR

"Look ma, no teeth"

-2 on any one Dexterity related roll. Gm discretion

11

SCIENTIST

"How can someone so big move so fast?"

Go first in the next combat round

7

COMEDIAN

"How can someone so fit drag so much ass?"

Go LAST in the next combat round

12

COMEDIAN

Power of a titan

Gain +2 on any one Strength related roll

8

ICON

"Its like wrestling grandma!"

-2 on any one Strength related roll. Gm discretion

12

ROGUE

Roll with the punches

Take half damage from the next attack

9

ICON

Roll INTO punches

Take double damage from next successful attack

12

OUTSIDER

Mind like a steel trap

Gain +2 on any one Wisdom or Will save related roll

8

ADVENTURER

*Mind like a steel trap...
RUSTED SHUT!*

-2 on any one Will Wisdom or Will save related roll. Gm discretion

12

ICON

Pin Point attack

Next attack has double the effect

9

ROGUE

*Float like a butter finger
sting like a flea*

One attack does quarter damage. Gm discretion

18

ICON

Lazarus Effect!

Bring one character back from the dead

11

COMEDIAN

Lazarus defect

Suffer 20 points of damage either Vitality or Mind hits. GMs discretion

11

ADVENTURER

Divulge a secret about yourself to another player character

+1 to any one non-combat roll

7

OUTSIDER

One of you secrets is leaked to another player character

-1 on any one non-combat roll (GM discretion)

10

PROTECTOR

"If only I could have been there"

Use the take the bullet for Jesus maneuver and save a NPC or player characters life

7

OUTSIDER

"I'm glad I wasn't there"

Accidentally push the person you were protecting into the attack. They take double the damage

16

ANY

Second wind!

All player characters regain their Ka pool!

10

ANY

Passed Wind!

All characters loose their KA pool

15

ANY

The Stacy Coon attack!

All character receive a bonus of +3 to hit and double their damage when doing a coordinated attack

10

ANY

Rodney King Reprisal!

All character suffer double damage from a counter attack

12

ROGUE

With a dramatic flare and a flashy word or two save an innocent bystander.

Regain 2 Ka points

8

ICON

Innocent bystanders suffer a grisly death and the character is witness to the whole ordeal

Loose 2 Ka

13

BRAVO

Befriend a NPC or spark up a romance. Try to get to know them.

+3 to any one social interaction roll

9

DARK AVENGER

Did someone fart?

-3 to any one social interaction roll, Gm discretion

13

WARRIOR

Pick a character and have a heated debate. Try to pick a character or player whose character is the opposite of your own

Regain 3 Ka points

9

PROTECTOR

Suffer the barbs and wounds of a heated discussion. You loose belief in yourself

Loose 3 Ka points

12

COMEDIAN

Engage the villain in conversation during the course of the game session

+2 to any one roll versus the villain

8

SCIENTIST

The villain is so villainous that you falter and become scared

+2 to any one roll of the villain towards YOU

12

ICON

"Save the Drama for your mama!" Describe in detail your next combat action

Gain +2 on your next initiative roll

8

ROGUE

These shorts are too tight!

Suffer a -2 penalty to your next initiative roll

12

ROGUE

"Hrm, let me think"

Gain +5 on any Intelligence related roll

8

ICON

"Can we not agree that Tinky Winky is the greatest of all the Tele Tubbies?"

-5 on any one Intelligence related roll. Gm discretion

15

SCIENTIST

Temporal fugue

Re-roll any two failed roll

10

COMEDIAN

Deja boo boo

Re-roll any two successful roll. Gm discretion

13

PROTECTOR

"Look ma, no hands"

Gain +4 to nay one Dexterity related roll

9

WARRIOR

"Look ma, no teeth"

-4 on any one Dexterity related roll. Gm discretion

13

DARK AVENGER

Power of a titan

Gain +4 on any one Strength related roll

9

BRAVO

"Its like wrestling grandma!"

-4 on any one Strength related roll. Gm discretion

13

OUTSIDER

Mind like a steel trap

Gain +4 on any one Spirit related roll

9

ADVENTURE

*Mind like a steel trap...
RUSTED SHUT!*

-4 on any one Spirit related roll. Gm discretion

13

ICON

Cool as ice

Gain +2 on any one Charisma related roll

9

ROGUE

Caught wiping booger on cape

Suffer a penalty of -2 to any one Charisma roll. Gm discretion

13

COMEDIAN

Luck!

Turn lemons into lemonade

Turn two failed rolls into a success

9

SCIENTIST

Don't drink that! THAT'S NOT LEMONADE!!

Turn two successful rolls into a failure. GM discretion.

13

WARRIOR

"How can someone so big move so fast?"

Go first in the next two combat round

9

PROTECTOR

"How can someone so fit drag so much ass?"

