Divinity

Copyright and Credits

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Chapter 1

Role-playing

What is a role-playing (RPG) game? Simply put, role-playing is the act of placing oneself in a different role (i.e. Warrior-wizard, fireman, etc). Hence, the **RP** stands for role-playing. The **G** in **RPG** is for game. Games, even role-playing ones, have rules to define possibilities and to solve disputes. Placed together, RPGs are games in which people act out a certain role but have rules to define the success of their actions and to define what they are able to do. In some role-playing games, dice represent chance and solve rule disputes. For Divinity, this is not the case. Pencil and paper is needed along with a copy of the Divinity RPG.

Divinity is an RPG suited for tabletop or LARP play. 'Tabletop' play refers to sitting around with friends and playing the game. LARP refers to Live Action Role Play. In this style of play, players do not merely describe their actions. Instead, they physically act out their actions. They may also dress up in costumes and speak 'in character.' The short answer becomes, "Divinity is a set of ideas to enable role-play."

The skills and powers allow flexibility while differentiating different levels of aptitude. The character has set "power groups" and essential skills that will determine areas of specialization.

There are questions that serve as "prompts" for creating a character. They will ask about the background of the Divinity, among other things. Do not let the questions limit the options. Feel free to use any, some or none of the questions listed.

This book also contains advice on how to think about the relationship between gods and mortals. There are different possibilities listed in terms of how and what this relationship is like.

Finally, there will be some thoughts on the setting of the world. Some themes and ideas in the last chapter and appendix of Divinity will help with setting design. It is up to the players and Overseer to lay out the world as they play. The skills and powers have broad definitions to facilitate creativity.

Divinity RPG will help create a world as everyone takes on the role of a "divinity." Let us face it; there is a release of tension when acting as a different character.

With all of this said, the preceding statements are not saying that Divinity is the only fun RPGs. Many fine RPGs have different ways of having fun in the hobby that we call "role playing."

Introduction

Once again, the village of Minra holds an annual festival in my honor. Their devotion fills me with joy. This festival has an especially glorious atmosphere but I sense trouble for my cluster of mortals. The trouble is related to a recent talk I had with Xargoth, a fellow Divinity. He has sent a horde of mortals to wipe out my charges. I remember meeting him within the village and, having taken on mortal shells, we introduced ourselves. Although we have no need for names, the mortals need them to render glory onto us. We talked about peacefully sharing this area and allowing all of the mortals to live in one area. My enemy spurned my offers, not accepting anything but full control of my mortals. I offered him a chance at peace but he laughed and called me weak for acting like a mortal. I sighed, as I knew that I had to prepare for war. We agreed to battle at dawn and I sent my people dreams of war. My champion gathered all of the villagers and with a flurry of discussion, formed the militia. I promised my champion aid but I knew I must harness

all of my resources, for my domain is small and only by careful husbandry has my glory and power increased.

The sun peeks over the horizon, dawn arrives, and the horde falls upon Minra, intent on capturing the bodies, hearts, and minds of my mortals.

They rush into the valley; my champion gathers the defenders and forms them into a legion. I send them a wave of Pathos to bolster their spirits and focus their minds on their task. My defenders launch waves of arrows to slow down the enemy. They hit but the main vanguard of the horde clashes with my defenders. I feel the deaths of each of my denizens but I know the battle is going to be in my favor. An enemy champion calls on Xargoth and he answers with destructive energy, killing several mortals on both sides. I counter this by filling my champion's head with the knowledge of tactics.   With this newfound perspective, he leads a charge towards the commanders of the horde.
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I take pride in the fact that my defenders drove the horde back without relying on overt aid from me. I have always taught them to think for themselves and to think about their fellow beings. I do not believe in using destruction to achieve any goals though I know that it would have been easier if I had blasted some of his mortals. Experience shows that the use of glory to kill worshipers diminishes future concerns. I am proud of their victory and they show their pride by holding sacrifice in my honor. I appreciate the essence of meats and wines intermingled with the newfound glory and respect of the villagers of Minra. Even the feelings of the horde change towards me.

Divinity is a role-playing game that allows the player to take on the role of a "divinity", a being that many mortals consider a god or one that possesses divine qualities. Divinity's design allows the freedom to explore any era or campaign. Players can call themselves gods, members of a technologically advanced race of beings, parts of a powerful machine collective, among other options. The default setting is a polytheistic Omniverse filled with many gods but there are many other viable settings as well. For example, the setting can be a monotheistic Omniverse populated by advanced mortals or machines.

There are actions that a Divinity can take. They can explore different worlds; interact with beings with different levels of powers, battle rivals, form alliances, create or destroy entire races. Those are just some of the possible things that might happen during a Divinity game. One person will act as an Overseer while others will take on the roles of gods, which will be Divinities throughout the rest of this book. The Overseer is someone that will direct the story, take on the role of non-player entities, and determine the results of actions taken.

Other games have used the terms dungeon master, story director, or some other way to describe this role. We have chosen the term Overseer because that person helps move the story along but we feel that some of the past terms imply absolute control when in reality, the players are involved in the game.

Play example:

Five players (four Divinities and an Overseer) have gathered for a session of Divinity. They have decided that their characters originated from a "first couple" (They have purposely decided to leave a few details blank.) They have convened around a group of beings harassed by another larger, stronger group. The smaller group had just lost their gods in a titanic struggle. The players sense an opportunity to gain followers. The world that they are visiting has magic and Bronze Age technology.

John: He is the Overseer. He likes playing "on the fly." He has come up with a few details about their world on his own and with help from the other players. The players have agreed to let John run the game.

Steve: His character, Raini, has primarily focused on Destruction powers. He is a promoter of War and Bravery in combat. He despises the weak but appreciates those that are trying to take care of themselves.

Michel: His character, Wisp, is a rumormonger. Michel has decided to place most of his power points in the Knowledge group. Michel likes to spread gossip and tell stories, both in the game and in "real life."

Philippe: He is playing a character by the name of Ardos, a hedonist. His character loves new experiences and encourages others to do the same. Philippe is actually a conservative but he enjoys playing characters that have different personalities than he does. As a result, he has focused on Sensory and Temporal powers.

Becky: She is an assistant Overseer. Her character is Gayan, a mentor for parental figures. She has split her powers between Pathos and Creation. Henrietta decided those two power groups would suit her character the best. She has younger brothers and sisters in "real life."

Beginning of Game Session:

John (playing one of the mortals): *Kneeling down*: What is to become of us? The gods have abandoned us. Who will take care of us now?

Becky (in her role as assistant Overseer): Husband, don't fret. We cannot know the plans of the gods. Have a little faith; do not be so quick to run.

John (hamming it up a bit but showing the character's anger): A little faith? You didn't see it. Our gods fell; the stars from the heavens have shown me this. *John looks upward, pausing in order to give the other players a chance to participate.*

Michel: I wonder who did this to them. This seems like something the Argaves or the Malici would do. Hmmm, perhaps another group seeks to tear away our hold on this world.

Steve: Wisp, you waste our time with pondering. These people haven't shown me any reason to help them. They have grown soft and others tell them what to do.

Philippe: Well, I wonder what would happen if we came down and became their gods. I think that would be fun.

Becky: They need our love and support. They're like lost sheep. They need a family. We need them to worship us, love us, respects us.

In the situation above, the players are taking turns, sharing the spotlight, and pitching in whenever the Overseer needs an assistant. They decide to come down and reveal themselves to the mortals. Sometimes, this is a good idea and sometimes it isn't. The pros and cons of gods and goddesses coming down to mortals is an individual choice.

Background

Eons ago, the Omniverse and all that exists within it crawled out of the Void. The Creator spawned the Divinities and charged them with creating different aspects of the Omniverse as the Creator envisioned it. However, some of the Divinities did not share the Creator's ideals. They inserted their own vision into the birth of the Omniverse. The Creator let out a sigh after the formation of the Omniverse but the Creator did not have the heart to destroy it. Instead, he stepped back and allowed the Divinities to battle for the right to form the Omniverse in their own image.

Every culture within the Omniverse has a version of this tale. In order to be truthful, the tale is vague because both the mortals and the Divinities skew the truth of the events.

Later eons have brought about the creation of worlds by various Divinities in an attempt to win power and to gain controls of parts of the Omniverse. Before the Creator left the Divinities to their own devices, he instructed some of the Divinities to create life in order to give his text meaning. The same Divinities that distorted the birthing process decided to create lifeforms of their own in order to counter the lifeforms created by the Divinities that sided with the original Creator.

The present age has life-filled worlds, each worshiping various Divinities and giving them Glory that they can use to further their causes. At first, the Divinities took this activity for granted but the lesson of husbandry has crystal clarity among them. The mortals are short-lived creatures that worship the gods from generation to generation. The cycle of worship is a give and take process and the mortals know this, even if it is only in their subconscious.

Mortals have told tales of their own for millennia. The facts have changed with time but the Mortals still remember the Divinity that brought them into the Omniverse or existence. They also remember the beings that helped them survive or that plagued them over the generations.

For example, Minrack is one of many Divinities that dwell within the Plane of Existence. He possesses abilities that cause mortals to consider him a god. They worship him and he receives ambient glory, which fuels his being. For example, he can use it to send down rain or save it to increase his power. Divinities live in symbiosis with the finite creatures in existence usually referred to as Mortals. They are usually in charge of a group of mortals or of a part of their existence. He is their lord and protector and his charges have realized this through various revelations directed by Minrack.

One can compare the relationships of the deities to that of a lord and his serfs. In such an arrangement, the lord gives protection to the serfs in exchange for goods and services. Minrack is the Protector for this group of mortals. The Divinities and Entities all have a core purpose in Existence; they find fulfillment in meeting their given purpose.

Terminology

Ambient Glory - is the admiration, acceptance and faith given by a mortal to a particular being. It also represents the time, energy and resources spent on the Divinity if they are not a traditional god. Ambient glory is the power given by mortal to gods. It can increase the effectiveness of Divinities over time.

Clamor - refers to the phenomenon of other Divinities "hearing" their peer using their powers. Mortal beings cannot hear this noise but other entities can detect a Divinity's presence by "listening" for disturbances. Repeated clamoring gives more and more details about the Divinity who is "clamoring."

Characters - are the fictional beings players use to interact with a fictional world, otherwise known as player characters.

Controllers - Beings that seek to steal or gain control of glory sources (mortals.) They go about this by converting mortals to their religion. They might make promises to them, which they keep in a half-truthful manner (they fulfill promises but do so in a way to causes grief to their worshipers). At best, they will keep their word in a literal manner. Another tactic is to offer more aid for a seeming lower level of commitment. Then, after establishing control, they demand far

more sacrifices and respect from mortals. Controllers do not seek to destroy the Omniverse or other beings. They want to subvert them to their cause.

Creators: - fill the Omniverse with mortals and other non-sentient flora and fauna. By their very definition, they are opposed to those that are devoted to Destruction.

Demolishers - seek an end to all Existence. They will seek out like-minded mortals, those who will give the Demolisher ambient glory in exchange for power. By giving mortals minor destructive capabilities, they further the cause of non-existence every time a mortal destroys something. They also try to find weak points in the Omniverse and exploit them to the fullest. By doing this, they hope to end their own existence.

Divinity: This term refers to the player characters when they role-playing gods, not mortals.

Entity: The word entity is used for anyone, whether the being in question is divine or mortal.

Hubris: A Divinity commits Hubris when they use powers greater than their mortal sphere of influence allows. E.g., they are gods with a city level of influence but use powers only meant for gods of an entire country.

Mentor: Mentors teach applicable skills that mortals use to survive the rigors of Life. By teaching mortals different skills, they help them to survive. The skills usually lead to concrete results (e.g. blacksmithing or farming) but some will educate them in the intellectual sense. A Mentor will show a mortal a particular skill that his group is currently lacking. In a series of dreams and vision, the mortal learns the skill if the mortal promises to teach the skill to others. Mentors tend to go from area to area rather than stay

in one place unless the Mentor is a member of a pantheon.

Mortal - It is a term referring to non-divine characters or NPCs.

Mortal Influence (Influence) - This measures the amount of influence that a particular Divinity has among mortals. It is a combination of respect, number of mortal worshipers vs. Divinities, religion, etc.

NPCs: This stands for Non-Player Characters. They are the characters that the Overseer plays during the game.

Players: A term used for the people playing this game when talking about them in real life.

Promoter: Promoters teach and champion intangible feelings and ideas. They attempt to convince Mortals to feel the same way and to show others their virtue and/or vice by example. Promoters usually promise certain powers to mortals related to the feeling in question in exchange for worship and promoting the Divinity. For example, if a Divinity promotes greed, then they might promise worshipers increased wealth in exchange for their loyalty and showing others the value of greed. Like Mentors, Promoters tend to go from area to area rather than stay in one place unless the Promoter is a member of a pantheon.

Protector: Any Divinity that defends a particular group of people, place or thing becomes a Protector. They can also choose to protect ideas. They do not promote them but they make sure that their particular ideal stays in place. Protectors tend to be loners or a member in a powerful pantheon. Increases in Glory come from the people or from the recognition of the protector's duties to an area or thing. They do not actively seek to promote or guide their mortals. They only seek their continued existence.

Overseer - is a term used in Divinity as a title of any Divinity that has control of other Divinities. It is also used when a Divinity encounters another being that has vastly more glory or ability than it does. Most beings, mortal and entities, know little about the Overseers although it is known that they are very powerful and demand more respect than any mere Divinity or mortal can ever hope to give.

Servitors - are Divinities that gives their allegiance to another. This word also refers to non-mortal beings weaker than the Divinities.

Slayers - seek out weaker Divinities and challenge them to duels. They take the life force from the loser and use it to make themselves more powerful. By their actions, they leave mortals in a chaotic state. The slayer also grows stronger in the process.

Stagnation - is a term referring to the lessening role of a particular Divinity. This takes place when the Divinity does not fulfill their role in the social contract between gods and mortals. Anytime a Divinity fails a contest or does things that are "self-centered", they gain stagnation points. This trait is represented by a running tally recorded when any of the above activities occur.

Will - is the attribute that determines success or failure for Divinities and mortal heroes. The entity focuses on what they want and achieve their goal. It is tied to the energy of the being. It is a finite resource to be used wisely but it recharges itself over time as obstacles are conquered and when they serve the needs of others.

Becoming a Divinity

Mortals do not worship the gods freely. Mortal pray and expect divinities to answer their prayers. Mortal want answers to their prayer. How will the Divinity answer them?

Will they send lighting bolts down from above or perhaps send a wave of pleasantness through mortal congregations? Do the mortals pray for rainfall on the crops or do the mortal pray to the Divinities and ask them not to cause a drought? There are other aspects to the Divinity's persona but the mortals tend to care about the Divinity's ability to aid them.

The Divinities will deal with other entities that can rival their own abilities. However, they have several ways of dealing with them. Skills are another name for these methods and abilities. Skills are personal abilities that help deal with the Omniverse. The use of skills does not require worshipers. Mortals possess these as well but many of the abilities that they call "skills" have no relevance for the Divinities. What is the ability to forge a weapon when they can merely think about the item in question and have it appear before them? Why worry about the ability to move across liquid via swimming when they can appear anywhere they desire instantaneously? The answer is that certain skills do not matter to them but other skills still apply equally to mortals and Divinities.

