

Extras for **GODLIKE**

Extras are additions to your power that expand its usefulness. For example, making your lightning attack armor piercing would make it more useful in combat. That's an Extra; it raises the cost per die since it expands the power's usefulness. You can have any number of Extras, provided you can afford them with the number of Will points provided during character creation.

The simplest way to handle Extras is to negotiate with your GM by sharing concepts and settling on a few ideas. Or you can determine just what the new Extra allows the ability to do and add the appropriate quality costs from the Miracle qualities table. To use the example above of an armor piercing lightning attack, this would be like the addition of a new "Attacks" quality (since it can now effect a broader class of targets) and would add an extra +1 per die, +2 per hard die and +4 per wiggle die.

These point costs are cumulative. So, generally speaking, the more Extras a power has, the more expensive it becomes.

The following list of Extras are by no means the *only* Extras available—you are encouraged to make up your own, or mess with them in any way you deem fit. Also, keep in mind that since the all powers are constructed off the four qualities, most Extras can be used on *any* power, not just the power it's listed under...

Always On (+1/+2/+4)

Your power is on all the time. This is especially useful for defensive powers, since it means that even surprise attacks will be defended against. The major drawback is, of course, that you can't consciously shut it off, and as a consequence, your power is always visible to enemy Talents. When you suffer any killing damage, or any type of damage to the head, your power fails, and you must roll the dice pool to reactivate it.

Endless (+1/+2/+4)

The power may be used indefinitely. Once successfully activated it may remain on until such a time that you become distracted or injured. (If the power does not really require an up to the minute conscious control, such as levitation, the power can remain on even when you are asleep!) If you are invisible, you can stay invisible without any effort. If you can fly, you can stay in the air for days, weeks or even months.

No Inertia (+2/+4/+8)

This allows the power to cancel inertia on its target. For example, a Hyperbody Talent could use his great strength to stop an oncoming truck without being knocked back or even needing a grip; his touch would cancel the momentum of the truck at the instant of contact. This effect only lasts as long as the Talent is touching the object.

No Leverage (+2/+4/+8)

This Extra makes the power require no purchase or actual leverage to gain a hold on an object. This has the effect of negating considerations of bulk, size or support; a Talent with this Extra on his Hyperbody could grab the corner of a tank and flip it over, even though his mass is much, much too small to affect the tank. This effect only lasts as long as the Talent is touching the object.

No Upward Limit (+2/+4/+8)

The power has no upward limit. You can potentially lift, teleport, transform or otherwise affect any amount of material or number of people. Every 5 Will you spend doubles the limits on your power. However, this doubling lasts only one combat round for every 5 Will points spent.

Example: You have a Body of 10 with a No Upward Limit Extra. You attempt to lift a tank that weighs 40 tons, but your Body score only allows 10 tons to be lifted. You spend 10 Will points – 5 to double your limit to 20 tons, then another 5 to double that to 40. You can lift the tank for two rounds. If you spent 20 Will, two more doublings would let you lift 160 tons for four rounds.

In practice, since no one can have more than 50 Will in the default setting of *Godlike*, there is an upward limit. However, since spending 50 Will lets someone with Body 10 lift 10,240 tons, it's a very high limit.

No Weight (+2/+4/+8)

This Extra renders the subject of your power effectively weightless. A Talent with a Body Stat of 8 (with the Extra of No Weight) who was lifting a car, could carry that car anywhere as if it weighed nothing, nor would it have any effect on the supporting surface he was walking on! Imagine a Talent picking up a tank, then leaping onto a boat with it... without sinking the boat. This effect only lasts as long as the Talent is touching the object.

Reflexive (+2/+4/+8)

Your power will react to dangerous conditions automatically given a bare minimum of stimulus. Direct observation is not necessary on your part. It is enough to know you are in danger, the power does the rest. For example: Telekinesis automatically activates to deflect bullets because your subconscious mind hears the gun cock a second before it is fired.

When under surprise attack (if you have this Extra and the Defends quality,) you get a free defensive roll at -1d against that incoming attack, as long as that attack is not with a Talent power.

Unconscious (+1/+2/+4)

Your power will work to protect you even if you are unconscious or asleep. You may not like what it does, but it will attempt to keep you alive in situations it deems dangerous. The exact outcome of such incidents is up to the GM to decide. Of course, you can use it normally when you want to.

Seeking (+2/+4/+8)

Your attack power will "hunt down" the target of your attack, if you miss them with your first attack roll that is. Your attack will loop around and swing back towards their target. Treat this as a "free" second attack roll for each individual attack—you don't have to pay attention to it, it just happens...

