

GODSEND version 1.0

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What is GODSEND?

GODSEND is a rules lite, improvisational, power focused TTRPG based on American superhero comics and Shonen manga. In GODSEND, the world revolves around 'Mantles'; Unique powers that 25% of the worlds population have. Each mantle is unique to its owner. This game is recommended for experienced TTRPG players and requires the typical set of 7 RPG dice. 1D4, 1D6, 1D8, 1D10, 1D12 1D20 and 1D00. The simplicity of the system is actually its biggest hurdle. But as the nature of GODSEND is customisability and uniqueness, feel free to change, edit and omit anything you don't like in your own home games. Make GODSEND your own.

How to play GODSEND

GODSEND is a TTRPG. A table top role playing game. A group of players make their own character according to the rules laid out which they then fight with and role-play as. Often a person very different than themselves; That character inhabits the world of GODSEND which is controlled by another player, the GM (Game master). The GM runs a short story called an arc or a long story called a season. The game is played out in 2-4hr sessions.

The GM roleplaying as all the friends and enemies the players character will meet along the way. The players, in turn can change the outcome of an arc or season by rolling dice to effect the outcomes of their actions. GODSEND is not a game about GMs and players getting the upper hand on each other. It's about messing around with goofy characters and their goofy powers.

The outcome of actions is determined through rolling a D20 and adding your combat modifiers. These increase the number rolled on the flat D20. So if someone with a +3 rolls an 11, then the result is 14. Success is determined whether players roll high enough to succeed in the actions.

What is a Mantle?

A mantle is a superpower which an individual has that is unique to them only; Known to them as a single word which is written across their soul. Think of them as similar to Stands from 'JoJos bizarre adventure', mutant abilities from 'X-Men' and devil fruits from 'One piece'. Around 25% of the worlds population have a mantle and they come in all shapes, forms and levels of power.

They are called mantles because a mantled individual is seen as embodying that word to their core to such an extreme that it's difficult to know what they would be like without it. It is like a sense of humour or the language they speak. Them and the mantle are inseparable. It was a widely held belief for many centuries that mantled individuals were akin to gods. Embodying an aspect of nature. While this belief is less common in the current day, this deist point of view influences a lot of the discourse surrounding mantles.

Over the centuries, many experiments have been done to find the limits and rules of mantles. In all of this research, there have only been found three certainties.

- No one can have more than one mantle at a time. No matter how strong they are.
- Two people *can* have the same mantle, but their powers will still be very different due to their own interpretation of the word.
- Any living thing can have a mantle. Humans, animals, plants, even people reduced to being a brain in a jar.

The world of GODSEND

The GODSEND universe is both very similar and very different from our own. Even with one in every 30 people having a strong and probably useful superpower, it wasn't enough to speedrun humanity into having space shuttles in the 1400s.

Normies

Most of the people to live, love and die are regular people. Referred to by mantled individuals as 'Normies'. Normies are people born without mantles and make up a majority of the world's population. In ancient times, normies were at the mercy of mantled individuals. But ever since medieval times, the advents of greater and greater technology have made it so more and more normies are able to outclass mantled individuals. Normies have to work extra hard to keep up the super-powered world around them and so are very competent and dedicated to their chosen disciplines or fields of study. Just because they don't have a mantle doesn't mean they can't lay down a major arse kicking.

Timeline of the world

- 230,000BC. Homo Sapiens come to fruition
- 8,000BC. The beginning of agriculture
- 4,000BC. The first cities form and mantled individuals typically rule over hundreds of small, primitive kingdoms.

But the current percentage of the world that has a mantle is only around 3%

- 2,500BC. The first mantle of the first king of the world is known. 'Strong'
- 1,500BC. The first king of the world dies. In the coming centuries many kings and queens of the world rise and fall. Each subsequent king or queen was weaker than the last.
- 100BC-700AD. With greater understanding of the world, people relied less on mantled individual to do their work for them and technology advanced exponentially.
- 800AD. Mantled individuals explode in number. Upping the global percentage of mantled individuals to 12%. The chaos being the cause of Kali-Yuga aka, the first mantle war. Giric 'paralyse' Maelchon killed all his competitors and became the 50th king of the world.
- 820AD. Giric Maelchon dies and leaves the world in an unstable peace. With no one wanting to be the one to start another mantle war
- 1300-1600AD. As there is steady growth throughout the world, the horrors of the first mantle war begin to fade from memory, until it is barley more than a myth
- 1700AD. A great inventor is born. A normie called 'Eduardo Cartoli' who laid out the original plans for most modern