Communication is the most important ability according to many Divinities and Entities that dwell within the Plane of Existence. Something or someone in the Plane of Existence causes certain beings to acquire powers or abilities that render them extraordinary. Those beings gain authority of some mortals or an ideal. Usually, the divinity in question will only have vague memories of this event. Their core purpose will determine much of the personality and perspective. In turn, their personality and perspective will determine their outlook on Existence.

Divinities fuel their existence through Glory given to them by mortals. Most Divinities account for this by maintaining a certain amount of mortals in order to use certain powers. They may also use the Ambient

Glory to pay off "glory debt." Ambient Glory is the admiration, acceptance and faith given by a mortal to a particular being. Mortals do not keep an accurate account of give and take. However, there must be some give or they will worship other gods. Do not forget to use some of the ambient glory for self-improvement.

A Divinity may possess any of the following abilities: Creation, Destruction, Knowledge, Pathos, Sensory, Spatial, Temporal, Transformation, Avatar, and Battle. They will also possess skills. The following are thumbnail descriptions and in some cases, a simplified version of the rules that will govern each power group. More details will be in the Powers and Skills chapter.
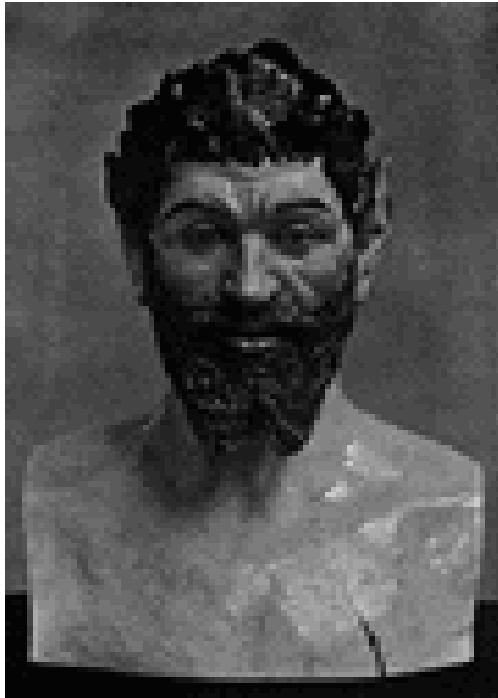
Powers of the Divinities

Creation: With a mere thought, something comes nothing. There are many forms of creation in the Omniverse and the following chapters will describes them. In addition, just because a Divinity uses the creation ability, it

does not mean they are "good" by mortal standards.

Destruction: The power of Destruction allows a Divinity to undo the fabric of existence. In its most direct terms, a Divinity can kill creatures with a mere though or grant this ability, in a limited fashion, to important followers. It is also possible to destroy another attribute or ability for various reasons. For instance, they can choose to fog the minds of their enemies so that they forget how to use missile weapons. Destruction can be as precise as it can be widespread with the use of appropriate powers.

Knowledge: The power of Knowledge gives insight into the nature of the Omniverse. Knowledge can take the form of a skill or information.

At first, Knowledge comes in the form of facts about the physical Omniverse. As the Divinity progresses with the Knowledge power, they are able to see into the true essence of the Omniverse. They become able to know more about its innermost textings. They can learn skills instantly and even impart that knowledge to others.

Pathos: Pathos refers to emotion and to the intangible. Those that know Pathos can manipulate emotions; they can obscure their motives and compel beings to come to their aid. They also banish or drive away being as well.

Sensory: This power gives a Divinity the ability to use the five physical senses (sight, hearing, taste, smell and touch) from great distances. Eventually, they can gain extraordinary senses and fool the senses of others.

Spatial: The Spatial power allows a Divinity to move instantly from one area to another (including dimension to dimension.) With time, the Divinity can take others with them,

bar travel to certain areas and even imprison rivals.

Temporal: With the temporal power, ordinary actions become quicker or complicated actions become ordinary. Then, as the mastery of Temporality increases, past and future timeline observation and manipulation becomes possible. Most, but not all, actions taken by Divinities take miniscule amounts of time.

Transformation: The gift of Transformation allows the Divinity to change one object physically, chemically or biologically. For instance, raw materials change form, turn into finished items, or grant special abilities to mortal creatures. It is similar to Creation but without the heavy investment of ambient glory. However, remember that there has to be something already in existence to transform and that it takes great mastery of this ability to turn a lump of clay into a sentient being.

Avatar: Normally, a Divinity may only alter events in the Omniverse by using their powers and skills. However, some of them can choose to take a physical form called an Avatar. The Avatar can do anything a mortal can do but they can appear in more than one place. In game terms, each point invested in the Avatar power allows them to have one mortal form. For example, if a Divinity invested three points in Avatar, then they could choose to appear in three different forms. There are disadvantages to this ability. They cannot use any of its other powers while in avatar form, other than changing their form or choosing to reveal their Divinity. Another

disadvantage is the fact that the character's essence goes back into the Omniverse if the Avatar dies. Their form is hard to kill but an opportunistic higher being or mortal could do it. It is very hard to do this but if happens, all of their ambient glory dissipates back into the Omniverse and the mortals will know that they no longer exist.

Battle: The power of Battle has as many names as there are sentient beings. It is the unique combination of several other powers formed into one. This ability measures the ability to invoke the Duel or strike non-mortal beings in actual battle. The Duel refers to the inherent right of a Divinity to create a place where the challenger and challenged may fight without affecting the rest of the Omniverse. If the challenged agrees, the challenger names the skill or power that is to be tested and the stakes of the Duel. The challenged may define the exact application of the skill or power to be tested or they can refuse after they hear the stakes of the Duel. The duelers have the option of accepting the draw or they agree to battle until there is a clear winner.

Chapter 2

Skills

Many of the abilities that Mortals called skills are either useless or pointless to Divinities. What is the ability to run a farm to a Divinity that does not need to eat?

On the other hand, some skills are necessary to Divinities and some even make it a point to learn the "Mortal" skills in order to teach their charges. Divinities tend to learn many social skills in order to effectively deal with their peers. They also want to learn about different aspects of the Omniverse.

Communication

The following is a partial list of various forms of communication that a Divinity can use to get their point across: Empathy, Oration, Persuasion, Topic (specialty), Subterfuge, Leadership, Intimidation, and Etiquette.

Resolution of opposed skills

When two different parties are competing, they make opposing skill checks. An opposing skill check means that one person is trying to overcome a being or obstacle that resists their efforts. Their opponent must utilize a skill that can counteract the one currently in use. For example, a Divinity could try to lie to an NPC. In this situation, the NPC could try to find out the truth by using a skill like Logic or use Subterfuge as a countering skill.

The actual method for resolving conflicts is quite simple. Each side compares their base skill score and has a chance to bid Will points. Both sides state their intention, bid, and add their will points to their base rating.

The highest combined score wins the conflict. Continuing the example, the NPC only bids one point, confident that their Subterfuge score of six is enough. The Divinity thinks that the NPC is lying, therefore they bid four will points and with their Logic skill of four, they win the conflict. In this scenario, the Divinity has the higher score, so the NPC is caught in their lie.

If is important to figure out who went first, proceed with the bidding as normal but allow the character with the highest rating (base score + spent will points) to go first and proceed downward from there. A character with a lower initiative score can interrupt someone with a higher initiative score. This can only happen if the character with the higher initiative score uses a power that the low initiative character can counter. In that case, they can spend enough will points to raise their initiative score to that of the higher initiative. They would face off and determine if the power succeeded or not.

For example, Zultan wants to transform a mortal into a slug while Taslin tries to prevent this. Zultan has a score of nine while Taslin has a score of seven. Normally, Zultan could go first but Taslin knows enough about Transformation to try to counter it. He decides to spend two will points and raise his score to nine. Now Zultan and Taslin face off, spending more will points to see if Zultan's power is countered or not.

Resolution of unopposed skills and powers

The success or failure of unopposed skills and powers is different. For powers, there are guidelines that state what a Divinity can do with a given level of power. They can use their powers without worry as long as they use

them without gaining stagnation points. For skills, the Overseer looks at the rating and decides if they succeed or not. Each skill will have a score, which related to a description of the depth of understanding. I.e., if a Divinity has a rating of five, it means they are "learned" in a given subject. The description varies if the skill is action-based or knowledge based (lore). When in doubt, let the player succeed in their actions. It they must fail, it is far more interesting to have them fail because someone opposed them than because they were "one point" shy. The goal of the game is to have fun, not seeing how many times they fail or succeed.

More about the Karma method

The player is using a point buying system where the total value of skills and will points determine the winner. If a PC wanted to increase their chances, they could spend one or more points from their will point pool, adding +1 to the skill or power in return for every point spent. These points do not refresh very quickly. The recovery rate is one point per scene but a Divinity cannot recover more points than their maximum will rating. The spent will points represent the effort to succeed. The player can spend will points to increase the base rating during an opposed contest. All Divinities have a Will rating of fifteen. Weak-willed mortal have a will score of three, average mortals have a will score of five, gifted mortals have a will of eight, while extraordinary mortals could have a will score of fifteen or higher. Yes, it is possible for a mortal to do better at something than a Divinity. The fallout is not always pleasant, though.

Optional - The Use of Tutors

The following list will refer to having tutors. If the idea of having Divinities learn skills from others appeals to the group, then the skill ratings that mention tutors would be the ideal skill levels to insert that idea. Otherwise, remember that this is only optional.

Skills and Knowledge

The skills and lore area is left open to the player. They can pick whatever skills they desire. Suggestions can come from academic disciplines or vocations. Combat skills usually consist of a martial art or a weapon's use or weapon style. Communication skills are important among the Divinities.

Skill List

This skill list is not an exhaustive one. Players are encouraged to come up with skills and lore abilities of their own.

Empathy – is the ability to identify and understand another's feelings and motivations.

Etiquette –the ability to act on the practices and forms prescribed by social convention or by authority. It is the ability to how to be polite in social settings.

Instruction –is the ability to communicate key concepts within a given field of knowledge to someone that does not have knowledge of that specialty.

Intimidation – This skill allows an entity to try to fill another mortal or entity with fear. The intimidator can force someone to do things for them. The effects of this skill are short-lived. Time and/or skills like persuasion can potentially overcome the intimidation effect.

Leadership – It is the capacity to lead groups in intense situations.

Oration – is the ability to give speeches in a formal situation or debate.

Persuasion –measures one's ability to persuade someone to undertake a course of action or to embrace a point of view by means of argument, reasoning, or entreaty.

Subterfuge –is the ability to lie to others without anyone knowing it. In an expanded definition, this is also the ability to detect lies. Most of the time, this skill will be opposed by logic.

Knowledge-Based Skills

Academia (subject) – This skill allows the character to have knowledge of a particular scholarly area but not any subjects that are vocational or technical in nature. The scope is limited by how broad or general the chosen subject is. For example, if the subject is History, then the character knows basic facts about a lot of different cultures and eras. In contrast, if the chosen subject were "The history of the Vedian tribes of Calcutta V", then the character would know a lot about that particular subject but at the expense of knowledge in other areas.

Logic – It is the study of the principles of reasoning. This skill can counteract the use of a communication skill or the overseer is kind, give hints to help solve a certain problem.

Lore (subject) – Lore allows a character to pick a body of knowledge not covered by normal academics or vocations. The player may choose a broad or narrow focus for the subject. This skill represents knowledge in "non-mortal" areas while Academics refer to knowledge of the natural world.

Vocational (subject) – This skill allows a character to chose an occupation and learn all of the skills that pertain to that subject.

Like other skills, the player can chose skills that have a broad focus or a narrow focus. Vocational skills would also include combat skills as well as any other occupational skills.

Level of Skill

1. Untrained – This level of communicative ability demonstrates that the user of this skill is relying solely on instinct without the benefit of training or practical experience.

2. Basic – The student has received some training and experience from a tutor but the pupil still has not used the skill much outside the fields of the theoretical.

3. Novice – The student has started to practice what they have learned from the theoretical.

4. Competent – The student is now a reliable assistant but they still have a long way to go towards mastering their skill.

5. Learned – The lessons that the tutor has given has rounded out the previous training of the pupil. The apprentice is now a journeyman. Further instruction is needed to reach the deeper mysteries involved with a particular craft.

6. Advanced – The journeyman can test and obtain the rank of master. After this level of training, only research can carry the master further along the path of learning.

7. Expert – The journeyman is now a master but an undistinguished one at that. He or she needs to discover a new technique or piece of knowledge to order to be distinguished.

8. Mastery – Many masters of a skill or craft now consider someone an equal.

9. Exemplar – The master is now famous for their skill. Many beings use their name when

referring to the skill they are famous for having.

10. Paragon – Time has proven that they are historically important. Many cultures refer to this being in their texts and in other aspects of life.

Level of Knowledge

1. Untrained – A few whispers and snippets of information on a given subject has managed to stay in the student's memory. No formal training has taken place at this level.

2. Basic – The student is now curious enough about a subject to talk to a few peers who know more than they do or the student has consulted other sources.

3. Practiced – The subject now knows enough to ask questions that are more intelligent in nature and to know who to ask for information when there is a more difficult question that needs answered.

4. Competent – The student has reached the limits of what is possible to learn with self-teaching. Tutoring and practice is necessary to gain even more knowledge.

5. Learned – The tutor has filled in the gaps on what the student previously knew and is now ready to teach the student the beginning mysteries associated with a certain body of knowledge.

6. Advanced – The student is now knowledgeable enough to become self-directed once again. The tutor may or may not test the student before releasing them from the student-teacher relationship.

7. Expert – The student is now a sage but an undistinguished one at that. They have not added anything to the body of knowledge that is in question yet.

 8. Mastery – Many sages now consider a being with this level of knowledge an equal.

9. Exemplar – The sage is now famous in their field of study within a particular part of the Omniverse. A little bit more practice and time will make the sage a legendary figure.

10. Paragon - Cultures everywhere have different names for such beings but all of these cultures are aware of their historical significance and give them recognition in one form or another.

Powers

Powers are the special abilities that all Entities have. They can freely use certain powers as long as they have a minimum number of mortal worshipers. Players can choose to learn powers beyond the number of worshipers that they have. If they use those powers, then they gain stagnation points. The Divinity player can describe the effects of their powers on mortals left undefined in the power lists. E.g., If they shrink a foe to half their normal size, it is up to the player to determine if their foe's strength receives a deduction or not.

The only other requirement to using powers is that they must be able to find the being that they want to use their powers on or they can only use their powers indirectly.

Power use chart:

1. A Divinity gains no clamor or stagnation under the following three conditions:

a. The Divinity only targets his or her self.
b. He or she uses a power with a rating below their mortal influence.
c. The usage fits within their portfolio.

2. A Divinity "clamors" when they use a power on a target(s) other than themselves.

3. A Divinity gains stagnation points when they use powers with ratings above their influence score and/or they use powers in such a way as to not fit within their portfolio.

4. Finally, A Divinity gains clamor and stagnation if they commit actions that fit statements number 2 and 3.

Clamor

A rumbling laughter came from a small sod hut on the open prairie of Gascia. It had a unique shrill sound recognizable to Aaskon. He appeared inside of the hut, invisible to the mortal eye.

"Trying to play another one of your tricks, eh, Zukin?" muttered Aaskon.

He stood quietly as he watched his followers marking on sheets of papyrus. They sat in a small sod hut as they struggled to understand what Zukin, disguised as an old man, showed them. They squinted over scribbles on old, crumbling yellowed parchment. A tall, lanky creature with dark hued scales held up a rock and pointed to one of the scribble. He and the other creatures looked back and forth from the rock to the symbol on the parchment.