Go LAST in the next two combat round

13

BRAVO

Roll with the punches

Take quarter damage from the next attack

9

DARK AVENGER

Roll INTO punches

Take triple damage from next successful attack

13

ADVENTURER

Pin Point attack

Next attack has Triple the effect

9

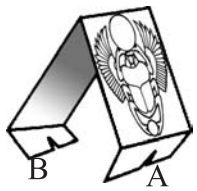
OUTSIDER

*Float like a butter finger
sting like a flea*

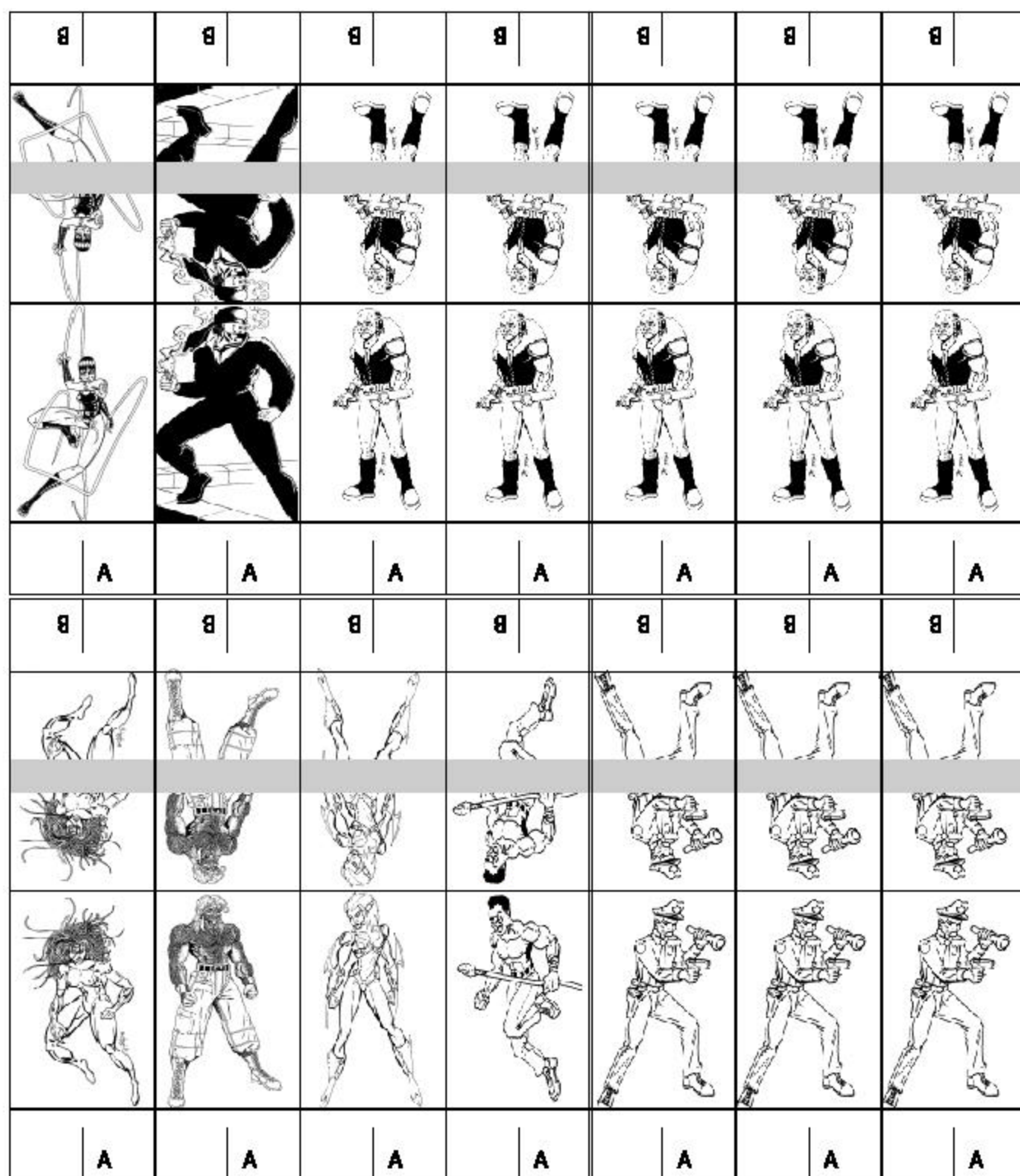
One attack does quarter damage to friend. Gm discretion

