GODSEND AGENDA

The Arrival

The day dawned br⬚
sustenance, unaware that, in an instant, the world would be changed forever.

It was the insects on an island to the south that noticed it first, a sudden stillness that quieted their chirping. The silence quickly spread, until all life in the area, millions of creatures across thousands of miles, stopped, and waited. Nature held her breath.

Existence paused.

A void fell upon the world, dissolving air, water, the creatures within it, converted to a surge of energy that blasted a sphere out of the world, leaving a crater in the sea, a vacuum in the sky. Then, a flash of light, without radiance, a blast of sound, beyond hearing, a timeless split-second wormhole heralding centuries of change to come.

Existence returned.

With it came a great cylinder, a ship, alien to this world, this time. Matter exchanged for matter, energy for energy. The craft plunged deep into the sea, nearly reaching bottom⬚

As it crested above th⬚
jettisoned. Like angry hornets from a hive, they fled – they who would be called Elohim, and Chimeran, and after them, Angelos, stripping the craft of resources as it sank once again, finally, and rose no more. Over the days, weeks, centuries to come, they would pursue their own agendas, and one another, across the face of a world that did not know they existed.

But for now, for a moment, calm returned to what would one day be named the Atlantic Ocean, to what would become southern Florida and Cuba. Birds, deer, insects, fish, all resumed their lives, blissfully unaware.

Nature released her breath, and on it rode the winds of change.

Khepera Publishing

GODSEND Agenda

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For free support, information about books for this game system and other WEG systems, links to fan sites, details on licensing this system, and much more, visit our Web site at www.westendgames.com!

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Reporting Agent: 0786411
To: Overseer, Southwestern Command, United States Eugenics Research
Confidentiality Rating: 4
Subject: Godsend Agenda

Overseer,
What follows is reported by Confidential Informant 27B4021. Due to the nature of the information, a direct relation of the conversation is related rather than interpreted.
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.
CO: This is the "Godsend Agenda" you mentioned earlier?
DP: Yeah. These guys, from what I understand, were part of this huge empire. They were trying to take over the whole galaxy you see, but it was too big of a thing, you know? Billions of stars. Billions and billions and …
CO: So I've been told. Please continue.
DP: Right, okay. So since galaxies are so big, there are lots 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 at all. They decided to make 'em want to be taken over.
CO: By their gods.
DP: Yeah. Who wants to be taken over? No one, right? Not true. 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 these Elohim just 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? Do they not 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. Rules become morals. Then the clergy takes over the morals, proclaiming them as being from the gods. You break the rules, you pay for it and the gods are the ones who enforce that.
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? Because they want power too. So they go along with it. If they said, these guys aren't gods and they got all these 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: And you're saying this happened on Earth?
DP: Exactly! These guys crashed here a long time ago, 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 anyway.
CO: Please explain.
DP: OK, first you've got …
<Information removed. Complete text: Article 277NM2101>

KEY TERMS

These definitions provide you with a general idea of what each term means; they are described in more detail within the book. Terms italicized within each definition refer to another entry within this glossary.

action: A task that the character undertakes or something that the character does, like give a speech or climb a wall.

active defense value: A number the character gets when concentrating on getting out of the way of an attack.

Armor Value: A die code representing the amount of protection a defensive covering provides. It can help determine the *damage resistance total*. This term is sometimes abbreviated AV.

Body Points: The amount of injury a character can sustain, listed as a number. The *damage total* is subtracted from the character's current Body Point total.

Character Point: A bonus representing a surge of adrenaline or that extra luck the main characters of a story seem to have. Allows the user to roll an additional *Wild Die*.

combat difficulty: A number representing how challenging it is to attack someone or something. It equals the active *defense value* or the *passive defense value*.

complementary skill: A skill whose results could benefit from the use of another skill.

creation points: Points used when designing a character to purchase *die codes* in game characteristics or other features that represent the character's abilities, experience, and background.

Critical Failure: A result, represented by a 1, on the *Wild Die* that indicates something bad has occurred.

