



GODLIKE Character Guide

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What is *GODLIKE*?

GODLIKE is a game about heroism, being more than human, and attempting to live up to your potential.

It's set during the grim days of World War II. Players take the role of Allied "Talents," super-men blessed with impossible abilities—powers like teleportation, flight, and super-strength. As humanity struggles to understand and harness these newfound powers, so do the countries caught up in the war, each utilizing its super-men in a different way.

In combat, the powers of even the greatest Talents are not enough to keep them from harm—all have some sort of weakness. It takes skill, luck and a level head to come out of the war in one piece, super-powers or not.

Talents

"Talent" is a term adopted in the late 1930s by the English-speaking countries of the world to describe people who can do the impossible.

It began in 1936, with the arrival of the first proven super-man: Konrad Rahn, *Der Flieger* ("The Airman"), the Nazi who flew under his own power into the 1936 Berlin Olympics and lit the torch.

Since then, the world has been obsessed with the phenomenon. When the United States declared war in December 1941, thousands of known and many more unknown Talents already existed throughout the world.

Talent powers are not biological in nature—Talents are completely human—but the power of mind over matter. Talents can accomplish impossible things, like transforming into a shadow, walking up walls or freezing time. Almost nothing is beyond the scope of their abilities. They represent nothing less than the human mind taking direct control over the reality it perceives. Usually Talent powers are as eccentric and odd as their owners and reflect some sort of fundamental aspect of the owner's psyche.

Talents have the peculiar ability to detect one another by sight. If two Talents see each other, and one of their powers is active, each knows the other is a Talent. Sight is the key to Talent detection.

Talents also have the ability to resist other Talents' powers, under limited circumstances. Only when a Talent attacks or tries to affect another Talent directly with his

power is this resistance possible.

Scientists theorize that this "battle of wills" is actually a struggle between the abilities of the opponents to shape reality, a battle that only one can possibly win.

Talents find attacking others of their kind fatiguing and difficult, while attacking normal humans offers no such difficulty. One of the few effective countermeasures against Talent attack is another Talent.

You Are a Talent . . .

. . . a super-man who can accomplish the impossible. You represent your country's greatest hope in defeating the super-men of the Axis forces—the Nazi *Übermenschen* ("Over-Men") and the Japanese *Gaki* ("Hungry Ghosts"). Without you, these crazed superhumans will plunge the world into a new dark age.

Over the next few pages you will conceive, shape and define who your Talent is, what he or she can do, and the scope of his or her Talent ability.

There are nine steps to creating a Talent.

Step 1: Talk to the GM

To create a character for *GODLIKE*, you must first find out what kind of game the game moderator has planned.

Is it set in Papua New Guinea, or in the hedgerows of Normandy? What year is it? Only the GM, the shaper of the story in which your character exists, can answer these questions.

Step 2: Development Sentence

Your Talent is not some four-color superhero cutout; he (or she) is a normal, everyday person, granted extraordinary powers for some unknowable reason.

A good way to begin is to base your character on a subject from real life, like a friend, a relative, someone from history or a famous person.

Your character should be easily described in a sentence or two. "A high strung, well-adjusted former football player who has no idea what war truly is," is a good example, but "a bookworm" is too vague. Try to fashion a character who would seem completely normal if you met him on the street.



Cafeteria Power Listings

Here's a breakdown of pre-made powers. See page 56 of *GODLIKE* for details.

Talent Name	Cost Per Die	Qualities
Aces	5/10/20	A, D, R, U
Affinity	5/10/20	A, D, R, U
Alert	4/8/16	D, R, U
Alternate Form	5/10/20	A, D, R, U
Bind	5/10/20	A, D, R, U
Block	3/6/12	D, R
Break	4/8/16	A, R, U
Containment	5/10/20	A, D, R, U
Control	5/10/20	A, D, R, U
Create	5/10/20	A, D, R, U
Dampen	3/6/12	R, U
Dead Ringer	3/6/12	R, U
Detection	4/8/16	D, R, U
Disintegration	5/10/20	A, D, R, U
Extra Tough	4 per level	R, U
Fade	3/6/12	R, U
Fetch	4/8/16	A, R, U
Flight	4/8/16	D, R, U
Ghost	3/6/12	R, U
Go First	1 per level	
Goldberg Science	5/10/20	A, D, R, U
Harm	5/10/20	A, D, R, U
Healing	3/6/12	R, U
Heavy Armor	7 per level	D, R, U
Immunity	4/8/16	D, R, U
Instant Death	3/6/12	A, R
Insubstantiality	4/8/16	D, R, U
Invisibility	4/8/16	D, R, U
Jinx	5/10/20	A, D, R, U
Multiple Actions	10 per level*	A, D, R, U
Perception	3/6/12	R, U
Precognition	3/6/12	R, U
Projected	5/10/20	A, D, R, U
Hallucination		
Psychic Artifact	5/10/20	A, D, R, U
Rapport	2/4/8	U
Regeneration	3/6/12	R, U
Side Step	4/8/16	D, R, U
Sidekick	5/10/20	A, D, R, U
Stun	3/6/12	A, R
Super Speed	4/8/16	D, R, U
Telekinesis	5/10/20	A, D, R, U
Teleportation	5/10/20	A, D, R, U
Time Fugue	5/10/20	A, D, R, U
Transform	5/10/20	A, D, R, U
Transmutation	5/10/20	A, D, R, U
Zed	4/8/16	A, D, R

* See the updated version of Multiple Actions in the errata file available on the *GODLIKE* Web site.

Standard Weapons

Individual models vary slightly, but these are the standard values for the most common weapons in the game.

Weapon	Damage
Fists and feet	Width in Shock
Club, rifle butt	Width+2 in Shock
Commando knife	Width in Shock + 1 Killing
Trench knife, shovel	Width in Killing
Bayonet (fixed)	Width+1 in Killing
Pistol, SMG	Width in Shock and Killing
Carbine	Width in Shock, Width+1 in Killing
Rifle, machine gun	Width+2 in Shock and Killing
Grenade	Width+1 in Shock and Killing plus Area dice

Common Skills

Practically any conceivable area of expertise can be a skill. These are the most common in *GODLIKE*.

Body Skills	Brains Skills
Athletics	Cryptography
Bayonet	Demolitions
Brawling	Education
Climb	Electronics
Endurance	First Aid
Health	Language (Type)
Knife-Fighting	Map Reading
Running	Mechanics (Type)
Swimming	Medicine
Throw	Mortar
Coordination Skills	Navigation (Land)
Anti-Tank Rocket	Navigation (Sea/Air)
Boating (Type)	Radio Operation
Dodge	Survival
Driving (Type)	Tactics
Flamethrower	Command Skills
Grenade	Inspire
Machine Gun	Intimidation
Parachuting	Leadership
Pilot (Type)	Perform (Type)
Pistol	Seduction
Rifle	Cool Skills
Sailing (Type)	Bluff
Stealth	Lie
Submachine Gun	Mental Stability
Sense Skills	
Hearing	
Sight	
Smell	
Taste	
Touch	