

GODSEND

AGENDA



Subject: Godsend Agenda

Reporting Agent: 0786411

To: Overseer, Southwestern Command, United States Eugenics Research

Confidentiality Rating: 4

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Overseer,

What follows is reported by Confidential Informant 27B4021. Due to the nature of the information presented, 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

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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. It's part of what they call the "Godsend Agenda."

CO: Please describe that term.

DP: Okay. These guys, from what I understand, were once part of this huge galactic empire. They were trying to take over the whole galaxy you see, but it was too big of a thing, you know? Galaxies are really big!

CO: So I've been told. Please continue.

DP: Right, okay. So since galaxies are so big, there's a lot 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 all the other aliens. They decided to make 'em want to be taken over, you see?

CO: Not quite. Can you go into more detail?



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DP: Yeah, okay. So, who wants to be taken over? No one, right? Well, not so fast! 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 they want ta expand and decided to impersonate gods. They 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 of the planets? 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. Eventually those rules are

morals. Then the clergy takes over the morals, proclaiming them as being from the gods. If you break the rules, you gotta pay for it and the gods are the ones who enforce that, right?

CO: So, how does this apply to the alien Agenda?

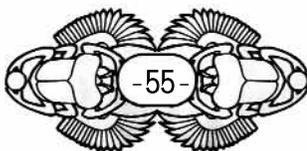
DP: Not 'alien Agenda', Godsend Agenda. See, once you got the people believing in gods, then you got power over 'em. And no one wants to give up this power. So you go in saying you're a god. If you can whip the clergy into shape, you got it made. And the clergy want to be whipped into shape, see? If they don't just believe it, which a lot of them did, then they don't want to give up power.

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: So, how does that apply to us?

DP: Well, that's what happened right here on Earth! See, these guys crashed a long time ago. They 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, but there you go.

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Article 277NM2101>



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Welcome to the World of the Godsend Agenda

Welcome to Earth, 2010 - but certainly, this isn't the Earth you know. Many things are familiar: there's a McDonald's in virtually every American town, the Middle East is fighting, the familiar wars of the past that we all know have been fought. But there are a number of events - and groups -- that aren't familiar. There was an influenza plague in 1918 that was not a case of the flu -- but even before then, there were people walking the earth with super powers. Instead of being relegated to comic books and tall tales, these people were real, are real. Some of those "people" were not human, and some comprise the gods of legend.

Or were they gods? The hint, of course, lies in the title - What is the Godsend Agenda? The answer is complicated, and involves alien invasions, secret conspiracies, and power almost beyond human imagining - but not power beyond human scope. As mankind matures, their past will come back to haunt them, and they in turn will have to confront a very dangerous future.

There's something very sinister going on - beyond the "gods" of tales, there are aliens that are distinctly not human, some here and some on their way to Earth. Only a handful of people know the truth about what's coming, and the rest of the world may not believe them until it's too late. Maybe that can be changed.

The power of the gods is mankind's for the taking, if they survive. Your character will be pivotal in this: you are a hero, one of those gifted with the power to feel the heartbeat of the universe, the eternal Ka, and able to learn the secrets of the ancients. Hopefully, you'll survive the ordeal.

References to "You" and "He/Him"

Throughout this book, the pronoun "you" is used to refer to either you, the player or reader, or you as in your character. It's not an invitation to put on a super hero costume and jump off a cliff, or to claim that you're a god to any telemarketer who calls. (However, the editor of this work has been informed that this is a great way to get rid of the aforementioned telemarketers.)

Additionally, throughout this text, the pronouns "he" and "him" have been used as a generic term to refer to a person. This is in no way a slight to any female readers, as women were involved in the making of this game - it is intended for ease of reading. Please feel free to read these references as "he/she" and "him/her".

Finally, this game was designed to be fun. Although the setting is pretty serious, and the stories can be very serious, the ultimate point is to have fun. Take everything you read with a grain of salt... no, a ton of salt. Enjoy the game - if you are, then the game is doing its job!

