

GODSEND

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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 wether 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 and that they are born with. A great poet from a bygone age described a mantle as 'A word written onto the soul'. Literally being represented by a single word. 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, the language they speak or the colour of their skin. 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 and has bled into a lot of the world terminology.

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.

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 worlds 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 generally very competent and dedicated to their chosen disciplines or fields of study. Just because they don't have a mantle doesn't mean they cant lay down a major arse kicking.

The world of GODSEND

As a setting, GODSEND is not serious. It is a cobbled together string of ideas and concepts that I have done my best to make coherent and interesting. The intent of the GODSEND setting is to have a world where any type of game can

take place regardless of genre, desired technological level or setting. If you want a western, have your game take place in Badlands. If you want Conan style sword swinging go to Enkarnath. A modern superhero type game? Skyline city. The world of GODSEND is a place of broad strokes where your own flavour of game should be easy to carve out. There's definitely enough empty space on the map to do so.

Brief timeline of the world

- 231,000BY. Homo Sapiens come to fruition
- 10,000BY. The beginning of agriculture
- 6,000BY. The first cities form on the continent of Enkarnath. Known now as the old world. Mantled individuals typically rule over hundreds of small, primitive kingdoms. But the current percentage of the world that has a mantle is only around 1%
- 3,500BY. The first king emerges and possesses the mantle 'Strong'. His name is unknown. Setting a precedent for the rest of history, the king of the world becomes the title given to anyone who manages to dominate the known world entirely.
- 3,500BY-1000BY. This period is defined by endless war in the old world. A time of myth and mystery and that even modern scholars have trouble grasping truth from.
- 800BY-500BY. With greater understanding of the world, people relied less on mantled individuals to do their work for them and technology advanced exponentially. Creating massive cities and basic industry. Many people voyage out from the old world and begin to populate the rest of the planet.
- 0AY. A city sized meteorite hits the planet and the number of mantled individuals explode in number. Upping the global percentage of mantled individuals to 3%. The torrent of chaos being the cause of the Kali-Yuga aka, the first mantle war. Giric 'paralyse' Maelchon killed all his competitors and became the 50th king of the world. Ending the Kali-Yuga. The conflict was so all encompassing that the world uses the event as the date mark in history. BY and AY. Before Yuga and After Yuga
- 47AY. Giric Maelchon dies and leaves the world in an unstable peace. With no one wanting to be the one to start another mantle war.
- 100AY. A generation of peace passes. Though it would be expected that evil would take advantage of such a piece. It never did on a large scale. Instead the nations of the world fortified and strengthened themselves. A great deal of this peace was brokered by couple Marsha and Ivo Grispellian. She with

the mantle 'Cooperation' and he with a skill for engineering. They sailed the world in a little tugboat and spread their ideals of 'Happy cooperation'.

- 154AY. In their old age, the Grispellians make a permanent settlement. Naming it Skyline village. They both died of old age not long after. Only 3 days apart.
- 1000AY.
- 1650AY. The second mantle war, Ragnarok, begins. Led by a figure only known as the last king. All knowledge of him and his mantle. If he was even a man or had a mantle has been expunged from history. In fear of anyone with the same mantle using their powers for evil. The last king didn't want to take over the world. He wanted to destroy it. The first target to be destroyed being Skyline village.
- 1666AY. An entire year that would be known as Devils day. Either due to bizarre astronomical phenomena or an incredibly powerful mantle ability. A full red moon is left in the sky for an entire year. The red moon making all evil mantle users twice as powerful. Even then, the last king is held back by a single stronghold.
- 1667AY. The last king and his minions are finally defeated. Ironically, the site of his defeat was a few miles north of the ruins of Skyline village. The site would be founded as the location of what would become Skyline city. The largest city on the planet and unofficial capital.
- 1700AY. The council of peace is formed. Operating from their base, peace tower. Made with the mission of ensuring that another conflict on the scale of the mantle war will never happen again.
- 1999AY (Current day)

Recent history 1700AY-1999AY

Normies

Mantles and psychology

Mantles and the moon

For reasons still unknown to science, mantled individuals are heavily effected by the phases of the moon. Most of the time whenever the moon is waxing or waning, the effect is negligible. But there are several times where the position and colour of the moon effect mantled individuals in drastic ways.

