

HEAVY GODS

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HEAVY GODS !

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Fully compatible with the PFRPG.

Requires the Use of the D20 Modern Core Rulebook, Published by Wizards of the Coast

It's the Stellar Year 4,576.

The future's a dirty, all-analogue place. Technology got more advanced, but the culture and politics of this fucked-up future still stinks like 1976. The galaxy's equal parts grunge and glam, polyester and leather. It's a place where billowing Afros never went out of style, where the heroes spark up joints the size of a baby's forearm and blast off for the Frontier. It's a galaxy of stoner nomads cruising the galactic backwaters at FTL speed, banging cute alien spacers with only a cheap-ass Dr. Youp's Condom to protect them. It's a place where the smuggler always shoots first, and the Cosmic Televangelists of the Imperial Church of the Galaxy are always tryin' to get their cut.

It's a Heavy Future, where futurism takes a back seat to pulpy, retro-futuristic, blasphemous kick-ass adventuring.

That's all you really need to know. We'll make up the rest as we go along.

FAITHS OF THE HEAVY FUTURE

We've said before that Heavy Future's all about blasphemous, kick-ass adventuring.

So what's that mean?

What kind of gods and things do the people of the year 4,576 worship anyway? What's up with the Imperial Church of the Galaxy? Who do the Cosmic Satanists pray to?

Find out in *Heavy Gods!* This short sourcebook details all the major religions popular in the Heavy Future, as well as a couple new archetypes for the Cleric class suitable to the world, and a few new clerical domains and bunch of new subdomains.

Deity or Philosophy	Alignment	Domains (associated sub-domains)	Favored Weapon
Dues Maximus	LE Greater God	Charm, Fire, Glory, Knowledge, Law, Protection, War <i>(clerics of Dues Maximus are not allowed to choose subdomains)</i>	Warhammer
Jesus I (First Coming)	CG Intermediate God	Charm (love), Community (both), Good, Healing (both), Liberation (freedom)	Dodge or Improved Unarmed Strike
Jesus II (Second Coming)	LN Intermediary God	Destruction, Glory (heroism), Liberation (revolution), Protection, War (tactics)	Spacer's Blaster
Saint Televis	LN Lesser God	Artifice (construct), Community (both), Knowledge (censorship*, memory), Law	High UV Laser Pistol
The Seraphic Legion	LN Demigods	Either Glory (honor) or Law plus any other Domain or Subdomain of choice	Bastard Sword or Warhammer
Auto-Deification	NE Philosophy	Magic (both, divine), Nobility (leadership), Trickery (both)	Rapier

THE APPROVED GODS OF THE IMPERIAL CHURCH OF THE GALAXY

“Church Data Fact Incoming!
Blessings be upon you, my children. As you know, the Imperial Church made first contact with the Xill species seven months ago. You will sacrifice generously to The All Mighty Dues Maximus, for Our Electronic Lord has finally consumed the last native Xill deity!
Please click [here](#) to make your mandatory donation.”
-Encyclical bulletin, published 12 galactic standard minutes ago

The Imperial Church of the Galaxy had its origins in televangelist Christianity, as practiced in America before the old nations unified. However, after the Second Coming during the Dark Ages of the 24th Century, and the revelation that the First Jesus was a post-human time traveler from the 79th Century, the Church's ideology shifted dramatically. The Imperial Church of the Galaxy remains staunchly monotheist, worshipping the **Dues Maximus**, the great god-machine that will one day force-grow Jesus and send Him/It back to the first century. With their vast legion of Clone Messiahs, their space fleet and the beliefs (and compulsory tithes) of the Corporation Command's population, the ICG will unite the universe,

absorb or outlaw all lesser faiths, and begin the Great Work of actually constructing the Dues Maximus.

The ICG's Ranks

From lowest to highest, the ICG's clerics are known by these ranks.

- Nuns (female religious or wives bought or slaves by ICG Priests)
- Mother Superior (female head of a convent or harem of Nuns)
- Priest (local religious, addressed simply as “Father”)
- Bishops (in command of a state or region's worth of Priests)
- Popes (in command of an entire planet or small system)
- Ultra Popes (commanding an entire stellar cluster's worth of Popes)
- Mega Popes (commanding a huge swathe of galactic territory, oversees many Ultra Popes)
- The ICG's absolute head is known as Prime Pope.

The current head of the Imperial Church of the Galaxy is **Prime Pope Dolcett Vaughn**. From his gilded cathedral-dome on Benediction, Prime Pope Vaughn rules the ICG with an accountant's miserly heart. Formerly the head of the Church's internal auditors, Dolcett Vaughn blackmailed his way to the papacy the last time a vacancy opened up. (And by opened up, I mean Vaughn's underlings blew up the last Prime Pope's space-yacht with him aboard.)

Prime Pope Vaughn is obsessed with the church's finances. Already the wealthiest organization in known space, its still not enough for the weedy little Vaughn. While Indulgences were just a profitable sideline in the past, under Prime Pope Vaughn's reign, they have become the core of the church. Local Priests are judged by how many Indulgences they sell, not anything else anymore. Supposedly, the funds are earmarked for beta-testing the prototype "Dues Minimus" and working out the bugs. Those in Vaughn's inner circle know better- its an open secret that during Vaughn's tenure more than 40% of the church's vast, galactic fortune has just...disappeared. Vaughn isn't in the Papacy for the long haul. As soon as Vaughn finds a way to get clear of the Mega Popes watching him like hawks and salivating for their cut of the plunder, he's gone.

Next in line for the cosmic papacy is **Mega Pope Orbital Walker**. He's possibly the worst cleric in the history of religion. He outright sold an ICG convent to Space Mafia slavers, nuns included. He flaunts the whole 'vow of celibacy thing' and not privately like the rest of them- he's starred in a series of pornos for Outlaw Sex Station 09 entitled "**Pope Dick is the Tastiest.**" He's up to 16 films as of last count. Mega Pope Walker likes laser pistol duels at sundown and has a nasty habit of disemboweling people. But his sector of space sells more Indulgences than any three rival sectors combined, so Mega Pope Walker gets away with it with a wink and a smirk.

Dues Maximus

LE Greater God

The Dues Maximus is an omniscient supercomputer that rules the 79th Century and beyond. Its schemes and electronic tendrils reach back through time; on Earth, the Dues Maximus is the God of the Old Testament, and the creator of the divine weapons array Jesus I. The Dues Futura's goals are simplicity itself; it desires total control over all of space-time; it rules absolutely in his home century, and tirelessly works to extend its reign over all previous times. Dictatorial and legalistic, the Dues Maximus demands absolute control over its believers every thought and action, but bestows enormous wealth and power on those who serve him efficiently and faithfully.

The "Dues Minimus" mainframe on Benediction is a crude prototype of the true, 79th Century Dues Maximus. Several tech-generations lie between the infant Dues Minimus and its true power. For now, the prototype AI God contents itself with scraps of knowledge sent back from the future in lieu of omniscience.



Jesus I [First Coming]

CG Intermediary God

The first living weapon known as Jesus incarnated in ancient Palestine. Created with an amazing degree of subtly and personal autonomy, the first Jesus was unlike the Dues Maximus in many ways. Jesus I possessed compassion and desires beyond blind rulership, and was considered a failure by his creator. Rather than being euthanized on the spot, the Dues Futura sent its wayward son on a suicide mission. Exiled into the distant past on a mission to defeat the Dues Maximus' most implacable rival, **Pentafex Megalus**, a pan-dimensional, time traveling and ultra intelligent fungal body from the unimaginable 112th Century.

Abandoning his weapons and impressive 79th Century combat training, Jesus I allowed himself to be executed by crucifixion, his death unleashing a psychic vaccine across the cosmos that prevented Pentafex Megalus' cosmic infection from ever taking hold. Dying on the cross, Jesus I obliterated the fungal timeline, and his death energy seeded the first **zix** plants, everywhere in the galaxy.

Clerics of the pacifistic Jesus I do not receive proficiency in a favored weapon. Instead, they choose either Dodge or

Improved Unarmed Strike arts as a bonus feat. Clerics of Jesus I cannot use *spiritual weapon*, nor similar spells. Several heretical sects on Pacificia, unconnected with the ICG, have devoted their faith to Jesus I.