Letting mortals learn how to read and write was like saying they didn't need the gods, he thought. He pulled out his sword from the scabbard. The sword was longer than most, over five feet of steel that

Aaskon waved it about like a thin stick of wood. The scabbard was equally impressive; made out of solid gold inlaid with jewels that only existed in alternate dimensions. He cut all of them down in a single stroke, like a laborer cutting through the underbrush. He felt diminished but it was necessary. The mortals could not walk down the road of rationalism. At least he knew Zukin was up to his old tricks again.

Clamoring is the phenomenon of cosmic noise created from the powers that a Divinity uses. This noise does not affect their ability to use their powers but other entities can detect their presence by "listening" for it. Minimal uses of power are usually undetected but repeated usage draws attention from entities further away. Clamor only takes affect if the power is not used on the Divinity themselves. For instance, if a Divinity wanted to use their enhanced vision to see something, it does not create Clamor but if that Divinity wanted to destroy a building, then it would create Clamor. Once an entity detects the clamor of a particular Divinity, they can continue to listen and decipher more information as they continue to use their powers. Only time can decrease the clamor from a particular Divinity. The clamor score decreases by one for each scene that the Divinity does not use their power on other beings.

Clamor Tables

Occur/scene	Distance detectable
1	1 Mile
2	10 Miles
3	100 Miles
4	1000 Miles
5	Country
6	Continent
7	Planet
8	Planetary System
9	Galaxy
10	Universe

Detected/Power Use	Information Gained
One use after detect.	Divinity in Area
Twice after detection	Pinpoint Area
Three times...	Power Group in use
Four times...	Exact Power
Five times or more	Name of Divinity

Apathy Vs Ambition

Players set aside a certain number of will points at the beginning of every session. They gain an equal amount of ambient glory points for use in future sessions. Any will points not set aside give the player an equivalent number of stagnation points. Will points that are set aside lower the maximum will attribute for that sessions. For example, a Divinity has a will score of 15 and they decide to set aside 10 will points. In the next session, they will have 15 more ambient glory points and 5 stagnation points. Their maximum will attribute is a five for this session.

In addition, players gain stagnation points and ambient glory points by winning and losing opposed contests. Every time a player wins an opposed contest, then they gain one ambient glory point. Every time they lose a contest, they gain one stagnation point.

When the player has one hundred ambient glory points, they may either increase a complex power by one point, a simple power by two points (or two simple powers by one point), or gain ten skill points. Mortal influence can only increase through the direct action of the player. E.g., they want to increase their mortal influence from four (city) to five (metropolis). They must state how they are going to do that and then implement their plan.

The player's mortal influence score decreases by one whenever a player accumulates 100 stagnation points. Remember, if their mortal influence is zero or less, then they are "out of the game." Ambient glory cannot remove stagnant points although they could restore their level of influence by using one hundred ambient glory points.

Hubris and Stagnation

A single gasp led the others to look up. The bright green sky was made dark by a cloud of black locusts. Each insect was a foot long with an equally long wingspan. The combined fluttering of their wings caused a small breeze that ruffled the crops. Risa saw this. He watched over the farmers in this land and knew that the locusts were unnatural. He possesses forbidden knowledge -- knowledge that could destroy this menace.

He recalled that knowledge and focused his will on the insects. They spun around, losing control. Unable to move their wings, they crashed into the ground and cracked their shells. Risa had ended the plague of locusts. He had overstepped his bounds; the silent rebuke of the Overseer ensured him that this was true. He knew continuing to do this would eventually cause to lose his station. He would lose all that he cared for even as he tried to preserve it.

A Divinity gains stagnation points when they use their powers to do things outside their portfolio. If the Divinity is one that mortals consider "negative", then stagnation works a bit differently. They do not accrue stagnation points if they use their powers in a "negative" manner and then stop at the request of mortals. The Divinity gains stagnation points equal to the power score of the ability they used. For instance, if they were devoted to protecting wildlife and they used the Transformation to create storms solely to kill them, then they would gain six stagnation points because they used a rank six Transformation Power.

It is possible to gain stagnation points are through acts of Hubris. For a Divinity, their level of ability depends on the number of worshipers they have. For example, if the city

of Discordia worshiped a Divinity, then that Divinity can use level four or less powers without committing Hubris. Divinities commit Hubris when they use powers greater than their level of influence. In this case, the Divinity gains stagnation points equal to the level of power used minus the mortal influence score. For example, if Zuok had level 4 Influence but used a level six power, than he would use that power at the cost of gaining two stagnation points.

Another way to gain ambient glory is by winning meaningful opposed contests. The term meaningful refers to a contest that advances the plot or is otherwise challenges the players. Establishing contests just to gain ambient glory takes away from the struggle that others may have done. The ambient glory point is a reward for coming through at a crucial time, just as the stagnation point is given for not coming through.

Finally, it is possible to gain multiple ambient glory or stagnation points. For example, if battling an NPC would enrich the plot, then it would acceptable to give the player one ambient glory point for winning the contest and then give them additional points for using the Battle power. Likewise, if a Divinity used a power that had a higher rank than their mortal influence score and used that power outside their portfolio, they would gain stagnation points for Hubris and for violating their portfolio.

Stagnation and Ambient Glory chart.

A# = Number of Ambient Glory points gained.

S# = Number of Stagnation points gained.

WP = Will Points

Activity	Points
Set aside WP for one session	A# equals WP set aside
Win a meaningful "contest"	A1
WP not set aside	S# equals WP not set aside
Losing a contest	S1
Committing acts of Hubris	S# equals (power rating - mortal influence score)
Violating portfolio	S# equal to power rating used.
Fight for glory using the Battle Power	The winner gains A# equal to their battle score while the loser gains S# equal to the winner's battle score.

Avatar:

Normally, mortals do not see the presence of a Divinity. This power allows a Divinity to manifest in the mortal plane in a powerful but mortal form. It is both a safety feature and a limitation. The Divinity's form is not invulnerable. If they are defeated in some manner, then they have to go back into their home dimension and they cannot use that particular form ever again. Remember Mortals will not sense a Divinity who does not have the Avatar power. They will only see the results of the actions taken by the Divinity, which may or may enhance their faith.

The rating of the Avatar power determines the maximum power level of any other powers the divinity can use. For instance, if they have a power score of three, then they can have three different forms (which can act independently with the right combination of powers) and the highest-level power that is usable is level 3. If they attempt to use powers higher than their avatar rating, they end up revealing their divine status. As the rating in Avatar increase, the complexity of the forms also changes. Whenever a Divinity wants to change a mortal shell, they must banish it, which causes their glory to clamor.

1-10. Mortal Shells: A Divinity can have a number of different mortal forms equal to the Avatar power rating. The following list will show what forms a Divinity is capable of taking. They can project any power through any avatar. They can control their avatars from any distance or place that they could reach with the Spatial power. If they do not have the spatial power, then they can control any avatar in the plane of existence that the majority of their worshipers reside.

1. Reflection of Worshipers: Any form taken must resemble the mortal worshipers. The form can vary on cosmetic levels but any cosmetic changes must be a normal variation in the worshiper's species. I.e. if the worshipers are human, then the Divinity has to take on a human form but they could choose to have blond hair or red hair.

2. Shared Sense: Divinities can experience sensations from all of their avatars without experiencing confusion. They are able to sort which avatar is experience which sensation.

3. Worshiper Class: The Divinity can now take on forms that are within the genus of the worshipers. In other words, they can take on closely related forms to their mortal worshipers. If their worshipers were sentient wolves, then the avatar could be a fox.

4. Variation of Worshipers: The form must represent the worshipers but the Divinity can now add or subtract features. For instance, if the worshipers are human, they can add additional limbs; become 50% larger or smaller, etc.

5. Minor Fluidity: Features such as the color of skin, distinguishing marks, smells, etc. are mutable without having the Divinity generating significant clamor.

6. Kingdom Forms: The Divinity can choose any remotely related form that resembles their worshipers. I.e. if their worshipers are animals, then the Divinity can pick any animal form as their avatar.

7. Natural Forms: As this point, the Divinity can pick any form that exists naturally in the world that their mortal worships inhabit.

8. Matter: The Divinity can choose any form (solid, liquid, or gas) they like but once chosen, they cannot change it without dropping their mortal shell and revealing their Divine status.

9. Mythic Forms: The Divinity can choose any form represented in any story told by their mortal worshipers. In other words, if even one of their mortal worshiper can imagine it, then they can become it.

10. Fluidity: The Divinity can choose any form as listed above but they can change form without revealing their Divine status.

Battle:

As listed in the introduction, the power of Battle has many names. It is the unique combination of several other powers formed into one. This ability measures the ability to invoke the Duel or strike non-mortal beings in actual battle. The Duel refers to the inherent right of a divinity to create a demiplane where the challenger and challengee may fight without affecting the rest of the Omniverse. The various levels of the Battle power allow the gods to wager larger stakes. The inherent risk of the activity is cost enough.

"Forward, Mirriam. We have news to deliver."

Mirriam neighed while Clayheart sat on his Caledon's back. She was a prize spidox from the Baron. Her white hair, like silk. A rarity in this part of Lolcamia. Caledon estimated the creature's weight at one hundred stone. Spidoxs were large creatures due in part to its eight strong legs. It was a cloven-hoofed creature but the front two hooves could detract and expose two pairs of three-fingered appendages. The short fingers allowed it to move tall grass and look for predators before eating. Clayheart enjoyed the wind through his feathers as he waited for his master's commands.

"Good Clayheart, please fly above and tell me if the Severed Legion blocks our way."

While Caledon waited, a Divinity taking the form of a robin fluttered towards him. It whispered, "Give me the Clayheart or I will kill this mortal."

Another robin flew down and sat on the same branch. It replied, "Zihol, leave this place before I banish you to the Void."

"I have been through this routine before, Mourniom. Let's us save the insults this day and just give me what I want."

"I'll fight to the bitter end before that happens."

Zihol said, "Fine, if I win, I get the Clayheart. If you win, I will leave this mortal alone for the rest of his days."
"Accepted, whoever can make that woar run away in fear gets the prize."

Zihol has a shadow of a dragon fly overhead but the woar snorts in contempt and continues eating young grass shoots. Mourniom scoffs and creates the sound of a female woar in heat. The woar runs, knowing that the females kill the males and harvest their eggs.

"Fine you win but how did you know how to scare the woar?"

"Simple, you spend so much time coveting that you fail to appreciate your surroundings. The woars knows no fear, save that of other woars."

1. Challenger: A Divinity no only longer has to wait for someone else to challenge them. They may challenger another Divinity to a Duel. The challenger has the right to state why they are invoking the Duel. At this point, the challenged can accept their position as correct, accept the challenge, or lose status. If the challenge is accepted, the challenger names the stakes and the challengee names the power or skill tested in the Duel. The challengee can also refuse to duel at that point, suffering the same results as if they would have refused in the beginning. Finally, either party can substitute their battle score for any power or skill score during the Duel. If they do this, they are using "deceptive tactics" in the Duel. If they win by using their Battle skill instead of the named skill, then the winner gain stagnation points equal to their Battle rating. At this level, the only things one can wager are favors, promises, or items.

2. Wager ambient glory: The challenger can wager a certain number of ambient glory points in addition to any other type of wager.

3. Wager skills/lore: One may now add skill/lore scores to the list of wagers. Each entity in the Duel can pick a skill or lore that

their opponent knows. The skill or lore picked must be equal or greater to theirs. The winner adds one point to the chosen skill or lore while the loser must subtract one point.

4. Wager Powers: Similar to wagering skill/lore, except that power scores are now on the wager list.

5. Multiple Challengers: At this point, one Divinity (with other Divinities) can challenge multiple entities to Duels. Once again, everyone must agree to the terms or the Duel will not commence. The more challengers and challengees there are, the more likely it is that one of them will disagree with some of the terms of the Duel.

6. Dismissal: Now, agreements to banish the challengee from a person, place, or object are negotiable. The terms can be forever or include a time limit before the entity could come back. Distance is another term that would have to agree to before the Duel could begin.

7. Servitude: The challenger could now add indentured service to the wager list. The loser agrees to be a slave to the winner for a certain amount of time. Note that the loser could subvert the winner's wishes by interpreting everything literally or by doing only the minimum required to perform a given task.

8. Judgment: Sometimes, duelists need a judge to determine the winner. With this level of Battle, a Divinity is an experienced judge that can determine the winners and losers of a Duel. Their word is final once both parties elect them as a judge.

9. Renege: If someone loses a Duel, normally that being would have to give up his or her wager. With this power, they can choose to lose all of their mortal influence. They become a Divinity with level one influence (only a handful of mortals will worship or remember a Divinity that reneges

on a promise.) Only the desperate use this power but it can get the player out of wagers such as banishment into the Void.

10. Void Banishment: The ultimate wager. Everyone involved in the Duel literally wagers his or her existence in the Omniverse. If they lose, the Void swallows them up. No one knows the fate of those sent into the Void.

Creation:

The basis premise of creation is the ability to draw something from nothing. This can entail making organic or inorganic material.
It also involves creating things that are dead and things that are alive. This power does not involve creating emotion or ideas. This power only deals with the tangible. The creation cannot create finished items because Transformation takes care of turning ordinary materials into finished items.

Divinities can make whatever amount of life or material they wish. They have to be willing to pay the price, which may consist of will points, ambient glory, favors, etc.

1. Minor Creation: The Divinity can create single-celled organisms or any material (1 kg) composed of only one substance.

2. Improved Minor Creation: With this level of creative power, they can create multi-cell microscopic organism or elements that consist of two basic elements.

3. Medium Creation: The Divinity can now create plant life (non-wood) and alloys.

4. Improved Medium Creation: The Divinity can create any non-sentient plant life and The Divinity can make any non-magical substance that already exists in the Omniverse.

5. Advanced Creation: The Divinity can create non-sentient invertebrates and cartilaginous sea life.

6. Expert Creation: The Divinity can create vertebrates and non-magical substances that only sentient mortals can make.

7. Sentient and Special Ability Creation: The Divinity can grant sentience to their creations and give them natural special abilities. The Divinity can also create items with special abilities that occur elsewhere in nature. I.e. the Divinity can make a substance like gold but as hard as steel, while keeping all other properties of the metal the same.

8. Planar creation: The Divinity can fill a one thousand square mile plane with all the life and materials created via level seven or lower powers. The time to create this area is instantaneous.

9. Magic: This power allows sentient mortals to practice magic and for the creation of non-sentient life with special abilities. The Divinity can create a 100000 square mile plane filled with life.

10. Life giver: The Divinity can create a single planet with the flora and fauna of The Divinity's choice. The flora and fauna they create are as complex or as simple as the creator wishes. The planet cannot exceed the size of the Earth. The Divinity can add any basic elements or alloys to the planet. The time it takes to create is instantaneous. The Divinity cannot grant life forms knowledge. Mortals can be intelligent and learn on their own. The Divinity would need other powers to speed up the learning process for mortals.

Destruction:

The Destruction power group works on two different levels. The first way is essentially the reverse of Creation. For instance, a single one-celled creature or one kg of material is destroyed with Rank 1 Destruction. The second way allows a Divinity to destroy different kinds of thing (idea, emotions, etc.) Therefore, there are actually sixteen abilities in the Destruction power group.

