

# For Immediate Release

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## Arc Dream Announces ‘Wild Talents’ Limited Edition

**Arc Dream Publishing to release limited collectors’ first edition of long-awaited RPG by Dennis Detwiler, Greg Stolze, Kenneth Hite and Shane Ivey**

Birmingham, Ala. — Ever since the 2002 release of the critically acclaimed *GODLIKE: Superhero Roleplaying in a World on Fire, 1936-1946*, fans have been clamoring for its sequel: *WILD TALENTS: Superhero Roleplaying in a World Gone Mad*.

The wait is almost over.

Arc Dream Publishing is proud to announce a special treat for the fans who have waited so long: A **full-color, hardcover limited first edition** to be available exclusively to the fans who inspired it. Later editions of *Wild Talents* will be released to retail distribution, but the first edition—limited to only 1,000 copies—will not be sold in stores.

Even better, *Wild Talents* is available with **FREE shipping and handling** to fans who buy a copy ahead of time with the **Wild Talents Pledge!** This is Arc Dream’s way of thanking the fans who have made *Wild Talents* a reality.

*Wild Talents* is a complete superhero roleplaying game built for fast, thrilling action and unprecedented flexibility, created by some of the most popular game designers and artists in the industry. Lavishly illustrated and unique in tone and concept, *Wild Talents* takes you to the brink of what we call reality and beyond!

For extensive previews and more information, see [www.arcdream.com/wildtalents](http://www.arcdream.com/wildtalents).

## About the Game

When superpowered Talents appeared during World War II, no one suspected it was only the first faltering steps of the human mind freed from the prison of reality. Then, after the war, Talents appeared who could do the impossible without interference from others of their kind. The age of Wild Talents had arrived!

*Wild Talents* is built around Greg Stolze’s “One-Roll Engine.” To resolve action, each player rolls one pool of no more than 10 dice. That one roll gives the full details for every action a character takes—it tells you who goes first, who succeeds, and how well. In combat, initiative, attack success or failure, hit location and damage are all determined from one quick scan of the dice.

That makes every encounter in *Wild Talents* quick and exciting, and the rules ensure that the stakes match the tone of your campaign. The game is fully customizable to any tone of play, from four-color slugfests to gritty, suspenseful adventures where even a run-of-the-mill streetfight with the bad guys can make the heroes just a little nervous.

Character generation in *Wild Talents* is likewise fast and flexible. Players have a handful of stats to start with, an archetype system to define the nature of each character's superhuman abilities, and an intuitive power creation system that lets you quickly create literally any superpower you can imagine.

In addition to the innovative rules set created by Greg Stolze, *Wild Talents* includes a chapter on creating superheroic stories and settings by alternate-history expert and comics sage Kenneth Hite. Dennis Detwiller takes us deeper into the world of *Godlike*, from the end of World War II to the strange years afterward as superpowered Talents slowly changed the world. And a complete adventure by Shane Ivey helps you start a *Wild Talents* game right away.

Artists **Christopher Shy** (*Mage: The Ascension*, *The World of Darkness*, *Armageddon: The End Times*) and **Sam Araya** (*Unknown Armies*, *Vampire: The Requiem*) offer a full-color glimpse into a superheroic world unlike none you've ever seen before.

## About the Authors

Origins Award winner Dennis Detwiller is best known as co-creator of *Delta Green*, the 1997 classic of horror gaming that is still widely hailed as the finest roleplaying game supplement of all time. Along with Greg Stolze he created the acclaimed *GODLIKE: Superhero Roleplaying in a World on Fire, 1936-1946*. As a videogame designer for Radical Entertainment he has developed such hits as *Incredible Hulk: Ultimate Destruction* and *Scarface*.

Game designer and novelist Greg Stolze, creator of the "One-Roll Engine" used in *Godlike* and *Wild Talents*, is co-creator of Atlas Games' cult (and occult) classic *Unknown Armies*. He is a frequent contributor to White Wolf's *Vampire: The Requiem* game line.

Kenneth Hite is author of numerous games from Steve Jackson Games, Atlas Games, White Wolf Games and many others. He was an author and developer of the *Star Trek Roleplaying Game* and a number of supplements for GURPS and *Unknown Armies*. He writes "Suppressed Transmissions," a column of strange and alternate history, for *Pyramid Online* and the RPG industry column "Out of the Box" for *Gaming Report*.

Shane Ivey is managing editor of Arc Dream Publishing and editor, webmaster and page designer for Avalanche Press. In addition to his game design he has edited and written for many magazines, newspapers and high-profile Web sites.

*Wild Talents* will be available in late 2006 exclusively from [www.arcdream.com](http://www.arcdream.com).

