

PART-TIME GODS OF FATE

VECCHIONE

SNEIZAK

EVERSON

MERWIN

CREATED BY ELOY LASANTA

PART-TIME GODS of FATE

ISBN: 978-0-9905318-7-6 (Softcover)

ISBN: 978-0-9905318-8-3 (Hardcover)

written BY

Phil Vecchione and Chris Sniezak

designed and developed by

Phil Vecchione, Chris Sniezak, Shawn Merwin, and Robert M. Everson

edited BY

Robert M. Everson and Shawn Merwin

LAYOUT DESIGN

Eloy Lasanta

based on the setting

Part-Time Gods by Eloy Lasanta and Third Eye Games

Special Thanks

- The Encoded Designs team would like to thank Eloy for taking a chance on us and letting us convert his fantastic game.
- Phil would like to thank his wife Florence, whose support and encouragement led to the formation of Encoded Designs.
- Bob would like to thank the rest of the Encoded Designs team for letting him play in their sandbox.
- Chris says, “Thanks, Jen, for being the goddess of awesome as you deal with my terrible artistic tendencies.”
- Shawn would like to thank his two goddesses of chaos, Beth and Rory, for their constant support, and the Encoded Designs team for the hours of fun and challenge.

Legal Stuff

Part-Time Gods of Fate is copyright © 2015 by Third Eye Games, all rights reserved.

Fate™ is a trademark of Evil Hat Productions, LLC. The Powered by Fate logo is © Evil Hat Productions, LLC and is used with permission.

This work is based on the Fate Core System and Fate Accelerated Edition (found at <http://www.faterpg.com/>), products of Evil Hat Productions, LLC, developed, authored, and edited by Leonard Balsera, Brian Engard, Jeremy Keller, Ryan Macklin, Mike Olson, Clark Valentine, Amanda Valentine, Fred Hicks, and Rob Donoghue, and licensed for our use under the Creative Commons Attribution 3.0 Unported license (<http://creativecommons.org/licenses/by/3.0/>).

This work is based on the Fate System Toolkit (found at <http://www.faterpg.com/>), a product of Evil Hat Productions, LLC, developed, authored, and edited by Robert Donoghue, Brian Engard, Brennan Taylor, Mike Olson, Mark Diaz Truman, Fred Hicks, and Matthew Gandy, and licensed for our use under the Creative Commons Attribution 3.0 Unported license (<http://creativecommons.org/licenses/by/3.0/>).

This work uses Fate rules and material from Achtung! Cthulhu: Fate Keepers's Guide to the Secret War designed by Ryan Macklin, published by Modiphis Entertainment Ltd., and is licensed under the Creative Commons Attribution 4.0 International license (http://creativecommons.org/licenses/by/4.0/deed.en_US).

The Fate Core font is © Evil Hat Productions, LLC and is used with permission. The Four Actions icons were designed by Jeremy Keller.



INTRODUCTION

SETTING SUMMARY


People think they know what lurks in the darkest corners of the earth. In truth, humans can do little but guess at what really makes the universe tick. The world works on a balance between order and chaos, between life and death, between divinity and mortality. This is where the gods come into play

Legends talk of the beginning of time, when gods and an entity known only as “the Source” waged a war for control of the earth. When the gods won, the Source was locked away. Using the Source’s power, the gods ruled for eons, each controlling their own piece of creation, called Dominions. Using the power of their divine Sparks, they waged centuries-long wars on each other for domains, ancient Relics storing remnants of the Source’s magic, and worshippers to feed their never-ending lust for power.

This led to the God Wars. The gods schemed and plotted, fought, and even died at each other’s hands. Worse yet, the Source, forever thrashing in its prison, sent its energy out into the universe, creating monsters called Outsiders. The Source ordered its children to destroy the gods and unshackle its eternal bonds.

Soon the gods discovered the energy they had stolen from the Source was a finite resource. Gods perished but none could be created from the divine Spark. The Source went into a slumber, but the gods continued on only by passing their power from god to human through the ages. The Source’s magic leaked out occasionally during moments of creation, bringing into the universe more Dominions, or more complex ones. In the Dark Ages, the newly created gods were patrons of the first blacksmiths and ironworkers, but today gods of the Internet or telecommunications are gifted (or cursed) with divine Spark.

Today, the Source is trying to escape its prison once again. The Coming Storm has begun. A new surge of magic is leaking through, bringing horrible monsters and fantastic creatures into existence. This magic also imbues unsuspecting mortals with the divine Spark of the gods. If the Source’s minions aren’t beaten back, the world as we know it may cease to be. With this newfound re-



sponsibility, these new gods—part mortal and part divine—are found and trained by the millennia-old Theologies. These part-time gods must learn how to hone their gift, and more importantly, how to meld their divine and mortal lives into one existence. Without holding on to one’s humanity, there is truly nothing left to defend against the Source’s minions.

WHAT’S THIS GAME ABOUT

At Encoded Designs, we strive to make the games we create as playable as possible for GMs and players alike. We feel GMs and players must understand what a game is designed to do to optimize playability. That lets you choose to run the game as designed, or deviate from that design intent with an understanding of the underpinnings, so that you can make informed changes. The best tool we’ve encountered for understanding a game comes from game designer Jared Sorensen. Jared came up with three questions to explain a game. Those questions, and our answers, are below:

What is Your Game About?

Part-Time Gods of Fate is a game depicting the struggles between the human and divine natures of everyday people who have received a gift of divine power. The game is about using your divine powers to protect the world—and the people and places the characters care about within it—from various mundane and supernatural threats.

How Does Your Game Do This?

The game is designed to create a duality between the human and divine parts of characters by dividing their game-mechanical parts—*aspects*, skills, and stunts, for example—between the characters’ human sides and their divine sides. Drama is created through play, when the human sides of the characters come into conflict with their divine sides. The Theologies, Bonds, worshippers, and Pantheons are mechanical elements that provide the GM with hooks to engage the characters and to drive tough decisions.

Characters use divine and human powers to interact with the setting and fight the various enemies defined in the game. The territory-creation system provides a tool for the group to define the issues threatening the peace of their Pantheon and its territory.

How Does Your Game Encourage and Reward This?

Through the use of *aspects* and the fate point economy, characters receive in-session rewards for following different dramatic paths. The territory sheet helps prompt the characters to action as threats rise against their territory. The milestone system provides rewards between sessions, giving incentives for completing the dramatic arcs established during territory creation, as well as those created during play.

Who are the Characters?

The characters are mortals who have received the divine Spark and have become part-time gods wielding power over their own Dominions. The characters are a combination of human aspects, skills, and stunts; along with the divine aspects, manifestations, and entitlements of a divine being. Gods are tethered by their Bonds, which give them a sense of humanity. All gods are commanding beings, but they find themselves separated from each other by their individual interpretations of their power. These ideas are heralded by secret societies called Theologies. Below are the most powerful Theologies today:

- **Ascendants:** Gods who look to become as powerful as the old gods.
- **Cult of the Saints:** Gods who believe themselves to be messengers from heaven, since they hear voices.
- **Drifting Kingdoms:** Nomadic gods who build powerful domains, simply to leave them behind to build the next.
- **Masks of Jana:** Gods who hide the existence of magic from the world, hoping not to lose themselves in the process.
- **Order of Meskhenet:** Gods who look to the past for their power and survive through ties to aristocratic families.
- **Phoenix Society:** Gods who guide humanity to greatness through direct and intimate interaction.
- **Puck-Eaters:** Gods who draw power from chaos and ingest the flesh of other beings.
- **Warlock's Fate:** Gods who seek the answers to the universe but rely too heavily on their Relics.

WHAT YOU NEED TO PLAY

Part-Time Gods of Fate is a Powered by Fate game, and thus requires the same components as any other Fate game:

- **Fate Core System Rules or Fate SRD:** The Part-Time Gods of Fate (PTGoF) game is based on the Fate Core System. In order to play the game, you need a familiarity with the Fate rules. You can get a PDF of the Fate Core System at DriveThruRPG (<http://goo.gl/N2HSSq>). You can also get an online version of the Fate rules at the Fate SRD site (<http://fate-srd.com/>).
- **Fate Dice:** You need one or more sets of Fate dice for the game. Fate dice can be found in your friendly local game stores or at the Evil Hat website (<http://www.evilhat.com/home/fate-dice/>). If you do not have access to Fate dice, see the sidebar on pg. 3 of the Fate Core System book for how to use standard d6 in place of Fate dice.
- **Tokens:** You need something to use as tokens to represent fate points. Glass beads, poker chips, or Fate coins will work.
- **Index Cards:** You need something to record aspects as they come up in play. Index cards or Post-it Notes are frequently used. We recommend making a set of laminated index cards so that you can reuse cards during play.



FATE CONVENTIONS

If you have played Fate Core System games or other Fate games, Part-Time Gods of Fate will be familiar to you, while having some new elements designed to help emulate the world of the original Part-Time Gods.

What is the Same?

Here is a quick list of the major similarities:

- **Aspects:** It would not be a Fate Core System game without aspects. Nothing has changed about aspects or how they are used.
- **Skills, Stunts, Stress, and Consequences:** These are still used in PT-GoF. There are some new skills and stunts, but how they are used has not changed.
- **Four Actions:** Overcome, create advantage, defend, and attack are still the four major actions.
- **Contest, Challenge, and Conflict:** These major dramatic rule structures remain the same and are used as described in the Fate Core System book.

What is Different?

A good Fate conversion is not without some unique mechanics to help the Fate rules fit the world of Part-Time Gods. If you are familiar with the Fate Core System, you will find some unique elements in Part-Time Gods of Fate.

- **Territory Creation:** We have included a process for creating your Pantheon and territory before play begins. Those familiar with the Dresden Files Roleplaying Game will find some similarities.
- **Character Aspects:** Characters still have aspects, but rather than using the “phase trio” of Fate, aspects were restructured to represent the

duality of the human and divine sides of characters.

● **Manifestations:** These are divine skills. These skills have a supernatural feel, and they are the skills that gods and Outsiders use to create supernatural effects.

● **Entitlements:** Entitlements are divine stunts. Mechanically they are stunts, but they have a supernatural feel.

● **Relics and Worshippers:** These are divine extras that gods can take to expand their powers.

● **Bonds:** To represent the parts of characters' lives that keep them grounded and human, a Bond system is used, combining an aspect and a new stress track to represent each Bond.

● **Antagonist Fate Points:** Supernatural creatures also have Spark, which is represented by fate points. Antagonists use these to fuel their abilities or invoke aspects.

HOW TO USE THIS BOOK

This book is split into twelve chapters, each adding its own information to the game's setting and system. This guide may help you navigate the book more easily.

● **Chapter 1 - The Coming Storm:** Discusses the history of the gods, the Source, and Outsiders.

● **Chapter 2 - Game Creation:** Shows the process by which the GM and players define where their gods live and the threats they face.

● **Chapter 3 - Character Creation:** Covers how players make their part-time gods.

● **Chapter 4 - Skills and Manifestations:** Describes the human skills and divine skills, also known as manifestations, which gods use to interact with the world.

● **Chapter 5 - Stunts and Entitlements:** Describes the human stunts and divine stunts, also known as entitlements, which make the gods stand out from each other.

● **Chapter 6 - Bonds:** Describes how the gods retain a hold on their humanity and how that hold can change or slip.

● **Chapter 7 - Theologies:** Describes the different secret societies a character can belong to and the advantages and disadvantages each give.

● **Chapter 8 - Divine Extras & Rules:** Covers the rules for how divine powers, magical Relics, and worshippers work.

● **Chapter 9 - Gear:** Supplies the rules for how mundane equipment and weapons work.

● **Chapter 10 - GMing Advice:** Offers tips for GMs on how to run the game, how to handle specific situations, and how to get the most out of their sessions.

● **Chapter 11 - Milestones:** Presents rules covering how the characters can change during the course of a campaign.

● **Chapter 12 - Antagonists:** Provides NPCs, from normal humans to mythical creatures, to be used in adventures.

Now turn the page and begin your divine chronicle...





JAM
GEMINO '11

TABLE OF CONTENTS

Introduction	3
The Coming Storm	10
Game Creation	33
Character Creation	40
Skills and Manifestations	45
Stunts and Entitlements	69
Bonds	81
Theologies	87
Divine Extras & Rules	120
Gear	138
GMing Advice	141
Milestones	165
Antagonists	170
Glossary	205
Index	206
Kickstarter Backers	208
Character Sheet	210
Territory Creation Sheet	212





CHAPTER ONE: THE COMING STORM

One might look at today's world, with all its beauty and hope for the future, and wonder how anyone could deny the existence of the gods. Another may watch the world, with all its corruption and dying sense of wonder, and question why anyone would believe gods existed. Both viewpoints are equally valid based on who is asked, but just because one cannot see the gods doesn't mean they do not still walk the earth. In fact, gods today live a distinctively typical life.

Old myths tell tales of powerful beings living in far-away lands or completely different worlds. They watched over humans, either to lord over them, help them along in their everyday lives, or toy with their relationships for sheer pleasure. When a god made its presence known in the area, every human instinctually felt it and made quick sacrifices to gain the god's favor (or more accurately to avoid its eventual wrath). An angered god would call terrifying natural disasters or fabled monsters to destroy entire cities. Happy gods, even as their followers basked in their generosity, were always on the edge of being angered at the slightest offense. Gods reflected the best and worst aspects of what it was to be human.

These myths were once true but are not so much anymore. While it is rumored the old gods still live in hiding, what it is to be a god has changed. Divine beings no longer have to be born from divine blood, carry around magical Relics that imbue them with power, or survive wholly on the blood sacrifices of their worshippers. No, modern gods live beside humanity—because these gods once were humans themselves. They live in human cities rather than long-lost dimensions, and they work the same jobs in order to pay their bills and live some semblance of a normal life. Divine responsibility doesn't pay the rent, after all.

So where did it all change? How did the gods turn from mighty beings capable of destroying worlds into that derelict sitting next to you on the subway or the unhappy temp answering your technical support calls? How did they go from commanding hundreds of thousands of worshippers to supplicating only a handful of followers in backrooms? Why did the gods go into hiding?

BEGINNINGS

Long before written history, humanity lived in perfect harmony with the earth. Humans were but another animal – one graced with opposable thumbs and a spirit to accomplish almost any task, but an animal nonetheless. Humans ran with the fastest wildebeests, swam with the deepest fish, and hunted prey with the mightiest tigers, conquering every corner of the world. Humankind spread like a cancer over the earth, unrelenting in its ferocious advance. Humanity had tiny wars that burned out quickly, fought with sticks and stones over immediate custody of a certain rock or cave, but were primarily interested in survival. That is, until the Source arrived.

A single woman (called names like Eve, Pandora, or Izanami by different histories) found herself by pure accident in a hidden cave that seemed endless. As the tunnel stretched farther and farther, she noticed she entered another world, one of nothing except an all-encompassing bright light. After weeks of travel through the swirling cavern, she found something indescribable.

It called itself “the Source of all things past, present and yet to come,” and the woman was surprised she understood these words, as an intelligible language was spontaneously thrust into her mind the moment she made contact.

She and the Source became one, allowing it to take a form that could effect change on earth, which the Source claimed it had also created. Adding a semblance of order to the world was its goal, and so it began. Humans evolved from mere animals into intelligent creatures capable of cognitive thought. The Source, in the woman’s form, was happy with this change and ushered in a new existence for a few deserving humans, gifting them with unusual power. These were the first gods to walk the earth, each shaping their respective cultures and histories, at the command of the Source. Many of the gods regarded the Source as a parental figure, a motherly influence, but it is believed the Source stayed in the shadows, watching events unfold instead of directly intervening. No one knew the actual criteria used for deciding which humans were worthy of godhood, but those deemed exceptional were given immortality and extraordinary control over a fragment of reality.

Gilded Cage

The Source was a true gift to this world, but not everyone appreciated it. Certain gods developed strong envy toward their benefactor. Why did the gods need someone to lord over them when they should be supreme beings? One young god, known today as Zeus, called on his fellow gods to join him in choosing their own destiny. He spoke out against the Source, unhappy with the power this mysterious entity had allowed the gods to possess, and called for control of this power to be turned over to the gods. A charming god, Zeus and his Pantheon drummed up the same animosity from other gods around the world. Many gods called for the utter destruction of the Source, but this was not Zeus’s plan.

Zeus, accompanied by the leaders of hundreds of Pantheons, developed a strategy to secure true control of the universe in the hands of the gods. The Source was ultimately deemed an unnecessary middleman and was to be eliminated from the godhood equation. Though time was nothing to the gods, their





plan took centuries to put into action. A cage, created from the same divine energy as the Source, was constructed to house the Source, no matter what form it chose to take. The gods visited the entity with a false presentation of sacrifices, then captured it within this unbreakable barrier, sealing it away in a tomb deep beneath the earth's surface, never to be heard from again.

Many speculate on how an omnipotent entity could be so easily captured by the very beings it created. Maybe it was surprised by the gods' audacity, or perhaps it wanted to be captured for some inexplicable endgame. No one truly knows.

Moral implications aside, the gods rejoiced at their decision to rid themselves of the Source, swayed by the words of Zeus and their Pantheon leaders. Celebrations were thrown around the world for years, until the gods were faced with a new problem. They were left to govern themselves, which proved more difficult than expected.

The God Wars

With the Source and its ways gone, the gods forged onward under their own supervision. Only the leaders of each Pantheon truly knew where the Source was held, and they slowly erased the Source from history. Mortals who once looked to the Source to supply them with guardians now looked to their respective gods as singular forces. Even younger gods were told stories of the Source as a bogeyman or a being of pure chaos that would love to destroy the world.

The Pantheon leaders siphoned the Source's power to create new gods. Pantheons grew to hundreds of members each, with cliques and factions that might break off and become separate Pantheons. Soon, different gods lorded over almost every aspect of creation, from fire and water to farming and tools to love and procreation, and still thousands more gods emerged to rule over smaller and smaller elements of reality. Each god had followers who fought over which god was the most powerful or which deserved their sacrifices over another. Most gods let humans settle these debates themselves, keeping a healthy balance in the world for thousands of years, until one fateful day.


During a heated lovers' quarrel between two gods--Coyote, the god of




The Source

- In the words of Benjamin Lowe

Looking at every angle of this story, I am troubled by its connections: too many secrets, too many holes in the plot. Most gods tell the story this way: even my teacher who was a detective, not someone to have the wool pulled over his eyes. No one speaks about where the old gods discovered they could trap the purest power in existence. Hell, the Source was existence itself, according to what I've heard. I believe there is more to this story than what we've been told. Reminds me of global warming. Don't get me started on that though.





tricksters, and Demeter, goddess of fertility—Coyote stabbed Demeter in anger. In times past, a god could simply remove the blade, growl at the rudeness of such an action, and walk away without any lasting effect. However, on this day, Demeter coughed up blood and fell to the ground with a thud. Coyote's grief passed quickly, and this development piqued his interest. Coyote was nothing if not curious, quickly returning to his homeland to thrust a blade into his longtime rival, Raven, to see if only Demeter was weak. This resulted in the second-ever death of a god, and Coyote grinned with delight.

Word of these events spread quickly through the world of gods, especially as Coyote continued his killing spree for days. It seemed sealing away the Source was taking its toll on the gods' power, removing their collective immortality and replacing it with an ability to kill even a god.

Thus began the God Wars.

What was once a legion of gods ruling the world as a collective became fractured. The gods were not shy about their hatred, jealousy, or lust toward others of their kind in the past, but they would normally let the impulse pass. Now that their murderous intentions would be permanent, many put these feelings into action. Within days, hundreds of gods were destroyed, leading to an important discovery: killing other divine beings offered the murderer control of another facet of creation, stealing victims' souls and making the murdering god even more powerful in the process.

The God Wars became a full-fledged, violent struggle between all the gods in the world. Every god had to take a side in this battle or it immediately cost them their once-eternal lives. Pantheons became a god's army, the last line of protection and family wrapped in one. And because the Pantheon leaders could create new gods on a whim, these battles were waged over and over again.

Soldiers were simply replaced when necessary, turning feelings sour between gods within the same Pantheon. Gods not only turned on each other, but also on humanity. Calling on one's mortal followers to take out another god's followers became a common practice, leading to worldwide wars that could weaken gods and make them much easier to destroy. Most gods were apathetic to the cries of their followers, seeing them only as pieces to be moved in a marvelous game.

With the entire world in chaos, the Source struggled in its cage. It could not fully free itself but did manage to release pieces of its energy into the world. This time, however, it gave power to other beings instead of humans. Now the gods not only had to contend with one another and their soon-to-be conquered followers, but also with these new magical creatures.

Known as Outsiders by the gods, they were new beings crafted from trees, the elements, animals, and even the spirits of the dead that all received the same divine Spark of a god. Many were born into the world with a single intense purpose: destroy the gods. Pucks were the worst of these creatures: small beings bent on chaos in all its forms. Other Outsiders, however, went the route of self-preservation and hid away from the wars to ensure their own lives.

As the Source gave new life to the Outsiders, the Pantheon leaders realized they were unable to steal any more of its energy. New gods could no longer be made on a whim, and this revelation shook the pillars of the divine world. In response, some gods carved new worlds to separate themselves from these ter-



rible conflicts, leading to the creation of dimensions that only certain Pantheon members could enter—some hidden away too well and never heard from again. Others stayed behind to continue the fight but were much more cautious in their approach. Every lost soldier made one's Pantheon that much weaker.

The Big Come Down

The God Wars raged for several more millennia, but no conflict can last forever. It became apparent to the gods that sealing away the Source was a mistake, that their hubris was to be their undoing. As the war continued on all sides, they saw new limitations to their diminished forms. Their power, the divine Spark that made them gods, could leave their body and make them mortal again.

Each god who devoured another and took the Spark contributed to the decline in the number of actual gods in the world. And then as the final straw, the gods found they could actually die from old age, a phenomenon they had only witnessed from afar in mortals.

Still, the battles persisted until a single event stopped the God Wars cold. During a night of gallivanting and flirting, Zeus was caught in an alley by followers of Supay, a jealous and power-hungry god of death from South America. Zeus attempted to fly away but was caught in a net. He fought with all the divine might he could muster, but there were too many worshippers of death to conquer. This led to the very first death of a god at the hands of mortals.


Not only did this event rock the world and show how far the gods had truly fallen, but it also invited more of the same behavior from mortals. True followers of faith became god-killers, stealing Relics and using them to collect Sparks as supplication for their chosen deity. The gods looked to others of their kind for protection from these horrible hunters, finding only the corpse of a god they had killed in battle previously. So much battle had been undertaken



The Angels

- *In the words of Colt Bastian*

Ever wonder why angels are the most emulated and followed of the gods? As with most things, there is a simple answer to this question. During the God Wars, or so the Order's records state, angels were the gods most concerned with defending humanity. They shielded mortals from many of the worst storms, stopping them before they ever touched the earth, but it eventually became too much to keep at bay. Angels like me have been shining beacons of hope throughout history, and it is my goal to continue this tradition.



for the sheer glory and power of it, the gods failed to realize they were only destroying what was left of their now-fragile kind. Zeus, the leader of this way of thinking, was also now dead and gone, leaving little reason to continue the warring. Many gods retreated from the world into pocket dimensions, and several others gave up their Spark voluntarily to avoid a violent death. Some joined with the Outsiders, deciding to hide together, while others used the magical beings as shields or means of escape whenever possible.

Without the ability to create new gods, new traditions began among divine beings. Societies of gods, called Theologies, developed as schools of new thought. Few gods considered themselves masters of the world anymore, at least not of the earth. They saw too much destruction and bitter betrayal in their lifetimes. Being a god had taken on a new meaning. A new tradition of passing their Dominions to other worthy humans began. This renewed the gods' ability to "create" new gods, in a small way.

A New Day

Many of the gods became hermits and recluses, leaving humanity to live their everyday existences. These gods were happy to exist until they simply couldn't go on any longer. Others, however, took a new outlook on their existence, and they entered the mortal world like newborns. They lived beside humans, laughing around campfires and forming lasting relationships. One important human factor, they realized, was missing from their divine lives: the ability to form lasting bonds. Love, companionship, even losing something important and caring deeply for its loss: these became a luxury gods could no longer ignore.

Unlike the gods, the Outsiders couldn't join humanity, as they were often hideous beasts no normal human could understand. Some gods even became great heroes by vanquishing these creatures. Soon only the rare satyr or sprite showed itself, only to quickly vanish. Over hundreds of years, magic became a belief of the past. So did the gods.

As history continued and led to the rise of humanity over the dark ages of the past, only a select number of gods were left in any area. They still interacted

with their Dominion and still influenced the lands they lived in, but they were shadows of their former selves. The gods survived to the modern day, but there is a reason why one might believe the gods have left the earth for good. Many of them have, and the ones who remain walk hand in hand with humanity instead of lording over them.

The Coming Storm

The gods stayed quiet, letting humans simply live. They carried out their divine duties in secret, living double lives. Outing themselves as gods only brought personal problems for them and their families, inviting the attention of other gods or even dreaded God-Killers. Quickly quelling these problems before they even began was the most logical approach.

This all changed on June 13th, 2011. On that day, every god in the world felt a momentary quake beneath his or her feet – the world shuddered. The average person had no idea anything had happened, but those who possessed a divine Spark knew it for what it was... the return of magic and the stirring of the Source.

The individual Theologies held meetings to discuss what these events meant to the world and to the gods themselves. New gods began popping up left and right, every day another handful of divine beings springing from seemingly nothing. This hadn't happened since the God Wars, but that was not the worst part. From all the corners of the world, the Outsiders returned in full force, in greater numbers and with their powers increased. The oldest gods, those who had lived for hundreds of years off the blood of other gods, were the easiest for the minions of the Source to detect. Stories of the final death of Coyote spread quickly, fueling the fire of panic for the gods. If even the oldest gods were now gone, what chance did new gods have? Paranoid by nature, the Theologies were sure these signaled a Coming Storm. They now prepare for an impending war, the first task being the indoctrination of the thousands of new gods recently created. Their readiness for the fight will determine the future, and many Theologies treat this as a race to gather the most members and ensure they survive to shape the future as well.



We Are The Answer

- In the words of Amala Ali

The Coming Storm is the logical outcome of the atrocities the so-called gods committed ages ago. As new gods living in these modern times, we must be the answer to the problem – not the cause. Continuing as we have with our constant in-fighting and our kill-first-ask-questions-never approach will only end in our eventual destruction. Too bad not all Theologies agree with this sentiment and keep our kind barreling toward the void. I refuse to contribute to this response.

THEOLOGIES

Secret societies of gods have existed throughout all of mankind's history, each with a different outlook on what a divine existence truly means. The gods' beliefs set them apart from one another, and the power of that belief can be a strong motivator. From time to time, a new god is created from nothing or by receiving the Spark of another god who has met its final end, and these fledglings require harsh training in order to indoctrinate them into the ways of the gods. The Theologies compete, in a way, to garner the respect and loyalty of fresh gods, to make their orders more powerful and to bring new perspectives into the mix.

While hundreds of different Theologies exist around the world, eight major groups hold the most sway in North America. The Theologies are extremely varied as a whole, which lends to the diversity of gods that exist and to many debates (and sometimes battles) waged over ideology. No matter what one thinks of these Theologies, however, it can't be denied they have survived to become pivotal in the current times... not a small accomplishment.

Ascendants

Obsessed with recapturing the former glory gods used to enjoy, the Ascendants strive to become paragons of their kind. They are known for all but ignoring their human sides (as much as possible), instead pursuing true divine power beyond what any other god can attain. Ascendants take this to the extreme by collecting as many followers as possible and are not averse to violent methods to achieve their goals.

cult of the saints

Possibly the ultimate show of humility for the gods, the Cult of the Saints teaches its members to surrender to a higher power. Entrenched in the foundation built by the Roman Catholic Church, many of them believe they are talking to a one true God, though others venture to guess they are speaking directly to the Source. Saints can come from any religious background, but all share the idea that they are not true gods.

drifting kingdoms

What goes up must come down, and anything built in this world will one day be destroyed. This idea of balance is popular in many eastern philosophies, but the Drifting Kingdoms bring these ideas to life. They are masters of divine territory, building unstoppable kingdoms from nothing, only to move on to the next location and start again. They often exult in new experiences due to their constantly changing nature.

masks of jana

Hidden in the shadows are the Masks of Jana, lords of secrets. They teach that a god's role is to live beside humanity, silently and without gaining undue attention. To that end, the Masks have learned special techniques to affect

memories and are masters of illusions. This Theology strikes fear into other gods that would otherwise reveal themselves to the world.

order of meskhenet

This Theology worked hard to institutionalize what it means to be a god, creating a hierarchy of their members organized by one's connection to the past. A Blue Blood, as they are often called, should be able to trace their Spark back to the original god that held their Dominion, and they use this as a symbol of status. They do not wish to emulate the past but instead use influence over the past to better the future for their members.

phoenix society

Some gods took living with humanity to its extremes, forming the Phoenix Society. This Theology teaches true power comes from one's often-ignored human side and connections to other people – so much so that members can experience horrible depression if isolated. Phoenixes are known for choosing humans with grand destinies and leading them along a path to greatness.

puck-eaters

There are many ways for a Theology to survive, and the Puck-Eaters have chosen one of the more despicable methods. Members are taught to subsist on the flesh and organs of the humans they live beside, drinking the sweet blood that sustains life. They are the divine monsters, universally despised and mistrusted. What is to stop them from eating other gods as well?

warlock's fate

This Theology is strikingly different than the others, proving it is possible to see the world in unique ways. Their focus on research and unlocking new universal secrets leads to each Warlock requiring a Relic to pour their Spark into. Seeing the connection in all things gives them expansive knowledge, and with knowledge comes true power.

BECOMING A GOD

A new god once had to be chosen by the all-powerful Source and called into service. The process wasn't an easy one, involving several rituals, a renouncement of their human lives, and an intertwining of a human's soul with the pure divine power gifted to the mortal. To become a god was to enter a new level of existence, of immortality and limitless power. The gods relished this power and encouraged the spread of their Dominions across the world.

After the Source's imprisonment, the leader of one's Pantheon would choose the next gods, leaving them at the mercy of their leader's whims, which were fleeting at times and calculating at others. If a god fell out of its patron's good graces, one's hopes of becoming the god of war would instead end with becoming the god of slugs, or sent to rule the bottom of the ocean as the god of muck.



Modern gods don't receive their power in the same way: yet another reflection of times changed. Individual gods receive their power in varying ways.



The Feeling

- In the words of Hiroko Nakamura

You might think receiving a Spark is easy. Oh, you just wake up one day and you're a god, right? Wrong. The experience is excruciating, as the divine power travels through and reforms every cell in your body to be more than human, stronger and faster and a suitable vessel for its greatness. You should be prepared for the agony that comes with becoming a god, during the transformation and afterward, when you must separate yourself from what makes you weak. I bleed pure power now. The Spark is the only true goal, and those with such a power should be given respect above others.



Ritual

It was discovered long ago that, no matter how hard one tried, a Spark couldn't truly be destroyed – even if one god absorbed another's Spark into his or her own. The two Sparks merged within the god's soul to give it simultaneous Dominions, but the energy could not be truly destroyed. As this is a despicable act, most gods created traditions of passing their Dominions through their lineage, training their offspring and their offspring's offspring to handle the hardships godhood would bring. This has led to several myths of the children of the gods and demigods. The Order of Meskhenet still carries this tradition, being able to trace their Dominions back to the original gods.

A ritual of this magnitude is rarely a simple affair or done on a whim. Years of preparation can go into this epic event, and gods (even with their limited immortality) have plenty of time to choose a suitable candidate. What a god looks for when passing down their power is up to the individual and likely has much to do with their Theology and how they view their power. Ascendants, for instance, may travel the globe in search of a paragon of humanity before settling on their choice, while Saints may require the prospective god be of a certain level of faith.

No god receives power without a trial of some sort, however - a common thread between gods. Mortals who are unsure of themselves or unused to dealing with responsibility on a basic level are of no use to the gods and rarely receive attention. Some cruel gods, of course, give overly challenging or impossible trials no mortal could successfully accomplish. As with the twelve trials of Hercules, some initiates beat the odds.

Spontaneous

Though the gods could not create more of their own at will, the old gods weren't to be the last. Small fragments of the Source's power continued to leak through its cage throughout history, usually during times of great achievement and invention for humanity – giving way to new Dominions. The most famous examples of this were the first gods of language, blacksmithing, fine art, agriculture, plastic, telecommunications, and countless other advancements for the species.

Spontaneous godhood doesn't come to the unworthy. For the humans to receive this special Spark, they must be the embodiment of the idea they are receiving. As the first representatives of their Dominion, many other gods will seek to steal their power. They must be wary of showing off their abilities, but also vigilant in spreading their influence.

Random

With the Coming Storm, some gods received a Spark out of the blue, which has led to a large number of new gods springing up. It's as simple as being in the right place at the right time when a Spark is flying. The Theologies suspect the Source's power erupting from the earth's core is imbuing random people with divine gifts, many of them not worthy of such power. They are quick to scoop up new gods and attempt to train them, eliminating them if they aren't worth the effort.

Another way to randomly receive a Spark is for it to be transferred after the death of a god in the vicinity: perhaps by accident or in a battle with another god that isn't interested in devouring the soul. When this happens their leftover Spark needs to go somewhere, and it instantly seeks out another human to house itself within. So, a “regular Joe” walking down the street could inherit another god's Spark and Dominion accidentally.

Receiving a Spark in this fashion can be very disconcerting to the new god. In



contrast to those who work for decades to be worthy of their divine responsibility, these gods have strange philosophies and heightened power thrust upon them with no recourse but to accept it. Finding a way to fit into the world is better than resisting.

DOMINIONS

It should be noted that while a god's Spark is a show of how powerful they are, no god would exist without a Dominion. It takes a million different pieces to eventually add up to the puzzle of reality, and each god is gifted with power over one of these fragments. Old gods controlled multiple facets of the universe, some with four or five different Dominions. The god with the most Dominions was usually lord of the land, unless others attacked them and absorbed the arrogant god's soul.

To describe a god's Dominion is pretty simple. A god of war has the Dominion of war, giving it ultimate control of all the elements of war itself. It wasn't until the modern day that gods were too weak to rule an entire Dominion as a single god. Instead, multiple gods who have the same Dominion may come together and discover they each have control of a different aspect of the same power. As one god of earth may be able to shape the stone itself and one the ability to turn someone to stone, yet another may have the ability to bring statues to life. Each of these gods is unique in their display of their Dominions, making modern gods more varied and more vulnerable to the forces behind the Coming Storm.

A god is still a person as well, and each takes his or her past upbringing into account when manipulating a Dominion. Two gods of love from different backgrounds may interpret and use their power in contradictory ways. One that grew up in a broken home full of abuse and dysfunction may see love as the same, creating couplings that are bound for terrible ends. Another god of love with caring parents and surrounded with positive relationships and influences may be more focused on helping others create prosperous couplings.



Also, the Dominion attached to a Spark never changes. One god receiving the Spark of another god also receives their specific Dominion. More commonly than not, unless they were explicitly chosen for a ritual to hand off a Dominion or a spontaneous development, modern gods seldom receive the perfect Dominion for their personality or occupation. Some even get Dominions contradictory to their lifestyle. Such is the challenge of fitting one's divine and mortal lives together – the pieces don't always fit.

TERRITORY

The gods once ruled as a single entity, each traveling the world whenever a worshipper needed help or an enemy reared their head. They shared the world as a cooperative playground. It wasn't until their inevitable fall from grace that the gods took root in single areas, influencing only nations. Today's gods have fallen even further from this notion, so that now several Pantheons might operate within the same state or city.

When gods begin their training and establish themselves within their Theology, they start to attain some level of influence in their area and acquire divine territory. Everywhere gods walk, invisible boundaries separate their territory from another god's. With the sheer number of new gods created during the Coming Storm, the static boundaries held by the old gods are now broken up into several smaller domains, each with an owner hoping to expand. This process, however, doesn't actually require the gods to desire the spread of their influence.

The longer gods stay in an area, the more their Spark infuses it. Every step they take seeps into the ground, every building they touch becomes enchanted with their divine power, and every person they interact with is touched slightly by their godhood. This translates quite literally into a god's Dominion becoming more prominent in an area with enough activity and effort. The territory of a god of drugs will be full of addicts and dealers on every corner, while the territory of a god of war may be plagued with rival gangs hoping to take each other out. Likewise, the neighborhood of a god of celebration is filled with block parties and festivals.


If no god is active in the area, then claiming additional territory is easy. These



Sharing Territory

- In the words of Penelope Rivera

Mixing other Dominions from Pantheon members is no joke. I ran my town like a well-oiled, squeaky-clean machine. I'm talking lots of fun nightspots, dancing, and drinks all around. Then Victor came into town and joined our little club. Now the number of deaths from drinking has increased and is really killing my buzz. Such is the way with Pantheons though. You have to take the good with the bad.



situations seldom stay so simple as soon as other gods are involved, however. This can lead to two different scenarios: war or peace. The former is the most common, as gods fight to claim dominance. Battle lines are drawn, and they duke it out. The winner can spread influence into the loser's territory, while the loser usually ends up dead and often times devoured. Peace can be struck at any time, with some gods wishing to keep their territories separate and promising not to cross into one another's domain. Others choose to actually meld their territories to make an alliance of gods who rule an area together... a Pantheon.

PANTHEONS

No god is an island. Some may attempt to isolate themselves, but gods are social creatures by nature, driven by their emotions (Phoenixes to a larger extent). As gods grow in power, their spiritual territories expand until coming in contact with the domain of another god. If the individual gods come to an understanding, perhaps over a cup of coffee, a Pantheon can be created on the spot. The size of such a group can range anywhere from two powerful gods with strong attachments to a few hundred loosely affiliated gods. This decision isn't taken lightly, as it is entirely irreversible. Once two gods have chosen to mingle their Sparks and weave their Dominions together, there is no turning back. The only way to leave such an agreement is with one's death.

Several effects come from joining a Pantheon. First is the mingling of territory, where two territories no longer contest for the same area, but instead mix and overlap within the environment. Interesting cities are born from the juxtaposition of seemingly contradictory Dominions.

The second benefit to a Pantheon is mutual defense against enemies. No longer do gods have to defend their territories as a single soldier. They can bring their brothers and sisters as an army to the battle. Some gods are more reliable against minor threats, while others ignore threats entirely if the enemy doesn't pertain to them directly. As soon as the territory and the Pantheon's hold on their domain are in danger, however, every member is expected to respond. Refusing won't lose you membership in the Pantheon, as nothing truly can, but Pantheons have been known to kill a god who doesn't live up to expectations.

Beyond simple defense of territory comes the constant camaraderie of a Pantheon. The group becomes an extended family, sharing their experiences (good and bad) and taking it upon themselves to be involved in each other's lives. It is inevitable for a Pantheon to become a soap opera of sorts. One day two gods become bitter rivals. The next day, a passionate love affair blossoms, followed by a play of betrayals springing from seemingly nowhere. Even with the hurricane of different combinations, the cast of actors never truly changes.


It is important for each god to ultimately protect his or her Pantheon from itself. Some gods fall off the deep end, possibly attracting the wrong type of attention (such as from other gods or the media or local law enforcement) or developing mental instability. Their brothers and sisters are expected to help them maintain their chosen path and pull them back from the brink if they veer too far. A rogue god roaming the city streets, destroying everything in his or her path and causing problems for their Pantheon, isn't good for anyone.



They'll Find You

- *In the words of Sawyer Devereux*

From my experience, searching high and low for worshippers is a waste of time. It's kind of like what they say about love: "you'll find it when you're not looking." Nowadays, I can't walk down the street without hearing the prayers for help from the lost and abandoned. It grates on my nerves at times and makes me feel like I have a purpose at others. It comes with the job, I guess.



Clashing Theologies

Pantheons are known for being one of the few institutions where gods of differing Theological backgrounds can come together. Outside of a Pantheon, the Theologies are often at each other's throats to prove they are the "true" way to exist as gods. Many have found, however, that mixing their abilities and beliefs within the Pantheon can be the key to survival (especially in the face of the Coming Storm). Learning from each other is important, but this regularly devolves into countless arguments that can affect relationships. Of course, some Theologies comingle better than others.

It is common for some territories to be ruled primarily by gods who follow a certain Theology (often seen with the Order of Meskhenet), which leads to Pantheons filled with gods with a single purpose and set of beliefs. This can lead to a closer-knit Pantheon, as there isn't any proselytizing between gods or constant arguments over the best strategy. This may also make the group inflexible and overly prejudiced toward other Pantheons that do not follow their Theology, however. This type of Pantheon can color their territory just as much as their individual Dominions can.

All-Fathers/All-Mothers

As with all groups and organizations, there is usually some kind of hierarchy to decide who's on top and who's the scapegoat. Human nature encourages putting people and things into categories based on their value, and gods are no different. Some Pantheons organize themselves as full democracies, deciding to follow no real leader. Most historical Pantheons, however, have opted for (or have had thrust upon them) the idea of a single patriarch or matriarch.

Known as either the All-Father or All-Mother, this god is usually the most powerful within the Pantheon, able to best the others if the need arose. If the lesser gods joined together, their elder would no doubt fall, but most gods enjoy the security of knowing that someone else will be blamed for major decisions. Gods that rage against glass ceilings are quick to shatter that idea and fight to ascend to the top of the Pantheon hierarchy.

Gods chosen for this position within a Pantheon have many additional responsibilities. First, they have the authority to decide who is allowed into

the Pantheon itself, usually with a trial of some sort to determine the worthy. This is no different than when choosing a recipient for Spark, because joining a Pantheon is just as permanent a commitment. The god is also in charge of approving wars or alliances with other Pantheons, and with generally keeping things peaceful between the gods in the Pantheon itself. Some are able to make this happen through coercion and charisma, while others rule with fear and the promise of undoing anyone who disobeys.

WORSHIPPERS

No god's divine supremacy would be complete without humans to worship them. The very idea of what a god represents is wrapped in the idea of demanding praise and sacrifices from the mortals who bow at their feet. This is how it was for ages, while the Source was free. The veneration of worshippers was akin to a god's report card, and that god was gifted with power from the Source accordingly. The more worshippers one had, the more divine strength they gleaned. This created a race to the top for the old gods, each one trying to win over as many mortals as possible with blessings and granted wishes.

Of course, with the Source locked away, the gods were left without a real need for worshippers. They became a welcome accessory for a god who wanted more sway over events on earth, but followers were no longer a necessity. The scoring system was gone, with no real replacement, but the gods quickly discovered spiritual power was still collected with each prayer and sacrifice made from mortals. There was still power, though slightly less, to be gained. The idea of commanding armies or entire civilizations still appealed to many of the more powerful gods, but others found they could garner close to the same level of spiritual power from a handful of truly dedicated worshippers.

As the gods' control over their own destinies diminished, even the greater gods relied on individual worshippers and created connections unlike those that can be made with a mass of adoring zealots. Time turned this practice into what was expected of an individual god, especially those wishing to keep mortal lives separate and stay mostly undetected by God-Killers. Some gods still keep hundreds of worshippers on tap, but basic organization and regularly proving one's power are often problems.



Getting Worshippers

In this increasingly cynical world, convincing people of one's godhood without a huge display of power can be difficult. Unless it is staring them in the face, most mortals rationalize away even overt manifestations as coincidence or tricks of the mind. Even if gods are able to convince humans of their divine natures, getting mortals to recognize and take the god as theirs is a game of give and take.

Showing the mortals how their worship of the god can make a difference in their lives (for better or worse) can make the idea of polytheism very attractive. Mortals may worship the god of fear in the Pantheon so they aren't destroyed, and then turn around to worship the god of wealth in hopes of getting that raise. If tapped correctly, a single Pantheon could all have access to a new worshipper. Some gods even make this mortal their best friend, bringing him or her into the world of the divine as yet another gift.

Not all gods have to work hard for their worshippers, however. Gods who regularly pass their Dominion and names along, most notably the Order of Meskhenet, are known to also inherit their predecessor's worshippers. While some followers may trail off as the god changes faces, most worshippers are quite loyal and will accept a new god in the place of an old one as long as their prayers continue to be answered.

OUTSIDERS

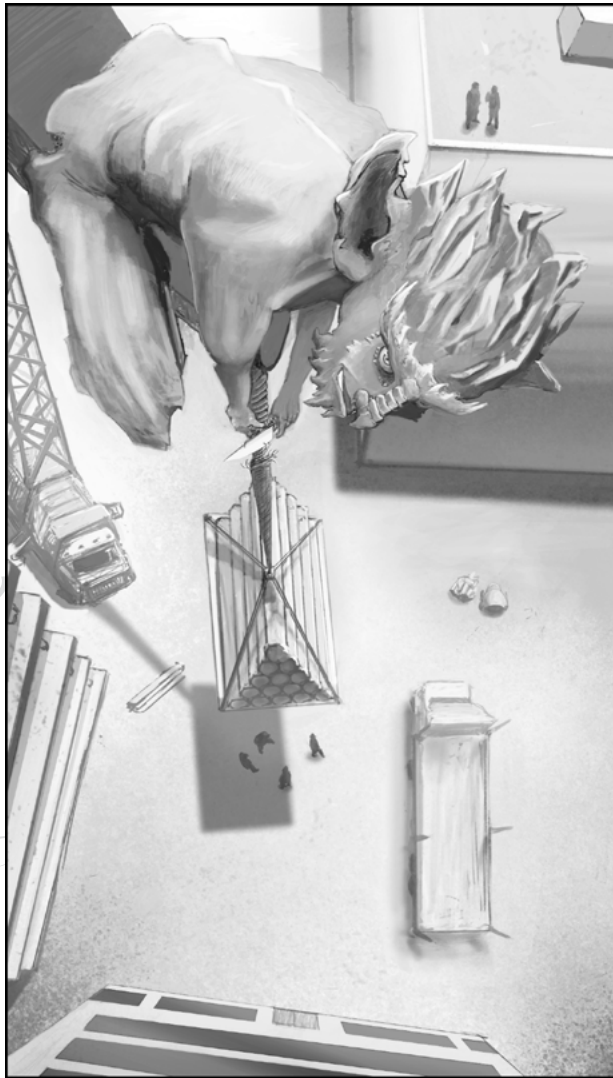
There were times in history where the creature in the forest that held villages in terror was really just a god hidden behind a mask. Other times, however, it was very much a monster that lurked in places humans did not dare venture. Mortals called them monsters. Gods called them the Outsiders. It is believed the Source created these beings from its prison to spite the gods for their betrayal, but this isn't always the case.

Once, specific creatures were created from the pure hatred spewing forth from the Source, barreling toward the nearest god as soon as it was created in order to rip the god to shreds. The first Giants, Minotaurs and Fenris Wolves in particular were hell bent on ripping the gods limb from limb. Others simply hid, luring the gods to them in hopes of killing them by surprise. The Outsiders too possessed a Spark, which gave them resistance to the gods' Dominions, and none of them were particularly weak.

At the end of the God Wars, the Outsiders found their purpose gone, as the gods withdrew from the world. Some remained to terrorize humans for a bit longer, but the majority simply left as well. They snuck into the dimensions created by the gods, some even allying themselves with certain Pantheons. Others stayed on earth but secluded themselves from the prying eye of humanity for eons. It was during this time the Outsiders became species instead of individual creatures. Instead of a god having to fight "the" Minotaur, it became one of many Minotaurs that may be lying in wait. They all have their own life spans, personalities, and even families to protect, just like the gods... but they will forever be Outsiders.

The Coming Storm has not only brought those hidden Outsiders from





their burrows, but has created more of them--and even a few never before seen. Some gods don't believe they can continue to stay hidden, calling for all gods to make themselves known to the world once again. Of course, this sentiment is in the minority.

The Passable

The number of monstrous Outsiders is staggering, but not all come off this way. Some Outsiders can pass for human under certain circumstances, like Elves or even Satyr. With a clever fashion sense or some makeup, an Outsider can live in the world of humans without a problem. Some become so obsessed with this idea they use magical illusions to obscure their true forms. Those without

such magic have been known to sand down their horns regularly or even brutally remove whatever feature makes them stand out.

The gods interact with these Outsiders most, occasionally befriending them. Even if just as a drinking buddy, a god can get valuable information from the Outsiders, especially about the Coming Storm. Ravenous Outsiders, at times, can be made into allies with enough patience and effort.

Pucks

The worst Outsiders cannot be reasoned with or talked out of acting on their primal urges. Some would say these gremlins, called Pucks, are formed from only their primal urges, taking special joy in causing destruction and general chaos in the world. Pucks are completely invisible to all but the most ob-

servant gods, leaving them free to manipulate and toy with humanity to their heart's content. If someone trips, a god should look to see if a Puck caused it, and they certainly shouldn't have a private conversation before knocking on wood to ensure Pucks can't listen in. Even other Outsiders hate these creatures, believing Pucks to be a byproduct of what the Source originally intended with its creations. Still, they are an ever-constant annoyance and a danger no god can truly ignore.



The Name of God

- In the words of Victor Resnick

While I'm skinning and devouring my prey, I've heard a few of them mention how they will strike us down with the "Name of God." Apparently, there's this word that you can speak to undo existence, the Source's true name, or perhaps some magic word to unlock its prison. In any case, I'm doing my part to lessen the threat to our godhood and loving every bite.




DIVINE REALMS

The tales of Asgard where the Norse gods flourished, of Mount Olympus where the Greek gods watched over humanity, or of whatever world the Incan gods found deep within Pacari are all true. The gods are no strangers to the theory of alternate worlds, as many created their own during the God Wars. Each god had his or her own place to seek respite without fear of attack or even places of solitude to pursue goals uninterrupted. Others, even, suffered horrible fates or torment in these other worlds.

Many of these magical realms closed their doors for good during the God Wars. The occasional god poked a head out to keep an eye on the remaining gods on earth, but only the chosen were allowed to enter these realms. What is considered chosen depends on the realm in question, as each usually had a theme involved with its creation. Lands of the Dead, for instance, can allow most spirits through its doors (sometimes kicking and screaming), but would be wholly averse to letting the living pass without coaxing.

Dimensional worlds are much more subdued in these modern times, hidden well by the gods of old but still quite reachable with enough effort. Some realms require special Relics, human sacrifices for heart's blood, a certain Dominion, and other things that can take a god their entire lifetime to acquire. Others can be accessed simply by accident, people turning the wrong corner and finding themselves in another world entirely. This happens primarily in territories ruled by powerful gods of specific Dominions that may be attuned to the same properties of a certain world.