inventions but died before any could be built

- 1800AD. The time of industry comes. Technology rapidly advances. Trains, automobiles, planes, and primitive robot begin to become common sights.
- 1910AD. Through a long and complicated series of events, the last king began the events of Ragnarok aka, the second mantle war. A war so awful that his name and mantle, if he was a man and if he had a mantle, was expunged from history. Only ever known as 'The last king'
- 1948AD. Ragnarok came to an end and resulted in the split continent of 'Murca'. Being separated into the mantle restrictive 'East Murca' and mantle expressive 'West Murca'.
- 1950AD. All the worlds leaders came together and signed the 'Edict of Peace'. The global swearing off of large scale violence. Beginning the modern approach to violence and villainy in the world of GODSEND. Even standardising villainy the same year with the establishment of villain conglomerate, E.V.I.L.
- 1952AD. East and West Murca are stuck in a game of espionage and subterfuge against each other while the rest of the world does its own thing. They call this period 'Thimblewinter'
- 1980AD. Thimblewinter ends and Murca unites once again.

- 1981-2000AD. Organisations like E.V.I.L fill in the void and become the known rascallions of the era. Although due to most of their schemes resulting in no deaths, they are seen as annoying nuisances rather than genuine threats
- 2001-2020AD.
- 2020-2040AD. In this time technology and world infrastructure has advanced so much it is almost like a utopia. With Ragnarok being a terrible dream
- 2040AD (Roughly). The current day

Character creation

There are only 8 stats which make up a GODSEND character. No myriad of skills clogging up your character sheet.

- **Stamina**

Stamina is the resource that mantles are spent with. Any ability that uses a mantle in any way costs an amount of stamina depending on how strong it is; And is made from the numbers that make up a characters mind and stehieness stats +1D4.

- **Health**

Health is representative of how how much damage a character can take before being knocked out and is made from the numbers that make up a characters body and soul stats +1D6.

- **Body**

Comparable to constitution and strength. The body stat is all about lifting and throwing heavy things and making physical attacks. Being the biggest, strongest guy in the room; Swigging beer filled with toad venom while vaping liquid nitrogen and being able to go into work on time the next day. Body can also double up as being the same number as your whackability.

- **Initiative**

This stat determines who goes first in a round of combat and in what order. The number for initiative is made from Stechieness+1D6 whenever imitative is called.

- **Whackability**

Whackability is the stat that determines how hard you are to hit. Whackability is determined by either your Body or Stechieness stat. +1D6. A character who's whackability is based on body is a strong, stocky figure who's just so tough that it takes a lot to make them hurt. A character who's whackability is based on Stechieness is so fast and quick that they hardly get hit in the first place.

- **Mind**

Comparable to intelligence, mind is simply a characters competence with their mind. Their capacity to retain and use information to the benefit of themselves and others. The knowhow to build complex machinery and devise plans.

- **Stechieness**

Comparable to dexterity, a characters stechieness defines how well they can dodge, dash, duck, disembark and otherwise weasel their way out of a situation using the nimbleness and flexibility of their form. Stechieness can also be the same number as your whackability.

- **Soul**

Comparable to wisdom and charisma, soul determines a characters connection to the ethereal and immaterial. Anything that requires something not of this world or is brought on through emotions requires soul. Such as playing an instrument, contacting ghosts or resisting uncommon dread and emotional damage.

For Health, Body, Mind and Stechieness, roll 4D4 and assign each number however you like.

Example

20 Stamina

21 Health

14 Initiative

16 Whackability

7 Body

8 Mind

10 Stechieness

10 Soul

Archetypes

If you want to add just a little bit more character to your character then you can choose one of 12 archetypes. Each one with its own 1D6 bonus and 1D6 deduction to one stat each; Along with a special ability unique to that archetype. Archetypes are the closest thing that GODSEND has to classes as seen in other TTRPGs, and are entirely optional. Despite the names of the archetypes, characters don't have to literally be that archetype. A character with the sociopath archetype doesn't have to actually be a sociopath.

