

# GODSEND AGENDA

## CHARACTER SHEET

### HERU

DEX	CON	STR	SPD	CR
+0	+2	+8	+0	+2
CHA	INT	PER	WIL	MR
+1	+0	+2	+2	+2

Species	Archetype
ELOHIM	AVENGER

AL	Hero Points	WR
3	8	2
Body	Mind	Reneown
12	12	0

#### Skills

Evade +5, Fighting +5, Influence +5, Intuition +2, Investigation +8, Movement +5, Ranged Fighting +8, Resistance +2

#### Disadvantages

#### Level

Rel: Sobek. Heru's former Chimeran lover.	2
Int: Righteous Fury	2
Ext: Birds Take Flight When He's Near	1

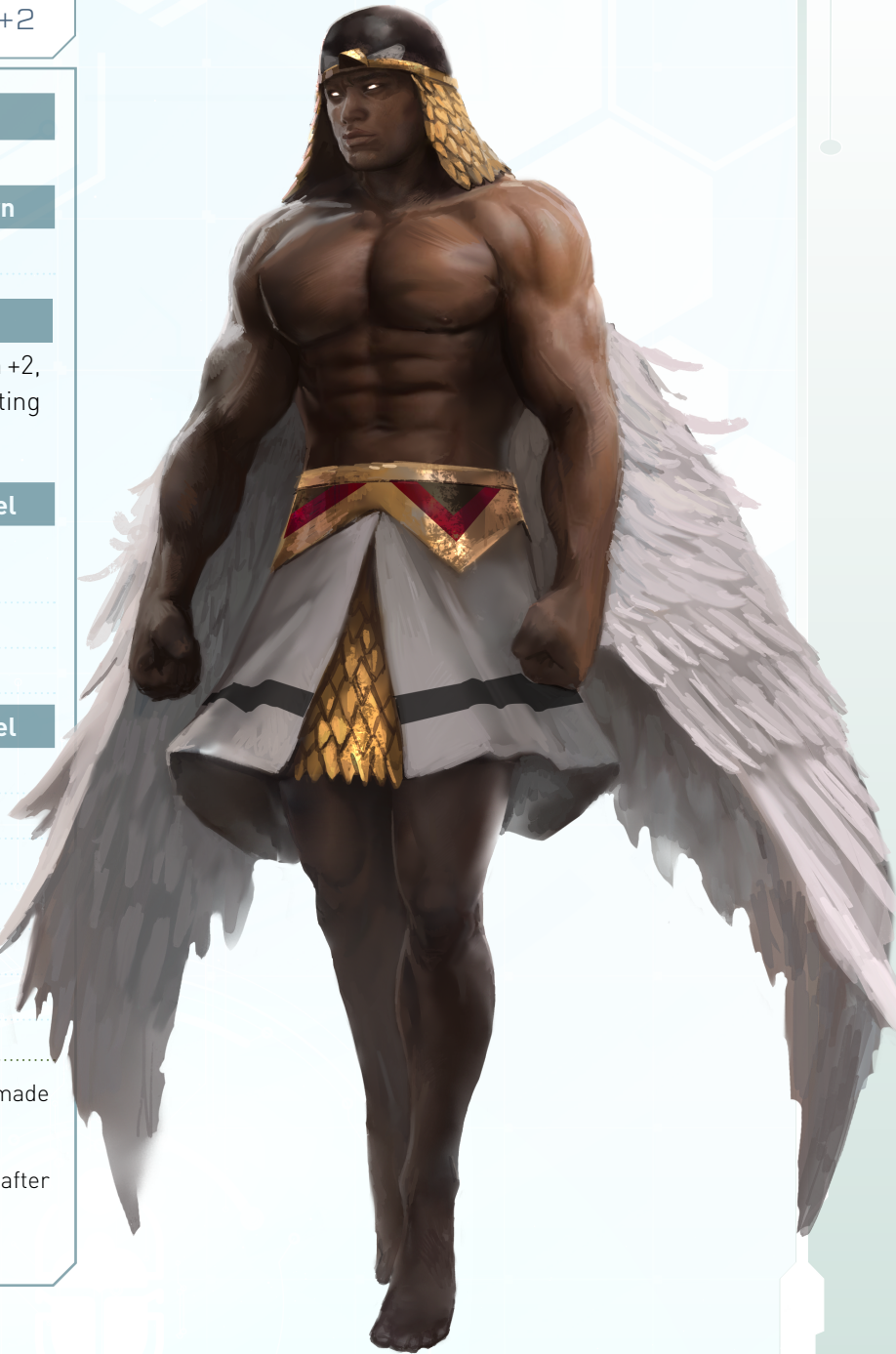
#### Powers

#### Level

Flight*	10
Invulnerability	2
Blast (Sonic Blast)**	5
Telescopic Vision	5
True Sight	5

\***Signature Effect:** Scintillating golden feathers made of Ka energy trail the hero as he flies.

