

# GODLIKE: New Powers

## Plasticine Touch

### Qualities

Attacks, Defends, Robust, Useful Outside of Combat.

### Plasticine Touch Table: Can Defend

Die Type	Point Cost to Purchase
Each Die	5
Each Hard Die	10
Each Wiggle Die	20

You have the ability to modify the state of objects and people by manipulating their molecular structure. This means you can make bricks as soft as taffy, a regular wood wall as hard as armor plate, cause guns to wilt like dying flowers, or render an opponent harmless by converting his bones to the consistency of liquid. You must touch the target to transform it, and this effect is purely temporary, it ends when you cease concentrating on the target. You can plasticise up to your lift in pounds (see *GODLIKE*, page 8) with your power—the power *can* affect portions of targets at no penalty.

The difficulty of the alteration depends on the hardness of the material.

### Hardness Table

0	Liquid
1	Goo, Jell-O
2	Rubber, Human Being
3	Glass, Wood
4	Copper, Tin (1 LAR)
5	Iron (2 LAR)
6	Knife Blade (3 LAR)
7	Hardened Steel File (2 HAR)
8	Armor Plate (4 HAR)
9	Corundum (8 HAR)
10	Diamond (10 HAR)

The width of a successful roll indicates the amount of shift possible on the Hardness Table. You may increase the width after the roll by spending Will points at a 1 to 1 ratio. Causing objects to become more malleable (such as changing gun barrels to the consistency of rubber) works the same way, but in reverse. Note that most weapons won't fire if changed in such a manner—the firing pin would be as rubbery as the rest of the gun!

**Example:** Craig has Plasticine Touch at 4d+1wd. He throws his dice and scores three 2s, and with his 1 Wiggle Die, makes it four 2s. He can shift anything of the hardness of Iron (Hardness 5) up to four steps on the Hardness table in either direction. So he could take something with the hardness of rubber (Hardness 2) and make it as resistant to damage as a knife blade (Hardness 6). Or, he could take something like a gun (Hardness 7) and make it as fragile as glass (Hardness 3) by shifting it down 4 steps.

Changed items *appear* the same, except for a change in their structural state (so a gun changed to rubber would look like metal, but would bend like rubber.) Shifting objects up in density increases their resistance to damage, and shifting down in density increases their susceptibility to damage. Objects over Hardness rating 6 have Heavy Armor ratings, while objects between 4 and

6 have Light Armor ratings—anything beneath 3 had no armor rating at all. Check the chart to determine the level of Armor granted (or subtracted) from a changed target. (Round Armor numbers up to the nearest possible number.)

**Example:** Craig wants to change his Jeep windshield to the consistency of armor plate to block a volley of incoming bullets. He rolls a 10, 10, 6 and a 2, and he makes his Wiggle Die a 10. So he has 3x10, and he spends 2 Will, so he can shift the hardness of the windshield up or down 5 levels. Craig transforms the glass of the windshield (Hardness 3) to the consistency of armor plate (Hardness 8). The windshield looks normal, but now has a Heavy Armor rating 4.

**Example:** Craig wants to make a tank vulnerable by reducing its armor's resistance to damage. The tank has a Heavy Armor rating of 6 (rounded up to Hardness 9 since that's the listing for HAR 8, and you round up). Craig rolls a 7, 7, 5 and a 2, and makes his Wiggle Die a 7, giving him a 3x7 roll. He reduces the armor of the tank to Hardness 6, making the once strong HAR 8 into a measly Light Armor Rating of 3. Once immune to small arms fire, the tank is now a target!

Using this power on living targets is a bit different. This attack is a multiple action. Roll the either Body+Brawl or Plasticine Touch (whichever is lower) with a 1 die penalty. If you get two matches, the enemy is subject to your power.

Once you hit the target, the shift works the same, but its effect is a little unusual. When you target a living being with this power and shift them up or down in Hardness, all their stats, skills and powers *decrease* by that amount. If the target's Body stat hits 0 or lower due to the shift, the target takes 1 shock point of damage to the head and torso per round until the attack stops. This represents either the target suffocating because it's difficult to breathe when your lungs are the consistency of metal, or the target's suffocating because his body has the consistency of Jell-O, and lungs need ribs to work.

