# Godlike

**Product Type**  
RPG Core Rulebook  
plus a full line of  
supplements

**ISBN**  
978-0-9853175-1-5

**MSRP**  
$39.95

**Format**  
8.5” x 11” paperback,  
B&W, 376 pages

**Product #**  
APU1009 or ARC1009

**Release**  
August 2012

## Target Market
- World War II buffs.  
- Superhero gamers looking for a  
  deadlier, tougher kind of heroism.  
- Fans of One Roll Engine games  
  like *Wild Talents, A Dirty World,  
  Monsters and Other Childish  
  Things*, *Progenitor, The Kerberos  
  Club*, and *Reign*.  
- Fans of other works by the Arc  
  Dream Publishing team such  
  as *Unknown Armies* and *Delta  
  Green*.

## Selling Points for Players
- Fast-playing, suspenseful action  
  with long-term consequences.  
- Powerful immersion in an  
  alternate World War II.  
- Tons of pregenerated characters  
  and adventures.  
- Encourages long-term campaigns  
  that explore the ramifications of  
  character choices and actions.

## Selling Points for Retailers
- Critically acclaimed authors  
  (Dennis Detwiller Greg Stolze)  
  and design team frequently  
  nominated for industry awards.  
- Strong online support—online  
  resources and an active gamer  
  base on Arc Dream Publishing’s  
  website and in social media  
  (www.arcdream.com).  
- Sourcebooks and supplements.  
- Retailers can provide a PDF copy  
  to consumers FREE at point of  
  sale via Bits and Mortar  
  (www.bitsandmortar.com).

## Up-Sells and Cross-Sells
- *Will to Power* (HBR101)
- *Talent Operations Command  
  Intelligence Bulletin* 2  
  (ARC1002)
- *Donar’s Hammer* (ARC1003)
- *Talent Operations Command  
  Intelligence Bulletin* 3  
  (ARC1004)
- *Godlike Game Moderator’s Screen  
  (ARC1005)*
- *Saipan* (ARC1006)
- *Black Devils Brigade* (ARC1008)
- *The Courtyard of Hell* (APU1010)

## Ten-Second Pitch
*Godlike* is a tabletop roleplaying game about superpowered soldiers in World War II. A fast-playing dice-pool mechanic that emphasizes character willpower drives home the action, suspense, and drama of war. Courage in the face of physical and psychological danger is what makes characters true heroes.

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**Godlike** is a superhero game like no other. There’s no bright spandex or pulp machismo. It’s about ordinary men and women who manifest amazing powers in the midst of the deadliest war the world has ever known. For all their power, though, they are just as vulnerable as everyone else. These “Talents” are sent into the worst fighting and on the most dangerous commando missions, where heroism comes not from powers but from their courage in the face of fear. That makes *Godlike* games uniquely suspenseful and deeply rewarding.

“*Godlike* ultimately succeeds because it successfully and believably integrates superheroes into the war…. Our Pick: ‘A.’”  
(Ken Newquist, *Science Fiction Weekly*)

“The world is richly super [yet] delightfully bleak and war-torn…. Look, up in the sky — and take cover.”  
(Kenneth Hite, *Out of the Box*)

“Slick production values, and a simple and clever system with an eye toward punching through tanks and German machine gun nests, make this a great superhero game.”  
(Mark Finn, *RevolutionSF*)