

# ***GODSEND QUICK START***

## ***What is GODSEND?***

GODSEND is a rules bending, 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 a short adventure called an episode, or a session. These can either be standalone or part of a wider story called an arc.

The GM role-plays 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 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.*
- *There is no mantle that can bring back the dead or make anyone immortal*

## **CHARACTER CREATION-**

Character creation in GODSEND begins with a mantle. 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.

When your mantle is decided don't jump the gun and skip to making all their cool abilities. Follow each step as it appears in the book and throughout the process think of who your character is and the way that specific word defines them.

### ***Caveats for mantles***

It goes against the idea that GOSEND is a system that give you total freedom, but it is recommend to forbid 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 is 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.

## ***MAIN STATS***

A GODSEND character consists of four main stats and five secondary stats for a total of nine stats altogether. The four main stats are BODY, SOUL, MIND, and SWIFT. Each of these stats effect the other five and must be determined first.

### ***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.

### ***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.

### ***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.

### ***SWIFT***

Comparable to dexterity, a characters swiftness 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.

When making a character, you get 50 points to divide however you like amongst the main stats to a maximum of 20 and minimum of 1. The number of each main stat earns you a power boost. A number added onto all rolls you make in character, including attacks and using abilities.

### ***COMBAT BOOSTS***

- *20+8*
- *19+7*  
*18*
- *17+6*  
*16*  
*15*
- *14+5*  
*13*  
*12*

- 11
- 10+4
- 9
- 8
- 7
- 6+3
- 5
- 4
- 3+2
- 2
- 1+1

## **SECONDARY STATS**

Once your main stats are done you then move on to determining your secondary stats. There are 5 secondary stats. HEALTH, STAMINA, READINESS, WHACKABILITY and MOVEMENT.

### **HEALTH**

Health is representative of how much damage a character can take before being knocked out and is determined by taking a character's BOD stat, multiplying it by 2 and adding their MOD power boost. For example, if a character has a BOD of 13, then their health would be  $13 \times 2$ , 26+ the power boost, 5, equalling 31 health.

### **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. Stamina is found by taking a character's SOU stat, multiplying it by 2 and adding their SOU power boost. The same as how you determine a character's health.

## ***READINESS***

Readiness determines who goes first in a round. Readiness is different from other stats as it is not a solid and changes upon every round when initiative is called. By default, readiness is a characters MIN power boost. But they can add higher and higher dice to roll and then add to that number when initiative is called.

*1-5+1D4*

*6-10+1D6*

*11-15+1D8*

*16-19+1D10*

*20+1D12*

## ***WHACKABILITY***

Whackability is the stat that determines how hard you are to hit and starts out at 10 for all characters. Then you add your SWI power boost. For example, if a character has a SWI of 16 then their whackability would be 16. When being attacked, and opponent must roll on or over a character's whackability in order to deal damage to them.

## ***MOVEMENT***

Movement determines how far your character can move in one action. On a grid based game board, digital or physical, each square is 5ft x 5ft. All characters start off with 25 movement, meaning they can move 5 squares. The movement stat is 25+SWI power boost. For example, if a character has a SWI of 10, then their power boost is +4. Making their movement 45ft or 9 squares on a board.

## ***ARCHETYPES***

If you want to add just a little bit more character to your character then you can choose one of 10 archetypes. Each one has an ability unique to them along with a downside.

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.