Critical Success: A result, represented by a 6, on the *Wild Die* that indicates something good has happened. Generally, the player adds the 6 to the current total and rolls again, adding and rerolling as long as a 6 comes up.

D (as in "1D"): An abbreviation for "six-sided dice." The number in front of the "D" lets you know how many six-sided dice to roll.

damage resistance total: A number that indicates how much injury a character or object can absorb, soak, or deflect.

damage total: A number representing how much injury or destruction something has caused.

defaulting to an attribute: Using the die code for an attribute when the character doesn't have a higher *die code* in the needed skill.

die code, score: The number of six-sided dice players roll (1D, 2D, 3D, 4D, 5D, etc.), and sometimes an amount (called *pips*) of "+1" or "+2" that is added to the total result that came up on the dice. "Die code" and "score" are used interchangeably.

difficulty: A number representing how challenging it is to perform an action.

Fate Point: A bonus representing that a character is using all of her concentration to try to succeed. Allows the player to, at least, double the number of dice on one roll. Sometimes the gamemaster will provide other benefits.

free action: Any *action* that takes only a few seconds to perform or do, such as take a few steps or a quick glance around a room.

modifier: A number or *die code* that is added or subtracted from another number or die code to represent a change in the typical situation.

opposed difficulty, opposed roll: A *difficulty* that applies when one character resists another character's action. In this case, both characters roll *die codes* related to the activity and compare them.

passive defense value: A number representing a character's innate ability to get out of the way of danger. It usually equals 10.

pip: An added bonus to the total result that came up on the dice. A "+1" means one is added to the total, while "+2" means two is added.

range (in combat): The distance from the attacker to the target.

result points: The difference between the total rolled with an attribute's or skill's die code and the *difficulty* of an action.

result point bonus: Usually, one-half (rounded up) of the result points figured for an action. It sometimes may be used to affect other rolls.

round: A unit of time equal to five seconds in the game world. Figuring out what happens in a round can take longer.

scale: A game mechanic representing that opponents of vastly different sizes can affect each other differently in combat.

standard difficulty: A number, generally selected from a chart, assigned to an action based on how challenging it is.

Strength Damage: A *die code* representing the amount of harm a character can do because of his or her physical prowess.

Toughness: A *die code* representing the amount of damage an object can take, similar to a character's Physique attribute.

unskilled modifier, untrained modifier: A *modifier* added to an action's *difficulty* that represents the increased difficulty of doing something without the right training or experience. The terms are used interchangeably.

Wild Die: A six-sided die, of a different color or size from other dice used, that represents the randomness of life, with the 1 and the 6 indicating a special result (see *Critical Failure* and *Critical Success*).

Wounds: The amount of injury a character can sustain, listed as a level. The level is determined by comparing the difference between the *damage total* and the *damage resistance* total to a chart.

Character Creation

What's in this Chapter

This chapter covers three methods of character creation and provides an overview of the attributes and skills available to characters. If you've made a character already, skip past "Character Creation" to "Attributes" and skim the rest of the chapter, adjusting your character if necessary.

Defined Limits

If you wish to make your own starting character from scratch, without a template but with defined limits on what can be put into attributes and skills, use these guidelines. This chapter describes each characteristic in more detail, including examples on how you can split the dice.

These guidelines assume you'll make a normal Human character. If not, talk with your gamemaster about the minimums, maximums, and other requirements for the character species you want to use. See the various sections in this chapter for details on dice distribution and figuring out other aspects of your character.

Attributes: Distribute 18 dice among the seven attributes. The minimum is 1D and the maximum is 5D in all attributes for normal human characters

Skills: Distribute seven dice among the skills. The maximum number of dice added to any one skill is 3D.

Move: This equals 10 meters per round.

Body Points: If your gamemaster is using this characteristic, roll your character's Physique and add 20 to the total. Ignore this characteristic if your gamemaster is only using Wounds.

