

A GODLIKE Cheat-Sheet

Order of Combat

Declare: in order of Sense, lowest first.

Roll: all roll at once.

Resolve: in order of Width, highest first.

Ranged Modifiers

Aiming: +1d for 1 round, +2d for 2 rounds.

Called Shot: -1d. Set one die to chosen location.

Cover Fire: Roll 2d + Spray. If a match, everyone in the field of fire rolls 1d: if it matches your match, they get hit. Damage is for width 1. GM option: targets must roll Mental Stability or duck for cover.

Moving Target: +2 difficulty against normal fire (not Spray or cover fire).

Multiple Actions: Use the lowest dice pool. -1d.

Range: +1d for Close. -1d for Long.

Sniper (target not defending): +1d.

Hand to Hand Modifiers

Aiming: Only with surprise attacks. Make a called shot without the 1d penalty.

Called Shot: -1d. Set one die to chosen location.

Choking: Requires called shot to the head. Does 1 shock. +1 shock to the head per round until attacker takes damage or victim beats attacker's Brawl roll. Using garrote instead of bare hands: 2 shock per round. Using piano wire: 2 killing per round.

Disarming: Requires called shot to arm. If the weapon is sharp you automatically take 1 killing damage to your attacking arm.

Dodging: Each success gobbles 1d.

Multiple Actions: Use the lowest dice pool. -1d.

Parrying: Each success gobbles 1d.

Pinning: Does 1 shock. Victim loses 1d from highest match. Victim is pinned until attacker takes damage or victim beats attacker's Brawl roll. While pinned, victim can only attack attacker. Attacker can choke victim with any successful Brawl roll (no called shot required).

Sneak Attack: Requires Sneak. +1d for target not defending, +1d for aiming, no penalty on called shot, x2 damage, automatic critical if killing damage. (Optional.)

Effects of Injuries

Flesh Wound: All loose dice are odd: ½ damage.

Critical Hit: Attack width 3+ and killing damage: use Detailed Hit Location effects.

Effects of Shock Injuries: Half of shock damage recovers at the end of the fight. A good night's rest: roll Health, recover width in shock.

Effects of Killing Injuries: First Aid: stabilizes killing wounds if within 15 minutes. Unstable wound adds 1 shock per day. Surgery or serious medical attention: roll Medicine to turn killing damage into shock. One full week's rest: turns 1 killing into shock.

Detailed Hit Locations

The highest loose die in the attack pool determines the detailed location. Injuries marked with an asterix * are immediately incapacitating and deadly without medical treatment.

1-2 LEGS (1 left, 2 right)

1-2 Foot (Fracture, Amputation*)

3-5 Shin (Swelling, Fracture, Amputation*)

6-7 Knee (Blown Knee, Fractured Kneecap)

8-10 Thigh (Femur, Femoral Artery*, Amputation*)

3-6 ARMS (3-4 left, 5-6 right)

1-2 Hand (Wrist Fracture, Tendons, Broken Fingers, Degloving, Amputation*)

3-4 Forearm (Ulna, Arteries*)

5-6 Elbow (Radial Head ["funny bone"], Amputation*)

7-8 Upper Arm (Humerus, Radial Nerve)

9-10 Shoulder (Dislocated, Shoulder Blade, Amputation*)

7-9 TORSO

1-2 Pelvis (Bladder, Pelvic Girdle)

3-6 Trunk (Liver, Spleen, Pancreas, Intestines, Kidney)

7-10 Thorax (Heart Damage*, Hemothorax*, Tamponade*, Torn Aorta*, Heart Bruise, Collapsed Lung*, Sucking Chest Wound*, Lung Bruise*)

10 HEAD

1-2 Chin and Neck (Neck Muscles, Esophagus, Larynx*, Carotid*, Jugular*)

3-4 Left Face (Cheek, Ear, Temple*)

5-6 Right Face (Cheek, Ear, Temple*)

7-8 Top of Head (Scalp, Skull Fracture*, Concussion*)

9-10 Center of Face (Eye, Nose, Mouth)

Special Attacks

Area: Target takes normal listed damage. Roll Area in dice: each die gives a location.

Everyone within 10 yards takes 1 killing to each rolled location + 2 shock to every location.

Burn: Target takes normal damage (usually 1 killing). Every location except head takes 1 shock damage and is on fire. (Head takes shock and is on fire only if attack was width 10.) Burning limbs take 1 shock per round until extinguished. Target must make Mental Stability check.

Area + Burn: Each location rolled on Area dice takes 1 shock and is on fire; no killing damage.

Spray: Make multiple attacks with no penalty. Add Spray to dice pool. Fires bullets equal to total dice pool. Add Spray to cover fire attack.

Penetration: Reduces heavy armor by attack width + Penetration. Area effect only applies if penetration reduces armor to zero.

Other Sources of Harm

Falling: Roll Coordination + Parachuting (or Diving, Acrobatics, Jujitsu, or whatever). Success: 1 damage per 10' to each leg. Failure: 1 damage per 10' to every location. Soft surface = shock, hard = killing.

Drowning: Hold breath for Body/2 minutes.

Then roll Endurance each round. Lose 1 die from Endurance per round. Failure: 1 shock to head + 1 killing to torso each round.

Car Wrecks and Other Crashes: Roll Endurance based on circumstances. Success: take difficulty x 2 in shock damage. Distribute as desired. Failure: every location fills with shock damage, plus difficulty in shock to a location defined by the difficulty. (Option: location based on highest loose die in Endurance roll.)

Will & Mental Stability

Mental Stability Check:

- When witness to a terrible event.
- Attacked by flamethrower or heavy weapon.
- In imminent danger of death.
- Under large amount of personal stress.
- GM discretion: when wounded.
- GM discretion: when under cover fire.

Failed Mental Stability Check: Effects last 15 minutes or until stimulus is removed.

- Immediately flee, lose ½ Will.
- Curl up into a ball, lose ½ Will.
- Hold your ground, lose all Will.

Gaining Will:

- Roll a 10 height with a Talent power: +1
- Defeat another Talent in a Contest of Wills: +1
- Good night's sleep and current Will is lower than Base Will: +1
- Achieve a significant military success: +1
- GM discretion: Do something particularly spectacular or gratifying: +1
- Defeat another Talent in combat: + [victim's Command stat]
- Save another person's life: + [subject's Command stat]

Losing Will:

- Fail a Mental Stability check: see above.
- Personal tragedy: lose ½ Will.