### ***Upsides***

**THICC-** Immune to being knocked over by someone of equal or smaller size.

**LUNK-** Can use their BOD power boost in place of SOU in order to charm, flirt or intimidate with their muscles.

**SKINNY MINNIE-** Get a +2 whackability when attacked by an enemy bigger than you.

**CROOK-** Can choose one action per session to succeed automatically if that action is a non violent crime.

**BODY POPPER-** Can perfectly imitate a robot when the need calls for it.

**NERD-** Upon examining a piece of technology through touch, they can know a key weakness be it hardware or software.

**SOCIOPATH-** Gets a +2 bonus to resist all abilities that manipulate emotions in some way.

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

**SPIRITUALIST-** Can identify with an enemies ability is magic or a mantle by sight alone.

### ***Downsides***

**THICC-** Take a -3 to their SWI stat upon character creation.

**LUNK-** Take a -3 to their MIND stat upon character creation.



**SKINNY MINNIE-** Take an extra 2 damage when hit by an enemy bigger than you.

**CROOK-** Handcuffs, nets and other means of apprehension need no roll to succeed against you.

**BODY POPPER-** The robot imitation can only fool robots and not other humans.

**NERD-** Take a -3 to their BOD stat upon character creation.

**SOCIOPATH-** Take a -3 to their SOU stat upon character creation.

**FUNNYMAN-** For every pun they make in or out of character they lose 1 health.

**SPIRITUALIST-** Needs someone to assist them when entering or exiting cyberspace.

## **ABILITIES**

Abilities are determined by your mantle or soul-word. This one word defines a GODSEND character both inside and out.

Although their abilities and personality are unto your own free interpretation of the word, their abilities must always have some connection to it. You cant have someone with the mantle 'Stingray' going around turning objects into bricks, or being able to possess robots. Abilities must be silly but sensible.

Upon character creation, all mantled characters start with a passive ability that costs no stamina, an ability that costs 3 actions to activate, two abilities that cost 2 actions to activate, and three abilities that cost 1 action to make. As well as a once per combat (OPC) ability. All abilities must cost at least some amount of stamina to activate. When determining the exact stamina cost of an ability, that is between the player and the GM. But there are some firm guidelines.

An ability that costs 1 action should cost a maximum of 4 stamina

An ability that costs 2 actions should cost a maximum of 8 stamina

An ability that costs 3 actions should cost a maximum of 12 stamina

OPC abilities always cost 10 stamina

OPS abilities always cost 15 stamina

OPA abilities are always free to use

### ***PASSIVE ABILITIES***

These harmless and quirky abilities are a byproduct of their mantle. A fact of their biology that can never be turned off or controlled consciously. Sometimes they are beneficial, sometimes a hindrance, but mostly neutral. Being equal to fun party trick. Passive abilities can be anything as long as they do no damage and heal no damage. They are passive for a reason. Any benefit they do have to a character must be obscure and situational such as their teeth not being able to take damage, or always knowing the odds of a card game.

### ***1 ACTION ABILITIES***

These are the weakest abilities at a characters disposal. Their salt and pepper, their fresh black coffee. 1 action abilities are cheap by definition and should be powers that do bits of chip damage, mess with enemy positioning or otherwise be a nuisance for enemies and not necessarily a force to be reckoned with. A couple of good examples would be swapping two of an enemies stats around, hitting them in the back for double damage and being able to control fish under a certain size. Perhaps no bigger than a blue fin tuna.

### ***2 ACTION ABILITIES***

The middle of the road for when a 1 action ability wont do and when a 3 action ability is too much. They should provide a decent source of damage and be routinely reliable. Like a character transforming their hands into massive pliable stones, or changing a part of the environment itself into a jungle or desert.

### **3 ACTION ABILITIES**

Most characters at level 1 will only have the stamina to use such abilities once or maybe twice in a combat scenario. They should be a full stop at the end of the sentence that is a round. Abilities like summoning an unbreakable wall, encasing an enemy in ice or zipping up the mouths of all enemies in a certain radius are all good examples of a 3 action ability.

### **OPC ABILITIES**

Once per combat (OPC) abilities are a costly ace in the hole to finish a fight decisively. They are flashy and always pack a punch. Think of them like Guts' arm cannon from Berserk, or Ghost Rider using the penance stare.