Wounds: If your gamemaster is using the Wound levels option with Body Points, see the appropriate table in the "Damage and Body Points" chapter to determine the range of Body Points associated with each Wound level. If your gamemaster is only using Wounds, you don't need to figure out the Body Points range; you can put a line through that column if you'd like.

Strength Damage: Drop the pips from your character's Physique or lifting score (including any character options that affect the die code), divide the number by 2, and round up. This is the Strength Damage die code.

Funds: All characters start with a base Funds die code of 3D. Look under "Funds" in this chapter for modifiers to this roll and how to convert this number to cash.

Character Points: Characters start with five Character Points.

Fate Points: Characters start with one Fate Point.

Ka Points: Characters start with Ka Points equal to twice their Presence Die Code.

For equipment, Advantages, Disadvantages, Super powers, background, and character features, see the appropriate sections in this chapter for more details on how to fill out these optional sections.

Dice Pools & Power Levels

A new character starts with a certain number of creation points, which may be spent to purchase Attributes, Skills, Advantages and Powers. The power level the Game Master chooses for the campaign setting determines the amount of points a player gets to build a character with. Characters are built normally using these points – the only difference is the addition of power ranks.
• One attribute die equals four creation points.
• One skill die equals one creation point.
• Three skill specialization dice equal one creation point.
• Advantages and Super Powers have their own costs associated with them; see the "Character Options" chapter for details.

Gamemaster's Characters —
Gamemaster's characters (sometimes referred to as nonplayer characters or NPCs) may or may not be created using the same rules as players' characters. Because the gamemaster's characters serve as interactive elements in the story, it all depends on the NPC's importance to the story line. Minor gamemaster's characters have fewer attribute and skill dice, fewer Body Points or Wounds, and few, if any, character options, Character Points, or Fate Points. Major characters, however, should follow the same guidelines as the players' characters, possibly having more skill dice, Advantages, Disadvantages, and Super Powers than a typical starting player's character. An increase over the players' characters reflects the fact that a major antagonist has been around much longer.

Other restrictions apply:
• Attributes have a minimum of 1D and a maximum of 5D for normal humans.
• The maximum starting number of dice that may be added to any one skill or specialization of skill is 3D.

Power Level 1:
The player has 80 points to build his character – maximum of 4 points in Disadvantages, maximum of 5 ranks in Powers. This power level is appropriate for vigilantes with either no-, or very low-level, super human abilities.

Power Level 2:
The player has 100 points to build his character – maximum of 10 points in Disadvantages, maximum of 10 ranks in Powers. At this power level characters are "newbie" super humans, with decent super abilities.

Power level 3:
The player has 120 points to build his character – maximum of 10 points in Disadvantages, maximum of 15 ranks in Powers. At this level the characters are average super humans able to combat the many foes present on Earth. This is the default starting level for characters in the GODSEND Agenda.

Power Level 4:
The player has 150 points to build his character – maximum of 15 points in Disadvantages, maximum of 30 ranks in Powers. Heroes at this level are seasoned professionals of noted skill and capacity.

Power level 5:
The player has 200 points to build his character – maximum of 20 points in Disadvantages, maximum of 40 ranks in Powers. The character is godlike in power and ability. Many very old and powerful Elohim are at this power level and above.

Power Level 6:
The player has 400 points to build his character – maximum of 20 points in Disadvantages, maximum of 50 ranks in Powers. A power level 6 character has not been seen since Attis severed the flow of Ka energy to Earth

For characteristics other than attributes and skills, refer to the "Defined Limits" section, starting with "Move."

Attributes

Each character has seven attributes, which measure basic physical and mental abilities that are common to every living creature (and some nonliving things), no matter what universe or dimension they exist in.

Reflexes: Measure of balance, limberness, quickness, and full-body motor abilities.

Coordination: Measure of hand-eye coordination and fine motor abilities.

Physique: Measure of physical power and ability to resist damage.

Knowledge: Measure of strength of memory and ability to learn.

Perception: Measure of mental quickness and attention to detail.

Presence: Measure of emotional strength, physical attractiveness, and personality.