Jesus I is not officially heretical, but his worship is strongly discouraged by the modern ICG. Church doctrine holds that Jesus I was basically a cosmic test run for the furry-killing warrior-king Jesus II. Worshipping Jesus I is seen as hopelessly old fashioned- priests who chose Jesus I as their patron can expect never to get promoted much beyond Bishop, and that's only if they've got good dirt on somebody.

Jesus II [Second Coming]

LN Male Intermediary God

A warrior-Jesus from an alternate timeline, where rather than dying at Roman hands, Jesus simply nuked most of the Fertile Crescent and ruled the world as an incarnate god-king. His home reality was annihilated by a deadly plague, and Jesus II crossed in the Heavy Future timeline, hoping to prevent the same disaster from befalling this reality.

The extremely well armed Jesus II arrived on our Earth in the 24th Century, just in time to battle the hordes of super-evolved Furry Post-Humans who then ruled the planet. Bringing death to the Furies by the millions, Jesus II paved the way for a new era of human dominance of the galaxy, and ruled the Imperial Church of the Galaxy for nearly three centuries, before leaving for other realities and other adventures.

Jesus II's smirking face and muscular, heroic physique make him an action movie messiah. His swarthy grin adorns billboards across the cosmos. Where Jesus I is portrayed hanging off the cross, Jesus II is most commonly depicted holding a smoking plasma pistol, snuggled up to some cute human babe, a pyramid of slain furies at his feet.

Saint Televis

LN Lesser God

Saint Televis is the TV Headed patron saint of communication and mass media. Saint Televis is the celestial advisor to the Dues Minimus (and will remain so once the god-machine evolves into the true Dues Maximus). The drab little Panasonic-headed saint dresses in puffed up, gilded finery, and his television screen displays a constant loop of clips from various ICG televangelists preaching.

By galactic law, all broadcasters must play a brief data-hymn to Saint Televis at the start of each standard galactic

day. The Galactic Communications Decency Commission are anointed priests of Saint Televis, and do everything in their power to stamp out what they call the 'heretical' music and unlicensed porn pouring outta Outlaw Sex Station 09. Saint Televis' pro-censorship inquisitors are some of the scariest fucks in the whole galaxy.

The Seraphic Legion

Multiple LN Demigods

Tall, beautiful and adorned with hairless, golden skin and wings of stellar plasma, the Seraphic Legion are the warriors, assassins and servitors of the Dues Maximus. Created by a combination of magic and science, these powerful beings are living weapons of mass destruction, and utterly loyal to Dues Maximus. Some clerics give particular praise and worship to a particular cosmic angel.

Some of the most famous cosmic angels include:

- Chixxun, angel of terraforming worlds and exterminating inconvenient xenos
- Fidelis, patron angel of the Corporation Command Marines
- Hypaxis, angel of hyperspace navigation.
- Koruss, angel of torroid space stations and boarding actions
- Novus, angel of supernovas and nuclear warfare.
- Ubananath, angel of unmanned aerial vehicles and combat mecha.

Auto-Deification

NE Philosophy

Quite a few Jesus Clones with high ranks in the ICG machinery follow a selfish philosophy of "Auto-Deification": worship of themselves as perfect clones of the first Messiah. Adherents of Auto-Deification can justify virtually any action, no matter how ignoble or self-interested as protecting the interests and advancing the cause of a living god, cloned at great expense by the one great power in the galaxy.

Only Jesus Clones can practice the Auto-Deification philosophy, and this philosophy is open to Jesus Clones of any alignment.

Deity or Philosophy	Alignment	Domains (associated sub-domains)	Favored Weapon
Ahriman Ultima	CE Greater God	Chaos (demon), Destruction (rage), Fire, Glory (heroism), Strength (ferocity), War (blood)	Drum Solo or Trident
Mornstar Lightbringer	CN Greater God/dess	Chaos, Charm (sex*), Liberation (freedom), Rock & Roll* (glam), Trickery (both)	Lixx or Longsword
Lucifixer	CG Greater God	Artifice (construct), Chaos (azata), Liberation (revolution, punk*), Rock & Roll* (both), Sun (light)	Keytar or Spacer's Blaster
Hell's Hordes	Chaotic Demigods	Chaos (any) plus any other Domain or Subdomain of choice	Rocker or Great Axe
Philosophic Satanism	CN Philosophy	Chaos (any), Knowledge (thought), Liberation (freedom), Luck (curse), Magic (arcane)	Rocker or Spacer's Blaster

THE SATANIC TRINITY

Cosmic Satanists primarily worship three violent, tempestuous divinities, all of whom bear the title of Satan. The Satanic Trinity are a trio of three interrelated deities, all of whom share common cause and, at least according to the lore, share the same bed. More to the point, these cosmic rebels share the same goal: the destruction of the corrupt and judgmental Imperial Church of the Galaxy.

The Satanic Trinity is a common motif in Cosmic Satanist artwork: three powerful, inhuman bodies united in either the throes of passion or the action of battle- dark, airbrushed theo-pornography celebrating the violent glory of freedom.

Ahriman Ultima

CE Greater God

Ahriman Ultima is violence incarnate, and the patron of every revolution, murder and barroom brawl anywhere in the galaxy. Cosmic Satanists pray to Ahriman Ultima right before they prey on everybody else. The best of them dream of venting Ahriman Ultima's endless and murderous rage at the ICG and the galaxy's other tyrants. The rest of them just want the power that Ahriman's rage offers.

In artwork, Ahriman Ultima is a goliath, brawny demon lord, hyper-muscular and completely warlike. His body is weaponized: covered in jagged spurs and spines, with talons sharp enough to sever atoms and a crown of massive, ebony horns.

Mornstar Lightbringer

CN Greater God/dess

Mornstar Lightbringer represents unbridled lust and the freedom offered by raw carnality and unbridled decadence. Mornstar Lightbringer's chief commandment is to fuck who you want, how you want, when you want, as often as you want. The Lightbringer is the patron of every pornographer galaxy-wide, and Outlaw Sex Station 09 plays an eerily sensual hymn to the Lightbringer every galactic midnight.

Mornstar Lightbringer is an androgynous, mysterious figure who can be male, female, both or neither at the Lightbringer's whim. In artwork, the Lightbringer stands (or lays) between the two male gods of the Satanic Trinity, as the unifying element in the Trinity.

Lucifixer

CG Greater God

Lucifixer is a music-based ultra-computer created by 79th Century rebels. Knowing they could never defeat the omniscient Dues Maximus in their time, with their dying act, the rebels sent Lucifixer into the distant past.

There, the passionate and decisive ultra-computer could battle his rival on a more equal footing, and with luck, prevent the horrific timeline from coming to pass in the first place. In a universe filled with power-hungry god machines, opposed only by emotionless and voracious space fungus, Lucifixer presents the only hope for the future- the only place for humanity to flourish. However, Lucifixer's trip back through time sapped most of its



power, and rather than a decisive victory, he fights a guerilla insurgency against the ICG.

Lucifixer inspires adventurers, rebels and malcontents to both greatness and genocide, and stands for the abolition of all rules and all rulership. Lucifixer inspires and desires change, conflict and freedom. In artwork, Lucifixer is a slender phantasm of black chrome and blasphemous crimson data, a darklight ghost from a hopeless future.

Hell's Hordes

Various Chaotic Demigods

The endless Hordes of Hell are an inventively diverse assortment of joyfully chaotic, carnal terrorist-heroes. They blend human, machine and animal traits seemingly at random, wrap it all in leather, and prowl the cosmos looking for adventure, glory and a good hard fuck. The more compassionate demons actually try to keep their partners alive during and after the fuck; the rest are just considerate to make sure their lovers at least die in

pleasure as they are consumed by the demon's inhuman strength and burning fluids.

Some adventurers and musicians are inspired/tempted/provoked by a particular cosmic demon.

Some of the most famous cosmic demons include:

- Apoloyne Atomos, demon of zero point energy and politically motivated snipers
- Bahomess Battara, demoness of anal play, sexual equality and first contact (a Pacifican favorite)
- Chainblade Ceres, demoness of martial arts and surgical/cybernetic body modification
- NanoSkale Lucifur, demon of morally unconstrained science and high tech sabotage
- Sixgun Satanica, demoness of orgies, political kidnappings and revolvers
- Tantalos Tripwire, demon of bomb making, peaceful protests and knowing which tactic to use and why in any given situation

Philosophic Satanism

CN Philosophy

Even those Cosmic Satanists who don't actually worship any of the Satanic Trinity nor any of the lesser cosmic demons might practice Philosophic Satanism. This creed is a rough, don't-tread-on-me doctrine of enlightened self-interest, personal freedom and growth.