Portals to these worlds can be found everywhere, each taking root where the gods last inhabited this world during the God Wars. Some can be accessed



easily with a plane ticket to the right country, while others might require climbing tall mountains or orchestrating a building demolition to get to the doorway beneath. Volumes upon volumes tell how to get to these realms and to the untold secrets and power waiting on the other side. Unfortunately, many of these tomes have been lost to the ravages of time or to certain gods not wishing to be interrupted in their private dimensions. After all, in one's own realm, time is relative and power unlimited. No god wants that taken away.

Lands of the Dead

The most notable of realms are the Lands of the Dead, where the dead travel when they die. Unlike what many holy texts may say, there is not a single afterlife. Hundreds, if not thousands, of gods of death once walked the earth, and each created a place to enjoy their spoils when the God Wars ended. For this reason, some ghosts travel across the globe in order to gain access to their final resting place, suited best for their particular souls.

The Lands of the Dead are still around for another reason as well. Gods can use these realms to circumvent their own deaths. When a human dies, the spirit is taken from this world and delivered to its rightful resting place. If gods can locate the right materials and the correct portals, they can travel to the afterlife to retrieve a ghost and give it life again. Sadly, no modern gods can say they've accomplished this task. Most simply give up on the idea or never return from their epic quests.

Not all these lands are the same, however. Purgatory is a realm of absolute nothingness, while Valhalla is a world of constant, never-ending war. In Hades, the spirits of the dead are made to work as slaves to the lords, while Hell is similar to experiencing the agony of being burned in the center of a star for eternity. Obviously, some realms are easier to access and others should be left alone entirely.

Paradise Realms

Some doorways lead to dimensions of pure happiness (or someone's idea of happiness). Paradise realms are leftover from worlds the old gods used to visit in order to unwind from battle, or where heroes of the God Wars were given their just rewards for their duty. The rare human ghost may end its journey here, but these realms are exclusively reserved for the gods themselves... except they are mostly considered myths today.


Near-death stories talk of the Paradise realms that surround everyone with swirling lights and a feeling of eternal bliss. El Dorado, the city of gold, is diligently sought by mortals and gods alike, in search of riches beyond their wildest dreams. Shangri-La is thought to be a perfect utopia. Other realms exist, filled with lustful virgins or even watching the deaths of one's enemies repeated for all time. Paradise is not the same for everyone.



It's Not Easy

- *In the words of Robert Howell*

Of course it's not. If keeping yourself from losing it every minute of every day were easy... well... being a god would make me much happier. I've lost too much in the service of an invisible force that wants nothing more than to swallow me whole. Trying to deny it doesn't work, but giving in means I'm no longer me, you know? You have to fight to stay you for your own sake, and for the sake of your family and the world the way I see it. Then again, the thought of turning myself over to the hunger is so tempting. Forget I said that.



STAYING HUMAN

Learning about other worlds one can travel to, amazing otherworldly creatures one can meet, and the prospect of establishing territory or gathering people of worship and adoration may all seem like worthwhile goals. In fact, these concepts burn at the very center of every god, urging them forward in their quest to accumulate vast power. For some, the idea of helping people is enough to spur them along this path, while others need only clash powers with another god one time to get hooked on the experience. Speaking with magical animals and unearthing ancient Relics can certainly peak other gods' curiosity, catapulting them down the same path. Whatever is wonderful about being a god, one must always be careful not to leave too much of oneself behind in the process.

A god doesn't suddenly appear from nothing. It is the culmination of a divine Spark as it merges with the human soul. The human's body changes, feeling healthier, stronger, and faster. So too must its mind change, or the god is destined to be caught in the whirlwind that is a divine life. The human spirit must not become swallowed up in a quest for power or the god becomes nothing but a representation of their Dominion. An inhuman god of death simply brings death wherever they go, caring little for the lives they take. A disconnected god of joy may wander the earth in a chaotic attempt to spread happiness, all the while draining the humans of the desire to do anything else but party.

Not every god experiences this slow insanity in the same manner. Their inhumanity becomes a reflection of their lives, twisting their minds in ways that directly pertain to the god in question. One could become a jealous god, destroying anyone who has what they wish to possess, while another may become apathetic to the world entirely. There is nothing scarier than a god who gives up its humanity for power, but even the Ascendants know this process requires a certain measure of strategy to not go completely insane.

Held at Bay

Gods learned a long time ago how to stave off the effects of this unique insanity... by clinging to their mortal life. Consideration of the things most important to the god and defending those things with their lives have proven to be the only way. To care so deeply for something it would kill the god to see it destroyed is the lesson. They must attempt to stay human for as long as possible, continuing their everyday lives in the hopes of keeping their inevitable decline at bay.

For good or for bad, humans are defined by their occupation in several cultures. Theologies urge their members to keep their mortal jobs. Not only do they get social interaction and camaraderie from working beside humans, but they get a paycheck as well. Except for those few gods lucky enough to have Dominions of wealth or gambling, direct monetary benefits are hard to come by. Staying human in the eyes of others is key to the god continuing to feel human. To have a friend look at you with horror or disbelief is not a feeling wished upon one's worst enemy.

And so today's gods are faced with the task of remaining a being of balance. They can see their family and friends on one side of them, and epic quests and mythic foes on the other, but cannot completely belong to either life. Their time must be split between the two as equally as possible, or both their divine and mortal lives will turn to utter ruin. They are essentially part-time gods.





CHAPTER TWO: GAME CREATION

You and the rest of the players create your game together using two steps: first generate general ideas about your gods, then craft the territory your Pantheon of gods will defend against the forces opposing them.

game creation steps

- Concept the characters
- Create your territory

Step 1: Character Concepts

It's time to come up with concepts for characters. Everyone playing a part-time god should answer the questions below. The player acting as GM takes notes to start getting ideas for adventure scenarios, and everyone else collaborates on ideas for their gods.

- What kind of Dominion do you want your god to control? (i.e. the god of fire, goddess of liquor, god of time)
- What people and places in your territory keep you connected to your humanity? Who, what, or where is important to you, and why?
- There is a Theology, a secret society of like-minded gods, that you are connected to. Think about the following phrases, then choose one you are interested in embracing or defying. You can also wait until later to choose your Theology, when you have a better idea of your character's background. If you choose now, you can always change later:
 - Your Theology completely embraces their divinity, believing they are above the mortals surrounding them.
 - Your Theology believes they are not true gods but are instead the saints of a higher power, and you were given your abilities to do the higher power's work on earth.
 - Your Theology is one of wanderlust, being unpredictable and



always moving on to the next new thing, leaving the old behind.

- Your Theology is a secret, their divinity is a secret, and they believe in keeping those secrets.
- Your Theology is about gathering intelligence and connections to put that Theology above all others.
- Your Theology believes in defending humanity and embracing the human side of life in every way possible.
- Your Theology is bent on destruction, is violent, fierce, and borderline crazy. If it involves chaos, it's right in their wheelhouse.
- Your Theology wishes to delve into the mysteries of the world to learn everything they can.

Once you've gotten some of those ideas floating around, pull out a territory sheet and create your territory.

Step 2: Territory Creation

The territory creation process allows everyone to help create your game's setting. It provides GMs with material for adventure scenario creation, and players get to craft parts of the setting so they already have some familiarity and attachment to the game.

The territory is the area you and your Pantheon have banded together to protect against opposing forces, especially those of the Coming Storm. It's a place where the things you hold dearest live, and it is also your bastion of power. You're never stronger than when in your own territory. *To see the game benefits of your territory, see pg. 123.*

The territory creation steps

1. Decide on a type of territory as a group.
2. One of the players (not the GM) creates a divine hub, gives it an aspect, and records that hub on the territory sheet.
3. Create an NPC for that divine hub, and give that NPC an aspect.
4. Repeat steps 2 & 3 until each player has created a divine hub, an aspect, and an NPC to go with each hub.
5. The GM creates a location, gives it an aspect, and writes that location on the territory sheet.
6. The GM creates an NPC for the location, along with an aspect.
7. Repeat steps 2 through 6 until each player and the GM have created two divine hubs (or locations) and corresponding NPCs.
8. Create the impending issues.

The steps explained


Decide on a type of territory: a city, a county, a state, a small town or even three city blocks near each other. Take the territory sheet and write down the name of the territory. (The GM can also make notes on a separate sheet regarding any territory considerations.) There is no mechanical difference between the types of territories, but since the territory is the focal point of the campaign, its size helps determine the types of stories you tell.

Next, a player (other than the GM) creates a divine hub. Divine hubs, in addition to being locations used in the game repeatedly (like sets on a TV show), are also important places of divine power for the characters. These locations are the centers of a god's power and determine the boundaries of a Pantheon's territory. *See pg. 124 for the divine hub rules.*

When you create a divine hub, mark it on the the territory sheet. These hubs might be buildings, businesses, parks, part of a mall or some other area within the territory. The most common initial divine hub for gods are their homes, but other relevant places work equally well. There's nothing wrong with using real places from your life as inspiration. Then create an aspect describing the divine hub. If it's a character's childhood home, it could be Victor's Mother's House with the aspect ***A Place of Childhood Memories***. If it's a character's apartment building, it could be 10th Street Apartment Building with the aspect ***Great View of the City Skyline***. *See Aspects, Fate Core System, pg. 56.*

Once the divine hub is placed within the territory, create an NPC associated with it, known as the "face." Name and define the character's relationship with this person. Are they friends? Lovers? Enemies? Do they have a complicated past? When these NPCs are conceptualized, give them each an aspect, which is a lot like your human aspect. This is a great time to use the people and places you came up with during character concepting. Here are a few examples of what it might look like: Maggie Resnik with the aspect ***The 20-Something Fifty-Year-Old***, or James Tunrik with the aspect ***The Nosy Neighbor of the Apartment Building***. If you get stuck and need a little help, ask the others at the table. Collaboration usually spawns great ideas. Once you're finished, have the other players at the table do the same thing.

After each player has created a divine hub and corresponding "face" NPC,



it's the GMs turn. Create a location and an NPC in the same manner as the other players. This should be an NPC and location you intend to use in the campaign, and it should be known to the players and their characters. Once you're finished, everyone at the table repeats the process once more, going around the table creating divine hubs and faces.

When that is completed, it is time to create impending issues for the game. (Creating impending issues is discussed later in this chapter.)

example

We have Jen, Shawn, and Bridget playing with Phil as GM. The first thing the players must decide is what kind of geographical location they want to play in. They choose a fictional city, rather than a real one, and name it Trinity City. Now that they have a geographical location, each of the players and the GM creates two locations.

Bridget starts. Her character is Penelope Rivera, and her divine aspect is ***Goddess of Liquor***. She chooses to create a nightclub called Club Trinity, where she's a bartender. Downtown on the party strip it's a pretty crazy place where unexpected things happen, so Bridget gives the club the aspect of ***You Never Know What's Gonna Happen at Club Trinity***. She also decides one of her good friends, Jessie, is the location's face. Jessie is another bartender who just weathers the oddities that occur in Club Trinity. Bridget is having a hard time coming up with an aspect for Jessie, so Jen suggests ***A Rock in the River*** to show Jessie's resolve and ability to stay steady amidst the chaos of Club Trinity's clientele. Club Trinity and Jessie get written on the territory sheet.

Next up is Shawn with his character Benjamin Lowe, the ***God of Storms***. Shawn decides Trinity City Hall is a good place since it's filled with political storms for his politician character, and it's also one of the tallest buildings in the city, giving Benjamin a place close to the sky. Shawn comes up with the aspect ***A Storm of Politics*** to push the fervent pace of politics in Trinity City. Daisy is the face and works the lobby of Trinity City Hall as a security guard. She knows everyone and most things that happen in the building, so she gets the aspect ***The Well-Informed Security Guard***. Trinity City Hall and Daisy get written on the territory sheet.

Now we have Jen, who's playing Amala Ali, the ***Goddess of Fire***. Jen comes up with Sacred Heart Hospital as a divine hub and gives it the aspect ***A House of Healing***. They talk for a bit and decide the hospital has a children's ward and cancer wing in addition to its highly rated ER. Douglas Kert is the face. He's a doctor who knows Amala's secret and helps cover for her when godly problems creep up. He's also an excellent cancer doctor in his own right, specializing in pediatric oncology. Jen has a hard time coming up with an aspect for him from that description, and after some conversation they give him the aspect ***An Understanding Children's Cancer Doctor***. Sacred Heart Hospital and Douglas get added to the territory sheet.

Our GM Phil is up next, and he wants a place where the players can go to learn things, so he creates the Trinity Library with the aspect ***Where You Learn Things***. He wants knowledge and the seeking of knowledge to be a major part of the game. He also likes the idea of an old man who just happens to be helpful, so he creates James Wise with the aspect ***The Helpful Librarian***. He also might have other plans for James later.

Let's take a look at the territory sheet:

PART-TIME GODS OF FATE

Club Trinity - You never know what's gonna happen at club trinity Face/ Aspect Jessie - Rock in the River Creator <input type="text" value="Bridget"/> Divine Hub? <input checked="" type="checkbox"/>	City Hall - A Storm of Politics Face/ Aspect Daisy - well informed security guard Creator <input type="text" value="Shawn"/> Divine Hub? <input checked="" type="checkbox"/>	Sacred Heart Hospital - A House of healing Face/ Aspect Douglas Kert - Understanding Children's cancer doctor Creator <input type="text" value="Jen"/> Divine Hub? <input checked="" type="checkbox"/>
Trinity Library - where you learn things Face/ Aspect James Wise - The helpful librarian Creator <input type="text" value="Phil"/> Divine Hub? <input type="checkbox"/>	Name/ Aspect Face/ Aspect Creator <input type="text"/> Divine Hub? <input type="checkbox"/>	Name/ Aspect Face/ Aspect Creator <input type="text"/> Divine Hub? <input type="checkbox"/>
Name/ Aspect Face/ Aspect Creator <input type="text"/> Divine Hub? <input type="checkbox"/>	Name/ Aspect Face/ Aspect Creator <input type="text"/> Divine Hub? <input type="checkbox"/>	Name/ Aspect Face/ Aspect Creator <input type="text"/> Divine Hub? <input type="checkbox"/>

Now the crew goes through the process again, and Bridget adds the store Talbot Liquors to the territory, with the aspect ***A Home Away From Home***. The location's face is Zach Goldsteen, who has the aspect ***Booze Man and Wise Man***. Bridget tells Phil that Zach is an older guy who has owned Talbot Liquors for a long time. He and Penelope developed a friendship years ago, and they open a bottle of wine in the back and converse from time to time.

Shawn decides to create Benjamin's campaign HQ on 7th Street, and gives it the aspect ***The Calm in the Storm***. The face is his campaign manager Amy Winters, who knows about his godly abilities and is trying to leverage them to move Benjamin up the political ladder. This makes her aspect ***Always Looking for an Edge***.

Jen comes up with 137 Trinity Place, which is Amala's home. Its aspect is ***A Spiritual Haven***, because it's a place she can find the silence she needs to pray and listen, and the home itself is also a very soothing place for Amala. The face is Sharaz Ali, Amala's husband, who is one of the most understanding and calming presences around. His nature makes him that way and grants him the aspect ***The Calm Man with the Warm Smile***.

Phil wants a place where there's the possibility of a divine throwdown without too much human interference, or somewhere for divine meetings away from prying eyes. He comes up with the Placo Industrial Park, which has the aspect ***Mostly Deserted***. The face is Jacko Jixx, a Goblin who found his shtick working with gods and other Outsiders to keep the area clear of people, so they could conduct their business and set up meetings. He has the aspect ***Social Engineering Outsider***.



Now let's take a look at the territory sheet again.

PART-TIME GODS OF FATE

Club Trinity - You never know what's gonna happen at club trinity Face/Aspect Jessie - Rock in the River Creator <input type="text" value="Bridget"/> Divine Hub? <input checked="" type="checkbox"/>	City Hall - A Storm of Politics Face/Aspect Daisy - well informed security guard Creator <input type="text" value="Shawn"/> Divine Hub? <input checked="" type="checkbox"/>	Sacred Heart Hospital - A House of healing Face/Aspect Douglas Kert - Understanding Children's cancer doctor Creator <input type="text" value="Jen"/> Divine Hub? <input checked="" type="checkbox"/>
Trinity Library - where you learn things James' Wise - The helpful librarian Creator <input type="text" value="Phil"/> Divine Hub? <input type="checkbox"/>	Talbot Liquors - A home away from home Zack Goldstein - Booze man and Wise man Creator <input type="text" value="Bridget"/> Divine Hub? <input checked="" type="checkbox"/>	Campaign HQ on 7th - the calm in the storm Arny Winters - Always looking for an Edge Creator <input type="text" value="Shawn"/> Divine Hub? <input checked="" type="checkbox"/>
137 Trinity Place - A spiritual Haven Sharaz Ali - The calm man with the warm smile Creator <input type="text" value="Jen"/> Divine Hub? <input checked="" type="checkbox"/>	Placo Abandoned Industrial Park - mostly deserted. Jacko Jinx - social engineering outsider Creator <input type="text" value="Phil"/> Divine Hub? <input type="checkbox"/>	Name/Aspect Face/Aspect Creator <input type="text"/> Divine Hub? <input type="checkbox"/>

Once you've added locations and faces to the territory, move on to creating the impending issues.

Impending Issues

The impending issues are three large conflicts that the part-time gods face while defending the territory. These issues threaten the places and people the gods love and care about, and they are the primary threats the GM uses to create conflict within the game. The group creates them together, ensuring the issues appeal to the players and the GM. The issues are also aspects, so they can be used to compel the part-time gods or act as aspects.

Three slots are available on the territory creation sheet for the impending issues. Write them in as they are discussed and agreed upon. Each time you create an impending issue, choose at least two gods tied closely to that issue. Now those players should tell a story about how their characters first discovered the issue together, how it threatened someone or something important to each of them and how they worked together because of the issue. When completed, each player should be tied to at least two of the three issues.

example

Bridget suggests the first issue: a powerful agent of the Source keeps poking around the city for some reason, sending his minions into town, trying to set up beachheads in the Pantheon's territory. The rest of the group like it and call the issue ***The Prophet of the Source***, which becomes an aspect. The players say they're not sure why this prophet is poking around their town, but they'd like to

find out. This issue is written into the first issue slot on the territory creation sheet.

Now Phil asks who wants to be tied to this issue. Bridget and Jen like the prophet idea a lot, so they want in. Bridget says the prophet first made himself known by sending a Minotaur to Club Trinity to wreck the place. Jen jumps in and says Amala's daughter was there that night and was hurt during the conflict. Luckily for Amala, and everyone else, Penelope stopped the Minotaur before it killed someone by getting it to take a drink from her Relic flask, which makes anyone who drinks even a drop from it drunk and jovial.

For a second issue the players want an opposing god who wants to take their territory from them. Jen throws out the idea that the god is the CEO of a company buying land in the city. They call this issue ***The God of Wealth***, and decide together that this god wants this because Trinity City is growing city where a lot of money could be made. Shawn is interested in this for some of the political manipulations Ben could get involved in. He says this god of wealth comes into town and makes a number of donations to local politicians, including his opposition in the previous election. Ben won, but while he was working overtime to win his seat, this god of wealth bought the apartment building his mistress lives in and is attempting to evict everyone to turn it into a parking garage - just to cause Ben trouble. Bridget wants this guy to have a name and calls him Henry Porter III. Now that the god of wealth has a name, she thinks Henry came in and tried to buy Club Trinity, but Penelope convinced the owner not to sell. This issue is written into the second issue slot on the territory creation sheet.

Phil, as the GM, suggests the third issue. It's the prophecy of a coming catastrophe that came in a dream they all shared, in which the sky opens and death descends on the city. The group gives this impending issue the aspect ***The Doom That's Coming to Trinity City***. It's something they need to learn more about in order to stop it before it happens. This is the easiest to tie all the members of the Pantheon to, because it is a dream they all shared. They all agree, but Jen says it hit Amala harder because in her dream she watched her husband die. This issue is written into the third issue slot on the territory creation sheet.


Omens

Underneath each issue are a series of omen boxes, labeled one through three. Omens are used during play to represent how the issue manifests itself in the game. When an omen is put into slot one for an issue, it is noticeable but not yet something that threatens to bring down the Pantheon. As the issue moves toward its endgame, the omens for slots two and three are filled in, representing the advancement of the issue toward something more dangerous for the part-time gods.

Reviewing

When the territory-creation process is completed, look back and see if anyone has changed their minds about anything, or come up with any new character ideas or concepts. Once everyone is happy with what been created, move on to the next step - Character Creation. Use the tools presented here to facilitate play. The impending issues, omens, faces, and places are explained in the *GMing Advice* chapter (pg. 141).





CHAPTER THREE:

CHARACTER CREATION

Characters in Part-Time Gods of Fate are torn between their divine power and their human nature. This struggle is exemplified in character creation. A character's humanity consists of its mortal elements, while the divine side of the character sheet reflects the Spark that makes these characters true gods.

You create both parts of a character and then tie them together through Bonds. Without mortal Bonds—symbolized by things that characters believe in, that ground them, that keep their humanity intact—part-time gods risk being totally consumed by their divine power.

character creation overview

- Define your aspects
- Assign your human skills and your divine skills (manifestations)
- Select your human stunts and your divine stunts (entitlements)
- Select extras
- Calculate your stress, Bonds and refresh

Step 1: Aspects

Characters have five aspects that encompass their human and divine natures, tying the two sides together. You've already done some brainstorming when you came up with character concepts in Chapter 2. Now use those notes to help create aspects. See *Aspects, Fate Core System* pg. 56. The five aspects are as follows:

Human Aspect

This aspect defines your character's mortal life, illustrating what is important. In this age, humans are often defined by their passions, their hobbies, and what they do to earn a living. When creating this aspect, include your occupation and one other interest or passion important to your life before receiving the divine Spark. In the examples below, the aspects combine occupation plus passion. We spend a lot of time at our jobs and following our passions: family, a

hobby, a sports team, or the pursuit we wish were our occupation.

Examples: *Construction Worker and Family Man, Barista and Frustrated Writer, First Child to Attend College*

Divine Aspect

This aspect describes your character's divine Dominion: the source and focus of his power. A Dominion can be bestial, conceptual, elemental, emotional, tangible, patron-related or some amalgam. This aspect often takes the form of "the god of [blank]." See *Dominions*, pg. 125.

Examples: *The God of Telecommunications, The Patron God of Writers, The Goddess of Gaming*

Theology

The third aspect comes from the Theology your character follows. This aspect represents the outlook and philosophy of the divine side of your character. It contains the name of the Theology, as well as the character's relationship with the organization. Theologies provide more than just an aspect. Additional benefits, as well as a drawback, are inherent in each Theology. *More on Theologies on pg. 87.*

Examples: *Reluctant Puck-Eater, Warlock on the Outs, Up-and-Coming Ascendant*

Bonds

The fourth and fifth aspects are your character's *Bonds* (pg. 81). Bonds represent elements of the mortal world cherished by your character. Bonds are the anchors binding your character to her humanity, preventing her from becoming consumed by the Spark that resides within her. Bonds link your character to an individual, a group, a location, or some other mortal element.

Examples: *A Loving and Caring Husband, I Am My Child's Mother, Boss of the 10th Street Stalkers, Captain of the Softball Team.*



Step 2: Skills and Manifestations

Part-time gods have two categories of skills: human skills that any mortal might have, and divine skills that reflect their unearthly powers. These divine skills, called manifestations, represent the ability of the god to manipulate their Dominion in the physical world.

Human skills

Character skills form a pyramid with the following ranks:

- One Great (+4) skill
- Two Good (+3) skills
- Three Fair (+2) skills
- Four Average (+1) skills

All other skills are ranked Mediocre (+0) if you did not assign one of the ranks above to them. *See Skills, pg. 46.*

Assign your ranks to the following skills:

Skills

Athletics	Burglary	Contacts	Crafts
Deceive	Empathy	Fight	Investigate
Knowledge	Mythology	Notice	Physique
Provoke	Rapport	Resources	Shoot
Stealth	Technology	Travel	Will

Divine skills (manifestations)

The manifestations are less numerous and more difficult to use than human skills. Select three manifestations and assign the following values:

- One Good (+3) manifestation
- One Fair (+2) manifestation
- One Average (+1) manifestation

Characters cannot use a manifestation unless they have a rank of Average (+1) or better with that manifestation. Once you've chosen your manifestations, choose a specialization for each one. A specialization is a description of how a manifestation is most commonly used by the character. Part-time gods are more successful when using their manifestations within the bounds of their specializations. *Manifestations and Specialization, pg. 54.*

Manifestations

Aegis	Beacon	Journey	Minion
Oracle	Puppetry	Ruin	Shaping

Step 3: Stunts and Entitlements

Characters start with 4 refresh, one human stunt and one free point of refresh that must be spent on one of the following divine extras: an entitlement, a Relic, or worshippers. See *Fate Core System* pg. 87 for how to define stunts, and Chapter 5 of this document for Entitlements (pg. 72).



Step 4: Extras

In addition to your stunts and entitlements, you can select other abilities that further define your character. These extras are purchased using your 4 refresh. You must have at least one refresh left at the end of character creation. Refresh can be spent on the following:

Category	Cost (Refresh)
Entitlements	1 point each
Gear	1 point for each quality
Human Stunts	1 point each
New Dominion	2 points
Relics	Varies
Worshippers	1 point per rank

See Chapter 11 for Relics (pg. 131), new Dominion (pg. 125), and worshippers (pg. 128).

Step 5: Stress, Bonds, and Fate Points

These final touches complete a character:

stress & consequences

Calculate physical stress, mental stress and consequences using the rules in Fate Core. See *Stress & Consequences, Fate Core System* pg. 50.

BOND TRACKS

A character has a total number of six stress boxes to be allocated to its starting Bonds. That number is decreased by one box each time you meet one of the following conditions, during character creation or later during advancement: See *Milestones*, pg. 165.

- Each entitlement beyond the first unless granted by your Theology (by number of entitlements, not entitlement cost).
- Each time you raise the rank of your highest-ranked manifestation skill
- Any Dominions beyond the first

These conditions apply whether they were paid for with refresh or acquired another way (unless directed otherwise). In addition, some Theologies provide free Bonds or additional Bond boxes. Include these in determining your starting Bonds. For how Bonds become strained, broken, and healed, refer to the Bonds chapter, pg. 82.

fate points

Your fate points equal your remaining refresh. Starting characters generally have somewhere between 1 and 4 refresh, based on whether they took any additional extras during character creation. You cannot have less than 1 refresh at the end of character creation.

CHAPTER FOUR: SKILLS & MANIFESTATIONS

In *Part-Time Gods of Fate* there are two types of skills: human skills and divine manifestations. The mechanics for skills and manifestations are essentially the same. They use the same four actions from the Fate Core System. The main difference between skills and manifestations is that manifestations create supernatural effects and are only usable by part-time gods. *Four Actions, Fate Core System, pg. 134.*



SKILLS

For the most part, the skills in Part-Time Gods of Fate match up with the skills from the Fate Core System. Two skills were renamed to better fit with the modern setting of Part-Time Gods of Fate:

- **Knowledge:** Knowledge is a renaming of the Fate Core Lore skill.
- **Travel:** Travel is a renaming of the Fate Core Drive skill. It covers driving any type of vehicle.

There are also two new skills, which are described in more detail below. *See Skills, Fate Core System, pg. 96.*

The complete list of available skills in Part-Time Gods of Fate are listed in the table below, along with the actions which are allowable:

Skills	Overcome	Create Advantage	Attack	Defend
Athletics	X	X		X
Burglary	X	X		
Contacts	X	X		X
Crafts	X	X		
Deceive	X	X		X
Empathy	X	X		X
Fight	X	X	X	X
Investigate	X	X		
Knowledge*	X	X		
Mythology**	X	X		
Notice	X	X		X
Physique	X	X		X
Provoke	X	X	X	
Rapport	X	X		X
Resources	X	X		
Shoot	X	X	X	
Stealth	X	X		X
Technology**	X	X		X
Travel*	X	X		X
Will	X	X		X

* - Renamed skill.

** - New skill (see below)

New Skills

Mythology

The average person does not know divinity surrounds them so closely in their everyday lives. Even those beings infused with Spark often don't grasp the intricacies of divine power beyond their own personal manifestations of that power. The Mythology skill reflects the information an individual possesses about divinity, the history of gods in the world and the specific traits of creatures with Spark.



Overcome: You can use Mythology to recall information about a particular divine creature or power. This information could prove invaluable in overcoming some divine obstacles that you face. When you have to answer a difficult question regarding the history or nature of creatures with Spark, Mythology is the skill to use.



Create Advantage: Mythology can be used to create advantages by providing insight into something significant in a divine being's power suite or history. Information about secret weaknesses, foresight into tactics, or other pertinent information about divine powers are all available through use of the Mythology skill. For example, if a power used by a villainous goddess of time makes her move more quickly, you might use Mythology to counter that power by remembering that the ability is less impactful when a time-keeping device is held forth like a talisman in her presence.



Attack: Mythology is not used to make attacks directly.



Defend: Mythology is not used to defend against attacks directly, although it can provide an understanding of how a divine being's attacks or other abilities might be thwarted.

Mythology Stunts

- **Dark Secret.** You gain a +2 on Mythology checks when creating an advantage against a creature with Spark. Your knowledge of the nature of divine beings yields rewards as you take full advantage of any weakness in a creature.
- **Saw It Coming.** You can spend a fate point to use Mythology in place of Fight when defending against an attack by a creature with Spark. You know enough about the creature and its fighting tactics to briefly gain the upper hand in an exchange.
- **Enlightened Sense.** Once per session, when you feel a creature with Spark enter your territory (*pg. 123*), you can make a Mythology check against Good (+3). If you succeed, you can ask the GM one yes/no question about the creature that they must answer truthfully. At the GM's discretion, they can elaborate or clarify the answer.

technology

Technology surrounds us in every facet of modern life. This skill reflects the character's understanding of computers (and accompanying slang), software use and programming, utilizing the Internet and hacking security systems. Everyone from computer techs to engineers to office managers finds this to be one of the most important modern skills.



Overcome: You can use Technology to overcome obstacles technological in nature or that require the use of technology. It could be hacking into an encrypted laptop, bypassing an alarm system, using a smartphone to find information, etc. If it requires modern technology to accomplish, Technology can be used.



Create Advantage: Technology can be used to create advantages by leveraging technology in the character's favor. This often represents enhanced knowledge about a location or person, based on collecting information from the internet or personal files.



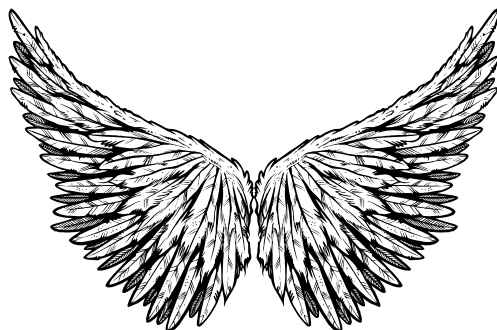
Attack: Technology is not used to make attacks.



Defend: Technology can be used to defend yourself from someone using Technology to create an advantage. It is not used to defend against physical or supernatural attacks.

Technology Stunts


- **Search Engine.** You can use Technology in place of Investigate when looking for information. Rather than hitting the books, you fire up a browser and scour the web for information.
- **L33T Skills.** You gain a +2 on Technology checks when overcoming challenges involving computers. Your years of hacking have given you skill in getting computers to do what you want.
- **Back Door.** When you break into a location guarded by technology (computer, security system, car, etc.) through an overcome Technology action and succeed with style, you can create a backdoor rather than gain a boost. The backdoor allows you to access the device at a future date without making another overcome action. This backdoor remains intact until someone has a reason to search for it and remove it.



MANIFESTATIONS

Simply put, manifestations are divine skills. Gods and other creatures with Spark have the ability to use these divine skills to make reality itself bend to their divine wills.

Like mundane skills, manifestations can be used to overcome and create an advantage. Some manifestations, although very few of them, can also be used to attack or defend directly. Unlike skills, part-time gods cannot use a manifestation unless they have a rank of Average or better with that manifestation. There is no untrained use in manifestations. *See Character Creation, pg. 40.*



The Feasibility of Manifestations

The powers of the gods in Part-Time Gods of Fate are exceptionally flexible, but at times may lead you to wonder if what you're trying to do is too powerful, or if an action you contemplate will take the game in an undesired direction. If these come up, just remember a few things:

- If something seems impossible, then it probably is. The god of dogs can't throw lightning from his hands as an attack action, but he could empower his canine companion to attack a foe.
- Even if something seems like an exceptionally powerful effect, it can still be attempted. The Fate ladder has keywords like "Legendary" and "Epic" on it for a reason! If one of these Epic or Legendary actions is attempted and failed, there's often the choice to succeed at the cost of a major complication. This is another idea to be kept in mind while playing.
- Most manifestations only last until the end of the scene. If a player wants to create an effect that lasts longer, allow it but charge that player more resources. Ask the player for a fate point to make the effect work, or tell them it'll cause them stress that can't be wiped away for a period of time or it will result in a consequence. In fact, this is a good rule to keep in mind when any kind of power is being summoned and thrown around. The players have resources. Charge them if they want to go big.



Altered Environments

Divine power is a strong force that affects everything it touches. When gods use manifestations, they are altering the very fabric of reality to bring their desires to life. If they are successful, they get what they want, and the universe is more than happy to comply. If the manifestation exchange fails, however, the god has released their Spark into the world and could affect the environment in unpredictable ways. A failed check means the nearby environment absorbs the divine power, taking on some sort of aspect of the god's Dominion almost instantly. Two people in the vicinity of a god of love may instantaneously fall head over heels for each other when a manifestation fails. A goddess of time who fails may age the surrounding area. Some effects last longer than others, but this side effect can be devastating if the god has more dangerous Dominions, such as death or fire. Gods should be careful where they

use their powers, just in case.

Anytime a manifestation fails, in addition to what normally can happen from failing an action, the environment can also be altered. The GM can introduce a complication on the scene based on the manifestation and the part-time god's divine aspect. This complication can take the form of an aspect on the scene, a challenge to be overcome, another antagonist appearing or any other appropriate complication based on the situation, manifestation and part-time god's divine aspect.

Modifiers

Manifestations can be modified in a number of ways and for a number of reasons. Below is a list of possible, but not exhaustive, ways manifestations can be modified:

Area effects

When trying to affect an area with a manifestation, the difficulty to use the manifestation increases by two or gives the targets using the defend action against the manifestation a +2.

Blood

Using your own blood as part of the use of the manifestation (i.e. placing a drop of blood on a person when using Aegis). Effect: Take a mild consequence and the boost ***Powered by my Blood.***

Duration

This is just a version of creating an advantage, but if it's something that would require a constant effort of their divine Spark to keep going, then any further manifestation checks while that aspect exists are at -1.

Setting Difficulty For Manifestations

Figuring out difficulties for manifestation checks can be a little tricky, and they're different depending on the situation, especially when it comes to the overcome action. You'll just have to assess the situation and use the ladder to determine how hard it should be for the god to overcome the obstacle. Lucky for you the ladder has excellent descriptors like Good, Superb, and Epic. Most create an advantage actions are a Good (+3) difficulty unless they're against someone or something that can defend, then the difficulty is set by the defend roll. The attack and defend actions also work based on the opposition.

Multiple manifestations

Using multiple manifestations on the same action increases the difficulty of the action taken by two. The GM must find this reasonable to the game and situation.

Multiple targets

When using a manifestation against multiple, individual targets (not mobs), you make a single manifestation roll against Mediocre (+0). You then take that value and split it up between the selected targets, and determine if each check was successful or not. If you are attempting to effect three targets and get a Superb (+5) roll, then you can split your action up to effect target A with a Good (+3) and targets B and C with an Average (+1).

Ritual time

Most manifestations require one exchange to use. However, you can extend the time taken, concentrating more magic to provide a bonus to the exchange. This requires you to do nothing besides chant, concentrate and focus your effect (sometimes lasting days or even weeks). Bonuses: ten minutes (+1), one hour (+2), one day (+3), one week (+4), one month (+5).

Sacrifices

You can also use sacrificial offerings to increase your hold over your Dominion. These sacrificial items are usually mundane but have a connection to the concept of their power, such as a pocket watch for a god of time, a bottle of blessed water for a god of water, or a virgin's blood for a god of lust. Some are known to carry several sacrifices with them at any time. These items act as boosts for manifestation checks.

Territory

You have governance over a portion of the earth. While within your own territory, your power works as you would expect. However, if within another god's territory, your power is challenged by the owner of the domain. This means you gain a -1 to any exchanges which use your manifestations while in another god's territory unless the god relents.

Time/season

This is an aspect that can be invoked or compelled if the season is not conducive to you or your powers. For instance, the god of winter attempts to create snow in the *Dead of Summer*. Another god could invoke *Dead of Summer* when trying to resist the snowy effects. The god of winter would also have an easier time whipping up a blizzard in the *Middle of Winter* and could invoke that aspect to do so.

Resisting Manifestations

When a PC or NPC is the target of a manifestation, the following rules apply:

- Mortals have no defense against your manifestations, making their defense always -1, and they are always resisting passively (they cannot roll).
- Gods can only defend against a manifestation if they have at least one fate point. If they don't have a fate point and are targeted by a manifestation, they follow the same rule as mortals. If the manifestation is hostile or complicates their life, they then receive a fate point after the action resolves.
- If the manifestation creates an effect in which the target has a chance to dodge or evade the effect, the target, mortal or god, gets a chance to avoid the effect (most often using Athletics). For example: a bolt of fire shot at a target, a boulder dropped from above the target, etc.

Manifestation Examples and Overlap

Each manifestation skill contains a series of examples showing different ways to use the different actions with a variety of godly concepts. In a lot of cases, you'll see overlap in the actions. Many times what is a create an advantage action could also be a defend. What is an attack action could also be an overcome. What really matters is the intent of the action. If it's an action meant to shrug off an attack, then it's a defend. If it's something you craft into the story, then it's a create an advantage. If you are intending to deal stress to something, then it's an attack. If it's just an obstacle to deal with, it's overcome. Those are the fictional constraints to the Fate Core System. You have a lot of flexibility, but the rules are there to keep things within a certain scope of action.

Handling Manifestations

It becomes noticeable quickly that some Dominions may be more multi-purposed or wide-reaching than others. This is a very important distinction to make when considering what a character's Dominion should be. For instance, what should the god be able to do and how should those powers work? Should a god of water be able to affect my lemonade, that vial of poison or the human body and its blood, since all are water-based? The answer is simple: The god would have only a small degree of control over all of these things, because they are not connected directly to their Dominion. We handle this by looking at how closely the manifestation is related to the part-time god's Dominion, and with manifestation specializations.

Broad vs specific

Attempts to affect one's Dominion based on their divine aspect are done normally. The god of water could affect the water in the pond with no problem because this falls under the direct Dominion they possess. However, if the part-time god steps away from their Dominion, the GM must decide if the effect can even be performed under their current Dominion. The manifestation checks are more difficult if the effects are deemed only connected indirectly.

To affect a glass of lemonade, the god of water would have little trouble, as lemonade is just water with sugar and flavoring. To affect poison, which has so many other components that alter the chemical makeup of the water, the god may find it much more difficult.

The list below gives some guidance on adding penalties to manifestation checks based on the relationship of the action to the god's Dominion:

- **Specific (0):** No penalty, as the effect is directly connected to their Dominion.
- **Tangential (-1):** The effect is something similar to or related to the Dominion, but not exactly connected.
- **Broad (-2):** Attempting to affect something that is only loosely connected to a Dominion.
- **Beyond (Cannot be done):** If use of a Dominion goes past the Broad category, it should not be allowed.



manifestation specializations

With each part-time god getting several manifestation skills, and with an infinite variety of Dominions available to players, the numbers and kinds of effects achievable within a Pantheon can be vast. For example, the goddess of nature using the Shaping manifestation could result in a staggering number of effects: controlling trees, changing humans into animals, making plants gigantic, causing a strong wind to blow a cloud of dandelions across a battlefield, etc. This flexibility might be great for some players, but for others it can be overwhelming and slow play.

To help focus play, each manifestation should be given a specialization. This concept asks your players, at character creation, to describe the way each of their manifestations most commonly presents itself when used. For example, the goddess of nature might say that her Shaping ability generally manifests by changing the size of animals in the area from as small as a grasshopper to as large as a horse. This specialization gives the player a +1 to Shaping checks that perform the specific effect named.

Making these specializations broad enough to be useful but narrow enough to be functional is the key. Collaborate with the other players to come to a consensus on manifestation specializations. If a particular specialization does not function well in play, either because it is too broad or too narrow, it can be changed at a minor milestone.

Manifestation Skills

Below are the eight manifestations a part-time god can possess. Each manifestation is discussed in detail, along with examples of how different Dominions are expressed with each manifestation.

Manifestation	Overcome	Create Advantage	Attack	Defend
Aegis		X		X
Beckon	X	X		
Journey	X	X		
Minion	X	X	*	*
Oracle	X	X		
Puppetry	X	X	X	X
Ruin	X	X	X	
Shaping	X	X		

* Minion isn't used to attack or defend on it's own, but your minions can do so.

Aegis

The Aegis manifestation allows gods to use their Dominion to directly protect themselves or another from harm. It is a favorite for gods who offer to defend followers or worshippers. Its effects can alert the god to any disturbance within their Dominion, make them invincible against effects that could come from their Dominion or create defensive assets.



Overcome: Aegis isn't used to overcome anything.



Create Advantage: You can use Aegis to create defensive aspects on yourself or others within the scope of your Dominion. These only last for the scene.



Attack: Aegis isn't used to attack.



Defend: Aegis can be used to defend any attack as long as it is within the scope of your Dominion.

Create an Advantage Examples

- **Bestial:** The god sends one of their charges to watch over a target, like a guard dog or a raven that lurks in the shadows. These could be aspects like *Eyes on My Loved One* or *Bogo the Watchdog*. A goddess of rhinoceri could create a *Thick Hide* on her body.
- **Conceptual:** A god of the hunt could be alerted if his prey is hurt or a goddess of knowledge could understand how she's being attacked. These could be aspects like *My Enemy is Hurt* or *I Know That Technique*.
- **Elemental:** A god of forests may sense when he comes under danger, while a goddess of wind could whip up a series of wind walls. These could be aspects like *Plant Sense* or *Wind Walls*.
- **Emotional:** A god of love may want to be told if a pair of lovers is attacked or a goddess of fear could make it harder for fear to take root in her allies. These aspects could be *I Know Their Hearts* or *This Fear is Known*.
- **Patron:** A goddess of music may protect a certain talented musician or a god of dancers could boost his movement to become harder to hit. These could be aspects like *Sounds Protect Him* or *Breakdancing Dodge*.
- **Tangible:** A goddess of computers could be alerted the moment someone attempts to access hidden files with *Mental Circuit Link*. A god of filth could cover himself in feces to make himself harder to grab and disgusting to mortals with *Covered in Filth*.

Defend Examples

- **Bestial:** A goddess of cats could protect a cat with an invisible force field that lasts for a moment, or the god of rats could use a swarm of rats to defend himself from a fiery blast if the rats were already present in the scene.
- **Conceptual:** A god of love may use his power to protect someone they love or a couple who is truly in love. A goddess of vengeance could use her power to protect herself from someone who is seeking revenge against her.

● **Elemental:** A god of earth can use the earth around them to help defend themselves, throwing it in the way of attacks, while the goddess of wind could use buffets of wind to keep an attacker off balance, causing their blows to miss.

● **Emotional:** A god of fear could cause an attacker to panic as they attack making them miss, or a goddess of anger could use her divine anger to intimidate an attacker as they battle, causing the foe's attack to go amiss.

● **Patron:** The goddess of blacksmiths could cause metal weapons to warp and miss her as she's being attacked, while a god of travelers could use his power to move out of the way of attacks.

● **Tangible:** The god of wine could instill double vision in an attacker for a moment to make the blow miss, while a goddess of healing could just use her power to heal the damage in an instant - but only in that instant, so if her power isn't strong enough she could still be gravely wounded.

Aegis Entitlement

● **Invincibility:** You can create an advantage against a difficulty of Mediocre (+0) to become invincible against any attack or create advantage effects that come from your Dominion. Each invocation on the created aspect lets you ignore any stress from a single attack against you and removes one invocation. When the aspect has no invocations left, the aspect is removed.



Beckon

There are plenty of instances where a goddess may be without her favored weapon or may need to beckon aid from her Dominion. This manifestation allows the goddess to summon her Dominion, turn it away, or even create false experiences (illusions). Note: Beckon doesn't create or destroy their Dominion from nothing, but instead calls it forth from (or banishes it to) another location nearby.



Overcome: You can use Beckon to summon or banish your Dominion. You only need to roll to summon your Dominion when there is some kind of pressure on you or opposition resisting you.



Create Advantage: You can use Beckon to summon your Dominion to aid you or create an illusion. Either case creates an aspect in relation to your Dominion.



Attack: Beckon isn't used to make attacks.



Defend: Beckon isn't used for defense.

Overcome Examples

- **Bestial:** A god of canines may summon a dog to assist him, while a goddess of worms could stop a corpse from being eaten.
- **Conceptual:** A goddess of celebrations may summon party decorations to set the mood, while a god of names could erase knowledge of his identity from another's mind.
- **Elemental:** A god of storms could summon or attempt to banish a powerful hurricane, while a goddess of fire could extinguish a house fire.
- **Emotional:** A god of anger could instantly calm even the most aggressive of attackers, while a goddess of war could crush a soldier's will to participate.
- **Patron:** A goddess of scribes would never be without her writing utensils, while a goddess of mechanics can send or summon her tools back and forth from the shop.
- **Tangible:** A god of wealth could make a wealthy man's wallet disappear, while a god of dreams might summon an item from a dream into the real world.

Create an Advantage Examples

- **Bestial:** A god of roaches may summon a swarm to fly and distract a target creating the aspect *Roach Swarm*, while a goddess of wolves could fabricate the howl of wolves to scare someone in the woods and create the aspect *Panicked*.
- **Conceptual:** A god of beauty can create an illusion of idealized beauty making the aspect *A Vision of Beauty*, while the goddess of secrets can hide the thought of a person, place, thing or idea from a conversation - if you wanted to not be questioned about a man named Herman, the aspect created would be *Forget Herman*.
- **Elemental:** The goddess of oceans could create the constant sound of the *Crashing Tide* to hide other sounds, while the god of trees can create the aspect *A Clear Path* to help him find a quicker way through a forest.

- **Emotional:** The god of an emotion can bring forth a surge of that emotion in their target, like a god of lust who makes his target *Easy to Seduce* or a goddess of sorrow creating an aspect on her target of *Falling to Pieces*.
- **Patron:** A god of cooks could create an aspect of *World Class Kitchen* to help his craft, while a goddess of musicians could draw a bunch of excellent musicians to her, creating the aspect of *Excellent House Band*.
- **Tangible:** A goddess of disease could make *Illusory Rashes* appear on her victim, while a god of screams could summon forth *The Sound of a Thousand Wails*.

Beckon Entitlements

- **The Illusion of Touch:** When you create illusions, they can affect another's sense of touch. If an illusion does harm to someone, the stress dealt is mental.

Journey

The Journey manifestation affects a god's ability to travel with great speeds (sometimes even instantly) within their Dominion. It doesn't apply to all Dominions, but can be a powerful tool in the right hands. The following are effects that can be accomplished through the use of Journey: moving through objects, moving swiftly, and teleportation within sight range.



Overcome: You can use Journey to phase through objects, have other objects or creatures phase through objects and barriers, or have others phase through each other, depending on the Dominion.



Create Advantage: You can use Journey to create an advantage to increase your speed or someone else's speed depending on the Dominion.



Attack: Journey isn't used to make attacks.



Defend: Journey isn't used for defense.

Overcome Examples

- **Bestial:** A goddess of monkey's could traverse a tree or other obstacles like a monkey, or the god of dolphins could make you swim like a porpoise.
- **Conceptual:** The god of the hunt could track down prey through any terrain, while the goddess of celebration could maneuver through a crowd easily at a party.
- **Elemental:** The goddess of shadows can teleport to any shadow she can see, and the god of fire could appear in any fire he can see - but might still get burned.
- **Emotional:** The god of grief could teleport to a nearby wake or cemetery, while a goddess of charity could teleport to a homeless shelter or food bank.
- **Patron:** A goddess of sculptors could hide inside a statue, while a god of killers could phase through any obstacle standing between him and his victim.

- **Tangible:** A goddess of racing could jump into a vehicle without the need to open their door, while a god of the Internet could travel anywhere within his territory that has a Wi-Fi connection.

Create an Advantage Examples

- **Bestial:** A god of horses can provide a horse with a *Speed Boost* while a god of cheetahs can give themselves the aspect *Quick as a Cat*.
- **Conceptual:** A god of vengeance or justice can increase their speeds when chasing down the target of their revenge/justice, creating an aspect like *You are Mine or I Have You Now*.
- **Elemental:** A god of wind could create an aspect *Rising Wind* to fly quickly, while a god of the ocean can create the aspect *The Swift Current* to increase their swimming speed.
- **Emotional:** A god of fear can create *Be Afraid* in a target to increase their fleeing speed, while a god of love can increase their speed to save a loved one by creating *I Need to Save My Love*.
- **Patron:** A god of messengers speeds up to ensure their parcel arrives on time with the aspect *We're Never Late*, while a god of sailors can create the aspect *The Most Efficient Crew* to boost their ship's travel time.
- **Tangible:** The god of tracking could quicken the pursuit of their prey with *I Have the Scent*, while the god of racing can infuse their car with power to create the aspect *Souped Up Engine*.

Journey Entitlements

- **Teleportation:** You have the power of instant teleportation. It must be rooted in your Dominion and costs one fate point to use.

Minion

The Minion manifestation allows the gods to create minions. Some do so to have unpleasant tasks performed for them, and others do it to seek companionship. Its effects can call spirits, enchant a person and bend them to their will, or instill life itself to create minions from scratch.



Overcome: You use the overcome action to enchant a minion to give you information.