1. Micro-destruction: With this power, A Divinity can destroy parts of a being rather than outright obliteration. Control is not perfect. When using this power to destroy some piece of finite matter, imperfect control could destroy it.

2. Precision: At this point, the Divinity has achieved a great amount of control over their power. They can destroy very small amounts of matter. For instance, they can use their power on a block of marble and shape into a statue by destroying small parts of it.

3. Destroy emotions: Instead of destroying physical matter, a Divinity can choose to get rid of emotional states. They can place a number/type of creatures into a "neutral state" equal to the corresponding score in the creation power group. "Neutral" in this case means that the creatures are content. They feel no extremity in emotion.

6. Destroy thoughts: With this level of master, it is possible make a mortal or entity to forget a conscious thought. They could forget one skill, knowledge or memory block. A memory block consists of memories tied together by a common event. A Divinity could use this power once to remove all memories associated with their mother, job, their home, etc. It is not possible to remove basic instincts. Creatures will still eat food if they are hungry, drink if they are thirsty, etc.

8. Blunt force: This power works as a general counteraction power. In order to counter an opponent's power use, anyone using this power loses his or her action for the round and their opponent gains two free will points to use in this struggle.   E.g. an entity attempts to use the imprison power on someone else. The person who has the Imprison power used against them does not know enough about the spatial power group to counteract it normally. They could fall back on this power to counteract the imprisonment attempt. However, it would be harder to counter it because they are relying on power, not finesse.

10. Destroy Law: Counteract the law transformation power. With this power, it is possible to remove special circumstances or rules set up by other Divinities. They cannot alter the Omniverse but they can remove alterations to it.

Knowledge:

The power of Knowledge gives insights into the nature of the Omniverse that many others lack. Knowledge can take the form of a skill or information. At first, Knowledge comes in the form of the physical Omniverse and then it lets the learner see into the true essence of the Omniverse to know more about its innermost workings.

1. Self -Tutored and Retrieve Reference: Divinities do not need to seek a tutor to learn certain skills or powers. They can intuitively pull just enough information from the Omniverse to learn on their own. They can instantly find out an answer to a question. The question cannot ask about the future, although it can inquire about the past. This power cannot ask about opinions on any matter. The question must ask about things that have "factual" answers. If an entity wanted to keep an answer secret, this power will not work unless someone else knows the answer and does not think that it is a secret. The answer may not be right because commonly held opinion and fact help form it.

2. Practiced: The Divinity has an "Omni" skill available to them. That is, if they need a skill or lore that they do not currently know, they can use this power and act as if they have level three in whatever skill or lore. They can only have one skill or lore learned through this power at any given moment in time. In addition, they may only change their skill once per session, since it takes a small amount of time to relearn a new skill or lore.

3. Advanced: Similar to the Practice power but they can gain an additional Omni skill at level six. In other words, the Divinity could have one Omni skill at level six and one skill at level three.

4. Exemplar: Similar to the practice power, but they can gain a level nine Omni skill.

Now, the Divinity can have one skill at level nine, one at level six and at level three.

5. Counteract Knowledge/Forget: A Divinity can automatically counteract knowledge powers without having to use an action. The counteracting of knowledge powers is still limited by the level of mastery achieved.

E.g., the player's character has level six mastery of knowledge. Their opponent has level eight mastery of Knowledge. The player cannot counteract his use of Glimpse (for instance) but they can try to counteract his other powers. If both parties have mastery equal to or greater to level six, then they can use Will points to determine the victor. The being with the higher knowledge power rating + will point expenditure wins. The comparisons of ratings determine if a power is successfully used or not.

Grant Knowledge/Skill Table

#L	LM
1	10
2	5
3	4
4	3
5	2
10	1

#L = number of skills/knowledge
LM = How much mastery is achievable

6. Grant Knowledge: There is only so much information granted to mortals before they become insane from information overload. Divinities cannot use power on other Divinities. Their minds instinctively reject intrusion from outsiders. The above table gives limits on how much information Divinities can give to mortals. They can grant up one lore point for every one point of the Knowledge power that they have mastered.

Therefore, a Divinity with level ten mastery of knowledge could give a being five skills and five lore abilities, not ten skills and ten lore.

7. Grant Skills: Same as Grant Knowledge, only Divinities can teach skills that require more than just knowing a fact. E.g., now they can teach someone how to use a sword as well as teaching history.

8. Glimpse: This power works similarly to that of Retrieve Reference but now Divinities can learn facts that others wish to keep secret from them. Each fact learned this way takes one action and generates Clamor.

9. Mastery: Divinities can now know all skills and lore at mastery level. If they had a nine or ten in a given skill or lore, then they are simply more knowledgeable in that skill. Divinities can only this power on themselves.

10. Omniscient: The Divinity knows everything at level ten and they can freely use the Glimpse power (it does not cost an action.)

Pathos:

This power influences the world of emotions and the intangible. With time, the user of Pathos gains the ability to manipulate emotions and the intangible with greater and

greater ease and the ability to summon allies. It is never certain how many followers will answer a summons.

Players cannot gain followers by using this power. The temporary change in emotion is not enough to cause permanent conversion. The powers can cause a mortal to lose their free will cause the loss of ambient glory from the mortal. This change will alert the Divinity who they originally worshiped with the greatest amount of fervor.

Emotional Spectrum: Joyful - Happy - Content - Dissatisfied - Sad - Depressed - Agony

1. Auras: Divinities have the ability to see surface emotions in mortals. They can tell what they are feeling unless the mortal is trying to hide their feelings. They can attempt to see past mortal attempt to hide their feelings. The Divinity can use their Pathos + expended will points while the mortal can only use will points. The winner determines the exposure of the emotional state. If the mortal wins, then that Divinity cannot use this power (Auras) on them again. They can also attempt to determine what other Divinities are feel but the opposing Divinity can add their Pathos rating to their expended will points to determine whether or not an emotional state is exposed or not. Likewise, if the Divinity that is hiding their emotional state wins, then the other Divinity cannot use this power on them again.

2. Influence emotions: In entities that have emotions, a Divinity can influence their emotions. They can shift emotions one direction to the right or left on the Emotional Spectrum chart. Time, events and other Pathos powers can change the status of their emotional state. They cannot use this power in rapid succession (only once per scene.) Finally, they can only use this power on one entity at a time.

3. Influence emotions (crowds): Similar to influence negative emotions, except that a single crowd is affected. A crowd is a group of people sharing a singular stated goal, for the purposes of this power.

4. Inspiration: A Divinity can create an overwhelming emotional urge to do or not do something. The target maintains all logical control. If the urge does not fit their normal pattern, then they may spend Will points to resist. If they spend an equal or higher amount than their highest Pathos rank, then they resist successfully and the Divinity cannot target them again. The controller cannot make them do self-destructive things but they can cause them to do things that are not evidently dangerous. In other words, the one in control cannot make a mortal jump into a pool of lava but they could inspire them to pull a lever with an unknown function.

5. Counteract Pathos: With this level of power, the Divinity can counteract any pathos power lower than, or equal to their level. They cannot counter any powers that are more complex than what they know. For example, if they have level 6 Pathos and their opponent has level 7 Pathos, they could counter levels 1-6 but not level 7. If both opponents know Pathos at level six or greater, then both of them must spend Will points and add them to their Pathos rating. The higher rating wins the conflict and decides if the Pathos power works or not.

6. Compulsion: Compulsion can work in one of two ways. The first way is as a "delayed inspiration." A time, place, or condition serves as a trigger. Divinities cannot combine triggers: only one of the three (time, place, condition) are usable. The second way is to establish a long-term feeling towards a certain person, place, thing, or idea.

7. Dismissal: The Divinity can drive away mortals or beings with this power. They can also choose to attract them instead. The

Divinity uses Pathos + expended will points while each individual can use spend will points. If the Divinity has the higher total, then he or she can dismiss the target(s). If the creature(s) win, then they know the name of the Divinity who attempted to use this power. They can choose to follow the command of the Divinity or not.

8. Summoning: It works similarly to the Dismissal power; only mortals and beings come to the Divinity, instead of fleeing.

9. Enthrallment: Divinities can remove free will from an entity. They cause their target to become emotionally dependent on their master. The target loses the ability to make decisions, relying on the master instead. Its devotion does not trigger any ambient glory for any Divinity. At the time of enthrallment, the being has a chance to resist. The roll is similar to a counteraction but the Divinity using the power gains a +2 bonus.

10. Awakening: Entities and/or inanimate objects that could not feel emotions can do so thanks to this power. When granted emotions, they are also granted knowledge of what the emotions are. Those that cannot communicate can still have their emotional states read by those that can read auras. Divinities can save enthralled creatures and restore them back to normal.

Sensory:

Without this power group, the range and type of senses are comparable to mortals.
With time, the range and type of sense increase. With transformation, Divinities can enhance the senses of other beings. A Divinity can attempt to fool beings with this power as well. For example, with level 1 sensory, a Divinity could try to fool beings via a sense (sight only, sounds, etc.)

1. Enhance one sensory group: One sensory group (sight, hearing, smell, touch, taste) is chosen and enhanced. The increase in sensitivity is comparable to finding an animal that personifies the sense in question and gaining their sense. In addition, if they can detect differences in the sensory spectrum, the deity in question gains that sensitivity as well. I.e. The Divinity chooses sight as their first sensory group. They gain telescopic vision, infrared vision, and ultraviolet vision, etc. They do not gain see invisible, see lies or any powers of that nature. Those are unnatural senses.

2. Enhance two sensory groups: As level one, only with two sensory groups.

3. Enhance three sensory groups: As level one, only with three sensory groups.

4. Enhance four sensory groups: As level one, only with four sensory groups.

5. Enhance five sensory groups: As level one, only with all five natural sensory groups.

6. Unnatural Senses: At this point, they gain sensory abilities that do not involve predicting the future, sensing from far away, looking at the Omniverse through another's eyes or through different entities simultaneously.

7. Sixth Sense: They now have the ability to see several seconds into the future or into the past. If a Divinity has a score of two or higher in the temporal power group, use this chart instead to see how well this power will work for them. Remember, they can look at any period represented by their temporal power score or lower. For example, if a Divinity had a temporal score of seven, they could still choose to look only one hour into the future.

Limits of Sixth Sense: (Future or Past)
1. 1-59 seconds
2. 1-59 minutes
3. 1-23 h 59 min

4. 1 day to 1 week
5. 1 week to 1 month
6. 1 month to 1 year
7. 1 year to one century
8. 1 century to one millennium
9. 1 millennium to one epoch
10. 1 epoch to one Omniverse cycle (from the beginning of the Omniverse to the end of it)

8. Clairaudience/clairvoyance: A character may use their sensory powers in the same locations that they can travel to with the spatial power group. They do not have to travel to the area in order to spy upon it.

9. Shared Input: At this level, a Divinity can gain the perspective of another entity. They can literally perceive everything as they would. After they have shared their perspective, they fully understand how the entity thinks of the Omniverse.

10. Split Senses: This power is similar to that of shared input, only a Divinity may share input with those under their control. They are able to split their scenes and manage to control all of the sensory input simultaneously.

Spatial:

This is the power to move through space. If a Divinity does not have this power, they rely on others to transport them to other dimensions. Divinities can move at the speed of light without this power. In many cases, this still means near instantaneous transit but there are situations where distance and time are important considerations, such as traveling to another planet.

1. FTL travel: Divinities move at 10 times the speed of light. They are fleet of foot when compared to most of the other Divinities.

2. Transport others: Divinities can take any beings that volunteer to come with them when they travel with the spatial power. They can also take any gear that they designate.

3. Counteract Spatial Powers: If the spatial score is equal or greater than their opponent is, they can choose to use their one action per round to negate their opponent's use of a spatial power.

4. Teleportation: While Divinities still cannot leave their current plane of existence, they can move instantly from one location to another without regards to distance. They can take no one with them.

5. Teleport Others or Self-Portal: A Divinity can choose to teleport entities that voluntarily choose to go with them. They can also choose to travel between dimensions, albeit alone.

6. Improved Spatial Counteraction: A Divinity can automatically counteract spatial powers without having to use an action. The counteracting of spatial powers is still limited by the level of mastery achieved. E.g., they have level six mastery of Spatial. Their opponent has level seven mastery of Spatial. The Divinity cannot counteract his opponent's level seven power but he can try to counteract his opponent's other powers. If both parties have mastery equal to or greater to level 6, then both sides bid a number of will points and the side with the greater score (spatial power rating + spent will points) decides if the Spatial power works or not.

7. Portal Teleportation: Divinities can send others to whatever dimension they desire. The Divinities could also use their powers to escape from wherever they sent by their opponents. They can establish permanent portals with the use of creation or transformation powers. Mortal barriers cannot stop them. Only a travel barrier or similar

power can prevent them from using their abilities.

8. Travel Barrier: Divinities can prevent others from entering a certain space. They can prevent anyone with a lower Spatial from entering. The Divinity can designate who can enter a space up to one square mile in area. They can also decide who can enter their realm or not.

9. Imprison: A successful use of this power will strip any spatial powers that an entity possesses. The opponent in question can attempt to counteract the imprisoning attempt. If the target fails, then the Divinity can pick a dimension and send them there. If they also have the planar creation power, then they can chose to create a special prison just for their opponent. The successful use of this power will invoke the Duel, with the stake being either freedom or imprisonment. Therefore, their opponent actually has two chances to avoid this power.

10. Omnipresent: Space means nothing at this point. The Divinity can go wherever they like and be in an infinite number of places at once. No barriers can keep them of a place, even the travel barrier power. However, they may not want to go to certain places. I.e. if they are hostile to particular Divinities, etc. The imprison power does not work on any Divinities with this level of power.

Temporal:

The word temporal refers to Time and the Power that can master this ability is one to fear. At first, ordinary actions become quicker or complicated actions become ordinary. Then, as the mastery of Temporality increases, past and future timeline observation and manipulation become possible.

1-10. Temporal Awareness: Awareness of the structure of time allows the Divinity to think faster. They can add their rating in the temporal power score to any Will points spent in order to go first. This power rating is added during the bidding round and to anyone who is interrupting with a counter power.

2. Counteract Timestream manipulation: If the temporal score of the Divinity is equal or greater than the opponent's, they can bid a certain number of Will points and force their opponent to expend an equal or greater number of will points in order to use their temporal power.

3. Temporal Flux: The Divinity can give up their action and give it to anyone they like. The recipient of the action will have two actions whenever it is their turn to act while the giver has no chance to act during the turn.

4. Near Time Precognition: Normally, a Divinity can only bid their Will points once per round and they are stuck with the results. However, with this power, if a being outbids someone with this power, he or she has the right to re-bid once everyone else has had a chance to bid.

5. Flux Inversion: By giving up an action, a Divinity can choose to make someone else ineligible to act. They can continue to give up their action every round and make their chosen opponent unable to act as well.

6. Temporal Competency: A Divinity can automatically counteract temporal powers by giving up their action for the round. The counteracting of temporal powers is limited by the level of mastery achieved. E.g., Zulton has level six mastery of Temporal. His opponent, Alstain has level seven mastery of Temporal. Zulton cannot counteract Alstain's level seven powers but can try to counteract his other powers. If both parties have mastery equal to or greater to level six, then all parties involves can choose to lose their action for the round and use will

points as indicated by the Counteract Timestream manipulation power. The temporal power is countered if a tie remains.

