

GODLIKE: Talent Power Generator

Talent powers took every conceivable form in the World War II of *Godlike*, but statisticians quickly realized that a few powers were the most common. Most frequent were superhuman strength and/or toughness, then various forms of telekinesis or flight.

This tool takes those observations into account. Just roll a few dice and jot down the results. It works for Talents with 10 or more Will points and for individual powers worth up to 25 Will points.

STEP ONE (at 10 Will Points): Roll 1d for Power Type, below.

STEP TWO (roll once per 5 Will Points beyond 10):

(1-5) Add 5 Will points to the power you just rolled. Results are not cumulative; use the entry for the next-highest point value. If it's already at 25, treat this as a roll of 6-10.

(6-10) Add 5 to Base Will. If you get this result twice in a row, disregard both instances and add a new power instead.

Power Type

(1) CONTAINMENT

10 Will: Containment 5d (Interfere; No Liquids or Gas)

15 Will: Containment 5d (Interfere)

20 Will: Containment 5d (No Liquids or Gas)

25 Will: Containment 5d

(2) EXTRA TOUGH

10 Will: Extra Tough 2; +2 Base Will

15 Will: Extra Tough 2; +2 Base Will; Regeneration 5d (Only Shock)

20 Will: Extra Tough 2; Regeneration 4d

25 Will: Extra Tough 3; Regeneration 4d; +1 Base Will

(3) FLIGHT

10 Will: Flight 3d (Running Start); +1 Base Will

15 Will: Flight 5d (Running Start)

20 Will: Flight 5d

25 Will: Flight 5d (Power Stunt: Fast +5d)

(4) HARM

10 Will: Harm 3d (No Defends Quality; Jumpy); +1 Base Will

15 Will: Harm 5d (No Defends Quality; Jumpy)

20 Will: Harm 5d (No Defends Quality)

25 Will: Harm 5d

(5) HEAVY ARMOR

10 Will: Heavy Armor 1 (Ablative); Extra Tough 1

15 Will: Heavy Armor 1; Extra Tough 2

20 Will: Heavy Armor 2 (Ablative); Extra Tough 2

25 Will: Heavy Armor 3; Extra Tough 1

(6) HYPERBODY

10 Will: +5d Body

15 Will: +5d+1hd Body

20 Will: +5d+1wd Body

25 Will: +5d+1hd+1wd Body

(7) STEALTH

10 Will: Fade 5d (Visible Up Close)

15 Will: Fade 5d

20 Will: Invisibility 5d

25 Will: Invisibility 5d (See While Invisible)

(8) SUPER SPEED

10 Will: Super Speed 10d (Attached to Body, or to Flight if applicable; Slow Braking)

15 Will: Super Speed 5d (Attached to Body, or to Flight if applicable)

20 Will: Super Speed 6d (Attached to Body, or to Flight if applicable); +2 Base Will

25 Will: Super Speed 8d (Attached to Body, or to Flight if applicable); +1 Base Will

(9) TELEKINESIS

10 Will: Telekinesis 3d (Clumsy; Weak); +1 Base Will

15 Will: Telekinesis 5d (Clumsy; Weak)

20 Will: Telekinesis 5d (Weak)

25 Will: Telekinesis 5d

(10) UNUSUAL POWER

10 Will: Roll 1d on the table below

15 Will: Roll 1d on the table below

20 Will: Roll 1d on the table below

25 Will: Roll 1d on the table below

UNUSUAL POWERS—15 WILL

(1) Block 5d

(2) Dampen 5d

(3) Dead Ringer 5d

(4) Ghost 5d

(5) Healing 5d

(6) +5d+1hd in one Hyperstat

(7) Perception (one specific type) 5d

(8) Precognition 5d

(9) Regeneration 5d

(10) Stun 5d

UNUSUAL POWERS—20 WILL

(1) Alert 5d

(2) Break 5d

(3) Detection 5d

(4) Fetch 5d

(5) Go First 2 (Combat Precognition)

(6) Immunity 5d

(7) Instant Death 3hd; +2 Base Will

(8) Multiple Actions 2

(9) Side Step 5d

(10) Zed 5d

UNUSUAL POWERS—25 WILL

(1) Aces 5d

(2) Affinity 5d

(3) Bind 5d

(4) Create 4d (one element or simple phenomenon; Greedy); +1 Base Will

(5) Go First 3; +1 Base Will

(6) +5d+1hd+1wd in one Hyperstat

(7) Jinx 5d

(8) Perception 5d (feelings, intent, or another non-physical phenomenon)

(9) Teleportation 5d

(10) Roll 1d:

(1) Alternate Form 5d

(2) Control 5d

(3) Disintegration 5d

(4) Goldberg Science 5d

(5) Psychic Artifact 5d

(6) Sidekick 5d

(7) Projected Hallucination 5d

(8) Time Fugue 5d

(9) Transform 5d

(10) Transmutation 5d