\*\***Signature Effect:** The Echoing of a hawk's cry after the target is hit.



### Result Chart

Roll	0-	1-5	6-10	11+	15	18	21	24	27	30	33	36	39	42	45	48	51
MoS	CRIT FAIL	FAIL	PARTIAL	SUCCESS	1	2	3	4	5	6	7	8	9	10	11	12	13
EV	-	-	-	-	2	4	6	8	10	12	14	16	18	20	22	24	26

## NEDEERA

Species

Archetype

ATLANTIAN

Icon



DEX

+2

CON

+2

STR

+2

SPD

+2

CR

+2

CHA

+2

INT

+3

PER

+2

WIL

+2

MR

+2

AL

3

Hero Points

8

WR

9

Body

12

Mind

12

Reneown

0

## Skills

Athletics +4, Evade +9, Fighting +5, Influence +4, Intuition +6, Investigation +4, Movement +3, Perform +4, Ranged Fighting +10 (Specialization Lvl 1 with bow), Scholar +6, Stealth +3, Technical +2, Thievery +3

## Disadvantages

Level

Rel: Malcolm Rhand (enemy)

3

Int: Immortal Melecholy

1

Ext: Always Smells of Smoke

1

## Powers

Level

Comprehend Languages

5\*

Cosmic Awareness

5\*

Postcognition / Precognition

7\*

\*= All powers have Focus (the Sunbow), Incantations, Physical Gestures Limitations

## The Sunbow

ACC

+2

RoF

3

Ammo

-

HP

10

R#

2

Blast 5 (Flame Blast, must have a physical arrow to ignite)

## Result Chart

Roll	0-	1-5	6-10	11+	15	18	21	24	27	30	33	36	39	42	45	48	51
MoS	CRIT FAIL	FAIL	PARTIAL	SUCCESS	1	2	3	4	5	6	7	8	9	10	11	12	13
EV	-	-	-	-	2	4	6	8	10	12	14	16	18	20	22	24	26

### ELECTRA

KATE JOHNSON

Species

Archetype

BLACK OCTOBER

OUTSIDER

DEX

+3

CON

+2

STR

+2

SPD

+1

CR

+2

CHA

+1

INT

+0

PER

+0

WIL

+0

MR

+2

AL

Hero Points

WR

3

8

2

Body

Mind

Reneown

12

10

0

#### Skills

Athletics +9, Evade +9, Fighting +7, Influence+6, Intuition +4, Investigation +2, Movement +5, Piloting +1, Ranged Fighting +10,