7. Fluxstorm: By giving up an action, A Divinity can give a number of beings equal to their temporal score an additional action. They can also grant a number of mortals equal to (temporal power rating * 100) an additional action.

8. Greater Fluxstorm: They can pay a cost of one Will point per being to grant action an addition action or take away another being's action instead of giving up an action of their own. If they give up their action and spend Will points, then they can grant two extra actions instead of one or grant an action to one being while taking an action away from another being.

9. Timestream Manipulation: A Divinity can now grant the ability to re-bid Will points to an ally. They can now have a chance to outbid their opponent once their Will point expenditures are made.

10. Time Tempest: A Divinity with mastery of the Temporal power can now perform powers 1-9 simultaneously, (one use of each power per round). This includes giving up the same action for multiple effects. Time travel is possible, depending on Overseer fiat.
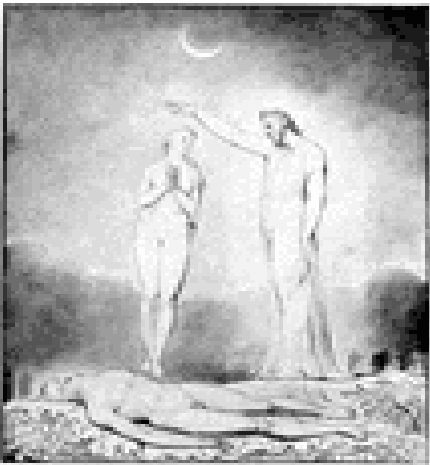
Transformation:

This power deals with the alteration of existing <u>mortal</u> material or life. It does not cover creating new stuff or destroying new stuff. Changes can range from superficial to monumental. Transformation also combines (except for knowledge) with other powers to enhance or reduce entity ability. E.g. if a Divinity wanted to enhance the sensory capabilities of a creature, they would have to have an appropriate sensory power.

"Natural property" refers to abilities or features that the Overseer or another creator gave to the target originally. Abilities do not include skills or lore because the Knowledge power group covers alteration of those abilities.

Transformation Matrix – Attribute Ratings

Abysmal - Poor - Below Average -Average - Gifted - Extraordinary - Champion - Heroic – Paragon

1-10. Scope: The scope refers to the number of the transformation power can alter. A being can only have so many traits altered by the same Divinity. E.g., the Divinity can alter three traits in the same being if they have a transformation score of three. After that, they can no longer alter that entity or item again. Any traits given to lifeforms cannot be inherited and any transformed material is unique unless Inherency is used on it.

1. Superficial changes: In the beginning level of the transformation power, only cosmetic traits are alterable. The changes invoked cannot alter the lifestyle, survivability or innate properties of the transformed. For instance, a Divinity can change skin color, eye color, etc.

2. Minor alterations: An attribute or ability of mortal creatures can be increased or decreased by one degree as listed (i.e. Average to Gifted or Average to Below Average.) The Divinity cannot add new properties or completely remove old properties. They cannot use this power to affect the same ability more than once.

3. Major alterations: This ability is similar to Minor Alterations, only the amount of change is two degrees per use. The player can alter the same trait more than once. They cannot completely remove abilities; a vestige (abysmal) of the trait must remain.

4. Volume changes: A Divinity can now enlarge or shrink the size of an entity by a factor of two. Remember, the size of an object/creature counts as an alterable trait and towards the maximum of alterable traits.

5. Minor transformation: With this power, adding a new trait is possible but the rating starts at abysmal. Divinities cannot switch traits around with this level of transformation.

6. Environmental changes: It is now possible to change the weather and temperature of the surrounding area. The Divinity can change the weather in one square mile area without accruing additional clamor.

**7. Major transformation:** This power allows the player to add a new trait with a rating of average. They may switch the rating of two traits but it counts as two uses of the Transformation power on the creature or item in question.

8. Self-Transformation: A player can exchange power scores, skills and lore they possess. He or she will add the total power rankings and subtract 20% from the total. They can redistribute the rest of the points. They will do the same thing with their skill points and their lore points.

9. Inherency: All changes become permanent. The item, creature, or entity in question stays that way. It becomes a new part of the universe. Only Divinities with a transformation score of 9 or 10 can attempt to reversal changes. The genetic traits are inheritable now. Over time, new minerals and other inanimate objects slowly start to appear in parts of the Omniverse where the Divinity did not make the original transformation.

10. Complete transformation/Law Creation: Transform anything to anything: rocks become dragons; flies become gold coins, etc. The nature of the universe is mutable as well. Divinities can only change the laws of the Omniverse within their own realms. For instance, they could state that anyone who violates an oath dies on the spot, anyone honoring their mother/father will live to be a 1000, allow magic to flourish, disband gravity, Name the law and it's exists from that moment forward. They have to be able to state their Law transformation in ten words or less.
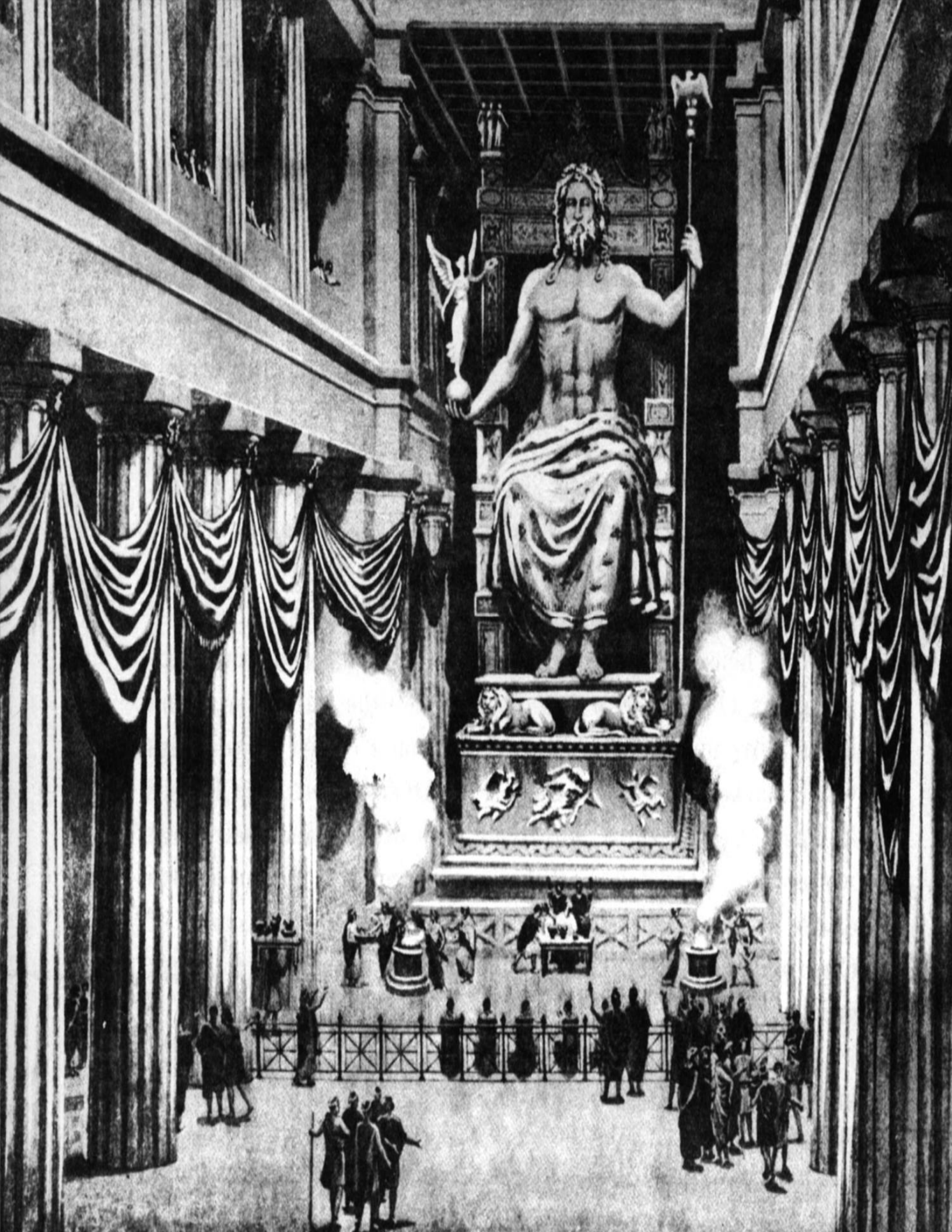
Chapter 3

Name: Minrack "Lord and Protector"

Portfolio: Protector (Minra Village and Ironwood Forest)

Personality Traits: Serious, dutiful, cares about his mortals

Favored Entities: Joran (Father), Rena (Mother), Grarham (Village Leader)

Influence: 3
Will: 15
Ambient Glory: 0
Stagnation Points: 0

PS = Power Score
CS = Communication Score
LS = Lore Score

Powers: PS*

Creation	
Destruction	
Knowledge	
Pathos	**6**
Sensory	**3**
Spatial	
Temporal	
Transformation	
Avatar	
Battle	**1**

Communication Skills: CS*

Empathy	
Etiquette	
Instruction	**2**
Intimidation	
Leadership	**2**
Oration	
Persuasion	
Subterfuge	
Omni:	
Omni:	

Knowledge: KS*

Academic:	
Academic:	
Logic	
Lore: (Minra History)	**4**
Lore: (Battle Tactics)	**3**
Lore: (Divinity Politics)	**3**
Vocation:	
Vocation:	
Omni: (Woodwork)	**3**
Omni: (Stewardship)	**3**

Notes: Enhanced Sensory Powers (Sight, hearing, smell)

Background and other useful information on back page of the character sheet

Back Side of Character Sheet

Background: (The player chose to break the background into three parts. This section is for any notes that the player wants to keep handy.) All of the Divinities in this pantheon are related. According to the World Parent Model, they gave birth to large numbers of children. The parents gave them assignments once they learned how to use their powers. He is one of many who are in a world where magic exists but its usage is limited (magic consists of miracles and prayers granted by priests.) His parents, Johan and Rena, have assigned him to guard this area.

Personality: Minrack is very protective of his mortals. He has learned skills that help him interact with the mortals. Indeed, he knows a lot about his followers. He is a plainspoken deity. He is not concerned with fancy speech or the powers games other Divinities indulge in their free time. He does whatever is expected of him without animosity. He does not desire to usurp his parents and he searches for those that would try to do so. His home is not accessible to mortals even though he dwells in the same areas that his mortal charges do.

Worship: They worship him through sacrifices in front of old trees. They pray to him at the same time they perform their sacrifice. He answers through sharing his feelings with their priests. They experience the feelings originating from Minrack. At the end of the service, they pronounce the answers to the prayers and present his announcements to the gathering.

Realm: Minrack lives inside of a cave in the center of the Green Briar wood. The high priest serves as the gatekeeper, barring any who do not have permission to enter. He gives Minrack's answer to the supplicant. If they enter the cave without permission, Minrack drives them away with Pathos. He usually banishes the intruder by making them fearful of everything in the forest. If they can enter, they will feel a warm breeze or the smell of unfamiliar flowers. They ask for Minrack's favor, make a sacrifice of food, pray for a moment and then leave.

Details, Details, Details...

What is a character sheet? It is a reference guide intended to help the player remember all of the details about the character they are portraying. Of course, the character sheet is not a substitute for imagination.

Every player has a different method for imagining a character and placing the given points into the proper slots. One player might go through the character sheet from top to bottom while another player might start with what powers he or she wants and then work from there. No method is more valid than the other.

The name of the character serves two purposes. It is used by mortals and Divinities. In addition, it is accompanied by one or more titles or honorifics. The Divinities will let mortals use titles or honorifics but they will use their true name with each other.

The portfolio has two parts, the general and the specific. The general part is the philosophy of the Divinity. For instance, Eubash believes in the value of hard work. The specific part of his philosophy would include ideas like blacksmiths are the hardest working mortals. Therefore, all workers could pray to him but he would listen to blacksmiths first. He could use his powers to promote the value of hard work or avenge a blacksmith. The higher the mortal influence rank, the lower the importance of their role. This sounds counterintuitive but as their mortal influence score increases, their powers and other abilities have not increased. More Divinities in the pantheon are taking ambient

glory from the followers. A guideline to follow is the following: Rank 1 Mortal influence equates Divinities to the head deities of the family, Rank 5 would have them assigned to one particular area, value, or segment of a society while Rank 10 would mean that they are the servants of more powerful Divinities.

The categories serve as a convenient way to separate the different views held by different beings but they are not the exclusive means of doing this. As another example, Minrack's opinions about the Omniverse influence his views about mortals. Minrack feels that Divinities should protect them but since his mother and father have assigned him this area, he is duty bound to protect his charges first.

The section on personality traits is not meant to be a straitjacket. It is meant for players to jot down a few words to help define the personality of their character. The player is free to add more information to the back of their character sheet. This section may be used for words to describe the character's personality to other beings.

The favored entities section again serves as a reference guide or summary of certain parts of the character's background. Specifically, it tells the player who the most important beings are in the character's life. It is recommended that the player list the "high priest". This character counts as the one being they can contact to relay information to other mortals. The Divinity can contact this mortal without the use of any special powers.

Determining Mortal Influence

The overseer and players decide how much mortal influence they have. The higher the level, they have access to more power but they have less prestigious positions. They will have to work in order to obtain more followers.

Minimum number of mortal worshipers needed table

Level of Influence	Number of Mortals
Level 1	Family
Level 2	Village
Level 3	Town
Level 4	City
Level 5	Metropolis
Level 6	County
Level 7	Territory/State
Level 8	Country
Level 9	Continent
Level 10	Plane

Will Points

Will points increase the rating of a skill or power in opposed contests. They are also used to gain ambient glory. Will points can be set aside. Those will points represent the effort of the Divinity to help mortals in small ways. Rather than role-play the minutia of administrating over their sphere of influence, the expenditure of will points represent the effort that Divinities on the "little things." Every Divinity starts with fifteen will points.

Ambient Glory

Ambient glory represents the devotion and resources mortals give to their Divinities. It is the glory of success and it represents the effort they spend in pleasing mortals. Divinities start with zero ambient glory points.

Stagnation Points

Stagnation points represent the failings of the Divinity. Every time they fail or they are perceived as breakers of the "social contract", they gain stagnation points. They represent the disgust mortals feel towards them for violating their role. Divinities have no starting stagnation points.

Assigning Points

The player has ten power points, ten skill points and ten lore points to distribute. No power, skill, or lore can start higher than a six. Depending on what the players want, they will have a certain level of mortal influence. Ambient glory cannot be used for increasing skills, powers or lore groups until the first session is done.

Background

The background of the character is their biography. The questions one should ask depend on the setting the group has created. It can be hard to make up an entity that may or may not be entirely human. Here are some possible questions to ask through the character creation process.

Besides determining their background, players need to decide who their mortal contact is in the game. All Divinities have a mortal (a "high priest") they can communicate with at any distance. The form of communication can take the form of dreams, talking, visions, etc. They can choose to feel and see what the mortal feels and sees. For any other mortal, they have to use Sensory powers (to share senses) and Spatial powers (to determine if they are within range.) The following is a list of background questions for the player.

1. How did they come into being? The group may be: of shared kinship (first couple/family pantheon); created by another Divinity; born of a divinity and a mortal parent, spontaneously born (a random event brings about their birth), created by mortals (devices or strange arcane rites has given them powers.), merely a "cog in the Omniverse machine" or created in some other way not listed here.