- **Thiccc**

+BOD -STE

Advantage against being shoved, knocked over or lifted

- **Lunk**

+BOD -MIN

Can use their body stat in place of soul in order to charm, flirt or intimidate with their muscles

- **Lummox**

+BOD -SOU

Has no disadvantage when moving across messy environments

- **Skinny Minnie**

+STE -BOD

Get a +3 bonus to whackability when attacked by an enemy thats bigger than you

- **Crook**

+STE -MIN

Can choose one action per session to succeed automatically if that action is a nonviolent crime of some kind

- **Body Popper**

+STE -SOU

Can perfectly imitate a robot or other machine when the needs call for it

- **Nerd**

+MIN -BOD

+3 extra damage against robots and cyborgs

- **Sociopath**

+MIN -SOU

Gets advantage to all mantle abilities that manipulate emotions in some way

- **Dweeb**

+MIN -STE

Upon examining a piece of technology trough touch, they can know a key weakness of either its hardware or software

- **Funnyman**

+SOU -BOD

Gets a +3 bonus to their next action if they make the GM laugh in character

- **Poet**

+SOU -STE

If they can make the description of their abilities a Haiku they get a +1 bonus to each ability they do it to

- **Spiritualist**

+SOU -MIN

Can identify wether an enemies ability is magic or a mantle on sight alone

Making a mantle

In the world of GODSEND, no one gets to choose their mantle. People have to make the most of what they get. To make a prime steak from a pigs ear. The word itself has no basis on how strong the

mantle is. Someone with a seemingly powerful mantle like 'Nuclear' can be beaten by someone with a seemingly weak mantle like 'feather'. It's all down to the personal creativity of the player. Think of it like JoJos part 4: Diamond is unbreakable. A guy with the power to stop time almost gets beaten by a rat with a sniper rifle.

First, either go onto an online random word generator or flick through a dictionary at random and pick five words. For example, Adviser, Castle, Prove, Miner and Brain.

Upon making a mantled character you get a passive ability, 1 three action ability, 2 two action abilities and 3 three action abilities (See Combat). A passive ability is an ability that does no damage, heals no damage and is non combative in nature. Passive abilities are for fun flavour and niche circumstances. Action abilities are typical powers. Shooting fire, levitating, sprouting flowers from your back. Anything a mantle does is an action ability. It is up to discussion between the GM and player to how much each ability costs in stamina, as each one is different.

However, outside of combat, mantles can be used freely and without stamina cost. I would suggest giving these powers names, like how in manga, characters shout out the name of their attacks. It's a lot more

exciting that just 'I use my fire ability on the bad guy'.

Characters also get a OPC (Once per combat) ability upon character creation. A very strong ability that costs no stamina and has the potential to turn the tide of a fight in an instant. But not be too devastating.. Think of it like the Guts from 'Berserk' using his arm cannon or Spider man refusing to pull his punches. A OPC ability can only be used once per combat encounter and cannot be attempted again if it misses or has no effect.

Example

Character name: Prospector Hodunk
Mantle- MINER

- **Passive- THE SONG OF THE ROCKS:** Knows the exact location of the nearest mine by listening to the singing of rocks and can also see in the dark
- **3 Ability-CAVE-IN:** Hodunk can choose a 5ft x 5ft square of ceiling to collapse. Upon rolling a 20 the cave in expands to 15ft x 15ft. He must be touching a wall to do this. (5 Stamina)

- 2 Ability- **KOBOLD STRIKE**: Upon a hit with his pickaxe, the enemy drops all items of monetary value including money, jewellery, wallets and designer clothing (3 Stamina)
- 2 Ability- **TOMMYKNOCK**: He uses his pickaxe to knock on a wall or ground, causing a horrid knocking sound to be hurled towards an enemy, even if they are behind cover or out of sight. Damaging their ears. Causing 1D6+2 damage (4 stamina)
- 1 Ability -**BOOMERANG PICKAXE**: Hodunk throws his pickaxe like a boomerang to a range of 60ft. Where then it can turn 10ft to its immediate right or left to hit an enemy. On the roll of a 20, the pickaxe returns to Hodunk's hand .2D4 damage (2 stamina)
- 1 Ability- **GET DIGGY WITH IT**: Hodunk digs a 5ft deep hole as cover directly beneath him. The hole can fit him and one other ally (2 Stamina)
- 1 Ability- **PRECIOUS SIGHT**: Can identify any precious metal or gemstone by sight and touch (1 stamina)

- Once per combat Ability- **MINING LIGHT**: Emits a beam of light from his head. Any enemies within 5ft of him are blinded for one round and any enemies directly in front of him for 30ft take 4D6 damage. It also lights up a radius of 300ft for 10 minutes

And that is how you make a level 1 mantled character in GODSEND.

Caveats for mantles

It goes against a purist view of what the GODSEND system is supposed to be, but I would suggest not allowing a few select mantles as they are either way too powerful or literally impossible to run. Such mantles are, Reverse, Playback, Time, God ,Rewrite, Future, Past, Redo, Infinite. generally any mantle that would give a player control over time or boundless stamina, health etc. And thats fun for no one.