GODSEND Paper Miniature set 1

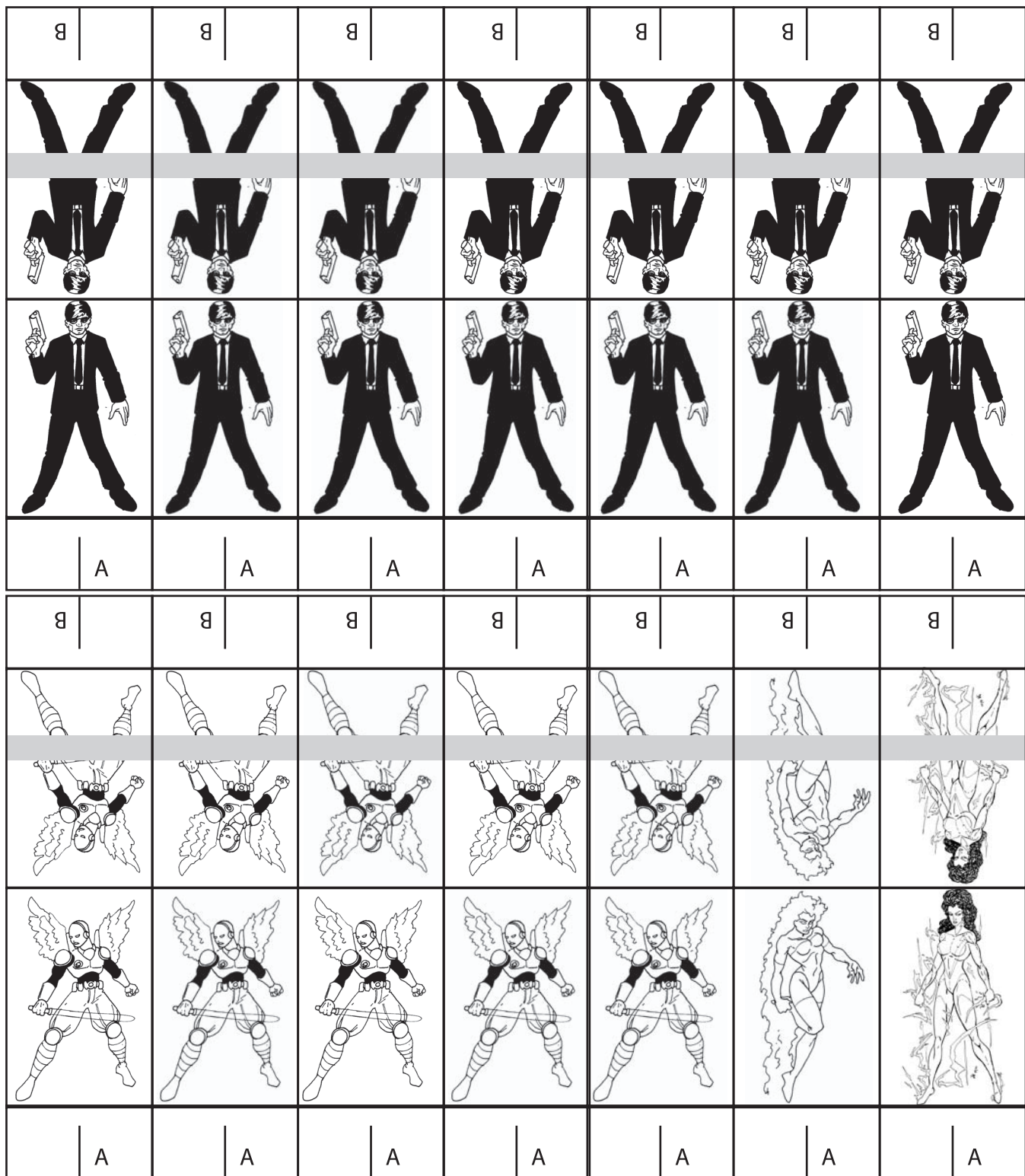
Cut figures apart and cut small slots at points "A" and "B".
Fold as the example shows. Interlock flaps "A" and "B".







B	B	B	B	B	B	B
A	A	A	A	A	A	A
B	B	B	B	B	B	B
A	A	A	A	A	A	A







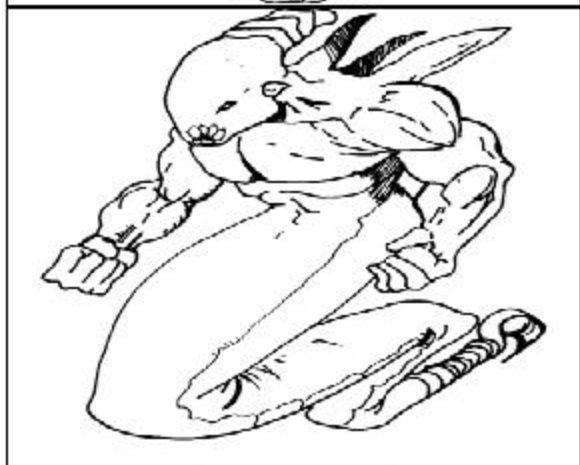

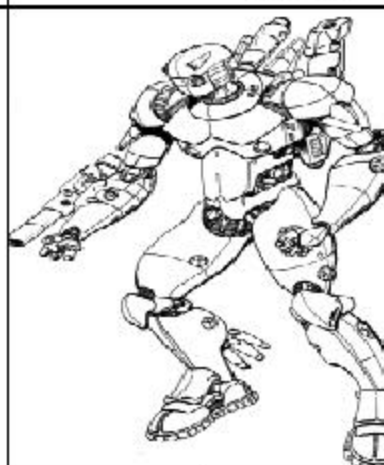


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B			A
B			A

B	B	B	B	B	B	B
						
						
						
A	A	A	A	A	A	A

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