2. Does the Divinity have relations and allies? If so, who? If not, how have they survived for so long? Relations and allies can serve as sources for scenarios. I.e. they can get in trouble, want a favor (initiated by either party), offer alliances with other previously unknown groups, etc.

3. Who are their enemies? No Divinity can exist for very long without making enemies, either directly or through their relations with other beings. For enemies, there might have one powerful one, several weaker ones, an equal(s) with many minions on their side, mortals under the protection of another divinity, or beings from another part of the Omniverse. Finally, having enemies gives the Overseer possible plot hooks when creating scenarios.

4. Where is their home dimension? What is the Divinity's domain like? What would mortals think of it? How accessible is it to other beings? Does the Divinity like exploring other parts of the Omniverse? Are there parts of the Omniverse that they do not like to visit? Why? What would mortals think of it? Is home similar to that of the mortals or not?

5. What are their virtues and vices? What areas of existence do they excel in and which areas do they struggle with on a continual basis? What makes them mad? Happy? Sad? Does the character even feel emotions? If not, what is their purpose for existing?

6. What are the Divinity's hobbies? Do they like to play games or does their idea of fun involve practical jokes? Do they need constant

challenges or do they like a well-ordered Omniverse they can watch in a relaxed atmosphere?

7. How do their followers communicate with them? Do they have to go through a mortal representative? Are there rituals involved? How does the Divinity keep prayers from distracting them too much? What strictures, if any, are there on mortal behavior? How do they judge who is worthy to have their prayer(s) answered?

8. Remember to use the portfolio and role types for inspiration as well. A well-written background is a helpful source for adventure ideas.

9. Finally, please do not let a single set of questions limit role-playing possibilities. Feel free to come up with additional questions.

Realms

Although Chapter 3 explains the nature of realms in more detail, some explanation needs to given here. The players will need to know how the nature of realms works. Please remember the following. If the Divinity does not have high enough creation, they cannot create their own realm. If they do not have a high enough spatial score, then they cannot have access to other dimensions without help.

The realm can be as accessible as a player wants it to be. Even if they do not have enough creation and/or spatial points, they can state that their home realm is not accessible by mortals. Their home realms has to be located on the same planet (or at least within easy access) as the mortals that worship them.

The tradeoff to accessibility is defensive capability versus establishing a more direct presence in the lives of mortals. If the mortals are able to come before a Divinity

and plead their case, then they are more likely to worship that particular Divinity. On the other hand, other Divinities will have easier access. Therefore, rivals will more likely attack them since they know the location and can enter just as easily as mortals do.

Increasing Skills/Lore via ambient glory

One hundred ambient glory points can either:

1. Increase a complex power by one point.
2. Grant 2 points to simple power (one power by 2 points or two simple powers by one point.)
3. Grant 10 more skill points.
4. Reserve loss of mortal influence when the Divinity gains 100 stagnation points. They can also save them until they accrue 100 stagnation points.

Gaining followers:

If divinities want more mortals, then they must work on mortal problems and desires. The larger and more important the concern and area, then the larger amount of followers gained. Going from level one Influence to level 2 should be simpler than trying to go from level 9 Influence to level 10. Of course, the Overseer or other players may not want this to occur if they are seeking a simpler game.

Gaining Ambient Glory:

Divinities gain ambient glory if they set aside will points. They may not use these points until the end of that particular session. The number of will points set aside for ambient glory reduces their maximum number of will-points available for use during the session. They do not gain the ambient glory until the beginning of the next session. For example, if Zoltan wanted to gain three extra ambient

glory points, he could set aside eight will points until the next session. He would have a maximum will score of seven. His will score is restored to normal unless he chose to set aside some will points again at the next session.

Time and will points

Most powers are instantaneous in nature. The Divinity "snaps their fingers" and the desired effect is achieved, as long as no one tried to counteract it. The amount of time needed to grant answers to prayers and provide miracles varies. Perhaps he or she put all of their effort into their latest usage of their power. How do they regain extra will points?

It is possible to gain extra will points from performing miracles. Besides being in character, the Divinity has to spend a certain amount of time performing miracles. In addition, when they perform miracles, they cannot use powers that would accrue glory debt.

The other element to regaining will points involves role-playing. The Divinity has to perform miracles "in character." For instance, a divinity that is a promoter of greed would not create crops and give away the produce. They would either charge for the crops or help arrange a deal between merchants and the starving people. Therefore, when the player wants to perform miracles, they would need to keep their character concept in mind. Otherwise, they will not gain will points for performing miracles according in the nature of the Divinity.

In order to gain:

One will point: Help another player come up and run the mini-session.

Two will points per scene: A divinity must only use their powers to perform miracles for one scene. The miracles must relate to the portfolio or sphere of influence that the Divinity has.

Three will points per scene: Creative use of powers, the scene must advance or enrich plots. (Overseer determined)
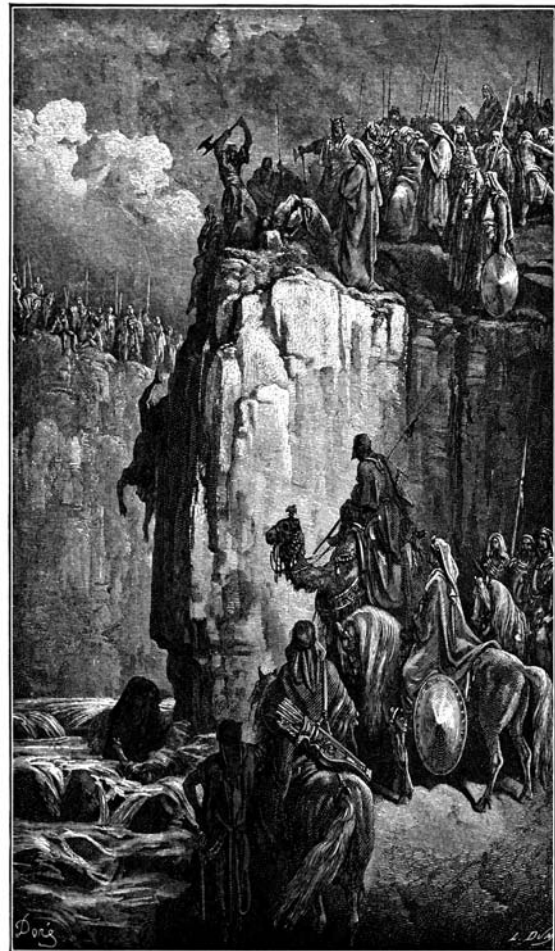
Chapter 4

World Building

The following pages will help develop the Omniverse. Creation myth theories give an idea of how the worlds began. They bring up different considerations for other aspects for world building. The material presented isn't even close to the entirety that the studies of Classical Cultures or Myth Theory have dealt with over their history of these disciplines. This material is presented only as an aid to world building.

Emergence Myth

The first type of creation myth is the emergence myth. It is called this because creation emerges from nowhere (think of early man trying to explain the nature of how plants grow.) Some cultures point to a Goddess figure as responsible for the proliferation of life. The "Goddess" did not usually have a male partner. Therefore, the chief deity is usually female.

Consideration: There is equality among sexes or at least peaceful co-existence. Fertility rites are an important theme or focus in worship. The mortals view their gods as having harmonious interaction among themselves; the gods' prime concern is protection of their charges and/or life in general. Death has a role in the cycle of life.

Cosmic Egg Theory

Another theory to consider is the "Cosmic Egg" Theory. The world starts in chaos (where is usually dark and formless). Chaos is also filled with potential for all things, including order. Order emerges at some point and displaces most of the chaos. Mortals view this event like the hatching of an egg. It hatches and the gods or at least one god comes forth. A variant would have the first Divinity sacrifice himself to form the Omniverse. In a sense, they are the "egg" that brings about the creation of the Omniverse.

Consideration: There is an order/chaos dichotomy and limitations in knowledge (no one can see the past before the hatching of the egg.) This myth theory shares some similarities with emergence myths. There is some peace among different gods and goddesses. Sharing a common beginning helps them realize their similar nature. This does not bring about perfect harmony but the Divinities respect each other.

World Parent Model

A third creation myth theory to look at is the world-parent model. In the beginning, there was a celestial couple. They were happy with each other at first but something happens to ruin this happiness. The separation of the Omniverse brings about present conditions. It does so in a variety of ways. New generations of gods/goddesses come about and change the Omniverse even more. A series of ages, each worse than the one before, come about during the aging of the Omniverse.

Consideration: Separation from the whole becomes a theme. Relationships are less certain. Family and kinship ties come up in pantheons. Many cultures have anthromorphic views of their gods. That is, the gods and goddesses become a reflection of the mortals they serve while the mortals attempt to act like the gods. The dichotomy is even more apparent than in emergence or cosmic egg myths.

Creation from Nothing

A male figure (all wise and powerful) is alone in the beginning. He creates the Omniverse and instills it with a purpose. He is alone; no one is helping him. He creates helpers to maintain the Omniverse. After a period of time, many beings rebelled. Sometimes, the first "Creator" withdraws and watches from a distance. Sometimes, the "Creator" works with his loyal helpers and battles the rebels.

Considerations: Goddess figures are nonexistent or less important. Divinities on the same side share a common purpose but different sides fight each other. Chaos has been subdued. Good and Evil are the prime Omniverse separators now.

Nature of the gods

Anthropomorphic: The gods and goddesses are human or have human-like characteristics. They act like humans. They have no special graces other than their powers and physical nature.

Animalistic/Totem: The gods and goddesses embody some portion of nature, animals or celestial bodies. They usually are pictured as the embodiment of some native animal or celestial body important to the mortals in question.

Archetypes: Gods and goddesses are not human. They are personifications of various ideas. The nature of these ideas varies among the different cultures and Divinities in the Omniverse.

Mechanistic: The power of the Divinities comes from fantastic devices and/or created by mortals before they came into their own. The nature of the machine varies according to the original creators and the circumstances surrounding its creation.

Evolved: The origins of the Divinities are from the Omniverse itself. Beings evolve beyond their humble beginnings and achieve enough power to affect the Omniverse in various ways. The source of their evolution may come from the Divinities or unforeseen events.

Relationships between Gods

Blood-ties: The gods and goddesses are related to each other, much like mortal families. There are several generations of gods. The first generation created the world, had children who became part of the Omniverse, who in turn had children. At some point, usually around the third or fourth generation, the children break away from their elders and form their own pantheons. Therefore, relationships are usually strained among gods of different generations.

Allies: They are bounds by ideals, not by blood. The goals could vary from promoting the same set of values, protecting an area or sharing the same enemies. Gods and goddesses can pull away from such a relationship if the arrangement does not work. Some groups have stayed together long enough to consider each other more than mere allies.

Acquaintance: This level of relationship is the default level of respect that Divinities share among each other. They know of each other's existence but they may not share the same goals or concerns. The relationship is formal; great care is taken not to offend each other. They might trade services or do favors for each other. There is an informal accounting system tied to this exchange system. If one party owes another too much, the party who has done the favors may ask for immediate repayment, shame the other party, or they even hate the one who did not repay their debts.

Rivals: This level may be friendly or unfriendly. Friendly rivals exist among those that share the same aspect but do not detest the Divinity's innate nature. They recognize that they share similar aspects but they must prove who the better Divinity is. Unfriendly rivalry exists when two parties covertly try to weaken each other. They are civil in each other's company but they scheme against each other when they are not sharing the same space. At some point, they will become enemies.

Enemies: They share many of the same characteristics as unfriendly rivals. However, they disagree with each other for various reasons. They openly despise each other and will ask favors of each other only when they are in a crisis. They will cooperate as long as it is convenient for them. Even then, they will attempt to weaken the other if they think they can solve two problems at one time.

Worship

Divinities gain glory points through acts of mortal worship. The energy they gain from adoration takes many different forms. It represents the time, energy and physical resources spent on the Divinity. Mortal worship can consist of prayers, rituals, sacrifices, lifestyle/culture, places, and certain sacred times. It can range from the worshiper who prays in a temple to a slave in a mine harvesting the ore that is used as a power source. The nature of the Divinity will help determine how or what ambient glory looks like.

Orthodoxy: This outlook on worship focuses on internal devotion. Prayers are said and conscious thoughts are kept on the Divinities. Rituals are performed but the outward signs of devotion are less important. The mortal tries to keep a set of beliefs that have derived from sacred teachings.

Orthopracy: This method of worship focuses on lifestyle and external practices. The worshiper still has ideas and beliefs but they are tied into the practices they do to please the Divinities.

Maintenance Options

Mortals have a direct hand in the upkeep of the Divinities. The Mortals might be slaves or the Divinity might be some kind of superman or machine that needs help in order to keep their powers in working order. The mortals may or may know what the significance of their actions; this knowledge would depend on the time, level of reason and/or on how honest the Divinity is with them. Mortals require different kinds of aid. They need miracles to keep their faith going. They might have physical or spiritual needs. Divinities may choose to reveal themselves overtly or implicitly.

In order to take care of the minor needs of the mortals, a Divinity could give 10% of ambient glory back to mortals in the form of routine miracles. They can choose to pay 20% in order to gain a faith bonus for their flock. With a faith bonus, mortals are less likely to lose their faith and turn to either rationality or to a rival pantheon. Divinities could also choose to role-play requests from their mortals and they would have to decide if they wanted to answer the prayer or not. The "prayer" symbolizes similar requests. It does not have to be a literal prayer. It could be a sacrifice or it could just be a request given to them by some emissary.

Dimensions of Divinity

The term Mortal Plane is a relative term. It is the home dimension for mortals. As the following terms are defined in detail, please remember that mortals refer to all other dimensions by these concepts.

Alternative Plane: Such planes share many common features with the mortal planes. They share the same physical features, such as the laws of physics. They differ in the exact application of laws running their "corner of the Omniverse." For instance, some worlds allow their denizens to practice 'magic' but otherwise follow the everyday laws of the Omniverse. Another example would be variations in history among planets sharing the same culture.

Other Alternative Planes share the exact same laws but had different historical outcomes. The choices made at critical junctures routinely create Alternative Planes. For instance, if a war was fought in a particular area, then two worlds are created. A victory by either side creates a "mirror" world where the other side won. This is not factoring in degrees of victory, etc.

Therefore, there is an infinite variety of alternative planes. Divinities are able to obtain worshipers from any of these alternative dimensions. They must declare a home dimension in to determine where their powers are most influential.

Component Worlds: They consist of a single element like the traditional elements (earth, wind, water, fire) of Greek lore or the Chinese elements of hot, dry, wet, and cold. This element is referred to as the "world element." All of these worlds have commonalities. The components are physical in nature. The physical senses can see, hear, taste, touch or smell features of these worlds. Not all of these senses may apply but the world element is detectable by physical means.

The Component World does not manifest itself in the same way to every type of being. For instance, the "wet" world might appear as a murky, fog-filled swamp to a mortal but a Divinity might see the same world as merely possessing the same kind of energy. This energy will have a unique signature that non-mortal beings can recognize. Their interpretation of that form of energy may or may not match that of their mortal followers. For instance, in the world of Air, denizens would need flight or some other means to control their perpetual descent into nowhere.

There are dangers or considerations to make for mortal or divine travelers to these worlds. For mortals, the living conditions are fatal at worst and at best, uncomfortable. They would need to take precautions to order to enter the dimension without any problems. Divinities need to realize their powers do not always work in the same manner. Sometimes, they are enhanced and other times; they have reduced effectiveness or even become useless.