Doubler (+3/+6/+12)

When activated, this Extra doubles your power's effects. The downside is, you take a point of shock damage to the head each round you use it. This shock damage must be healed with bed rest, it does not get 'shaken off' at the end of combat.

If you fill your head with shock damage, you fall unconscious and lose all your Will points.

Friendly Fire (+2/+4/+8)

This Extra is a godsend in close combat. Your power will affect only your enemies, not friendlies or neutral parties on the battlefield. Whether this means your attack will zig-zag around a good-guy and then hit the enemy, or pass straight through a friendly without any effect, remains up to you.

Safety (+2/+4/+8)

Your power looks out for you. If it fails under less than perfect circumstances (such as say, your Flight Miracle failing at 2000 feet,) it will do the minimum necessary to get you to safety before cutting out. This Safety works for all transport powers.

Rev-it-up (+3/+6/+12)

You can covertly build your power up without really activating it. You can roll your power as many times as you like, until you get a match. This means with Flight for instance, you can lift off at your top-speed without making a roll the round you use your power (as long as you made a successful one earlier), or with Containment you can roll over and over again, picking your best roll to use when the power is activated. Talents watching you will not notice this "build-up" until you actually activate your power...

Obscured (+2/+4/+8)

Your Talent power is difficult to look at—to other Talents that is. When you use your ability, all attack rolls against you by other Talents must be a difficulty of 4 or more to successfully hit you, due to the blinding Talent aura around you. This aura only exists when you are actively using your powers however.

Area Aura (+4/+8/+16)

Your Talent aura covers an area equal to your dice pool x 4. If other people are within that range, Talents attempting to detect you will not be able to tell whether you, or they are the Talent, until you do something which gives you away that is...

Locked (+4/+8/+16)

Your attack power “locks” onto any target you can see with a single successful attack roll. From that point on, unless you choose to roll again, you may hit that target over and over again in the same place for the same amount of damage as your initial roll—as long as you can see it.

Engulf (+5/+10/+20)

Your attack power inflicts its damage on all the hit locations on a target, when you successfully hit the target, that is.

Extras for Aces

Contagious (+4/+8/+16): If you wish, friendlies within 10 feet of you roll your Aces total with their actions as well. However, the Will costs for each type of die thrown are multiplied by the number of people affected. That is, if you and your two friends all add 3 Aces dice, the total Will cost is 9 Will – 3 for your three dice, and 3 for each of the dice sets added to your friends. You can pick and choose who gets the bonuses and who doesn't.

Flamboyant (+1/+2/+4): Your power acts in dramatic and very noticeable ways. Your bullets miss, then ricochet off walls and hit their intended targets anyway; your grenade lands right in the open hatch of the oncoming tank after bouncing off a conveniently placed overhanging sign; or your gun just seems to go off by accident at random, killing enemies in concealed locations. Keep in mind, it's obvious to anyone seeing you perform these actions, that you are a Talent.

Force of Will (+2/+4/+8): You can focus your Aces power on someone else to affect the outcome of a dice pool roll. Concentrate for a round, spend 5 Will and the person or event you choose gets to pick and choose from your Aces total after they roll their dice pool. You must still pay normal Will costs as per the Aces power above.

Insanely Lucky (+4/+8/+16): If you roll a 10 in your Aces pool, you add another die to your Aces pool. As many 10s are rolled, that's how many more dice you get to roll in your Aces pool to choose from. (Ten remains the maximum number of dice for any dice pool.) The extra dice gained from rolling tens don't cost extra Will points.

Extras for Affinity

Affinity Sense (+1/+2/+4): You can “sense” the presence of people or living beings within your Affinity while you are immersed in it. This has a range of up to a mile.

Your Element (+2/+4/+8): If you make a successful roll against your Affinity while in your element, you gain +2d to any action, instead of a +1d. You may buy this Extra multiple times.

Sharing is Caring (+5/+10/+20): You can grant your Affinity to a single human target with a touch. This Affinity lasts for the width of your Miracle roll in minutes.

Extras for Alert

Detailed (+2/+4/+8): With a successful roll your power gives you a detailed idea of the danger facing you. Although certain details elude you (the names, ranks, units and such of your enemy,) other details are quite clear, such as their armament, placement and level of preparation.

Extras for Bind

Physical Stuff (+1/+2/+4): Your power creates a substance or object that it binds with. This material is real, and remains behind even after you release your Bind.

Unlimited (+2/+4/+8): The number of targets you can Bind is not limited by the amount of dice in your dice pool. You are still limited by the multiple targets rule, however.