New moon- On a new moon when the sky has only stars, all mantled individuals lose the means to use their abilities. Rendering them on the same level or even worse off than normies. It's a scary and paranoid time for all those who rely on their mantle and who have made a lot of enemies. In gameplay terms. Characters with mantles are unable to use them for the entire night.

Full moon-

Blue moon- When the moon glows a brilliant blue, everyone in the world knows that tomorrow will be a better day. All mantled individuals who are truly heroic have their powers doubled in strength and with that strength gladly destroy all the evil they come across. In gameplay terms, a heroic character has 50 D6s they can add to any roll for as long as a blue moon is in the sky.

Blood moon- A night of guaranteed terror whenever it happens, a blood moon is a night where the moon glows a bloody red. Casting the world in grim, evil light and putrid shadows. All mantled individuals who are truly evil and have committed murder or another serious crime have their abilities doubled in strength. Being able to bring ruin wherever they go. In gameplay terms, an evil character has 50 D6s they can add to any roll for as long as the blood moon is in the sky.

The organisation of the world of GODSEND

In the time before the Kali-Yuga, most of humanity was still on Enkarnath. The continent was ruled by thousands of kings, each ruling their own patches of dirt and sand. While all of them ruled by means of strength or cunning. Not all were equally tyrannical. Some were kind to their subjects and merciful to their enemies. Some just hated everybody. Regardless, it was the rule for centuries.

In the time after the Kali-Yuga a lot of humanity had left Enkarnath and settled the other landmasses of the world. Each one quickly forming its own culture and traditions. These nations could be ruled by a king, a parliament, the people. Whatever whacky combination of ideology was possible. There was no superpower of the period. No one of these nation states would have hope of conquering all the others.

After the events of Ragnarok it was obvious change was needed. Peace tower was built in the middle of Skyline city for the purpose of happy cooperation. So that the leaders of the remaining nation states could come together and meet regularly. Growing alliances, or even friendships. In the modern day, it is unthinkable that any of them would destroy that peace. The peace council is made from representatives of 14 nation states. The representative is often the leader of the nation state but not always. The peace council is lead by the high councillor. A neutral individual picked from the general population by all 14 members. The nation states themselves are entirely autonomous.

The nation states

There are 14 official nation states in the world of GODSEND. In this section each one will have a brief history, description of landscape and culture. As well as an overview of who the leader is and what the capital is.

Murakami

Iceberg

Enkarnath

Shireington

Skyline City

Gloomtown

The M ∞ (M Infinity)

Meanmesa

Ulmecocco

Moonbase X71

The OON (Outside Orbit Nation)

Prison

Cyberspace

The land of Nod

Character creation

There are only 9 stats which make up a GODSEND character. No myriad of skills clogging up your character sheet. Stamina (STA), Health (HEA), Body (BOD), Initiative (INT), Whackability (WHA), Mind (MIN), Stechieness (STE), Soul (SOU) and Movement (MOV).

● **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 stechieness 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 Stechiness 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.

- **Stechiness**

Comparable to dexterity, a characters stechiness 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. Stechiness 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 Body, Mind, Stechiness, and Soul roll 4D4 and assign each number however you like.

- **Movement**

Movement determines how far a character can move in one action. On a grid based game board, digital or physical, each square is 5ft x 5ft. If a character has a movement of 15, they can move three squares.

A characters movement is $5 + \text{STE modifier}$ multiplied by 5.

Example

20 Stamina

21 Health

14 (+2) Initiative

16 (+3) Whackability

25 Movement (5 squares)

7 (-2) Body
8 (-1) Mind
10 (+0) Stechiness
10 (+0) 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 +2 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 through 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 whether an enemy's 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 pig's 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 JoJo's 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, as well as one ability that costs three actions, two abilities that cost two actions and three abilities that cost one action (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 exiting 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, Immortal, 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 player's 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, what's 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 can't 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 an 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 bag full 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 either BOD, SOU, MIN or STE
- A number of 'Ability points' which they can create new mantle abilities from. 3 ability points means that a players can make three 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 15 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 once per game session. These should be strong but nothing too ridiculous. Think of power boost being similar in impact to the black blood from 'Soul eater' 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', 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. Similar to classic works of art in our own world. Every infused object is its own Michelangelo, Haring and Hokusai.

Example

Sword of Odin, Sickersnapper

Mantle: LAZY

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.