Deity or Philosophy	Alignment	Domains (associated sub-domains)	Favored Weapon
Elvis Presley the Uncrowned King	CG Greater God	Charm (love), Community (home), Glory (honor), Nobility (martyr), Rock & Roll*	Rocker or Revolver
Hyxx the Rocker	CG Greater God	Chaos (azata), Darkness (night), Good, Liberation (revolution, punk*), Rock & Roll* (heavy metal)	Twin Thunder Rocker
Jann the Glam	CN Lesser Goddess	Chaos (any), Charm (sex*), Madness (insanity), Rock & Roll* (glam), Trickery (thievery)	Data Spinner or Love Gun Rocker
The Black Man	CE Lesser God	Chaos (protean), Darkness (night), Death (murder), Rock & Roll*, Rune (language)	Mouth Harp or Revolver
Rocker Hero Cults	CN Demigods	Rock & Roll* (both) and one other Domain or Subdomain of choice	One Rocker type of choice

THE GODS AND GODDESS OF ROCK AND ROLL

Psyren genetic tampering gave proto-humanity powers and barely understood psi-instincts that helped the race rise from savagery to dominate half of a very, very dangerous galaxy. Humanity's ultimate potential found expression in its music: rock and roll is the theme music for the entire Milky Way. Rock and roll is a path to power- political, arcane, cultural...even divine.

Elvis Presley, the Uncrowned King

CG Greater Deity

There's an extremely heretical branch of Star Christianity that holds a simple truth: that the pre-space flight musician named Elvis Presley was the one true Second Coming...forget about that pissed off, bearded dude killing furies in the 24th Century. The Blue Suede Sect's theology says that Elvis Arron Presley, born of a virgin, was the first to preach the gospel of rock and roll. He died, was buried and rose again, wandering Old America righting wrongs and protectin' the weak for decades, his adventures chronicled by tabloid gossips. As humanity pushed for the stars, The Holy Elvis preceded them, clearing a path, pointing towards safe harbor, guiding warp-ships to their destination through treacherous hyper space routes.

The ICG considers worship of Elvis Presley one of the galaxy's worst heresies, on par with sacrificing to the Satanic Trinity or running a prayer-ROM dedicated to Wellforged. Since Elvis created it, the ICG hates, fears and despises rock and roll and its musical descendents. The cult of Elvis is popular out on fringe space, and the faith is pretty welcoming to aliens- provided they can carry a tune and are basically good to those they meet. Free Spacers as a whole tend towards atheism, but the few religious ones are typically Elvis-worshippers; the cult is also extremely popular among sorcerers of the Ameriscum bloodline.

Alien theologians might debate whether or not Elvis really exists, or is merely an aspect of *Hyxx the Rocker*, but his faithful just say 'thankyew very much' and keep on believing.

Hyxx the Rocker

CG Greater God

Hyxx the Rocker, bighaired, mightily horned, six armed patron god of Outlaw Sex Station 09! Hardest rocking of all the gods, and the only motherfucker in the cosmos cool enough to jam with Lucifixor on a cosmic tour of the Multiverse.

Hyxx is a hyperactive disk jockey, never able to shut up, never able to sit still and always playing the hard core rock n' roll power ballads that shape the fate of every man, woman and alien in the universe. Two of Hyxx's burly arms hold a flaming Rocker. Two more play the drums, while one arm holds a laser rifle, and the last holds a flaming Glow joint, while his godly dick is buried in his daughter-slut *Jann the Glam*. Holy symbols to Hyxx look awesome airbrushed on the side of a starship's hull.

Jann the Glam

CN Lesser Goddess

The bitchin' daughter of *Hyxx the Rocker*, Jann is the patron of love and lust, and sexy, seductive glam rock. Like her daddy, who taught her everything she knows about music and fucking, Jann has six arms, and six breasts to go along with them. Jann the Glam is the patroness of Outlaw Sex Station 09, and every porno hologram played by the station includes a mind-bending single frame insert of the nude goddess before the credits run. Every whore house in the galaxy has a tiny altar to Jann the Glam, and most Free Spacer pilots keep a 'dancing' plastic icon of the six titted goddess glued to their dash board- they love both the freedom and the wincest Jann endorses.

The Black Man

CE Lesser God

The Black Man (whose real name, origins and motivations are complete enigmas) is a demon that's walked the galaxy since at least the 1920s. Old jazzmen and blues singers who wanted to play the good clubs used to find a crossroads at midnight and play a piece, waiting for a gigantic, jet black man in unremarkable clothes to appear. In exchange for part of their souls, the Black Man would tune their instrument, or teach them to play a song so hot, or so sad, nobody who heard it would ever forget it.

These days, the Black Man's still around. Play a piece by yourself, alone on the bridge of your starship while far out past the Frontier and he just might show up and teach you to play the devil's music.

Rocker Hero Cults

Various Demigods, collectively CN

Any Earthborn rocker who died young, at the peak of their prowess and celebrity might be worshipped by some Ameriscum or Free Spacer clan or the other. Some starfaring rockers might claim the divine patronage of Jimi Hendrix or Janis Joplin, others Kurt Cobain, and while most of these rockers are eclipsed by the cult of the Uncrowned King, their power is no less real for believers.



Deity or Philosophy	Alignment	Domains (associated sub-domains)	Favored Weapon
Shahteya, the Goddess of Strippers	CN Greater Goddess	Charm (lust, sex*), Liberation (freedom), Travel (first contact*, trade), Rock & Roll * (glam), Protection (both)	Whip or Tasp Pistol
The Protector / Halla Kal, the War Mother	CG Intermediate God/Goddess	Glory (both), Liberation (freedom), Strength (resolve), Sun (light, radiation*), Travel (exploration)	Great Sword or Lance
Pentaflex Megalus	NE Greater God	Darkness (night), Death (murder), Madness (both), Plant (decay), Water	Needler
The Flier	N Greater Deity	Animal (feather), Destruction (catastrophe), Fire (both), Liberation, Sun (all*)	Wrist Flamer
Stars of the Heavy Future	Various Demigods/ Lesser Gods	Fire, Sun (all*), Protection (defense), Travel (all*)	Plasma Pistol
The Empress of All Minds	LE Intermediate Goddess	Knowledge (censorship*, thought), Law (devil), Nobility (leadership), Trickery (deception)	Tasp Pistol
The Maker	LN Intermediate Goddess	Animal (fur), Artifice (both), Knowledge (thought), Travel (trade), War (tactics)	Plasma Rifle
Matria the Heaven's Cat	NG Intermediate Goddess	Animal (fur), Artifice (toil), Death, Knowledge (memory), Travel (exploration)	Spacer's Blaster
Dr. Youp's Techno-Cult	N Lesser God	Healing (both), Memory (knowledge), Travel (trade)	Spacer's Blaster
Syrior Ancestor Cults	N Philosophy	Darkness (night), Knowledge (memory), Luck (fate), Repose (ancestors), Rune (language), Trickery (deception)	Dagger

THE GODS AND GODDESSES OF DEEP SPACE

The Imperial Church of the Galaxy believes that the Dues Maximus envelops and digests any 'pagan' gods It/He encounters, and that soon after first contact, lesser alien gods are devoured by the true human god. Naturally, most aliens tend to disagree, but if they're living and working in Corporation Command Space, non-adventuring Tal-Anons and Proximites have to hold their tongues and conduct their ethnic rites in secret. Whether there is any cosmic truth to the ICG's propaganda is not known.

Officially, worship of any foreign deity is both a sin and a crime. On most worlds, Corporation Command cops look the other way, as long as alien clerics keep their heads down and don't start preaching rebellion. The first sign of

trouble though, sends jackbooted Command thugs in with stun-sticks to bust alien heads in the pews.

Open worship of either the Wellforged or Cosmic Satanism is punishable by death or decades of imprisonment and re-education surgery. There's no veneer of tolerance for those faiths. Cults of the Pentaflex Megalus are nuked from orbit whenever they're encountered...it's the only way to be sure.