Extras for Block

Blind Block (+2/+4/+8): Your power automatically intercepts the strongest attack coming at you in any round, and even works in the dark.

Extras for Break

Control (+1/+2/+4): You can choose the level of Penetration you achieve with Break. If you roll higher than you intended you can discard any number of damage or Penetration points you wish.

Extras for Containment

Actual Physical Boundary (+2/+4/+8): Your power generates a real physical boundary, such as a wall, a container or another real object to contain materials within. Once created, these containers remain behind for the number of minutes equal to the width of your roll, and then they vanish.

Extras for Control

Precise Control (+1/+2/+4): Your power can Control elements, phenomenon or life forms in an extremely precise manner. For example, you could remove the oxygen from a single test tube, distort the passage of light through a lens, or cause a rat's leg to move independently of its own body.

Extras for Create

Duplicate (+2/+4/+8): Any object you touch (and which your power could create) you can automatically produce with a successful roll. The duplicate appears exact, but if it is a duplicate of a mechanical device, it does not work. Also, any Talent seeing the duplicate can "wish it away" at the cost of 1 Will point.

Extras for Dampen

Contagious Dampen (+3/+6/+12): Anything or anyone touching the object you have affected with your Dampen (or anything or anyone entering your Dampen area of effect) is attacked with your Dampen dice for free, with the same effect.

Example: Fritz goes to pick up his electrically dampened buddy who has been hit with a 6d Contagious Dampen. When Fritz touches his compatriot, he is attacked by a 6d Dampen, even though the Talent who did it is not present.

Extras for Dead Ringer

Animal Magic (+2/+4/+8): Not only can you duplicate humans, but you can copy animals as well, but you can only shrink to half your size or grow to double it. You gain no special abilities inherent to your assumed animal form, and the change is only superficial and cosmetic.

Extras for Detection

Tracking Detection (+2/+4/+8): You can choose a single target you've successfully scanned and maintain an up to the minute track on just where that target is (until it leaves your radius of Detection of course.)

Extras for Disintegrate

No Touch (+1/+2/+4): You do not need to touch an object to disintegrate it. You can make disintegration attacks as solo actions.

Piecemeal (+2/+4/+8): You can disintegrate select pieces of objects, a tire from a car, a turret from a tank, an arm from a human being. Ouch. Treat this as an Called Shot to the specific hit location targeted (see *Called Shots* in **Part Two: Game Mechanics** for more details.)

Extras for Fade

Flicker (+1/+2/+4): By fading in and out of focus rapidly, you make it harder to follow your moves in combat. If you have this Extra, you can roll Fade and use the results as gobble dice – but only against hand-to-hand attacks.

No Blur (+1/+2/+4): You remain faded, and no telltale blur is visible when you move.

Extras for Fetch

Cornucopia (+2/+4/+8): You can “tag” up to your Body limit in weight of objects that you can Fetch to your hands from any distance or locale. You must roll each time you wish to do so.

Extras for Flight

No Altitude Limit (+2/+4/+8): You require no air or heating equipment to fly at extreme altitudes (no, you can't fly into space, don't even ask.)

Extras for Ghost

Physical (+3/+6/+12): Your Ghost form can pick things up, manipulate objects, and fire weapons. It uses your Body and Coordination for these tasks. Physical Ghosts can be seen and attacked. Any successful attack dissipates the Ghost form.

Disturbing (+1/+2/+4): Animals can see you in your Ghost form.

Extras for Go First

Combat Precognition (+2 per Level): You go first in combat because you can “see” what your opponent is going to do a second before he does it. If you're reacting to an enemy's action (dodging a blow or grabbing an arm as he tries to draw a gun) add a die to your pool.

Extras for Goldberg Science

Fiddly Bits (+2/+4/+8): You can make your devices out of common junk found around a battlefield as long as you have access to a secure and well-lit work location.

Voila! (+5/+10/+20): You don't need any materials to make your devices at all! Simply envision what you want to create, take the allotted time in concentration, make your roll, and it appears.

Not Affected (+4/+8/+16): Your devices cannot be shut off by other Talents' Will. Your Will still remains frozen when you build them, and the Will won with the devices is still stored in escrow within them. Destruction still has the usual effects on stored Will.

Extras for Harm

Area (+1/+2/+4) [Cost: 5 points per rank]: Your attack explodes upon impact, causing normal damage and damage for Area dice. If you successfully hit, throw the Area dice in additional damage against the target. Each Area die causes 1 point of killing damage to the hit locations rolled for all targets within 10 yards. Everyone in range also takes 2 shock points of damage to every hit location.

