

# ***DB POWERS***™



### Written

Jerry D. Grayson  
Erik Durkin

### Editing

Mike Fiegel

### Cover

Jerry D. Grayson

### Artwork

Andrew Huerta, Renee Grayson, Grace Palmer, and Jerry D. Grayson

### Layout

Jerry D. Grayson

### Playtesting, Contributions, and Inspiration

Jason Threlfall, Erik Durkin, James Finley, Robert Weldy, Aaron Scott, Christopher Buss, Clea Grayson, Gabriel Grayson, Otho and Patricia Bobbins, Renee Grayson, Brandy Stovall, Mr. T, Tracy McCormick, Rex King, Prince, and Fishbone

### D6 POWERS

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**Note: this is not a complete game. You will need the GODSEND Agenda or any of the core D6 books to play**

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# HOW DO I USE THIS BOOK?

The Powers book is a generic utility kit for any West End Games D6 game, and a revised and expanded powers supplement for the GODSEND Agenda game. The advantages, disadvantages, Powers, and gadget rules have been crafted to be functional in the vividly colorful postmodern world of GODSEND Agenda or any generic homebrew four color worlds you might think up.

Every effort has been made to make this book as generic and universally applicable to any game world using the D6 system, but a few things must be noted. A few entries in this book are specially tailored to the GODSEND Agenda world; these will be noted by a Scarab icon next to them. The Scarab icon does not necessarily mean that the rule can't be used in a non-GODSEND Agenda game, just that the rule in question was formulated with that game world in mind.



The Powers book was written based on the rules and concepts found in the D6 Adventure book and the GODSEND Agenda book, but that doesn't mean the rules that follow are only compatible with those two books. The rules that follow will allow the Game Master (GM) or player to make any character or creature imaginable, and make him balanced in such a way as to make your life easier and the game more manageable. The rules provided will allow the GM to create everything from a helpful astro-droid, to a superman from a doomed planet, to a greedy gold hoarding dragon.



## NAVIGATION THROUGH THE BOOK.

The Powers book has been divided up into easy and intuitive chapters to help you create the super heroic character you want to play.

- Chapter One will introduce Power levels and character points, and how they can be used to gauge the power of characters as well as Non Player Characters (NPCs). Archetypes and templates are also discussed as well to help define the characters. The nuts and bolts of character creation start here.
- Chapter Two will give the players Advantages and Disadvantages to help define and expand the scope of their characters.
- Chapter Three will explain powers and provide over 100 powers for characters to buy.
- Chapter Four will discuss gadgets and how to build them.
- Chapter Five gives the players and the GM several combat and non-combat maneuvers to use that are a staple of super hero genre.
- Chapter Six has genre-specific revisions for the GODSEND Agenda characters and factions.



# CHAPTER ONE

CHARACTER CREATION





# CHAPTER ONE

## DICE POOLS & POWER LEVELS

A new character starts with a certain number of creation points, which may be spent to purchase Attributes, Skills, Advantages and Powers. The power level the Game Master chooses for the campaign setting determines the amount of points a player gets to build a character with. Characters are built normally using these points – the only difference is the addition of power ranks.

- One attribute die equals four creation points.
- One skill die equals one creation point.
- Three skill specialization dice equal one creation point.
- Advantages and Super Powers have their own costs associated with them; see the “Character Options” chapter for details.

Other restrictions apply:

- Attributes have a minimum of 1D and a maximum of 5D (it is assumed that 5D is the maximum human possible and any attribute above this level is considered super human).
- The maximum starting number of dice that may be added to any one skill or specialization of skill is 3D.

### Power Level 1:

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

### Power Level 2:

The player has 100 points to build his character – maximum of 10 points in Disadvantages, maximum of 5 ranks in Powers. At this power level characters are “newbie” super humans, with decent super abilities.

### Power level 3:

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

### Power Level 4:

The player has 150 points to build his character – maximum of 15 points in Disadvantages, maximum of 20 ranks in Powers. Heroes at this level are seasoned professionals of noted skill and capacity.

### Power level 5:

The player has 200 points to build his character – maximum of 20 points in Disadvantages, maximum of 30 ranks in Powers. The character is godlike in power and ability. Iconic super beings known the world and maybe the galaxy over are power level 5

### Power Level 6:

The player has 400 points to build his character – maximum of 20 points in Disadvantages, maximum of 60 ranks in Powers. The character is godlike in power and ability. Godlike super beings are power level 6

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

## ATTRIBUTES

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

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

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

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

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

**Perception:** Measure of mental quickness and attention to detail.

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

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

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

The character creation system is fairly straightforward and all of these rules can be found in any of the D6 core books. The Powers book only adds and builds on these basic concepts. The rules are printed here for convenience and ease of reference. I know I hate it when large portions of books are reprinted, but don't worry only a small portion of character creation is found here. The Introduction of power levels allows for the Game master to gauge more carefully the abilities of the player characters and the opponents he must over come.