Create Advantage: This serves two purposes. The first is summoning spirits.. Summoning a minion to do your bidding is risky business and can go very wrong. Getting your associate Molok the Immolator to help you out might leave you scorched in the end, so be careful (or at least be informed of potential drawbacks).

The second is creating a minion. When you want to create a minion, use create an advantage if the object or creature is part of your Dominion. Creating a minion is difficulty Good (+3). When you succeed at creating a minion, you assign it one aspect and two **skills**: one at your Minion skill rating and the second at your Minion skill rating minus one. It follows the same rules for stress as a regular character but has no consequence slots. If you succeed with style, it gains a third skill at your Minion skill level and a minor consequence. The NPC is your Minion but is also an NPC. The minion will obey you unless

you give it a reason not to.



Attack: Minion isn't used for attack, but your minions could attack for you.



Defend: Minion isn't used to defend, but your minions could defend for you.

Overcome Examples

- **Bestial:** A god of monkeys could get his minion to fetch the guard's keys or his cat to leap up and attack.
- **Conceptual:** A goddess of secrets could talk someone into giving up a juicy nugget, while an evil goddess could ask someone to perform an evil deed (keep in mind evil is different for everyone).
- **Elemental:** Because a consciousness is necessary, only elemental spirits could be made to perform almost any action at the god's command.
- **Emotional:** A goddess of love can easily make another infatuated with her, while a god of anger could talk someone into being angry pretty easily.
- **Patron:** A goddess of merchants could charm someone into giving a substantial discount, while a god of fencing could command a swordsman to action.
- **Tangible:** A goddess of dance will never get stood up on the dance floor, while a god of blood could get anyone to donate at a blood drive.

Create an Advantage Examples

Bestial: A goddess of dogs could give her companion human level intelligence, while a god of ravens could summon a raven spirit.

Bogo

Aspect: *As Smart as I Am*

Skills: Knowledge +3, Athletics +2
Physical Stress 2, Mental Stress 2

Conceptual: A god of sportsmanship could give life to a scoreboard that would never cheat, while a goddess of wisdom could summon up the spirit of the library and then converse with it.

Scoreboard

Aspect: *I'll Never Cheat*

Skills: Notice +2, Physique +1
Physical Stress 3, Mental Stress 2

Elemental: A god of earth may create a small mud man or summon up an elemental spirit of earth.

Mud Man

Aspect: *I'm Made of Mud*

Skills: Physique +3, Fight +2
Physical Stress 4, Mental Stress 2

Emotional: A god of love could create a floating wisp that talks of nothing except who should end up with who, or summon up a spirit of love to converse with.

Kirby

Aspect: *Wisp of Love*

Skills: Empathy +3, Rapport +2
Physical Stress -, Mental Stress 2

Patron: A goddess of seamstresses could enchant materials to create a suit, or a god of sailors could summon the spirit of a dead sailor to ask a favor or ask some questions about what happened on his last voyage.

Threader

Aspect: *Tools of the Tailor's Trade*

Skills: Crafts (Tailor) +3, Athletics +2
Physical Stress 2, Mental Stress 2

Tangible: A goddess of the dead may create a zombie from a corpse or summon up a ghost to ask a favor.

Deadhead

Aspect: *The Walking Dead*

Skills: Physique +3, Fight +2
Physical Stress 4, Mental Stress 2

Minion Entitlement

- **The Creator:** When you are using create an advantage to create a minion within your Dominion, you gain a +2.

oracle

A god with the Oracle manifestation gains the ability to sense their Dominion in many different ways: in the area, through time or even within another's mind. It is one of the most useful and powerful abilities a god can possess, if used correctly.



Overcome: You can use Oracle to sense your Dominion and what may have happened or will happen in the future, as well as to read minds - be they human or animal.



Create Advantage: You can use create an advantage to assist in locating things in your Dominion, as well as to see possible futures in order to assist you and your companions, as long as the future is associated with your Dominion.




Attack: Oracle isn't used to attack.



Defend: Oracle isn't used to defend.

Overcome Examples

- **Bestial:** A god of snakes could sense any poisonous snakes in the area, while a goddess of dogs can enter the mind of man's best friend. A god of lions could also see the events of a recent lion attack.
- **Conceptual:** A goddess of knowledge can get a general sense of the information inside a book, while a god of names could immediately get any name a target knows from them. A goddess of murder could see visions of a crime scene as the murder occurred.
- **Elemental:** A goddess of smoke can sense if there are any cigarettes around, while a god of fire could search for thoughts of pyromania. A god of fire could also tell what the ashes used to be.
- **Emotional:** A god of ecstasy can tell if someone is elated due to drugs or fortuitous events, while a goddess of vengeance could sense who has vengeful intent in the room. A god of anger could see visions of moments of extreme anger in the area.
- **Patron:** A god of cooks could tell the group what cuisine is nearby, while a goddess of blacksmiths could tell where a blade has been.
- **Tangible:** A goddess of music could hear a song from miles away, while a god of computers could sense someone's real technological prowess. A god of dreams could tell if someone who slept in a bed had nightmares.



Seeing Into the Future

When you create an advantage with Oracle, you're probably crafting an advantage to use later. This will result in the GM giving some information as to what actions are most likely important to the future scene. This means creating an advantage will result in the GM revealing an aspect on the scene, and if there is more than one invocation on the aspect, then it's more likely to occur as the character has seen it. The GM should discuss with you and the other players what they're looking for by asking and fielding questions to find out what is being revealing. Knowing the right question to ask about the future is just as important as looking into the future.



Create an Advantage Examples

Note: A lot of these create an advantage examples will make aspects like *I Know the Future*, or *This Will Happen*, or even more specific events like *James Shoots at Keith*. The important thing when taking the action to look into the future is to pick the person or the place, associate it with the Dominion of your god, and then get information. Knowing what is going to happen is easy. Knowing exactly when is not always as easy.

- **Bestial:** A god of monkeys could see the probable events that will occur inside a monkey house at the zoo, while a goddess of cats could see events that might occur through the eyes of a cat.
- **Conceptual:** A goddess of celebration could see visions of what will occur in a place where a party will happen, while a god of murder can see if someone might commit a murder in the future.
- **Elemental:** A god of earth could tell if an enemy will find him in a

certain hiding place, while a goddess of storms could see a possible future storm before it happens. Looking at the right place is the hard part though.

● **Emotional:** A goddess of anger could see the next time an event fueled by anger happens in a place or the next angry act a person takes, while a god of pride could see a vision of someone's ego being broken.

● **Patron:** A goddess of sailors could tell if she is about to cross paths with another ship on her travels, while a god of artists could see what his target's next great project will be.

● **Tangible:** A god of music could hear the sounds of future music and maybe other sounds in a theater, while a goddess of computers or a god of words could read future emails written on a computer screen.

Oracle Entitlements

● **Time Viewer:** You have a gift when looking through time. Any time you use Oracle to look into the future or the past, you gain a +2 to the roll.

puppetry

The Puppetry manifestation is a favorite among gods, allowing them to move and manipulate their Dominion with only their mind or the wave of a hand. Note: These effects do not create the Dominion, only move it around.



Overcome: This is used to manipulate your Dominion and take control of someone or something connected to your Dominion.



Create Advantage: You can transfer the effects of your Dominion to others by creating an advantage.



Attack: As long as the Dominion is accessible, it can be used to attack.



Defend: As long as the Dominion is accessible, it can be used to defend.

Overcome Examples

● **Bestial:** A goddess of mice could levitate her small companion into the air duct without issue, while a god of rhinoceri could control a rhinoceros rampaging through the city.

● **Conceptual:** A goddess of celebration could ensure all the fireworks went off at just the right time, while a god of suffering can bend a target's body in terrible ways.

● **Elemental:** A goddess of metal could make a sewer cover fly at an opponent, while a god of metal could paralyze a target wearing a suit of knight's armor.

● **Emotional:** A god of anger could shove an angry man into a wall or direct any angry person to attack someone.

● **Patron:** A goddess of weapons could wage a war single-handedly with weapons fighting on her own, while a god of swordsmanship could use his

divine power to direct the weakest warrior in a fight.

● **Tangible:** A god of disease could move an illness from one part of the body to another, while a god of dance could make someone with two left feet appear to be a master of movement.

Create an Advantage Examples

● **Bestial:** A god of fish could transfer the ability to breath underwater to someone who's drowning with **Water Breather**, while a goddess of frogs could give someone a frog's jumping abilities with **Frog Legs**.

● **Conceptual:** A goddess of truth could give someone her sense of morals with the aspect **I'll Never Lie**, while a god of the hunt may give others better tracking skills with **The Hunter's Eyes**.

● **Elemental:** A goddess of earth could move any dirt on herself to another with **You're Dirty**, while a god of water could take any water on



themselves and splash it on someone else: *You're Wet*.

● **Emotional:** A god of sorrow could transfer one's sorrow to another giving them the aspect *Overwhelming Sadness*, while a goddess of fear could remove their apprehension and give it to their enemy, creating the aspect *Fearful Hesitation*.

● **Patron:** A goddess of soldiers could give her battle resolve to someone who needed it, creating the aspect *Courage Under Fire*, while a god of the poor could give a rich person a dose of humility with the aspect *Humble Pie*, hoping to teach them a lesson.

● **Tangible:** A god of racing could impart *Godly Driving Skills* upon a new wheelman, while a goddess of dreams could give Nightmare Visions to another.

Puppetry Entitlements

● **The String Puller:** Even the most powerful have difficulty resisting your string pulling. When using the overcome action to force past someone resisting your control, you gain a +2 to the check.

● **The Matter Manipulator:** You just have a knack for tying your strings around objects. When you are trying to manipulate an object that's within your Dominion, you gain a +2 to the check.

RUIN

This manifestation is useful for causing physical harm or pain to a target with one's Dominion. Ruin is a common power of many gods of war, destruction, and other horrible acts. Effects with this manifestation include destroying one's target from afar, creative curses, or enhancing destructive ability in a target.



Overcome: If defeating some obstacle requires some kind of destruction that doesn't inflict stress, use overcome to do so if it's within your Dominion.



Create Advantage: You can instill some part of your Dominion in yourself or another to enhance their combat prowess, or spin a temporary curse to hamper them.



Attack: You charge up with power and fire that power out. You can attack something within your Dominion or attack a target with your Dominion.



Defend: Ruin isn't used to defend.

Overcome & Attack Examples

● **Bestial:** A goddess of bears could bring a grizzly to its knees, while a god of animals could hurt all animals in his vicinity.

● **Conceptual:** A goddess of justice could make a target experience the same harm they caused another, while a god of celebration could shatter a

disco ball to make sharpened shards rain on a target.

● **Elemental:** A god of storms could fire a torrent of wind, while a goddess of trees could fire needles from a nearby pine.

● **Emotional:** A god of love may harm someone wishing to stop true love, while a goddess of guilt could cause the target to harm themselves with visions of past crimes.

● **Patron:** A goddess of artists could flick paint at her target that turns into dangerous darts, while a god of thieves could create magical throwing knives that disappear afterward.

● **Tangible:** A god of acid could surround their target in a flesh-eating smoke, while a goddess of music could create a high-pitched sound that bursts eardrums.

Create an Advantage Examples

● **Bestial:** A god of dogs could make it hurt to abuse a dog, *No More Canine Abuse*, while a goddess of snakes may take on a snake's attributes of *Quick and Flexible*.

● **Conceptual:** A god of motherhood could get a bonus to fight an enemy that threatens his child, *You Won't Lay a Hand On Them*, while the goddess of truth may make it uncomfortable for someone to lie with *Don't Lie to Me*.

● **Elemental:** A god of earth could harden their fists, *Fists of Stone*, while the goddess of water could make it difficult for someone to enter a body of water, *Lake Erie is Like Acid to You*.


● **Emotional:** A goddess of anger could become a berserk warrior, *Frenzied Attacker*, while the god of sadness could make laughing and smiling a bleeding situation, *It Hurts to Laugh*.

● **Patron:** A goddess of carpentry could enhance her combat ability with their favorite hammer, *It's Hammer Time*, while the god of scribes could make someone pained if they stop writing, *Writer's Cramp*.

● **Tangible:** A goddess of blood could create a blood whip from her wrists to attack with, *Blood Whips*, while a god of night could make it harder for someone to fight while in moonlight, *The Moonlight Pains You*.


Overcoming Obstacles with Ruin

Ruin is a destructive force and manifestation of your godly power, so acts like using a high-pitched scream to harm a target is pretty much the same as breaking every piece of glass, including the one crystal wall that's keeping you from escaping. The overcome action with Ruin will only come up when the obstacle in question can be destroyed in one shot or as part of a challenge. See *Fate Core System* pg. 146.



The Geas Effect

If you place a geas on someone using create advantage, you can use this optional rule. When using the create an advantage action against someone they defend with Will. Each invocation placed on the aspect when created is one time the geas can be triggered. When triggered, the geas causes a two-stress physical or mental hit. The type of pain inflicted is decided at the time the geas is created.



Ruin Entitlements

- **Lasting Curse:** When you curse someone or something, there is a special requirement to get rid of it. You spend a fate point after successfully cursing someone, and then add a requirement in order for the curse to be lifted. This should be negotiated with the GM.
- **The Destroyer:** When you use your Dominion to harm a target and succeed, you can spend a fate point to add an aspect to the target based on the damage you've done.

shaping

With the Shaping manifestation, the gods can mold the object of their Dominion... even themselves. It is one of the most sought after manifestation skills because of the versatility it lends to its gods.



Overcome: Shaping may be used to overcome, but is more commonly a create an advantage action.



Create Advantage: You can use shaping to change yourself, others, or items according to your Dominion or change the fate of your Dominion for good or ill.



Attack: Shaping isn't used to attack.



Defend: Shaping isn't used to defend.

Create an Advantage Examples

- **Bestial:** A goddess of horses could give their target a *Donkey's Head*, or a god of dogs could change a target into a chihuahua, *You're a Chihuahua*.
- **Conceptual:** A god of war could instantly mold any item into a weapon usable in combat, *You're Now a Machine Gun*, while a goddess of the hunt could blend into their environment making it harder to become the prey, *I'm a Tree*.
- **Elemental:** A goddess of water could take away someone's ability to

swim, *You Forget How to Swim*, while a god of earth could harden sand, *Solid Sand*, or turn the ground to mud, *Mud Pit*.

● **Emotional:** A god of fear may take on a terrifying form, *I'm Your Worst Nightmare* (also a good one for a god of dreams), while a goddess of joy could make anyone ready for a party, *Time to Party Hard*.

● **Patron:** A god of mechanics could make it hard for a rival to fix a certain car, *"You Can't Fix That"*, while a goddess of light could make someone blind, *You're Blind*.

● **Tangible:** A god of wine could make himself practically immune to getting drunk, *Liver Overdrive*, while a goddess of death could make someone look like a corpse, *Corpselike*.

Shaping Entitlements

● **The True Shape:** You are more in tune with the true shape and nature of your Dominion.

When you use create an advantage to change yourself into your Dominion, in addition to the aspect you create, you can subtract a point from any two skills you have. You can then use those points to add a point to any two skills you have. This lasts until the end of the scene.

● **The Transmuter:** You have mastered using your Spark to transmute things into your Dominion. When shaping something or someone into your Dominion, you can spend a fate point to make the shift permanent. If the target of the change is a living creature, that creature can make an overcome action using Will to try and revert to their former shape once a day, at the time the god's Dominion is at its weakest or when the sun rises.





CHAPTER FIVE:

STUNTS & ENTITLEMENTS



Just because you're the god of fire doesn't mean you aren't also a therapist with the ability to leap tall buildings in a single bound. Previous chapters described choosing manifestations to fit your Dominion and what you're generally skilled at. The next step is to customize your part-time god to get the feel you're looking for in your character. To get that customization, you have free reign to create stunts and entitlements with some guidelines found here and in the Fate Core System book.

STUNTS

Human stunts are any stunts based on human skills. These stunts cover things a highly skilled human could do. These stunts might only be attainable by extraordinary humans, but they dwell in the mortal realm. Players can use the stunts (or create new stunts) based on the rules laid out in the Fate Core System book or from the occupation stunts. *Fate Core System pg. 88.*

Occupations

Some human aspects and the builds created using the skill pyramid don't exactly match the concepts you might come up with for certain occupations. Fear not! Fate allows you to craft stunts to help build any kind of character. To help you, some example stunts and some skills you should consider are listed below (the skills must be purchased normally):

Academic

Stunt - Academic. Choose a field of study, such as herbology, criminology, or zoology. You get a +2 to all Knowledge actions related to that field of study.

Skills: Great: Knowledge. Good: Investigate, Rapport.

Knowledge is the best skill for anyone showing brilliance, while Investigate means you understand how to research. Rapport, on the other hand, gives you the ability to speak in front of people and present yourself at functions.

Artist

Stunt - Artist. Choose an artistic field, such as painting, sculpting or graphic design. You gain a +1 on Knowledge actions concerning art, and you can use Knowledge to create works of art in your artistic field as overcome actions.

Skills: Great: Knowledge. Good: Rapport, Contacts

Knowledge is core to the artistic craft. With the Artist stunt, works of art can be produced even if your human concept doesn't include being an artist. Having Rapport and Contacts helps an artist find galleries to display and sell art.

firefighter

Stunt - Fire Fighter. You gain a +1 on Will overcome actions and Physique actions when dealing with fire emergencies. You can also use Knowledge to treat victims of fire-related injuries and conditions.

Skills: Great: Physique. Good: Athletics, Will or Knowledge.

Having some excellent physical attributes helps a firefighter, but Knowledge represents the experience in dealing with emergency situations.

general practitioner

Stunt - General Practitioner. You gain a +1 on Investigate overcome actions used to diagnose illness and injuries, a +1 on Contact actions within the medical community, and a +1 on medical Knowledge actions.

Skills: Great: Investigate. Good: Knowledge, Contacts or Rapport

A general practitioner must be aware of a variety of illnesses, how to diagnose them and who to send their patients to if they require more tests or specialized care.

musician

Stunt - Musician. Choose an instrument, such as guitar, trumpet or percussion. You gain a +1 on Knowledge actions concerning talking about or composing music, and you can use Rapport to perform. This is usually an overcome action.

Skills: Great: Knowledge. Good: Rapport, Contacts

Musicians who make their living performing usually have a higher Rapport, while those who are more interested in composition or teaching have Knowledge as their higher skill.

politician

Stunt - Politician. You gain a +1 on Rapport actions when dealing with crowds of people or being in the public spotlight, gain a +1 to your Resources from your campaign funds or government budget, (be careful if you're not spending them on what they're for), and you have a position in government



garnering you a +1 to your Contacts when maneuvering the political field you're a part of.

Skills: Great: Rapport. Good: Resources, Contacts

Politicians are first and foremost great public speakers. It's their main livelihood, but the money they have backing them and the people they know are a close second.

sex worker

Stunt - Escort. You gain a +1 on Rapport and Contacts actions with the people your class of escort deals with. You should decide if you're a street worker or a higher class of escort.

Skills: Great: Rapport. Good: Contacts, Empathy or Deceive.

Sex workers get to know people intimately and understand them. They also get to know quite a few folks in their line of work. Those people might not be pleased if you ask them for a favor, but they may be motivated to help regardless.

surgeon

Stunt - Surgeon. You gain a +1 on Athletics overcome actions when performing surgery and gain a +1 on medical Knowledge actions.

Skills: Great: Knowledge. Good: Athletics, Physique

A surgeon must have steady hands to go with their medical training. Having the stamina to perform long surgeries is also a trait many surgeons have.



Therapist

Stunt - Therapist. You gain a +1 on Knowledge actions concerning the type of therapist you are, and gain a +1 on Rapport and Empathy actions when in one-on-one situations.

Skills: Great: Knowledge. Good: Rapport, Empathy.

Therapists create bonds with people in order to get them to open up about the things bothering them in order to relieve stress, help heal mental trauma, and show people other, and hopefully better, ways to lead their lives.

Building Characters to Fit Occupations

First decide which skills make the most sense at Great and Good for your occupation. Once you've done that, consider if your human aspect plus your skills sufficiently encompasses your occupation. Knowledge is often the prime example of needing more, but your human aspect could inform what kind of knowledge you possess—meaning you don't need the stunt to understand what your character would know. If you want the stunt for further specialization or to help define your character, use the stunt-building advice from the Fate Core System or use the +1 splits from the occupations above, which is essentially building two related half-stunts or in some cases three, where two are very situational. Finally, remember this is a collaborative process. Work with your GM to make sure the stunt is suitable for your character and the game.

ENTITLEMENTS (Divine Stunts)

Entitlements are another part of the divine experience. Along with the massive power provided by their Dominions, gods are also gifted with certain entitlements: special powers handed down from one god to another. Some entitlements are directly tied to one's Dominion, while others are not. Myths of Zeus, god of lightning, are never without stories of his love of shapeshifting and his ability to woo any love he wanted. Odin's legends speak of his twin crow familiars and his ability to see through the disguises of his enemies. So too are these entitlements extensions of the character's core concept. Certain manifestations can create some minor effects, but entitlements come much more naturally to the god and do not require connection to a particular Dominion or Theology.

Not all entitlements are regarded as "gifts" to the gods. In particular, massive physical changes to your body make it harder to exist in the normal world without people finding out. Seeing people bent to a god's will with a word can also be off-putting, especially when it starts to affect friends or family.

During character creation, you have one free refresh to spend on divine extras, which can be used to buy an entitlement. Certain powerful entitlements, costing double or more, can be gained by spending your refresh during character creation and at milestones. Beware this option, because each entitlement you purchase beyond the first causes you to lose a Bond stress box. If you want to create additional entitlements in line with character concepts, the group should work together to find a way for them to fit into the game.

Active and Passive

Entitlements are separated into two types: active (A) and passive (P). Active entitlements require the power be activated before it takes effect, usually with the use of a fate point. Because they have a cost attached to them, many active entitlements are more potent than passive entitlements.

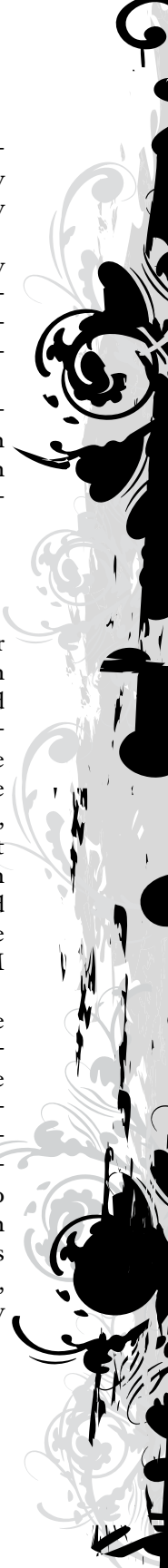
Passive entitlements are always on, providing a constant bonus that rarely requires activation. Some allow gods to spend a fate point, or make an overcome exchange, to expand the base passive abilities. In other instances, characters may want to push their power into hibernation for a scene. This hibernation is temporary and can be done with an overcome exchange.

These powers are so entwined into the character's Spark that active entitlements are sometimes automatically activated at times of great stress or high emotion. In a lovers' argument, gods may find their friends or lovers dying in their arms when their claws instinctively extend, or patients may spring inexplicably from their deathbeds when in the presence of a god of healing.

How to Build Entitlements

Passive entitlements allow the character to ignore some law of nature or reality, such as breathing underwater or speaking with animals. They range in how they function from deflection, to superhuman strength, to a projected aura. When building entitlements, pick a concept for what you want the entitlement to do. It should be about a single action or situation, and then provide some mechanical benefit to doing that single action or being in that single situation. It can give an aspect with a free invoke at the beginning of the scene, give a +2 to checks involving the action or situation, or give a static benefit that's always active. Some also have ways to spend fate points to push them further in terms of power or scope. Others are also problematic for the god but can be suppressed with the proper application of divine power. You can use the examples below for your characters or use them to help you and your GM build your own.

Active entitlements are a bit more potent than passive and can be a little more costly to activate. These powers also range in function but take a conscious effort and an action to activate. Many allow the part-time god to change shape or state, while others might provide protection or rejuvenation for others. Spending fate points or making a Good (+3) overcome roll using their highest manifestation ability to activate them is generally part of an active entitlement. To build them in balance, pick a concept and then give yourself two advantages (like two stress boxes and +2 physique), or an aspect and a Weapon rating, or both if you're giant-sized (which costs two refresh). Other examples of possible advantages are walking through walls or choosing to be invisible, which is part of the Astral Projection entitlement. This power is extremely flexible though, so it has a cost of 2 refresh.



Entitlement List

Aquatic (p)

You become connected to any body of water while submerged. With this entitlement, you can breathe underwater without penalty, gain a +2 to any checks involving swimming and ignore any damage caused by the crushing depths of the ocean.

Astral projection (A)

Costs 2 refresh. You can separate your spirit from your body by spending one fate point. In this form, you cannot affect the physical world, can pass through walls and can be visible or invisible as you choose. You can use this to send your spirit anywhere within ten miles of your physical location. While this power is in effect, your body is left inert and unprotected.

BEAST FORM (A)

You may shapeshift into an animal of your choosing, like a golden retriever, cobra, or hummingbird. When changing into this form, you gain the aspect **Form of...**, and can subtract a point from up to any two skills and use those points to add a point to up to any two other skills. You can also choose to spend a fate point to transfer two additional skill points.

BEAST TONGUE (p)

Taking after the legends of many beast-gods, you can speak with animals as if they were human. Pick one type of animal you can easily speak with, such as felines, monkeys, dogs, etc. If needed, you can make an Average (+1) overcome action using your highest manifestation skill to speak to any animal type for the scene. Keep in mind different individual animals, even those within the same species, have their own personalities and information to give. GMs should treat the animals like any other NPC, feeling free to flesh out important animals, but leave others with general personalities.

BEAST WARD (p)

You emit a natural vibe that banishes animals in the area with a thought. Dogs, cats, lizards, and other lesser beasts hate being in your presence and have to make a Fair (+2) Will overcome to avoid fleeing. You can spend one fate point to raise the Will overcome to Great (+4).

colossal size (A)

Costs 2 refresh. Some gods are said to be gargantuan compared to a normal person. With this entitlement you can force your body to grow up to fourteen feet tall with rippling muscles, easily towering over others. By making a Good (+3) overcome check using your highest manifestation ability, you gain the fol-

lowing: two additional physical stress boxes, +2 Physique, a Weapon:2 rating with any attack that has to do with strength, and the aspect **Giant-Sized**. If you succeed with style, **Giant-Sized** starts with a free invoke. On the other hand, you stand out, first being large and hulking, then having ripped clothes when you return to your original size.

Dark sacrifice (A)

Often a power granted to dark gods, this entitlement allows you to drain a victim's life force with a single touch. You spend one fate point and make a Good (+3) overcome check using your highest manifestation skill. This attack has a Weapon:2 rating. If you succeed with style it becomes Weapon:3. Not only do you cause the target pain, but you can clear a number of stress boxes equal to half the stress dealt. You could instead use four shifts of damage to clear a mild physical consequence or eight shifts of damage to clear a moderate physical consequence, but never a severe or extreme consequence.

Divine protection (A)

This entitlement gifts you with increased defenses for the scene, in the form of an invisible force field or even just making yourself tougher. In either case, you can take almost any attack. When activated you make a Good (+3) overcome check using your highest manifestation skill, gaining Armor:2 on a success, or Armor:3 if you succeed with style, for the duration of the scene.

Energy deflection (p)

You become resistant to damage and negative effects from electricity, fire, and other energy sources (even those created by manifestations). An invisible field appears around you that automatically absorbs half the shifts of damage received from energy. You can also spend one fate point to completely negate damage from a single energy attack.


Extra Arms (p)

You are gifted with an extra pair of arms, in the image of Shiva the Destroyer. This gives you the aspect **Extra Arms**, which starts each scene with one invoke on it. Most gods keep the extra arms tucked away in a coat when not in use, but you can make a Great (+3) overcome check using your highest manifestation skill to suppress them for the scene if you choose.

Familiar (p)

You are granted the service of a lower creature, imbued with near-human intelligence and the ability to communicate verbally. Familiars are always mundane animals, such as cats or dogs, not dragons or unicorns or similar otherworldly beasts. They are built using the following guidelines:

- **One aspect**
- **Skills:** one Good (+3), one Fair (+2), and two Average (+1).
- **Stress:** two stress boxes—a three-shift hit is enough to take them out.



You and your familiar can see through each other's eyes from up to two hundred feet away. The animal should fall in line with your Dominion and concept. For instance, a god of death may have a vicious dog as his hellhound, while a god of wisdom may travel with an owl as white as pure snow, which keeps watch at night.

fearful aura (p)

You become much scarier than a normal person, emanating a terrifying vibe. You gain a Fearful Aura of Fair (+2), and anyone who enters your presence must resist with a Will overcome. A failed check makes the weak-willed cower or run away entirely. You can further enhance your Fearful Aura by one per fate point spent. You can also spend one fate point to suppress this aura for the scene if you choose.

first move (p)

You receive a +2 to your Notice when determining initiative in a physical conflict. In addition, spending one fate point allows you to automatically act first in a physical conflict.

guardian sight (p)

All gods have someone important to them, whether a Bond or a ward they care for. With this entitlement, you can speak the name of that person and instantly see a vision of the target's location, what he or she is currently doing, and the emotional state of the target. Guardian Sight can only be attached to one being at a time. You can spend 1 fate point to switch targets, but you and the target must be in each other's presence and cannot be strangers or have only recently met.

healing hands (A)

Legends of gods who can heal others with their divine power are well known. This entitlement gives you this awesome power, extended with a single touch. To activate, spend a fate point and make a Good (+3) overcome check using your highest manifestation skill. If successful, the target can clear a number of stress boxes equal to the number of shifts you succeed by. Success with style means you can use the check to clear a mild consequence instead of the stress. If you succeed with style and spend a fate point, the target can clear a moderate consequence.

incredible strength (p)

Many gods have superhuman strength. At this level, your physical appearance does not change, and you come off as surprisingly strong to anyone who witnesses your feats. You gain +1 Physique, which can break the skill column rule, and any attack you make utilizing your strength is considered Weapon:1.

Lashing (A)

You attack with the power of your mind, creating invisible, spiritual whips that slash your opponent with a thought. To activate, make a Good (+3) overcome check using your highest manifestation skill. This entitlement acts as Weapon:2 and can be directed at a target up to one zone away within line of sight.

Lucky (A)

Some gods use their Spark to protect them from horrible fates or push their luck to even greater heights. This entitlement lets you spend one fate point to pick up and re-roll any of the Fate dice again after learning if the roll was successful or not.

Masterful Leap (A)

Gods who cannot fly often find other ways to get around. With this entitlement, your ability to jump is greatly enhanced and made much more precise. By making an Athletics overcome against Good (+3) using your highest manifestation skill, you can leap up to two extra zones. You may also make Athletics checks to jump with a +2 bonus. When activated, this entitlement lasts for the duration of the scene.

Masterful speed (p)

Your physical body is supercharged to travel at much faster speeds than a normal person. You can move two zones instead of one when moving, and receive +1 bonus to Fight and Athletics checks, which can break the skill column rule. If you choose, you can also temporarily raise your movement to three zones and increase your Fight and Athletics checks by another +1 for the scene by spending a fate point.

Natural weapons (A)

Several myths speak of gods with claws that can slice a human in two or horns to smash opponents through a wall. By making an overcome against Good (+3) using your highest manifestation skill, you summon forth your own natural weapons: claws, horns, spikes, secretions of acid, or another unique body modification. These natural weapons are considered Weapon:2.

Otherworldly sight (p)

Your eyes open to unnatural things in the world. While other gods can sense the presence of the Source in the area, this entitlement provides you with two additional abilities. First, you can see and speak to any kind of Spirit or Ghost you come into contact with. Second, Otherworldly Sight allows you to see the true faces of Pucks or other monsters through any guises they may choose to take. You may spend one fate point to suppress this vision for a scene but cannot otherwise blind yourself to the hidden horrors of the world.



picture of health (p)

Your body is filled with energy, causing you to be abnormally healthy and full of life. You gain two more physical stress boxes, and you can have more than the standard four stress boxes. In addition you gain a +2 to Physique checks against death, disease or poison.

plant tongue (p)

You can speak with a particular type of plant life as if it were human, such as trees, bushes, or grass. Plants have plenty of stories to tell, especially since they seldom get the chance to speak with anyone. Generally, the smaller the plant, the younger they seem in terms of intelligence, while taller trees seem disconnected

from everyday life. You can make an overcome check against Good (+3) using your highest manifestation skill to extend the communication with any plant.



purity of spirit (p)

Your mind is fortified with divine energy that you can use to push yourself further than others, keeping your mind clear of any intrusion or abnormalities. You gain two mental stress boxes and gain a +2 to Will checks against fear, insanity or pain.

push (A)

This entitlement creates a surge of power to push an object or opponent back with a rush of energy. The effect does no damage itself, but the target may take damage from things they hit or from landing awkwardly. You make an overcome check using your high-

est manifestation skill. You can push anything, including people, if the object's or person's opposition roll is defeated. If successful, you push the object with a force equal to the difference in shifts. Each shift either moves the object or person one zone, or if they strike something deals damage equal to the remaining shifts. Weapon rating might also apply, depending on the object being pushed into someone or what a person is being pushed into. By spending a fate point, you can push a whole zone of objects and people. Push lacks the fine manipulation of the Puppetry manifestation, but it's great for forceful effects.

Regeneration (p)

Costs 2 refresh. Your divine Spark constantly generates healing power, falling in line with many legends of gods who cannot die. This entitlement allows you to recover health at a much faster rate. Your lowest physical stress box is cleared every time your turn comes up in a scene, and any physical consequences are dealt with as if they were one level lower, with mild consequences clearing at the end of the scene they were taken in.

self-sacrifice (A)

Many divine beings have a martyr complex that can be used to their advantage. This entitlement sends your essence anywhere within line of sight to aid a companion. By making an overcome check against Good (+3) using your highest manifestation skill, you ensure your ally takes no physical damage. Instead, you take half the physical stress dealt (rounded down). This cannot be used to reduce stress done directly to you, only to help another.

skill excellency (p)

Some gods are just better at a certain skill than a normal person, especially those who are patrons of a certain occupation. A god of archery would be better at Shoot, a god of computers may receive a bonus to Technology when in contact with any modern device, a god of seduction may be more persuasive than another, or a god of cooks would have a natural ability to make the perfect meal with Crafts. When selected, determine what skill this affects. At the beginning of a scene you receive a free invocation on a skill of your choice, which can be spent when using that skill. This can be taken multiple times to enhance different skills, but not twice for the same skill.

soothing aura (p)

You exude an air of calm in the immediate area, making anyone around you less aggressive and less likely to start a fight. This gives others a +1 to checks when trying to concentrate, as their minds are serene and focused. If combat starts despite the non-aggressive feeling, everyone within one zone of you has the difficulty of any aggressive actions increased by two for the first round. At the start of the second round, they shake off the magic. You are not affected by this entitlement, and you can make an overcome against Good (+3) using your highest manifestation skill to exclude one additional target per shift.



superior strength (p)

Costs 2 refresh. You put others to shame with your great physical power, becoming a great figure of strength on earth. Onlookers to any feat of strength can see your rippling muscles, and it is easy to see you are not normal. You receive a +2 to Physique (which can break the skill tree), and any attack you make using your strength is considered Weapon:2. If you take this entitlement it replaces Incredible Strength. Because of this it only costs one refresh to go from Incredible Strength to Superior Strength during a milestone.

telepathy (p)

You have superior mental abilities, allowing you to communicate with others without words, sending telepathic messages directly to the target's mind. You can create two-way communication between yourself and one or more targets of your choice, but this does not give you or them the ability to read minds, or the targets to communicate telepathically with each other. With an overcome check against Good (+3) using your highest manifestation skill, you can communicate with a number of targets equal to the number of shifts you succeed by. You can spend one fate point for communication with a target you cannot see within one mile.

tongues (A)

You can spend one fate point to instantly understand and speak a language you don't otherwise know. You use the language without issue and can make Knowledge checks normally to understand other languages within the same family. You can spend two fate points to extend this ability to another sentient creature.

unobscured eyes (A)

Once activated by spending one fate point, your eyes flash red (or a color of your choice), giving you the ability to ignore penalties from darkness (even magical darkness), smoke, heavy rain, and other elements that cause concealment. This entitlement also adds a +2 bonus to Provoke checks as long as your eyes can be seen.

visions (p)

You are visited in your sleep by prophetic dreams that can divulge snippets of future events, some pleasant and some horrifying. However, the dreams are often veiled in symbolism and take effort to discern. By making an overcome check against Good (+3) using Knowledge, you can ask one question the GM answers truthfully about the dream. If you succeed with style, you can ask three questions.

wings (p)

The ability of flight was long regarded as a gift only bestowed upon gods. You receive a pair of wings (be they insect, bird or bat) that have an impressive wingspan and aren't easily hidden. When the wings unfurl, you can fly two zones with your move and stay airborne. If you need to hide your wings for a scene, you can make an overcome check against Good (+3) using your highest manifestation skill.



CHAPTER SIX:

BONDS

Bonds are what make part-time gods human, connecting them to the people and places they hold most dear. In *Part-Time Gods of Fate*, a Bond has two components: the aspect and the Bond track. The aspect defines who or what the part-time god holds dear, and it is treated like any other aspect (see *Character Creation - Chapter 3*). These Bond aspects represent the fourth and fifth aspects of a god.

The Bond track is a specialized stress track. Damage done to a Bond track is referred to as stress. A Bond can be stressed when it is neglected, and if stressed too many times it will break. When Bonds break they cause consequences for the god.

CREATING BONDS

When creating a Bond, we start by looking at its focus. Bonds can be focused on one of the following:

- **Individuals:** family members, friends, co-workers, lovers, rivals, etc.
- **Groups:** a company, a team, a club, a community, etc.
- **Places:** a home, a favorite park, a hometown, a city, etc.

You will notice the lack of objects as Bonds. No human truly bonds with a particular item, as there is always a root Bond attached to it. For example, the pocketknife that a girl's mother gave her isn't the Bond – her mother would be. Keep this in mind when choosing your Bonds.

Also, Bonds are not intended to be made between player characters or to any divine creature. The purpose of Bonds is to create ties to the mortal part of the character's life.

Bond Aspects

Once you have selected the focus of your character's Bond (see above), you need to create the aspect to represent the Bond. The aspect should include the Bond's focus and can contain the passion which is fueled by this focus. Some example passions include approval, charity, code of honor, devotion, faith, joy, perfection, protection, rebellion, rivalry, or survival. This list is not exhaustive, so define your own passions if necessary. What is most important is that everyone has an

understanding of what the aspect represents.

Examples include: *The Love of My Wife*, *The Safety of Home*, *I Won't Let Bret Beat Me*, *I Won't Let the Council Ruin My Town* or *All Life is Sacred*.

calculating the bond tracks

The total number of boxes a part-time god has for Bonds is determined in Step 5 of the Character Creation chapter. From that starting pool of boxes, assign at least one box to all of your character's Bonds. The distribution of boxes does not have to be equal, but all boxes must be assigned to Bonds. The more boxes a Bond has, the more stress it can take before it breaks.

A Bond can have three levels of depth: causal, strong, or deep. These depths are based on the number of boxes assigned to each Bond. A Bond with one box is casual, a Bond with two boxes is strong, and a Bond with three to five boxes is deep.

A causal Bond is a passing friendship or mild attachment to a location. This can be a newly developing Bond or a casual friend. A strong Bond is one with a level of commitment and attachment, but it is not a driving force in a person's life. A deep Bond is a sign of serious and mature commitment, a dedication to a person or place. That Bond occupies a significant part of that person's life.

Example: *Tyler, the god of snow, creates two Bonds: **The Love of My Husband** (individual) and **At Home in Stanford Park** (location). Tyler has six stress boxes to assign to his Bonds, and he assigns four boxes to **The Love of My Husband**, representing a deep commitment to Alex, his husband of five years. He assigns the remaining two boxes to **At Home In Stanford Park**, representing a serious but not deep connection to the park where he gained his divine Spark.*

extra bonds

A part-time god is not restricted to just two Bonds. If you desire, your part-time god can have a connection to and passion for more Bonds. You just create another Bond as above, and then assign one or more stress boxes to it. Understand that this increases the total number of aspects of a part-time god above the standard five, and this can cause some "aspect bloat."

A part-time god with extra Bonds has less depth in each Bond. While this looks to be a disadvantage at first glance, there are advantages for taking extra Bonds. First, the part-time god has more aspects to draw upon when using fate points. Second, should a Bond become destroyed (see below), the part-time god has additional bonds to tether them to their mortality.

While there are advantages, it's worth noting a few disadvantages. First, because they are more shallow, your part-time gods need to be more careful tending and cultivating Bonds. They need to work to avoid filling a Bond stress track, destroying a Bond, and taking a consequence, which has repercussions beyond just those Bonds. Second, each additional Bond is another aspect a GM can compel to complicate your life (though since you get a fate point for that, it's not all bad).

Ultimately, you should determine what is important to the part-time god and take a number of Bonds that covers his or her connections to the mortal world.

STRESSING BONDS

When a part-time god does something which injures or puts a Bond in jeopardy, stress is done to their Bond track. This represents the internal turmoil of letting someone down, hurting their feelings, breaking commitments, etc. Part-time gods do not take any stress on the Bond track for any transgressions that fall outside their Bonds.

Example: *Joe has the Bonds **Make My Father Proud** (deep) and **The Safety of Home** (strong). Joe has a big presentation at work that might earn him a promotion. On his*

way to the office, Joe encounters a puck and winds up getting into a fight. Joe takes stress on the Bond track if he misses the presentation and fails to get the promotion because this disappoints his father. Conversely if Joe missed his daughter's soccer game while encountering the puck, he would take no stress since this is not one of his Bonds.

Each stress box on a Bond track represents a single point of stress. This is different from physical and mental stress boxes, which have increasing numerical values. The boxes are filled in from left to right in a one-to-one manner. If all the boxes are filled, the Bond is in jeopardy. If additional stress is acquired, the Bond breaks (see below).

Bonds take damage based on the actions or inactions of the part-time god. During play the GM will inform you of any action or inaction which could result in stress to a part-time god's Bonds and the severity of the damage, which could be one or more boxes. GMs, you are responsible for judging the severity of the transgression and giving damage accordingly (see below).

Stress	Example
1	Missing a date with a significant other, not showing up to ride with your bike club, not mowing the lawn at your house for a few weeks.
2	Getting caught in a deception with a significant other after the fact, missing a charity drive with your bike club, not performing home repairs for a long period of time.
3	Performing an action which undermines the fundamentals of your relationship (e.g. having sex with an Outsider to gain information), testifying against your bike club in court, allowing your home to be broken into or harmed.

GMs, you are expected to use your discretion in determining the amount of stress a Bond takes. You also have the responsibility of making sure a player understands when a Bond is in danger of taking stress and presenting the choice to allow or prevent the damage. It is bad form for a player to state an action and for you, without warning, to assign Bond damage without explaining the reasoning and allowing a different action.

Jeopardy (All boxes filled)

When all the boxes are filled for a given Bond, regardless of how many boxes that Bond has, that Bond is considered to be in jeopardy. In this state, the part-time god's relationship is so strained that anything else that happens, no matter how insignificant, drives the relationship over the edge and breaks the bond. This needs to be represented in a dramatic fashion, such as a large argument or other type of confrontation.

Example: *Tyler, the god of snow, is in trouble. His husband Alex does not know about his divinity nor his activities defending his territory. Recently, Tyler stood Alex up for a night out with friends at a local wine bar and has two points of stress to his Bond, **The Love of my Husband**. A few days later, a Goblin contact of Tyler's shows up outside his house in the early morning. Tyler quickly deals with the goblin, but the GM informs him that lying to Alex will cost that Bond another point of stress, and Tyler agrees. This puts the deep Bond at three stress. In an attempt to make things up with Alex, Tyler sets up a romantic dinner for two downtown, but on the way to dinner he spots a group of Pucks up to no good. Tyler stops to clear them out. In doing so he misses the dinner and takes a fourth stress to his Bond. This places that Bond in jeopardy. When Tyler gets home later that night, he and Alex have a fight, and Alex chooses to sleep in the guest room. The next day Alex does not speak to Tyler, and there is a palpable tension in the house.*

breaking bonds

A Bond is broken when it is in jeopardy and takes one or more additional stress. This can also occur if the object of the Bond is killed or destroyed through the course of the story. If any of these happen, the Bond is broken and the following effects occur:

1. In the story, determine what the result of the Bond breaking will be (a break-up, divorce, destruction of a location, etc.).
2. Cross out the Bond on the character sheet. This Bond is no longer in play, nor can the aspect be used by the player or GM.
3. The stress boxes which made up the Bond track are destroyed and lost to the character.
4. The part-time god immediately takes a consequence on their consequence track equal to the depth of the Bond:
 - a. Casual Bond (one box) takes a minor consequence (or higher).
 - b. Strong Bond (two boxes) takes a moderate consequence (or higher).
 - c. Deep Bond (three or more boxes) takes a severe consequence (or is taken out).

The consequence taken should reflect the breaking of the Bond in the same way a consequence taken during a physical fight represents the bodily damage. This

means the breaking of a shallow Bond has a small and temporary impact on a part-time god, but the breaking of a deep Bond has more lasting effects.

Example 1: *A few days after their big fight, Tyler and Alex are expected at Tyler's mother's birthday party. On the way there, Tyler senses a new Spark in his territory. Fearing another Puck outbreak, Tyler stands up Alex, leaving him alone at the birthday party with no explanation. That action causes one stress and breaks the bond. Tyler's player crosses off **The Love of my Husband** and suffers a severe consequence. After discussion with the GM, the two agree that Alex has left Tyler, who now takes the consequence **Alex Moved Out**. In addition, the four stress boxes that made up the Bond are lost. All that*



keeps Tyler tied to his mortality is his two-stress connection to the park.

Example 2: The Pucks take revenge on Joe, tracking him to his father's house. In the ensuing battle, Joe's father is knocked out and the house is set ablaze. Joe arrives in time to save his father, but is unable to stop the blaze which consumes the house. In the aftermath, Joe's player crosses off his bond **The Safety of Home**. Joe then suffers a moderate consequence for the loss of a strong Bond and selects **Distraught**, and loses the two stress boxes associated with the bond.

Should a part-time god be taken out because of stress to Bonds, she loses her grip on her humanity, becomes fully divine, and is now an NPC of the GM. Likewise, if a part-time god has all their Bonds broken, they lose their connection to humanity, are consumed by their divine nature, and become an NPC of the GM.

RECOVERING STRESS

Any unbroken Bond can be healed by spending quality time with the object of the Bond. This could be staying home and watching a movie with a loved one, taking an afternoon to climb a favorite mountain, or hanging with the crew busting jokes. While this can be done at any time during play, the effects of the actions are earned during milestones (see pg. 165). Each milestone level recovers one box of Bond damage. Thus, a single box is recovered during a minor milestone, two boxes can be recovered during a significant milestone, and three boxes can be recovered during a major milestone. In order to be awarded the recovery, the player must narrate a scene about how they are taking action to repair their Bond.

Example: After getting demoted at work and disappointing his father (and taking two stress), Joe surprises him with a weekend getaway to watch their favorite sports team in another city. This occurs during a significant milestone. They spend the weekend bonding, and Joe erases both boxes of stress from this Bond. Joe's player narrates how during the weekend, Joe and his father talk about the demotion, and Joe gets sage advice on how to get his position back.

INCREASING POWER

As the part-time gods increase their divine powers, it becomes harder to maintain their hold on their humanity. This weakens the strength of their Bonds as the following things happen during advancement through milestones:

- Lose one Bond stress box when you take a new entitlement.
- Lose one Bond stress box each time you raise the rank of your highest-ranked manifestation skill.
- Lose one Bond stress box with the acquisition of each new Dominion beyond the first.

You can only remove a non-damaged box from a Bond. If all their stress boxes are filled for a Bond, you must break the Bond and suffer the effect if you must remove a stress box from that Bond.

Increasing Bonds

Part-time gods have the opportunity during a significant or major milestone to spend a point of refresh to add a stress box to any of their Bonds. This expenditure represents commitment of the part-time gods to their human side. Boxes can be added to any bond, including one in jeopardy. When this is done, the Bond is no longer in jeopardy, representing a new opportunity to connect with the Bond.



new bonds

At a major milestone, a character can spend refresh to create a new casual Bond. This new Bond should fit into the context of the character and the fiction. This Bond can be added to existing Bonds, or it can replace a previously broken Bond. Create the new Bond in the same manner as described earlier in the chapter. Each point of refresh spent gives this Bond another stress box.

Example: *At a major milestone, Tyler decides to spend a point of refresh to create a new Bond with Alex, his estranged husband. Tyler creates the bond **To Earn Alex's Trust**, which has one stress box and is a causal Bond. This reflects the slow and fragile journey Tyler must travel to win back his husband. Tyler's player decides that this path will start with telling Alex about his divinity.*

changing and replacing bonds

Through play you may determine that one or more of your Bonds are no longer relevant to the character. It may be possible that while the object of the Bond is relevant, the aspect which defines the relationship is no longer valid. At a significant milestone, you have the option to redefine the Bond aspect. This leaves the Bond intact but gives you the opportunity to redefine the nature of the relationship.

Example: *After several Puck attacks in his beloved Stanford Park, Tyler, the god of snow, decides that **At Home in Stanford Park** feels too passive. At a significant milestone, he changes the aspect to **I Must Protect Stanford Park**.*

Other times, just changing the aspect of the Bond is not sufficient, and the Bond is no longer valid in terms of the character and the fiction. In these cases, a character can change her bonds at a major milestone. The character has the option to change any and all of her Bonds, as long as it fits in the context of the fiction and is agreed upon by the GM.

When changing Bonds, follow these steps:

1. Determine which Bond(s) you would like to remove.
2. Count the stress boxes from all Bonds to be removed.
3. Create new Bond(s).
4. Delegate unassigned stress boxes to any new or existing Bonds.

A few notes about the process. You can assign stress boxes to both the new and any older Bonds you have. All Bonds must have at least one stress box. You must have at least two Bonds when the process is done. This process can be used in place of creating a new Bond, but doing so creates more shallow Bonds.