Thank you, and please drive through.



BASIC MECHANICS

Meet Your Dice

The basic principle of the whole Godsend system is centered on 2 six-sided dice (written as 2D6 for the rest of this document), modifiers, and a target Difficulty number. Some powers and abilities will cause you to roll more dice, but they will always be six-sided. (Throw out any other dice now. They're evil.) In addition, rolls are based against a Base Difficulty of 10. (Deviations from this are specifically noted in descriptions.) The most common modifiers are Skills and their controlling Attributes, which are added directly onto your Skill rolls - you'll find more about these in the first chapter of this book. Also, sometimes a Game Master assigned modifier, which changes the base 10 Difficulty. If the opposed roll is very easy, your GM might reduce the base 10 by 3 making the opposed roll a 7, or he might add a +3 to the base 10 roll, making 13 the Difficulty number. In most cases, a Difficulty will be referred to as a number - for example, Difficulty 13 is common. This means that since you can only roll 2D6, you must have something to help you succeed on that roll.

Always roll high. You always need to roll over difficulty numbers or over an opponent's roll.

Example: Renee's character, Avalanche, is trying to climb up the side of a rocky cliff. The Game Master decides that even though the cliff is rocky, there are not enough handholds to easily make the climb. He assigns a +5 difficulty modifier to the base 10 roll, making the difficulty number 15. Renee rolls the dice getting a 1 and a 3, total of 4. She adds this to her appropriate Attributes and Skills, Dexterity (6) + Climbing (4) and gets a total of 14, just short of what she needed. This doesn't look so good for Avalanche.

Don't worry about the particular Attributes and Skills in the above example; these are just examples, and will be discussed in Chapter One. The important thing to remember is that for each Skill, there's an associated Attribute, and you'll be adding their values to your Skill rolls.

Meet Your Dice:

New Role-Player Information

If you're new to role-playing games, here's a quick overview about how the numbers of dice are written. Since the Godsend game uses all six-sided dice, you'll always see "D6", meaning six-sided dice, but this is left in to avoid confusion for those used to games with lots of different dice. (Six-sided dice are your typical Monopoly dice, by the way.) A number will also be placed before the "D6", showing how many dice to roll. In the case of Skills, you'll always be rolling "2D6", or 2 six-sided dice. With Powers, you may see even 20 six-sided or more, but this is rare - you'll generally see no more than ten dice, written as 10D6. Don't worry if you don't have that many dice -- just write down the rolls and re-roll until you get the total number of dice rolled.

Benchmark Modifiers to the Base 10 Difficulty Mechanic:

- Very Easy: -4 (usually no need to roll)
- Easy: -3
- Average: +0
- Moderate: +3
- Difficult: +5
- Very Difficult: +10
- Heroic: +20
- Super Heroic: +30

When you don't have a particular ability (generally a Skill), you roll your two six-sided dice (if it's a Skill, adding the controlling Attribute), but with a penalty - generally -1 to -5, possibly more at your Game Master's discretion.

Example: Kay, a somewhat deranged "sorceress", accidentally set a broom closet on fire while trying to burn her way out of ropes that are tying up her feet



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(compliments of an irritable villain). With the decision that more fire won't help things (for a change), Kay attempts to wriggle her feet free. She has no points in the applicable Skill, Escape Artist. Escape Artist is based on either the Attributes of Intelligence or Dexterity, whichever is higher. Kay is something of a klutz (Dexterity 2), but superhumanly brilliant (Intelligence 15), so she gets her 15 Intelligence as a base for her roll. The GM gives Kay a Difficulty of 17, as the poor sorceress' cloak is now catching fire, plus 5 more for not knowing the skill, for a total Difficulty of 22. Ow! Kay's nervous player rolls her 2D6, and gets a 3 and a 4. 3+4+15 totals 22... just barely getting free.