## SKILLS

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

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

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

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

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

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

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

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

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

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

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

The maximum number of dice the character may

start with in any base skill is 3D greater than the governing attribute, with no more than 3D greater than the base skill in any specialization.

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

## ADVANTAGES, DISADVANTAGES, AND SUPER POWERS

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

## MOVE

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

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





## SPECIAL POINTS

Players' characters typically start the game with one Fate Point and five Character Points. You can spend these points to improve your character's chance of succeeding in especially difficult situations. (The mechanics of this are discussed in the "Game Basics" chapter of any of the core D6 books.) Character Points alternatively are used to permanently improve skills. Your character earns more Character and Fate Points by having adventures. There is no limit to the number of Character or Fate Points your character may have at any time.

## KA POINTS



(NOTE: This Pool of points is normally only used in GODSEND Agenda but may be used in any super hero game with no effort)

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

Your character starts the game with a pool of points that can be used to affect the outcome of dice rolls or damage taken, much like character or fate points. The maximum amount of Ka your character may have in her Pool is equal to double her Presence Attribute, and it naturally regenerates at a rate of 2 points per day. In addition, your character's Archetype allows her to regenerate Ka when she fulfills her chosen role in the universe.

Your character may take Powers that require the use of Ka to activate them, or she may have Powers that strengthen or manipulate Ka outright. (More is discussed on this in the Powers Section.) Regardless, your Godsend character can use Ka for a variety of things outside of those other Powers:

- Two points of Ka may be spent to receive the benefits of a character point die roll addition, and an unlimited amount of Ka may be spent in this way as long as you possess them. The character point(s) must be spent at the time of purchase and may not be saved. Ka may not be spent to buy character points for character advancement.
- Six Ka points may be spent to buy one fate point. The fate point must be used at the time of purchase; it cannot be saved for later use.
- One Ka point will give a +1 to Any one die roll, including damage, up to a maximum of +3.
- One point of Ka will negate four points of damage. An unlimited amount of Ka can be spent in this fashion with the only limit being the amount of Ka the character possess.
- Points can be transferred to another character at a rate of two per Action in combat, or an unlimited amount outside of combat. Characters cannot store Ka over their normal maximum; any additional Ka your character receives over her

normal limit is lost.

- Three points will give you one extra Action for one round of combat without any dice penalty.
- Four points can increase one power by one rank for one round. 8 points will increase a power by two ranks and 12 will increase a power by 3 ranks. Etc, etc. In all respects the power increase only last for one round. An unlimited amount of Ka can be used in this manner.

*Example: Renee's character Avalanche is trying to catch villains that are driving away in a car. She commandeers a vehicle and starts after the culprits. To catch them while dodging through the heavy traffic she must make a piloting roll, difficulty 18. Her total piloting Skill is 3D. Renee doesn't think that she'll make the roll with such a mediocre skill level, so she spends 6 points from her Ka pool to buy 3 character points, raising her total to 6D. She rolls and hopes for the best.*

**NOTE: If Ka isn't being used in your game, then any time a power or ability calls for the expenditure of Ka the character expends Body Points instead.**

### Ka Gestalt

Characters can combine their Ka pools by linking together through physical contact – Angelos, in particular, use this ability to great effect. One character per combat round now has access to the combined Ka reservoir. Others combined in the gestalt do not have access to their Ka energy while involved. When they separate, the remaining Ka is distributed evenly among them.

*Example: Three badly injured heroes decided to pool their strength to help one of their number assure she hits with an Energy Blast. One has 4 Ka remaining, one has 2, and another, the blaster, has 7. They link together for a total pool of 13. The blaster uses ten of the thirteen points to boost her skill roll by +5D, assuring she hits. They survive the encounter and separate, desperate to go home and rest. Since there are only three points left, each of them gets back one point. If there had only been two points left, they could have chosen which two to give the points to.*

## BODY POINTS AND WOUNDS

This section of the character sheet allows you to keep track of the healthiness of your character. This book assumes that Body Points are used and are the default for all the powers and advantages in this book.

### Determining Body Points

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

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

## STRENGTH DAMAGE

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

### Determining Strength Damage

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

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

### Templates and Strength Damage

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

## FUNDS

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

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

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

bonuses received as adventure rewards.

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

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

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

Using the funds attribute is discussed in the "Equipment" section of anyone of the core books.

### Determining Funds

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

## EQUIPMENT

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

## BACKGROUND AND CHARACTER FEATURES

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

## HEIGHT AND WEIGHT

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