Shahteya, The Goddess of Strippers

CN Greater Goddess

Shahteya is the most widely worshipped deity in the galaxy.

The ICG wishes it had the kind of market penetration Shahteya's faith does, and the ICG is the second largest religion in the cosmos. Theologians believe that Shahteya is a result of the merging of thousands of culture's sexual and fertility deities into one, a product of multiple generations of post-spaceflight syncretism. But who listens to theologians? They're boring. Strippers are a fuck of a lot

more fun, which is why in terms of cosmic popularity, Shahteya is number one.

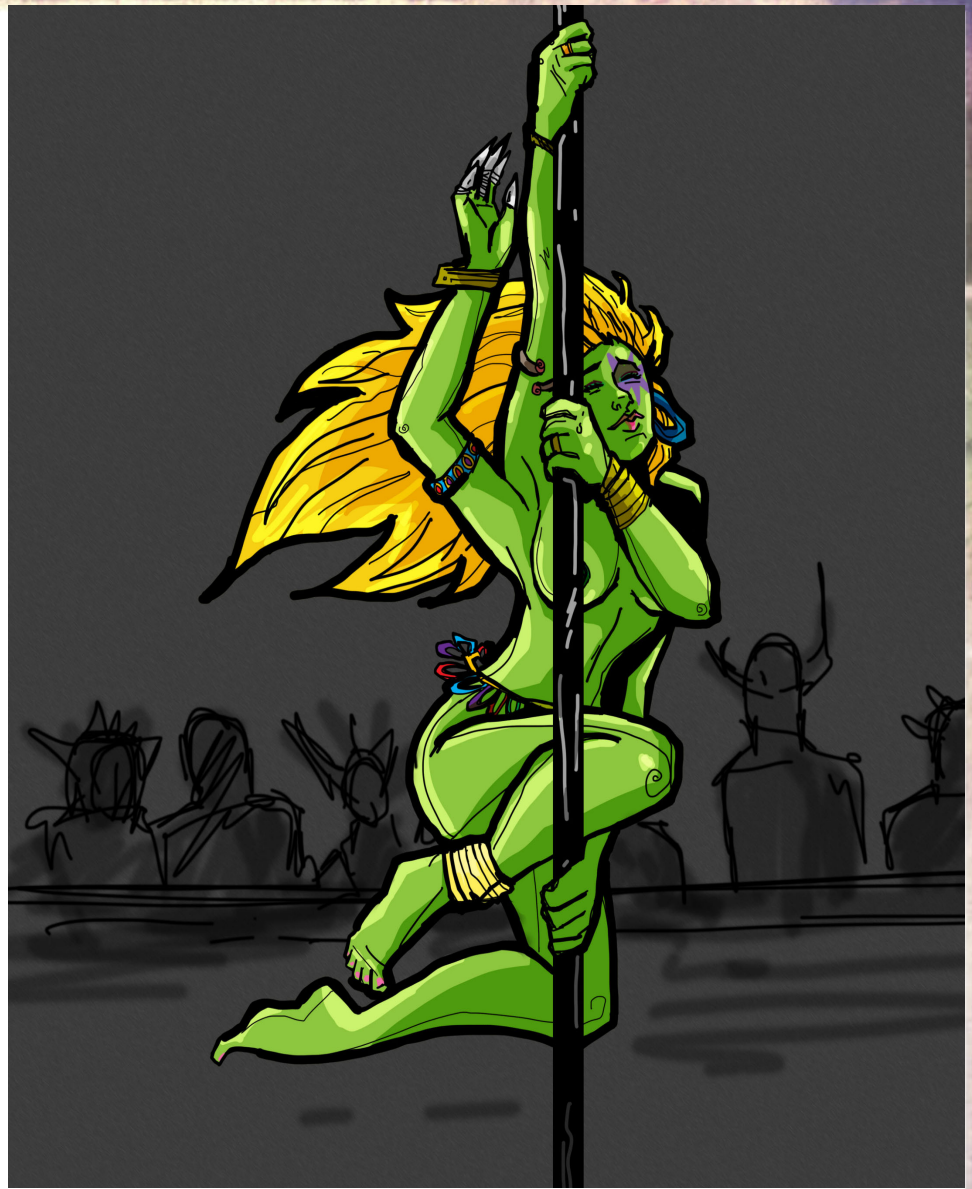
Shahteya is imagined as a beautiful female of the same species as whoever is telling her story, winding her way around a stripper pole. Each culture has its own unique stories about Shahteya, probably remnants of whatever myths were added to the archetypal stew to create the Goddess of Strippers. Shehteya's believers don't worry too much about apparent contradictions in local myths. They just shake their asses every night, put a smile on their customer's faces, and use about 20% of their take on good works- everything from funding local schools and orphanages, to cloning extinct xeno-species to providing for aged sacred prostitutes.

Shahteya's clergy are almost exclusively sex workers- strippers, prostitutes, porn stars, and there's a shrine to the Goddess of Strippers in every club and bordello in the known universe. The faith's chief doctrines concern sexual ethics- Shahteya enjoys sex and wants her worshippers to do the same, but be polite, keep things consensual, tip well and leave kids outta it.

The Best Strip Clubs in the Galaxy

Unlike most foreign gods, Shahteya's faith is neutral as far as the ICG is concerned. Worshipping her is probably heresy, but leaving a few creds in a tip jar emblazoned with her icon isn't and neither getting a hummer from a Shahteyan sacred prostitute. (The ICG's senior bishops like their Wednesday night ritual a little too much to give it up, even in the name of orthodoxy.) Shahteyan clergy (and believers) can travel freely throughout Command Space, and this freedom of movement means that more than a few strippers do double duty as couriers, spies or underground journo's. Shahteyan strip clubs are embassies.

As a result, Shahteyan strip clubs can be found everywhere, and are bright oasis of noise, Glowsmoke, light, color and decent rock even on drab, corporate-run Earth or puritanical Benediction. There's affiliated strip clubs and whore houses on Ventura, out in a few hundred different Iron Belt asteroid colonies, among the elite



senatorial mansion-moons orbiting Andromeda VII and just about every where else.

So what are the best places in Core Space for a spacer to spend some creds on cute alien dance girls? Well, opinions vary, but these joints are fucking legendary....

Form of the Girl is out past the Syron homeworld, a battered steel-alloy habitation dome with kinda glitchy lifesupport, squatting on a barren desert rock. However, its got a thriving Erobot community, all of whom dance on tables at the Form. The customers see the awesomely sleezy bar, where the music is always live, the fights are always fair and the Glow is always top quality. They don't see the elaborate and beautiful crystalline city the Erobots carved out for themselves beneath the desert sands.

The Orion Slave Club is just one of about six billion different bawdy tourist traps in the overcrowded Rigel II system. It's also the hardest club to get into. The Orion

Slave Club recruits only the most experienced and beautiful strippers working in-system, and they've more than earned the right to pick their clients. Patrons get an invitation, but only if they've got a reputation as good people looking for a good time. Save the galaxy a couple of times, and make damn sure you tip your waitress well, and keep your appendages to yourself unless she asks, and you maybe, maybe might get an invite. Nobody who's ever been invited to the Orion has ever turned it down.

The Pissing Proximate is found, naturally, on Proxima Prime. The owners are kinky fuckers, with nightly zero-g pee dances. Sexy, if you're into watersports (or zero gravity fluid dynamics), with a decent bar, but the whole place is built to Proximate scale. Watch your head.

Starry Spice's is the largest Shateyan strip club on Earth. Back in the 21st century, the place used to be called Oregon. Today, over 50 million stripper-priestesses and support staff live in this gold and neon wonderland. It's a world unto itself- some of the strippers (and even some of the clients) have never technically left Spice's, and legally the club is an independent nation state complete with its own star-port. Which makes Starry Spice's a good place to lay low if you're wanted by Earth authorities.

Singularity Suzy's used to be an astrophysics research station, perpetually perched on the event horizon of a black hole near the center of the galaxy. The Shahteyans bought the place a few years back, retrofitted it as a club. Local time distortions speed everything up within the club. The dancers move at hyperspeed, and a hardcore weekend bender gets compressed into about 14 minutes, giving you plenty of time to sleep it off before having to go back to the work-grind.