When you put dice in an attribute, you can either put whole dice in each attribute, or you can give each a mixture of whole dice and pips. Each die equals three pips.

> *Example: You've distributed most of your attribute dice, but you have four dice left to put in Perception and Presence. You could put 1D in Perception and 3D in Presence, or 2D+1 in Perception and 1D+2 in Presence, or some similar combination.*

Skills

Skills are more specific applications of an attribute. For example, the skill dodge is a more specific use of your character's Reflexes. Characters learn them through instruction or experience.

Skills are areas of knowledge that are not necessarily common to every living creature. Some creatures simply don't have the capacity to learn certain skills.

All skills beneath a given attribute begin at that attribute's die code. To highlight skills in which the character has trained or has some experience, add pips or dice to the base attribute value.

As with attributes, when creating your character, you can either put whole dice in each skill, or you can give each a mixture of whole dice and pips. Remember that each die equals three pips.

> *Example: Your character's Physique is 3D+1. If you wanted her to be a little better in the lifting skill, you could add one pip to the base attribute to get a lifting skill score of 3D+2. If you decided to add two pips to the base attribute, the lifting score becomes 4D.*

You can also specialize in skills. Specializations reflect a greater familiarity in a particular area covered by a base skill. One skill die equals three specialization dice. Of course, one specialization die still equals three pips.

You don't need to have any extra dice in the base skill in order to take a specialization in that skill, but when you give your character specializations in that manner, they are treated as separate skills. If you give your character specializations in base skills he already has, those specializations are considered bonuses to the base skill when attempting tasks of that type.

Once you've chosen at least one specialization and put one or two pips or dice in it, you have to use the remaining specialization dice and pips to either purchase more pips in the same specialization or purchase one or more pips in other specializations.

You roll the specialization's die code only when you use the specific item or knowledge reflected by the specialization. Otherwise, you roll the base skill (or attribute if you didn't put additional dice in the full skill).

> *Example: If your character's Knowledge is 3D and her demolitions is 3D+2, you could give her a demolitions specialization of vehicles of +1 (which means that, when she's attempting to blow up vehicles, she rolls four dice).*

You would then have two specialization dice and two specialization pips to place among other specializations. With these, you could further improve her demolitions: vehicles specialization, or you could pick one or more other specializations in the same or other base skills.

The maximum number of dice the character may start with in any base skill is 3D greater than the governing attribute, with no more than 3D greater than the base skill in any specialization.

You can find the list of skills and their descriptions on the next two pages.

Advantages, Disadvantages, and Super Powers

Advantages and Disadvantages are benefits or quirks your character has developed. Some affect the character's attributes and skills, while others serve as useful role-playing tools for rounding out the character. Super Powers are unusual talents or powers the character has that are outside the norm for Humans. The next chapter, "Character Options," discusses these characteristics. You may ignore this section if you don't want to add them to your character.

Move

This number (usually 10) represents how many meters your character moves in a round at maximum walking speed in standard (1 g) gravity. (The running skill can increase this rate. It also serves as the base for other movement skills.)

Should the character have a different sort of movement than normal (such as fins for legs); see the Hindrance Disadvantage (described in the "Character Options" chapter) for information on how to account for this variability.

Special Points

Players' characters typically start the game with one Fate Point and five Character Points. You can spend these points to improve your character's chance of succeeding in especially difficult situations. (The mechanics of this are discussed in the "Game Basics" chapter.) Character Points alternatively are used to permanently improve skills. Your character earns more Character and Fate Points by having adventures. There is no limit to the number of Character or Fate Points your character may have at any time.

Ka Points

Ka is the term for the very essence of the universe. This energy manifests in all things in the cosmos and can be focused by those few aware of it. Some beings are more attuned than others to the Ka, using it for extraordinary effects – and that includes your super heroic character, whether she is aware of it or not. All things in the universe are truly energy and, if a person is adept at manipulating that energy, nothing is impossible.

A characters starting Ka points are equal to twice her Presence attribute.