Example:

Mary the goddess of metal (music) has the following Bonds:

- **Rocking Out With The Band** - two boxes
- **Brian's (younger brother) Protector** - three boxes

*Through the course of the campaign, there has been little story about Brian. Mary has been spending more and more time with her band, and has fallen in love with The Dark Well, a rocker bar in her territory. At a major milestone, her player decides to remove the Bond with Brian, freeing up three boxes. She then adds one box to **Rocking Out With The Band**, and creates **My Second Home** to describe her feelings about the Dark Well. Her Bonds now look like this:*

- **Rocking Out With The Band** - three boxes
- **My Second Home** - two boxes

CHAPTER SEVEN:

THEOLOGIES

Some gods strike out alone after receiving their power, but few can survive in this manner for long. A single god, unless immensely powerful, is a tender, unprotected morsel for other gods to easily devour. A god's Pantheon is crucial for sure, but the strongest component of a character's divine makeup is how they interpret their power and their training. Theologies are secret societies composed of like-minded gods.

When gods receive their divine Spark, their power can be instantly sensed by other gods nearby, and Theologies are always looking for new people to share their beliefs with. Gods naturally gravitate toward each other, for fateful alliances or developing rivalries. When gods fully subscribe to a Theology, understanding new teachings and incorporating them into their core beliefs, they learn fantastic new abilities kept secret from outsiders. However, gods also receive negative side effects from their new identity.

Theologies have existed since humans looked to the heavens for answers. The gods had different ways to deliver their message to their followers and interpret their power, changing over time and eventually leading to the eight most common and powerful Theologies. Gods' Theologies color every decision they make, from how they treat worshippers to how ravenously they desire to extend their territories.

Theology format

- **Other Names:** Other things members of the Theology might be called (to their face or otherwise)
- **Stereotypes:** Thoughts about the group (true or otherwise)
- **History:** How the Theology was founded
- **Lifestyle:** What the life of a member is like
- **Pantheon Roles:** What roles gods fall easily into
- **Aspect:** The Theology aspect should reflect the relationship part-time gods have with their Theology and may contain the Theology's name. This aspect takes the third aspect slot during character creation. Examples: Reluctant Puck-Eater, Warlock on the Outs, Up-and-Coming Ascendant. Each Theology describes cases (though not all-inclusive) when the aspect can be invoked, as well as some suggestions for possible compels. As with any other aspect, players and GMs should work out what this aspect means specifically for each character.
- **Special Gift:** Each Theology grants a unique gift. This special gift takes the form of a stunt or extra that members of the Theology possess. The exact mechanics for this gift are provided in its description.
- **Drawback:** A weakness stems from each Theology. This takes the form of a specialized rule or a special type of compel on the Theology aspect.

ASCENDANTS

Other Names: Exaltants, True Gods, Inhumans

Stereotypes: Holier-than-thou, Snobbish, Deluded

History

As one of the first Theologies, no records exist that talk of the Ascendants' founding. Its members stand on a single foundational belief: as gods, they have ascended beyond being human. This superiority complex spawns a belief that humanity needs shepherds in order to survive. Ascendants enjoy the feeling of lordship, collecting followers as souvenirs. They also seek the thrill of battling to attain power, especially if that power already belongs to another. This becomes a mission to perfect themselves, often at the expense of others. Some even suspect the Ascendants were responsible for trapping the Source so long ago.

Throughout time, Ascendants have been responsible for many terrible atrocities. The world's worst dictators and cult leaders were, in secret, Ascendants looking to control humanity. Ascendants are taught very early how to inspire loyalty from humanity, whether through absolute love or absolute fear. When not seeking to control humanity, the Ascendants hold Olympic events involving the different Theologies or destroy entire cities between seasons. The destruction of Rome is only one example of what lengths they may go to in order to attain the power they seek. In short, they become judge, jury and executioner, only showing true mercy when they receive something in return.

It's easy to understand how ravaging warlords and dark knights could speak of lording over humanity so easily, but it is quite different in modern times. Power means different things to different people. The Ascendants look for paragons of humanity, perhaps someone with the ability to lead (or dominate) others with a few words, or perhaps a prize fighter who is a premiere warrior. Ascendants are famous for seeking initiates with political power to provide sway over cities and states, and some modern world leaders are alumni to this prestigious Theology. Spurring others to action on a personal level is a skill often learned. As times become more scientific, Ascendants embrace the notion that they are the next step in evolution for humanity.

Lifestyle

Ascendant doctrine states that once gods receive a divine Spark, they are no longer human. Members of different backgrounds can have very distinct reactions. The first is a questioning of what humanity truly is and how it applies to them in their new lives. New initiates often look to their sponsors as a new family, forming stronger connections with them than they had with their mortal family. They are taught disconnection from Bonds over time is a natural occurrence—even encouraging some to cut them early.

The second reaction to the realization of being greater than human is the belief that everyday conventions are quite bland and mundane. Ascendants try to see themselves only as divine beings, often taking it one step further and no longer obeying the laws of man. Some go on to lead protests against corrupt establishments, while others become cult leaders, banding together families of impressionable people and gaining riches in the process. One might become a terrorist (eco or otherwise) in order to gain power and make a change in the world, while another may enjoy the simple pleasure of power over a single person, becoming a sadistic serial murderer.

In the end, it all comes back to power for Ascendants, who have that power and forsake their humanity in the process of getting it. This search for power also makes them extremely territorial and quick to violence if their power is ever compromised.

Of course, newcomers to the Theology may experience some nerves or weak stomachs when trying to perform the horrible acts required of True Gods, but veterans are often unshakable and truly inhuman (in mind and body).

Pantheon Roles

The Ascendants fight anyone who tests their power, including other gods. They have a special hatred of Pucks and monsters that cause so much destruction in the middle of their orderly territories, and Ascendants have no problem unleashing divine powers on these creatures. This makes an Ascendant an easy addition to a Pantheon that needs some extra muscle.

They also make appropriately suitable leaders. Their holier-than-thou attitude actually translates into being better than others at times. Ascendants know how to take charge in a situation, but the other Pantheon members should be prepared to hear of how they are underutilizing their gifts and selling their divinity short with old-fashioned ideas of morality and humanity. They obviously make poor followers.

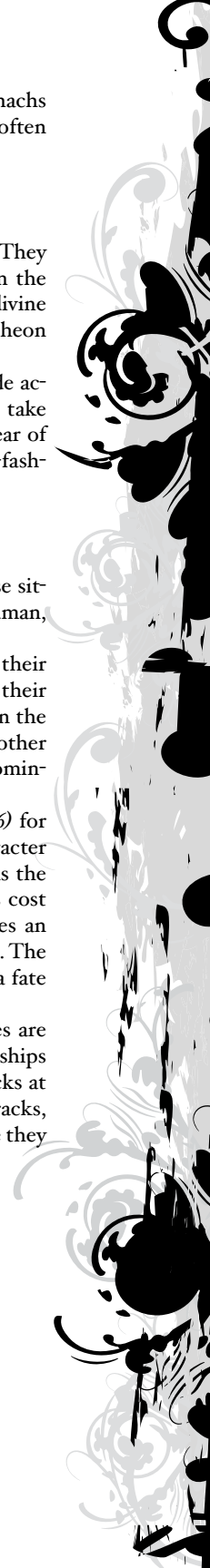
Character Creation

Aspect Ideals: Your Ascendant aspect can be invoked or compelled in these situations: when seeking power, embracing the way of the True Gods, acting inhuman, acting holier-than-thou, being snobbish, being deluded.

Special Gift - Inhuman Visage: To reflect the inward disconnection from their human side, Ascendants are taught how to make their divine side shine through their temporary mortal shell more easily. This can have varying effects, depending upon the personality and Dominion of the god. Animal features, extra arms or heads, and other physically inhuman traits are the most common, but others with more ethereal Dominions may exude an aura of terror or something similar.

The Ascendant automatically receives the Fearful Aura entitlement (*see pg. 76*) for free. This entitlement does not count as the character's free entitlement from character creation, and does not reduce Bond stress track boxes. In addition, the god gains the ability to turn this form on or off at will, unlike other gods whose entitlements cost fate points to use. Here are two examples: The Extra Arms entitlement requires an overcome action to repress, but for an Ascendant the check would not be required. The Fearful Aura entitlement can be suppressed for one scene normally by spending a fate point, but for an Ascendant it does not cost any fate points.

Drawback - Disconnection: As the Ascendants believe their human lives are so much less important than their new divine stature, they look at their relationships with more disdain. It is harder for them to recover stress done to their Bond tracks at milestones (*pg. 165*). At minor milestones they recover no stress from their Bond tracks, at a significant milestone they recover one point of stress, and at a major milestone they recover two points of stress.



HIROKO NAKEMURA - GODDESS OF BLOOD

Background

Hiroko was born in Japan, and her family moved to America when she was six years old. Her family was very strict, demanding only the best from both Hiroko and her older brother Daniel. Their father, Hideo, forced Daniel to go to college to become a doctor, so he did. Hideo then demanded that Hiroko go to college and select a similar career path. Hiroko, however, loved hip-hop and Japanese visual rock, even taking on a look following the Gothic Lolita fashion trend. When she refused her father's demands, she was thrust into the streets without a dime. Distraught and depressed, Hiroko considered herself weak and attempted suicide, slitting her wrists in an alley.

As she bled in the street, a random divine Spark revived her body. She became the goddess of blood, her body coursing with power. Hiroko's resolve was renewed, and she vowed never to be weak again. She turned her back on her father but was taken in by her brother for a short time while she continued to raise her reputation as a club DJ. She is now quite popular in some circles. She was found by the Ascendants and took quickly to their teachings. Hiroko has finally found her life's focus.

Within her Pantheon, Hiroko can fill different roles. She is known for releasing blood whips from the only wounds on her body that won't heal - her wrist slits - and these weapons make her formidable in combat. Her cold exterior makes her perfect for harsh negotiations, and she is known for going with Victor when "enforcement" is necessary. She crosses paths with Colt frequently, and Daniel works closely with Amala at the hospital.

Personality

Her expression is without emotion and her words without inflection. Even when behind the turntables, she is so focused that enjoyment or fun never enters the equation... only being the best. Only with her brother does she ever truly smile, as he is the last person she will ever love. Reading her true intentions is very difficult, for even the best therapist. She isn't rude to anyone, though - just apathetic.

Bonds

- **Daniel Nakamura:** She will do anything for her brother.
- **Club Goers:** She wants to be the biggest DJ in the city, battling other DJs every week to cut down the competition.



PART-TIME GODS OF FATE

Hiroko Nakamura	Name	Divine	The Goddess of Blood	Aspect
DJ with the Blank Stare	Human	Theology	Up and Coming Ascendant	Aspect

SKILLS

Superb (+5) _____

Great (+4) Fight _____

Good (+3) Burglary, Rapport _____

Fair (+2) Physique, Stealth, Technology _____

Average (+1) Athletics, Craft, Provoke, Will _____



REFRESH

BONDS

Object	1	1	1	1	1
Brother	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Audience	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

MANIFESTATIONS

Rank	Specialization
Aegis	_____
Beckon	_____
Journey	_____
Minion	_____
Oracle	+3 Smells blood in the air
Puppetry	_____
Ruin	+2 Blood whips from her wrists
Shaping	+1 Purify blood of any substance

STUNTS & GEAR

DJ - Use Rapport when DJ-ing for a performance or creating a recording.

Crack that whip - Gain a +2 on Create Advantage with Fighting when using whips.

STRESS & CONSEQUENCES

	1	2	3	4	5
Physical	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mental	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2 Minor	_____				
4 Moderate	_____				
6 Severe	_____				

ENTITLEMENTS & DIVINE EXTRAS

Regeneration _____

Picture of Health _____

Inhuman Visage (Ascendants) _____

Fearful Aura (+2) _____

Drawback: Disconnection (Ascendants) _____

Cult of the Saints

Other Names: Saints, Schitzos, Messengers

Stereotypes: Zealous, Joyous, Spiritual

History

The Cult of the Saints began during the rise of the Roman Catholic Church. The church saw the holiest of people as true embodiments of what it meant to emulate heaven on earth and officially recognized them as saints. In some cases, they were just normal people used as an example of how followers of the faith should strive to be. Others, however, were in fact divine themselves, even if they never truly realized this fact. These were the Saints, imbued with the same divine Spark as any other god. They, however, believe themselves to be simple messengers of a singular God.

The Saints went on to tap into the voice of God (or some other higher being). This special power has made many of them believe they have gone crazy, while others trust they have been touched by God, making them a truly polarizing presence in any area. This led to many Saints being burned at the stake as heretics during the Inquisition, while others became household names long after their lives ended. They turned the tide in many of the Crusades and supported the Church through all its wars and trials.

Even today, the Cult of the Saints knows the love of heaven and won't give it up for anything. They recruit people of faith, each one strengthening their ranks and allowing them to spread the word of God. Their primary mission is to ensure all Saints, including those who might follow other misguided Theologies, take the right path and avoid hubris. Saints become a constant reminder that giving oneself to a higher power and understanding one's place leads to true enlightenment. In their minds, a human can emulate a god but may never truly become one.

Lifestyle

For most gods, the revelation they are suddenly divine and in charge of a fraction of the universe can be hard to cope with. This is seldom so for a Saint. Their members, knowing they are simply vessels that God is using to influence the world, usually feel secure in the understanding that heaven is looking out for them. The Cult of the Saints encourages many of the same doctrines that have made ancient saints so infamous: fasting, giving up material possessions, and making regular sacrifices to prove one's faith.

The downside to opening one's self to the voice of God is many other voices can creep in as well. Listening to the wrong voice can lead to many wrongs in the name of the Church – the Crusades being a great example of these huge gestures. Of course, some Saints don't care. Most know the adage "God works in mysterious ways," and some of the Saints do not question the voices they hear. The voices can drive a schizophrenic to depraved, murderous acts, and to altruistic, humble works as well.

Some Saints appear as born-again Christians to their friends and family.

This could bring them closer or create untold separation and destroy their personal Bonds, forcing them to seek new Bonds in other places. Usually, this brings them to the Church, where they look for others who follow the same faith. Some Saint sects do not follow the Christian faith. These Saints simply believe their power has come from another being outside of themselves. Some believe themselves lost avatars of ancient Hindu gods, while others may simply believe they are champion warriors of the Norse Pantheon.

Pantheon Roles

Saints can prove to be the spiritual center of any Pantheon. Other gods may only exist to kill and feed, to accumulate vast amounts of power, or to escape their regular lives, but members of the Cult of the Saints wish to enrich humanity's existence and help lay a righteous and humble path for their allies. As leaders, they can lead their Pantheon to great wars or to a humble existence. As followers, they can be great strategists and advisors. It all depends on what the voices tell them.

Character Creation

Aspect Ideals: Your Cult of the Saints aspect can be invoked or compelled in these situations: when dealing with matters of church, being faithful, acting beyond one's needs, being zealous, being joyous, being spiritual.

Special Gift - Divine Words: Saints believe God has blessed them with a piece of His divine power. This can stem from their upbringing but is usually due to voices that request service and provide guidance. These requests can be as simple as helping a specific person cross the street, or as profound as defeating a beast that threatens all of heaven's children.

The voices come and go as they please, but once per session the Saint can ask the voices for guidance, to give direction on a decision. With this ability, the player asks a question that the GM must answer truthfully. The answer may be in the form of an ancient proverb to be deciphered or even a simple yes or no, depending on how much the voices are willing to divulge at the moment. From the outside, the Saint appears to be in a trance. The Saint can also use this ability in combat to add a +2 bonus to any single attack—one guided by divine intervention—but must then suffer a -2 penalty to their next action as they recover.

Drawback - Voices: Members of the Cult of the Saints are trained by the Theology to respond instinctively and immediately to whatever the voices tell them. To reflect this, the GM can compel the Theology aspect to have the character perform a task, once per session, that the character must comply with. The character can buy off this compel, but if they do, the next time they attempt to use Divine Words, they must first make an overcome using Will at Good (+3) as a free action in order to be in the proper mental state to receive a new message. If successful, they may use their Divine Words ability. If unsuccessful, the god must wait a whole day before attempting another overcome challenge at the same difficulty.

Amala Ali - Goddess of Fire

Background

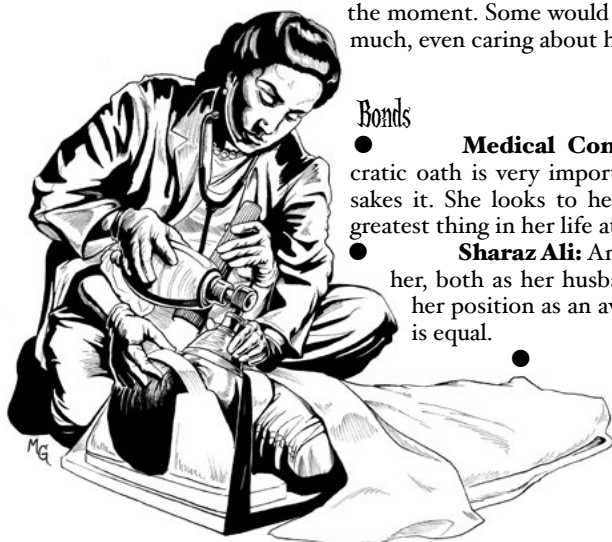
Amala, often called Amy, is second generation American, her family moving from India to make a better life for their children. She was a studious child, and that extended into her adult life as well, leading Amala toward her love of medicine. During medical school, she met the love of her life, Sharaz Ali. Since Sharaz was also of Indian descent, their marriage was approved by both families, and Amala's previous arranged marriage was cancelled. Her family, after all, was very traditional, including their devotion to the Hindu religion. Amala and Sharaz went on to have two children, both now in college. Amala's true passion has always been her loyalty to the field of medicine.

An emergency situation brought a dying man to Amala's care. In the rush of adrenaline and chaos, no one noticed the man had four arms. She tried her best to save him but failed despite her best efforts. As the mysterious man took his last breath, his Spark was transferred to her in an explosion of power that killed two of the assisting nurses in the emergency room. When Amala woke from the blast, she saw that she now had four arms and the ability to control fire. She turned to her Hindu faith for answers and found the stories of the gods' avatars, who were given power to fulfill great quests. Sharaz and the rest of the local Hindu community have acknowledged she is one of these avatars, granting Amala several followers. Joining the Cult of the Saints, she has learned how to access the messages from the Hindu gods.

Her position within the Pantheon is one of an advisor. She is not quick to take charge, instead lending a wise word to the other gods in her Pantheon in hopes that they will make the right decisions on their own. Amala has become a den mother of sorts, which comes naturally since her children have left home. Her mastery of fire lets her beat back other gods and Outsiders, but she never leaps into a battle without understanding all sides. She runs into Hiroko on occasion, as she works with the goddess of blood's brother at the hospital, and she became Benjamin's primary care physician. She particularly dislikes Victor and his methods.

Personality

Amala is a woman with a pleasant personality and flawless bedside manner. When she is working, she can get into a focused state where she ignores things around her, but she returns to her kind self once snapped back into the moment. Some would think that she cares too much, even caring about her enemies



Bonds

- **Medical Community:** Her Hippocratic oath is very important, and she never forsakes it. She looks to her medical career as the greatest thing in her life at times.

- **Sharaz Ali:** Amala's husband is loyal to her, both as her husband and as a believer of her position as an avatar. Her loyalty to him is equal.

- **Sacred Heart:** If the opportunity arises to use her medical knowledge to make someone in the hospital happy, she will.

PART-TIME GODS OF FATE

Amala Ali	Name	Divine	The Goddess of Fire	Aspect
Caring Mother and Doctor	Human	Theology	Avatar of the Cult of the Saints	Aspect

SKILLS

Superb (+5) _____

Great (+4) Knowledge _____

Good (+3) Notice, Rapport _____

Fair (+2) Empathy, Will, Athletics _____

Average (+1) Physique, Technology, Crafts, Contacts _____

BONDS

Object	Aspect	1	1	1	1
Medical Community	Sworn to Preserve Life	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Sharaz Ali	Devoted to My Loving Husband	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Sacred Heart	There Will Be Joy For Those Within These Walls	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>



REFRESH

MANIFESTATIONS

Rank	Specialization
Aegis	_____
Beckon +2	Banishing fire
Journey	_____
Minion	_____
Oracle +1	Seeing the past of something that was on fire
Puppetry	_____
Ruin +3	Creating fiery fists
Shaping	_____

STUNTS & GEAR

ER Doctor - Use Knowledge when treating injuries and tending to sickness.

2	Minor	1	2	3	4
4	Moderate	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
6	Severe	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

STRESS & CONSEQUENCES

Extra Arms _____

Healing Hands _____

Divine Words (Cult of The Saints) _____

Drawback: Voices (Cult of The Saints) _____

Worshippers - **Hands of the Hindu Fire Oracle** (Rank 2; 20 Worshipers, Prayer +2, Mundane +1, Stress 3)

ENTITLEMENTS & DIVINE EXTRAS

Drifting Kingdoms

Other Names: Wanderers, Missionaries, Flip-Floppers

Stereotypes: Nomadic, Wayward, Infuriating

History

The belief of the Drifting Kingdoms is, at its very core, a set of oxymoronic principles constantly at war with itself. This Theology was once a group of powerful gods who held domain over entire nations. Not only did they have the people under their sway, leading to almost unlimited supplies of Spark at their disposal, but the very land was soaked with their divine essence, making them almost unstoppable within their own domains. Over time, they began seeing a flaw to their power. Stagnation and complacency are crutches humanity uses to make it through each day. So, these gods decided to change themselves.

Their members became nomadic, bringing their kingdoms with them, and took the name Drifting Kingdoms to reflect this. They no longer sustained kingdoms for hundreds of years. Instead, they traveled to new locations to build smaller but much more powerful territories again and again. Some Drifters throughout history have used this compulsion to conquer entire nations, just to see them crumble. The Theology claims Alexander the Great and Genghis Khan as two of their greatest members. Their forced travel brought them all over the world, cementing them as one of the most active and follower-filled Theologies in existence.

Today, the tradition unfolds in a new way: build a powerbase in a city, only to leave months later when the compulsions become too much. The Drifting Kingdoms' way of life comes naturally to occupations that lend themselves to a lot of travel, but most gods within the Theology are faced with the challenge of keeping their Bonds in place through long-distance relationships much of the time. Others are constantly shifting what is important to them, which many have a problem doing. On the flip side, this Theology, more than any other, is known for having worshippers across swaths of territory, some with international influence.

Lifestyle

A Drifter, first and foremost, is concerned with building power and influence. Not only does their Spark permeate the area more quickly than other gods', but their personality usually influences the area as well. If the god is a drug addict, many suppliers will appear for them to get their stashes, while one ruled by an alcoholic will never have a shortage of bars. They begin to live for the idea of spreading their influence and playing out all their sick fantasies.

Their urge to control is not direct like the Ascendants, who want to lord over individuals. Drifters instead become lovers to their territory, which leads to many becoming forces in their community. Working in homeless shelters, hospitals, or community centers can put them in the center of their power, experiencing it firsthand.

When the time comes to cut ties to their Bonds, and it always does, it can be a horrible time for a Drifter. First, not all relationships (friendly or romantic) are willing to travel with the god, either leaving a hole in their Bonds or straining it through limited, long-distance communication. Second, Drifters develop a penchant for jobs instead of careers, unless the career supports lots of travel, which involves possible branch transfers, different bosses, and new co-workers. The Drifting Kingdoms encourages as much movement as possible, leading most members to change jobs every few months, since

they don't get any real warning from the urges that mystically drive them to wander. Such is the blessing and curse of the Drifting Kingdoms, to build a kingdom to such proportion only to have it torn down in a day.

Pantheon Roles

Having a member of the Drifting Kingdoms in the Pantheon can turn the tide of any battle. While they are not always powerhouses in combat, outright destroying their opponents, their ability to create a stronghold of power to boost their Dominions (and others in their Pantheon) often proves invaluable to the group. As a leader, they are brilliant tacticians, as they often know every inch of their territory. As a follower, they can provide priceless backup against the forces of chaos that send those Pucks running home to hell.

Character Creation

Aspect Ideals: Your Drifting Kingdoms aspect can be invoked or compelled in these situations: when building things up, traveling, trying something new, wandering off, being unpredictable, cutting ties.

Special Gift - Instant Domain: Drifters know how to plant roots in an area, both figuratively and magically. On top of naturally influencing their area like any god, Drifters have the option to force their Spark into a territory, creating a divine hub which makes the territory shared. If left unchecked, the power could spread and take over the territory.

If the Drifter god's highest manifestation skill is higher than any other god's in the territory, she can create another new divine hub each week she's in the territory, with a maximum number of divine hubs equal to her highest manifestation skill. If the number of divine hubs the Drifter has active in the Instant Domain is more than any other single god has in the territory, then the territory is taken over by the Drifter. Only one Instant Domain can be active at a time.

If the Drifter god's highest manifestation skill is tied with or less than any other god's in the territory, she can only create one divine hub in the territory.

Instant Domain gives Drifters enhanced abilities, even if used within another god's territory. First, Drifters suffer no territory penalty in a territory containing their divine hub, unless it is within another god's divine hub. Trespassers in their divine hub suffer the normal -1 penalty when trying to use manifestations. Drifters can gift bonuses to allies within the territory by spending one of their fate points for their comrades.

The Instant Domain persists, but it fades with each week, taking away one divine hub per week that the Drifter forced into the territory until none remain. The Instant Domain also ceases to exist if some other god or gods take steps to remove it, or the god creates a new Instant Domain elsewhere. Once the Instant Domain ceases to exist in a territory, the Drifter can't create a new one within that territory for a week.

Drawback - Wanderlust: They are called Drifters for a reason, urged by an unknown power to be in a constant state of change and movement. If they choose to plant roots, Drifters must make an overcome using Will against Good (+3) every month to resist traveling in some way. This could be anything from taking a long vacation to visiting a friend in another city, but the travel needs to last at least a full day.

Robert Howell - God of Hunger

Background

Robert had more opportunities than other kids raised in the ghetto. He stayed away from drugs and gangs, instead focusing on sports, becoming a quarterback in school, and getting a scholarship to college. Though he never got to go to college due to an injury as a high school senior, he still sought an honest and simple style. Robert excelled at fixing cars and eventually met the love of his life, Angela. The couple had a son, Derrick. He had everything he could ever want. Life for Robert was perfect.

During a late-night shift, there was a knock at the door. He let the man in, covered in blood that wasn't his, and Robert left the room to get him a blanket. When he returned, the man had smashed a coffee mug and stabbed it into his own neck. "I just can't eat any more!" the man screamed as he died, transferring his Spark to Robert.

In a frenzy, Robert grew to twice his size and began eating everything in sight, from chairs to the counter to the computer. He woke up the next day with an intense hunger. Rushing home, he was confronted by his wife, who feared he might have been out cheating on her. Robert's hunger took over once again. When he woke the second time, he found his wife and son dead by his hand, chunks bitten out of them. Robert left his home that day and never returned. There might be someone after him or not, but he'd never know. Now he floats around, performing random jobs in random towns, always sure to give back to a shelter or the church in an effort to show penance. The Drifting Kingdoms seemed perfect for him.

Within his Pantheon, Robert serves primarily as muscle. He is a tad unpredictable and possibly on the run from the law, so he seldom attends public social gatherings. Robert spends a lot of time with Sawyer, giving back to the homeless, and he has gone out with Penelope for nights of drinking. He is constantly eating, ensuring that his hunger does not overtake him again.

Personality

Robert wears a sullen expression most of the time. He rarely talks and attempts to stay unseen, as strange as that seems with his large size. Happiness is an emotion he doesn't feel he deserves, but it happens on occasion. Robert refers to his alter ego as Bane, when he loses himself and wakes up to see his destruction.

Bonds

- **Homeless Community:** Robert identifies with the homeless, sharing the streets with them at different points in his life. Giving back at the local soup kitchen is important to him.
- **The Church:** Only through faith and a belief the universe has a place for him can he even continue on. Maybe one day he'll find out why this is happening to him.



PART-TIME GODS OF FATE

Robert Howell	Name	Divine	The God of Hunger	Aspect
Guilt-Ridden Mechanic	Human	Theology	Paragon of the Drifting Kingdoms	Aspect

SKILLS

Superb (+5) _____

Great (+4) Physique _____

Good (+3) Crafts, Fight _____

Fair (+2) Athletics, Provoke, Travel _____

Average (+1) Contacts, Shoot, Stealth, Will _____



REFRESH

BONDS

Object	1	1	1	1	1
Homeless Community	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Friend of the Homeless	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
The Church	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Faithful Believer	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

MANIFESTATIONS

Rank	Specialization
+3	Protects someone from hunger
Beckon	_____
+1	Teleports near any restaurant
Minion	_____
Oracle	_____
Puppetry	_____
Ruin	_____
+2	Creates crippling hunger in a person
Shaping	_____

STUNTS & GEAR

Take the blow - You can use Physique to defend against Fight attacks made with fists or blunt instruments, though you always take 1 shift of stress on a tie.

STRESS & CONSEQUENCES

1 2 3 4

Physical

Mental

2	Minor
4	Moderate
6	Severe

ENTITLEMENTS & DIVINE EXTRAS

Colossal Size

Instant Domain (Drifting Kingdoms)

Drawback: Wanderlust (Drifting Kingdoms)

Dumpster Stomach - Robert can eat any material without injuring himself, though he is still susceptible to poisons, toxins, and drugs, but gains a +2 to any check to resist their effects.

MASKS OF JANA

Other Names: Masks, Veils, The Obscure
Stereotypes: Mysterious, Secretive, Cowards

History

The Masks of Jana took their name from a pseudonym for Diana, goddess of the hunt. It is said the Masks were a group chosen from her greatest students. They were not thought to be remarkable for their ability to kill their prey, but how easily they stalked and hid during their hunt. The Masks actually detested battling against other gods in any contest of power, showing off their gifts to anyone or attempting to steal territory for fun. As the other students of the hunt became jealous and the Masks grew ostracized, the Theology was born. Their ability to hide morphed into a template for existence and a code of conduct. The Masks took to hiding away everything about their true emotions, their divine powers, and their lives in general.

The Theology grew in secret as more ostentatious gods became grander and grander with their displays of Dominion. The Masks became known for hiding among mortals, secretly working to destroy those gods calling attention to themselves. This behavior eventually developed into a mission. As time passed, their well-placed assassinations and the recoiling of the world's Pucks began the age of keeping one's true divinity a secret. For those who ignored the fear of their reprisal, the Masks were a clean-up crew, making sure the underserving knew nothing about the gods.

Masks are prone to initiating people who already have the calling to discover and keep secrets, or those who know power comes from only speaking when necessary. This can include high-priced call girls, international spies, quiet librarians, and wise men alike. The Masks of Jana teach humility, never allowing their members to become showy with manifestations unless it is to conceal another's. They are also known for using unmatched teamwork to assassinate an overzealous god with too much power and not enough self-control. Of course, no one ever knows the Masks of Jana performed this duty. Their lips are sealed, as always.

Lifestyle

The life of a Mask is one of responsibility, first and foremost. The other gods, even if subconsciously, look to the Masks to fix the destruction they create. A battle of gods in downtown Manhattan would cause buildings to crumble and innocent bystanders to see more than they should. The Obscure often stand on the sideline, keeping the battle veiled from the eyes of any onlookers and mending any destruction. They exist because they know gods cannot truly control themselves, and their job only becomes more demanding as the Coming Storm approaches. Pucks rest at nothing to undo any type of order the Obscure lay down, but the Theology attempts to take as many of the creatures with them as possible if they go down.

Tackling their everyday lives is easy, as they learn quickly to compartmentalize their divine role and their mundane existence. The main problem for Masks is that they must always wear one. It is obviously a taboo within the Theology to reveal one's true nature to their mortal families, as secrets are the norm for them. Their friends may suspect they only "act" friendly, and their lovers may feel like they are putting on a show for their affection. Some Veils work hard to become great actors in order to convince those closest to them they don't have deep dark secrets. Others begin to cut themselves off or become very unemotional and detached from the human world. This can lead to a lot of problems in their lives.

Pantheon Roles

Masks of Jana demand order from their territories and from all aspects of their lives. This includes their involvement with their Pantheon. As leaders, Masks often take a micromanagement position over the other gods. They watch every move made in the name of their Pantheon, harshly scolding their followers if they step out of line or make a poor decision. Their orders are to be performed to the letter without resistance or questioning, as they are often secretive about their motives and reasons in the first place. As followers, they are great for obtaining dirt on enemies or in keeping the exploits of more ram-bunctious members under wraps. However, they are not quick to give their loyalty if they disagree with the decisions being made for them.

Character Creation

Aspect Ideals: Your Masks of Jana aspect can be invoked or compelled in these situations: when hunting, being responsible, being mysterious with others, keeping secrets, micromanaging.

Special Gift - Forgotten: Delving into the power of secrets, the Masks of Jana have perfected keeping themselves anonymous. By spending one fate point, they can walk anywhere without being noticed. They are not technically invisible, but an onlooker's eyes don't "want" to see them. The god can allow herself to be seen at any time, negating the benefit of this effect.

Masks can also make someone they interacted with slowly forget the meeting. Details turn into muddled thoughts that turn into cloudy recollections, until they are completely forgotten a day later. This effect costs one fate point.

Sometimes this is all that is needed for the Masks to hold order in their realm. They can extend these effects to hide god-battles or the use of manifestations. These effects work seamlessly on mortals, but attempting these on other gods (or others with Spark) forces a contested Deception versus Empathy check.

Drawback - Cut Off: Due to a penchant for keeping secrets, Masks find it hard to form new relationships with others. To reflect this, increasing an existing Bond or creating a new Bond costs 2 refresh for each stress box (pg. 82).



SAWYER DEVEREUX - GODDESS OF ORPHANS

Background

Sawyer is still a kid physically, but she's grown up a lot mentally. Born and raised in New Orleans, she grew up around magic and voodoo. The worst of this magic is that which killed her mother. Sawyer spent three years watching after her in her hospital bed, attempting her best prayers and spells to revive her mother, but her wishes fell short. When her mother passed, Sawyer was left alone. She sought her father but was too scared to meet him when the opportunity presented itself.

Instead, she left her home and began living on the streets at the age of thirteen, taken in by the homeless community with open arms. Sawyer took care of the new faces she met as if they were family. Her kindness shined through, but getting what they needed was always a problem. To fix this, Sawyer started a band of thieves with other young kids (and those with quick hands), and they made sure they got what they needed. Having taken on a role of a patron, the Source's power filled Sawyer and made her the goddess of orphans. Coming to terms with her power has helped her and her new community survived many hardships, from cold weather to getting rid of some who would take advantage of the homeless. Her voodoo doll that her mother gave her on her deathbed became magical, giving her even more power.

Sawyer holds a strange place within her Pantheon. With a less offensive Dominion than her counterparts, she finds herself as backup. She is quick on her feet and can talk her way out of most situations, but when combat rears its head, she knows how to find a convenient hiding spot. She brings more to the group than divine power, however. Sawyer is like everyone's little sister in the Pantheon, especially Victor and Robert. Even though everyone loves her, the Pantheon knows she's a Mask and the other gods watch their step around her.

Personality

Sawyer is a fast-talking girl, quick with a comeback or a word of snark to fill any void in the conversation. There is always the smirk on her face. She loves meeting new people and is able to add fun to many situations with her child-like (because she's a child) wonder.

Boards

- **Homeless Community:** She watches out for her community, but less as a protector and more as one of them. If she can help them survive, then her own chances increase tremendously.
- **Band of Thieves:** Sawyer is the leader of her band of thieves but must constantly prove herself so no one else decides to stage a coup.



PART-TIME GODS OF FATE

Sawyer Devereux	Name	Divine	The Patron of Orphans	Aspect
Quick-Witted Street Urchin	Human	Theology	The Unassuming Mask	Aspect

SKILLS

Superb (+5) _____

Great (+4) Burglary _____

Good (+3) Deceive, Stealth _____

Fair (+2) Athletics, Empathy, Rapport _____

Average (+1) Contacts, Notice, Technology, Will _____

BONDS

Homeless Community	Aspect	1	1	1	1	1
Band of Thieves	The Homeless are My People	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Always Proving Myself	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>



REFRESH

Aegis	Rank	+2	Specialization	Protect the homeless from the streets
Beckon	Rank	+1	Summon one of the Band of Thieves	
Journey	Rank	+3	Empower one of the Band of Thieves	
Minion	Rank			
Oracle	Rank			
Puppetry	Rank			
Ruin	Rank			
Shaping	Rank			

MANIFESTATIONS

STUNTS & GEAR

Slippery Target - Provided you are in darkness or shadow, you can use Stealth to defend against Shoot attacks from enemies that are at least one zone away.

2	Minor
4	Moderate
6	Severe

STRESS & CONSEQUENCES

Physical	1	2	3	4	5
Mental	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

ENTITLEMENTS & DIVINE EXTRAS

Otherworldly Sight _____

Purity of Spirit _____

Forgotten (Mask of Jana) _____

Drawback: Cut off (Ascendants) _____

Voodoo Doll

Power: 2 [Remote use of manifestations (2)]

Sawyer can link a soul to her doll, allowing her to use her manifestations from afar.



Order of Meskhenet

Other Names: Blue Bloods, Suits, Inheritors

Stereotypes: Loyal, Well-Connected, Built on Nepotism

History

The history of the Order of Meskhenet goes back as far as the gods themselves, which speaks to the Theology's purpose. There have always been gods who looked to their origins and tried to ensure traditions were passed on to future generations. This Order was named after a particularly capable god by the name of Meskhenet, goddess of childbirth. She taught true power came only with understanding one's roots and inheriting divine gifts through birthright, cementing her lessons by empowering her children with social backing and stability within the mortal realm. This same courtesy was extended to others who joined the Order, making each generation more powerful than the last.

This built a society of gods connected through lineage of one sort or another. As gods would perish, often through ritualistic means, another within the Order would take their place and pay special homage to their benefactor. Within the halls of the Order of Meskhenet's massive temples in Africa, tomes upon tomes record accounts of every past member's powers, abilities, life, and eventual death. They even have information on those outside the Order, constantly tracking potential allies (to better protect their allegiances) and inevitable enemies (so they know when to strike).

As time passed, the Order of Meskhenet grew into what could be known as the ruling class of divine (and often mortal) society. As they stood as a community of many gods acting as one, the Order pooled its vast resources and kept businesses "in the family," allowing their power to flourish. In modern times, their members make up many of the richest people in the world.

Today, there is no way to become a member of the Order of Meskhenet. What was once a haven for gods seeking answers and purpose, each one thanked and welcomed into the Order, has turned into a collection of privileged, snobbish powermongers. One must now be born into the family or connected (in one way or another) to the Order through circumstance, regardless of ability or want. Most come to know of their true purpose after their 18th birthday, only then taking over their family's power. If one's father was the god of lightning, they too must become the god of lightning and continue the name. Some children grow up within the Order of Meskhenet, seeing examples of divine power in their everyday lives. These special members are groomed to fight for and build upon the power of the Order.

Lifestyle

In the old days, most of the aristocratic families in existence belonged to the Order, members passing down their gifts to the next in line. Members of other Theologies often must discover their place after becoming a god, while members of the Order of Meskhenet track their lineage back to the very first god known to the world. They are born into the world of gods, seeing their parents perform miracles and knowing it will soon be their fate to do the same. To that end, In-

heritors often know their fate and are more likely to accept their place within the hierarchy. When they are ready to give up their power to a protégé or relative, the god enacts an intense and personal blood-shedding ritual and sacrifices their life to deliver untold power to the next deserving member of the Order.

Most power is transferred by bloodline, but some become members of the Order by accidentally obtaining a transferred Spark of a current member. These initiates are approached and tested to see if they possess the status and ability to survive. If they do not, the Order has no qualms about removing them and absorbing their soul in order to get the Dominion back. It is then given to a more deserving member.

The Order has existed for millennia and has accumulated vast power, plenty of influence, and hundreds of worshippers. The Order of Meskhenet uses these gifts to ensure their continuation, giving their members an obvious advantage over others who just “luck” into their Spark.

Pantheon Roles

A Blue Blood can fit into any Pantheon quite easily. They love gathering knowledge on their enemies and allies, and can deliver this intelligence to their Pantheon to aid in keeping their territory. It isn't rare for a member of the Order of Meskhenet to single-handedly fund their Pantheon's endeavors or use social connections to fight the agents of the Coming Storm in their own special way. Those who are raised within the world of gods often become leaders, if only because they “believe” it more and take the others along for the ride. They come off as entitled and bossy, but it is always in pursuit of the Pantheon's preservation. They have no problem following another god either, as they are used to taking orders. They may, however, second guess orders that conflict with their Theology directly.

Character Creation

Aspect Ideals: Your Order of Meskhenet aspect can be invoked or compelled in these situations: when practicing traditions, gathering information, using their connections, putting the Order above others, being bossy, acting entitled.

Special Gift - Social Status: Members of the Order of Meskhenet, also known as Inheritors, are born into a world of people who serve and worship them, where power is their birthright and is handed to them on a silver platter. To reflect this, characters within the Order receive a free point of refresh, at character creation, which must be used toward one of following gifts: a new Dominion, a relic, or worshippers.

Drawback - Family Loyalty: An Inheritor's loyalty to the Order that gives them so much is very strong. This becomes an obligation to the part-time god, as the goals of the Order are expected to be served before personal ones. The character automatically begins with an additional strong (two-point) Bond in the form of a mentor, who is a mortal representative of the Order. The mentor's job is to watch the god's progress, occasionally asking the character to perform tasks, whether it is convenient or not. This Bond and its two boxes are in addition to the other Bond boxes the god gets at character creation. Also, should this Bond be broken, the character is on the outs with the Order. In that instance, the god cannot replace this Bond - in order to get back in the Order's good graces, at their next major milestone they must repair this Bond with the same mentor (or a new mentor if the previous is not available) and spend the refresh to do so, as if this was a newly created Bond.



Colt Bastian - God of Music

Background

Colt Bastian was born Julian Martin to a wealthy family, his father a successful governor and his mother the CEO of a global corporation. They didn't achieve this level of accomplishment without help, however, as they were members of an underground society that worshipped the angels' incarnations on earth. When the young Julian was brought into this world, however, the prophets said he would be the next angel.

He was taken in by his Uncle Jim, a man who worked for the society, and began his training in music. By the age of ten he could play a dozen different instruments and could figure out any other placed in his hand. His voice was honed as well, making him the perfect musician, and he composed many songs and symphonies before he turned fifteen. His younger brother, Justin, was always jealous of his success and constantly attempted to steal his thunder. Justin was a star athlete but lacked any musical ability, which meant he always fell flat.

Then came the day when Uncle Jim revealed Julian's true fate - to take on the mantle of Israfel, the angel of music. Being brought to the deathbed of a withered man, the two of them touched hands, and divine power was passed to Julian. From his back sprouted a pair of huge, feathered wings and his head was filled with every piece of music the passed Israfel had ever created. Uncle Jim told him he must spread his gift among the masses and revealed the society was the Order of Meskhenet. At first, this involved shows for wealthy businessmen, but Colt soon grew frustrated by how much he was being controlled. He left the Order shortly after to forge his own path.

Being a fan of electronic rock music, Julian changed his name to Colt Bastian and created his band, Choir of Angels. His first album "Hymns from the Drugstore" went platinum and was heralded as one of the best albums of the twentieth century. Choir of Angels' second album "Afterbirth of Afterlife" was more of an eclectic mix of music, from blues to classical, which broadened the band's appeal to the masses. Follow-up albums "Trail of Fears" and "Organ Grinder" continued to show his genius and won several awards, but drove Colt further into his shell, away from the fame. He's currently working on his fifth studio album, "The Coming Storm," meant to be his musical accomplishment for the future.

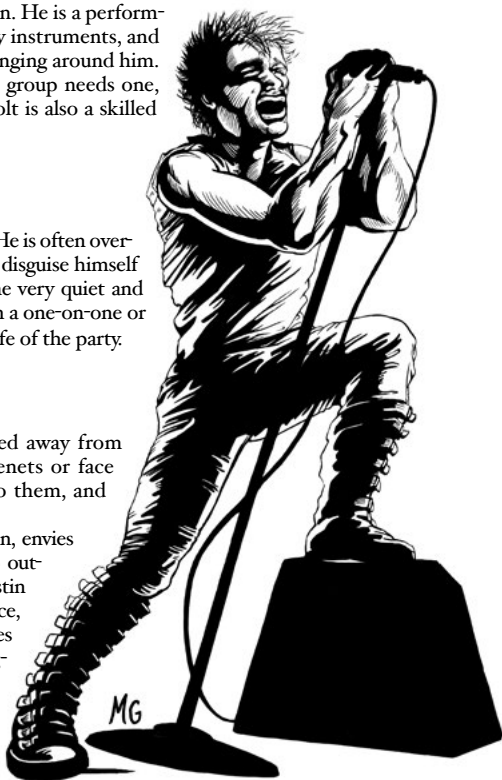
Colt wears many hats within his Pantheon. He is a performer by nature, giving him the ability to sing, play instruments, and act. Hiroko and Penelope are usually found hanging around him. His fame can be a welcome distraction if the group needs one, and his money has funded many a mission. Colt is also a skilled marksman with a sizeable gun collection.

Personality

Colt isn't the happiest of people at times. He is often overwhelmed by his success, finding it necessary to disguise himself to operate normally. In a crowd, he can become very quiet and sullen with a slight masochistic streak. When in a one-on-one or small group scenario, however, he is often the life of the party.

Bonds

- **Uncle Jim (Mentor):** Colt walked away from the Order but still must follow their tenets or face harsh consequences. He owes his life to them, and they come to collect on occasion.
- **Justin:** Colt's younger brother, Justin, envies his brother's fame and constantly tries to outshine his brother, but is doomed to fail. Justin has recently been gifted as god of the race, but he still lives in Colt's shadow. He tries hard to put Colt in a bad light and disparages him in the eyes of the Order.
- **The Order:** Colt is not one to be controlled, and he takes pleasure in going against what the order tells him to do.



PART-TIME GODS OF FATE

Colt Bastian	Name	Divine	The God of Music	Aspect
Inverted Musician	Human	Theology	Order of Meskhenet - Rebellion Against the Order	Aspect

SKILLS

Superb (+5) _____

Great (+4) Knowledge _____

Good (+3) Technology, Rapport _____

Fair (+2) Will, Shoot, Empathy _____

Average (+1) Athletics, Burglary, Stealth, Resources _____



REFRESH

BONDS

Object	1	1	1	1	1
Uncle Jim	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
My Way is Just as Good Uncle Jim's	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
My Brother Justin	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
This Irrational Jealousy Must Stop	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Choir of Angels	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Close Knit Band	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

MANIFESTATIONS

Rank	Specialization
Aegis	
Beckon	+3 A musical instrument is there when he wants it
Journey	
Minion	+1 Convince musicians to do things
Oracle	
Puppetry	+2 Can play multiple instruments at the same time
Ruin	
Shaping	

STUNTS & GEAR

Rock Star - Gain +1 on Overcome and Create an Advantage with Rapport rolls when performing as a musician.

Songwriter - Gain +1 on Overcome and Create an Advantage with Knowledge rolls when creating music.

STRESS & CONSEQUENCES

	1	2	3	4
Physical	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mental	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2 Minor	<input type="text"/>			
4 Moderate	<input type="text"/>			
6 Severe	<input type="text"/>			

ENTITLEMENTS & DIVINE EXTRAS

Wings

Worshippers - *The Listeners of the Choir of Angels* (Rank 2; 20)

Worshippers, Prayer +2, Mundane +1, Stress 3)

Phoenix Society

Other Names: Phoenixes, Flames, Human-Lovers

Stereotypes: Proud, Honorable, Preachy

History

The Phoenix Society was founded after the great God Wars, when the lines between god and human began blurring. Its members stand on a single, undying, irrefutable fact of the universe: gods exist for the sake of humanity. With this in mind, its members have focused on defending humanity from hundreds of species of Pucks and monsters for all of history. Sure, the other Theologies may look to save a human here and there, usually tangentially of their true intent, but a Phoenix's very existence is to preserve what humanity has built. The gods fought hard to make this possible and only wished to give the fruits of their labor to their fellow man.

The Phoenix Society's reach extends to every corner of the Earth, with several chapters started anywhere the world needs protection. Some went to China to be known as the Eight Immortals, teaching the humans there how to till the land, creating traditions that still exist today. Some went to Rome to fight for what they believed to be a true civilization worth protecting. Everywhere humans flourished to a great degree, so too did the Phoenix Society ensure they had representation. Often different sects of the Phoenix Society stood on opposite sides of the battlefield, Phoenix against Phoenix, as the fate of humanity was decided by the swing of a blade and strike of a god's wrath. It is not about good or evil. They are concerned only for the continuation of humanity.

Modern Phoenixes are often less militant than what was required for their original mission, instead focusing on becoming muses to individual humans they feel can better the world. Their members often turn to psychedelic drugs to open their minds and those of their human charges, finding it easy to befriend new members in the process. Modern times make a well-placed stroke of the hand or gathering of like minds mightier than brandishing a weapon. Their members still strive to push the limits of humanity though, each day finding another person worthy of attention.

Lifestyle

The derogatory name for Phoenixes is Human-Lover, and there's good reason for it. They congregate in places with heavy human traffic and watch the events of society unfold, soaking up every bit. Common gathering places include plenty of nightclubs and bars, citywide festivals, and stadiums for rock concerts or sporting events. They surround themselves and bathe in humanity in every way they can. Many of these events can fit into a god's everyday lives, making them appear as playboys or socialites, but they are taught to always be mindful and on the lookout for the next "it" person. The Phoenix Society has molded special individuals who have changed the course of history in one way or another, and they feel the next revolution is imminent.

The Phoenix Society accepts almost any god into their ranks, as long as they share ideologies. They require no blood sacrifices or binding pacts in order to become a member. One should have the freedom to choose their path, even if it is not their own. The Theology has little in the way of organized structure to their membership. Some operate as individual free agents or in duos, using their small numbers to hide their presence in case other gods don't desire the rise of humans. Others gather into communities of ten or more, often becoming an army unto themselves and performing huge acts for the betterment of humanity. Some groups even have a newsletter.