Vehicle rules

Unless a particular adventure is sticking to the dense streets of Skyline city or a single sleepy town, characters need a way to get from place to place. With a couple of eccentric exceptions, the world of GODSEND shares the same kind of bikes, boats, cars and planes of our world.

When being driven, each type of vehicle has a number of actions they can perform, just like player characters and NPCs. But instead of only three, vehicles can have up to 10. Also like players, vehicles have their own initiative, health and movement stats.

Move-1 action.

Drift-2 actions.

Shoot-1 action.

Leave-1 actions.

Start-2 actions.

Break-1 action.

180 Handbrake turn-3 actions.

Go on top of the vehicle-3 actions.

Jump from vehicle to vehicle-2 actions.

Hotwire-1 action-

Vehicle types

Vehicle types	Actions	Initiative	Health	Movement
Bicycle	3		10	25ft Per action
Car	5		150	140ft per action
Bus/Lorry	8		250	140ft per action
Boat/Speedboat/ Jetski	5		100	200ft per action
Biplane	4		450	660ft per action
Commercial jet	7		1000	237,600ft per action
Cruise ship/Cargo ship	8		2000	2190ft per action
Helicopter/Private jet	8		400	1370ft per action
Train	10		500 (Per carriage)	1230ft per action

While travelling in a vehicle, individual characters have no actions. All actions like them shooting out the windows or moving around are used by the vehicles actions. When it is the vehicles initiative, the player group will decide as a whole what they want to do with the actions they have.

Magic rules

It's magic. I don't have to explain shit. Jokes aside. Magic in the world of GODSEND is a very strange and unknown thing. Anything which cant be explained by advanced science or a mantle ability is considered magic.

Gnomes, elves, witches, genies and ghosts are all very real in GODSEND. Even if a lot of people don't believe in them.

Some rare souls have found themselves able to use magic. With the strange fact that all who have are normies. Mantled individuals seeming to have a block. Mental or otherwise that inhibits them from learning magic.

Commonplace	Description	Effects	Consumable
Tasty burger	The goto choice for when you didn't make as much food for yourself as you thought you'd want.	Regain +5 health	CON
Refreshing drink	Something to wash down a hearty meal.	Regain +5 stamina	CON
High beam torch	A foot long lightbulb loaded light in shining darkness. The perfect thing to scare away burglars and other creatures of the night.	The beam from this torch can reach up to 80ft. Anyone right in front of it when turned on is blinded for one round.	
Mobile phone	A handheld communication device with access to the internet.	Can be used to contact other characters with a mobile phone and search the internet.	
Disposable camera	A handheld simple camera that can only take one photo at a time.	Can be used to take quick analogue photographs.	
Walkie-talkie	For when the internet is down or a signal isn't to be found. The walkie talkie is the trusty radio wave using alternative.	Can be used to communicate from a distance when the internet and other signals are down.	
Sparkling water	A mild poison. A good swig of sparkling water will incapacitate most who drink it.	Anyone who drinks sparkling water must make a successful BOD roll over 14 or violent vomit for one round.	CON
Digital storage device			
Tasty double burger	The classic burger. Full of traditional meat.	Regain +10 health	CON
Large refreshing drink	An oversized cupful of sickly coloured chemical muck. It tastes like blue.	Regain +10 health	CON

Commonplace	Description	Effects	Consumable
Spray paint	A rattly little can of 'Ro ro fight the power'.	Can be used to mark buildings, blind enemies or obscure security cameras.	
Sausage roll	The humble sausage roll is the perfect food item, both culinarily and aerodynamically to be thrown into the mouths of allies to heal them.	Sausage rolls can be thrown at allies on a successful STE roll over 10. The heal 4 health.	CON
Super super glue	A bottle of industrial strength super glue. On the label it describes its ability to trap bears as if they were mice.	When squeezed out over a 10x10ft area, anything that moved over it is stuck in place until they make a successful BOD or STE roll over 16	CON
Notebook	Notebooks come in all sizes and styles. From a dinky A5 to the massive A1.	Can be used to record notes and scribble crude drawings into.	
Spring water	Clear and pristine spring water taken from only the cleanest mountains who's very mist heals the pores and freshens the soul.	+1D10+SOU stamina	CON
Water tank	Usually found onto of water coolers, when mounted on the back and attached to a straw, the water tank is the perfect tool to keep someone fit and in the fight.	Regain +5 stamina Only has 10 uses before needing refilled	CON
Roller skates	Although roller rinks are long dead. Roller skates still find their use by those who want to go just that little bit faster.	Characters wearing roller skates gain +10ft to their movement and a -5 to their STE.	
Laser pointer	A handheld machine for the amusement of cats that also makes for a good keychain.	The laser pointer can be used to distract cats of any kind and blind aircraft pilots.	
Protein bar	Health focused and filled with 20 grams of protein. This bar is half your daily calories. Made only for bulking.	+6 stamina and +2 damage to all melee attacks for 2 rounds.	CON