Resistance +4, Stealth +10, Thievery +9

#### Disadvantages

Level

Rel: Looks Up to Atlantean

3

Int: Wants True Love Before Death

1

Ext: Young and Surly Looking

2

#### Powers

Level

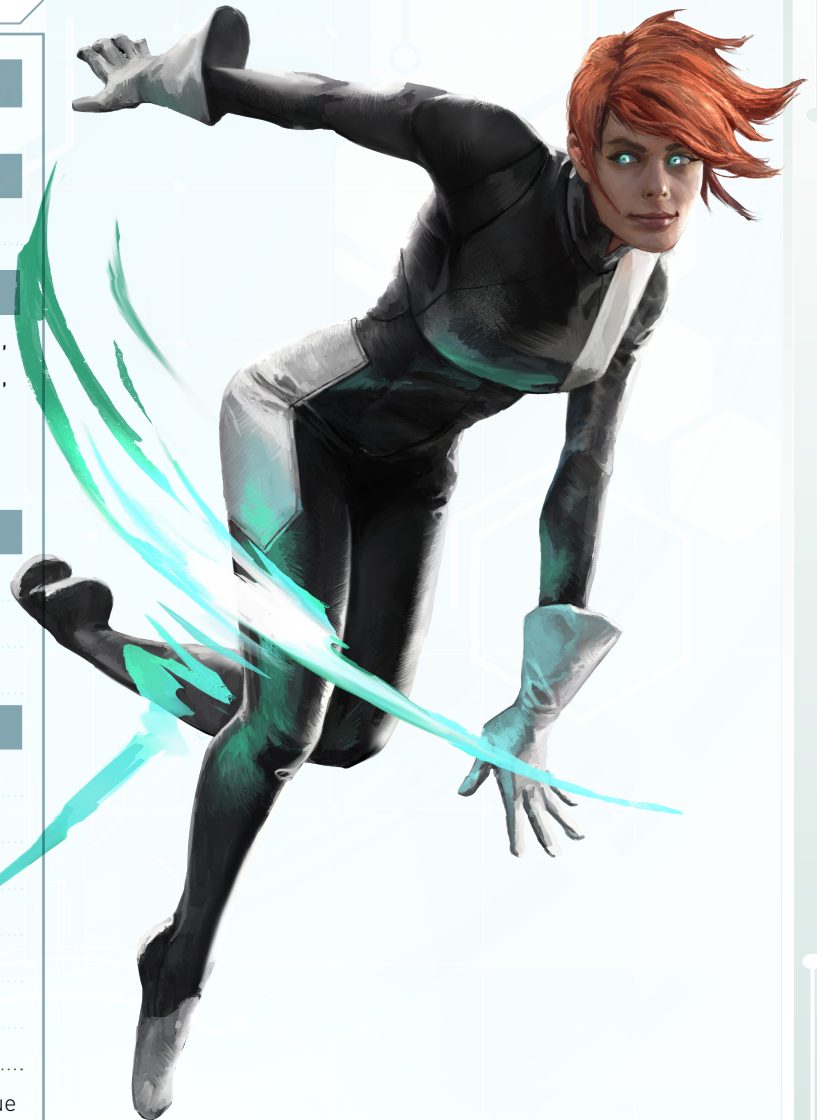
Elemental Manipulation (Electrical)\*

6

Elemental Sheathe (Electrical)

4

**\*Signature Effect:** All targets affected course with blue electrical energy



### Result Chart

Roll	0-	1-5	6-10	11+	15	18	21	24	27	30	33	36	39	42	45	48	51
MoS	CRIT FAIL	FAIL	PARTIAL	SUCCESS	1	2	3	4	5	6	7	8	9	10	11	12	13
EV	-	-	-	-	2	4	6	8	10	12	14	16	18	20	22	24	26



## ZURIEL

Species

Archetype

ANGELOS

WARRIOR



Angelos Visage Ring

HP

R#

Disguise 5, Only hides the true nature of the Angelos

3

3

## Result Chart

Roll	0-	1-5	6-10	11+	15	18	21	24	27	30	33	36	39	42	45	48	51
MoS	CRIT FAIL	FAIL	PARTIAL	SUCCESS	1	2	3	4	5	6	7	8	9	10	11	12	13
EV	-	-	-	-	2	4	6	8	10	12	14	16	18	20	22	24	26

DEX

+1

CON

+2

STR

+2

SPD

+2

CR

+5

CHA

+0

INT

+0

PER

+2

WIL

+1

MR

+0

AL

3

Hero Points

6

WR

2

Body

12

Mind

11

Reneown

0

## Skills

Athletics +5, Evade +9, Fighting +8, Influence +2, Intuition +2, Investigation +1, Movement +6, Piloting +3, Ranged Fighting +10 (Specialization Lvl 1 with Railgun), Resistance +5, Scholar +1, Stealth +5, Technical +3

## Disadvantages

Level

Rel: Protector of Rima, a Syrian Refugee

2

Int: Always on Mission

2

Ext: Too Stern for Laughter

1

Acc

RoF

AMMO

HP

R#

Rail Gun

-

2

12

3 AV

0

Ranged Power Attack (Projectile, Armor Piercing)

Torch Saber

+2

-

-

5

2

Ranged Power Attack (Flame Jet 3, No Range, Armor Piercing)

PR

EV

STR

HP

R#

Angelos Armor

-

2

12

3 AV

0

Enhanced Perception (360-Degree & Thermal Vision) 3, Flight 5, Sealed Systems 5



### AGENT CHINDA

REGINA CHINDA

Species

Archetype

U.S.E.R. AGENT

ROGUE

DEX

+3

CON

+2

STR

+2

SPD

+2

CR

+5

CHA

+2

INT

+1

PER

+3

WIL

+3

MR

+0

AL	Hero Points	WR
3	6	2
Body	Mind	Reneown
12	13	0

#### Skills

Athletics +5, Evade +10, Fighting +7, Influence +5, Intuition +2, Investigation +7, Movement +3, Perform +4, Piloting +4, Ranged Fighting +8, Resistance +2, Scholar +1, Stealth +5, Technical +5, Thievery +4

#### Disadvantages

Level

Rel: Rogue Agent, On the Run	1
Int: Won't Let it Go	2
Ext: Looks Like a Fed	2

	Acc	DR	RoF	AMMO	Rng	R#
9mm Pistol	+1	4	2	12	3 AV	0

Suit	PR	EV	STR	HP	R#
Camouflage 3	3	-	-	5	2

Sunglasses	Hp	R#
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Scholar +10,  
Enhanced Perception (thermal Vision) 5  
Requires a skill roll of Investigation/Scholar versus a DoD +0 to use.