Of course, a discussion about the Phoenix Society cannot occur without bringing up their alleged rampant drug use. While some members go off the deep end and indulge too much, most Phoenixes view drugs as just another tool to get close to others. This is usually combined with a dash of group sex and philosophical discussion sprinkled in, to make themselves more aware of the world and the universe. They have gained horrible reputations as sexual deviants, instead of being seen as the leaders they are. The Phoenix Society knows their purpose regardless and don't really care what others think about them anyway.

Pantheon Roles

Members of the Phoenix Society love being part of a Pantheon. It is true they love humanity foremost, but the companionship from other gods can provide pleasure as well. Phoenixes also make great leaders by nature, as they always have a new agenda for their Pantheon to attempt, be it gathering humans for some grand experiment or taking out another Pantheon that may have a poor influence on the area. As a follower in a Pantheon, Phoenixes can be trusted to always have a wise word to convey as an advisor, especially with ideas of how to treat the mortals in their territory. Their influence can often lighten the mood of even the gloomiest Pantheon.

Character Generation

Aspect Ideals: Your Phoenix Society aspect can be invoked or compelled in these situations: when defending humanity, being honorable, coming up with a new plan, being preachy, partying too hard, being too accepting.

Special Gift - Linked to Humanity: Phoenixes learn to connect with humanity on another level, giving them a special link few other Theologies can match. This makes them more receptive to ideas and easier to befriend. To reflect this, during character creation, members of the Phoenix Society start with two additional stress boxes for creating *Bonds* (pg. 81).

Drawback - Addicted to Humans: Phoenixes live for humanity, quite literally viewing isolation as a major weakness. They crave mortal company and affection. Each day without personal interaction with humanity (usually involving conversation and intimate encounters), Phoenixes suffer a -1 penalty to all checks, trapped in a depressed funk. After their next intimate and exciting encounter, the penalty ends. Many Phoenixes favor casual but intense encounters, ensuring no individual mortal relationship becomes stagnant or harmful to the human.

Penelope Rivera Goddess of Liquor

Background

Born to a single mother, Penelope and her sister, Pilar, grew up reasonably happy. Penelope always looked up to her mother, Maria, seeing her as the perfect woman: able to raise two girls on her own and continue her goals for education. There was always a secret surrounding their father's identity, however. Maria was never forthcoming with this information, crying in secret after receiving private phone calls on holidays and birthdays. Penelope's childhood was spent wondering why there was such a big secret.

Her questions were answered when she turned eighteen years old, the day her father re-entered her life. She was walking home from a rough day at college when she bumped into a man. One look into his eyes, eyes the same as hers, and she knew it was her father. "You are my daughter and I have many enemies, but my time is up and I don't want my power going to just anyone," he explained. He handed her a flask with the emblem of grapes before disappearing in a flash and filling Penelope with his Spark. Penelope ran home, invigorated with the divine energy coursing through her veins, only to find her mother lying dead on the ground. Penelope's attempts to revive her failed. These events occurring on the same day could not have been a coincidence, putting Penelope on edge. She had to keep Pilar safe from all of this.

Fast-forwarding a year, Penelope buried her mother, dropped out of college and became a bartender. She spent a couple of months as a model, but her new Dominion over liquor made working in bars and clubs the perfect career. She has blocked most of the pain of her mother's death out of her life, replacing it with a life of spreading joy. Being a bartender gives her the ability to help people who are down on their luck, and her cheerful attitude can make even the saddest person smile.

Penelope proves to be a great companion to her Pantheon. She and Hiroko have been friends since their paths crossed in the various clubs they visit, and her Dominion keeps the wine flowing. She was integral to her Pantheon defeating a kraken as well. While on a cruise boat being attacked by this heinous beast, she emptied her flask into the ocean and got the monster drunk so everyone could get away safely.

Personality

Penelope, or Penn, as she commonly goes by, is an easy-going, fun-loving woman in her early twenties. She carries a glint of flirtation in her eye, has tons of sex appeal, and is very easy to speak to. Even the most private person spills their deepest secrets in a conversation with Penelope. Her smile is infectious, and she likes to keep the laughs going wherever she travels. Her job is to keep morale strong.



Bonds

- **Pilar:** Her sister remains an important person in her life. They go shopping frequently and get together to mourn the death of their mom on the anniversary. She must keep her sister protected from the threats of their father's enemies.

- **Club-Goers:** Penelope has developed a reputation for bar and club hopping, looking to make anyone she comes into contact with very happy. She can ask for almost anything from her club friends and they'll do it, knowing she'll make them happy in return.

PART-TIME GODS OF FATE

Penelope Rivera Name
 Bartender with the Bent Ear Human Aspect

The Goddess of Liquor Divine
 The Lovely Phoenix Theology Aspect

SKILLS

Superb (+5) _____
Great (+4) Rapport _____
Good (+3) Athletics, Empathy _____
Fair (+2) Physique, Notice, Burglary _____
Average (+1) Stealth, Knowledge, Will, Travel _____



REFRESH

BONDS

Object	1	1	1	1	1
Pilar Rivera	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
I Need to Keep My Sister Safe	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Club Trinity	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Keeping My Peeps Happy	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

MANIFESTATIONS

Rank	Specialization
+1	Create a tolerance to alcohol

+2	Looking into the future of a person through their drink

STUNTS & GEAR

Gentle Soul - Penelope gains a +2 to overcome actions with Rapport to get someone to give up a secret.

Cat Like Balance - Penelope gains a +2 to overcome actions with Athletics checks to keep her balance.

STRESS & CONSEQUENCES

	1	2	3	4
Physical	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mental	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

2 Minor
4 Moderate
6 Severe

ENTITLEMENTS & DIVINE EXTRAS

Linked to Humanity (Phoenix Society)
 Addicted to Humans (Phoenix Society)

The Flask of Spirits

Power: 2 [The Drunk Effect (2)]

The Drunk Effect: Ingesting just one drop creates the aspect **You're Drunk** with two invocations on it to be used against the imbiber.

Puck-Eaters

Other Names: Maniacs, Eaters, Puckers

Stereotypes: Cannibalistic, Crazy, Warlike

History

Few enjoy coming face to face with a god from one of the least-revered of all Theologies, but the Puck-Eaters don't try to win any popularity contests. Survival by any means necessary is the main lesson taught by elders of the group, and their methods bring disgust when mentioned. It is founded on the idea of fighting fire with fire: the gods taking the power of the monsters they battle and using it against their enemies. New initiates quickly learn this strength can only be gained through devouring their opponent's flesh.

This Theology began in primitive cultures throughout North and South America, spawning cannibalistic worshippers who wished nothing more than to emulate their gods. When no Pucks were around, Puck-Eaters frequently feasted on hearts left for them at the base of sacrificial temples. Violence led to more violence, making this Theology the most aggressive of its kind. They conquered monsters within their realms and made humans their willing slaves. Then they brought that fight to other gods, building quite a bad reputation.

The modern practices of the Puck-Eaters are a little less overt. Their members train heavily in their ability to use their Dominion to cause destruction, while ensuring the best parts of their opponents stay unharmed to be eaten later. Initiates who are afraid to get their hands dirty won't make it in this special group. Other Theologies find their horrible practices to have no place in today's world. Puck-Eaters, to the contrary, believe their ways (as violent as they are) will see them through the Coming Storm. They'll be the last standing because they'll pierce the hearts of any other gods who stand in their way... with their teeth.

Lifestyle

Puck-Eaters are prone to lives of violence and disorder. Such is the life of someone who consumes the very essence of chaos into their body. Their lifestyles lead to high-energy activities, members often skydiving, bungee-jumping, street-fighting, and other activities to get their adrenaline pumping. Even if they have a lackluster job, they'll do their jobs enthusiastically, waiting for closing time to get to a new adventure. Their aggression can turn on their friends, family, Pantheon members, and even other gods... often at the drop of a hat.

Puck-Eaters enjoy hunting down Pucks and other Outsiders. This isn't strictly for survival, but instead as a game they play with each other. The sport becomes a friendly (and sometimes not-so-friendly) rivalry between Theology members to obtain the best trophy from their kills. This can bring Puck-Eaters from all around the world in search of rare (often peaceful) beings, only for their throats to be ripped out and displayed with pride on the god's trophy wall.

The Theology itself is loosely associated into lodges that meet periodically

to show off their wares and talk about how they can still retain their humanity in the midst of all the chaos. Killing monsters, eating them, and taking pieces of them as trophies can certainly make someone question their lives.

Pantheon Roles

Puck-Eaters fill many roles with completely random results. As a follower, they are often content to serve as the Pantheon's muscle (because none of the other members could possibly beat them, right?). Their fellow gods no doubt leave them to their own devices until they are absolutely needed, only then bringing them into the picture. This is just as fine for the Puck-Eaters, as they have their own agendas. As leaders, this Theology has conquered towns, cities, and even nations. Little can halt their ferocity once they get started, especially when they have a Pantheon to back them up. Their leadership decisions often confuse their followers, however, similar to the chaotic trends of the rest of their lives. As followers, they are unpredictable at best.

Character Creation

Aspect Ideals: Your Puck-Eater aspect can be invoked or compelled in these situations: when being fierce, destroying things, hunting Pucks and monsters, acting crazy, showing violent tendencies, being chaotic.

Special Gift - Cannibal Behavior: As cannibal-gods, the Puck-Eaters can ingest parts of their victims for power. On the battlefield, this can be done on the spot in order to be used on their next opponent, but some careful Puck-Eaters are known to store parts for months. Effects of ingestion last for a day and then fade. This can have a variety of effects, depending on the meal:

- **Mortals:** Eating a piece of a mortal fills their stomachs and provides different abilities, specifically a temporary aspect lasting for the day, with a single invocation related to the organ consumed. Eating a sensory organ can provide an aspect such as **Sharpened Vision**, related to that organ (an eye boosts sight, an ear enhances hearing, etc). Eating the tongue gifts the ability to speak a language their victim knew. They can gain aspects related to skills as well if they eat the correct organ and their victim had at least a Good (+3) in the skill in question. For instance, eating the hands of an artist may give the Puck-Eater the aspect **The Brush and I Are One**.

- **Outsiders:** Instead of simply eating organs, Puck-Eaters can steal the special, magical abilities of non-human prey by ingesting flesh of the appropriate type. Eating part of a wing could make them grow wings, and the same goes for claws, tails, eyes, etc. These creatures possess other abilities as well, and the Puck-Eaters can't wait to sink their teeth into them (see *Antagonists*, pg. 170).

Drawback - Chaotic Tendencies: Puck-Eaters are prone to chaotic behavior, each day different from the one before. They must perform some form of chaotic act in order to keep their wild souls pacified for another day (GM's discretion as to what is chaotic enough). Anything from smashing a store window, starting a bar fight, turning on a comrade to see what would happen, or crashing their car for the fun of it suffices. If they do not let off steam, they suffer a -1 penalty to all checks until they do. Their reputations often precede them.

VICTOR REZNICK - GOD OF THE DEAD

Background

Victor grew up on the streets, constantly picked on due to his short size. He knew he'd always be shorter than other kids, so Victor fell in league with the local criminal underground for protection. He started as a runner, delivering packages whenever asked. He took up a strict workout regimen when not on the job. He dropped out of school at fourteen and ran away from a broken home to work permanently for the godfather, William Leoni. This ruthless killer and maniacal crime lord was more of a kind foster parent to Victor, teaching him everything the young man would need to know to one day take on the mantle of godfather.

This plan veered off track when Victor was incarcerated for manslaughter. He spent ten years in prison, spending most of his time becoming even stronger than before and learning how to survive. He had no contact with the family during this time, as any communication would have connected his crime to the organization. Victor always knew this was a probability and accepted his fate with grace. The day before he was to leave prison (let out on supposed good behavior) he secretly murdered one of the guards who gave him a hard time. Unbeknownst to him, the guard was a god of the dead, taken out with a surprise shiv to the liver. The power was transferred to the nearest person: the god's killer, Victor.

Victor finally had a taste of true power and returned home to the open arms of his family. He has taken up his old position as enforcer for Leoni, breaking legs and taking bullets where needed. Being the god of the dead has given him supernatural strength to crush anyone that would go against the family and the ability to speak with informants even if they are already dead. He was quickly found by the Puck-Eaters, and his ruthless nature helps him, along with his new diet.

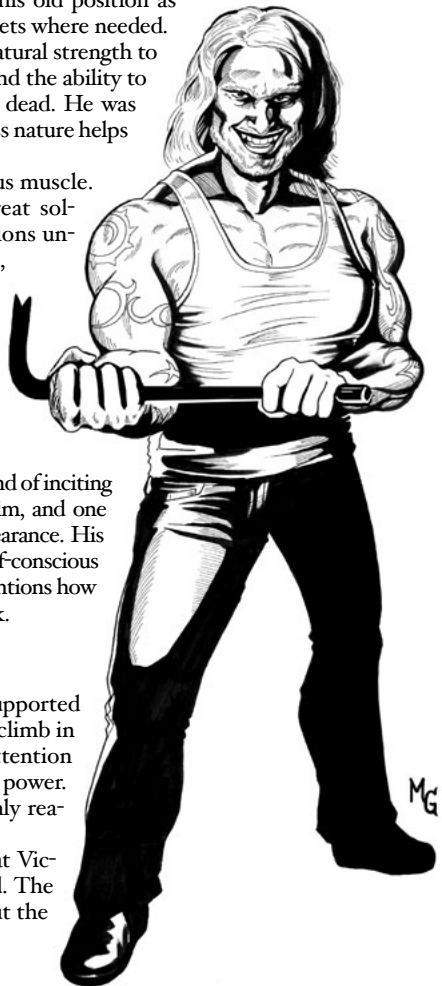
Within his Pantheon, Victor is the obvious muscle. He's used to taking orders, making him a great soldier, but his chaotic nature also makes his actions unpredictable. Victor is a fan of Choir of Angels, served time alongside Benjamin's brother, and has strangely become Sawyer's protector in dangerous situations. His gruff nature may turn some off, but his place within the Pantheon would be hard to replace with another.

Personality

Victor isn't great at first impressions. He is fond of inciting fear in others and wrecking everything around him, and one can tell this simply by looking at his sinister appearance. His attitude is a little off, as well, because Victor is self-conscious about his height (or lack thereof). Anyone that mentions how short he is quickly feels his knuckles on their cheek.

Bonds

- **The Family:** The crime family has supported Victor since he was a kid, and he hopes to climb in its ranks. He is constantly vying for the attention of the higher-ups so he can assume more power. His respect for those above him is the only reason he hasn't killed his way to the top.
- **William Leoni:** This is the man that Victor looks up to and would die for if asked. The godfather also appears to know more about the divine than he is letting on.



PART-TIME GODS OF FATE

Victor Resnick	Name	Divine	God of the Dead	Aspect
Ruthless Mob Enforcer	Human	Theology	Fearless Puck-Eater	Aspect

SKILLS

Superb (+5) _____

Great (+4) **Fight** _____

Good (+3) **Physique, Provoke** _____

Fair (+2) **Athletics, Detective, Shoot** _____

Average (+1) **Burglary, Contacts, Stealth, Travel** _____



REFRESH

BONDS

Object	Aspect	1	1	1	1
The Family	Seeking Their Respect and Approval	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
William Leoni	I Would Die for the Don	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

MANIFESTATIONS

Rank	Specialization
Aegis	_____
Beckon	_____
Journey	_____
Minion	+2 Empower dead souls
Oracle	+3 Able to see the dead
Puppetry	_____
Ruin	+1 Cause tissue necrosis
Shaping	_____

STUNTS & GEAR

Killing Stroke - Once per scene when you force an opponent to take a consequence, you can spend a fate point to increase the consequence's severity. If your opponent was already going to take a severe consequence, he must either take a severe and a second consequence or be taken out.

Provoke Violence - When you create an advantage on an opponent using Provoke, you can use your free invocation to become the target of that character's next relevant action, drawing their attention away from another target.

STRESS & CONSEQUENCES

	1	2	3	4
Physical	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mental	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Minor	<input type="text"/>			
Moderate	<input type="text"/>			
Severe	<input type="text"/>			

ENTITLEMENTS & DIVINE EXTRAS

Superior Strength _____

Cannibal Behavior (Puck-Eaters) _____

Drawback: Chaotic Tendencies (Puck-Eaters) _____

Warlock's Fate

Other Names: Warlocks, Wizards, Magicians

Stereotypes: Analytical, Obsessed, Knowledgeable

History

Ever since divine magic has existed on earth, a few have sought the answers behind the mystery of life itself. This is where the Warlocks come into play, looking under every rock and analyzing every creature (mortal or otherwise). They see it as their fate to discover new magic and Relics, bringing enlightenment to the world. Their training leads each Warlock to delve into the fabric of reality and seek out how it is all connected. Divinity allows them to view changes to the world over decades or centuries, and they believe only with this craving to know everything can the gods hope to continue to survive in this world.

Warlocks have taken on many forms throughout history. They were wizards watching the people from their ivory towers and playing out their hidden machinations. They were mad scientists, hoping to uncover the secrets of life itself and finding any excuse to test the limits of the universe. Many of the world's greatest advances were Warlock-driven, from analyzing the sophisticated workings of the body to creating new medical procedures to commanding the sky via flying machines. This Theology knows all too well the potential humanity holds in its hands and hopes to help their old species reach that potential, even if kicking and screaming.

The Warlock's Fate is no different today than it was millennia ago. Being the ones to uncover new technology and other discoveries has led the Warlocks to be some of the first gods to pick up new and never-before-seen Dominions. They claimed the first god of reading, first god of cars, and first god of the Internet, and the Theology shows no signs of slowing down. They prefer to recruit those already on the cutting edge of their fields, so occupations like scientists, designers, engineers, archeologists, and mathematicians become the gods of the new world. With such a large collection of the world's finest minds, the Warlock's Fate feels they can endure the Coming Storm and pass their traditions on long after it's over.

Lifestyle

To be a Warlock is to look at life in a completely new way. Instead of simply watching a bird fly, a Warlock is trained to look at the flap of its wing, listen to the chirp of its song, and observe the twitch of its eye. Only then can they truly understand what a bird is. With such a focus on research, there are two common approaches to the Theology. One is to view the lives of others from afar, leading to using one's Dominion to shape events and see how their subjects react. The other route is to directly insert themselves into an interesting subject's life, get close enough to observe, then take a direct hand in bringing about change. Stories tell of Warlocks obsessed enough to kill their subjects to see the effect on others and analyze the impact they once made on the world.

With each connection they see created and broken, the Warlocks learn to view their own lives in the same manner. They have a tendency to instantly cut unnecessary Bonds from their lives, only keeping the bare minimum for their best performance. In the meantime, they seek out new pieces of the universe they can scoop up as new Dominions. Their search for knowledge replaces their need for companionship and drives them further toward inhumanity.

Initiates are instructed in the ways of manipulating their manifestations, just as any other god, but only to a limited degree. Warlocks believe their main goal is new discoveries, leaving them little time to train past the basics. Each is gifted with a focus item, however, to boost their abilities to be equal with other gods and give them a fighting edge.

Pantheon Roles

Having a Warlock in the Pantheon can be very helpful when cooler heads should prevail. They look at every situation from all directions, attempting to find the correct way to handle the issue. Flying off half-cocked is the last thing they'd be caught doing, making them invaluable leaders (making wise decisions for their Pantheon) or followers (offering priceless advice to its members). They can also see the connections others may have missed, making them great for diplomacy and reconnaissance missions.

Character Creation

Aspect Ideals: Your Warlock's Fate aspect can be invoked or compelled in these situations: when solving mysteries, gaining or sharing knowledge, dealing with magic, being obsessive, over-analyzing a situation, getting lost in books.

Special Gift - See Connections: Warlocks' insights into the powers that connect all gods allows them to view the very fabric of creation. For one fate point, the Warlock may attune their eyes to see the general connections between all people and things. For more accurate information, they must also make a Notice overcome action against an opposition of Fair (+2). If an opponent is using magic to conceal their connections, the Warlock must make an opposed roll of Notice vs. the manifestation used to conceal the Bonds.

Looking at a couple, for example, Warlocks sense any emotional or familial connection. They could tell whether a driver is connected to a car or if it is borrowed or stolen. With this ability, Warlocks can also see the traces of any manifestations used in the area for up to an hour, giving them a +2 bonus to Notice checks against other gods. If in the presence of another god, they can even spend one additional fate point to see the god's connection to specific Bonds.

Drawback - Focus Item: Warlocks become overly reliant on tools to use their manifestation. Their main tool is a focus item (like a locket, wand, or cloak) that they must have in their possession to fully actualize their power. It is an item that must be actively used as well, so subdermal implants or ingested items have no use. Without their focus item, they suffer a -2 penalty to all manifestation actions and take a mild consequence (or higher if not available) of **Lost Focus** until it is retrieved. If the item is destroyed, they must devote one week performing a blood ritual to create another.



Benjamin Lowe - God of Storms

Background

Benjamin had a childhood like any other; he made and lost friends and lovers and had parents that pushed him to reach his potential. He always had a certain charm about him, and he could talk others into doing almost anything he wanted. Benjamin naturally gravitated toward politics, working as a community organizer and eventually running for Senator. The race was hard, however, due to his younger brother Christopher—who was in and out of jail over the course of their whole lives. Benjamin worked hard to distance himself from the smear campaigns that revolved around Christopher, while helping his brother in secret. There's little he won't do or give to his brother, but this doesn't make Benjamin's wife, Linda, very happy. Something else that doesn't make Linda happy is Benjamin's current affair with Maria, a younger and more beautiful owner of a flower shop. While Linda doesn't know about the affair directly, her suspicions have driven her into a deep paranoia. Still, Benjamin loves his wife very much, and loves Maria too, so his feelings are torn.

When flying home from Congress, his plane was caught in terrible turbulence. Peering out of the window, Benjamin saw an epic battle between a woman riding a cloud and a giant wielding lightning spears. In one blow, the woman was knocked into the plane, causing it to crash. When Benjamin awoke, he was in the middle of a crash site as the only survivor. His hands crackled with energy, and it was obvious this new power was the reason he was still alive. This catapulted his political career, giving him more exposure and a strong platform as a survivor. Benjamin hopes to run for president during the next election.

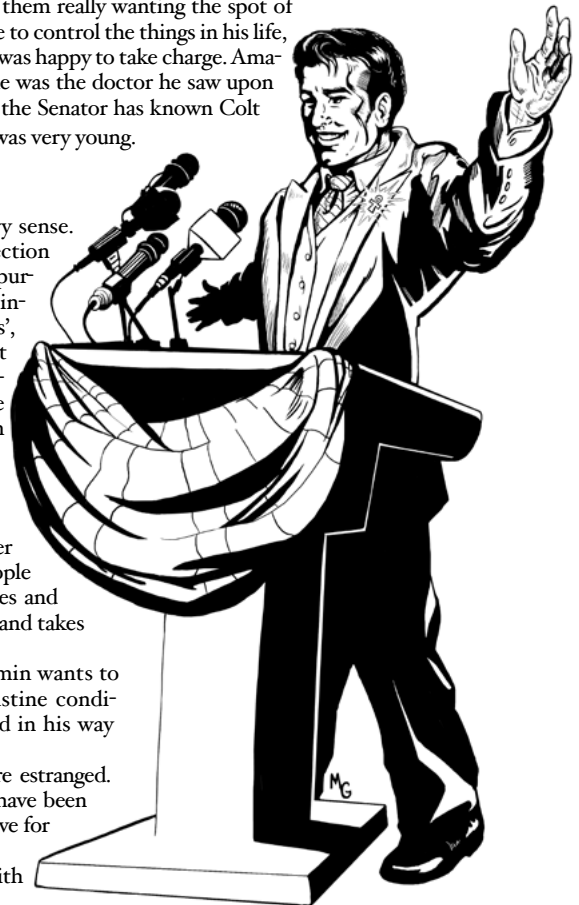
He climbed to the top of the Pantheon quite easily. The other gods in the city deferred to his leadership experience, none of them really wanting the spot of All-Father. Benjamin enjoys being able to control the things in his life, and this extends to his territory, so he was happy to take charge. Amala and Benjamin are quite close, as she was the doctor he saw upon his immediate return to the city, and the Senator has known Colt Bastian through his parents since he was very young.

Personality

Benjamin is a politician in every sense. His words are calculated, with inflection on just the right phrases, and he purposefully uses no profanity. His opinions carry more weight than others', and he is quite the moral man in that he doesn't take advantage of his power. He is a cheerful person, but those close to him can tell that Benjamin has a lot of turmoil in his life.

Bonds

- **Christopher:** His brother is one of the most important people in Benjamin's life. Benjamin gives and gives. Too bad his brother takes and takes too often.
- **Political Career:** Benjamin wants to keep his political career in pristine condition and won't let anyone stand in his way to the presidency.
- **Linda:** He and his wife are estranged. They love each other, and they have been together for 10 years, but their love for each other wanes.
- **Maria:** His relationship with Maria is blooming and still fresh.



PART-TIME GODS OF FATE

Benjamin Lowe	Name	Divine	God of Storms	Aspect
The Silver Tongued Senator	Human	Theology	Warlock's Fate - Master of Politics	Aspect

SKILLS

Superb (+5) _____

Great (+4) Rapport _____

Good (+3) Notice, Deceive _____

Fair (+2) Empathy, Knowledge, Contacts _____

Average (+1) Fight, Will, Technology, Resources _____



REFRESH

BONDS

Object	Aspect	1	1	1	1
Christopher Lowe	There's Nothing I Won't Do For My Brother	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Political Career	I will Be President No Matter What	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Linda Lowe	I Love My Wife	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

MANIFESTATIONS

Rank	Specialization
Aegis	_____
Beckon	_____
Journey +2	Create whirlwinds people can travel in
Minion	_____
Oracle	_____
Puppetry +1	Moving Storms
Ruin +3	Lightning Strike
Shaping	_____
Maria	I Love My Mistress

STUNTS & GEAR

Inspirational. - Gain a +2 on Overcome using Rapport when giving a speech.

Media Connections. - Benjamin has friends in the media he can call on for a favor. The player and GM come up with the contact and then the contact can ask for a favor in return. The bigger the request the bigger the favor in return. Once used it can not be used again until a milestone has been reached

Self Defense - When an opponent takes a fight action against you your defend action gains a +2.

STRESS & CONSEQUENCES

1 2 3 4

Physical

Mental

2 Minor

4 Moderate

6 Severe

ENTITLEMENTS & DIVINE EXTRAS

Energy Deflection

Telepathy

See Connections (Warlock's Fate)

Focus Item (Warlock's Fate) - Ankh Pendant



CHAPTER EIGHT:

DIVINE EXTRAS

This chapter contains information about some of the things associated with having divine power. It focuses on three areas: the natural abilities that come with being a god; worshippers, the faithful who can empower your god through adoration; and Relics, instruments of divine power.

NATURAL ABILITIES

There are powers all gods have in common, divine gifts provided by the Spark inside them.


Sense Spark

All gods, part-time or otherwise, can sense each other and the minions of the Source whenever they are in close proximity. Unfortunately, telling the difference between gods and Outsiders is difficult, since the same Spark infuses both. Gods can sense the presence, general direction, and power level of any being with Spark (including gods, Pucks, and Outsiders) within a one mile radius. No roll is needed for this.



Power Levels

When determining power levels of two gods, compare the highest manifestation rating between the two gods to determine which is more powerful. When comparing between a god and a Puck or Outsider, compare the character's highest manifestation skill vs. the Outsider's highest skill.



If gods find themselves in the vicinity of another with Spark, they'll feel the hair on the back of their neck stand up, or get a slight chill. Sadly, this sense isn't perfect. A god cannot track or pinpoint the exact location of another creature with Spark. If these gods share the same Dominion, however, the two gods can immediately detect each other's exact location. These beings are in direct competition and possibly dangerous to one another.

Immortality and Death

Upon receiving their Spark, all gods become effectively immortal for one hundred years. They can, if they choose, live through this period without aging. They can also will themselves to age, giving themselves an older appearance, but they cannot turn back aging. Adult gods often take the opportunity to remain in the same state forever. Younger gods, like those who receive their Spark as a child, often choose to age a year at a time until they find an age and body type they most enjoy.

Although they are immortal in terms of aging, gods can still experience death through violence or accident. If killed by being "taken out" in a conflict, the god's body, no matter how destroyed or damaged, rises three days after death in perfect health. The downside, however, is the resurrected gods also lose one permanent point of refresh, as resurrection takes a lot of energy. If left unharmed for the three days, their spirits reach their bodies again. Any damage is instantly healed.

If losing that point of refresh reduces their starting refresh to 0, their Dominion abandons them and jumps to a new (and hopefully more worthy) recipient. These former gods live the rest of their lives knowing that they lost true power. In the case of long-lived gods, natural age instantly catches up with them, and their bodies rapidly wrinkle and shrivel. If they have lived past their lifespan, the now-mortal god instantly dies.

During the three days of waiting for their body to rise, the gods are stripped of their Dominion and become akin to a ghost. They often have to evade minions from the Lands of the Dead attempting to transport their souls to the afterlife. If this occurs, their Pantheon members may even travel to the Lands of the Dead to get them back (a sign of true friendship).

Being Devoured

Gods must also be wary of another danger surrounding death: other gods. When they are in their ghost form, gods are defenseless, with no Dominion and no way to affect the real world. Hiding is recommended, because a rival god (or any god, for that matter) who finds the part-time god's soul can attempt to absorb it. Some gods become "dead hunters," tracking down dead gods with desirable Dominions in order to steal their power.

In order to do this, both gods enter a contest using Will. If the attacking god wins, the soul is absorbed (some would say devoured). The dead god is now forever dead and has no Spark to revive. The absorbing god assumes control over the Dominion of the dead god as well, boosting that god's power. If the dead god had the same Dominion as the absorbing god, the latter instead receives +1 refresh and a +1 bonus to a manifestation of their choice, adhering to the manifestation skill rules. The manifestation receiving the bonus must be



one that the dead god possessed, reflecting the strengthening of the connection to the absorbing god's existing Dominion. See *Manifestations*, pg. 49.

Another benefit to devouring a god's soul is that the energy of their Spark can be used to re-energize one's own. With this, a god can actually add years to his rule. Normally, a god's Spark lasts about one hundred years. However, each Spark they devour extends this by another twenty five years. Many older gods have existed only through the naiveté and trustworthy natures of younger, weaker gods.

Of course, absorbing someone's soul comes with a cost. The essence of the dead god's soul becomes one with the absorbing god's soul, merging the two and mingling them. The absorbing god must roll on the following chart to see the outcome, but it is rarely good. Side effects range anywhere from a slight dizziness for a short period to permanent skill loss, or even the absorbing god's own death. Unless otherwise stated, the side effects are permanent.

Devour Side-Effect Chart

3dF Roll	Effect
+3	No Effect: The god escapes with no effect.
+2	Dizziness: The god is left slightly dizzy and takes the minor consequence <i>Feeling Dizzy</i> .
+1	Drawback: The absorbing god receives a moderate consequence based on the dead god's aspects (GM's choice).
0	Bond Loss: The absorbing god loses their hold on their humanity, and loses one box from one of their Bonds (player's choice). This is in addition to the box lost for taking a new Domain.
-1	Skill Loss: A fragment of the absorbing god's memory degrades, removing some of their training. The absorbing god must lose a skill (divine or human) of Fair (+2) or greater.
-2	Multiple Personalities: The soul merge was not complete, leaving remnants of the dead god's personality preserved within the absorbing god's mind. In times of stress, or when coming into contact with a possible trigger, the dead god takes control of the character for a moment. This is resisted with a Good (+3) Will check, but can raise to a Superb (+5) if faced with any of the dead god's Bonds.
-3	Character dies: The two Sparks prove incompatible, rendering the absorbing god dead. They receive no benefit from absorbing the soul, and they are now at other gods' mercy until they come back three days later.

It is not unheard of for multiple gods to share in devouring another god's soul. When this occurs, all the absorbing gods roll against the dead god. If they win, they get to take a piece for themselves, but everyone still needs to roll on the Devour Side-Effect chart. However, the Dominion often breaks apart into its different aspects, each god receiving one. For instance, devouring the soul




of a god of storms may garner one god the lightning Dominion while another receives the Wind Dominion. Tales of a Pantheon betraying one of their own, just to split the power among themselves, are surprisingly common.

Territory

As gods settle in an area, they begin to build a powerbase and establish their territory. Gods' territories aren't limited to where they live. Throughout history gods have ruled entire states, nations, or large portions of the world, only because there were either a lack of other gods in the area, no one wanted the territory (it was in a poor or useless area), or other gods feared the rulers.

The part-time gods in this game begin play having been gods for a short while. They each have a couple of divine hubs in the Pantheon's territory. The divine hubs are the locations most connected to the god. The gods started with just one hub each, and as they traveled to and from work and to other locations, they spread the essence of their Spark around the territory. Within days, they had a territory of a few square miles, which grew exponentially... until it collided with or overlapped another god's territory. Multiple gods can share the same territory if they choose to, instantly sensing if the boundaries of their territory have been moved or tampered with, but most gods are petty and unused to sharing. Through territory creation the part-time gods of your Pantheon have connections to each other and have decided to rule the territory together, in relative peace. See *Territory Creation*, pg. 34.



Some gods enjoy expanding their territory, forcing other gods to defend their turf. They stroll into town, their presence being immediately felt by that territory's ruling gods. When they face each other, the winner can lay claim to the territory and call it theirs... until the next usurpers arrive. It is a never-ending cycle. The most famous account of this phenomenon was the Roman Pantheon sweeping in, destroying the Greek gods of the time, and then ruling in their place, no mortal the wiser.

Territory is established during territory creation. Mechanically, a territory gives a -1 penalty to all manifestation checks for other gods within another god's territory. Gods who all share the same territory do not suffer this, but those gods who travel from other lands certainly do.

divine hubs

Whenever fate points refresh in the game, each divine hub gains two fate points that the part-time god associated with the hub can use while within that divine hub. This shows the power a divine hub possesses. (These points are only available when within the divine hub, not within the territory as a whole.)

spheres of influence

A side effect of godhood is that the influence of a Dominion, fueled by Spark, seeps into a territory. It begins slowly, with the god's very presence altering a decision a mortal makes, until the citizenry have no control over themselves. For instance, the territory that is home to a god of love is filled with happy couples, while a neighborhood ruled by a goddess of fear would exhibit locked doors and empty streets after dark. The effects should scale with the god's power level (see above). A manifestation of Good (+3) causes subtle changes in the environment, while a manifestation of Legendary (+8) alters the very land and people's minds entirely.

territory problem slots

The territory sheet has slots for arising problems plaguing the territory. Each of these problems threatens the territory in some way and has three slots to show the growing severity of the problem. Once the part-time gods become aware of the problem it goes in one of the slots depending on how close the problem is to its end goal. Once the problem passes the third slot the end goal is achieved, the territory is taken out, and is changed for the worse. *See Creating A Campaign Arc, pg. 147.*

taking out a territory

When a territory is taken out, the territory gains a consequence. As a result, every god in the territory's Pantheon fills their highest consequence slot with that consequence as well. This consequence can only be removed when the consequence is removed from the territory sheet. The consequence can also be removed if the Pantheon removes the territory consequence aspect, assuming it can be dealt with, during play. Whenever a major milestone is reached, any

consequences that are remaining on the territory sheet are cleared, as are any related consequences the gods have taken from them.

Through the course of more than one campaign arc, if the territory receives four consequences before any of them are cleared, that would mean the gods would have received their fourth consequence and are taken out. The GM should determine what happens to the gods and the territory, but in most cases the gods should lose their territory.

DOMINIONS

Gods have the power to manipulate aspects of their Dominion, the piece of the universe they have direct control over. The old gods once had absolute control of their Dominion, but newer gods must grow into this level of power over time.

In the old days, many gods chose their own Dominion, or it was gifted upon them by a higher god. A great cook might have become the patron god of chefs, or an inventive scientist the god of science. In today's reality, however, gods don't always get the perfect Dominion for their natural talents. Seldom does a plumber luck into the Dominion of water or become the patron of plumbers. Often part-time gods end up with a strange or even contradictory Dominion, such as gold or fear. When this occurs, the god must take time to make their new Dominion a part of their everyday life, or they may need to step back and reevaluate their life and mindset.

Millions of Dominions exist, each a different piece of the puzzle that makes up the world and each with its own god to govern and set order to it. Players are only truly limited by their imagination and the restrictions the group envisions for the story to be created. Players are encouraged to pick carefully, as it will undoubtedly color their character's entire career, both occupationally and divinely.


Choosing Dominions

During character creation, each player's Dominion is defined within their divine aspect. The aspect is the key phrase all of their powers will work from. Some Dominions are very similar to each other without actually being the same thing: for instance "the god of the race" and "the god of running." The former could include running but is really about anything pertaining to racing an opponent specifically. The latter could affect races too, as long as they are on foot, but would specifically pertain to any sort of running.

Another example is a "god of death" versus "the god of the dead." Very close, yes, but the former would give the god control over the concept of death itself, while the latter points specifically to things that were once alive but are now dead. The focus of each Dominion is different, so the wording of one's aspect should be carefully considered and discussed before beginning play.

The important thing to remember is god's love flashy titles. A lackadaisical "god of dead things" doesn't sound as good as a triumphant "god of the dead". Likewise, a "god of guns" sounds silly, but the "patron god of snipers" carries





much more weight.

While almost any Dominion can be allowed in Part-Time Gods of Fate, your group is encouraged to create certain stipulations based on the setting and story to be told. Certain Dominions shouldn't exist at all unless they fit into the game world specifically, such as god of the world, the goddess of everything, or god of gods. Likewise, some areas might not require a god to lord over them, meaning there shouldn't be a god of tacos or goddess of cheese. Some Dominions have the potential to be game-breaking, while others could easily turn the game into a slapstick routine.

Types of Gods

There are many different directions to go in when deciding on a Dominion, and not all players will have a clear idea of what they'd like to choose for their character. Below are a number of ideas to get the brain going. Of course, if the players have a notion of the Dominion they want, you should be open to it.

bestial

Animal gods are relatively common, from Ra the eagle-headed god of the sun, to Pan, the satyr god of music and shepherds. This proves even gods who do not directly have Dominion over animals may have animal-like features, with modern gods usually inheriting them from their predecessors. However, there are also gods of cattle or cats or dogs.

Suggestions: Cats, Dogs, Horses, Elephants, Monkeys, Bulls, Ravens.

conceptual

Some Dominions are composed of ideas and concepts understood by humanity, but may all be perceived differently. One person's sense of justice, for instance, may not be the same as another's, but there is a general idea of what justice should be. Conceptual Dominions are those that usually cannot be interacted with by one's five senses.

Suggestions: Beauty, the Hunt, Vengeance, Justice, Truth, Names, Secrets, Celebration.

elemental

Gods often have elemental Dominions, from fire and lightning to mountains and hurricanes. The elements surround humanity everywhere and are always being harnessed in new and interesting ways. They are all devastating to their enemies, and often to the environment itself. Elemental gods may control the same elements at varying levels of intensity or form, such as the difference between a god of wind and a god of tornadoes.

Suggestions: Fire, Forests, Sky, Sun, Shadow, Ocean, Mountains, Wind, Storms.

emotional

Gods often command humans at their basest level: their emotions. Someone can be made to do a great many things by manipulating their ability to feel. The most infamous gods rule over fear, bending another's courage to their will, while

others, like gods of love, help to craft relationships for others.

Suggestions: Fear, Ecstasy, Love, Anger, Courage, Cruelty, Sorrow.

patrons

Some gods end up as the Patron god of their people or profession. Most notably, they become paragons of a particular type of occupation. It could also be a Dominion over a certain group of people, like those of a certain ethnic origin, or even a god that is sworn to protect those of a certain bloodline. These are becoming much less frequent, as the melting pot of cultures and races continues to stew.

Suggestions: Cooks, Scribes, Messengers, Travelers, Artists, Blacksmiths, Dancers, Swordsmanship.

tangible

Many gods have control over a certain “thing” in the world, something they can interact with using their five senses. Others become gods of a certain type of action as well. There are an endless number of things that fall under this category, from the god of wine to the god of cars.


Suggestions: Filth, Tracking, Androgyny, Music, Computers, Paper, Fertility, Healing.

CROSSOVERS

There are those Dominions that bounce from type to type. It may be Conceptual one moment, but then behave like an Elemental the next. It’s important to discuss possible limitations with your GM so everyone has a good idea of what you’re looking for in your Dominion.

Suggestions: Death, War, Trickery, the Hunt, Dreams.






GM Rule or Committee

Dominions can be tricky to rule on. Any use of a power becomes a discussion between you and the player as to what the part-time god can affect and how it affects the world. This dialogue should never end, constantly evolving to suit the situation. Players should feel free to speak with you to determine when their Dominion breaks out of the specific and into the broad and if the Dominion fits within a manifestation's specialization.

Likewise, many groups may find it helpful to rule by committee. If one player decides to use a Dominion, it's up to you and the other players to discuss it and make the decision together. This method makes all the players feel involved in the game, even if their character isn't directly involved in the scene.



WORSHIPPERS

As a divine being, a god's name carries weight in the universe. There is a reason why gods try so hard to get others to know their name and to pick up followers and worshippers—because they can hear their prayers. Yes, any prayer made to the god by name from anywhere in the world will be carried on the wind and brought to the god's ears within seconds. As a shiver runs through their body, they get a sense of the emotional state of the prayer and its intent. Hearing prayers all the time can be a drag and can distract from other activities, but it's worth it in most cases.

These prayers come from groups of followers who actively worship the part-time gods. Whether invited or not, their prayers generate additional magic that translates into fate points for characters to use. In PTGoF, worshippers are a group of people defined in game terms using the Bronze Rule of Fate: everything can be treated like a character.

Worshippers, as a group, act as a character with an aspect and a rank. The aspect defines who the worshippers are (i.e. *The Cult of the Winds*, *Followers of the Crimson Light*, etc.). This aspect should be tied to the god they worship. Their rank represents several facets: the approximate number of worshippers, how easily they contribute fate points to their god, mundane resources they have to aid their god, and how much stress the group can take before they fall apart.

Rank	Number of Worshippers	Prayer Ranking	Mundane Ranking	Stress
1	2 to 5	Average (+1)	Mediocre (+0)	2
2	10 to 20	Fair (+2)	Average (+1)	3
3	25 to 50	Good (+3)	Fair (+2)	4
4	50 to 100	Great (+4)	Good (+3)	4 + Minor Consequence
5	150+	Superb (+5)	Great (+4)	4 + Minor and Moderate Consequences

Worshippers can be taken multiple times during character creation. Each point of refresh spent increases worshipper rank by one level. In addition, when the characters would gain a skill rank during milestones, they can choose to raise the rank of their worshippers in lieu of one of their own skills.

Divine Assistance

Worshippers can give power to their god in the form of prayers. Once per session, worshippers can attempt to create an advantage action using their prayer ranking against an opposition of Good (+3). If successful, they generate one fate point for their god, or two if they succeed with style. Characters can use these fate points as they see fit.

Mundane Assistance

Worshippers can also help their gods in less miraculous ways. Worshippers are people who have Contacts and Resources. Once per week, characters can call upon their worshippers to make a Contacts or Resources check at the rank indicated. This represents the collected effort of the worshippers.

Responsibilities

Worshippers require care: gods must grant their worshippers' petitions, which can be given directly to the gods or prayed for. These petitions are compels on the character's divine aspect. If the character accepts the petition with the intent to complete it, they receive a fate point, and the worshippers recover a point of stress if they have any, as their faith in their god has been renewed. The character can buy off the compel normally, but the worshippers suffer two points of stress for being let down by their god in their time of need.

Stress and Consequences

Worshippers have a single stress track, and if large enough can also have consequences. Worshippers take stress when exposed to violence, both physical and mental, as well as when they are neglected by their god (see above).


Physical Conflicts

A group of worshippers can act as a mob in physical combat, though it's often unwise to put worshippers in harm's way. It's also possible for worshippers to come under attack, in part or in whole, by an Outsider or rival god.

When a conflict occurs, determine how many worshippers are present and the group's rank. That mob has the Fight skill equal to their Mundane ranking, and a maximum stress based on rank.

Example: *A group of seventy five members of the Followers of the Crimson Light have a Fight skill equal to Good (+3) and a stress track of 4 + a minor consequence. A ten person group would only have a Fight of Average (+1) and a stress track of 3.*

During the conflict, worshippers take stress from attacks levied against them and can be taken out. If worshippers are killed in a conflict, then the rank of the worshippers may drop based on the number lost. Any stress that does



not take out the worshippers is kept. If the stress was incurred by a subset of the group, it is transferred back to the main group, as are any consequences. This represents the strain the group takes seeing their own injured and killed.

Example: *The Followers of the Crimson Light (Rank 4, seventy five members) decide to assist their god in removing a rival god by having twenty five members join their god in the battle. The intense fighting sees the mob of worshippers valiantly lay down their lives, and all are killed. After the battle the Crimson Light drops from being a Rank 4 to a Rank 3, now at only fifty members. Their god will have to work to rebuild their ranks.*

mental and social conflicts

Worshippers can also be attacked socially or mentally, through the use of skills or manifestations. These attacks do not target specific members but rather the entire body of worshippers. These kinds of attacks can come in the form of social persuasion (using *Provoke*), or from a supernatural source such as mind control or emotion projection. In these cases, the group has a Will equal to their Mundane ranking. Stress incurred from these kinds of attacks represents confusion and lack of cohesion within the group.

Example: *The Followers of the Crimson Light have been the target of a smear campaign by another religious group. They have taken two points of stress when the local news paints them as religious zealots.*

taken out

Should a time come when the worshippers of a part-time god are taken out, in either a physical or mental conflict, it is up to you to decide their fate. They can simply disband, giving up on the god and going their separate ways. They can be killed, massacred by whatever force attacked them. They can also be turned, becoming the worshippers of a rival.

recovering stress and resolving consequences

Stress and consequences on the group need to be healed, otherwise the group will eventually be taken out. Healing worshippers' stress is the job of the god. Once a week, the god can interact with worshippers and make an overcome action against a threshold equal to the amount of stress incurred. Typically this overcome action uses *Rapport*, as the god reassures the worshippers, but other skills can be used as long as you and the player agree.

If the overcome action is successful, the stress is removed. If unsuccessful, the stress remains and the god cannot attempt to remove it for another week.

Any consequences incurred are recovered in the standard manner. The god must make the necessary overcome roll, similar to the check to remove stress. The consequences clear at the appropriate milestone. *See Removing Consequences, Fate Core System, pg. 164.*

RELICS

Stories concerning gods wouldn't be complete without their mythical Relics. These Relics are not just items used by a god. They are special artifacts, infused with the very Spark that grants divine power, often hand-crafted by the gods destined to use them. Despite the legends of Thor's Hammer or Indra's Thunderbolt, most Relics are not weapons. Many are pieces of clothing or ornaments of some kind, such as Aphrodite's Bodice or Inti's Sun Mask.

The special gifts needed to craft these terrible and magnificent items were lost long ago during the God Wars, but the Relics themselves still exist. Sometimes new Relics take form spontaneously, just as today's gods can. Modern gods often go on long quests and fulfill requests from their Theologies to obtain a powerful Relic. The quests are truly worth the time and effort, especially if the god can get the item to attune to their Spark.

Relic Format

Relic Name

Power: X [Effect (refresh), Effect (refresh), ...]

Description

The Relic name is just that: the legendary name of the Relic. Power describes the number of effects the Relic possesses, which determines its difficulty for attunement (see below). Next to the power value is a listing of each effect within the Relic. The number next to the effect sets the amount of refresh each effect costs in order to attune oneself to that effect. Finally the Relic's description ends with details of the item, including what it looks like, its history, and any relevant instructions about using the Relic.

Attunement

Finding a Relic doesn't guarantee that it is usable by a part-time god. No matter what kind of monsters the god crushed to uncover it or what riddles were solved to find it, some Relics choose their wielders and not the other way around. Everyone should discuss whether the Relic would synchronize appropriately with the part-time god, taking into account their Dominion and Theology. This is why a god of the sea would most likely have a trident or other water-attuned Relics.

In order to use a Relic, a part-time god must first become attuned to it. A Relic's power is expressed with a value between 1 and 5, as comprised by the total refresh cost for all its effects. The attunement requires a full day's time and concentration, as the part-time god studies the Relic and exerts will over the object in order to unlock its secrets.

Attunement has two parts: an overcome challenge and a refresh cost. The overcome is always a Will challenge with the difficulty determined by the total power level of the object. The Will challenge can be attempted after any milestone. If failed, the character is not attuned to the Relic and cannot try again until the next milestone. If successful, the character has become attuned, paying the refresh cost one-to-one for each effect. The character can spend



as much refresh as they want during a single check in order to attune to more than one effect.

Power	Will Overcome Opposition
1	Fair (+2)
2	Good (+3)
3	Great (+4)
4	Superb (+5)
5	Fantastic (+6)

Example: Bill, the god of wind, would like to attune himself to the following Relic:

The fan of power

Power: 3 [+2 to Ruin (1), Resistance Field (1), Summonable (1)]

After acquiring the fan in a recent session, Bill takes the time during a minor milestone to attempt to become attuned to it. He will need to make an overcome action using Will against a difficulty of Great (+4) in order to unlock any of the effects. Bill has a refresh of 4. Bill is successful in his overcome check, and selects the +2 to Ruin and the Summonable effects, leaving Resistance Field to be unlocked at a later date. He then spends 2 refresh, leaving him with 2 refresh.

During Character Creation

A character can choose to create a Relic during character creation as an extra or in some cases as the special gift of their Theology. Relics taken during character creation are made using the rules below. The god does not have to roll for attunement, but does have to spend the refresh to unlock the desired effects. Any powers not unlocked at character creation can be gained during the campaign using the attunement process above.

Creating Relics and Relic Effects

Thousands of different Relics exist, each with different powers and purposes. If none of the listed Relics fit a player's concept for their part-time god, which is bound to occur, create a custom Relic. The player can determine what effects it should have and then discuss it with you to determine the best way to reflect those ideas, but in the end you're the final arbiter of which Relics are allowed in the game. Each Relic can have up to five effects, and some effects can be taken multiple times, but the total cost of all effects cannot exceed five. Below are some example effects:

Aspect: The object has an aspect associated with a number of free invoca-

tions equal to the number of refresh it costs to attune that part of the relic. The attuned god can use those invocations with the relics aspect, and they refresh whenever the part-time gods reset their refresh. Each time this effect is taken, a new aspect (or another invocation upon an existing aspect) is added.