The philosophical outlook of the "component world" denizens can vary. Cultures have various interpretations for different symbols. For instance, some interpret fire as destructive but some interpret it as purifying and transformative. As a result, there are different views on a variety of topics. Their feelings and thoughts are not limited by their component. They will have varying degrees of intelligence, emotions, etc. as that of other mortal beings.

The denizens can take on a variety of forms. The component can have variations based the phases of matter (solid, liquid, gas), chemical composition (for instance, various forms of salt), derivative (chemical fire vs. electrical fire), etc. Sometimes, the differences in form are obvious. Other times, the differences are only detectable with the aid of special powers. For instance, in the world of Fire, there are different classes of flames. They look alike but their initial method of combustion (birth) differentiates them. They have different ethnic backgrounds, cultural biases, etc. based on this. Another example would be looking at the atomic structure of salt crystals.

In other words, the difference between a component world and the mortal plane comes from the tangible. The senses and environment can differ greatly from place to place. The intangible can differ but with effort, an astute mortal can understand some of the underlying motivations of the denizens that inhabit a "component world." This type of world contrasts with the next type of world, the "content world."

Content Worlds: are defined by the intangible element they possess. A single emotion or idea resonates in all of the nature and culture of the particular world. For example, in War World, all of the landscapes represent the various battlefields throughout the Omniverse. One can witness battles in the past, present and future depending on what area of 'War World' they are in at the time.

As in the component worlds, the landscape can vary, depending on the experiences of the being. There is a greater variety of lifeforms in content worlds because they are tied together by content, not component. They may have powers reflecting the nature of their world.

The differences between the Mortal Plane and Content Worlds come from the "realm of the philosophical." Again using the example of 'War World', if one would talk about passivism, they would not be able to grasp the concept. This does not reflect a lowered intelligence but a concept so foreign to them that they are unable to understand it.

There are dangers or considerations to make for mortal or divine travelers to these worlds. The amount of danger depends on what content is predominant. If peace reigns, then that world is less dangerous than one where killing is expected on an everyday basis. The nature of danger can vary from world to world. For instance, in the world of peace, one may never want to go back to their home dimension or become insane. The world of killing threatens mortals' physical well-being but they would probably be willing to go back to their home dimension.

Setting Ideas

Primal

Dimension: Mortal Plane

Time: Before intelligent life emerges

Themes: Purity of nature vs. civilization, Instinct vs. Intelligence

Area: Planet-Wide.

Circumstances: Divinities searching for a realm have found a world with bountiful life but with no one intelligent enough to worship them. Many species have the potential to develop into intelligence life forms. No other nearby civilizations can access this place. An overseer has let this place develop without direct interference.

Challenges: Measuring the progress of mortal lifeforms is vexing. Divinities have to convince nearly unintelligent forms of life to accept them as their gods. As a Divinity, the mortals can be led but they have to understand what it means to worship you. How much will the Divinities interfere with the mortals? What if other pantheons have similar goals? What if a more potent being wanted this planet as an experiment? What happens when the overseers find out that their project is tampered with?

Opportunities: The planet is a wellspring of potential. The hardest part of creation has been done. It is a fresh, pristine place with long-term potential. There would some time where the Divinities would not be challenged by no one. They can set up a civilization that

will worship them exclusively if enough time is available.

Role-Playing Ideas: The Divinities are viewed as powerful animal spirits. The initial discovery of worship spreads like wildfire. The powers see their first mortals developing rites in their honor. The mortals have not discovered rationalism.

Rule Variants: none

Civilization's Beginning

Dimension: Mortal Plane

Time: Bronze Age

Themes: Rationality, Survival

Area: village to planet

Circumstances: Mortals have begun the process of learning the skills needed to maintain a civilization. They have Bronze Age technology and sensibilities. Therefore, most concerns are at the practical level. Higher-level learning begins to unfold. The first specters of rationality come forward. While men do not look to science for their "gods", the groundwork is laid for eventual demise in worship. This assumes the world is non-magical.

Challenges: Divinities have laid claim to all that they can without having their mortals fight each other with words and swords. Pantheons have just established themselves but some are weak. Enemies seek to subjugate mortals and to replace their gods. Civilization becomes a two-edged sword. It can help keep enemies at bay but it can undermine the authority of the Divinities. The increased ability to survive creates more mortals but they have to watch for rivals.

Opportunities: The very undercurrent of the era can be used to the Divinities' advantage as well. More worshipers would know enough about war to go out and battle in the name of their gods. Divinities can search out weak tribes and put them under their control. The level of knowledge is still low enough to prevent knowledge from affecting worship. Explaining events as being the way of the Divinities is still the easiest way to view the world. Rationalism is still far away from this place.

Role-Playing Ideas: Players have the opportunity to role-play mortals from an earlier and possibly more heroic time. Civilizations are starting to bloom and they will spread out to their greatest glory in the coming centuries. It is easy to set up campaigns duplicating myths and pantheons.

Rule Variants: None

Seed Name: Elemental

Dimension: Alternative Plane

Time: Any

Area: Dimensional

Themes: Focus, Diversity, Unity

Circumstances: The planet or area the Divinities are in is a place where everything is composed of one simple or compound element. Universal laws are different from those of the Mortal Plane. Each plane has its own peculiar laws. They also have their own degree of evolution. There are alien forms of life with varying degrees of power.

Challenges: Divinities have to figure out the "laws" of each dimension. Some non-divine beings can challenge the gods. Most view the universe in the same manner. They will

accept nothing foreign to their way of thinking. The key of gaining followers in such a place is figuring the thought paradigms of each plane. In addition, some powers are easier to use in such places while other powers are harder to use in a particular plane. Be aware of places limiting spatial power.

Opportunities: The process of figuring out thought paradigms is a two-edged sword. They are hard to crack but once it is done, then it becomes very easy to gain new worshipers. While there is danger in these places, it is possible to find powerful allies. There is also the possibility of such beings wanting information on other dimensions. Most elemental planes have items/ideas anathema to them as well. Using such things becomes a powerful weapon to the wielder. Depending on the area, there may be empty places for the players to create domains.

Role-Playing Ideas: There are many opportunities to role-play beings of an alien nature. The whole dimension becomes a puzzle for the players to solve. The setting, in a sense, can become a NPC. Gaining intelligence and allies becomes a paramount concern when even non-divinities could challenge the gods. Another concern is adopting an alien mindset.

Rule Variants: infinite.

Machine Future

Dimension: Mortal Plane

Time: Intermediate Future

Area: Universe/inter-dimensional

Themes: Knowledge vs. Faith, Loss of 'Wonder', connecting to the past.

Circumstances: Mortals have achieved the ability to travel FTL via spaceships. They have colonized planets in far-away solar systems. A machine collective with god-like powers has come from another dimension and has started invading planets. Captured Mortals become slaves of Machine Lords. There have been reports of some planets being able to fight off these invaders due to the help of other powerful beings.

Challenges: Playing heartless members of a hive consciousness might be hard to role-play. Mortals have believed in science for a long time. The ambient glory from mortals seeking religion will attract rivals other than the Machine Lords. A few mortals might have machines with abilities that rival the Divinities. Mortals have less need for mentors in this period of history. The arrival of the Machine Lords could mean that the PC followers are doomed unless the PCs interfere.

Opportunities: Mortals will seek out ways to cope with the invasion, including believing or being a part of a religion. Mortals will follow those who protect them and provide them with comforting miracles. If the goals of the Machine Lords match their own, the possibility for an alliance exists.

Role-Playing Ideas: Two or more sides are possible. One side or aspect of this setting to consider role-playing is the Machine Lords. Of course, the other side would be the beings fighting the Machine Lords. It is always possible to role-play mortals on either side.

Rule Variants: Captured mortals provide small amounts of ambient glory per year, even though they have no free will.

Purgatory

Dimension: Alternative

Time: No sense of time

Themes: Guilt, Punishment, Purification, Penance, Striving for perfection

Circumstances: Everything in this dimension has one goal, purification. The nature of the penance depends on the exact dimension. Just because a dimension is purgatorial in nature does not mean purging evil. An "evil" Power could send their subjects there to wipe out the last vestiges of goodness of the penitent. The nature of penance could vary...whether one is subjected to constant agony, repetition of guilt-fueled events, or enforced introspection.

Area: Any

Challenges: There is an undercurrent of guilt circulating in the area. Everything is a test. The challenge in role-playing in this area comes from taking on a different mindset. Every action should somehow purify the self or another being. Everyone in the world suffers in one way or another.

Opportunities: Striving for perfection pushes entities to seek greater power. The feelings of guilt and penance are eventually resolved for an individual dwelling in one of these dimensions. It is possible to attract allies who approve of the ultimate goal contained within Purgatory.

Role-Playing Ideas: A Divinity could serve one of several roles. They could become a Punisher, purging weakness from other beings. There is the Rescuer who takes the place of another. Another role is the Judge, determining who is ready to be purified or who has passed their tests. Mortals have the chance to make atonement for past mistakes.

Servitors

Dimension: Any

Time: Any

Area: It is as wide as the domain of the Divinities they serve.

Themes: authority, conformity vs. rebellion

Circumstances: The players are part of a large pantheon and they are on the "bottom rung" of any power structure. The NPCs are more powerful than they are now. Their orders might grate on their nerves or they may relish the chance to prove themselves and forward their cause. They may have to conform to certain standards.

The chain of command may work in various ways. It might be hierarchical, tribal-based or some other power structure. The overall cause that the pantheon serves would vary from group to group.

Challenges: Divinities have to realize that they are not important entities. They do not receive as much ambient glory because they are considered servants. They have to distinguish themselves in order to receive any form of recognition. They do all of the work and receive almost none of the glory.

Opportunities: While they receive little in the way of ambient glory, they receive little blame for events that happen outside the pantheon. As servants, they know things that beings far above their station do not. They are considered to be "in the background" in their home dimension. They are able to exploit all of these factors to their advantage.

Role-Playing Ideas: They can become the unlikely heroes of the pantheon or they could betray it to beings promising them greater power. They could be highly powerful beings placed in their positions to protect an important entity. By assuming an identity of an unimportant figure, they are usually ignored by beings that wish to do their charge harm. They can appear quickly to the aid of their Overseer.

Rule Variants: none

The Void

Dimension: Alternative

Time: timeless

Area: Dimensional

Themes: Freedom, Nature of Evil, Trickery, Nature of Universe

Circumstances: The Divinities have been imprisoned for their crimes against the universe or because they were defeated in a cataclysmic battle. The only creatures that dwell here are other prisoners. Most of them have lost their reasoning abilities. A few try plot and scheme their way out of the Void.

Challenges: There are very few worshipers of these entities left. They are powerful but they are only receiving a trickle of ambient glory from their followers. Therefore, they have to spend ambient glory in order to use any of their powers. They can deplete all ambient glory if they spend it recklessly.

Opportunities: Preying on weaker beings can directly increase the power of the predator. The Void is not a perfect prison; exiled Divinities try to escape at certain times, usually during apocalypses in their worshiper's area. Many beings also created "escape routes" where certain events would trigger their return. They have placed a portion of their power in a secret place, just in case they were imprisoned. The original being will remain in the Void but they can control their "seed of power."

Role-Playing Ideas: Void dwellers come in two varieties. The first variety are beings sent into the Void because they were too powerful to destroy. Most other void dwellers stay away from them for their own safety. The second variety is creatures native to the Void. No one knows much about them: dead Divinities, otherworldly creatures, or aspects of the Void that act like sentient beings...no one really knows.

Rule Variants: The only way to gain ambient glory is the challenge their opponents in battle. No exertion of power alone can open up the Void. Certain conditions must take place in order to open the lock.

Mystical Lands

Dimension: Mortal plane

Time: any but most areas of magic have lower levels of technology.

Area: Village to planetary

Themes: Magic vs. Science, Nature of Reality

Circumstances: The area transcends the mortal plane surrounding it. It is still a part of the mortal plane but it now has additional qualities. Entities have the ability to mirror the ability of the Divinities to some degree. There is less Rationality in this area. The forms magic takes or the events that happen in this place varies, just like the Mortal Plane.

Challenges: The presence of magic is a two-edged sword in this plane. One has an easier time of using their powers for the good of their followers. The problem arises when enemies answer back on behalf of their followers. Another problem is that mortals could, however unlikely, achieve the rank of Divinity on their own. They could challenge your dominance in this area.

Opportunities: As mentioned above, the presence of magic is a two-edged sword. Divinities do have an easier time of helping your followers. Although others achieve the rank of Divinity, it does not mean that they

are automatically your allies. It *is* possible to befriend such beings and perhaps even admit them into a pantheon. Belief in the supernatural comes easily for mortals that dwell in these areas.

Role-Playing Ideas: Legends and myths are able to come fully alive through in such a setting. In a sense, myths default on this setting where magic and reality meet.

Rule Variants: Followers (commanders) have the "magic" ability. Once per session, the follower can ask you to intercede on their behalf. You may use any level of power without accruing stagnation points. If the Divinity chooses to answer their call, the gods of the enemies may answer back with the same benefit as if they listened to their followers.

Starting Glory Points: normal

Factional World

Dimension: Mortal Plane

Time: Any

Area: Continent to Planetary

Themes: Division vs. Unity, Survival, Idealism vs. Realism

Circumstances: This world is composed of hundreds of small tribes or nations. The civilization might be a feudal one or it could result from large-scale catastrophes. A survivalist mentality has taken over. It is a civilization where justice is at the point of a weapon or threat of violence. The factionalism does not have to be political. Geographic barriers (islands, mountains, etc.) could cause the formation of several forms of government.

Challenges: The place is composed of numerous but tiny kingdoms. As a result, it is hard to get any one religion to become popular. Ambient glory comes from a variety of sources spread over a large area. Rivals attack followers of other pantheons and Rationalism inserts itself as well. There are areas that have decided the Divinities have no place in their lives. They would have to make sure that their followers are safe while they pay attention to other matters.

Opportunities: The process of kingdom building is important. If a powerful group should sweep into the "factional world", then it would fall. Paying extra attention to mortals could have large dividends.

Role-Playing Ideas: This period in history is great for role-playing in medieval kingdoms. All of the roles of being a Divinity along with playing the role of the hero or villain are possible. Many classic and many other role-playing games have started in this kind of world. Forces changing the scope of politics and religion should affect how mortals worship.

Rule Variants: none

War World

Dimension: Conceptual (War)

Time: Timeless

Area: Dimensional (limited)

Themes: War and Peace, Sacrifice, Heroism vs. Practicality

Circumstances: This place is a small pocket of existence connected to battles. Beings recreate every atrocity, death, injury, victory and death ever performed in any mortal place of existence. The nature of the place varies. Some areas have followers that have decided

to spend eternity here. They battle until it is over, converse with each other and then start over again. Some are doomed to repeat their deeds as punishment for past crimes.

Challenges: It is hard trying to come up with new ideas when playing in a "concept" world. Such worlds center around one idea or them. Every bit of it is devoted to war. One can get sick of fighting constant battles, especially when there is no end in sight. As Divinities, they have the ability to move from battlefield to battlefield but the "mortals" of this place do not have that option.

Opportunities: The ability to gain large amounts of ambient glory is available here. Winning victories in battle is a quick way for Divinities to gain the respect of the mortals here. This area is full of portals that would allow them to travel with ease.