THE SUIT LOOKS LIKE THE STANDARD BLACK BUSINESS SUIT WORN BY FBI AND CIA AGENTS. WOVEN WITH A LIGHTWEIGHT KEVLAR FABRIC, THE OUTFIT IS VIRTUALLY INDISTINGUISHABLE FROM ANY NORMAL SUIT AND TIE COMBO.

THE SUNGLASSES LOOKS LIKE A PAIR OF COMMON SUNGLASSES BUT HAS A HUD SYSTEM AND CELLULAR CONNECTION THAT FEEDS DATA TO THE WEARER.



#### Result Chart

Roll	0-	1-5	6-10	11+	15	18	21	24	27	30	33	36	39	42	45	48	51
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EV	-	-	-	-	2	4	6	8	10	12	14	16	18	20	22	24	26

# HYDRA

Species

Archetype

CHIMERAN

PROTECTOR



DEX

+3

CON

+3

STR

+3

SPD

+2

CR

+4

CHA

+1

INT

+0

PER

+2

WIL

+2

MR

+1

AL

Hero Points

WR

3

7

2

Body

Mind

Reneown

13

12

0

## Skills

Athletics +7, Evade +8, Fighting +9, Influence +2, Intuition +1, Movement +3, Ranged Fighting +5, Resistance +3, Stealth +8, Thievery +3

## Disadvantages

Level

Rel: The Rhand Corporation (enemy)

2

Int: Fight Against Her Bestial Nature

2

Ext: A Harsh, and Savage Beauty

1

## Powers

Level

Aquatic

4

Camouflage

3

Cling

3

Extra Limb (Tentacle Hair)

5

Natural Weaponry (Claws)

3

Paralysis\*

















5

\* **Power Requirement:** Only works when the Extra Limb power makes a successful attack.

## Result Chart

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## Attack Margin of Success Options

MoS	Combat Critical
1	 Add +2 damage to attack  Disarm  Increase Initiative +1
2	 Knock Down  Pressing the Attack  Add +4 damage to attack  Critical Wound  Increase Initiative +2
+3	 Knock Back  Stunned  Add +6 damage to attack
+4	 Feint  Increase Initiative +3  Severe Wound  Sundering Blow  Add +8 damage to attack

## Bypassing Armor

Used to hit the small parts of an opponent that are not covered by their armor, and thus ignore its Protection Rating. The amount of armor bypassed is determined by the MoS of the attack roll.

*Example: Nadeera strikes at an opponent's and gets MoS 2. She could opt to bypass 2 PR of the armor worn. If she received a MoS 3, she could bypass two points of PR and do an additional 2 points of damage.*

## Critical Wound

The target suffers a critical wound and must make a CON or WILL roll. See Critical Wounds.

## Disarm

The target is disarmed and loses an item they were holding (Player decides). If the target doesn't have any weapons in their hands or can't hold an item, they lose their footing and fall (see Knockdown).

## Feint

You have created an advantage giving a +2 bonus that you or a teammate may take advantage of against the opponent.

## Initiative Increase

The hero may take the option of increasing their initiative. This may be done only once during a combat.

## Knock Back

The target is knocked back AVs equal to the Strength of the attack minus the weight of the Object. Treat the target as if they are falling in the case of hitting obstacle in their path.

*Example: A hero with a STR +7 hits an opponent with a 2 AV weight. The target is knocked back 5 AVs distance. After travelling 4 AVs of distance, the target hits a wall and takes damage as if they fell 4 AVs.*

## Knock Down

The target is knocked down prone (See Crouching & Prone) and must spend an action getting back up.

## Pressing the Attack

You gain some sort of advantage that will give you a bonus +2 on your next action directed at the opponent.

## Severe Wound

The target suffers a terrible wound that makes them lose 2 of Hit or Mind Points for rounds equal to the Attacker's CR.

## Stunned

The target is stunned next round (see Stun rules).

## Sundering Blow

The targets weapon, shield, or armor takes damage from the attack. Reduce effectiveness of the item by 4. Sundering Blows only affect armor worn by a target. Natural armor (fur, scales, etc.) is not affected by Sundering Blows.