### **OPS ABILITIES**

Once per session (OPS) abilities are only unlocked once a character reaches level 3. For when the enemies in a particular adventure are just as tough as you are and all your options are almost spent, OPS abilities are typically or when you've already cut your way from dozens of goons and finally find the big man running the show. The shot in the arm needed to keep going. Think of them like the black blood from Soul Eater or Bane injecting himself with venom.

### **OPA ABILITIES**

Once per arc (OPA) abilities are only unlocked once a character reaches level 5. They are the apex of a mantled individual's power. An immense burst of power and energy that turns the tide of battle but wears 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.

## **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 readiness, remembering to add their extra roll depending on their combat boost number. The character with the highest number goes first and everyone else goes after in descending order. This is called a round. At the end of the round, readiness 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 booster relevant to the stat that needed to be rolled. All physical attacks use BOD, most guns and ninja weapons use SWI, but it's up to the

player which stat they must roll for what ability. A mantle makes you able to throw a car or redirect energy, its BOD. A mantle makes you able to control peoples minds, its SOU. A mantle makes you able to disassemble robots or formulate a 5000IQ plan, its MIND. You get the idea.

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.

### ***Critical hits***

If a player rolls a natural 20 when performing an attack or a mantle ability then it is a critical roll. Rolling a natural 20 does not automatically hit an enemy, sadly. When rolling a natural 20 on an attack roll or using a mantle ability, you simply add the combat boost number onto it like any other attack roll. If the critical roll does hit then the attack costs no stamina if it cost any and does double the damage rolled. It also sends the target flying back 15ft.

## ***Unstable terrain***

Many in the world of GODSEND have the ability to alter the ground around them. Either by transforming it, destroying it. Also a lot of places are just awkward to traverse like a dense jungle or cluttered bedroom. In situations like this, the ground is turned into unstable terrain. When a character moves across difficult terrain, it costs 10ft of movement instead of 5ft.

## ***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.

In the world of GODSEND, normies still have a word tied to them, it just doesn't manifest as a superpower like a mantle does. This is called a Soul-word and is every bit as defining to a characters personality as a mantle is.

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 one ability worth 3 actions, one ability worth 2 actions and 3 abilities worth 1 action.

Despite these downsides, normies get many benefits. 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 also 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. What all those benefits, why wouldn't you give normie-ality a go.

## ***LEVELLING UP***

The method in which characters progress to their next level is called milestone levelling. Unlike other TTRPGs, instead of earning experience points through killing enemies, characters in GODSEND level up when the GM deems they do so. Typically after an incredibly difficult fight, at the end of a session, or as a reward for great roleplaying. At each level a character gets 6 points to spend how they wish. The maximum level that a GODSEND character can reach is 10.

The GODSEND system is all about choice. When levelling up, you can either-

- Increase a main stat to a maximum of 20
- Increase your Health or Stamina infinitely
- Add a damage dice to an existing ability
- Create a brand new ability

Each of these upgrades cost at least one point.

- Increasing a main stat costs 2 points
- Increasing Health or Stamina costs 1 point for each point of Health or Stamina
- 1D4 is 1 point, 1D6 is 2 points, 1D8 is 3 points, 1D10 is 4 points and 1D12 is 5 points
- A brand new 1 action ability costs 1 point, a 2 action ability costs 2 points and a 3 action ability costs 3 points

At level 3 a mantled character unlocks their OPS ability

At level 5 a mantled character unlocks their OPA ability

At level 10 a mantled character can use their OPA ability twice in one arc

### ***Levelling for normies***

Normies level up identically to mantled individuals, being able to increase their stats and make new abilities. But normies also get a free stamina increase of 2 with each level.

At level 3 a normie can choose between a +5 increase in Health or Stamina

At level 5 a normie can hit one attack automatically once per combat

At level 10 a normie can revive themselves after being knocked out with a roll over 10 instead of 20



*And that is everything you need to know to create a GODSEND character. Mantled or normie, make your character as strange and creative as possible. Be among the worlds best heroes or worst villains. There is an entire setting to explore.*