

# GODLIKE Errata v. 1

Compiled by Greg Stolze, Dennis Detwiller, Shane Ivey, and the brave men of the GODLIKE Mailing List and Message boards.

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**NOTE:** Entries marked with an asterisk indicate a mechanical correction to the game; all others are grammar or mistake corrections. Only those with a direct impact on the game are outlined in this document. Further vital errata should be emailed to drgonzo@mac.com

## P.3 Game Design Blather

"The skills are little sketchy..."

"The skills are a little sketchy..."

## P.20 Standard Weapons Table

"Piano Wire As strangling (see p. xx)"

"Piano Wire As strangling (see p. 17)"

## P.22 Machinegun

"...are outlined in **Part Seven: The Field Manual** on pp. xx-xx."

"...are outlined in **Part Seven: The Field Manual** on pp. 263-281."

## P.24 Throwing Rocks or Debris

"...such throw attacks do killing and shock instead of just shock damage."

"...such throw attacks do width in killing and shock damage, instead of just shock damage."

## P. 33 Stats Redux

"see **Part Two: Game Mechanics-Body** on page xx..."

"see **Part Two: Game Mechanics-Body** on page 8..."

## P. 34 Stats

"...a Command score of 2, and a Command of 2."

"...a Command score of 2, and a Cool of 2."

## \*P.41 Which Die Do I Lose and Which Dice Pool Do I Roll?

Sometimes when penalties are applied for multiple actions it's not at all clear which dice are dropped from the pool, or even which dice pool should be rolled. If you attempt a multiple action—say dodging and shooting at the same time—and you have 3hd in one pool and 2d+1wd in the other, which die is dropped, and which dice pool is rolled? Good question.

The answer is dice are always dropped in this order: Hard Dice first (since they are so inflexible), then regular dice and finally Wiggle Dice (since they are so versatile). Dice are dropped until one dice pool is larger than another—so if dropping a single Hard Die is not enough, a regular die is dropped next, and if that's not enough, then a Wiggle Die is dropped.

## P.41 Will: The Brief Version

"...starting on page xx."

"...starting on page 93."

## P. 59 Alternate Form

"...doesn't matter how big your form your form..."

"...doesn't matter how big your form..."

**P. 69 Fetch Table**

"Ace Table: Cannot Defend"  
 "Fetch Table: Cannot Defend"

**\* P. 73 Area Extra**

"Area [Cost: 5 per die]:"

**\* P78 Multiple Actions**

**Multiple Actions**

**Qualities:** Attacks, Defends, Robust, Useful Outside of Combat

**Multiple Actions Table:** Can Defend

Point of Multiple Action	Point Cost to Purchase
1	10

**Description:** You can perform many actions in one combat round—shooting a gun at multiple targets, punching three people at once, figuring out your taxes and doing the dishes—your ability allows you to move at a speed so swift, sometimes, you don't even look like you're moving at all.

Each Level of Multiple Actions grants you an equivalent pool of width to divide between matching sets when you attempt a multiple action (and only a multiple action, it may not be used otherwise). Each Level also offsets the -1d penalty of a multiple action. Therefore, for example, with Multiple Actions 4, you have 4 points of width to divide between matching sets in a successful multiple action, and you can attempt up to 5 actions per round without penalty (since Level 4 offsets the -4d penalty of 5 actions per round).

When attempting a multiple action, you still roll the lower of the two dice pools involved. If you succeed, you can divide your Multiple Actions Levels between them, extending their width for initiative purposes only.

Let's say you have Multiple Actions 2, and attempt to punch someone and shoot another in the same round. Your Multiple Actions offsets the -1d penalty, and you roll the lower of the two dice pools, in this case 6d for your Coordination+Pistol. You manage two sets, a 2x5 and 2x1. You then assign your one Multiple Actions Level to each match, extending their width to 3x5 and 3x1.

You can also extend a single matching set, and then split it into multiple actions, as long as you were attempting a multiple action in the first place. In other words, if you rolled for multiple sets and only got one, you can put your Multiple Actions Level into that one set, and split its new width into multiple sets, so you succeed at multiple actions.

For example, let's say you have Multiple Actions 2, and attempt to shoot two villains in the same round. Your Multiple Actions offsets the -1d penalty, and you roll your Coordination+Pistol Skill of 6d. However, you only score one matching set, a 2x1. With Multiple Actions, you extend the set to a 4x1, and then split that 4x1 into two 2x1's—one matching set for each attack.

**P.80 Psychic Artifact**

"...it's resolved as an ordinary Talent against Talent attack (see page xx.)"  
 "...it's resolved as an ordinary Talent against Talent attack (see page 95.)"

**\* P.87 Teleportation: Flaws: Disorientation**

"Upon arrival you cannot act until you successfully make a Sense roll of Difficulty 3 or more."  
 "Upon arrival you cannot act until you successfully make a Sense roll of Difficulty 3, or until 5 minutes pass."

**\* P.92 Zed**

"(Zed is a British term meaning zero or "z.")"  
 "(Zed is a British term meaning "z.")"

**NOTE:** Revisions to the history presented in GODLIKE is currently being compiled and updated for a future release.

**Pp. 263-281 Part Seven: The Field Manual**

**Note:** Weapons listed with more than one Spray rating such as the M1 Thompson, are selective fire weapons. If, for example, a weapons' Spray rating is 1/3, this means it may be fired with one or three Spray dice. To switch between Spray modes takes a single round.

**\*P.270 Japanese Anti-Tank Suicide Mine Table**

"...Slow/Pen./Area Rating  
9/9"

"...Slow/Pen./Area Rating  
2/9/9"

**\*P.273 American Anti-Tank Rockets Table**

"...Penetration/Area Rating  
3/5/7"

"...Slow/Pen./Area Rating  
3/5/7"

**\*P.276 British Anti-Tank Rockets Table**

"...Penetration/Area Rating  
4/6/8"

"...Slow/Pen./Area Rating  
4/6/8"

**\*P.299 Skill Additions**

Brawling (Body) 1

Climb (Body) 1

Cryptography (Brains) 1

Endurance (Body) 1

Explosives (Brains) 1

Grenade (Coordination) 1

Knife Fighting (Coordination) 1

Machine Gun (Coordination) 1

Map Reading (Brains) 1

Mortar (Brains) 1

Navigation [Land] (Brains) 1

Pistol (Coordination) 1

Radio Operation (Brains) 1

Rifle (Coordination) 1

Running (Body) 1

Stealth (Coordination) 1

Submachine gun (Coordination) 1

Survival [Type] (Brains) 1

Tactics (Brains) 1