**Example:** Craig sneaks up behind a guard and nails him with his power, rolling a 3X6. Craig decides he'll shift the guard up to the consistency of Iron (Hardness 5) on the table. The guard is frozen in place, unable to move or act, since the 3 width has reduced all his stats and skills to 0. He also suffers 1 shock point of damage to his head and torso until the power wears off. On the up side, his skin now has a LAR of 2, but it doesn't really matter, because in eight rounds, the guard will be dead. Due to his new "state" he'll remain standing for some time...

### Extras

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

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

### Flaws

**Only Harder/Softer (-2/-4/-8):** You can only move objects in one direction on the Hardness Table, either up or down, pick one.

## Size Shift

### Qualities

Attacks, Defends, Robust, Useful Outside of Combat.

### Size Shift Table: Can Defend

Die Type	Point Cost to Purchase
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Each Die	5
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Each Hard Die	10
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Each Wiggle Die	20
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You can cause yourself or any object you can touch to grow or shrink — including people. Touch the target, get a success, and the object grows or shrinks. This shift costs 1 Will point per die thrown (you can always choose to throw less dice). Objects and people remain in their new size-state for width in minutes, but only one object per touch is allowed to change. (This means if you shrink a soldier, only his body shrinks — not his gun, clothes or helmet.) You must touch the specific target you wish to shift.

*Enlarged people* gain the width of the success in the Size Shift roll to their Body score (to a maximum of 10), and lose that amount from their Coordination (to a minimum of 1), for as long as the shift remains. In addition, they gain the equivalent amount of Extra Damage boxes to every hit location for as long as the shift lasts. When the effect vanishes, these damage boxes vanish as well, along with any damage contained in those extra boxes. People shifted upward in size grow in multiples of the number of dice thrown. Objects are the same — multiply their size and weight by number of dice thrown in a successful activation roll to determine their new size. (Optionally, if you want extra "realism" you can multiply height by the width and weight by the width *cubed*, to reflect the fact that volume changes on a different scale than height; see the Size Table.) All qualities of the object (Damage, Penetration, Heavy Armor, etc...) are multiplied by the width of the success to determine their new rating.

**Example:** Tom throws his Size Shift of 7d to make himself grow, and gets a 10, 10, 10, 3, 4, 1, 1, 5, 6 for a 3x10. He spends 7 Will, gains 3 points of Body (making his Body score 6d,) loses 3d from his Coordination (making it 1d,) and gains 3 extra hit boxes to all six hit locations. Tom is usually 6' tall, but his Size Shift has made him grow 7 times his normal size (equal to the number of dice thrown.) Tom is now 42' tall, weighs 1260 lbs, can lift up to 1 ton and cause Killing damage with his hands, for 3 minutes. Oh, and he's naked.

**Example:** Tom throws his 7d Size Shift dice to make a tank grow to monstrous size. He gets a 2x10, spends 7 points and the tank grows. It is now 7 times its size — growing from 20 feet long and 10 tons to 140 long and 70 tons! Its Heavy Armor Rating of 6 is now 10 and it causes twice the amount of damage it usually would — if someone was big enough to operate it, that is...

*Minimized people* are treated the same as enlarged people, except they lose the width of the success from all their Body, Coordination, and any physical skills they try to use. Anyone minimized with more than a 7d Size Shift treats all attacks against them as if they were an attack on *all hit locations simultaneously*, because they are so small. In addition, Shock damage is automatically counted as killing damage. This damage *remains when the target reverts to normal size*. Minimized objects are the same — divide their size and weight by number of dice thrown in a successful activation roll to determine their new size. (Optionally, divide weight by width *cubed*.) Divide all qualities of the object by the width of the activation roll to determine their new rating.

**Example:** Tom throws his Size Shift of 7d to shrink an *SS Mann* to doll size. He gets a 4x6, spends 7 Will, and the *SS Mann* loses 4d from his Body and Coordination, reducing both to 1. The *SS Mann*, usually 5'9" and 160 lbs is now about 10 inches tall and 22 pounds. The next round Tom stomps on the *SS Mann*, rolling his Body+Brawl of 7d for a 2x10. Because of his tiny size, the *SS-Mann* suffers 2 Killing points of damage *to every hit location*, instead of only 2 Shock to his head.