Commonplace	Description	Effects	Consumable
Smoke machine	The halloween spirit has always been portable. This model of smoke machine is battery powered and needs no outlet.	When activated, the smoke machine dispenses a cloud that obscures a 40ft area, making everyone inside have a +4 to all STE rolls.	

Tricky	Description	Effects	Consumable
Night vision goggles	A pair of goggle eyed cylinders hung together by a strap.	Allows the wearer to see in the dark. Although with a sickly shade of green.	
Atheist cuffs	Lined with nullite, atheist cuffs, when properly locked render someone unable to use their mantle abilities until they are removed.	Atheist cuffs can be snuck out of with a successful STE roll with a lock pick or busted out of with a successful BOD roll over 25	
Discontinued fizzy drink	The company that made this drink got sued into oblivion for adding chemicals unknown to science to their drink. The drink made people so fast and jittery that many limbs were lost and to this day are yet to be found.	+30ft of movement and +3 whackability for 5 rounds. After the 5 rounds, the drinker has a major chemical crash and loses 1D20 health and stamina, and loses -3 whackability until the end of the next combat.	CON
inflatable dummy	A pocket sized, quickly inflating plastic decoy. When thrown in the heat of battle, an inflatable dummy can distract an enemy, mistaking it in place of the character who deployed it.	When deployed, and enemy must make a successful MIN roll above 10. If they fail, they attack the inflatable dummy. When they do so, the character who deployed the inflatable dummy can attack them once.	CON
Tracking device	Perfectly practical for following the subject of any foul investigation.	When planted, it can send out an accurate geolocation up to 100 miles.	
Riot shield	The staple form of protection for genuine authority and would be authority alike.	Gives +5 whackability to anyone using or standing directly behind the riot shield	

Tricky	Description	Effects	Consumable
Genuine healing crystal	The stocking stuffers of shamanic shops. These pricey crystals do as any other medical aid.	Heals a character 4D4	CON
Sailors choice premium spinach	The breakfast, lunch and tea choice for champion bodybuilders and MMA fighters. This good green stuff will make anyone strong.	+15 BOD for the remainder of combat or 1 hour	CON
Hospital grade first aid kit	A red pouch filled with anything to stop bleeds, fill holes and pull things out of people. Everything a doctor needs.	Heals a character for 5D4	
24 inch sandwich	A massive baguette sandwich filled with umpteen meats and dressings. Its always a two man job.	Can only be eaten by two people within 5ft of each other. When the 24 inch sandwich is used, both characters heal 2D10 health.	CON
Medieval armour	A suit of armour from a bygone age of other men in similar armour all fighting over princesses and fearsome beasts.	Gives the wearer +5 whackability	
Flak jacket	Modern, militaristic and mighty effective at deflecting everything from bullets to stabs.	Gives the wearer +3 whackability and can be worn under coats	
Spring heeled boots	Great industrial strength springs carefully fitted onto the cheapest of budget boots.	Allows the wearer to jump up to 50ft in the air and survive drops of that height too.	
Lock picking kit	A small pouch which unfurled shows a fine collection of lock picks.	Adds +7 to STE rolls used to lock pick. After the lock pick is used it cant be used again. Contains up to 10 lock picks.	CON
Instant bonsai tree	A small packet of seeds containing the explicit warning to not eat.	When placed in the ground and splashed with water, the instant bonsai bursts from the ground in 10 seconds and grows to the size of a regular tree.	CON