Extra Damage (Weapon): The Relic has the ability to inflict extra damage when used in an attack. Each point of refresh needed to attune to this power grants +1 to its Weapon rating.

Flaw: The object has a negative effect which complicates the user's life. A flaw can be a negative aspect, or it can be a requirement in terms of refresh level or skill level. A flaw reduces the power level by one, offsetting the total power level of the Relic. A flaw does not have to be attuned, as it affects the user as soon as they attune to a single effect.

Indestructible (Special): The object is specially crafted and cannot be broken by normal means. Only use of the Ruin manifestation can destroy the Relic. This ability does not need to be attuned, so the item simply has this quality, though it does count as an effect for the purpose of refresh cost.

Protection (Armor): This Relic has the ability to provide protection to the user, preventing damage from any attack. Each point of refresh needed to attune this part of the relic grants +1 Armor to the Relic, which is conferred to the user.

Resistance Field (Aspect): This Relic assists the users in resisting the effects of manifestations. The Relic has the aspect *Resistance Field* with a number of free invocations upon it equal to the number of refresh needed to attune this effect. This aspect can be used when resisting the effects of manifestation abilities and refreshes when the part-time gods have a refresh. It does not have a compel.

Skill Bonus (Stunt - Bonus): The Relic has the ability to grant a +2 bonus to any single skill or manifestation. In addition, it will grant the use of the skill or manifestation if the attuned does not already possess it. This can be taken multiple times.

Spark Storage (Aspect): This Relic has the ability to retain Spark. For each point of refresh needed to attune this part of the relic, the item holds one fate point. These fate points can be used by anyone attuned to the Relic. These points replenish anytime the part-time gods reset their refresh.

Summonable (Stunt - Rules): The Relic can be summoned at will to the part-time god's hands from anywhere within their territory. If used outside the god's territory, it is limited to a one mile radius.

Transform: The object can change from one shape to another when willed by the user. This can be taken multiple times to grant the Relic different shapes.

Unique: GMs can allow unique Relic abilities, gauging the potency of the effect vs. the number of effects it will cost. Some effects mirror things that can be accomplished with certain manifestations (like the Storm Bowl), while others may have wholly unique gifts to bestow upon the god (like the Eternal Coffin).



Example Relics

book of your story

Power: 2 [**Aspect:** *I've Read That* (1), **Unique:** writes the story of your life (1)]

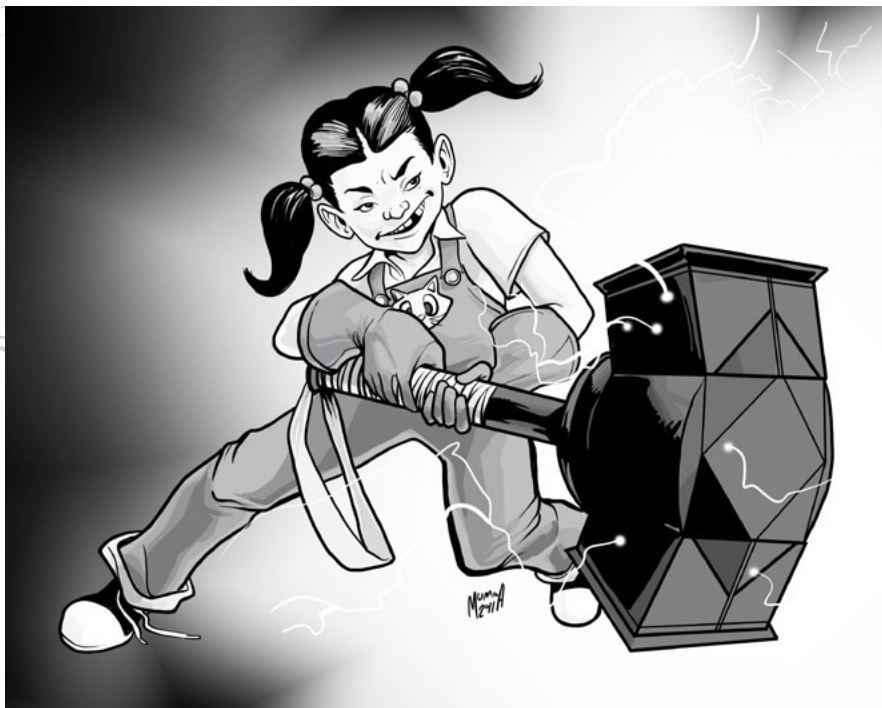
Some gods know they have a destiny, a story yet to be told. Upon finding this book and attuning to it, the cover changes to read: "The Story of" and then the god's name. The attuned god can open it to read all the significant events that have occurred in the god's life, as if it were a work of fiction. The pages appear blank to anyone else who holds the book.

As the god lives on, this Relic actively writes the god's life story as it is lived, keeping track of every significant moment. By reading it, the god can gain insight into the motives of others or be warned of traps, as it is written in the third person, constantly chronicling the god's journey.

eternal coffin

Power: 3 [**Unique:** nothing ages inside (3)]

This Relic is one of the rarest, but its existence explains how some gods continue their reigns for longer than others. This Relic looks like a mundane coffin but has a much more mystical purpose. Anything living or constructed placed inside the coffin does not age while sealed inside. Some gods sleep inside it, lending to the idea of vampires in the world, while others use it to store their most precious items to keep them free from the ravages of time. The coffin can only be opened by the god to whom it is attuned.



Fan of Power

Power: 3 [+2 to Ruin (1), Resistance Field (1), Summonable (1)]

The Fan of Power is an ancient artifact from Japan, used in battle by the divine to destroy enemy forces. It is a metal fan that, when opened, has a painting of a cherry blossom on it.

Invisibility Cloak

Power: 2 [**Unique:** Become invisible to all visual devices (2)]

The god wraps herself in this cloak and spends one fate point to become invisible. Of course, she can still be heard, smelled, or touched normally, so Stealth actions may still be needed. The effect can last for an entire scene but ends if the wearer chooses to commit physical harm to a living creature.

Lightning Javelin

Power: 3 [**Weapon:** 2 (2), Summonable (1)]

Many gods have been known to wield lightning itself as a weapon, a mighty bolt of electricity that can strike mortals down from high above. The Lightning Javelin is one of many that have been spread throughout the world. The Relic works much like a regular javelin (requires Shoot in order to attack) and can be summoned to the god's hand with a mere thought.

Map to Anywhere

Power: 2 [**Unique:** Locate a place or item (2)]

This special map looks like a common treasure map of pirate fame. However, instead of only one treasure, it can give directions to the location of any item or place with reasonable accuracy. Each map details a certain region, country, state, city, etc. If a god spends one fate point and speaks the name of the place or specific item they are seeking, the map notes the location. Sadly, the map cannot locate specific people or other gods.

Mirrored Shield

Power: 2 [Resistance Field (1), **Unique:** Reflect attack back to attacker (1)]

This magical shield has saved many a god throughout history. If an opponent attempts to attack the god with a manifestation, entitlement, or special ability, the god can spend one fate point to simultaneously resist the effects and reflect the attack back at their opponent. If the god's defend action is successful, their attacker must then defend against their own attack. Its power takes time to recharge and can only be used once per session. One should time their deflection wisely.



mystic chessboard

Power: 5 [**Unique:** turns two mortal's lives into a game (5)]

This Relic exemplifies how powerful gods use humans as toys for their enjoyment. Two opposing gods sit at opposite sides of the game board (usually chess, but could also be Go, Checkers or something similar). Each god chooses a mortal and attaches their soul to one of the game pieces. Each move the gods make causes one of the two mortals to get a leg up on the other. However, the game also chips away at their lives. As pieces are lost to the rival god, the mortals' livelihoods, relationships, and possessions become victims of circumstance.

At the end of the game, one mortal is dead and the other one is left in disarray because of the conflict of the game. There are truly no winners in this game, especially if a god's Bond is the mortal linked to the game. Stories of gods forced to play to save their loved ones against impossible-to-beat masterminds are infamous in the divine world.

skeleton key

Power: 1 [**Unique:** opens any mechanical lock (1)]

An old-looking key with an iron skull as its handle, its teeth fit into any keyhole and it has the ability to unlock any door, except for new-fangled electronic locks. While the key is small enough to fit in one's palm, its design is quite conspicuous.

storm bowl

Power: 2 [**Unique:** Create storms (2)]

This Relic is a spirit bowl used by Native American gods to call down the rain. A truly powerful tool, gods were known to demand sacrifices to gift its power to their followers. With a single drop of blood, the bowl produces water that the god then pours into another body of water to summon up monstrous rain clouds. As it starts to rain, many rejoice and others remain indoors to stay dry. The god can spend one fate point to add elements of thunder and lightning, making it much more dangerous to step outside (creates the scene aspect **Thunder and Lightning**). For two fate points, the bowl can call a hurricane or violent monsoon. This storm has the previous scene aspects plus the power Violent Storm (+4) which is uncontrolled. The effects seem like a freak storm, usually lasting a single night.

Thor's Hammer

Power: 3 [**Weapon:** 3 (3), **Transform:** Into Mjolnir, Flaw: Physique of Good (+3) or greater]

No story about Thor is complete without mentioning his divine hammer, Mjolnir, used to defeat his enemies time and time again. In actuality, Thor had a number of hammers created for him and his descendants. It is heavy and hits hard. Usually, it is carried as a normal-looking hammer only to transform into this legendary weapon when needed.

winged shoes

Power: 2 [**Unique:** Fly (2)]

Based on one of Hermes' staples, this footwear (that can look like anything from sandals to high heels to high-top kicks) has a pair of wings on them. With them, the god gains the ability to fly, but the Winged Shoes can prove difficult to control for the unskilled. Simple flight requires no checks, but any kind of tricks, rapid changes in altitude, or sharp turns require a Travel overcome action with an opposition of Good (+3) to sufficiently control the shoes. Otherwise, the god may find himself flying head first into a brick wall. Activation requires one fate point and lasts for the scene.

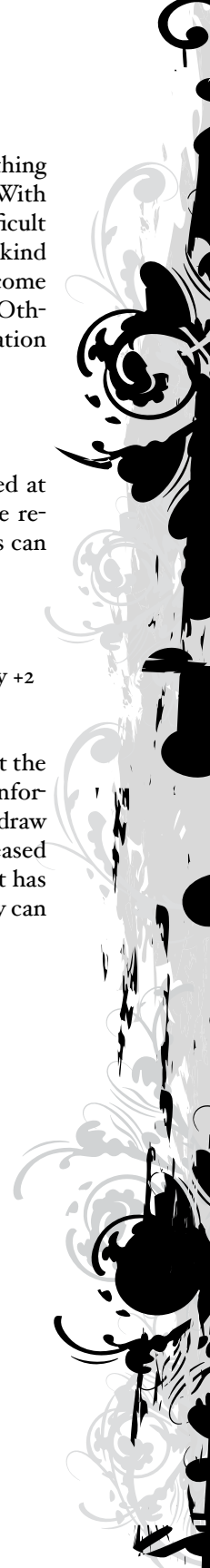
Mysterious Relics

It is possible to create a Relic where the effects are not fully defined at first. In this case, define the total power and any known effects, and the remaining effects can be defined at a later date. Once defined, these effects can then be attuned by the god in the normal manner. An example might be:

The codex of the source

Power: 5 [Indestructible (1), Spark Storage (1), **Skill Bonus:** Mythology +2 (1), unknown (2)]

Believed to be the notes of Zeus, this book contains information about the Source. The last pages have been ripped out but were believed to contain information on how to construct the Gilded Cage. The user of the tome can draw upon the power etched into its pages for additional power, as well as increased knowledge of the Source. There is a passage in the center of the book that has mysterious writing in a hand not of the original author. Only through study can its secrets be revealed.





CHAPTER NINE:

GEAR

The Fate Core System rules do not put an emphasis on owning or using gear. In general, if a character has a rank above Mediocre (+0) in a skill, that character is assumed to have the gear necessary to perform that skill. There are times, though, when a character (player or non-player) obtains an item that does something special. These special items are gear. Gear, in this context, can possess one or more of the following:

- A Weapon rating (see below)
- An Armor rating (see below)
- A stunt
- An aspect

When you possess gear with one or more of these qualities, you can use any of that gear in your actions. Unlike Relics, there is no attunement to gear: just pick it up and use it. Conversely, if you are separated from your gear, you no longer have access to any of the item's qualities, and anyone else who picks up the gear will be able to use the qualities for free.

Gear is mundane, so its qualities come from construction and the technology used. Items of magical gear in *Part-Time Gods of Fate* are called *Relics* (pg. 131).

Obtaining Gear

How you obtain gear is less important in the fiction of the game than the mechanics the gear employs. The two main ways to obtain gear are through refresh or through the use of skills.

Through refresh

You can, during character creation or during advancement, use refresh to obtain gear at the following costs:

- One point for each point of Weapon rating
- One point for each point of Armor rating
- One point for each aspect
- One point for each stunt

When gear is purchased using refresh, it is an integral part of your character. That gear is part of who your character is, as much a part of your character as manifestations, stunts, Relics, etc. If gear purchased with refresh is lost or destroyed, your character can acquire a replacement at any milestone. The replacement item's value equals the value of the item lost.

Through skills

Gear can also be acquired during the game through the use of various skills. You might acquire a new car with Resources, steal a baseball bat using Deception, or take a pair of night-vision goggles from a guard knocked out with Fight. When gear is acquired in this manner, there is nothing special about it. It can be lost, stolen, or broken during your adventures. If anything happens to this gear, there is no free replacement. The character must reacquire a replacement through the use of skills.

It is possible that a piece of gear can be acquired through skills but later converted to be an integral part of the character by spending refresh. During any milestone, you can choose to pay refresh to make the item a key facet of your character.

Weapons and Armor

The use of the Fight or Shoot skills assume the user has some kind of non-descript weapon: a bat, a sword, a pistol. A character may desire a weapon that does more damage through size, superior construction, enhancements, etc. This is represented by the Weapon rating. Weapon ratings have a value between one and four. The Weapon rating adds to the shift value of a successful attack. A sword that has Weapon:1 does one additional shift of damage on a hit. (Note, though, that it does not increase the Fight skill of the user by one). The table below gives an idea of the power or size of a weapon based on its value.

Value	Sample Weapons	Notes
1	A claymore sword, a Magnum pistol	
2	A giant axe, an assault rifle	Maximum value for a weapon easily carried by a person
3	A heavy machine gun	
4	A rocket launcher	

Armor is represented by an Armor rating. Each point of Armor rating reduces the shift of damage by one, to a minimum of zero. Armor can be worn, such as leather jackets or flack vests, or it can be part of a vehicle or structure, such as the armor plating of a Humvee or the reinforced walls of a bank vault. The table

below gives some examples of the durability of armor based on its value.

Value	Sample Armor	Notes
1	Leather jacket, bulletproof vest, chainmail	
2	Full tactical armor, plate mail	The highest value of wearable armor
3	Light vehicle armor, Humvee	
4	Heavy vehicle armor, tank, "The Beast"	

Gear as Aspects

Gear can possess aspects that can be used by the owner. A car could have **Hugs the Curves** and allow the driver to invoke this aspect while racing through busy streets. A Magnum pistol could have the aspect of **Fearsome Pistol** to show how physically terrifying it looks.

When gear has an aspect, it acts like any other scene aspect. It can be invoked by its owner using their fate points to gain the normal benefits of invoking an aspect. Additionally, the GM can compel the owner of the item using the aspect. That **Fearsome Pistol** can be compelled by the GM when the character is being searched by the police.



Gear as Stunts

Gear can also possess stunts that the character can use. These stunts conform to the normal rules for stunts (see *Fate Core System* pg. 88). A computer loaded with Hacking Software could grant a +2 to Technology rolls when hacking technology. A pair of night-vision goggles could have the stunt Night Vision to allow a user to make a normal Notice check even in dim or no light.

A decorative border of black and white floral and scrollwork patterns surrounds the chapter title. The patterns are intricate, with swirling leaves and delicate lines.

CHAPTER TEN: GM ADVICE


This chapter contains information and advice for getting the most out of Part-Time Gods of Fate. This advice comes in three parts. The first discusses the feel of a Part-Time Gods game, letting you know about the themes, moods, inspirations and struggles this game is intended to convey. The second part talks about building your campaign with a fully developed example of a campaign arc. The final section describes running the game at the table, highlighting the things you should keep in mind and how you might use all the game's tools. You have the best vision for how you want your game to run, so everything in this chapter is a suggestion that can be used or discarded based on how you want to run your game.

PART I - THE FEEL OF PART-TIME GODS

Do you help the people living in your territory escape from the god of hate, who is inciting a riot at the college football game? Or do you go support your husband during his father's last moments on this earthly plane? They need you, and he needs you. Neither choice is wrong, and both have consequences. The question is this: what's more important to you right now?

Themes

Many themes fill the pages of Part-Time Gods of Fate, but the core theme of the game is how a human infused with divine power clings to humanity. It's about understanding what is truly important. It's about finding an equilibrium between the mortal and divine, coexisting in the same life, not letting either take too much energy and time. In the face of all the wonder and magic filling the world of gods, all the mythical creatures encountered, the powerful Relics they may possess, and the worlds they could one day travel to, will the character choose their connection to being human (through their Bonds) or pursue



divine strength at any cost? It is not an easy decision to make, and most justify power as a means to an end.

Another major theme is unlocking secrets. With each step the characters take toward their full godhood, the more they see behind the veil of the divine reality that infuses the world (and some revelations they might have been happier not seeing). The store clerk that always seemed so nice may be harboring and feeding a hydra in her basement. Random people on the street may be revealed as ghosts or monsters. Your best friend may take off his always-worn hat to display his Satyr horns. Embracing divinity inevitably leads to peeling back the layers of reality to find more complexity and more terrible truths.

Moods

Drama

Part-Time Gods of Fate can come across as a soap opera and this is intentional. Fostering relationships is very important to the game. Even if a rival god is your enemy, the dynamics of that relationship matter—because it could change in a moment. The relationships with enemies or antagonists are often just as vital to the character as any lover or family member. Bonds for the god's human side reflect these relationships and shouldn't be ignored when exploring godly duties or the colorful cast of characters the gods might encounter on their adventures. The ever-changing landscape of drama, conflict and passion is Part-Time Gods of Fate's playground.

Action

Even though Part-Time Gods of Fate is filled to the brim with drama, there is no story without compelling action. Conflict doesn't have to be a gunfight or a street brawl. Action is simply the result of conflict (of any type). If the character is walking down the street, conflict can be created if they sense someone shadowing them, spurring them to take action. The characters shouldn't feel bored or bogged down with the amount of action or drama. Just like the part-time gods must do with their mundane and divine lives, you need to be careful to balance the different moods of the game.

comedy

There are very serious themes and moods in Part-Time Gods of Fate, but nothing can be dramatic and action-packed all the time. Just as with real life, you can find a hint of humor in almost anything. Players and their characters should be able to show a bit of levity at times, laughing at the interactions they have with the other characters and NPCs. Too much humor can lead to a game of silly puns and slapstick though, so use humor sparingly to keep it from losing its intended purpose: to lighten the dramatic moments and provide contrast.

Inspirations

Part-Time Gods of Fate was inspired by several different sources, from pop culture to literature to mythology. Learning about different legends is the first step to finding inspiration for running a game about gods. Then comes the trick of how to twist those myths and legends into a modern versions of the stories. Many of the Outsiders in the Antagonists chapter are good examples of this. Below are other influences you can use for your game:

- **Dead Like Me:** This little show went well before its time, only having two seasons, but was the first spark of where the original Part-Time Gods came from. The main character, George, dies when a space station toilet seat falls from the sky and crushes her. That's just the beginning of her worries, however, because she comes to find out she is now a Grim Reaper. Responsibility for taking souls and delivering them to the realms of dead is a lofty duty but doesn't come with a dental plan. It is full of comedy, suspense, and death, all wrapped up in a very enjoyable series perfect to watch before starting a game of Part-Time Gods of Fate.

- **Works of Neil Gaiman:** He is one of my favorite authors because of his brilliant mind and bursting creativity. Everything Neil Gaiman has written has influenced parts of Part-Time Gods. He has a wonderful way with melding the real and the unreal, the magical and mundane. American Gods is a very direct representation of how the gods could operate on earth, full of their own scheming and still toying with humanity. Neverwhere is a book about hidden worlds full of fantastic people that fear very real threats. It tells the tale of a group of travelers on the run from monsters that crave the very potent ability the protagonist possesses. Sandman is an ingenious comic about beings that embody certain ideas, the main one being Dream. In a pinch, however, anything Neil Gaiman has ever written can be used as inspiration for a game of Part-Time Gods of Fate. If you haven't already, pick up one of his books.

- **Percy Jackson and the Olympians:** Both a movie and a series of books, it follows Percy Jackson, the son of Poseidon, in the modern day. It is full of adventure, battles against legendary monsters and a good mixture of modern and mythological concepts. The Olympian gods are depicted in nice detail of how they might operate today.

- **Comics:** Many of the ideas about Part-Time Gods of Fate come from my love of comics, so it is not a coincidence this game might feel like one. Marvel Comics are great for stories about heroes who have mysterious power thrust upon them and how they deal with balancing their lives. Who would Spiderman be without his Bonds to Mary Jane, Aunt May, and New York City, after all? DC Comics handle the same issues, the relationship between Superman and Lois Lane being a core example, as well as Superman's protection of Metropolis. However, DC heroes are more often about a lineage, useful for stories where a god in Part-Time Gods of Fate may have their Dominion passed on to them. Decades of stories, deaths, betrayals, and excitement can make for a great precursor for a Part-Time Gods of Fate game.





STRUGGLES

One of the key elements in *Part-Time Gods of Fate* are struggles. The very title of this game denotes a struggle: *Part-Time Gods of Fate*. The characters are not full gods. Their divinity is in conflict with their humanity. The struggle between these two sides creates drama. Do you get that project for work delivered on time, or do you stop a pack of Outsiders from setting up shop in your territory? These kinds of questions create drama for the characters.

During play, players may have a tendency to downplay the human sides of the characters, focusing more on the supernatural parts. The supernatural side can be more exciting, with divine powers and magical creatures and the like. But those things can become rote, and even boring, without the contrast of the human side of each god.

Your job as a GM is to find and illuminate these struggles, framing tough questions and decisions for the players. It is the players' jobs to figure out how their characters answer them, then deal with the consequences of their decisions. In many cases, the player is going to look for the win-win, trying to find a way to get the project done and deal with the Outsiders at the same time. That is the easy way out. Your job is to push harder, present more difficult choices, and create consequences for their decisions.

The goal is not to be mean to the player, or outright torture the character, but rather to make them sweat. Give them difficult decisions with consequences they are aware of, and the tools to solve one issue or the other, but never both. Then take what they do and determine the consequences of those actions and inactions, and weave them into the story. This creates drama and memorable experiences, which everyone at the table will appreciate.

The Dramatic Struggle

A dramatic struggle represents two opposite desires that cannot be satisfied at the same time. Part-time gods overflow with these desires. The most obvious struggles occur between the human side and the divine side of a god. On the one hand, the gods grew up human, living a normal life, going to school, making friends, having a first kiss, going to work, etc. On the other hand, at some point in their lives they gained a Spark, putting divine power at their command. Being both human and divine, the part-time god can be pulled between those two poles in an number of ways.

On the human side, part-time gods have the following:


- **Family:** parents, spouses, children, etc.
- **Friends:** schoolmates, co-workers, BFFs, etc.
- **Work:** owning their own business, climbing the corporate ladder, enjoying a desired career, enduring a soul-sucking part-time job, etc.
- **Obligations:** shoveling the neighbor's driveway, keeping the park clean, meeting a parole officer, paying the rent, etc.
- **Responsibilities:** picking up the kids from school, baking cupcakes for the fundraiser, reducing your carbon footprint, etc.
- **Commitments:** a weeknight bowling league, volunteering at the local food bank, going to church weekly, being an AA sponsor, etc.

On the divine side, part-time gods have the following:

- **Territory:** divine hubs, the land surrounding them, and the people and activities taking place within them.
- **Pantheon:** the commitment made to the other gods (other characters) to provide mutual support and protection.
- **Theology:** a group with its own agenda and plans for the part-time god.
- **Worshippers:** mortals who serve but also have their own needs and petitions.
- **Outsiders:** the creatures who often oppose the part-time gods with their own desires and plans.
- **Other Gods:** divine beings interested in your knowledge, your territory, or even your Dominion.

Using the above lists, we can create a dramatic tension by pitting any two of these things against each other: human vs. human, human vs. divine, divine vs. divine. Of the three, human vs. human is usually the least interesting, and





has the least contrast, but when done properly you can get good dramatic effect. The other two combinations better drive the kinds of stories this game was designed to produce.

Here are a few different, but not comprehensive, combinations:

- **Family vs Pantheon:** supporting your spouse vs. protecting one of your fellow Pantheon members.
- **Friends vs. Outsiders:** Assisting a co-worker vs. dealing with that group of Pucks you discovered last night.
- **Work vs. Theology:** Going to an important after-hours client meeting vs. attempting to steal the Relic that is on display at the museum.
- **Responsibility vs. God(s):** Getting the kids to their swim meet vs. investigating the Spark you sensed a mile away in your territory.
- **Commitment vs. Worshipers:** Volunteering at legal aid vs. making sure your worshipper's son gets into the pre-school they want.
- **Theology vs. Pantheon:** Advancing your Theology's plans vs. being loyal to your Pantheon.
- **Worshippers vs. Pantheon:** Granting a petition to a worshipper vs. helping your Pantheon investigate a new threat.

Your Tools

As the GM, you are well-stocked with tools for determining these conflicts, as well as determining consequences. In fact, if done correctly, the players have spelled out exactly what struggles they desire during character creation and territory design. Just look at the following elements of the character:

- **Bonds:** These spell out the most important mortal connections of the character. These are the things that should be routinely put into conflict or danger.
- **Human Aspect:** This aspect describes the character's occupation, passion, or other vocation. Many have their own inherent obligations (a doctor's Hippocratic Oath, a police officer's oath to protect and serve, an artist's creative code, etc.).
- **Theology:** This aspect defines the part-time god's Theology, and often their relationships within (or with) the group.
- **Divine Hubs:** As locations important to the character, these are ripe targets for threats.
- **Impending Issues:** The descriptions of what kinds of issues the gods anticipate, as agreed upon during game and territory creation.

Creating the Struggle

There is no one single format for creating a good struggle, but the structure below is one method you can employ as you prep your sessions:

- **Setup:** Start by narrating something the character is doing that fits either the human or divine side. Play to get the buy-in from the character.
- **Challenge:** In the process of playing out what happens with the first side of the struggle, introduce hints (subtly or not) of the other side of the struggle.
- **Present Consequences:** Once the player becomes aware of the struggle, be clear about the possible consequences for either of the character's actions.

- **Apply Pressure:** Sweeten the pot by compelling one of their aspects to push them into action.
- **Play Out the Decision:** Once the decision has been made, play out the decision.
- **Apply the Consequences:** When it fits best into the game session (or subsequent sessions), have the consequences of the struggle's choice come into focus.

***Example:** Tyler, the god of snow, has the Bond **The Love of My Husband** (Alex). Alex is the curator at the local museum and is hosting a new exhibit of ancient Greek artifacts, which Tyler has agreed to attend (Setup). Before the event, Tyler, who is a member of the Warlock's Fate, has been asked by the Warlocks to steal one of the museum items, which is a Relic (Challenge). Tyler goes to the museum that night and has a decision to make. The GM tells Tyler's player that stealing the artifact will cause two stress to his Bond, and not stealing the artifact will put him on the outs with the Warlocks (Present Consequences). The GM then offers a fate point as a compel to the Bond (Apply Pressure). Tyler decides that upsetting Alex is not worth it (and could use the fate point), and spends the evening at his husband's side rather than stealing the artifact. A few days later, Tyler needs information from a fellow Warlock, only to find that his contact won't return his calls (Play Out the Decision). A few sessions later, Tyler discovers that a Minotaur broke into the museum and stole the artifact and is now using it to attack the Pantheon (Apply the Consequences).*

PART II ~ BUILDING THE GAME

This section describes a method of building a campaign frame for Part-Time Gods of Fate. This isn't the only way to build and run a campaign, but this method integrates the tools presented in this book.


Creating a Campaign Arc

Although the game can be played as a one-shot session, Part-Time Gods of Fate works best when it is played in multiple sessions as a campaign. Bonds, the way they heal, and the consequences of breaking them don't have the same weight in one-shots as they do in campaign play. The territory and the impending issues are more meaningful during campaign play, and the territory sheet is one of the most powerful tools you have as a GM. When you go through game creation, the impending issues and divine hubs (with their associated faces) are made by everyone together, giving the group buy-in through creative ownership. Pre-gens and a pre-made territory are fine, but using that structure can stifle the creative ownership of the group.

Impending Issues and Problems

The point of having impending issues is to use them to incite the part-time gods to action. When one of these issues complicates the lives of the gods, and they realize it, put an aspect into one of the three omen slots on the territory sheet. This establishes a real in-game manifestation of the impending issue.





How much trouble the issue, and the resulting omen, is causing the territory, and possibly what the part-time gods know about it, will determine which of the three slots you use.

The first omen slot means the issue, and the problem the issue is causing, has just started—there is time to deal with it. When the second omen slot is used, the issue’s progress is much closer to completion and can soon upset the balance of power in the territory. The third omen slot being filled represents the issue nearing its endgame, and if the part-time gods don’t intercede immediately, the territory could be taken out. This would change the territory—and not for the better. The issues and the omens define the story arcs you and your players have agreed to deal with during the game. Here’s how you can build out an overview of a series of sessions using them. *See Territory Taken Out pg. 124.*

Creating the Problems

First figure out what the end result of each issue will be if the part-time gods do not intervene. Then give each issue a series of problems that happen before the end result—three to five problems seem to work best—with the last one being the problem which directly creates the end result. (These problems can tie directly into the omens, but problems are the idea, while the omen is the in-game, story-based expression of the problem.) These problems could be parts of a plan to accomplish the issue’s end result, a bunch of events or happenings that occur as symptoms of the issue, or a mix of the two. Once you’ve determined them, these problems become the driving forces within your game.

Milestone Pacing

Fate Core contains three kinds of milestones: minor, significant, and major. Part-Time Gods of Fate deviates slightly from the Fate version of pacing. Every time a problem is solved and eliminated from the territory sheet, you have reached a milestone: usually a minor one. An issue is solved when it can no longer pursue its goal or endgame, or has no reason to pursue its goal. When an issue is eliminated, the group has reached a significant milestone. When the last of the original three issues is resolved, the group has reached a major milestone, which wraps up a campaign arc, or season, of play.

When you have these issues and problems created, you use them to create struggles for the part-time gods, which leads to scenario design. *See Milestones, pg. 165.*

Scenario Design

Part-time gods: those words tell you what the struggle of the game is about. Now it's time to take the general advice and use it to create the material you'll need to play the game.

choose a problem

Go to the list of issues you've created and pick one. Select one of the problems that you've brainstormed for that issue. Avoid using a problem that leads directly to the endgame of the issues, as that would create an unsustainable pace. Once you've picked a problem, ask and answer these questions:

- How is this going to affect the gods and their Pantheon?
- What will this do to the territory?
- What will happen if the problem goes unchecked?

choose a bond

Now pick a Bond or two you can use to create a struggle. Ask yourself these questions when deciding which Bonds you want to use:

- How will the problem affect the Bond? If the answer is "It can't or won't," that's fine. Look for a different Bond.
- How can I push the god with this Bond into a difficult situation?
- What question do I want answered about the relationship between the Bond and the god?
- Which god hasn't been in the spotlight lately?

other elements

Sometimes you might want to highlight some other elements, like the worshippers of the gods or their Theologies. These don't always pop up in the Bonds or on the territory sheet, but now is the time to ask yourself if you want a struggle involving one of them to be highlighted in the next session.

fleshing out the scenario

Once you've answered those questions, you should have a struggle between the territory and one of the impending issues, and one or two conflicts with a part-time god and a Bond (or some other element). Once you have the problem and know what happens if it goes unchecked, chosen which Bonds to target, figured out the kinds of struggles you want to highlight, and determined which questions you'd like to see answered, it's just filling in some blanks.

Under the first omen slot for the current issue, write down how the problem will manifest. This omen should lead you to come up with a series of events—and the way the Pantheon becomes aware of the problem—which all act as the frame of your scenario. The struggles and your questions are omens you can bring into play when it feels natural, and maybe they don't show up that session at all because there was never a good moment to do so. If you really want to highlight those struggles and questions, then putting scenes into the frame of your scenario, which involve those omens, is the best way to do it.



JANN
GALINO
"11

multiple problems

Introducing multiple problems from your problem list, and therefore putting more omens on the territory sheet, at the same time is possible—and can sometimes make a more dramatic and eventful session. You can and should put them on the territory sheet in whichever slot you deem best. Most of the time this should be from two different issues, but there are situations where it could be from the same one. When you do this, you need to answer the “choose a problem” questions for both omens and then ask the question, “How do they interact, if at all?”

Doing this makes the scenario more tense for the gods, as they’ll either need to make choices about how to handle the omens, be it splitting up or dealing with them one at a time. Introducing three omens at the same time is also perfectly fine, but just realize what you’re getting yourself into. It’ll be a number of problems to juggle at once, and these three-problem sessions should only appear during the most important scenarios.

eliminating issues and proactive characters

Elimination of an issue creates some new pieces for your game and relies on understanding scenario creation. The first way the part-time gods can eliminate an issue is by reacting to every omen and stopping the one that happens at the end, which immediately precedes the issue’s goal or endgame.

The second involves more interaction between you and the part-time gods. As things are happening in the part-time gods’ territory, they might want to go on the offensive and hunt down, engage with, and do whatever they need to do in order to stop the issue. The first thing to remember is this means they want something, so you can put costs in front of them for wanting to achieve these goals. It also means you need to give them a way to chase their goal. To do this, you need to answer the question, “What steps do they need to take to stop the issue?” It’s similar to creating the problems of the issue except these are the steps the part-time gods need to take to stop the issue.

So come up with some number of steps or objectives which lead to stopping the issue. This could be gathering/learning information, tracking down people or objects integral to the issue, or eliminating threats. Look at how many problems you have left and create a number of steps equal to the number of problems left minus one. Each step should have the depth of a problem but to get that you’ll need to ask some different questions:

- How will this get the part-time gods closer to solving the issue?
- What could it cost them to pursue this step?
- How will the issue react?

As you did with the problems in scenario design, figure out which Bond or Bonds you might want to bring up as they’re pursuing this goal. Of course, feel free to keep pushing problems at them as they’re trying to deal with the issue. By doing this, you’ll have a gameplan of how to handle the part-time gods being proactive by giving them steps to follow.



Putting it All Together

Here's an example of three constructed issues and a scenario with two omens based on the characters of Trinity City.

campaign Arc

Issue One

The Doom That's Coming to Trinity City

End Game: During the next eclipse, a portal opens above the city, and denizens of hell escape into Trinity City.

- A plague of Pucks comes to town.
- The power of the gods starts acting strangely, especially the power of Ruin, and a living manifestation of Ruin wreaks havoc on the city.
- The eclipse begins.

Issue Two

The God of Wealth

End Game: This god takes over the territory without resorting to violence.

- Talbot Liquors is being run out of business by the god of wealth.
- Someone starts running a smear campaign against Benjamin Lowe.
- A malpractice suit is brought against Amala Ali.
- The god of wealth brings in a member of the Drifting Kingdoms Theology to take over the territory.

Issue Three

The Prophet of the Source

End Game: The Prophet finds the Book of All and uses it to bring about his perfect vision of the world.

- The Prophet sends an Outsider to scout the territory, gathering information on and gauging the power of the Pantheon.
- Outsiders and other minions of the Prophet search each of the Pantheon's divine hubs for the Book of All, while using other Outsiders as distractions.
- The Prophet awakens a dragon just outside the territory who might know where the Book of All is.
- Negotiations are called for between the Prophet and the Pantheon to have them help him find the Book.
- The Prophet finds the location of the Book of All and tries to acquire it.

Sample Scenario Construction

Selecting two omens from the issues above, scenario construction begins by answering questions:

Talbot Liquors is in danger of going out of business because of local competition.

Question: How is this going to affect the gods?

Answer: Penelope will lose one of her divine hubs and damage would be done to her Bond with the store owner.

Question: What will this do to the territory?

Answer: It will weaken the gods' hold on the territory and remove one of Penelope's places of power.

Question: What will happen if the problem goes unchecked?

Answer: Talbot Liquors will go out of business, and Penelope will lose one of her divine hubs.

The power of the gods starts acting strangely, especially the power of Ruin, and a living manifestation of Ruin wreaks havoc on the city.

Question: How is this going to affect the gods?

Answer: First, when the gods manifest their powers, especially Ruin, unexpected things happen. This will require a list of ideas for different ways that manifestations could go awry. Second, a living manifestation roams the city causing terrible things to happen in their territory, and any of their Bonds could be in trouble. In this case, it's a living storm.

Question: What will this do to the territory?

Answer: Places of importance, especially related to Bonds, could be damaged or destroyed, weakening those Bonds. Worshippers could be injured or lost.

Question: What will happen if the problem goes unchecked?

Answer: Downtown is ravaged by the living storm, and City Hall is greatly damaged, as well as Club Trinity.

choosing bonds

Here are the Bond questions again:

- Can and how will the problem affect the Bond?
- How can I push the god with this Bond into a difficult situation?
- What question do I want answered about the relationship between the Bond and the god?
- Which god hasn't been in the spotlight much lately?

In this case, let's look at three Bonds. We'll focus the brunt of the living storm downtown, and we'll test Benjamin's Bonds *Linda - I Love My Wife and Maria* and *I Love My Mistress*. To push them, we'll put both in the same downtown restaurant that sits in the storm's path. The question we want to answer: "Who does Benjamin love more?" A panicked phone call from both at the same time puts Benjamin in the middle of that drama. We also like the idea of Amala's *Medical Community - Sworn to Preserve Life* Bond, which prompts this question: "Will Amala sacrifice a few to save the many?"

fleshing out the scenario

Now we just use the questions from the fleshing-out section to fill in our notes, starting with a series of events for the storm and a list of facts for the part-time gods to learn about regarding the god of wealth's plot:

- Penelope goes into Talbot Liquors and finds out from Zach Goldstein, her friend and the owner, that he's in danger of getting evicted, since a larger liquor store opened in the neighborhood and is undercutting him. At the same time, it starts to rain. The aspects *A Storm's A'brewing*



and *Penelope's in Danger of Losing Her Hub* would be placed in the first omen slots on the territory sheet for each of the corresponding issues.

The Storm

- The storm worsens around City Hall as the living storm gains more sentience and power from Ben's divine hub.
- The streets start to flood, and the gods learn about the source of the issue, while the hospital calls for Amala's help.
- High winds create dangerous situations, and Ben's wife and mistress both call him from the same restaurant.
- Lightning strikes, starting fires downtown, including at the restaurant.
- Multiple buildings are destroyed as the storm plays out, hindering the fire department and police. The city is a wreck.

The God of Wealth & the Liquor Store

- The larger liquor store was funded by a very rich businessman who recently moved to the area.
- A liquor store is uncharacteristic of this businessman's previous ventures.
- The location is expensive, and with the low prices, the store obviously operates at a loss.
- If they approach the businessman, they discover he is a god.
- If the store survives the storm, which it will unless the Pantheon does something to harm the location, or the Pantheon doesn't help Zach keep the store open somehow, then it moves into the second slot at the conclusion of the storm. Then it's time to introduce another problem.
- If the Pantheon doesn't do anything by the time this problem escalates, move it into the third slot and introduce the next problem. Keep doing this until the Pantheon deals with the problem or the problem goes past slot three, Zach closes the store, and the territory is taken out.

Discovering the Problem

The storm is unnatural and centered at City Hall, and Penelope gets a call from Zach to let her know what's going on.

Using Other Elements

There's a lot going on in this scenario, with problems overlapping, so more struggles or questions aren't necessary. If more were needed, go to the territory sheet or the part-time gods' character sheets to look at locations, faces, worshippers, and anything else to ask questions about: particularly look at the relationship between the part-time gods and the Bonds. See if there's anything interesting to bring into the game.

solving a problem

Here's an example of how the theoretical group from territory creation might arrive at a solution to eliminate a problem from our example above: *See Territory Creation Example, pg. 33.*

Phil, our GM, has chosen the following omen for this scenario: "The power of the gods starts acting strangely, especially the power of Ruin, and a living manifestation of Ruin wreaks havoc on the city." The session begins with a storm starting to cause prob-

lems, which the characters begin to deal with. The streets start to flood, and high winds create situations where people in the city are under threat of injury and even death.

After a few minutes of dealing with the storm, Benjamin gets a call from both his wife and mistress, who are at the same restaurant and are looking for help. This poses the question: "Who does Benjamin love more?" Benjamin's power veers out of control when Phil compels the hidden problem aspect of **The Spark of Ruin is Acting Strange**. The lightning strike Benjamin tried to use to jump start the backup generator at Sacred Heart Hospital becomes a lightning serpent they need to deal with. Benjamin, played by Shawn, gets a fate point for accepting that compel.

After stopping the serpent, Penelope, played by Bridget, gets the idea that the storm and this unusual behavior of Spark isn't natural. Now the Pantheon starts looking for things out of the ordinary in the area. Amala looks into the future using her Oracle ability and sees the destruction that will befall the city from the sentient storm gathering power from City Hall.

Phil consults his problem checklist to see how far along the problem is to achieving its endgame and puts the aspect of **Ruin Manipulating Storm** in the second omen slot of the territory sheet for that issue. With new information in hand, the Pantheon makes their way to City Hall and Benjamin, the god of storms, draws out the sentient consciousness of the storm.

The Pantheon bargains with it and convinces it to go out to sea where it can live and gain power for as long as it wishes instead of burning out over land. Their bluff works. The problem is solved since the endgame of the issue--wrecking Trinity City--will not be reached.

This is only one of a number of ways this scene could have played out. The Pantheon could have forced the sentient part of the storm to materialize and then defeated it in battle. They could have spotted an Outsider orchestrating the storm and dealt with the Outsider to end the threat. Benjamin could have sacrificed his divine hub to implode the storm or disperse the sentient part of it. The ideas of the players at the table, their Dominions and aspects, and GM preparation guide the action.

solving an issue

An issue being resolved is much the same, except the stakes are raised and each omen before the last one should relate to the issue and this final problem in some way. Here's an example:

Look at the issue **The Doom that's Coming to Trinity City**. From territory creation, our GM Phil knows there's going to be an eclipse that starts this doom, but he hasn't decided what the doom will be as the first session starts. He has just a vague idea of things from hell will come to Trinity City. Using the "plague of Pucks" omen, Phil seeds the idea that when the eclipse happens, a bridge will open the way to another land, and the Reaper of Souls will enter the world and feast upon the living. This is discovered through the Pucks, who form a cult in service to this soul reaper.

During the "living manifestation of Ruin" omen, City Hall is the focal point. The placement of the storm, and its final warning that "death itself will come here when day becomes as night," gives the Pantheon a hint of things to come.

After the Pucks give a second warning about the eclipse of doom, the players decide to do something about it. They decide to learn about some of the symbols on the items they took from the Puck death cultists and how they relate to eclipses and reapers. This leads

to a step session, giving Phil the idea that the players might consult a seer who can give them answers.

Now Phil decides it is time to flesh out more concrete information about the doom. With what's happened previously concerning reapers and a death cult, he shifts the issue's endgame a bit. Once the Pantheon finds the seer, she reveals the reaper is an ancient god of death who escaped into a pocket dimension during the God Wars and is due to return during the eclipse. The eclipse is a conjunction, opening a rift above City Hall, which has been a place of power for millennia. Phil pictures the pocket dimension as a kind of hell, with its denizen descending on the city.

Envisioning another twist, Phil decides the seer doesn't have the knowledge of how to stop it but knows who does, the Prophet of the Source. The players know their Pantheon only has a few weeks before the eclipse, so now they have to deal with the Prophet in order to deal with the doom. To make matters worse, their previous interactions with the Prophet have been extremely unenjoyable.

In the next session the Pantheon gets the Prophet to tell them how to stop the ancient god of death from coming into the world by stopping the eclipse from happening. Now that they see a means to stop it, they must find a way to stop an eclipse. Jennifer, playing Penelope, thinks they should ask a moon goddess. With a little research and investigation they learn Hecate and Artemis are still around and might be able to do something. They find them working at the Moonlight Diner and discover that a third lunar goddess, named Luna, is capable of working magic that can forego the eclipse. Unfortunately Luna was recently taken by something called *The Night*, so the Pantheon must rescue Luna from *The Night* in a whirlwind, pocket-dimension-hopping adventure burning Bonds all the way—but making sure the eclipse never happens and solving the issue.

As with any omen, this could have played out in any number of ways, but the point is to use the territory creation, Bonds, and questions that have been answered during play, and any other elements created from play to allow for the players to create as much as you.

Creating a One Shot Game

Part-Time Gods of Fate can easily be run as a one-shot game. To do this, the GM should create the characters, the territory, the impending issues, and their related problems and omens. The players can be given the chance to become acquainted with their part-time god characters, understanding the aspects and Bonds. In this way, the drama of the game can be created by the GM ahead of time, and the action of the one-shot can highlight the mechanics of the game: particularly the manifestations, entitlements, other extras, and the importance of the Bonds in the game.

With a one-shot game, you won't have time to really work the Bond mechanics to their fullest, so focus on the aspect portion of the Bond rather than the stress track. Weaker Bonds have a chance to be put in jeopardy and break, so those are better targets in a one-shot.

If you'd like to delve a little deeper, come up with one question you'd like to see answered by each character at the table during play. With those questions, plus a problem or two you decide to use as the external pressure on the territory, you can have a dramatic and fulfilling one-shot session of play.


PART III ~ RUNNING THE GAME

You now have the ideas behind the game and the tools to get ready for your game. Now here are some things to keep in mind while running the game to keep things moving at your table.


Things You Can Do

You're the GM: you can pretty much do anything you want. Resist that temptation in favor of a more controlled approach. Focus on these generalized principles to foster solid sessions:

- Be flexible with the issues
- Address the gods, not the players
- Embrace the juxtaposition of the divine and the human
- NPCs exist beyond game roles
- Ask questions and use the answers
- Be a fan of the gods
- Push the gods to the brink
- Think off screen, too
- Consider how the Pantheon influences the territory
- Be descriptive, not definitive



The Things You Can Do section was inspired by Apocalypse World and the many games which have drawn on its ideas. Thanks Vincent!



Be flexible with the issues

When you come up with the end result of the issues, you are envisioning what would happen if the part-time gods don't get involved with the issue. This just means you know where the issue wants to end up. Don't get married to the idea. The part-time gods are going to interfere, and you need to react to it without forcing an outcome. Be flexible and brainstorm other ways the issue can achieve its endgame. More importantly, consider other consequences that might result from an issue, even after the part-time gods interfere.

Address the gods, not the players

To keep play in the fictional space and everyone focused, including yourself, address the characters and not the players. If you say "Phil, is Robert going to deal with the Puck problem at Trinity Park or help his homeless friend Corey, who you heard hurt himself pretty bad?" that encourages the players to think as players instead of their characters. By saying instead, "Robert, you just heard your friend Corey hurt himself pretty badly, but reports of disturbances at Trinity Park sound an awful lot like Pucks," the players are more likely to keep their minds engaged within the play space.

embrace the juxtaposition of the divine and the human

By placing things that are divine in nature within the space of what you consider normal and vice versa, you can help bring this modern fantasy world to life. Cyclopes wear expensive business suits. The pocket dimension of a god of love looks like a busy mall right before Valentine's Day. Dwarves are working as auto mechanics. Goblins often travel the world as carnival folk. When you find a place to bring out the juxtaposition of the worlds living side by side, it'll bring out the wonder and mystique of the game.

npcs exist beyond game roles

The NPCs in your game might simply be there to point the part-time gods toward the next scene, but make them more than that. Start by naming everyone, give them a motivation beyond their game function, and let them express an opinion on topics relevant to the characters. This assists you in giving your setting and territory some added depth.

ask questions and use the answers

To help yourself be flexible, you need to have options. Your players are often the best sources for realizing those options. Ask the players questions about what they're doing—and even why they're doing it. Do not dissuade them from taking unexpected actions, but use the opportunity to get a feel for who they are and why they do what they do.

When they're taking action, questions can help players define the kind of actions they're taking. For example, in Fate, creating an advantage, overcoming, and attacking can sometimes feel the same. Questions help players, and you, draw a clear line between all of those.



Questions also ensure that players are aware of nuanced or evolving situations. Asking a clarifying question can simultaneously inform players and evoke responses, thereby creating the ongoing narrative and pushing play.

BE a fan of the gods

You're here to be entertained as much as the other players are. That means you want to see the triumphs and defeats of the characters and be surprised by their choices, not create them yourself. It's like reading a book you've never read before and wanting to know what the characters will do when you turn the page. By presenting them with interesting choices in dramatic situations, you are proving yourself a fan of the characters and the stories they are telling with your help.

push the gods to the brink

To create those tough choices, especially ones which can change the course of the part-time gods' lives, you need to push them hard. Don't be light with the compels, don't give them easy outs, and create situations where even if they win, it'll cost them something or create another problem.

think off screen, too

Yes, the game is about the part-time gods. However, it helps to think about what is happening in those places the part-time gods aren't. The game world shouldn't stop moving just because the part-time gods aren't there. If important events occur when the part-time gods aren't present, make sure their effects have an impact on the game later.

consider how the pantheon influences the territory

The part-time gods have a divine Spark, and that means their Dominions influence the surrounding area. Bring that to the game, show how it is influencing the territory (both for good or ill), and think about how some of the different part-time gods Dominions might combine to influence parts of the territory. And always remember that if you don't show those influences to the players, they will never see them.

BE descriptive, not definitive


Describe the feel of the environment and the NPCs that characters encounter, but leave out "exacts" and avoid being too definitive. For example:

"You walk into the hotel and see your Puck-Eater contact standing next to the vending machine."

vs.