Role-Playing Ideas: Even though it is called "War World", this does not rule out introspection. Some of the greatest battles come from within. It is possible to enter areas in which everything is a manifestation of an internal struggle. In addition, if a portal leads to this place, then Divinity can travel to any dimension where the mortals are in conflict with each other. In a sense, this dimension becomes a traveler's way station.

Rule Variants: None

Improvisation vs. Preplanning

The advantage of improvisation is that everything is created "on the go." Everyone participates without worrying about conflicting material. The disadvantage is that stories can go into unexpected directions without pre-planning. The lack of details can bog down role-play and possibly stress some players out. Sessions can feel pointless or break down if no progress is made.

The other end of the scale gives structure to role-playing sessions. There is a certain sense of veracity or "ring of truth" to the created world. Too much detail can keep players from contributions to the game world or even keeping track of the world.

For the sake of completeness, there is the option of partial planning. Such a method incorporates some of the advantages and disadvantages of the previous two methods.

A Couple of Reminders

Remember this is a game. Your real life relationships are far more important. Therefore, have fun. If you LARP please do not use real weapons or touch each other in combat.

Thanks - Parting Comments

I would like to take the time to make a few comments. First, I have combined two interests of mine, which are role-playing and religion. I had designed the game around the idea of "power relationships." When I use this term, I am talking about both the relationship among the gods themselves and their mortal worshipers. I also looked at the idea of servant leadership. Even as the mortals serve the gods, they would have to serve the mortals.

Studying religion and myth has given me personal insights. Whether or not the insights

are valid to anyone else is a matter of debate. My personal insights came from studying different religions. The number of commonalities and differences in studying various religions makes "the alien familiar and the familiar alien." In other words, what I previously declared "familiar and simple" is actually full of variation; the religions I thought were "alien" really are not as different as the media portrays it.

I have written the rules "fast and loose" for a reason. Everyone has different views on religion and on life in general. There is no way that I could look through every different set of "lenses" and predict how someone actually views the world.

With that said, I am happy to hear feedback from people, whether positive or negative. I am working on supplements even as we speak. I cannot say much about it right now but please keep your eyes and ears open. My final goal was to write a guide that anyone could use alike without doing any major conversions. Appendix one will talk more about LARPing. Anyway, this was a lofty goal that only time can validate or invalidate. Now, some thanks are in order. I would like to first thank my wife. She has put up with me spending a lot of time on this game instead of doing things around the house.

I would like to thank Kevin Rohan, for his "critical" pair of eyes. He was the first gamer to help me with this project and has designed the Aether sourcebook, which can be purchased at Lulu.com and other fine online retailers. I want to thank Jennifer Reynolds and Casteen Oneill for their art contributions. Without their help, this would be a visually dull book. They have also offered much needed advice on the formation of this game. Jordan Lapp offered much needed editing assistance for this project. Thanks.

Lastly, I would like to thank all of the play testers for their assistance. Each of their insights has contributed into making Divinity a better game. I hope our efforts have brought some small amount of enjoyment.

Appendix One

Infectious Consequences

In the writing of this adventure, the assumption is that the reader knows the general principles behind LARPing, Role-playing and the Divinity RPG.

Before the adventure can begin, pre-game preparation is important. The first thing to address is logistics (time, place, number of players, etc.) If practical, every one should have a chance to contribute to the setting. If not, then the "Story Director" and "Story Assistants" need to draw up a map of the world. Different groups need different levels of planning. The scenes listed below are loosely connected. They will illustrate the main events running throughout the story. The scenes will change according to the wishes and desires of the players. It is important for the "Story Director" to be aware of these changes. The players can and will change the storyline. However, the events will play themselves out in one fashion or another. Above all, the players should be satisfied with the game.

Another aspect of the adventure deals with personal goals and story goals. Personal goals are the goals that the player has decided to accomplish during the game. Every player should have at least one personal goal approved by the Overseer and probably no more than three personal goals. You should also give them 1-3 story goals as well. Not every player will have the same story goals.

Character Sheet:

For divinities, there will be a blank character sheet at the end of this adventure. For mortals, the character sheet is simply a background and a list of story goals. Please include a couple of skills that the mortal is good at doing

Checklist:

1. Make sure everyone has filled out a character sheet.

2. Make sure you have given everyone his or her story goals.

3. Make sure players understand all of the rules.

4. Make sure you are prepared. Do you have all of your notes, supplies, etc?

5. Make sure all logistics have taken place for the game. It is a self-evident statement to some but perhaps one of use to new players. (Yes, it takes a bit more prep for a LARP than it does for tabletop gaming.)

6. Remember to have fun and not stress too much.

Handling Mortal and Divine Players:

There are several ways to handling mortal and divine players. The first decision is whether or not each player becomes a mortal *or* god or becomes a mortal *and* a god.

Mortal or Divine

This option can work for short-term games. Each player is either a mortal or a divinity. With the differences in power, the mortal players would become dissatisfied with the game. In the tabletop version of Divinity, the "power level" of their abilities is tied into the number of worshipers they possess. For LARP play, this mechanic could lead to

friction between players. In other words, the default method is that each player has a mortal character and a "divinity" character.

Mortal and Divine:

Each player creates one mortal character and one Divinity. There are three ways to 'connect' these characters.

1. The mortal character is an avatar of the Divinity. In that case, the player would have to spend one power point on the Avatar power. In addition, the player can only affect the "divine" realm with his Divinity character. They can use their powers in the mortal plane but they cannot directly affect unless they take on a mortal shell.

2. The mortal character is a favorite of another god. The rules for the "separation of realms" are still in affect. However, each player would have to find someone to cooperate with during the game. One player becomes the favored mortal of the other. In turn, they become the god that favors them. I.e. player A is a god and the favored mortal of Player B. Player B is a god and player A is his favored mortal.

3. The mortal and divine characters are not connected to each other through the avatar power or through having favored mortals. They could still be part of a pantheon that oversees the mortals. The player should have goals for their mortal players and for their divine player.

Winning and Alternative to Divinity Rules:

For mortals and Divinities, each accomplished story and personal goal is worth one point while goals not met are -1 point. This rule equalizes the amount of points gained by players wanting to be gods and players who want to be mortals. It is especially useful if

you want to play one-off games and if you do not want to keep track of ambient glory.

Of course, you can still have Divinity players set aside will point to gain ambient glory. They can also measure success and failure, gaining one ambient glory and one stagnation point if they fail. This could be measured by handing out colored beads or tokens, with one color for ambient glory and another for stagnation points.

Scene 1: Prologue

(Insert creation myth chosen by group beforehand.) This scene is for the description of the town that the adventure is taking place. The mortal and divine players should have a chance to pursue personal goals after they hear about the town. The creation myth should start the first scene. After this initial scene is done, then the invitations to the ball need to be handed out to the mortal players.

Quick Emergence Creation Myth

The first scene is a prologue illustrating a battle between two brothers that are gods. They argue over the nature of the world that they are going to create on the back of the Celestial Turtle. They take on mortal shells and battle. They both die of mortal wounds and their blood splashes onto the shell of the celestial turtle. (Do not ask about the turtle; that is pretty much what myth tellers say when they use myths of this nature to explain creation.) From the blood, all life springs forth (including the players.) At this point, some of the brothers' blood mixed and some of it did not. The blood that mixed formed all the mortal life while the drops that did not mix formed other parts of the universe, including all of the various immortals.

The above creation scene should only take a few minutes to play out. This should signal that the game has started. Everyone should have turned in a copy of his or her character sheet and lists of personal goals. You should have given the players additional goals, based on whether they chose to play mortals or divinities.

Likely groups:

1. Mortals: The numbers in each group will vary by the size of the LARP. At minimum, there are two groups. One group should consist of the upper class. Everyone in this group should have an official position and an invitation to the "ball." Another group of mortals should represent the "infected." These individuals have lost the ability to feel almost all emotions. The only emotion they can feel is "hunger." In this case, hunger represents the desire to feel emotions again. If someone is "infected", then the "infected" will gain a new story goal that supersedes the others. That goal is "drain someone else of their emotion so that the original infected can have them again for a short time."

2. Divinities: There is the possibility for multiple groups of divinities to act. For example, there is the group(s) seeking more worshipers, groups that have nefarious wishes for the mortals, groups that wish to protect them (perhaps they have conflicting ways of doing this.) At minimum, there should be one group wanting to help the mortals and one that wishes to hurt them. As hinted at, one divinity wants to harm the mortals. That entity may not be the one wanting to do so.

Scene 2: "Present Day"

Event: A party or ball of some kind is taking place. (If it is a small LARP, the players might have one mortal character and one "god" character...if large LARP, then some are mortals and some are "gods/divinities.") At end of the party, one of the mortals is lured away (presumably for 'after-hours activities', 'activities' happen but creature actually drains all emotions from them, leaving them alive but devoid of all emotion. Draining emotions allows the infected to have emotions for x amount of time.

This is the time to work on personal goals while the main story line is going on. The "Story Director" should budget a certain amount of time for this particular scene in the story.

Scene 3: Fervent Prayers

This scene should actually be a relatively short one. The mortals and divinities should realize something is going on in the town. This scene should also be the starting scene for any story goals to commence. Some groups will have benevolent goals while others do not.

Scene 4: Investigation/Instigation

Some groups try to find out what is going on...a "rogue" divinity has granted its worshipers the ability to drain emotions...the divinity seeks to destroy existence by denying worshipers to any and all other divinities. Other groups should start instigating trouble.

Scene 5: Discovery

Hopefully, one or both groups have found out what's going on (at least knowing about the problem and current people 'infected' In one night and for several afterward, one infected becomes 2, 2 becomes 4, etc. The "infection" rate for the town is 90% within two weeks. The other ten percent would have fled, killed or in hiding. Personal and story goals should be resolved.

Scene 6: End

Are they satisfied merely containing the problems or do they take a proactive approach and try to fight back? Do they decide to join Aepethos or attack the town on their own? They can explore what happens if problem not figured out to some degree. At this point, the "Story Director" and the assistants should determine if the players achieved their goals or not.

The success and failure of goals will determine the final amount of ambient glory. The effect of this adventure is one city. Therefore, the successful number of divine players divides ten thousand followers among themselves.

Aepethos:

Storyline: He is a metamorphic god. Created from nothing, he seeks to cut off the divinities (players). Once he has done so, he seeks to challenge them one by one and destroy them. He cannot manifest directly in the Mortal Plane. He can use the Pathos and Transformation powers even while he actually dwells on the edge of the Void.

Powers:

Pathos 9, Battle3, Transformation 3

Skills and Lore:

Mortal Psychology 5
Lore (Mortal Plane) 5
Bargaining 6
Orator 6

Background:

Aephetos was born when two droplets of blood came together, one from each brother. The two droplets rolled down the shell of the Celestial Turtle.   As the newly formed droplet started to fall into the Void, Aepethos came into being. He received the cool logic from the "good" brother while he inherited the other's desire for destruction. Ironically, he quickly learned how to control emotions and has sought out a way to get rid of emotions. He learned how to make thralls from the mortal worshipers.   A sorcerer seeking additional power summoned him. This being became the first "infected" one. The mortal quickly spread it among some of the people in the city you are playing in.   Pleased with this result, Aepethos now seeks to drain away the source of the power for the Divinities.

Character Sheet

Name:

_____

Portfolio:

_____

Personality Traits:

_____

Favored Entities:

_____

_____

Influence: Will: 15

PS = Power Score
CS = Communication Score
LS = Lore Score

Powers: PS*

Creation	
Destruction	
Knowledge	
Pathos	
Sensory	
Spatial	
Temporal	
Transformation	
Avatar	
Battle	

Communication Skills: CS*

Empathy	
Etiquette	
Instruction	
Intimidation	
Leadership	

Oration	
Persuasion	
Subterfuge	
Omni:	
Omni:	

Knowledge: KS*

Academic:	
Academic:	
Logic	
Lore:	
Lore:	
Lore:	
Vocation:	
Vocation:	
Omni:	
Omni:	

Background:

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Appendix Two - Tables and Charts

Powers and Skills

Level of Skills and Lore

1. Untrained
2. Basic
3. Novice (Practiced)
4. Competent
5. Learned
6. Advanced
7. Expert
8. Mastery
9. Exemplar
10. Paragon

Lists of Powers

1. Avatar
2. Battle
3. Creation
4. Destruction
5. Knowledge
6. Pathos
7. Sensory
8. Spatial
9. Temporal
10. Transformation

List of Sample Skills and Lore

Empathy
Etiquette
Instruction
Intimidation
Leadership
Oration
Persuasion
Subterfuge
Academia (subject)
Logic
Lore (subject)
Vocational (subject)

Clamor

Distance Table

Occur/scene	Distance detectable
1	1 Mile
2	10 Miles
3	100 Miles
4	1000 Miles
5	Country
6	Continent
7	Planet
8	Planetary System
9	Galaxy
10	Universe

Information Table

Detected Use	Information Gained
One use after detect.	Divinity in Area
Twice after detection	Pinpoint Area
Three times...	Power Group in use
Four times...	Exact Power
Five times or more	Name of Divinity

Minimum number of worshipers table

Level of Influence	Number of Mortals
Level 1	Family
Level 2	Village
Level 3	Town
Level 4	City
Level 5	Metropolis
Level 6	County
Level 7	Territory/State
Level 8	Country
Level 9	Continent
Level 10	Planet

Stagnation/Ambient Glory chart.

Activity	Points
Set aside WP for one session	A# equals WP set aside
Win a meaningful "contest"	A1
WP not set aside	S# equals WP not set aside
Losing a meaningful contest	S1
Committing acts of Hubris	S# equal to power rating minus mortal influence score
Violating portfolio	S# equal to power rating used.
Fight for glory using the Battle Power	The winner gains A# equal to their battle score while the lose gains S# equal to winner's battle score.

A# = Number of Ambient Glory points gained.
S# = Number of Stagnation points gained.
WP = Will Points

Power use chart:

1. A Divinity gains no clamor or stagnation under the following three conditions:

a. The Divinity only targets his or her self.

b. He or she uses a power with a rating below their mortal influence.

c. The usage fits within their portfolio.

2. A Divinity "clamors" when they use a power on a target(s) other than themselves.

3. A Divinity gains stagnation points when they use powers with ratings above their influence score and/or they use powers in such a way as to not fit within their portfolio.

4. Finally, A Divinity gains clamor and stagnation if they commit actions that fit statements number 2 and 3.

Regaining Will Points

In order to gain:

One will point: Help another player come up and run the mini-session.

Two will points per scene: A divinity must only use their powers to perform miracles for one scene. The miracles must relate to the portfolio or sphere of influence that the Divinity has.

Three will points per scene: Creative use of powers, the scene must advance or enrich plots. (Overseer determined)

Index

Note: (listed in majority of pages) means the term is mentioned in twenty or more pages.

Enemies are everywhere. You are a Divinity; an entity given 'Divine' status by your mortal worshipers. You cannot watch your flock by yourself, so you will need allies in order to protect them. How will you keep your worshipers from being won over by rivals? Can you keep your Divinity?

The Divinity RPG is designed for those who want to role-play gods and goddesses. However, Divinity seeks to look beyond the anthromorphic approach of viewing them. How about becoming a member of a "machine collective" or being the spirit guide for your ancestral family?

Divinity makes very few assumptions about your game. You make it happen. Claim your Divinity!