Another limitation I would suggest be that if a character has multiple summoning abilities, have them only allowed to use one at a time. It's far too easy to clog up a game board with tens of icons and end up with an overly long, tedious and unbalanced fight.

Also never allow a player to make an ability that can control another players

character unless they discuss it amongst themselves beforehand. Body swapping or puppeteering powers can be fun, but not if you never wanted any part of it. Even for villains, I would suggest that if any have abilities to control player characters, let them fight against it in some way.

Playing as a normie

In a game entirely focussed on superpowers with endless possibilities why would anyone want to play as a normie? They have no superpowers, whats the point? Even though mantled individuals are a minority in the GODSEND setting. Most player groups will be entirely mantled. From a roleplaying perspective, playing a regular person in a party of weirdos is quite compelling and offers a very obvious 'straight man' to the inherent zaniness of mantles.

Normies still get abilities. The difference is that their abilities are based in (fictional) reality. A normie cant turn into electricity, but they can learn martial arts, hypnotism, alchemy and other wondrous hobbies. These abilities function exactly like mantle abilities. But they aren't. Normies get 1 three action ability, 1 two action ability and 1 one action ability.

Normies can spend stamina to add to their rolls. 2 stamina for every 1 increase to a

dice roll. If a normie rolls a 16 but needs and 18 to succeed, they can spend 4 stamina to do so

Normies can choose one very specific type of item that isn't a weapon. Such as a guitar, vehicle. football or anything else. Normies never have to roll to succeed using this item until they are being actively inhibited by an enemy

Normies can revive themselves from being knocked out on their next turn on a roll of 20. If they succeed then they come back with 10 health and 10 stamina. If they are knocked out again in that same combat encounter then they cannot get up again.

When choosing an archetype, normies don't have to select the downside to their stats.

The last benefit that normies get is that normies also get a passive ability. Identical to the passive abilities of mantled individuals. Things like the sixth sense, the ability to walk on water, perfect pitch. Stuff like that.

Example

Character name: Timothy Carney

Inspiration word: Corn

- **Passive:** Can perfectly cook corn of all types no matter the cooking implement
- **3 Ability-CORN-FU:** Timothy heats up his gym back fill of corn with a lighter, causing it to explode and the popcorn go flying like a gatling gun. The barrage can hit up to 5 targets with 5D6 damage split between them
- **2 Ability-MIGHTY SYRUP:** With a swig of corn syrup infused gulsh, Timothy regains 15 health with no detriments to drinking something so unhealthy
- **1 Ability-POP POP POP:** Timothy uses his image understanding of corn under heat to pop himself 10ft, then 10ft, then 10ft. Dealing 1D4 damage each time he lands

With all of these upsides, why wouldn't you want to play as a normie?

Combat

The world of GODSEND is filled with fighting. Nefarious villains trying to subjugate entire cities, petty costumed street gangs fighting the streets and friendly sparring are common occurrences. Combat in GODSEND is based on a three action system. Every character, players

and enemies get three actions on their turn where they can do any number of things like move, climb, use an item, use a mantle ability or just simply whack a dude.

When combat begins, everyone who is fighting rolls initiative. Taking their stechiness stat and adding +1D6. The character with the highest number goes first and everyone else goes in descending order. This is called a round. At the end of the round initiative is not rolled again, it stays as rolled for the entire fight.

To make a physical attack or use a mantle ability, a player must roll a D20 and add the combat modifier relevant to the stat that needed to be rolled. All physical attacks use Body, but other mantle abilities are up to the player to decide.

Two or more players can forego two of their actions each in order to combine their turns. Offering up potential for incredibly dangerous consecutive attacks and powerful ability combinations.

The combat ends when either all enemies are knocked out, or all player characters are knocked out. The winners of the fight have all their health and stamina restored. The world of GODSEND has a brutal history, but since the end of the second mantle war the worlds attitudes towards killing have changed. Even most villains

are simple rascallions at the end of the day. It is only the most vile and sadistic people in the GODSEND world that kill. Unlike most TTRPGs where non-lethal attacks have to be made clear, in GODSEND, lethal attacks have to be made clear so that characters don't accidentally become murderers. They are still free to do so however.

Combat modifiers

- 30-31 +10
- 28-29 +9
- 26-27 +8
- 24-25 +7
- 22-23 +6
- 20-21 +5
- 18-19 +4
- 16-17 +3
- 14-15 +2
- 12-13 +1
- 10-11 +0
- 8-9 -1
- 6-7 -2
- 4-5 -3
- 2-3 -4
- 0-1 -5

Levelling up

In GODSEND, there is no XP (Experience points). Instead, all levelling up is done at

the GMs discretion. Or what is called 'Milestone levelling'. Players should expect to get a level up at the end of an arc, winning a practically hard fight or displaying some incredible role play.