"You enter the not-so-grand Grand Palms Hotel, noticing too many cracks in its structure to feel safe inside for too long. The place doesn't look like it's been tidied in weeks,





and even the concierge desk is empty. The lights flicker from poor fluorescent lighting along the walls, and the smell of urine permeates the room. There's a man leaning against the wall next to the soda vending machine. He's got tattoos along his arms and is creating a drum beat with his hands and reverb guitar with his mouth. You take quick notice of his slightly sharpened teeth."

Several elements are missing from the first example. It doesn't set the scene very well. The NPC is just a Puck-Eater, and since you want to embrace the juxtaposition of the divine and real world, this needs to be done better. The second description uses cues like "sharpened teeth" to give the characters a prompt that this NPC is unusual, and in this run-down hotel they're looking for a contact out of the ordinary. The GM then has the option to introduce a Puck-Eater, an Outsider disguised as a human, or even just a fan of vampire movies who happens to be in the hotel. Being descriptive, not definitive, keeps mystery alive. The players are afforded a wider range of options when the game world is not made totally defined in purely game terms.

GMIing Manifestations

Manifestations are used constantly during the game. During playtesting, players tended to apply their part-time gods' divine powers in all cases: everything from defeating Outsiders to fixing a malfunctioning elevator. This means you must be prepared to adjudicate actions involving manifestations. Here are some tips:

dominion + manifestation = effect

The first thing about manifestations is that they are always an expression of the part-time god's Dominion, which is defined in their divine aspect. The description of the manifestations does a good job of giving examples of how different Dominions can be expressed. Work with your players to make sure that you all have a good understanding of what their effects look like, based on their Dominions.

pick the right manifestation

The manifestations are broadly written on purpose, but not so broad that they are interchangeable. When players describes their action, listen to the effect they wish to create, and pick the manifestation that fits best. Pay special attention to Puppetry, Shaping, and Beckon, as these are often confused.

think about the ladder

The descriptive elements on the Fate ladder really help when trying to figure out what the difficulties of certain manifestations are. The general guideline is a Good (+3) result is needed to get a manifestation to go off, but you're going to have to make calls about manifestations. If something sounds like it would make for an Epic moment, then give it a +7 difficulty. If it would make for a Legendary story, then put it at +8. The gods have fate points and the ability to create advantages to help them pull these moments off, so don't be

afraid to push the bar. When they reach it, make sure the outcomes live up to the descriptors.

encourage human skills too

At times, players get manifestation-happy. They try using their divine powers for everything. When this happens, remind the players they have human skills as well. Human skills do not draw unwanted attention in crowds, they do not attract the attention of other gods and Outsiders, and they usually can be done without expending fate points. Sometimes hitting a Goblin with a punch rather than a divine manifestation makes more sense.

Fate Point Economy

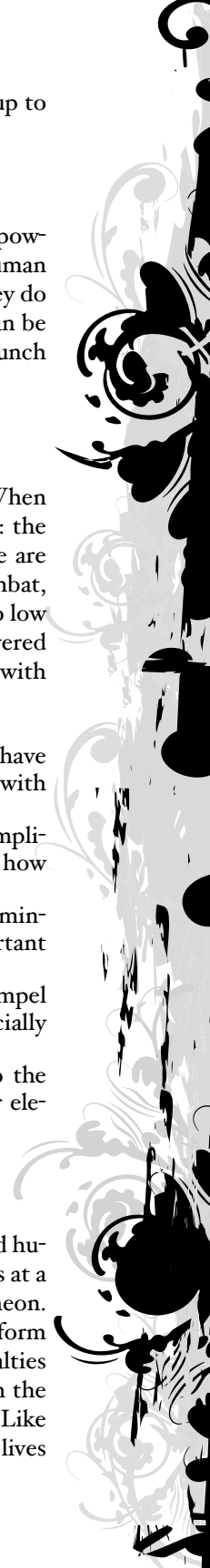
During the course of play, fate points move to and from the players. When the group is tuned in and playing well, this flow of points is continuous: the players spend fate points on rolls and gain them through compels. There are times, though, when the flow of points may slow, typically during combat, when players spend more points than they earn. If fate point pools get too low for the players, scenes can start to drag, as the players may not feel empowered to take risks, or they lack the fate points to invoke enough aspects to deal with their opposition.

When this happens try to jump-start the flow of fate points:

- **Encourage them to create advantages:** Newer Fate players have not fully realized the power of creating advantages. These often come with free invocations.
- **Compel their aspects:** Look for ways to compel aspects to complicate the scene, and then give them fate points. Here are a few tips for how to compel different aspects:
 - **Divine aspect:** Complicate the scene through the Dominion of the part-time god. For instance, have something important break in the presence of the god of chaos.
 - **Theology:** Theologies are mindsets, and you can compel that aspect by having the character act to that mindset, especially when it forces important decisions.
 - **Bonds:** If you can draw the objects of the Bonds into the scene, you can compel them into favoring their Bond over other elements of the scene.

The Consequences of Downtime

Part-Time Gods of Fate dramatizes the difficulty of juggling divine and human responsibilities. Taking time to cultivate bonds and erase stress comes at a price, as the part-time god is not out in the territory or helping the Pantheon. There should be consequences for tending to your human side, in the form of new story hooks and opportunities. Perhaps the Pantheon took casualties without one of the gods available to help, or some Outsider moved in on the Pantheon's territory while the gods were spending time with their Bonds. Like struggles, don't totally incapacitate or punish the gods, but make their lives



interesting. They should feel the cost of taking time away from being a god, and it creates greater drama.

Some Final Thoughts on GMing

The characters are the story

No matter how tempting it is to create the coolest NPCs with epic abilities or mysterious origins, only the players' characters matter in the end. They are the central focus of the game. To be fulfilling and surprising for everyone at the table, the narrative created through game play must be shaped by the characters' decisions. If the Pantheon travels to fantastic worlds, saves innocents, or conquers grand enemies then the setting, environment, and people around the characters should change to reflect these choices. Milestones provide the characters a chance for personal change on a mechanical level. Their actions during play should also change their world. No one wants to play in a game where nothing they do matters.



Don't control everything

Some GMs tend to become aggressive dictators over their games. Others take an adversarial role of GM vs. players. Different modes of GMing might be fine in the right time and place. Part-Time Gods of Fate is not a game that benefits from those confrontational modes of GMing. Yes, GM generally stands for “Game Master,” a title worthy of someone who creates a world and takes the role of everyone in it. It’s often more accurate, however, to think about your function as the “Game Facilitator” or “Game Mentor” instead. You’re just as much a player in the game as everyone else.

Have fun!

As the GM, it is your privilege to facilitate a game that your friends will all enjoy. Any game should be played with the intent of having fun above all else. The moment playing the game starts feeling like a chore, or your players stop having fun, is the moment the game falters. If this happens, take a break. Spend an evening watching a movie or doing another activity you all enjoy. Regain your bearings and gain a new perspective. Everyone will have more fun when you’re focused and having fun as well.

Bottom line: having fun is what it’s all about. Even an intricate game, full of twists and mystery, needs to be toned down if the players are not having fun. The players may be in the mood for a fight or for a moment of character interaction or perhaps a bout of investigation. The game could be overly focused on an antagonist’s plot and not enough on the Pantheon itself. It’s helpful to be able to change course on the fly. With the tools provided and a little time and practice, you’ll be able to do that easily. Honestly, though, if you need a moment, just call for a fifteen minute break while you decide how to proceed. Your players will understand.

A FEW FUN NPCs

Here are a few additional NPCs that you can pull into your game.


Chris Mobberley Squirrel Boy

This skinny, lanky young man is barely twenty one years old, is a fan of Hawaiian-themed shirts, and speaks in impossibly long run-on sentences. He is known as the god of squirrels, but those familiar with him call him “Squirrel Boy.” He has a great group of friends who accept his eccentricities, and he does everything he can to protect them from Outsider threats. While one might think being the god of squirrels is useless, they don’t know about the specially bred friends he can summon instantly to chomp his enemies. Chris is a great example of how a seemingly weak Dominion can be useful.

Julie Hodgson Goddess of Charity

The territory of this wholesome, beautiful goddess is full of people who give to their community. Although within a larger city with a devastated economy, Julie’s territory has one of the lowest rates of homelessness or deaths from hun-





ger in the country. When the characters meet her as a contact for their current problem, they'll realize she is really a cruel woman. Quite prosperous herself, Julie simply wills people to be charitable toward her. They hand over their wealth, which Julie keeps a large percentage of. This goddess is a great way to show how a seemingly "good" Dominion can still lead to corruption.

Boabdil Perez **Black Market Centaur**

Ever seen a centaur with a machine gun? Few have. Boabdil is a portly man with a bit of military experience, a bit of charm with the ladies, and the ability to take a half-man, half-horse form. Boabdil wasn't born an Outsider, but he is certainly considered one now. He has underground contacts to get just about any type of firearm he wants and can be used as a contact to procure weapons (even a few Relics) for the characters.

Jacob Segal **Cultist Zealot**

A shy and quiet man, Jacob is jaded from seeing the worst of humanity. He works in a casino, dealing cards from 4am to noon, but few would look twice at his appearance that mostly blends into the background: short, blonde, glasses, and average height and weight. Jacob sees little value in humanity, becoming the leader of a cult that prays to random gods of evil, hoping one will show up and grant them all power. If left to his devices, the cult is bound to awaken some unspeakable evil, but what if a hero showed Jacob humans are worth something?

Nathaniel Garth **God of the Blues**

The great Nathaniel Garth only recently turned forty, but he exhibited all the qualities of an expert blues player. Nathaniel was so good, in fact, his love for the blues spontaneously produced his current Dominion of "the blues." He travels from town to town with his favorite guitar, Snake Eyes, playing for anyone willing to listen. His electric rhythm hypnotizes his audience. As good as all this sounds, he is also constantly stalked by Demons, personal and of the Outsider variety, and may be looking for the part-time gods to assist him.

Brian Galley **God of Libraries**

Brian follows the Phoenix Society, becoming god of libraries and helping spread knowledge to all humans in hopes of making them better people. During the course of his research, he found secret excerpts depicting ways to free the Source from its cage. His mind calculates that if he helps humanity using only the small slice of power he has already... then by unleashing the Source, much more of the magic that makes up the Spark, that could only help humanity even more. Convincing him otherwise will prove difficult, especially since he has gathered multiple cults in his efforts.



CHAPTER ELEVEN:

MILESTONES



During the course of the game, the gods of Part-Time Gods of Fate grow and change. The rules below reference specific changes made to the Fate Core System milestone mechanic. For more information on milestones and setting them, see the Fate Core System book (pg. 255).

Minor Milestones

In Part-Time Gods of Fate a minor milestone occurs whenever the part-time gods have solved a problem, allowing the pace of the game to slow. This could be the end of the session or when the characters have a moment to catch their breath. These milestones are more about tweaking the characters or adjusting them in response to whatever's going on in the game. Minor milestones are not about boosting power. Sometimes it won't make sense for you to take advantage of a minor milestone, especially if you don't want to change anything about your character, but you always have the opportunity if you want.

During a minor milestone, you can choose to do one (and only one) item from this list:

- Switch the rating values of any two skills, or replace one Average (+1) skill with one that isn't on your sheet.
- Trade any single stunt for another stunt.
- Purchase a new stunt or extra (*see Select Extra, pg. 44*), provided you have the refresh to do so. (Remember, you can't go below 1 refresh.)
- Change a specialization for one of your manifestations.
- Clear one point of Bond stress, provided that you describe a scene with your Bond and show how you've helped heal damage done to the relationship. If you had a scene in the previous session with your Bond, that can be considered the scene if it helped heal the relationship.

In addition to the item you chose above, you can also rename any moderate consequences you have so that you can start them on the road to recovery,

presuming you have not already done so.

Note: you cannot swap Entitlements like you can with human stunts. Entitlements are meant to be permanent. You can gain new Entitlements whenever you're allowed to purchase new extras.

Minor milestones are good opportunities for you to make slight character adjustments if it seems something on your character sheet isn't quite right. For example, if you haven't been using a stunt as often as you thought, replace it with another.

Significant Milestones

Significant milestones occur when a territory issue has been dealt with. Unlike minor milestones, which are primarily about tweaking characters, significant milestones are about learning new things. Dealing with problems and challenges has made your characters generally more capable at what they do.

In addition to the benefits of a minor milestone, you also gain all of the following:

- Clear one point of Bond stress, provided you describe a scene with your Bond in which you've helped heal any damage to the relationship. This is in addition to the one gained for the minor milestone.
- Change the wording of one of your Bond aspects if the relationship has shifted or changed. *See Changing and Replacing Bonds, pg. 86.*
- Add one additional skill point, which you can spend to buy a new skill at Average (+1) or increase an existing skill by one rank.
- Add one additional manifestation point, which you can use to increase one of your manifestations, following the rules for manifestation advancement (see The Skill Chain below).
- If you have any severe consequences, rename them to begin the recovery process, if you haven't already.

Bond Scenes

When you reach a milestone and can repair your Bonds, you must describe the scene, event, or even the entire day that helped mend that relationship. Part-Time Gods of Fate is about the balance between your godhood and the people, places, and things you care about that make you human. Treat these scenes as your lifeline to your humanity. They should emphasize what makes the Bond important to your character, and should generally be free from conflict. Their point is simple: it's your time to show why this person, place, or thing is so important to your character. When you're done with the scene, put a little note on the character sheet near the Bond to remind you what happened. Once you've gone through a few Bond scenes, you will have created a story showing the relationship of your character to these Bonds.

skill columns (human skills)

During character creation, you organized your human skills into a pyramid. That pyramid changes during character advancement. However, there's still a limitation to deal with: skill columns. You can't have more skills at one rank than you have at the rank below it. So in order to have three Good (+3) skills, you must have at least three Average (+1) skills and at least three Fair (+2) skills to support them.

The pyramid follows this rule already, so when you're adding skills, make sure you don't violate that limit. It's easy to forget that if you use a skill point to upgrade one of your existing skills, you might not have enough skills to "support" it at the new rank. If you have one Good (+3), two Fair (+2), and three Average (+1) skills, your skill distribution looks roughly like this:

Good(+3)	Notice
Fair (+2)	Empathy, Will
Average (+1)	Physique, Technology, Crafts

At a milestone, you might want to upgrade a Fair (+2) skill to Good (+3). That'd give you two Good (+3), one Fair (+2), and three Average (+1):

Good(+3)	Notice, Will
Fair (+2)	Empathy
Average (+1)	Physique, Technology, Crafts

That doesn't work: you're now missing the second Fair skill you need to be square with the rules. When this happens, you have two options. You can either buy a new skill at the lowest possible rank—in this case, Average (+1)—and then upgrade it in subsequent milestones until you're in a position to bump the skill you want to the appropriate level, or you can "bank" the skill point, not spend it now, and wait until you've accumulated enough to buy a skill at whatever rank you need to support the move.

This means the further you get up the ladder, the harder it is to quickly advance your skills. This is intentional—no one can get to a point where they are awesome at everything, all the time. That's boring.

the skill chain (manifestations)

Advancement for manifestations works a little differently. Manifestations can be advanced in their rank as long as there are no gaps in the sequence of numbers from the three with the highest ranks. There can be ties: that is, more

than one skill can have the same rank, but there cannot be a gap.

Consider the following set of initial manifestations: Ruin Good (+3), Aegis Fair (+2), Shaping Average (+1). The player achieves a significant milestone and wishes to advance one of them. Here are some examples of what can and cannot be done:

You can:

- Raise Shaping from Average (+1) to Fair (+2). The sequence is then 3, 2, 2.
- Add Beacon at Average (+1). The sequence is then 3, 2, 1, 1.

You cannot:

- Raise Ruin from Good (+3) to Great (+4). The sequence would be 4, 2, 1.
- Raise Aegis from Fair (+2) to Good (+3). The sequence would be 3, 3, 1.

This essentially creates the need to piggy-back two or more skills at the same level, in order to eventually pass one up above Good (+3). This progression helps the character expand their array of manifestations while requiring investment to raise one to Great (+4).

Don't forget that when you are able to move your highest manifestation skill rank up, you must lose a Bond stress box. (*See Increasing Power, pg. 85*).



Major Milestones

A major milestone only occurs when the final issue of the territory has been dealt with or resolved, which finishes your first campaign arc or season of play.

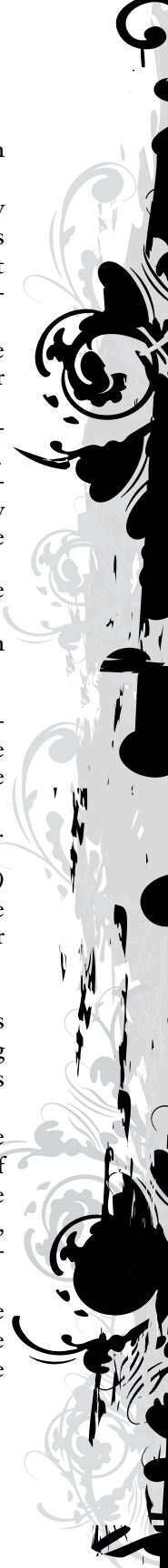
These milestones are about gaining power. The challenges of yesterday simply aren't sufficient to threaten these characters anymore, and the threats of tomorrow must be more adept, organized, and determined to stand against them. Achieving a major milestone confers the benefits of a significant milestone and a minor milestone, and all of the following additional options:

- If you have an extreme consequence, rename it to reflect that you've moved past its most debilitating effects. This allows you to take another extreme consequence in the future, if you desire.
- Clear any consequences on the territory sheet and remove any consequence that resulted from the territory consequence on your character sheet.
- Take an additional point of refresh, which allows you to immediately buy a new stunt, buy a new entitlement, deepen a Bond, create a new Bond, or keep it to give yourself more refresh (and therefore more fate points) at the beginning of each session.
- Advance a skill beyond the campaign's current skill cap, if you're able to, thus increasing the skill cap.
- Advance a manifestation beyond the campaign's current manifestation cap, if you're able to, thus increasing the manifestation cap.
- Rename your character's human aspect if you desire.
- Clear one point of Bond stress, provided you describe a scene or sequence of scenes with your Bond, in which you've healed damage to the relationship. This is in addition to the points gained from the effects of the minor and significant milestones, for a total of three points.
- You can choose to replace a Bond with a different Bond at this time. (*See Changing and Replacing Bonds, pg. 86*)
- You can choose to create a new Bond at this time. (*See New Bonds, pg. 86*)
- You can add a divine hub, or choose an already existing location on the territory sheet to become a divine hub. As your power grows, so does your divine hold on the territory.

Reaching a major milestone is a big deal. Part-time gods with more stunts and extras are going to have a wider range of resources at their disposal, making them more effective. The higher refresh means more fate points when sessions begin, which means you'll be less reliant on compels for a while.

When the part-time gods go past the skill cap, it necessarily changes the way antagonists are handled, because foes must match the characters in terms of competence. This change won't happen all at once, which gives GMs the chance to introduce more powerful enemies gradually. However, if you play long enough, eventually you're going to have gods with very high skill and manifestation ratings—that alone should give GMs a sense of the kinds of villains needed.

Most of all, a major milestone signals that things in the world of the game have changed. Some of that is reflected in territory advancement, but given the number of chances the characters have to revise their Bonds in response to the story, a different set of priorities and concerns are generally needed.





CHAPTER TWELVE:

ANTAGONISTS

The part-time gods need a full cast of characters to interact with. Some will be monsters to fight, some will be mortals to contend with, and some may even be other gods. All these non-player characters are called NPCs.

Some NPCs are created during territory or character creation, but you'll need more. They can include anything from the mountain lion stalking the part-time gods along their path, the flirty shop owner, or even rival gods bent on destroying the part-time gods. NPCs are tools controlled by you in order to add variety and depth to the game world.

This chapter focuses on the threats the part-time gods face, both mortal and divine. Descriptions are purposefully generic, giving you room to customize these NPCs to suit the game and part-time gods.

NPCs come in five varieties:

- **Fodder:** An NPC that is fodder usually has one stress box and no fate points. Such NPCs are meant to be defeated easily.
- **Minions:** An NPC that is a minion has stress tracks but no fate points. They are sufficiently threatening to take a blow from a part-time god and survive.
- **Touched:** An NPC that is touched has both stress tracks and fate points. The touched contain divinity that can be used to surpass what is possible in the mundane world.
- **Outsiders:** The Outsiders are those mythical and legendary antagonists who have Spark but are not gods themselves. These antagonists have immense power. Some are bestial, while others possess a human intellect, making each one unique. Outsiders are, by nature, loners--or at least wary of approaching others outside their kind. Some work directly with certain gods as well.
- **Gods:** There are other gods in the world, and many of them are not friendly to the part-time gods of your game. Their motives and agendas are as varied as snowflakes in the winter or the leaves of fall. They are generally as powerful as they are old, but to underestimate even the youngest of the gods is foolish at best and deadly at worst.

How Outsiders Function

Outsiders, by their very nature, exist outside the normal world. They work like NPCs in the Fate Core System, but look a little different. Here's an overview of how their divine presence changes how they look on the page.

Aspects

Because of the otherness of these Outsiders, they have one or two aspects representing their nature and their purpose for existing.

skills

To emphasise their otherness, these Outsiders do not draw from the normal skill list. Instead, they have two to four skills named as general descriptors representing the sorts of actions they do, such as God Hunter, Eater of Time, or Wields the Knowledge of the Ancient Past. After all, who would be scared if an Outsider used a skill as mundane as Fight!

These Outsider skills, as they are called throughout the chapter, are broad concepts. When an Outsider performs an action, you choose the skill that sounds right for that action and roll it, treating the results as any other overcome, create an advantage, attack, or defend action. (This is akin to skill modes in the Fate System Toolkit and approaches in the Fate Accelerated System. You don't need to read those books to use this idea, but they may help you make your own Outsider skills.)

You should tell the players the names of these skills as the Outsider uses them, which emphasizes their Outsider natures. If a name starts to seem dull, reword it or change its meaning as play continues to heighten the unpredictability of these beings.

Because of how Outsider skills work, they all have one pseudo-skill called Everything Else, which covers situations that their other Outsider skills don't cover.

outsider Abilities

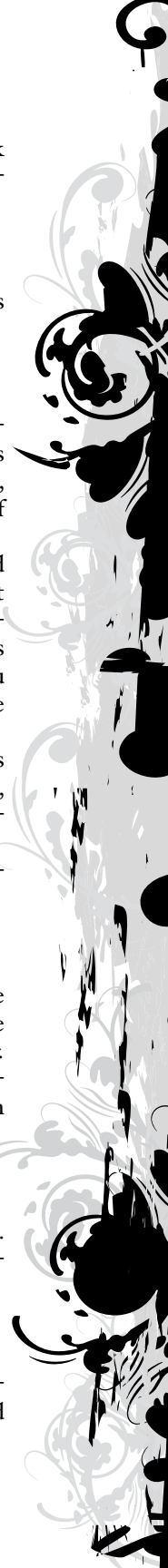
Skills and situations affect Outsiders differently. These differences are reflected in Outsider Abilities, which are stunts specific to Outsiders. Those common to many Outsiders are listed in the Outsider Abilities section (pg. 173), and many Outsiders have other or variant abilities. Note that these abilities sometimes play fast and loose with Fate rules. You should interpret them broadly to make them feel strange and difficult to know.

weaknesses

Outsiders with this entry have limits to their actions in some situations. If the part-time gods are exploiting a weakness (intentionally or by happenstance), treat Outsider skills in those situations as being three lower.

equipment


Some Outsiders who are closer to human in nature may employ tools rather than inherent "implements." Typical items are listed with the Outsider and include their base weapon ratings for ease of reference.





Discovering Weaknesses

Some Outsider weaknesses will be secrets to the part-time gods, just as aspects normally are. For those, don't name the skills when you use them—just say what the outsider does. Part-time gods can attempt to discover those skills the same way they would discover secret aspects (See *Fate Core System* pg. 79). Notice would work for gauging skills that involve how an Outsider acts, Mythology covers skills tied to legends and stories, and so on. These are overcome actions with difficulties ranging from Average to Great or even higher, depending on how secretive you see the Outsider regarding that weakness, or even in holding back its true strength.



stress & consequences

Unlike normal part-time gods, stress boxes and consequence slots are not determined by skills, but are stated in the Outsider's writeup. Simple Outsiders have a small stress track and usually just one mild consequence slot. More formidable Outsiders have stress tracks and consequence slots based on their power level.

pay off

These are the abilities a Puck-Eater would get when eating some part of the Outsider.

other notes

Often Outsiders can create a host of other effects. Those listed in this entry don't necessarily impact conflicts or affect part-time gods directly, but are still worth mentioning so you can use them in the narrative.

Outsiders as Opposition

Because the classic Fate breakdown of NPCs doesn't quite apply with Outsiders, this chapter uses some very different ideas on presenting opposition, especially the weirder and less human the opposition becomes. See *Fate Core System* pg. 213-221.

The Outsiders in this chapter have one or two aspects, usually three Outsider skills, some special attacks and abilities as appropriate, and a single stress track. You are encouraged to use this tactic for other NPCs you need to make on the fly.

outsider mobs

The Fate rules for mobs work great for a horde of lesser Outsiders. See *Fate Core System* pg. 216. Given that these sorts of Outsiders could have stress tracks that are more complicated than even good nameless NPCs, keep each stress track separate to avoid confusion when tracking harm.

Outsider Abilities

Outsiders' abilities work much like stunts. The following are common among Outsiders. Many Outsiders have other abilities listed with their entries. Sometimes these refer to normal skills (such as Athletics or Physique) to communicate the sort of actions the stunt allows or modifies. Naturally, use the skill equivalent for the specific Outsider.

AQUATIC

Some Outsiders have no problem moving or breathing in water. If they have a problem moving or breathing on land, that is listed here.

AREA ATTACK

This action affects everyone in a given zone or other area. Those affected need to oppose separately against the Outsider's single action roll—which may be an attack or creating an advantage. (Compare to simultaneous attacks below, which describes multiple, individual ways of assaulting part-time gods.)

ATTACKS

Most Outsiders have one or more forms of attack that are particularly devastating to the part-time gods, such as ones with a weapon rating, those that convey an advantage when successful rather than or in addition to stress, and so on. Each attack is listed individually by name. Extensions of this ability include area attacks, psychic assaults, simultaneous attacks, etc.

A few attacks are listed without additional rules, thus using the normal skill situation, but do list some possible consequences that could be dealt. To help you with ideas, these possible consequences are broken into samples for mild, moderate, and severe.

ETHEREAL

The Outsider is incorporeal, which means that normal physical actions cannot affect it. Most of the time such Outsiders are able to still physically attack—part-time gods can defend against such attacks normally if the defense involves getting out of the way or enduring pain rather than blocking a blow. Likewise, material barriers cannot block the Outsider from moving between zones. If not specified, the Outsider is always ethereal; any conditions or situations that cause it to become corporeal are listed in the ability.


FLIGHT

The Outsider can fly under its own power. It uses Athletics for maneuvering and dodging. When possible, it uses Physique for grappling and lifting a victim into the air, typically contested by the target's Physique or Fight.

INVISIBILITY

In addition to aspects such abilities convey, any that allow an Outsider to be invisible require part-time gods to be able to perceive it to take any direct action. Part-time gods can sense the presence of an invisible Outsider with





their Spark Sense, but they are only visible to gods with Otherworldly Sight, (pg. 77). A god can attempt to defend with Notice (in order to discover where the Outsider is, such as hearing the Outsider moving) or Physique (to take the blow), depending on the situation. Otherwise, part-time gods fighting against an invisible Outsider are in for a quick death if they don't find a way to escape or gain some advantage.

INVULNERABLE

The Outsider has a form of defense or immunity that renders some attacks completely moot, specified in the Outsider's entry. Since such attacks automatically fail, there isn't a defense roll and the Outsider can't succeed with style on their defense. The same is true with overcome actions or creating an advantage that involves using such means against the Outsider.

PSYCHIC ASSAULT

Some Outsiders can assault the mind and will. These are mental attacks, defended against with Will. Typical consequences are listed with the Outsider. Note that unless the Outsider takes out a part-time god, the part-time god still has free will--consequences are related to mental control, supplying an exploit it can use or that you can compel. Against human NPCs, these Outsiders' abilities should be treated as absolute or severe.

BESILIENCE

The Outsider has a form of defense that renders some forms of attack less powerful, specified in the Outsider's entry. When it rolls a defend action against such attacks, its defense increases by one or more, as specified in the Outsider's entry. If there is a way to overcome or disable the resilience, that is also noted.

SIMULTANEOUS ATTACKS

Some Outsiders have ways of making multiple independent actions at once. Essentially, that Outsider's action for that moment is "assault with all of my tentacles/limbs/etc." Roll for each action separately, which may be attacks, creating advantages or any combination thereof. If two or more of these attacks gang up on one part-time god, that qualifies as teamwork. See *Fate Core System* pg. 174. Note that this is not the same as an Area Attack.

SPECIAL SENSES

Outsiders with some sort of significant sensory advantage do not receive any bonus to situational awareness rolls, but do gain the benefits from their senses via story logic. For instance, an Outsider that can see perfectly in the dark denies others the option to invoke a situation aspect like **Darkness**, and it may take actions based on such extrasensory knowledge.

TELEPORTATION

Outsiders capable of teleporting at will generally have a +3 with any defensive action against those who cannot match its movements (those who can teleport on occasion or with effort do not gain this advantage). If the telepor-

tation range allows it to effectively move as fast as a vehicle, then the Outsider also has this bonus in those situations. This can also be used to create an advantage like Surprised as part of reappearing—using whichever Outsider skill best represents guile or hunting, opposed by a part-time god's Notice skill.

UNUSUAL MOVEMENT

Some Outsiders have unusual forms of movement, which are listed with the Outsider, along with special rules such movement conveys (if any).

Creating Gods

Gods as NPCs in Part-Time Gods of Fate can be built as you would a part-time god, but you can break some rules. *For some excellent advice, take a look at pg. 220 of the Fate Core System.* Beyond that advice, if you make a god who has lost her bonds and gone fully divine, then you could use the skill system for Outsiders and break the rules for a god concerning their spent refresh and the power their Dominions provide. You can also give more refresh to a god who is still balancing their divine and human lives. Bonds, and the care they give to them, can help show some depth to those NPCs. This is a tool for creating an adversary that fits into your game mechanically and narratively.

Format for NPCs in PTGoF

Below is the format for an NPC in Part-Time Gods of Fate, with an explanation of the components that make them up :

- **Aspects:** A simple description of the NPC, along with its motivations and traits.
- **Skills:** Like part-time gods, an NPC has skills as well as ranks.
- **Stunts:** An NPC can have stunts that expand on certain skills. Not all NPCs have stunts.
- **Stress:** Physical stress is the amount of physical punishment an NPC can take. Mental stress shows how much mental trauma an NPC can take.
- **Spark:** Divine NPCs may have fate points, usable by them to draw upon divine power.
- **Fear:** An NPC with a fear rating can shake a part-time god's resolve. When starting a conflict with an Outsider that has a fear rating, the part-time god must take a defend Will action against the NPC's fear rating. Failure deals mental stress and puts a boost of **Frightened** on the part-time god. Some creatures have a split fear rating, such as 0/3. This means that while in normal form, hiding in plain sight among mortals, the creatures have no fear rating. When they take on their more hideous or awesome forms, however, they strike fear into the hearts of mortal and god alike.

○ **Example:** *The part-time gods are fighting a storm giant with a fear rating of Great (+4). They must take a defend Will action against a passive opposition of Great (+4). For each shift below four, the part-time god takes one point of mental stress and gains a **Frightened** boost against them.*

Example Antagonists

ANIMALS

Below are some of the major animal threats of the world. Animals like house cats, mice, turtles or snakes have very little health to withstand blows, so you can give them a single skill and an aspect, or just make them an aspect on the scene. If they are an aspect on the scene, just use your common sense for what they could do. Cats have agility to jump and scratch, snakes can deliver venom and poison characters, and mice can get into the smallest openings.

Bear (minion): fear: 2

Bears are not only very large (up to ten feet tall), but also quite swift despite their size, making them truly deadly beasts to encounter anywhere. Throughout much of mythology, they are symbols of strength, wisdom, and ferocity—especially in many of the Native American cultures. They can appear in almost any terrain.

Aspects: *Godless Killing Machine*

Skills: Good (+3) Fight; Fair (+2) Athletics; Average (+1) Notice

Stunts

● **Maul:** If a bear succeeds with style on a Fight attack, it gets one additional shift.

Stress: Physical 3, Mental 2

Other Notes: Bears have both jaws and claws with which to maul their targets. Pretending to be dead will cause a bear to ignore the target, but this is a preemptive move. If they are already in battle with the beast, there's no getting out of it.

bird of prey (rodder)

A favored servant of many gods, birds of prey like ravens, vultures and hawks can be quite dangerous in a battle. Despite their size, a single bird rarely has the strength to put up a fight against a live human. Flocks of these animals, however, can prove to be truly deadly. They are also proficient at scouting and pecking at targets to distract them.

Aspects: *Keen-eyed*

Skills: Good (+3) Notice, Stealth; Average (+1) Fight

Stunts

● **Distracting:** The bird of prey gains a +2 when creating an advantage to cause a distraction to a target.

Stress: one box

canine (minion)

These four-legged friends of man come in several different breeds, sizes and personalities. Wolves are wild, often found in cold or mountainous areas, while domesticated dogs are bred to aid humans in their duties or just as companions. Hunger or the protection of their territory can be strong motivators for them, as well as the command of their owner.

Aspects: *Loyal Attack Dog*

Skills: Good (+3) Athletics; Fair (+2) Fight

Stunts

● **Grab & Hold:** When a canine succeeds with style on an attack action, they can reduce the shifts by one to create the aspect of *Grabbed & Held* on the target of their attack.

Stress: Physical 2, Mental 1

Horses (minion)

These regal animals have been the favored method of travel for centuries. Likewise, there are stock horses for fieldwork, racing horses bred for speed and even parade horses to be shown for their beauty. As most are domesticated animals, they are often found in farms or racing areas, but wild horses still exist in plains areas and are a welcome challenge for master horse-breakers.

Aspects: *Ridable Beast of Burden*

Skills: Good (+3) Physique; Fair (+2) Athletics, Fight

Stunts

● **Powerful Kick:** When taking the attack action with Fight, a hit pushes the target one zone.

● **Runner:** When taking an overcome action to move extra zones with Athletics, the horse moves an extra zone.

Stress: Physical 2, Mental 1

Large cat (minion): fear: 1

From the roaring lions of Africa to the ferocious tigers of Asia, large cats are feared worldwide. They can be found in several forests and jungles in the wild, but they can be found in various zoos as well. Armed with deadly claws, sharp fangs and a cunning instinct, these animals stalk their prey relentlessly before striking, and gods taste just as good as any other human, if not better.

Aspects: *Silent Hunter*

Skills: Good (+3) Fight, Stealth; Fair (+2) Notice

Stunts

● **Pounce:** When a large cat succeeds with style on an overcome Stealth action, it gets a full aspect with two free invocations instead of a boost.

● **Tackle:** When a large cat succeeds with style on an attack action and reduces its shifts by one to create a boost, it can instead create an aspect called *Tackled*.

Stress: Physical 2, Mental 2

monkeys (fodder)

These primates live in jungles and forests in almost every corner of the world. They possess great acrobatic ability to climb trees, swing on vines and retreat quickly when threatened. Some monkeys are larger than others, giving them heightened wrestling ability as well. They are mostly peaceful outsiders, so part-time gods need only worry about monkey attacks if the animal is hungry, frightened or protecting their young.

Aspects: *Agile Tree Climbers*

Skills: Good (+3) Athletics; Fair (+2) Throw

Stress: one box

Other Notes: Monkeys are easily scared and more prone to retreat than prolonged battle.

MORTALS

Below are descriptions of the more mundane threats to a god in the modern world. While they do not have divine power, few of them are pushovers. Defeating a single mortal should be little problem for a god, but some mortals' influence can be far-reaching. Also, when attacking in numbers, even regular people can be a huge threat. Mobs have a reputation for a reason. *Payoffs gained from mortals can be found in the Puck-Eaters Section of Theologies on pg. 113.*

Average people (fodder or minion)

There are six billion people in the world. Some of them are exceptional in their chosen careers and go on to change the world. The vast majority, however, are just everyday people trying to get by day to day. They are the shopkeepers, bartenders, janitors and a million other occupations, but very few of them are combat trained. Motivations vary depending upon the individual, so summing up this group isn't easy. Money is always a good start though. Also, if rallied to a banner, a large number of normal people can send even an army away in defeat. See *Fate Core System, pg.213: 220 to see how to create any kind of NPC*. Here are a couple of examples:

Custodian (Fodder)

Aspects: *Keeper of the Keys*

Skills: Average (+1) Notice

Stress: one box

Preacher (Fodder)

Aspects: *Speaker of the Word of God*

Skills: Fair (+2) Rapport; Average (+1) Empathy

Stress: one box

Construction Worker (Minion)

Aspects: *Builder of Things*

Skills: Fair (+2) Physique; Average (+1) Crafts

Stress: Physical 3, Mental 2

cultist (fodder)

Worshippers come in all shapes and sizes, but they are usually just average people. When one's beliefs take over, however, a worshipper becomes a zealous cultist bent on pleasing their master. They are easily manipulated if they truly believe they are in service to their god. Cultists often congregate in hidden places and have secret meetings to plan their next moves, becoming a terrible enemy to an opposing god. They seldom attack alone, using the strength of numbers to their advantage.

Average Cultist

Aspects: *Total Allegiance to a Cause*

Skills: Fair (+2) Fight, Will; Average (+1) Knowledge

Stress: one box

Other Notes: While most cultists simply believe themselves to be cho-

sen, the lucky ones may occasionally be seen as worthy to their gods. In this case, they may possess a lower-powered Relic.

gangster (minion)

Some of the most feared types of people in history, gangsters are businessmen at heart. They move into a town, establish several fronts for their criminal activity, and then go on to buy off anyone who could stop them. Lots of gang wars take place at any given time, and the gods can get sucked into them at times when gunfire and explosions run rampant through their territory. Gangsters are motivated by money and power in mass quantities, which they have no qualms about taking from another... divine or not.

Average Gangster

Aspects: *Remorseless Killer*

Skills: Good (+3) Fight, Shoot; Fair (+2) Contacts, Resources

Stunts

● **Made Man:** A gangster gets a +2 to overcome actions when using Contacts.

Stress: Physical 2, Mental 2



inmate (fodder)

These antagonists are severely mentally unstable, rising to the level of psychosis. Some are schizophrenic, others are sociopathic and you might even find more exotic mental issues like pyromania. In no uncertain terms, they are simply unable to function as a normal person. Where crazy begins for these inmates, homicidal tendencies usually follow. They have little in the way of motivation: Inmates do what they want when they feel the urge, and it often makes no logical sense. The most common motivation is to escape whatever facility holds them.

Average Inmate

Aspects: *The Power of Madness* (or one reflecting their mental state)

Skills: Fair (+2) Will; Average (+1) Provoke

Stress: one box

Other Notes: Inmates have a rampant disregard for their own well-being.

police officer (fodder)

These antagonists ostensibly exist to serve and protect the populace. They attempt to bring peace from unrest and are not unlike the gods fighting against chaos in their territory. This can make police officers a god's worst enemy, especially if they get a record. Some are muscular from working out and improving hand-to-hand techniques, while others have a beer belly and focus on firearms and expert driving to compensate for physical shortcomings. Constant rumors of corruption surround the police and some of them are susceptible to bribing. For the most part, however, they stand by their values and fight for justice.

Average Police Officer

Aspects: *The Law is On My Side*

Skills: Fair (+2) Shoot; Average (+1) Drive, Fight

Stunts

● **Aim:** When using create an advantage to aim, any success is treated as a success with style.

● **Take Down:** The police officer gains a +2 when using create an advantage to restrain a target.

Stress: one box

thug (fodder)

Sometimes intellectual antagonists need muscle to put their plans into action, which is where Thugs come into play. Physical force is their bread and butter, taking jobs as bouncers, bodyguards, gang members or a crime boss's right hand man. They excel in both strength and speed, making them formidable enemies in battle. They often lack the mental fortitude to do anything besides taking orders, but motivations include money, revenge or just the need to break some bones on occasion.

Average Thug

Aspects: *I've Got a Job to Do*

Skills: Fair (+2) Fight; Average (+1) Shoot

Stress: one box

TOUCHED

The Touched are those antagonists split between the worlds of the divine and mundane, but who are not gods. They are slightly better than humans, many having supernatural abilities, but their Spark is either still asleep or simply stagnant.

champion (touched)

Throughout history, the gods have chosen mortals to be their eyes and ears on Earth. These mortals became the paragons of their god's Dominion, usually as a tool during the God Wars. When mass numbers of followers went out of fashion, Champions became the new way to call others to a god's banner. These beings were given a Spark to fight against the Outsiders, and many went on to inspire great legends of heroes and monsters. They were the Norse berserkers and valkyries, South American amazon warriors, and other epic heroes. As the gods could no longer make new gods, so too was their ability to create Champions eventually destroyed. Unlike other Touched, Champions are born with their power, passed on by blood. Their Spark stays latent until they reach puberty, where it lifts them to become superhuman. Champions are also stalked and hunted by Outsiders and other minions of the Source, making them valuable allies if a god is willing to offer some semblance of protection.

Aspects: *Paragon of a God, Unflinching in the Face of Danger*

Skills: Great (+4) Fight, Physique; Good (+3) Athletics, Rapport, Will; Fair (+2) Aegis, Stealth

Stunts

● **Empower:** The Champion can spend a fate point to increase one of their skills by +1 for a scene, breaking the column rules. This can only be done to an individual skill once per scene.

Stress: Physical 3, Mental 3

Fate Points: 1

Other Notes: If a part-time god is bred for godhood and has siblings, their brothers and sisters may end up as Champions. They may also have a Relic at their disposal, usually one associated with the Dominion to which they are linked.

god-killers (touched): fear: 3

When the first god was killed by a mortal, his death gave birth to the God-Killers, often regarded as the dark side of Champions. However, as the Champions were gifted with power, God-Killers persistently stalked the gods at every turn, killing them and stealing their Dominions to give to the god they worship. This is the reason gods still fear these antagonists. God-Killers were once organized into hunting parties, but modern God-Killers are prone to solitary stalking. Gods often hide to avoid the God-Killers, but stealth often proves futile. The God-Killers have a taste for divine power, and they stop at nothing to find it. No one wakes up one day and suddenly wants to kill divine beings. God-killers are bred from birth to be ready to take on the mantle passed down through families... truly dysfunctional families, of course.

Aspects: *Killer of Gods, Unflinching in the Face of Danger*

Skills: Great (+4) Fight, Physique, Shoot; Good (+3) Athletics, Intimidation, Will; Fair (+2) Ruin, Stealth, Burglary

Stunts

- **Spark Sense:** God-Killers can sense Spark within a mile of themselves.
- **Weapon Master:** God-Killers gain a +2 when using their weapon of choice to take attack actions.
- **Negation:** God-Killers can spend a fate point to instantly negate any manifestations directed toward them.
- **Soul Storage:** God-Killers can take and hold the soul of any god that dies near them. They can hold up to three such souls at a time.

Stress: Physical 3. Mental 3

Fate Points: 1

Payoff: When resisting manifestations directed against you, gain a +1

Other Notes: God-Killers are powered by Relics, of course, and the careful identification and elimination of said Relics is key to defeating these nasty enemies. They are also trained with a specific weapon.



Hags (Touched): fear: 2

Dark entities exist that can grant a human immense magical power. Hags are sorceresses who have made pacts with these Outsiders, but it comes at a price. One usually becomes a hag in order to ruin someone else's life, bargaining for the tools with which to do it. Hags are the witches of the fairy tales, capable of creating horrible poisons, haunting nightmares and ruining someone's luck. No matter how young the women who become hags are, their body withers, they develop sores and cracked lips, their hair goes grey and their teeth rot. They are often seen with a familiar of some sort as well, a black cat or a raven specifically. They are seldom a physical threat to most gods, but their nasty magic can prove to be quite devastating.

Aspects: *Withered Sorceress*

Skills: Good (+3) Rapport, Shaping, Will; Fair (+2) Empathy, Knowledge, Mythology; Average (+1) Craft, Fight, Physique, Shoot

Stunts

- **Dreams:** Hags can look into the minds of targets and root through their dreams with a Shaping overcome action and something to connect them to their prey. By spending a fate point, Hags can shape the dreams their prey have.
- **Familiar:** The Hag has a Familiar (pg. 75).
- **Glamour:** Although their real form is quite disgusting, Hags can put on the face of a young, beautiful women with this power. This can be seen through by seeing their reflections in a mirror.
- **Hex:** Hags can use Shaping to create an advantage against their prey in a negative manner.
- **Poison:** With a touch, Hags may take a create an advantage action with Shaping to poison their prey. If the prey fails, they gain the minor consequence *Poisoned*. After a few moments the prey makes a Physique overcome action against the Hags' Shaping score. If that fails, the prey is taken out by falling unconscious. This poison can be placed into food for ingestion if the Hag chooses—red apples being a favorite.

Stress: Physical 3, Mental 4

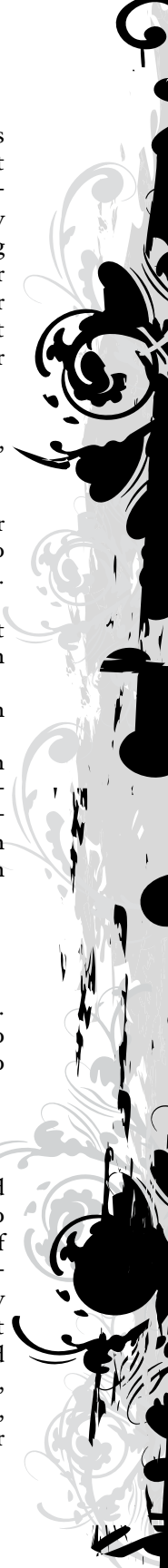
Fate Points: 2

Payoff: Pick one of the Hag's abilities.

Other Notes: Hags are weakened by concepts of purity and holiness. They cannot take a step onto consecrated ground and virgins are immune to their abilities. A splash of fresh water even acts as an acid to them, dealing two physical stress when dowsed.

seers(Touched)

Sometimes humans have run-ins with the divine that leave them changed for life. They absorb a fraction of a Spark into their soul, but not enough to give them any real power. Instead, they experience visions beyond even that of a god. Of course, at first, they'll write their visions off as mere dreams (or nightmares), until they realize their portents come true. Then they understand they are not as crazy, and they might be able to use their gifts. Gods often seek out Seers in hopes of keeping them on retainer. Having someone on payroll to read omens and view the future is quite useful. Seers are not unlike regular people, however, with their own personal motivations. The visions come as they please, whether the mortal wants them or not, but convincing a Seer to repeat their visions is not always easy.



Aspects: *My Visions are the Future*

Skills: Good (+3) Will; Fair (+2) Knowledge; Average (+1) Notice, Crafts, Fight

Stunts

● **Visions:** By spending a fate point, the seer can see a specific vision of an event.

Stress: Physical 2, Mental 4

Fate Points: 1

Payoff: The puck gains the Visions entitlement (*pg. 80*) for 24 hours. **Other Notes:** The Coming Storm has created many Seers, all of them seeing the same vision for the future: Darkness engulfing the world. None of them can tell exactly when this will happen, but all cower in fear of its approach.

skin-walkers (touched)

Deep within Native American shamanism are legends of people with the ability to take on the form of totem animals or other animals closely related to their patron gods. Through blood, sweat and tears, Skin-Walkers achieve a closeness to their gods few other worshippers ever could. This tradition has passed on to modern Skin-Walkers as well, making them truly formidable opponents. With lax hunting laws and the advances of skin preservation, Skin-Walkers are known to have dozens of different animal forms at their disposal, flying with the grace of a falcon one day and attacking an enemy with the strength of a bear the next.

Aspects: *Animal Shapechanger, Animal Instincts*

Skills: Good (+3) Fight, Physique; Fair (+2) Athletics, Rapport; Average (+1) Deceive, Shoot

Stunts

● **Shapechanger:** By spending ten minutes in a ritual, the Skin-Walker can transform into any animal of which they possess the skin. They can then stay in this form indefinitely if they choose, but they lose their ability to speak (and opposable thumbs) while transformed. The Skin-Walker takes the better of the skills and stress tracks when changed. See the Animals section for a small sample of the forms they could take. They also gain any Fear rating the animal has.

● **Friend to Animals:** The Skin-Walker can use Rapport, Empathy and Provoke when dealing with animals, and gains +2 when doing so.

Stress: Physical 3, Mental 3

Fate Points: 1

Payoff: You can use Rapport, Empathy and Provoke when dealing with animals.

OUTSIDERS

The Outsiders are those mythical and legendary beings outside of the gods themselves. These antagonists have their own Spark that lends them immense power. Some are bestial, while others possess a human intellect, making each one unique. Outsiders are, by nature, loners—or at least wary of approaching others outside their kind, but there are some who work directly with certain gods as well.

cloak (outsider): fear: 5

Many legends surround cloaked beings from the Lands of the Dead, one of the most famous being the Grim Reaper. While many think only a single entity exists with the duty to escort the dead to their final resting place, many of these beings roam any place with living creatures. Whether called Yama in the Hindu religion or Angels of Death in Christianity, Cloaks are agents in service to whatever god of death rules the realm. They don't, however, reside on Earth at any time. Instead, they enter through a portal, retrieve their required soul with single-minded efficiency, and return just as quickly. If a god decides to get in their way, they should be prepared to deal with a very powerful enemy.

Aspects: *Retriever of Souls*

Skills Legendary (+8) Touch of Death; Superb (+5) Flight of an Ill Wind; Good (+3) Everything Else

Stunts

- **Flying**
- **Invisibility**
- **Teleportation:** The Cloaks can create portals to and from the Lands of the Dead, and for one fate point they can teleport anywhere within sight with a thought.
- **Immortal:** If killed on this plane, the Cloaks teleport automatically back to their home realm. They must spend a day on that plane and can afterward return to complete the task.

Weaknesses

- Mortal in their own realm.
- Can be tricked into playing games or contests with high stakes: usually, but not always, a soul is the prize.