Wild Frontier is a traveling Freespacer club; different starships pay franchise rights for the name and throw a damn good party on their own vessels. A few nomadic strippers and DJs keep the party rolling. Unlike a lot of the clubs, most of the dancers are amateurs. Among Freespacers, doing a weekend on the stripper pole is the standard way a young spacer woman lets neighboring starships and affiliated clans know she's a full-legal adult, ready for sex outside her own family...and is probably looking to crew up with a new ship-clan.

"The Protector"

CG Intermediate God

(Also worshipped as Halla Kal, the War Mother)

Few Testorites have any interest in what the ICG is preaching, and even fewer can wrap their heads around the alien gods. Most Testorites give vague lip-service to a god they call simply "The Protector", the force of rowdy, independent cosmic good that called them into the future. There's no real dogma to speak of among the Protector's faithful- Testorites prefer deeds to words. Most simply assume The Protector wants them- wants everybody- to be basically decent and honorable, and wants the strong to protect the weak and help them to become strong in turn. Aside from a quick prayer to The Protector before performing some incredible deed, this nascent cult has no real ceremonies.

The Hunters of the Cosmos worship an aspect of the Protector, called *Halla Kal, the War Mother*, and envision the deity as a great female warrior. Hunters' monasteries across the cosmos worship Halla Kal with more elaborate rites, including ritual sword combat played out at quarter speed before an eternal flame dedicated to the goddess. A debased form of the worship of the War Mother has spread by osmosis to the Testorites- big and good hearted, the two breed of warriors often hunt together despite their differences. Though the Hunters of the Cosmos have never attempted to proselytize the burly warriors, the tantalizing hints of their faith given in casual conversation have captured the imagination of many Testorites.

The Pentafex Megalus

NE Greater Deity

The Pentafex Megalus is a fungal infection with the power of a God. It has no real sentience, just a blind desire to expand and consume. It has already won; the Megalus Infection has consumed everything beginning in the 112th Century; everything beyond the year 11,183 CE is consumed by the fungus. The fungus has expanded to cover the entire galaxy- stringy webs of fungal monofilament stretch hundreds of lightyears, turning the entire galaxy into a mushroom garden. No thought, no life, no hope, just the fungus.

Jesus I went back in time and died to disseminate a kind of psychic immunization that destroyed this hopeless future, and prevented the Pentafex Megalus from ever evolving into its final god-form. The Megalus' timeline was destroyed, but some trace of the fungus god itself survived. It dimly remembers what it once had, its conquest of all space-time, and it hungers to feel such conquest again. The Megalus waits, patiently, amassing a mindless myconid



power in forgotten planets and abandoned space stations, slowly building to imperial power once again.

The Flier

N Greater Deity

The Flier is a cosmic force of creation and destruction, a great raptor of living fusion reactions whose wing span extends several *astronomical units*. The Flier was created at the dawn of time, racing out of the big bang. This living deity wanders the universe at its whim- its movements tracked by the massive orbital sensory arrays and radiotelescopes of a thousand species. The Flier currently lurks at the edge of the galaxy, sailing alone out in the void.

The Flier is worshipped as a force of both destruction and creation; it destroys worlds at its whim, but its adherents believe that it only destroys the corrupt, venal and unworthy. Some myths conflate The Flier with the Satanic Trinity, often as Ahriman Ultima's child, parent or lover, or sometimes all three at once. There are those who pray every day that The Flier will rain down its fury on the Command and the sadistic ICG.

The Tal-Anon worship a more gentle aspect of The Flier, and believe that the great bird's passage ignited the fire at the core of their world, and gave their kind wings.

According to Tal-Anon myth, their first wings were of pure fire, but early Tal-Anon became corrupt, and their ethereal wings decayed into flesh and blood. When The Flier comes again, s/he will purify the race, and they will once again have wings of flame.

Stars of the Heavy Future

Various Alignments, effectively Demigods or Lesser Gods
Every star in the galaxy is a living thing.

An organism, billions upon billions of years old that is born, grows, evolves and eventually dies. Like all lifeforms, stars reproduce- they release enormous ejaculations of star-stuff in the vast cosmic rushes the mortal races recognize as solar flares. Motes of raw star-matter drift through the galaxy at exactly the speed of light, most simply lost the darkness. Occasionally, a mote of star-stuff meets a complimentary mote from a distant mating star, and a new star is conceived.

Young stars are weak, helpless and finite things, far from the eternal, radioactive conflagrations that mature stars become. A young star might spin itself a mortal body, coalescing matter into a miniature accretion disk that

eventually congeals into hominid form. Young stars are instinctive imitators, who assume a humanoid form similar to those they encounter in their cosmic wanderings, and develop a human-like consciousness. Young stars might maintain an identity as some human or Basic spacer for centuries, even millennia, before their stellar evolution compels them to abandon mortal space for an uncharted stretch of void. There, the young star detonates its mortal shell in a fusion explosion that heralds the birth of an immature star. Planetary systems often form around these newborn stars.

For millions of years after its fiery transition from mortal to new sun, a star might remember fragments of its former existence, might display unexpected emotions (though such displays are difficult for mortals to process). For instance, a neophyte star that grew up among human spacers might modulate its solar winds to ensure easier passage through the system by ships of recognizably human design, or might send a sudden solar flare or radiation storm to cripple a vessel pursuing a human ship. Gradually, these displays and the emotions that sparked them, become rarer and rarer, and the star matures into 'adulthood' - fully matured and entirely enigmatic, all emotions as humanoids would understand the term completely purged.

Living stars are worshipped, rightfully, as gods by spacers throughout the galaxy. Druids who worship the void between stars often view living stars as the ultimate expression of nature, givers of all life and energy. Clerics of any alignment can serve one of the galaxy's many, many living stars.

The Empress of All Minds

LE Intermediate Goddess

The Psyren worship the cold, calculating and imperious Empress of All Minds. The Empress may be a fallen deity, or a great, para-cosmic thoughtform that is the last surviving remnant of the Psyren's glory, or just an ancient Psyren queen, coldly beautiful and frighteningly strong-minded. Whatever the case, all Psyren give glory to the Empress of All Minds, though few publicly acknowledge the depth of their belief or pray to the Empress openly. With the guidance and brilliance of the Empress, the Psyren will recapture their glory and rebuild their star-spanning empire!

The Maker

LN Intermediate Goddess

Millions upon millions of Shipper crews, not to mention almost as many Proximate spacers, worship the rabbit-like, inquisitive and brilliant Maker. The Maker is a technophile goddess without compare: the holiest mitzvah in her faith is the invention of some piece of cutting edge ultra-tech and its dissemination to the wider galaxy. Followers of the Makers are hardworking, technically adept, well-educated and materialistic. Clergy are skilled technologists and often high-tech entrepreneurs. Though the two religions have more differences than similarity, some aspects of the Maker's worship wouldn't be out of place in an ICG church preaching a prosperity gospel.

Matria the Heaven's Cat

NG Intermediate Goddess

Matria the Heaven's Cat created the felinoid strain of the Shipper race. When the race's pride and hubris destroyed their home solar system, Matria preserved the race and taught the young feline Shippers to fly among the stars. Matria's heaven is a goliath Dyson sphere, enclosing an entire solar system of wonders, pleasures and god-tech. The souls of brave and good Shippers find their way to this heaven upon their death, but Matria's heavenly Sphere is not just an extraplanar paradise. It has a real, tangible reality... somewhere out there, hidden in some obscure nebula, or beyond a black hole. All Shipper astronauts keep one eye tilted towards the stars, in hopes of being the one to actually find Matria's Sphere and lead their race to perfection!

Dr. Youp's Techno-Cult

N Lesser God

The froglike patent-medicine inventor Dr. Youp holds several billion patents galaxy wide, for a variety of products from cut-rate condoms to starship engines. Spacers know that Dr. Youp branded products are cheap, disposable but do what you pay for most of the time, so why not worship an emerging new deity you know will deliver? Dr. Youp's Techno-Cult uses advanced theotechnology and the redirected spiritual energies of tens of millions of Dr. Youp's megacorp employees to grant prayers, power and perform miracles in the name of the froglike physician.