Quite difficult	Description	Effects	Consumable
Atheist bullets	Heavily refined nullite moulded into the shape of a bullet that can fit any gun. When shot at a mantled individual.	1D4+SOU Instantly cancels the last used mantle ability of an enemy and makes them unable to use any mantle abilities for 3 rounds.	CON
Poison dart frog venom	Found only in the deepest and darkest jungles. It takes 500 frogs to make just a single vial.	The victim takes 10 damage every round until they are unconscious.	CON
Damage resistant tailored suit	A dashing and good fitting tailored suit hiding 40 layers of bulletproof material. Made for those who are social as well as psychotic.	The wearer gains +6 whackability and +6 SOU	
Soul scanner	A device similar to that of a VR headset. It uses advanced technology to examine the soul of a target and determine their mantle if they have one.	The person using the soul scanner must have clear vision of the target within 100ft for 10 seconds at least.	
Solid Nullite	A rock solid, unrefined hunk of pure nullite. Just its mere presence makes mantled individuals feel sick.	Solid nullite only effects mantled individuals When within 80ft, all mantle abilities are reduced by 1D10. When within 50ft, all mantle abilities are reduced by 4D10 and can only for formed on a successful SOU roll. When within 25ft, no mantle abilities can be used at all and mantled individuals lose 1D4 stamina for every round they are in the radius.	
Atheist coating	Synthesised nullite. It has been crushed into a fine powder and dipped in gum to make a gooey, mantle resistant material that can be coated on anything.	One helping of atheist coating can cover any surface, weapon, or item, making it resistant to mantle abilities. Not as foolproof as other alternatives, it only reduces the effects of a mantle ability by 2D6+SOU	CON

Quite difficult	Description	Effects	Consumable
Sandstorm in a bottle	Taken from the most arid of deserts. The fury of the sand is contained within this delicate vial.	When opened, a sandstorm envelops a 50ft area. Shoving them in a random direction 20ft and blinding them for one round.	CON
Shoulder mounted targeting system	A sophisticated laser guided shoulder attachment that assists with the aiming of any ranged weapon.	The shoulder mounted targeting system gives the user a +10 to hit with any ranged weapon. This targeting system is ineffective if the target is covered in mud or otherwise incredibly dirty.	
Pure seed oil	When drank, this nature based concoction dulls the mind and senses to all feeling, but most importantly, pain.	Gain +5 whackability and -5 to MIN and SOU rolls for 5 rounds.	CON
F.A.D	A crude frame of electronics and wires. A F.A.D. Or 'Forced Ability Device' is forcibly attached to a mantled individual. The controller can then use electrical inputs to force the individual to use their abilities against their will.	After an ability is used, a character has the opportunity to successfully roll BOD over 20 or SOU over 15 to break out of the F.A.D.	

Near unobtainable	Description	Effects	Consumable
Extraterrestrial batteries	An energy source from another world. Only a few hundred of these alien batteries exist on Earth	Extraterrestrial batteries are used to power specific weapons and items. They can also be thrown on a hard surface to create a 2D10 explosion.	CON
Cyber exoskeleton	An incredibly intricate piece of technology. A head to toe suit of the finest metal, built in with two pulse gloves, a jetpack, and 12 rockets.	Grants the wearer a pulse glove on each hand. The effects of a jetpack and +16 whackability. Each rocket does 1D12 damage.	

Near unobtainable	Description	Effects	Consumable
Synthesised ninja gland	A vial of liquid drained from a ninjas sneak gland. This illicit substance can turn anyone into a seasoned ninja for a short while.	Turns the drinker invisible for one minute and grants a +20 to STE rolls	CON
X-Ray specs	Made in the 1950s by a no defunct company and sold only through newspaper ads, only 300 pairs of working X-Ray specs were made.	Has 3 rough settings. Skin Clothes Steel	
Octuple stacked burger	A fast food item as rare as diamonds. It has only been released a handful of times in 70 years as the species of cow it is derived from is critically endangered.	Regain 8D10 health	CON
Atheist field generator	Clunky and a pain to transport, a dustbin sized instrument of hindering any mantled individuals who even think of getting in the way.	The atheist field generator when activated gives off a 300ft dome that disables all mantle abilities. Rendering them on the same level as normies. The atheist field generator has 40 health and a whackability of 20.	
Jetpack	The lives work of a single dedicated scientist. Finally solving the problem of fuel efficiency, he flew off into the sky on the first demonstration and landed on the moon. Never to return.	A character wearing a jetpack can fly in any direction 50ft an action. The fuel tank on the back has 20 health and a whackability of 18. When destroyed, the wearer is caught in a 4D8 explosion and plummets to the ground.	
Leprechaun gold	Dull and muddy looking, but extraordinary. When given a single leprechaun gold coin in exchange for a service, the recipient is compelled to do it and must see it to the end. The person cannot be made to do harm to themselves. The coins disappear when the task is complete.	When using a leprechaun gold coin the GM rolls a D20. On a roll of 18 or more, a leprechaun will attack the one who handed over the gold.	CON Insert leprechaun stats. Faith and begorah