Body Points and Wounds

This section of the character sheet allows you to keep track of the healthiness of your character. Which you use depends on the game master.

Determining Body Points

When you create a new character, roll his Physique (including any modifiers from Disadvantages or Super Powers) and add 20. (Treat a 1 that comes up on the Wild Die as a 1 and add it to the total as normal; it has no negative effect on the result.) This becomes his Body Point total. Write it on the character sheet in the space provided. Templates already have their Body Points determined.

> *Example: Your character has 3D+1 in Physique. You roll three dice, making sure one of them is the Wild Die. The dice come up 4 and 6, with a 1 on the Wild Die. Since the 1 has no negative effect, you add the numbers to arrive at a total of 11. You then include the pip bonus of 1 with this for 12. Finally, you add 12 to 20 to get a Body Point total of 32.*

Determining Wounds

If your game master is using the Wound levels option with Body Points, see the appropriate table in the "Damage and Body Points" chapter to determine the range of Body Points associated with each Wound level. If your game master is only using Wounds, you don't need to figure out the Body Points range; you can put a line through that column if you'd like.

Strength Damage

Strength Damage indicates the amount of harm a character can do in combat with body parts, melee weapons, thrown weapons, and most missile weapons.

Determining Strength Damage

To determine the Strength Damage die code, take the character's Physique or lifting (including any die code modifiers from Disadvantages or Super Powers) and drop the pips. Divide by 2, and round up.

> *Example: A character with 3D in Physique has a Strength Damage of 2D. A character with 6D+2 in lifting has a Strength Damage of 3D.*

Templates and Strength Damage

If you added dice to a template's lifting skill, you'll need to adjust the Strength Damage value listed. Use the information above to correct the number.

Funds

To allow the game master to more easily adjust the "real world" cost to something appropriate for her world or her part of the world, this system substitutes difficulties for the prices of items. Each character thus gets a Funds attribute, which represents the amount of money the character can get without too much trouble on a regular basis because of work or investments.

All characters start with a base of 3 in Funds. Use the accompanying table to adjust this number. Include any modifiers to attributes due to Disadvantages or Advantages. The minimum total is 1. The final total becomes the die code in the Funds attribute.

After character creation, a player can increase the Funds attribute by spending Character Points (using the rules in the "Improving Characters" chapter) or through bonuses received as adventure rewards.

If the game master prefers to use cash or its equivalent, multiply the Funds total by a value specified by the game master (typically the equivalent of US$150, 150 euros, or 15,000 yen, but game masters who want more accuracy can use a currency converter). This is how much money the character receives per week for whatever sort of work the character does or investments the character has.

> *Example: Your character has 4D in Knowledge, 6D in business, and +2D in a specialization of business, investing. Starting with 3, you add to it 1 for your high Knowledge score and 1 for having at least 8D in business plus a specialization. Your final total is 4, which gives you a Funds score of 5D.*

If your game master preferred cash, you would start with a regular income of $750, 750 euros, or 75,000 yen per week.

Using the funds attribute is discussed in the "Equipment" section.

Equipment

Players of starting characters may select one small weapon and a little protective gear plus a few tools of their characters' chosen trade, unless there is equipment already listed on the template sheet. Some basic equipment is explained in the "Equipment" chapter; the game master may allow other options.

Background and Character Features

The character sheet provided in this book and most other templates include spots for your character's name, career, species, gender, age, height, weight, and background information. Unless specified by the template or your game master allows it, your character's species is Human. Everything else in these sections you are free to fill in as you like.

Height and Weight

Players who want their characters significantly larger or smaller than the average Human have a few options. If the size is proportionally larger or smaller, then the character must have the Size Advantage. If the size is a hindrance, then the characters should have the Hindrance Disadvantage as well.

Determining Funds — Characteristic	Modifier
1D in Presence	-1
1D in Knowledge	-1
4D or more in Presence	+1
4D or more in Knowledge	+1
8D or more in the character's business skill Plus its highest specialization	+1