As characters level up they can choose from either:

A +1D4 increase to health or stamina

A +2 increase to a base stat,

A number of 'Ability points' which they can create new mantle abilities from. 3 ability points means that a players can make thee 1 action abilities, one 3 action ability or one 1 action ability and 1 two action ability.

Giving players complete customisation wether they want a wide selection of relatively weak powers, or just a couple of fantastic powerhouse super moves. OR they can use ability points to add an extra dice to existing abilities. Making them even more powerful.

1 point=1D4, 2 points=1D6, 3 Points=1D8
4 Points=1D10 4 Points=1D12

MANTLED

- Level 1- Character creation
- Level 2- Stamina/Health boost
- Level 3- Strong attack (Once per combat ability)
- Level 4- Stamina/Health boost/3 ability points
- Level 5- Power boost (Once per session ability)

- Level 6-Stamina/Health boost/5 ability points
- Level 7-Ultimate attack (Once per arc ability)
- Level 8-Stamina/Health boost/7 ability points
- Level 9-Stamina/Health boost
- Level 10-Can use 'Ultimate attack' twice in one arc

NORMIE

- Level 1- Character creation
- Level 2- Stamina/Health boost
- Level 3- Second archetype. No downsides
- Level 4-Stamina/Health boost/3 ability points
- Level 5- 10 Ability points
- Level 6-Stamina/Health boost/5 ability points
- Level 7-Stamina/Health boost
- Level 8- Third archetype. No downsides
- Level 9-Stamina/Health boost
- Level 10-Any attack that would knock you out only takes you to 1 Health. You can only do this once per fight

Power boost (Once per session ability)

A once per session ability is even more powerful than a OPC ability that costs 10 stamina. The next step up for when a gaggle of villains or one tough foe is just

too much to handle. This ability can only be used either once per session. These should be strong but nothing too ridiculous. Think of power boost being similar in impact to Gear 2nd from 'One piece' or 'Bane' injecting himself with venom.

Ultimate attacks (Once per arc ability)

Ultimate attacks are the absolute apex of a mantled individuals power. An immense burst of power and energy that turns the tide of battle but where the individual out for a good while after its use. It's only when the stakes are at their highest and the situation most dire that a mantled individual will use their ultimate attack. Think of an ultimate attack like Gear 5th from 'One piece', the black blood from 'Soul Eater' or Bruce Banner turning into 'The Hulk'. A last resort against a villain just as strong. Ultimate attacks cost no stamina but after they are used, the character is not able to use any more abilities until the combat has finished.

Weapons

Even with a mantle, it doesn't hurt to carry a weapon. Characters may only carry two weapons at any one time, with one being a weapon unique to them and their character. Like a miner having a pickaxe. A knight having a sword or a child having a yo-yo. For normie characters, their

weapons are often a key part of their abilities, so try and fuse the two and compliment each other. Unless the player or enemies declares so, even devastating weapons like guns and bombs still only knock people out instead of kill.

Mantle infused objects

There have been many ways to infuse an object with a mantle. High tech science, dark magic, the alchemical process or using a mantle ability itself. One way or another, many objects and weapons have a mantle within them. More often than not, this process is sought after with weapons. A sword infused with 'DESTRUCTION', or a gun infused with 'UNSEEN' are prime examples.

Think of them similar to the enchanted blades from 'Kagurabachi' or the infinity stones from 'Marvel comics'. Typically an infused object can hold only one ability related to its mantle. Some, incredibly rare objects can hold three. As a GM, think of them as similar to reusable spell scrolls from other systems. Keep in mind that in the world of GODSEND Infused weapons are quite rare. Even the weakest going for thousands on the black market.

Example

Sword of Odin, Sickersnapper

Mantle: LAZINESS

Ability- I DON'T REALLY FEEL LIKE IT:

Upon being unsheathed, the target of its wielder must roll a +20 Soul roll or be compelled to lounge on the nearest chair, bed or by the nearest fireplace. This effect is broken after 3 rounds. On the targets next turns it can attempt the roll again

Items

Items are single or multi use consumables, technologies, magic artefacts and anything else. Characters can carry as many items as is reasonably expected on them. A little bit of hammer-space is ok, but characters shouldn't be carrying dresser drawers in their back pockets. Usually in a fight between a mantled individual and a normie, its the items the normie possesses that wins the battle. Most mantled individuals being too dumb or too arrogant to consider needing assistance from items.