Re-rolling a Failed Dice Roll

You may try an action that you have failed previously. For every failed attempt, you suffer a cumulative penalty of -2 to your roll.

Taking Extra Time

Sometimes you may want to take some extra time to get something important right. You gain a bonus to your roll of +2 per five minutes spent, up to a maximum of 30 minutes. Your Game Master may rule that you can't take extra time - as in the above example, Kay would have been burnt if she'd taken extra time.

Critical Success and Failure

If you roll double sixes on a Skill roll you have a critical success. You may roll the dice again and add the second result to your total. If you roll double-sixes again, you keep going, repeating the procedure. This is called open-ended dice rolls, and they only happen on critical Skill rolls - not on damage, which is special.

Example: Tyler's character, Kid Chrome, is chasing villains in rough terrain. He has to make a jump across a chasm that spans 20 feet across to keep up. The GM rules that the Difficulty will be a whopping 23. The Kid has a Strength score of 7 and a Jumping Skill of 6, for a total base of 13. Tyler rolls the dice and gets double sixes; he rolls again getting a 2 and a 5 for a total of 7 on that roll. Tyler's final total roll is 32 -- he more than makes it over the chasm. The GM decides that with such a fantastic roll, Kid Chrome not only makes it over the chasm but he easily catches up to the fleeing villains as well!

On the other hand, a roll of double ones (also known as

"snake eyes") on your six-sided dice is a critical failure. You count the roll as a zero, and, furthermore, have failed the roll so badly that you will suffer some sort of additional penalty, at the GM's whim!

Example: Kid Chrome catches up to the villain and decides to sneak up on them -- he's tracked them to a shack in the woods. So, he figures he will sneak up under the cover of darkness and take them by surprise. The Kid sneaks through the back door and up the stairs, and spies the villains through the cracked door. Tyler make a roll for his stealth (the Move Silently Skill), and the dice come up snake eyes! The GM decides while sneaking up to the door, not only does Kid Chrome steps on the tail of the sleeping cat, he is so surprised by the cat's screech that he stumbles backwards and falls down the stairs!

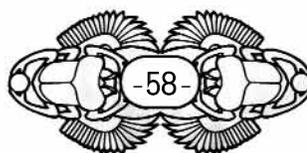
Opposed Rolls

When you are trying to affect another target in some way, the roll is an opposed roll. The Difficulty number is determined by the acting character (generally you) and opposed by the target. Both find the appropriate Attribute and/or Skill that best suits the situation. (If the task doesn't involve an opponent (such as picking a lock), you compare your dice roll to the GM-assigned Difficulty number.)

For New Role-Players:

Terminology

Hi. This little sidebar is to introduce you to basic terminology, if you're new to role-playing, here's some help for you. If you're just planning to just play in a Godsend game, you're a **Player**, and your persona in this fictional world is your **Character**. You'll see those two terms together to refer to either your character or another's, as **Player-Character**. The person running the game is the **Game Master** - sounds logical, right?



NOTE: All ties go to the defender!

Example: A character is trying to sneak past a guard. He rolls his Move Silently Skill level, plus Dexterity Attribute, plus 2D6, for a total of 17. The guard must now roll against a Difficulty of 17.

Power and Damage Rolls

Powers (that is, superhuman abilities) and damage rolls are handled a little differently than Skill rolls. Powers have their own chapter, Chapter Two and are discussed further there. But the basics are that a Power either does a certain amount of damage in dice equal to your Power level or reduces damage by a certain amount of dice. For instance, the Power Energy Blast gives 1D6 (that is, 1 six-sided die) to roll per level of the Power. In this case, someone with 5 levels of Energy Blast would have 5D6 to roll. All Powers are variants on this formula unless specifically stated, and those Powers are rare.

A note on rounding fractions

If at any time, anyone runs across an occurrence where a fraction is encountered, ALWAYS ROUND DOWN. That's all there is to it!