Burn (+1/+2/+4): In addition to the normal damage caused by your attack, it also sets the target on fire as per the burn rules on page xx.

Electrocuting (+4/+8/+16): Your Harm is electrical in nature, and in addition to inflicting width in killing and shock damage, the Harm dice rolled also inflict an equivalent electrocution attack on the subject (see **Part Two: Game Mechanics** – *Electrocution* for more details.)

Penetrating (+1/+2/+4) [Cost: 3 points per rank]: Your attack penetrates Armor just like anti-armor weaponry. Each level gives the attack the equivalent Penetration rating.

Splash and Spread (+2/+4/+8): Your Harm not only hits the rolled location, it hits adjacent hit locations as well and spreads at the rate of 1 shock point per round for the number of rounds equal to the width of the roll.

Spray (+1/+2/+4) [Cost: 3 points per rank]: Just like a machine gun, your Harm is dealt out in a spray of attacks. Add the spray rating dice when attacking with your power, thus improving your chance of getting multiple sets to attack more than one target.

Vicious (+1/+2/+4): Your Harm does an additional level of killing damage. You can buy the Vicious Extra multiple times to add further killing levels.

Extras for Healing

Force of Will (+1/+2/+4): For every 5 Will points you put into an attempt to heal, you increase the width of the points healed by 1.

Extras for Heavy Armor

Focus (+5 per Level): You can “focus” Heavy Armor points, by moving points around from hit location to hit location. For example, you could take 1 point of Heavy Armor from your arm and add it to your torso, so that you had 2 points there. Each movement takes 1 round.

Hardened (+7 per Level): Your Heavy Armor is immune to the effects of Penetrating, Area and Spray weapons.

Extras for Immunity

Shared (+2/+4/+8): A single human target you touch is conferred your immunity as long as you remain in contact.

Unshaken (+1/+2/+4): Normally, powers shut off when any damage is taken. If you have this Extra, your power only shuts off when you take killing damage. This means that your power can never be shut off by even minor damage from its chosen source.

Extras for Instant Death

Multiple Targets (+2/+4/+8): You can split your Instant Death dice between as many targets as you like.

Extras for Insubstantiality

Breather (+2/+4/+8): You can still breathe while insubstantial.

No Sink (+1/2/+4): When you turn insubstantial, you don't fall through the ground.

Sectional (+1/+2/+4): You can turn a single body part insubstantial while keeping the rest of your body solid.

Extras for Invisibility

Unshakeable (+2/+4/+8): You don't become visible unless you want to, even if you are injured.

See While Invisible (+1/+2/+4): You can see when invisible, despite the fact that your eyes are transparent to light.

Extras for Jinx

Blanket Jinx (+4/+8/+16): Enemies within 20 yards all suffer from your Jinx power. But the Will costs for each type of die thrown are multiplied by the number of people affected.

Extras for Perception

Superimposed (+1/+2/+4): Your new perception is simply a layer of perception piled on top of your old sense. If you have X-Ray vision, you can see through objects and see normally at the same time without penalty. You don't have to take a round to switch between them.

Extras for Precognition

Mothering (+1/+2/+4): In addition to warning you of impending danger to yourself, your power automatically “looks out” for your close friends and family as well.

Extras for Psychic Artifact

Extended Duration (+2/+4/+8): Instead of combat turns and non-combat minutes, your Artifacts last for widthx3 rounds in combat (if combat ends, the object remains) and hours out of combat.

Levitating (+2/+4/+8): When your Psychic Artifacts manifest, they hover in the air nearby within Base Will in feet. You can operate them with your thoughts, using only your skills as normal (in other words, if you fire a levitating psychic rifle you roll only your Rifle skill, not your Coordination+Rifle.) You can only control as many artifacts equal to half the dice in your pool.

Extras for Rapport

Multiple Targets (+1/+2/+4): The number of targets you can tag is doubled.

Extras for Regeneration

Automatic (+2/+4/+8): Your power will activate and heal you (if you have Will Points available,) regardless of your state of wakefulness; you’ll regenerate even in a coma. Drugs are no obstacle, you’ll just burn them out of your system. A Side Effect of this Extra is that you’ll never get drunk again (for more than mere minutes, anyway.)

Re-growth (+1/+2/+4): Like a lizard, you can re-grow severed or destroyed limbs or organs.