**Optional Size Table: Enlarged**

Width	Height	Weight
2	x2	x8
3	x3	x27
4	x4	x64
5	x5	x125
6	x6	x216
7	x7	x343
8	x8	x512
9	x9	x729
10	x10	x1000

**Optional Size Table: Minimized**

Width	Height	Weight
2	1/2	1/8
3	1/3	1/27
4	1/4	1/64
5	1/5	1/125
6	1/6	1/216
7	1/7	1/343
8	1/8	1/512
9	1/9	1/729
10	1/10	1/1000

**Extras**

**Bumping (+2/+4/+8):** For every 2 extra Will points you dump into your activation roll, you bump your width up one level (this extra width *does not* add to the cost of the activation roll). You must choose how much you spend *before your roll* however. On a failure Will point risked in such a manner are lost...

**Everything at Once (+2/+4/+8):** Your power affects an entire object — if you target a person, you can Size Shift him, clothes and all, without individually targeting each item. This includes yourself.

**Flaws**

**One or the Other (-2/-4/-8):** You can only Size Shift in one direction, up or down, your pick.

**Self Only (-2/-4/-8):** You can only Size Shift yourself — not your clothes or equipment or weapons, just your body.

**Unconventional Move**

**Qualities**

Attacks, Defends, Robust, Useful Outside of Combat.

**Unconventional Move Table: Can Defend**

**Die Type Point Cost to Purchase**

Each Die	5
Each Hard Die	10
Each Wiggle Die	20

With your Talent ability, you have the power to move in an unconventional and very specific manner. For example, if your character dug through the ground like a giant mole, swung on webs like a spider, or rode on a sled made of ice, he would choose Unconventional Move as a power, and modify it to fit his needs.

If you want to move super-fast with this ability, buy and attach Super-Speed to it, otherwise consult the following table to determine your speed when using your ability.

## Unconventional Move Table: Top Speed

Level (Yards/Round)	Top Speed (Miles/Hour)
1	7
2	15
3	22
4	30
5	37
6	45
7	52
8	60
9	67
10	75

The default cost includes all four qualities, and allows you to:

- 1) Use your power dice to gobble in Defense (by moving out of the way of an attack).
- 2) To carry a single passenger along with you when you move (this is counted as an attack).
- 3) To use your power in any location (this is the Robust quality).
- 4) To use your power for things other than movement. For example, with webs, you might be able to construct a trap; by digging, you might be able to build an aqueduct, etc... (This is the Useful Outside of Combat quality.)

If you wish to modify the score so it's cheaper, you can remove qualities. Some guidelines for building your own version are presented below.

Unconventional movement powers that carry the user in the air or under the ground must be bought with the *Defends* quality (since it's much more difficult to hit someone underground or above your head). Similarly, any power that can move yourself and others must have the *Attacks* quality (since you can snatch up other people with your power). Unconventional Movement powers that can be used under any condition must have the *Robust* quality, and powers that can do things other than move you must have the *Useful Outside of Combat* quality.

**Example:** Butch has the ability to ride a wave of dirt like a surfer. His power has all the qualities and is rated 6d. This means he can move at about 35 MPH, block incoming attacks (by making the wave deflect them) and carry up to one extra person along with him on the ride, whether they like it or not (this is the Attacks quality.) His power is usable under any conditions (Robust) and can be used to loosen dirt or collapse tunnels (the Useful Outside of Combat quality.)

### Extras

**Multiple Passengers (+1/+2/+4) (+5 Per Passenger):** You can snatch up multiple passengers in your movement power.

**Destructive (+2/+4/+8):** Anyone in your power's wake suffers the width or your activation roll in Shock and Killing damage. You can also aim to "hit" a target with your power with a successful roll.

### Flaws

**Straight Line (-1/-2/-4):** You can only move in a straight line, when you stop, you must pause 1 turn and then roll again to move in another direction.

**Set Distance (-1/-2/-4):** You can only travel in set increments of distance. Your power cannot travel less than that distance. In other words, if you start your power, you will travel a minimum of that distance, no matter what you do.

**Clear Trail (-1/-2/-4):** Your power leaves behind a very clear trail, easily followed by your enemies. What that trail is, is left up to you to determine, but it must be clearly visible to incur the reduction in cost.