Near unobtainable	Description	Effects	Consumable
Anti-Gravity boots	A pair of incredibly unfashionable white clunky boots. With a stomp of the foot, the wearer can leap onto a ceiling and stay there.	The user can walk and jump to any wall or ceiling and stay there permanently. While on a wall they gain +2 whackability and on a ceiling they gain +4 whackability. This is to the detriment of a -2 to their STE.	
Genies lamp	A decorative lamp found in sands far away. They come in all shapes and sizes, but a number of genies have been trapped in a great number of lamps. Scattered across the world, even genie patiently waits for its chance to be free.	When rubbed, a genie will emerge from the lamp and offer the owner three wishes. It will try and bend the wording to turn the wish into an ironic detriment. The genie cannot bring back the dead, destroy the world, or remove mantles from existence.	CON

Commonplace	Description	Damage and other effects	Range
Brass knuckles		1D4+BOD	5ft
Chair		1D4, 3D4, 4D4. Depending on the number of legs the chair has.	5ft
Tire iron		1D4	5f5
Yo-Yo		0 Damage. If an attack with a yo-yo is successful then the enemy is disarmed of their weapon.	10ft
Axe		1D8+BOD	5ft
Golf club		1D6	5ft
Boxing glove on a spring		1D6+STE	15ft
A sock filled with rocks		2D4	5ft
Rake		1D4+BOD	5ft
Baseball bat		1D6+STE	5ft
Crowbar		1D6+BOD	5ft
Electrical cable		Flat 2 damage	10ft

Commonplace	Description	Damage and other effects	Range
A rock		Flat 2 damage	25ft
Whip		1D6. If an attack with a whip is successful then the enemy is disarmed, as well as hurt.	15ft
Pepper spray		0 Damage. Blinds an enemy for 5 rounds.	5ft
2X4		1D6. With the addition of a nail through it, add 1 damage.	5ft
Taser		1D4. If hit with a taser, an enemy can make a BOD roll with a success of 20. If they fail, they are paralysed for 3 rounds. They can still use mantle abilities that don't require physical movement.	10ft
Homemade flamethrower	A ramshackle contraption. The height of teenage ingenuity. A can of deodorant strapped to the lighter.	1D8 for 3 rounds.	15ft
Slingshot		1D10. A slingshot does an extra 2D10 damage to any enemy over four cubits and a span (6ft 9).	30ft
Fire extinguisher		1D6. Can also be used to put out a small fire.	10ft

Tricky	Description	Damage and other effects	Range
Sword		1D10	5ft
Claidheamhor		1D12+BOD	15ft
Great sword		1D10+STE	10ft
Sniper rifle		3D8	250ft
Shotgun		2D10	15ft
Throwing knife		1D4	20ft
Grenade		1D12+5	30ft
Pistol		1D6+STE	25ft
Machine gun		3D6	60ft

Tricky	Description	Damage and other effects	Range
Knife shoe	A shoe with a blade hidden inside. It springs out with a click of the heels. Guaranteed to catch most enemies by surprise.	1D4+2	5ft
Katana		1D12+STE	5ft
Flashbang		0 Damage	30ft
Chainsaw		1D12	5ft
Bow/crossbow		1D8+4	50ft
Flare gun		1D6	100ft

Quite difficult	Description	Damage and other effects	Range
Chainsaw gauntlet	An arm mounted chainsaw. If someone has more than one equipped they get a -3 to STE rolls for each additional chainsaw gauntlet to a maximum of -9. They can also ride up walls and across difficult terrain with no issue while using the chainsaw gauntlet.	D10+BOD	5ft
High impact sniper rifle		3D10+STE	500ft
Legally distinct laser sword		2D10+SOU	5ft
Quadruple barrelled shotgun	Double the shot and double the gun. This unwieldily model was made as a joke.	4D10. Is able to hit four enemies	10ft
Landmine		4D20+20	0ft
Flamethrower		2D8 over 3 rounds. Anyone hit with the flame takes 2 extra damage from the flames for 2 rounds.	20ft
laser gun		1D8	100ft
EMP grenade		Shuts down any mechanical devices within 30ft. Including those used by players.	30ft