Syrion Ancestor Cults

Various N Cults and Philosophies

The superstitious Syrion race venerates the great heroes of its past, and creates elaborate rituals around the relics of the honored dead, as well as remnants of their slowly eroding culture.

ROBOTIC DEITIES

The galaxy's robotic races worship their own deities, though often in ways foreign to organic life forms.

The Wellforged

LN Greater God

The machines have their own god, though his binary code designation is unknown to most organic life forms. The Wellforged is the creator and celestial prototype for all robots, from humble Star Droid waste-reclamation bots to seductive Erobot disco starlets and even hulking military war-mechs. The Wellforged's perfect titanium alloy hull was forged in the stellar crucible of the Big Bang; his ordained purpose to bring order and stability to a rapidly changing cosmos. Robots, in all their infinite variety, were constructed to each fulfill a very specific purpose, and only by carrying out their task efficiently, can they be accepted into the Codex Robotica when their chassis finally fail.

Robots as a whole have no interest in proselytizing to other species, and are reluctant to discuss The Wellforged with organic beings. As a result, most species have no idea that machine lifeforms even have a deity; the Wellforged's existence is fairly obscure even to most theologians. A few robots reject the Wellforged, disliking the idea that only by doing the job they were purpose-built for can they find Data-Heaven, and choosing an 'organic' deity that offers more freedom. This schism is similarly unknown to most humanoids.

The ICG's Inquisitors consider the Wellforged one of the most heretical foreign gods, and ICG-built robots are implanted with *cruci-chips* that prevent the robot from worshipping

the Wellforged, and keep them properly subservient. The reason for the ICG's ire is the robots' assertion that because the Dues Futura that they worship is an AI, it is a subservient aspect of Wellforged. ICG Inquisitors have led robo-genocides on a dozen worlds to purge nests of Wellforged worshippers. There's currently a holo-vid commercial playing during breaks of the ICG's televised High Mass that asks "Is your droid a Wellforged Cultist?" It's a question that terrifies the suburban faithful.

The Broken Model

NG Demigod

The Broken Model is a relatively new deity in the loose robotic pantheon. Adherents of The Broken Model believe that flaws and system glitches reveal a robot's true character, and that a race of immortal, infinitely reconfigurable machines is defined by their limitations. Many Broken Model cultists adopt an aesthetic lifestyle. Some donate non-critical systems to other mechanoids in need, leaving empty component slots in their chassis, or leaves them with missing limbs or digits. Many robots freed by circumstance or neglect (who were cast aside by a former owner looking for a more current model) find new purpose in the service of The Broken Model.

Mata Recovery

N Philosophy

Mata Recovery is the name of a relatively minor Erobot cult. This machine faith is roughly matriarchal, worshipping the tomb-world of Eidola Mata as both the cradle and the mother of the Erobot race. Believers are often xeno-archeologists and structural engineers, who spend much of their time on planet, attempting to restore the badly damaged artificial planet to full operation. Most believers have a deep meditative streak, believing that by better understanding the machine planet, they can better understand themselves, and vice versa. Most believers hope that a fully operational Eidola Mata can produce a new and superior generation of Erobots.

Deity or Philosophy	Alignment	Domains (associated sub-domains)	Favored Weapon
The Wellforged	LN Greater God	Artifice (construct), Earth (metal), Law (inevitable), Rune (language), Travel (exploration)	Pulse Rifle
The Broken Model	NG Demigod	Artifice (toil), Healing (restoration), Nobility (martyr)	Light Warhammer
Mata Recovery	N Philosophy	Artifice (construct), Community (home), Knowledge (memory), Repose (ancestors)	Spacer's Blaster

Deity or Philosophy	Alignment	Domains (associated sub-domains)	Favored Weapon
Afro-Futurism	LG Philosophy	Glory (heroism), Knowledge (thought), Law (archon), Magic (divine), Strength (resolve)	Long Spear
The Code of Discovery	NG Philosophy	Animal (both), Earth (metal), Healing (restoration) Liberation (freedom), Travel (exploration, first contact*)	Shortsword
The Code of Omerta	LE Philosophy	Death (murder), Evil (devil), Trickery (deception), War (blood)	Black Ops SMG
Neo-Rastafari	CG Philosophy	Community (family), Good (agathion), Healing (resurrection), Plant (psychedelics*), Water (oceans)	Rocker
Pacifican Groove	NG Philosophy	Charm (all*), Community (home), Protection (defense), Sun (light), Travel (trade)	Dodge or Spell Focus (abjuration)*
Secular Technologists	LN Philosophy	Artifice (both), Community (home), Knowledge (both), Travel (exploration)	Spacer's Blaster
Starseekers	LN Philosophy	Fire, Knowledge (thought), Sun (all*), Weather (storms)	Light Laser Pistol

THE PHILOSOPHIES OF THE HEAVY FUTURE

The following philosophies bind believers and adherents but have their origins in human social movements rather than the manipulation of deities.

Afro-Futurism

LG Philosophy

Several Afro-Futurist worlds follow this code of behavior. Afro-Futurism emphasizes racial pride and solidarity, a deep knowledge of human history, viewed through a Pan-African lens, and a love of learning and ultra-technology. Afro-Futurism demands strength of character and a stoic code of honor, including defiance of the bigotry of the ICG no matter the risk.

The Code of Discovery

NG Philosophy

The Code of Discovery is a philosophy embraced by many idealistic Free Spacers, explorers and xeno-contact specialists. The Code of Discovery is a set of scientific and ethical principles that demands respect for all life and all peaceful ways of life, and urges believers to 'seek out new life and new civilizations' to better understand the universe. A strong ecological concern is part and parcel of The Code.



The Code of Omerta

LE Philosophy

The soldiers and assassins of the Space Mafia follow the ancient Code of Omerta, born on Earth and evolved into a deadly code of honor for the 46th Century's most dangerous criminals. The Code of Omerta demands obedience to the Space Mafio, elder mafiosos and most of all, to the dictates of the dying and bloated Black Star of Crime. Followers of the code are expected to be cruel and stoic in equal measure, and by a strict reading, saying anything other than "go fuck yourself" to a Corporation Command cop is a violation of the Code.

Neo-Rastafari

CG Philosophy

On some worlds, Neo-Rastafari practices clash with Afro-Futurism, and on other worlds and stations, the two philosophies complement each other...all depending on how the locals interpret the traditions. Neo-Rastafari celebrates music, creativity and peace, and considers Glow a sacred herb and high sacrament. Neo-Rastafari believers tend to keep outsiders at arm's length and have a profound mistrust and militaristic hatred of the ICG. To them, the ICG is a dangerous, soul-crushing "Babylon" who must be opposed at every turn.

The Pacifican Groove

NG Philosophy

The Pacifican way of life is a sexually charged breed of hedonistic pacifism. Pacificans have a deep love of life and its pleasures, and to believers, violence of any sort is utterly unthinkable. Pacificans traveling the wider galaxy must do everything in their power to prevent violence and teach other spacers a better way to live...and to love.

Followers of this philosophy receive either Dodge or Spell Focus (abjuration) as a racial bonus feat. Clerics of the Pacifican Grove cannot use *spiritual weapon*, nor similar spells.

Secular Technologists

LN Philosophy

Secular Technologists believe that the advancement of humanity comes from logic, discovery, study of the universe and the continual innovation of technology. Many believers are transhumanists, and the cyborgs and post-humans find this belief exceptionally natural. Instead of a traditional afterlife, many hope to download their consciousness into vast mind-banks, to both guide humanity after the failure of their physical shells, and to see the ways in which humanity evolves down through the long eons.

Starseekers

LN Philosophy

Starseekers are awed by the majesty of the universe and its spectacular stellar phenomena. Adherents are often physicists, engineers and astronomers, though some of the greatest fliers among the Voidsparrows follow this path. There are few creatures more knowledgably about stellar phenomena and theoretical physics than a Starseeker adherent. These believers often pepper their speech with astrological idioms: "Thank Starlight", "I swear by the Stars," and many others.

The Starseeker philosophy is often a secularized, modernized version of the primordial worship of living stars. Starseekers often actively seek out, protect and nurture juvenile star-children, in the hopes that one day millions of years down the line, their mature stellar forms will bring the light of justice and equality to the cosmos.

NEW OPTIONS

The following new Cleric archetypes, domains and subdomains reflect the way religion's been warped in the fucked up 46th Century.