Stress: Physical 7, Mental 5

Consequences: 1 Mild, 1 Moderate, 1 Severe

Fate Points: 3

Payoff: The ability to open a portal to the Land of the Dead where the Cloak usually resides, or the Puck-Eater may extend their own life by twenty five years.

djinn (outsider): fear: 3

Better known as Genies, the Djinni are born in fire and are perhaps some of the most interesting Outsiders. Djinni are powerful beings with a human form, capable of shapeshifting and other magnificent feats. During the God Wars, the worst of their kind were captured and mystically sealed away inside brass lamps. Stories abound of mortals who happen upon these lamps, rub them, and receive three wishes from the Djinn inside. The Djinni attempt to make just about anything asked of them happen, but often in the worst possible way. With this happening only once every few decades or centuries, and

their freedom being held by a leash to the brass lamp, Djinni are usually quite insane. Their primary motivation for anything they do is to find a way to trick their current “master” to set them free with one of their wishes.

Aspects: *Insane Twister of Wishes, Seeking Escape*

Skills: Epic (+7) Whatever my Master Wishes; Great (+4) Everything Else

Stunts

- **Shapechanger:** Djinni can take the form of any other person or animal with a thought.
- **Immortal:** Djinni can only be killed if they are freed. Otherwise, their form retreats back to their lamp and cannot be released for one year.

Weaknesses

- Djinni are bound to the will of their master if they hold the item the Djinni are bound to.
- Djinni can be killed if they are freed from their bonded item.

Stress: Physical 3, Mental 5

Consequences: 1 Mild, 1 Moderate

Fate Points: 2

Payoff: +1 bonus to Beckon or the Beast Form entitlement.

Other Notes: If a Djinn is ever freed, its skill Epic (+7) Whatever my Master Wishes becomes Epic (+7) Whatever I Wish, they gain three more physical stress boxes, and they gain a severe consequence slot.



dwarf (outsider)

Old German myths link the ancient Dwarves to the Norse pantheon who venerated mining, blacksmithing, and crafting. They are often short, stout, and quite muscular in stature, though they range in attractiveness like any other person. During the God Wars, Dwarves were coveted by gods who wanted large stockpiles of divine weapons, as the Dwarves were one of the few Outsiders with the ability to create Relics. Many Dwarves were secreted away in mountains, hidden so other gods couldn't steal them or persuade them to trade sides. Several Dwarves stayed in those same mountains, though most have gone out of their way to include themselves in the modern world. Dwarves' ability to craft just about anything has led to many of the most spectacular technological advances in history, and they show no signs of stopping. Gods still seek their wisdom and Relic crafting ability, especially with the Coming Storm approaching. They always ask for something in return, however.

Aspects: *The Supreme Crafter, Shrewd Bargainer*

Skills: Fantastic (+6) Crafting and Inventing; Superb (+5) The Art of Negotiation; Great (+4) Underground Mountain People; Mediocre (+0) Everything Else

Stunts

● **Relic Attuner:** They have the ability to instantly attune to any Relic with a touch and without a check.

Equipment: As Relic crafters, Dwarves are seldom found without at least one or two Relics, ranging in Power anywhere from one to five, depending on the situation.

Stress: Physical 4, Mental 3

Consequences: 1 Mild

Fate Points: 1

Payoff: Become slightly shorter and gain a +2 to any overcome and create advantage check to create something, or when using Technology.

Other Notes: While a god may search for lost Relics or hope for one to be gifted upon them spontaneously, Dwarves are the only beings left who can actually make custom *Relics* (pg. 131). It takes approximately one or two weeks per Relic level to produce, depending on the level of detail needed and how artistic the item should be.

FLYING FOXES (outsider): fear: 2

The legends of the Flying Fox have been rationalized as the aboriginals' fear of bats in the night. This Outsider, however, is far from imaginary. Flying Foxes are the size of a regular fox, but they have large bat wings they use to soar swiftly through the air. They are nocturnal Outsiders known for devouring livestock, so they frequent areas near ranches and farms. Villagers embellished many of these attacks, saying the Flying Foxes ate children and killed field workers, in order to rally others to form hunting parties. They stopped losing their cattle, but this left the Flying Foxes close to extinction today. Flying Foxes have an animal intelligence and are unable to speak. This leads to feral behavior: Fighting over food or in the defense of their offspring. Unless controlled by an outside source, they are more likely to fly away than fight. They don't always get this choice, however, as there are hunters that specifically seek their kind.

Aspects: *Feral Winged Fox*

Skills: Fantastic (+6) I Hear Everything; Great (+4) The Cunning and

Quickness of a Fox in Flight; Good (+3) Everything Else

Stunts

● **Radar Sense:** Their echolocation and superior hearing lets them pinpoint targets even in total darkness.

Stress: Physical 4, Mental 2

Consequences: 1 Mild, 1 Moderate

Fate Points: 1

Payoff: Wings (*pg. 80*) or +2 to Notice actions when hearing is involved.

Other Notes: They are hunted for their wings, which are used in many rituals (+1 if sacrificed during a manifestation ritual), as well as for exotic pets to gods that require status. Of course, the Flying Foxes are wild animals that constantly try to escape captivity. Their young can fly after about six months and reach maturity at one year.

Gorgons (outsider) -fear: 0/3

These Outsiders are dreadful women with the lower body, wide eyes and sharpened fangs of a serpent, as well as hair comprised of venomous snakes. The first Gorgon in history was Medusa, once a priestess of Athena. Her goddess transformed Medusa into this monstrous form after Poseidon raped her in Athena's temple. Even though Poseidon was in the wrong, the gods were immortal, so Athena took her anger out on her worshipper instead (yet another example of the alien mindset of the old gods). Medusa was slain by Perseus, but her head was taken and used as a weapon. Her body had enough blood for her worshippers to recreate themselves in her image. This tradition continues to this day, as the Gorgons seek out women who have been wronged or hurt by men and offer them power. Their feared ability to turn someone to stone with just a look makes them dangerous enemies, even for gods.

Aspects: *Spiteful Towards Man, Cold-Blooded*

Skills: Superb (+5) The Gorgon's Gaze, My Snakes See and Fight for Me; Great (+4) Slippery as a Snake, Snake-Tongued; Good (+3) Everything Else

Stunts

● **Stone Gaze:** Gorgons can turn any mortal to stone by meeting their eyes. If they try to turn someone divine to stone, the target can take a defend action against the attack action of the Medusa's Stone Gaze. Gorgons can spend a fate point to turn off this ability for one scene.

● **Snake Hair:** The snakes comprising the Gorgons' hair see all around them all the time. The hair can also attack, and if an attack action with the hair hits, poison is delivered to the target. This is a minor consequence *Poisoned*.

● **Two Forms:** Gorgons have a human form, which is quite striking, gaining them a +2 to any actions involving social situations--and a snake form which is quite terrifying.

Stress: Physical 5, Mental 4

Consequences: 1 Mild, 1 Moderate

Fate Points: 2

Payoff: Immunity to poison and the Gorgons' Stone Gaze ability, or gain the aspect *The Lower Half of a Snake*.

Other Notes: When in human form, Gorgons are known for being very beautiful. More than one god has taken a Gorgon as a lover. Due to their nature, however, one should be wary of getting on their bad side during a lover's quarrel.

hell hound (outsider): fear: 3

The three-headed dogs that guard the doors to the Lands of the Dead are quite real, with terrible claws and ripping fangs--and often a collar attached to an even more fearsome owner. Hell Hounds are known for being owned by gods of death, and their pups are sometimes given away to members of their Pantheon as gifts, although not always well received. These Outsiders are vicious, barely trainable, and particularly nasty to anyone who isn't a god. Even as pups they are the size of fully mature dogs and very capable of ruining a god's apartment. They are similar to snakes, however, in that they grow to fit their environment. So a house-trained Hell Hound will stay (relatively) small, while one in the wild can grow up to fifteen feet tall. Strangely, however, they are instinctively protective of children.

While they lack the vocal chords needed to communicate using human language, Hell Hounds fully understand any language spoken to them. They are very aggressive and not above attacking someone, even without provocation. Don't expect your deposit back.

Aspects: *Touched by the Fires of Hell*

Skills: Epic (+7) The Senses of a Three Headed Dog; Superb (+5) Savage Guardian Beast; Great (+4) The Thickest of Hides; Fair (+2) Everything Else

Stunts

● **Invulnerable to Fire**

● **Immune to Mind Control**, but only if they already have an owner.

Stress: Physical 4, Mental 3

Consequences: 1 Mild

Fate Points: 1



Payoff: Immunity to fire damage, or gain a +1 on Provoke rolls to intimidate.

Other Notes: They can be knocked unconscious by ingesting one pound of horsemeat. It lulls them to a deep sleep, where nothing short of piercing their skin with a blade can wake them.

Hydras (outsider): fear: 3 (+ 1 per 3 heads)

One of only a few dragon beasts still in existence on earth, Hydras are large reptilian monsters approximately twenty five feet tall. They are born with a single head, but if that head is cut off (intentionally or not), two more grow back in its place. The legendary nine-headed Hydra fought by Hercules is suspected to be the strongest this breed of Outsider can become, though others believe there are Hydras in alternate realms with many more heads than that. A Hydra does eat humans for sustenance, but only needs to feed every two to three months. Their normally defensive and reclusive nature is easily overlooked the moment someone mentions a Hydra, however, as they are believed to be bloodthirsty beasts. Due to their size, their diet is limited to more rural people: Hikers who took the wrong path or whomever their wayward cultists might bring to feed to the beasts. Even though they do not possess human intelligence or speech, they are still worshipped worldwide.

Aspects: *Multihheaded Hunter, Bestial Serpent*

Skills: Superb (+5) The Heartiest of Beasts; Good (+3) Breather of Death; Fair (+2) Everything Else

Stunts

- **Simultaneous Attack:** Each head can take an action.
- **Breath Weapon:** The Hydra can take an action to breath either poisonous gas, fire, ice, or toxic smoke against everything in a zone. This can be used to attack or create an advantage.
- **Where One is Cut Off, Two Grow Back:** Cut the head off a Hydra and two heads grow back after its next turn. Only cauterizing the neck wounds can prevent this from happening.

Stress: Physical 6, Mental 3

Consequences: 1 Mild per head

Fate Points: 3

Payoff: Immunity to poison and automatically regenerating limbs cut off.

Other Notes: Hydras are unique Outsiders that become more powerful as they battle. No one should take on a hydra alone: even Hercules had assistance.

Jikininki (outsider): fear: 0/3

The Source's power can create truly evil Outsiders, both monstrous and passable as human. The Jikininki appear human, but few know this form is stolen from the dead. Japanese mythology speaks of evil spirits of the dead who were denied access to heaven by the gods. Instead of simply fading away, the Jikininki took physical form and found feeding on the flesh of the recently dead allowed them to keep their shape. The face of the corpse, however, is left unharmed so the Jikininki can wear it and seamlessly assume its previous identity. On the surface, it may attempt to simply continue with the dead person's life. Beneath the flesh mask, however, it is a vile Outsider made up of worms and rotten flesh. They are strong warriors who can give even the most physically gifted gods a run for their money. When living beside humans, they target the

lives of rich and successful people, enjoying the fruits of someone else's labor until their masquerade is revealed.

Aspects: *I Am What I Eat*

Skills: Fantastic (+6) I am a Warrior; Superb (+5) I Lie Like You Breathe; Great (+4) Everything else

Stunts

● **Eater of the Dead:** After someone has died, a Jikininki can devour the body and steal the person's face. This process also shifts the Outsider's body to match their dead victim. The body, however, cannot have been dead for more than a week.

● **Beast Ward:** This entitlement is always active. *See pg. 74.*

Weaknesses

● The Jikininki cannot devour a body that has been embalmed or blessed by a holy man.

● A mask can last for up to a month, but begins to decay slightly over that time. After a week, people they encounter may notice slight cracks in their façade with a Fantastic (+6) Notice overcome action. Each week the difficulty lowers by one until the façade breaks.

Stress: Physical 6, Mental 2

Consequences: 1 Mild, 1 Moderate, 1 Severe

Fate Points: 3

Payoff: The Beast Ward entitlement.

Manananggal (outsider): fear: 0/4

Horrible stories are passed around the Philippines about the Manananggal, vicious Outsiders known to devour children. They can appear as human until needing to feed, then they become a hideous monstrosity of long stringy hair and leathery skin. Manananggal have impossibly long, hollow, flexible tongues that they use to feed, inserting them into a pregnant woman's navel and sucking the fetal blood while she sleeps. They travel on foot primarily but can also separate their torso from their lower body to sprout wings for travel by air. Another form they may take is that of just their flying head with their entrails dangling behind them. They exist around the world today without anyone realizing, often taking on jobs where they frequently interact with prospective parents: Counselors, medical professionals, teachers, etc.

Aspects: *Trusted Child Eater in your Midst, Horrific Creature of the Night*

Skills: Great (+4) My Tongue is Deadly to Body and Mind; Fair (+2) Everything else

Stunts

● **Split Self:** The Manananggal split themselves at the waist to allow for flight. Their lower half is left unguarded. Anyone pouring salt on the lower half makes reattachment impossible. The Manananggal isn't against hunting down a new pair of legs, however. Some split themselves from their heads and take a good part of their innards with them. Splitting costs the Manananggal two stress boxes from their maximum.

● **Flight:** When split, the Manananggal's top half can fly.

● **Feeding:** The tongue of a Manananggal can extend an unlimited length. Legends tell of this Outsider feeding by running their tongue through a small crack in their target's house until it reaches their victim's belly. Feeding instantly clears all stress and consequences at the cost of an unborn child.

- **Tongue:** If the Manananggal chooses to fight with their tongue as a lashing weapon, it counts as Weapon:2. However, they have the option to fight normally while feeding.

Weaknesses

- **Daylight Vulnerability:** These Outsiders are vulnerable during the day, as they cannot take their alternate form during the daylight hours. If they cannot re-attach to their legs (or steal someone else's) before sunrise, Manananggal wither and die.

- **Diet Necessity:** They must feed on at least one fetus per month or they will wither and die. Some are greedier than others.

Stress: Physical 4, Mental 3

Consequences: 1 Mild, 1 Moderate, 1 Severe

Fate Points: 3

Payoff: Gain the Manananggal's tongue and feeding abilities.

minotaur (outsider)

The first Minotaur was born from the coupling of the wife of King Minos of Crete and a sacred bull, by the hand of Poseidon's angry magic. It grew up isolated inside a sprawling maze and eventually died a sad death at the hand of Theseus, but that is not the end of the story. Poseidon started doing this same thing to several other failed worshippers who did not have the wealth to create ample jails for these beasts. Minotaurs became Outsiders of pure destruction and were turned on several Pantheons during the God Wars as well. Modern Minotaurs stick to collectives in secluded glens or mountain villages, keeping the tale of the first Minotaur as a constant reminder of how important family can be. They are fully capable of speech and intelligent thought, allowing them to make deals for land and resources to keep them separated from mortals for long periods. Their clearest motivation is protection of their own.

Aspects: *The Unstoppable Juggernaut*

Skills: Legendary (+8) Mythic Battering Ram; Epic (+7) As Strong as the Legends Say; Average (+1) Everything Else

Stunts

- **Destroyer:** Anything the Minotaur hits while running is given a severe consequence that is related to being broken in some way. Being taken out in this way is unpleasant.

Stress: Physical 6, Mental 3

Consequences: 1 Mild, 1 Moderate

Fate Points: 2

Payoff: Gain horns that act as natural weapons (Weapon:1) and a +2 increase to Physique.

Other Notes: With the Coming Storm, many civilized Minotaurs are turning into feral beasts when struck by a fresh dose of the Source's power.



JAW
GALINO '11

ningyo (outsider): fear: 0/2

Japanese folklore speaks of an enchanting race of sea people, wearing long robes that flow like crashing waves and crying tears of pearls. These are the Ningyo. While above water, the Ningyo are impossibly beautiful men and women who often achieve high stations, like business executives or philandering millionaires (which some become after selling their pearly tears). While in the water, however, they appear as a long fish, similar to a barracuda with a human head instead of a fish's. The Ningyo are known for constructing small collectives on the ocean floor. Their legends usually end with talking their human lovers into joining them underwater, where they drown and devour them. They are sneaky and manipulative, and a god should be careful not to fall prey to the same fate.

Aspects: *Beautiful Manipulators, Aquatic Monsters*

Skills: Fantastic (+6) Fins and Fangs; Superb (+5) Talk Themselves Into or Out of Anything; Good (+3) Everything Else.

Stunts

● **Gift Waterbreathing:** The Ningyo can grant someone the ability to breath water for one hour.

● **Cry Pearls:** They cry pearls that they often gift to those who assist them.

● **Enchant:** By spending one fate point, they can compel a target to do one favor for them. They make an attack using their Superb (+5) skill. If they fail, they can still ask the target for a small favor, if they pass a moderate request. If they succeed with style, they can ask for pretty much anything, even if it goes against the target's nature.

Weakness

● At least once a week, they must submerge themselves in the ocean or other body of saltwater or take a minor consequence of *Dehydrated*.

Stress: Physical 4, Mental 4

Consequences: 1 Mild, 1 Moderate.

Fate Points: 2

Payoff: Gain the Aquatic entitlement.

Other Notes: Ningyo stick close to coastal cities, so as to always have access to the ocean.

phoenix (outsider): fear: 4

A Phoenix is a rare breed of bird with gold and orange plumage, born mostly to the Egyptian region (though it has appeared in the mythology of several cultures). When necessary, the bird bursts into flames, burning with life itself. It is gifted with human intelligence and speech, sought by many gods for the wisdom of its one-thousand year lifespan. Phoenixes also never truly die. Even if killed, it immolates and then springs from its own ashes a day later to fly once again. This Outsider does not live on earth regularly, instead historically appearing in areas of dire need for restorative abilities. No one has seen a Phoenix for over a hundred years, but they are expected to make an appearance once more now that the Coming Storm has begun.

Aspects: *Fiery Bird of Legend, I Must Save Those in Need*

Skills: Fantastic (+6) Wise and Ancient Healer; Great (+4) Wings of Fire; Good (+3) Everything Else

Stunts

● **Resurrection:** Even the gods cannot resurrect as easily as a Phoenix, the antithesis to the idea of death itself. This wise beast can resurrect anything or anyone that has been dead for less than three days. They cannot be forced to perform this act. It costs one fate point to bring a mortal back to life and two fate points for a being with a Spark.

● **Fire Strike:** In combat, Phoenixes can launch themselves as a spear of pure flame by spending one fate point. They gain a +2 to their next attack action and are considered Weapon:4. They are reluctant to use their power for killing, however.

Stress: Physical 5, Mental 5

Consequences: 2 Mild, 1 Moderate, 1 Severe

Fate Points: 3

Payoff: Instantly clear all stress and consequences or gain the Healing Hands entitlement (*pg. 76*).

Other Notes: The Fear a Phoenix exudes is more akin to Awe, filling the onlooker with a feeling of wonder instead of dread.

Rakshasa (outsider): fear: 4

An Outsider of Hindu infamy, the Rakshasa are much more than shape-shifters—their skill with illusion and magic is unparalleled. Rakshasa appear as humanoid cannibals who can shift their size at will, often with multiple heads or arms, beast-like faces, and skin as black as soot. Unlike other Outsiders who sought the destruction of the gods, Rakshasa served as an army under the Hindu Pantheon during the God Wars. Many retreated to hidden realms with their godly masters eons ago, but a few stayed behind to guard the various portals that could allow enemies to find them. Rakshasa have no problem blending into mortal society, despite their tendency to enjoy drinking humans' blood while using their skulls as dishes. Even when disguised as humans they lead very violent lives, taking occupations that allow them to spill as much blood as possible.

Aspects: *Bloodthirsty Killers*

Skills: Superb (+5) Knows Many Fighting Forms, Use Any Weapon; Great (+4) Frightening Speakers; Good (+3) Everything Else

Stunts

● **Illusionist:** As masters of illusion, these outsiders can create any type of illusion they wish by spending one fate point.

● **Shapeshifter:** Rakshasa can take any form they choose. Some have even forgotten their true shape. Their transformations are effortless, changing from animal to human to monster with a simple thought and spending one fate point. Once changed, they can remain in that form indefinitely. When they change, they gain an aspect associated with the change with two invocations on it.

Stress: Physical 6, Mental 4

Consequences: 2 Mild, 2 Moderate, 1 Severe

Fate Points: 4

Payoff: Random physical change, such as Extra Arms (*pg. 75*), Natural Weapon (*pg. 77*), or a knowledge-related aspect with two invokes on it to reflect an additional head's knowledge. The GM chooses the change.

satyrs (outsider): fear: 2

The Satyrs, sometimes called Fauns, are half-human, half-goat Outsiders. They were made famous by stories of the mischievous god of music Pan, who played his flute throughout all of Greece. His tunes enraptured even the most stoic of mortals, making them forget their everyday lives and give in to their baser desires. Not built for direct combat, Satyrs were one of the first races to hide during the God Wars, only showing their faces well after the hostilities ended. Surviving to the modern day, they have grown accustomed to the relaxed lifestyle humans enjoy. Satyrs still enjoy music, hanging out in bars and clubs, but most exist disguised as regular people (albeit slightly hairier).

Aspects: *Mischievous Music Lover, Lecherous*

Skills: Epic (+7) Musician and Performer; Superb (+5) Runner and Hider, Smooth Operator. Fair (+1) Everything Else

Stunts

● **Pleasure Song:** Any songs performed by Satyrs, whether sung or on an instrument, are laced with the essence of their Spark. Those hearing their songs give themselves over to pleasure, which has been known to cause riots in some locations and orgies in others. Those who are divine can resist this effect with a Good (+3) overcome action. Success makes them immune for one full day. Failure causes the consequence *Seeker of Pleasure* for twenty four hours or until some other way to remove the aspect is found.

Stress: Physical 3, Mental 4

Consequences: 1 Mild, 1 Moderate

Fate Points: 1

Payoff: Gain +2 to any Rapport actions while performing music, or choose to move an extra zone.

Other Notes: Legends speak of Satyrs wandering the land with eternal erections, kidnapping human women to have their way with. While the former is untrue, all Satyrs (male and female) are quite lecherous making the latter very plausible.

tengu (outsider): fear: 3

Leaping from Chinese to Japanese to Hindu mythology, the idea of the Tengu warrior has spread throughout the world. Each flap of this humanoid bird's massive wings causes a crash of thunder, and they bring war with them. During the God Wars, they were premiere combatants every god sought to have fight for them, but the Tengu stuck mostly to the Asiatic countries during their travels. The last Tengu were thought to have been destroyed right before the God Wars officially ended, but they have shown themselves again with the Coming Storm—and they are not confined to a certain region this time. Tengu fight anything before them—mortal, god, or outsider—and have no qualms about whether they win or lose. They have a love of modern weapons, making them that much more dangerous.

Aspects: *Thunderous Warrior Birdmen, Collateral Damage is Acceptable*

Skills: Superb (+5) Knows Many Fighting Forms, Can Use Any Weapon; Great (+4) Quick Hands, Bird Eyes, Users of Modern Technology; Fair (+2) Everything Else

Stunts

● **Anger Aura:** Tengu make their presence known wherever they are, causing conflict and anger to influence their area, similar to a god's sphere of influence on their territory. They are harbingers of war, after all. This puts the *Tensions Rising* aspect in one of the slots on the territory sheet.

● **Awesome Leap:** Their awesome leaps allow Tengu to move one zone anytime they win an exchange where they used a defend action against an attack or a create an advantage action that is physical in nature.

Stress: Physical 6 , Mental 3

Consequences: 2 Mild, 2 Moderate, 1 Severe

Fate Points: 2

Payoff: Wings (pg 80) or +2 to attack actions with weapons.

Other Notes: Tengu do not take human form and make lots of noise, including thunderous booms, as they flap their wings. Gods should pay special attention to confront them away from bystanders, as these warriors have no problem taking out innocents to win the battle.



unicorns (outsider): fear: 3

These Outsiders are symbols of peace and beauty in several cultures. Unicorns are highly intelligent and wise beings, sought by some for their incredible kindness and healing abilities. Others, however, seek only to kill the Unicorns and take their horn for magical rituals or to turn a quick profit. For this reason, Unicorns seclude themselves in hidden forests and glens, or in other realms that require hard-to-acquire sacrifices to reach. Unicorns often show themselves to those of pure body and spirit, including virgins, monks, small children, or the mentally disabled.

Aspects: *Symbol of Peace and Beauty, The Kindest Outsider*

Skills: Fantastic (+6) The Fastest Equine; Superb (+5) Worldly Knowledge, Oracle; Good (+3) Everything Else

Stunts

● **Healing Touch:** By touching their horn to someone, Unicorns can heal any consequence by spending a fate point.

● **Read Minds:** Unicorns can use the Oracle manifestation to attempt to read the mind of a target by spending a fate point.

Stress: Physical 4, Mental 4

Consequences: 1 Mild, 1 Moderate, 1 Severe

Fate Points: 4

Payoff: Healing Hands Entitlement (*pg. 76*) or travel an extra zone when moving.

Other Notes: The Fear a Unicorn exudes is more akin to Awe, luring the onlooker into a feeling of wonder instead of filling them with dread.

PUCKS

Though many regard these vile Outsiders just as any other Outsider, Pucks are truly in a class of their own. These tiny, bipedal beasts usually stand no taller than two feet, but are known for crawling on all fours in order to appear as animals most of the time. Pucks are able to vocalize simple phrases but generally don't stop to talk to anyone unless they are laughing maniacally or taunting their prey. Even other Outsiders look down on them or attempt to destroy them entirely, but Pucks possess a power that no other Outsider has: the ability to take on Dominions. They can absorb a god's soul after causing their death and then use it to spread misfortune the world 'round. Likewise, a god who kills a Puck that happens to have a Dominion may have a chance to claim it as their own. Pucks are agents of chaos through and through. Their goal is to cause as much havoc and disorder as they can. To this end, they kill anything in their way, incite riots and bring misery wherever they go. Pucks seemingly spring into being from nowhere, but most agree they must come from a dimension made for their kind. Some sects have spent centuries searching for this realm, but the Source's ways have proven difficult to decipher. They exist slightly out of phase with the mortal world, making them mostly invisible (though sometimes they can be spotted in a brief glimpse). This is a defense mechanism, as they are much weaker physically than other Outsiders.

gnawers: fear: 0/3

These Pucks are particularly cumbersome to society as a whole, keeping to the cities where there is plenty to eat. Yes, Gnawers love to take bites out of everything they encounter, but not eat anything entirely. While this may seem meaningless, they have been responsible for destroying buildings and vehicles by taking choice samples out of their structures. In general, they are harmless-looking Outsiders with big eyes that can make any mortal melt from cuteness. As soon as they open their mouths, however, they reveal their gaping maw with rows of sharpened teeth.

Stunts: The bite of a Gnawer can go through anything, giving them the aspect *Bite Through Anything*.

goblins: fear: 2

Goblins are the Pucks that a part-time god would encounter most frequently. Goblins are known first and foremost for their love of pranks. They live to toy with humans and laugh when the outcome is pure disaster. Of course, their idea of a prank might include seeing what a bullet does to a child's heart or how many people die when they cut a crane's cables on a construction site. Goblins are in it for their own amusement, after all.

Stunts: Goblins have the ability to instantly construct elaborate contraptions for traps or pranks with a +2 to the Craft create an advantage action. These pranks are also pristinely hidden; the difficulty of any Notice overcome actions to catch them before they go off is one higher. With this ability, they are known for creating grand machines, only to have them explode as the final punchline to their jokes.

hidiers: fear: 2

Pucks are, as a rule, invisible. There is a breed, however, that can only hide inside of things. Hidiers are completely visible unless they have phased into some sort of structure, such as a table, a wall, etc. This type of Puck is known for eavesdropping on conversations to hear exactly what someone does not want to happen. Then they make it their mission to bring the person's worst fears to life. Of course, knocking on the surface four times knocks them out of their phase, forcing them to run away and hide elsewhere.

Stunts: Hidiers can phase through any material, so there is no type of physical structure that can hold them, while they can make physical attacks through solid materials. They have the aspect *Phase Through Anything*.

possessors: fear: 2

Possessors love to have fun with humans by invading their minds and making them do horrible things they wouldn't normally. Unlike Ghosts that jump inside of a human's body, a Possessor simply leaps on their victim's head and bites down hard to inject their mind-control toxin directly into the brain. Their invisibility allows them to control the person for as long as they are entertained. They are also the smallest of the Pucks at about a foot tall.

Stunts: They can take complete control of their target. Possessors can stay attached for up to one day per fate point spent. If the target is divine, the target makes a Will overcome action to resist against the Possessor's highest manifestation skill.





Average Puck Template

Aspects: *Creator of Chaos*

Skills: Good (+3) Sneaky Acrobatic Troublemaker, One Manifestation; Fair (+2) One Manifestation; Average (+1) Everything Else

Stunts: See Puck type above

Stress: Physical 3, Mental 2

Consequences: 1 Mild, 1 Moderate

Fate Points: 2

Payoff: Instead of gaining any particular ability, the Puck-Eater can double the duration of other effects by ingesting Puck flesh immediately afterward.

SPIRITS

Spirits have been a constant force in legends and myths from every culture in the world. They are, however, treated differently than other Outsiders. Some are the product of the Source's meddling, but others are more about the mysticism of the afterlife and the Spirit that remains after one's death. For the most part, Spirits are invisible and intangible, unable to affect the physical world without taking on a solid form. Each is based on a certain concept and has unique abilities. Below are the types of Spirits that dwell alongside gods and mortals alike. As spirits are incorporeal, they cannot be eaten by a Puck-Eater and give no Payoff.

Animals

These Spirits are totem animals, once worshipped by ancient tribes. Sometimes Animal Spirits are actually ghosts of dead pets, but they are most often guardian Spirits. As there is apparently no afterlife designated for animals, these types of Spirits abound for those willing to pay attention.

Stunts

- **Manifest:** For one fate point, Animal Spirits are known for manifesting to fight beside the person they choose to protect (stats equal to mundane animals).
- **Grant Aspects:** For one fate point, they can lend an aspect of their animal type to a person, granting them aspects such as *Dog Senses* or *Catlike Grace* for a scene.

Elementals

Some Spirits are connected to particular elements, being completely unable to affect the physical world without the help of said element. Earth Elementals may appear as walking mountains, while Fire Elementals may become a face speaking from a campfire. These Spirits spring to life from the Spark given by the Source and are known to guard certain environments.

Stunts

- **Manifest:** For one fate point, they can manifest as beings of pure elements, but they are more likely to momentarily manipulate their root element for their attacks. Water Elementals create whirlpools or Plant Elementals wrap their target in vines, for example.
- **Elemental Immunity:** For one fate point Elementals may make a target immune to damage from their chosen element.

Emotionals

The Source's power creates all manner of Outsider. This type of Spirit is created from a collective subconscious feeling the same emotion. A sports stadium may create a Spirit of Excitement after a touchdown, while a funeral can create a Spirit of Grief from nothing. From that moment on, the Spirit travels the land and brings their emotional attunement with them. When the huge rush of emotion dwindles, however, they leave a trail of emotionless victims behind them.

Stunts

- **Manifest:** Emotional Spirits can take the form of a person who befits that emotion (i.e. a saddened widow or a perky partier). For one fate point, Spirits can put an aspect on the area with their emotion. When the emotion fades, they can also spend one fate point to drain a target in the area of that emotion entirely. Divine targets can make a Will overcome action to resist. [Fair (+2) for Lesser Spirits, Good (+3) for Average Spirits, and Great (+4) for Greater Spirits]. This can leave a person unable to feel fear or happiness or even pride. The taste of their emotion is very tantalizing for Emotionals.

Ghosts

The most common Spirits on Earth are the Ghosts of the dead. When humans die, their spirits leave their bodies and are called by the Land of the Dead they belong to based on the religion they followed in life. Ghosts often encounter gods during this journey. If the Ghosts have refused the calling, they may instead haunt an area. Some Ghosts have long since made their way to the



afterlife but might be called back to give guidance or blessings.

Stunts

- **Possession:** Ghosts most often affect the world by possessing a mortal host, but particularly skilled poltergeists can possess inanimate objects as well. Spending one fate point allows them to instantly take over their target's body. If the target is divine, the target may make a Will overcome action to resist. [Fair (+2) for Lesser Spirits, Good (+3) for Average Spirits, and Great (+4) for Greater Spirits].
- **Manifest:** Ghosts may manifest momentarily to throw things or affect the physical world for an instant before flickering back into incorporeality.

MUSES

Certain Spirits represent ideas. Muses are known for seeking out mortals who fall in line with their chosen idea (or who vehemently oppose it) and forcing thoughts into their minds. The most famous muses inspire artists, the Spirit feeding them vital inspiration to create their next work. Other Spirits, like those that represent murder, can have much more gruesome effects. Muses follow their chosen mortal for years, forcing more and more out of them until they have nothing left to give or are of no further use to the Spirit.

Stunts

- **Compulsion:** For one fate point, muses can make a mortal instantly feel the compulsion for some sort of activity. How the individual reacts to this urge varies by the target, but they will follow through eventually, especially if the Spirit continues to pump more and more fate points into them. If they do take physical form, they appear as the perfect embodiment of their concept. If the target is divine, the target makes a Will overcome action to resist. [Fair (+2) for Lesser Muses, Good (+3) for Average Muses and Great (+4) for Greater Muses]

Lesser Spirit: Fear: 2

Aspects: *Incorporeal Menace*

Skills: Fair (+2) Creating Discord; Average (+1) Everything Else

Stunts: See Spirit types above

Stress: Physical 2, Mental 2

Consequences: 1 Mild

Fate Points: 1

Average Spirit: Fear: 3

Aspects: *Incorporeal Menace*

Skills: Good (+3) Creating Discord; Fair (+2) Everything Else

Stunts: See Spirit types above

Stress: Physical 3, Mental 3

Consequences: 1 Mild, 1 Moderate

Fate Points: 2

Greater Spirit: Fear: 4

Aspects: *Incorporeal Menace*

Skills: Great (+4) Creating Discord; Fair (+2) Everything Else

Stunts: See Spirit types above

Stress: Physical 4, Mental 4

Consequences: 1 Mild, 1 Moderate, 1 Severe

Fate Points: 3

GIANTS

Most mythologies, regardless of culture, speak of beings who are larger and stronger than ordinary humans. The generic term Giant is applied to all of the following types of Outsiders, but each is unique in their approach to their existence. Giants generally range from fifteen to twenty feet tall and were once just as powerful as the gods themselves, taking part in and winning many battles during the God Wars. They are lovers of collections, hoarding away servants, Relics and vast riches in their private lairs. Many stories of adventurers meeting a gruesome fate in a dragon's cave can actually be attributed to Giants defending their stockpiles. Each race of Giant has control over a certain Dominion that comes naturally to their kind, but they cannot take on new Dominions no matter how many gods they kill.

cyclopes: fear: 4

Thought to be the mutated children of gods, the Cyclopes of Olympia were the best blacksmiths and architects of their era. Cyclopes are identified by their single large eye, but many are amazed their vision is not affected in the slightest. During the God Wars, the Cyclopes worked with several Pantheons, supplying weapons and fortifying castles. In exchange, they received several Relics to aid them in their lives' endeavors. They live today in hidden enclaves containing approximately a dozen Cyclopes at any time.

Dominion: Crafts

fire giants: fear: 4

These large Outsiders are bringers of ruin and responsible for killing millions of mortals and gods alike. Fire Giants appear as beings of molten lava, with still-burning flames brimming through cracks in their skin. During the God Wars, they claimed dominance over large spans of land, challenging any enemy to take it. It was about the fight, though; they weren't actually interested in territory. Fire Giants are quick to anger and are known for battling each other frequently in order to blow off steam. Today, they live in villages carved underneath Earth's volcanoes.

Dominion: Fire

frost giants: fear: 3

Frost Giants are the smallest of the Giants, standing only twelve feet tall, but they are often the vilest of all of Giants. Their hideous forms are blue and frozen. Frost Giants use their cunning intellect to concoct sinister machinations they use to control other Giants, gods and whole armies of mortals. Even though they live in the deepest reaches of frozen tundra on earth, their influence extends much farther. They are also the most open to making deals that could save a drawn-out battle for another day. Frost Giants have more worshippers than other Giants.

Dominion: Ice



mountain giants: fear: 4

When someone talks about the average Giant (if there ever was such a thing), it is the Mountain Giants to which they are referring. Legends state the first Mountain Giant was carved out of stone and sprang to life as the Source's Spark filled it with life. They stand as the tallest Giants, growing up to thirty feet tall, and are extra tough. They took no sides during the God Wars, instead wandering the land and challenging individual gods in order to test their mettle. Mountain Giants continue this tradition today.

Dominion: Earth

oni: fear: 5

Japanese Giants are known as Oni, huge demons with red skin and tusks or horns, adorned in tiger skin robes. During the God Wars, they would switch sides constantly, no one knowing exactly where their loyalty stood. In all honesty, they have very little loyalty at all, even to each other. Where Oni go, chaos follows. Even today, they come to Earth in random spots all around the world via portal, just to destroy everything in their paths. Oni are seldom intelligent or interested enough to have long term goals.

Dominion: Chaos

storm giants: fear: 4

Some Giants came from above, riding on chariots made of lightning and demanding worship. Storm Giants have skin as grey as storm clouds and hair as white as hail. During the God Wars, Storm Giants were vigilant in their search for Relics of all sorts. They take the stereotype of a Giant's love for collecting to a gross exaggeration, as they will give anything to gain more and more powerful artifacts. Storm Giants live in cities high up in the clouds and create the worst storms when they are angry.

Dominion: Weather

Average Giant Template

Aspects: *Titan of a Bygone Age, Giant of (insert Dominion), A Need to Collect*

Skills: Fantastic (+6) A Giant's Strength; Superb (+5) Master Manipulator of (insert Dominion); Great (+4) A Warrior's Skills; Good(+3) Everything Else

Stress: Physical 7, Mental 4

Consequences: 2 Mild, 2 Moderate, 1 Severe

Fate Points: 5

Payoff: Colossal Size Entitlement, *pg. 74*

Other Notes: Due to their size, Giants do not show themselves in the open very often. It will be truly disastrous if they ever stop caring about such things.

Glossary

Bonds: People, groups and places important to a character. They are represented by an aspect and a stress track. *See pg. 81.*

Bond Stress Track: The number of stress boxes that make up a bond, between one and five. The more boxes in the bond stress track, the deeper the bond.

Concept: A short description for a character, such as “traveling circus performer” or “lady of the night”.

Divine Hub: An important place of divine power for a character. A god will have one or more of these in their Territory.

Dominion: The piece of the universe the god has control over, usually a noun or verb.

Entitlement: Natural divine abilities, like strength or telepathy, that are not necessarily linked to the god’s Dominion. *See pg. 72.*

Face: An NPC associated with a divine hub.

Fodder: A weak NPC used to represent the easiest of enemies. *See pg. 170.*

Impending Issue: Something that has become a problem for the player characters’ territory.

Jeopardy: A state in which a Bond has all of the boxes filled in its stress track.

Manifestation: Represents a god’s ability to manipulate their Dominion in certain ways. *See pg. 49.*

Minion: A step up from Fodder, these NPCs are a bit tougher. *See pg. 170.*

Occupations: Some suggested Stunts and associated Skills to help you define the human side of your character.

Omen: An in-game representation of an impending issue. Omens show the issues in action.

Outsiders: Those mythical and legendary beings outside of the gods themselves. *See pg. 27.*

Pantheon: The group of characters that claim a city as their territory. *See pg. 24.*

Pay Off: The benefits a Puck-Eater receives from eating part of another being or creature.

Relic: A special artifact, infused with the Spark of divine power. *See pg. 131.*

Spark: Spark represents a character’s Divine power. Mechanically, it is represented by Fate points.

Territory: The area the Pantheon has banded together to protect.

Theology: Secret societies of gods, each with their own outlook on godhood. *See pg. 87.*

Touched: An NPC with Spark, unlike the weak Fodder and Minions. *See pg. 170.*

Worshippers: Groups of followers who actually worship a character as a god. *See pg. 128.*

Index

A

All-Fathers/All-Mothers...25,
Animals...178
Aspects...40, 173

B

Becoming A God...19
Bonds...41, 44, 82, 151, 155, 168
Building the Game...149

C

Character Concepts...33
Character Creation...40
Coming Storm...10, 17,

D

Devouring Souls...123
Divine Extras...44
Divine Hubs...35, 126
Divine Realms...29
Dominions...22, 44, 127

E

Entitlements...43, 44, 73

F

Fate Conventions...6
Fate Points...44, 163
Fear...
Fodder...172

G

Game Summary...4
Gear...44, 140
God Wars...13

I

Immortality...123
Impending Issues...38, 149
Inspirations...145

M

Manifestations...42, 50, 162, 169
-Aegis...56
-Beckon...58
-Journey...59
-Minion...60
-Oracle...62
-Puppetry...64
-Ruin...66
-Shaping...68
Manifestation Modifiers...51
Manifestation Resistance...53
Manifestation Specialization...55
Milestones...150, 167
Minions...172
Moods...144
Mortal Threats...180

O

Occupations...70
Omens...39
One Shots...158
Outsiders...14, 27, 172, 187
-Cloaks...187
-Djinn...187
-Dwarves...189
-Flying Foxes...189

- Giants...205
- Gotgons...190
- Hell Hounds...191
- Hydra...192
- Jikininki...192
- Manananggal...193
- Minotaurs...194
- Ningyo...196
- Phoenix...196
- Pucks...28, 200
- Rakshasa...197
- Satyrs...198
- Spirits...202
- Tengu...198
- Unicorns...100
- Outsider Abilities...175

P

- Pantheons...24,
- Pay off...174,
- Power Levels...122
- Prayers...

R

- Relics...44, 133
- Running the Game...159

S

- Sense Spark...122
- Setting Summary...3
- Skills...42, 47, 169
- Mythology (New)...48
- Technology (New)...49
- Source...11, 12,
- Staying Human...31
- Struggles...146

T


- Territory...23, 34, 125
- Themes...143,
- Theologies...5, 16, 18, 41, 89
- Ascendants...18, 90
- Cult of the Saints...18, 94
- Drifting Kingdoms...18, 98
- Masks of Jana...18, 102
- Order of Meskhenet...19, 106
- Phoenix Society...19, 110
- Puck-Eaters...19, 114
- Warlock's Fate...19, 118
- The Touched...172, 183

W

- What you need to play...5
- Worshippers...26, 130



Kickstarter Backers



Victor Wyatt
Gary Anastasio
John Arcadian
Keith Davies
Matthew McFarland
Megan Peterson
Sean M Dunstan
peregrinefalcon
Jack Gulick
Dan Faltisco
Ed Kowalczewski
Tom Flanagan
Alexander Gräfe
Keith
Mike Pace
Michael Hill
genester
Rick Neal
James Silvers
Bryce Perry
Chris Watts
Wesley Obenshain
Kevin Kerr
Glenn Seiler
Carlos Frederico
Ivor
Andrew G. Smith
Don Arnold
Nicola Urbinati
Jacob Wood
Christian Nord
Richard Greene
Owen Thompson
Colin Matter
Tim Ryan
Joseph Noll
Aaron Jones
Judd M. Goswick
wadledo
Russell Zimmerman
Trey Stone
Jason Childs
Michael Bowman
Katrina Rhodes
Scott Acker
Jim Waters
Mario Dongu
Carl Rigney
Cactuscat
Keith Fannin
Brett Ritter
Osye Pritchett
Joe Cwik
Kevin Lemke
Ryan Gibbons
Cultist of Sooty
Dean McNabb
Christopher Warren
Magnus Bergqvist
Erik Ingersen
David R. Mondello
Nicholas Clements
Michael Haggett
Shawn C Campbell
Michael Esmailzadeh
Matias Valenzuela
Chris Johnson
Ken Young
Kent Johan
Sproutli Games
Robert Daley
Anders Jonsson
Michael Mocerri
Michael Feldhusen
Chaotic Alea
Laurie Comfort
Kyle Pinches
Andrew Payne
SE Weaver
Phillip Bailey
Blake Hutchins
Troy
Candice Bailey
Ross Webb-Wagg
James Graham
LydaLynn
Jake McGrath
David Thornley
David A. Stern III
Justin Johns
Lucek
Ron Müller
Marty Chodorek
John Taber
Brendan G Conway
Seth Hartley
heath delashmit
Christopher Nelson
Scott Kling
David York
Jean
Patrice Mermoud
Ed Pegg
Corbin
Justin Batson
Steven Warble
Nicholas McGinness
Shelby Mehl
Jason Pelloni
Jesse Butler
Sean Carroll
James Mendez Hodes
bigmageusa
KarlTheGood
Rob Donoghue
Matt Johnson
Mattia Davolio
Carrie Emmerich
Richard Slater
Antero Garcia
Sf34r
Genevieve Côté
David Harrison
David Burwell
David Starner
Contesse
Andrew Wilson
Joern Heimeshoff
Josh Rensch
Black-Thing
Brandon Kreager
David A. Nolan
Richard Neary
Steven Watkins
Travis Bryant
Nicolas Brian
Joel
Patrick Rowley
Quack Xiongwei
Simon Ward
Liam Murray
Josh Flint
Przemyslaw Rejnik
Harry Lewis

Markus Schoenlau
Jeff Schmidt
Dan Byrne
Stephen Eagles
William Hochella
Journeyman
Petrov Dmitry
Paul Hayes
Divineseeker
Simoni Simone
Nezumi
Charlie Tribble
The Roach
Jason Corley
Matt Anderson
Carol Darnell
Drew Wendorf
Markus Raab
Michael Cross
Sean Nicolson
David Terhune
Walter Nelson
Morgan Weeks
Frédéri POCHARD
Vigilance Press
Bhelliom Rahl
Jared Kenjamin Fattmann
Tiffany Korta
Jason "JiB" Tryon
Simon Morris
Eric Bontz
Jason Blalock
Isaac Carr
Saturnus
Frost
Christer Malmberg
Andrew Laliberte
Kovács Róbert Dániel
Andrew Jensen
Chris Angelini
Benjamin Welke
Larry Hollis
Neill Raemonn Price
Scott Hamilton
Leonard Balsera
Robert Hanz
Gustavo Campanelli
Julius Müller
Nessalantha
Daniel Markwig
Erik Carl
Sean Gilgore

Buck Marchinton
Stephan Szabo
Brandon E. Paul
Jason Pitre
Pablo Palacios
PHGraves
Boris
David Buswell-Wible
Joe D
Stefan Schloesser
pdc Curry
Bryan Lyon
Clay Karwan
Jesus Rodriguez
Trip the Space Parasite
DocteurHalf
Chuck Cooley
David Mathis
Tyler Hunt
Mike Bell
Tim Jensen
Kevin Veale
Ed Sampert
aikar
Chris Harris
Brad Osborne
Michael Barrett
Daniele Di Rubbo
Lisa Padol
Tony Calidonna
Al Billings
Dean Keith
Teddy Lattimore
Jeff Vincent
D Howard
Terry Willitts
Ryan Macklin
Douglas Harmon
Dale Hirt
Arthur Dent
Christopher Avery
Sophie Lagace
James Husum
John "johnkzin" Rudd
Jason
Sergio Silvio Herrera Gea
Michael Blanchard
Brett Anderson
Steven Ward
John Ickes
Jon Robertson
Robert R.

Trever Pearman
Vincent Arebalo
Federico Giunchi
William Scott
Cesar Cesarotti
Andrew Turbott
Rich Warren
Pineapple Steak
Brett Bloczynski
Steven Lord
Jon Goranson
Rachael Hixon
Jonathan Bristow
Jason Schneiderman
Tracy Barnett/Exploding
Rogue Studios
Chris Challacombe
Imunar
Max Kaehn
Jonathan Michael Andrews
George Alexander
Nicholas Peterson
Steve Kunc
Mark A. Schmidt
Jason Kurtz
Jason Bean
Ryan P.
Jeremy Ware
GhostBob
Philip Adler
Jonathan Rose
Nakuno
Jamie Wheeler
Brennan Dawson
Jim Ryan
Nicolas Crost
Tom Huber
Owlglass
Stephanie Turner
Christopher M. Sniezak
Phil Vecchione
Eden
Robert M. Everson
Tim Baker
Benjamin Tham
Alistair



PART-TIME GODS OF FATE

Name

Divine

Aspect

Aspect

Human

Theology

Aspect

SKILLS

Superb (+5) _____

Great (+4) _____

Good (+3) _____

Fair (+2) _____

Average (+1) _____



REFRESH

BONDS

Object	1	1	1	1	1
<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Aspect

MANIFESTATIONS

Rank	Specialization
Aegis	_____
Beckon	_____
Journey	_____
Minion	_____
Oracle	_____
Puppetry	_____
Ruin	_____
Shaping	_____

STUNTS & GEAR

STRESS & CONSEQUENCES

ENTITLEMENTS & DIVINE EXTRAS

1 2 3 4

Physical

Mental

2 Minor

4 Moderate

6 Severe

PART-TIME GODS OF FATE



DESCRIPTION



BACKGROUND



NOTES



PART-TIME GODS OF FALE

TERRITORY NAME

ISSUES

<input type="text"/>	<input type="text"/>
----------------------	----------------------

1

OMENS 2

3

CONSEQUENCES

LOCATIONS

Name/ Aspect

Face/ Aspect

Creator

Divine Hub?

Creator

Divine Hub?

Name/ Aspect

Face/ Aspect

Creator

Divine Hub?

Name/ Aspect

Face/ Aspect

Creator

Divine Hub?

Creator

Divine Hub?

Name/ Aspect

Face/ Aspect

Creator

Divine Hub?

PART-TIME GODS OF FATE

Name/ Aspect
Face/ Aspect
Creator
Divine Hub?

Name/ Aspect
Face/ Aspect
Creator
Divine Hub?

Name/ Aspect
Face/ Aspect
Creator
Divine Hub?

Name/ Aspect
Face/ Aspect
Creator
Divine Hub?

Name/ Aspect
Face/ Aspect
Creator
Divine Hub?

Name/ Aspect
Face/ Aspect
Creator
Divine Hub?

Name/ Aspect
Face/ Aspect
Creator
Divine Hub?

Name/ Aspect
Face/ Aspect
Creator
Divine Hub?

Name/ Aspect
Face/ Aspect
Creator
Divine Hub?