Quite difficult	Description	Damage and other effects	Range
Tranquilliser gun	The sidearm of any good zookeeper. A single dart from this can bring down a bull elephant in 4 minutes.	0 Damage. Knocks out humans in 4 rounds. Cannot be used on robots.	60ft
Blowgun		1D4+STE. Additional damage depending on which poison is on the dart when used.	30ft

Near unobtainable	Description	Damage and other effects	Range
Pulse glove	A metallic glove which contains three blasts before needing a four hour recharge. The pulse blast pushes people back. The fire blast burns. The flash blast blinds.	<p>Pulse-3D6+30ft knock back</p> <p>Fire-2D6+4 fire damage for 2 rounds (Unless extinguished)</p> <p>Flash- No damage but blinds all enemies in a 60ft bubble.</p>	<p>Pulse 5ft</p> <p>Fire 15ft</p>
Minigun		10D4+3 for each target. Over five rounds. This damage can be spread out over multiple enemies.	120ft
Surudoï blade	Forged from steel folded 500,000 times. Surudoï blades are a highly prized commodity. Made by the Surudoï ninja clan, they are not for sale and only given as gifts in exchange for doing a near impossible task.	4D8+SOU. A wielder of a Surudoï blade can spent 4 stamina to block any damage done from another melee weapon. If met with another Surudoï blade, both combatants must call 'Odd' or 'Even' and roll a D6. The winner breaks through the others blade and does to damage as usual.	5ft
Ball lightning thrower		3D10+MIN	35ft

Near unobtainable	Description	Damage and other effects	Range
Net launcher		The net launcher does no damage, but surrounds the target in a nylon net, incapacitating them. If a target wishes to escape, they must make a STE or BOD roll over 22.	40ft
Atheist sword	A sword made of pure nullite. The process to do so is incredibly complicated and mostly ever seen in the hands of bodyguards or the upper tiers of E.V.I.L.	2D12+SOU Wielders of an atheist sword can spend up to three of their next turns actions to deflect mantle abilities. To do so they must succeed a STE roll equal or greater than the character whackability who's ability it is.	5ft
Misslie launcher		3D20 in a 20ft radius. Any enemies within a further 10ft area are thrown back 15ft.	1 mile
Voodoo doll	A small doll made of wicker or wool, made into the form of a person. When topped with the hair of an individual, any damage done to the doll is done to them for 2 rounds.	All the damage done to the target is purely sensational. Voodoo dolls do no real damage, but give a -2 to all rolls equal to the amount of damage done to the doll. Ex- Voodoo dolls takes 4 damage from a needle, the target takes a -8 penalty to all rolls.	Within 5 miles of the target

One of a kind	Description	Damage and other effects	Range
Skyscraper	A sword with the mantle 'Storm'. Can summon a storm for cover. Can shoot lightning. Can allow the user to fly with the wind.	Melee attacks deal 1D8+BOD Abilities: Storm summon- Summons a powerful storm that can target up to 10 people with a powerful wind. Hurling them 50ft and dealing 3D10 damage. Lightning bolt- Wind walk-	10ft

One of a kind	Description	Damage and other effects	Range
Cunnartach-3002 experimental death ray	An experimental laser smuggled out of Area 62. It only uses extraterrestrial batteries. Its beam lasts for 3 rounds.	1D20+15 Anyone within 10ft of the beam takes 5 damage The beam	300ft
The gun with no name	An ordinary looking revolver that never misses. It is possessed by the ghost of its former owner. A cowboy named 'No eyes'. If found in the hands of someone 'No eyes' considers worthy, every bullet will be guided by him.	5 Damage each hit. Can never be used against an unarmed enemy, woman or child. No matter how evil.	Infinite
Reapermans' scythe	A scythe belonging to the greatest assassin to ever live, 'Reaperman'. It is incredibly sharp and can be folded to fit in a pocket.	3D12+SOU Can be folded up and folded out without spending an action. Reapermans' scythe is also immune to being detected while folded.	10ft
Born under punches	A pair of simple brass knuckled imbued with the mantle, Contribution'. Every punch made by a new wielder builds upon itself to an absurd level.	1D4+BOD When 'Born under punches' deals damage eg 3. That damage is added to its next attack. eg. 4. So the next attack after that does +7 damage. This can go to +50 additional damage.	5ft