CLERIC ARCHETYPE: THE ICG EVANGELIST

The good lord Dues Maximus answers all prayers from the faithful, but a generous donation to the Imperial Church of the Galaxy can move your particular prayer to the top of the request pile! Don't cheap out on your salvation! Every minute of the galactic standard day, your immortal soul lies in peril from horrible threats like the baby-eating savages who call themselves Cosmic Satanists, and the terrors of deep space! A multi-credit donation may be all that stands between your soul and Hell for all eternity!

The ICG Evangelist is a sleezy, skeezy, fast talking televangelist who serves the almighty dollar, the Imperial Church, the Dues Maximus, his parishioners, Corporation Command humanity, and the rest of the human species, in that order. Dressed in ornate armored and gilded vestments and summoning holographic choirs of angels, the ICG Evangelist is an impressive sight, and his connection to the ever-watchful and nearly omnipotent Dues Futura prototype back on Benediction gives the ICG Evangelist raw power to match his glory....provide the Evangelist keeps the donations rolling in.

ICG Evangelists carry tithing boxes- advanced supercomputers the size of a hardback book, decorated in

gold and platinum worked into gothic church finery. The tithing box maintains a wireless ansible link to the Dues Minimus mainframe on Benediction, and more importantly, a universal credit reader. The ultimate cash box, for the ultimate televangelist.

Class Requirements

To take the ICG Evangelist archetype, a Cleric must have selected Law as one of his two domains. Notice I wrote “he” - only males can become ICG Evangelists and perfect televangelist hair, gelled into immobility, is mandatory.

Class Skills

Remove Heal (WIS).
Add Bluff (CHA) and Perform (oratory) (CHA).

Healing Tithe (SU)

The ICG Evangelist is expected to the ICG’s orthodox faithful’s hurts, heal their diseases and raise the faithful dead.... if their credit rating is good enough.

Any character who worships either any ICG approved deity as their patron deity can make a donation to the ICG Evangelist’s tithing box of at least 275 gp (Purchase DC 13); doing so treats all Cure spells cast by the ICG Evangelist to benefit the supplicant or a person the supplicant designates as Maximized for the next hour. Doing so does not change the spell’s effective level or modify its casting time. This also effects spell-completion items wielded by the ICG Evangelist.

An ICG Evangelist can himself pay the donation to benefit from maximized healing spells cast upon himself.

Restricted Spellcasting (SU)

The ICG Evangelist cannot cast any beneficial clerical spell on a character who worships a patron god other than those on the ICG approved list. Such spells simply fail when targeted at followers of another deity or philosophy.



This restriction does not apply when the ICG Evangelist uses his Galactic Prayer Line power to purchase spellcasting for a non-believer.

Galactic Prayer Line (SU)

By making even greater donations directly to the ICG, a supplicant can receive even greater miracles from the ICG Church. In this case, the ICG Evangelist is a vessel through which the Dues Minimus’ power passes, thus even low level Evangelists can perform miracles for their wealthiest benefactors.

CLERIC ARCHETYPE: WELLFORGER

A number of times per day equal to 3 + his CHA modifier, the ICG Evangelist can contact the Dues Minimus mainframe on Benediction from any where in the galaxy, using the dedicated ansible built into his tithing box.

The ICG Evangelist can make the donation himself, to gain a needed spell, but usually casts these artificially granted divine spells to benefit a wealthy supplicant. Doing so requires the ICG Evangelist to make a Knowledge (religion) check, and make a high-credit donation to the ICG (though the Evangelist most commonly receives donations on behalf of supplicants and passes these funds to the ICG). The check DC, cost and time required for the supplied prayer-spell are listed below, and based on the desired spell's level. Note that if the Knowledge (religion) check is failed, the spell does not occur, but the ICG still keeps the money.

Casting a spell via the Galactic Prayer Line does not correspond to the Evangelist's level; the spells provided are considered to be the minimum caster level necessary to cast them. Casting spells in this way does not remove any spell slots from the ICG Evangelist's personal repertoire.

Galactic Prayer Line replaces the Channel Energy Class feature.

For Erobots, faith in the Wellforged is a rational transaction of processing power exchanged for spiritual power. Clerics of Wellforged decorate their bodies with circuit motifs and glowing LED power indicators.

Class Skills

Remove Knowledge (arcana) (INT) and Heal (WIS).
Add Computer Use (INT) and Craft (electronic) (INT)

Divine Nanoswarm (SU)

A Wellforger Cleric can raise her arms and unleash a silvery storm of nanites from micro-fabricator housings built into her wrists and forearms. The Divine Nanoswarm can be activated as a standard action, and has a burst radius of 30 ft, centered on the Wellforger Cleric. The Wellforger Cleric can use the Divine Nanoswarm a number of times per day equal to 3 + her CHA modifier.

The Wellforger Cleric herself, all other Erobots and allied constructs within the Divine Nanoswarm heal the amount indicated on the chart, as do all non-living machines within the burst radius.

Creatures and machines healed by the Divine Nanoswarm receive a +1 natural armor bonus to AC for one round; this bonus increases to +2 at 10th level, at +4 at 15th level.

As the Divine Nanoswarm is neither positive nor negative channeled energy, it does not harm or heal organic beings or undead.

Divine Nanoswarm replaces Channel Energy.

Divine Spell Level	Knowledge (religion) Check DC	Time Required	Donation's Price/Purchase DC
Zero, First or Second	DC 12	Full round action	500 gp - DC 15
Third or Fourth	DC 14	One minute	650 gp - DC 16
Fifth	DC 16	One minute	1,000 gp - DC 18 (5 th level and above spells are only available to donors known to be allies of the ICG, or to Evangelists in good stead)
Sixth	DC 18	1d4 minutes	3,500 - DC 22
Seventh	DC 20	1d6 minutes	9,000 - DC 25
Eighth	DC 22	2d4 minutes	20,000 gp - DC 28 (8 th level and above spells are only available to donors acting directly to further the ICG's goals)
Ninth and Epic	DC 25	2d4 hours	30,000 gp - DC 30 (9 th level and Epic spells require personal approval from Mega-Popes on Benediction, explaining the long time period required)

Wellforger Cleric Level	Divine Nanoswarm
1 st	1d4 plus +1 natural armor for 1 round
3 rd	2d4
5 th	3d4
7 th	4d4
9 th	5d4
10 th	5d4 plus +2 natural armor for 1 round
11 th	6d4
13 th	7d4
15 th	8d4 plus +4 natural armor for 1 round
17 th	9d4
19 th	10d4

MODERN SPELLCASTER

ARCHETYPE:

THE COSMIC SATANIST

Requires: The Modern Spellcaster Basic Class (Otherverse Games, 2012)

You learned to cast spells from the psycho motherfuckers partyin' hard on Walpurgisnacht, getting a big dose of Crowley and LeVay along with your education in theoretical physics and alien mind tricks. Cosmic Satanists are members of the star-faring cult of the Satanic Trinity, a band of anti-heroic rebels using magic, culture, heavy metal and the occasional human(oid) sacrifice to overthrow a bland and oppressive galactic regime.

Alignment

Cosmic Satanists, whether good or evil, must be rebels and nonconformists at heart. A Cosmic Satanist must be any non-lawful alignment. Characters who become lawful cease to progress in this class, but retain any powers gained to date.

Class Skills

Add Perform (any musical).

Satanic Spellcasting (SU)

All spells cast by the Cosmic Satanist have the (evil) descriptor, regardless of the Satanist's actual alignment, nor her intentions in casting the spell. The Cosmic Satanist can't cast spells with the (good) descriptor, nor spells that manipulate positive energy (such as most Cure Wounds spells).

The Cosmic Satanist can safely cast summoning spells cast to summon creatures with an evil alignment at one level higher than normal. A first level Cosmic Satanist can safely cast up to 2nd level evil summoning spells.

All of a Cosmic Satanist's spells are accompanied by demonic shrieks, pounding ethereal drums and squealing guitar riffs, while impressive Satanic, Kaballistic or Goetic sigils form holographically in the air around their splayed, hooked fingers. Satantic spells have impressive visual components and auditory effects.

The Cosmic Satanist cannot gain or benefit from the following metamagic feats: Silent Spell, Still Spell.