Extras for Sidekick

Second Pair of Eyes (+2/+4/+8): Not only can you create a Sidekick, you can see through its “eyes” as if they were your own. You must pause a combat round and concentrate to activate the link, and you are not able to do anything else while using it.

Mutable (+5/+10/+20): Your Sidekick’s size is mutable, and it may shrink or grow as if your Sidekick dice were Transformation dice (see *Transformation* for more details.) While size may change, the stats of your Sidekick do not. Shifting sizes takes one combat round.

Visible (+1/+2/+4): Your Sidekick is visible to normals as well as Talents.

Extras for Stun

Headhunter (+3/+6/+12): Your power automatically attacks the central nervous system of a target. Any attack made with stun on a target automatically is treated as an attack on the target’s head, despite the rolled hit location.

Extras for Super Speed

No G’s (+2/+4/+8): You can turn on a dime despite your super speed without any ill effects.

Extras for Telekinesis

Touch (+1/+2/+4): Your telekinetic “hands” have a sense of touch equal to your Sense statistic (or Touch skill, whichever is higher.) This allows you to feel around with your power in the dark or outside of your range of vision. Note that you don’t roll Sense+Touch: You roll Sense or Touch.

Extras for Teleportation

Blind Teleportation (+3/+6/+12): You can teleport to a location never seen before, randomly. When you want, your power finds a safe location and teleports you there. In this case, a “Safe Location” is defined as an area of solid ground that is not occupied by another object; it covers no other eventualities. You can only use this power if you’re personally going to that place -you can’t use it to send a ticking bomb somewhere unless you go along for the ride.

Global Range (+5/+10/+20): You never need to assign any of your teleport dice to range. You automatically have a 10d in range and never need to roll against it. You still must have

previously seen the location you are traveling to, however. These Global Range dice cannot be used to increase your Mass capacity.

Maximum Capacity (+5/+10/+20): You never need to assign any of your teleport dice to mass capacity. You automatically have a 10d in capacity and never need to roll against it. You still must touch all the objects you want to transport. These Maximum Capacity dice cannot be used to increase your Range.

Silent (+2/+4/+8): There is no tell-tale loud report when you use your power (some theorize that air is exchanged in equal volume, thereby equalizing the pressure instantly, but as with so much concerning Talents, it's hard to prove.) This is very useful for those espionage missions.

Extras for Thought Control

Buddy, Buddy (+1/+2/+4): No matter what you say, the target thinks you are a saint. He will go out of his way to help you, warn you or protect you from harm, even if you're trying to convince him to kill himself.

Non-verbal (+3/+6/+12): Simply by looking at the target (only the Talent need see the target) the Talent can make non-verbal assaults upon the victim's Will. If the roll is successful, then your command is placed within the target's mind. Language is not a barrier with non-verbal commands. It still takes the requisite time to wear an individual down, however.

Extras for Projected Hallucination

Everybody Sees it (+3/+6/+12): Anybody present experiences the illusions you project. This includes you and your allies, so be careful before doing that blanket agony attack.

Extras for Time Fugue

Vanish (+1/+2/+4): A fugued object or person doesn't just freeze, it disappears from reality entirely. It cannot be seen, touched, or perceived in any fashion until it reappears.

Extras for Transform

Light Armor (+1/+2/+4) [2 points per rank]: For each rank you take, you gain a point of Light Armor for your Transformed forms. Any sort of Penetrating weapon will pierce your Light Armor completely, unfortunately.

Resiliency (+2/+4/+8) [1 point per rank]: For each rank of Resiliency you have, you can ignore 1 point of killing damage taken in a Transformed state, *for the purposes of reverting to human form only*. You still take the damage; Resiliency only means you can continue to concentrate on your form past the pain of the injury.

Sense While Transformed (+1/+2/+4 for each sense) With this Extra, you can use your human-level senses normally, regardless of what form you've assumed. Become a rock? You can hear or see (or whatever) normally, whether or not you have sense organs.

Extras for Transmutation

Selective Transmutation (+2/+4/+8): You can transmute less than one object with this Extra. Want to turn the tires of a truck to ash without affecting the truck itself? No problem. (Usually the GM will set a Difficulty number to "hit" the targeted zone.)

Extras for Zed

Radius (+3/+6/+12) [3 points per rank]

The power's effect radiates outwards from you (and only you,) affecting its targets within the radius established.

Radius Table: Maximum Distance

Rank Maximum Distance

1 1 yard

- 2 5 yards
- 3 10 yards
- 4 50 yards
- 5 100 yards
- 6 250 yards
- 7 500 yards
- 8 1000 yards
- 9 1 mile
- 10 10 miles