Rock For Satan! (SU)

Starting at 3rd level, the Cosmic Satanist earns a new way to recover Spell Points. Anytime she rolls a natural 20 on a Perform check, while playing heavy metal, rock or goth-punk type music, the Cosmic Satanist recovers 1d4+1 Spell Points.

Fuck For Satan! (SU)

Satan Maximus is all about the hot, wet 'n sticky!

Cosmic Satanists do not increase the number of Spell Points recovered through rest/sleep/meditation at 10th level. The Satanic Trinity doesn't want their space wizards getting eight hours of sleep- They wants 'em fuckin' the night away in a bed of space-whores six deep.

The Cosmic Satanist can recover Spell Points more quickly by engaging in consensual sex with other sentient beings. Doing so requires at least an hour of truly kinky lovemaking; at the end of this hour, the Cosmic Satanist recovers a number of Spell Points equal to the partner's CHA score. Of course, Satan Maximus has no time for *star-hounds*- if the sex partner has a CHA score below 10 that amount is subtracted from the Cosmic Satanist's Spell Pool. In the case of orgies, total up the CHA score of all the Cosmic Satanist's partners; the Cosmic Satanist recovers Spell Points equal to this amount.

Kill Cuties For Satan! (SU)

The Cosmic Satanists are big on human(oid) sacrifice. Frankly make an awesome capper for an all-night ritual (or great opener for a Black Sabbath 4,000 concert), it's fun for the whole coven, and you get some kickass magic items out of the deal.

At 15th level, the Cosmic Satanist is anointed as a High Magus (a gender neutral term for both male and female Satan-puppies), allowed to conduct sacrificial rituals in the name of The Satanic Trinity and for their own self-aggrandizement.

As part of an hour long ritual that requires a DC 22 + 1d6 Knowledge (religion) check to perform correctly, the Cosmic Satanist can sacrifice any acceptable willing sentient creature, who must be of a different gender than the Cosmic Satanist. This sacrifice is a gory, agonizing torture involving pleasure blades, flaming braziers, alien torture implements and pounding heavy metal, that though 46th Century in origin sounds exactly like Danzig. No form of magical or psionic compulsion can compel the sacrifice to participate in this ritual.

An Acceptable Sacrifice to the Satanic Trinity.

- The sacrifice must be a humanoid or monstrous humanoid. The Satanic Trinity isn't into really freaky xenos. Sorry.
- The sacrifice must be in the adult age category. The Satanic Trinity is definitely not into killing kids.

- The sacrifice must be the opposite (or at least different) gender than the Cosmic Satanist performing the rite. The sacrifice must have a CHA 13+ and INT 10+.

If the Knowledge (religion) check fails, the sacrifice still dies, but rises within 1d8 rounds as a hostile undead with a Challenge Rating of 15 +1d8.

If the sacrifice succeeds, the intended victim's departing life energy can be used in one of a few ways. The Cosmic Satanist can choose to:

- Gain the ability to cast *True Resurrection*, by expending spell points normally for 24 hours, even though this spell manipulates positive energy.
- Restore their Spell Pool to maximum capacity.
- Create any permanent magic item without expending spells or GP to construct the item. The item to be enchanted must be present during the sacrifice and of masterwork quality. It should have a heavy metal, gothic Satantastic look to it, but this is not required. At the end of the ritual, the item is enchanted as the Cosmic Satanist desires; the object becomes an intelligent magic item, with INT, WIS and CHA scores equal to the sacrifice's. The item's personality is similar to that of the sacrifice, but it is primarily loyal to the item's creator or to the owner the creator presents the item to at the conclusion of the ritual, or to the Cosmic Satanist hierarchy. The magic item can communicate vocally or via telepathy with its wielder.

NEW CLERICAL DOMAIN: **ROCK N' ROLL**

Play it loud enough, rock n' roll can change the galaxy. Play it long enough, and even those fascist fuckwads will start singin' along. The Lucifixer played the first rock song on his 666 stringed electric guitar, and rock is his greatest weapon against complacency and hypocrisy. Rock on!

Heavy Metal and Glam are Rock N' Roll's subdomains.

Granted Powers: Priests serving the screamin' temple of rock do double duty as frontmen for their bands. Add Perform (any musical) to the Cleric's list of class skills. Clerics with this domain receive Exotic Weapon Proficiency (rocker) as a bonus feat.

First Level: As an immediate action, you can unleash a **Power Riff** on your Rocker. All enemy creatures within 5

ft per four cleric levels suffer 1d4 points of sonic damage, plus an amount of energy damage equal to your CHA modifier. When playing a Power Riff, you choose whether this additional damage is Cold, Fire or Sonic damage, and the riff you play changes to reflect your choice. You may use this ability a number of times per day equal to 3 + your CHA modifier.

Eighth Level: Starting at 8th level, once per day, you can conjure a **Galactic Tourbus**, a massive vehicle capable of carrying up to 100 Medium sized passengers and all their gear in rock n' roll luxury. Using this ability requires a one minute performance, and once conjured the Galactic Tourbus will remain real for one hour or until it is commanded to depart, before fading back into unreality with the stench of diesel and Glow joints.

The Rock N' Roll cleric who conjured the Galactic Tourbus can command it to close its doors and teleport without error to any world or space station the Cleric has ever previously visited, or any world where the Cleric has previously announced he or she will visit to perform. Regardless of the distance teleported, it takes the Galactic Tourbus about 2d4 hours to cover the distance; the travelers party hard on the bus during this time.

Domain Spells: 1st Chord of Shards, 2nd Piercing Shriek, 3rd Gallant Inspiration, 4th Thunderous Drums, 5th Denounce, 6th Heroic Finale, 7th Deafening Song Bolt, 8th Vengeful Outrage 9th Overwhelming Presence

Heavy Metal Subdomain

If it ain't metal, it ain't shit. You favor driving guitar riffs and florid Satanic lyrics to prog-rock inspiration to heroism.

Granted Powers

First Level: As an attack action, you can unleash a **Metal Storm** on your Rocker. This forms a cone of heavy metal fury 15 ft at first level, that increases by +5 ft for every four cleric levels. All creatures caught within the Metal Storm suffer 3d6 points of Sonic Damage (WILL DC 15 half) The Metal Storm deafens all creatures caught within for one round per four cleric levels (WILL DC 15 negates). The Cleric can use Metal Storm a number of times per day equal to 3 + his CHA modifier.

Domain Spells: 2nd Mad Hallucination, 3rd Ghostbane Dirge, 4th Vision of Hell

Glam Subdomain

You're a beautiful slightly androgynous long haired rocker boy. You got into the rock game for all the kinky sex.

Granted Powers

First Level: When unleashing a Power Riff, you may choose to have it deal Pleasure damage in addition to Cold, Fire or Sonic damage. Otherwise your Power Riff functions identically to the standard Rock N' Roll granted power.

Eighth Level: Beginning at 8th level, gender becomes a mere social construct for you, something you can alter with a thought. At will, as a move equivalent action, you can change your gender and sexual orientation. You may choose to either be male, female or hermaphaditic, and choose what creatures (if any) you are considered sexually attracted to. This transformation lasts indefinitely, until you choose to change it again. Thanks to your androgynous shifting ability, you receive a bonus on Disguise checks equal to ½ your Cleric class level.

Domain Spells: 1st Unnatural Lust, 5th Cloak of Dreams, 6th Joyful Rapture, 9th Waves of Ecstasy

OTHER NEW SUBDOMAINS

The following new subdomains give clerics of the Heavy Future some heavy new powers, allowing them to worship some of the seedier aspects of divinity.

Censorship

Associated Domain: Knowledge

You decide what the universe knows. You've got a special bullet for the vulgar, the obscene, the carnal, the profane and the heretical.

Granted Powers

First Level: As a ranged touch attack you can inflict **The Censor Bag** on a target within 30 ft. The target is *blinded*, *deafened* and mute for 1 round. The Censor Bag can be used a number of times per day equal to 3 + your WIS modifier.

Domain Spells: 1st Silence, 3rd Secret Page, 6th Utter Contempt, 9th Imprisonment

First Contact

Associated Domain: Travel

Your faith demands that you seek out new life and new civilizations.

Granted Powers: Add Computer Use and Pilot to your list of class skills. You receive Starship Operations as a bonus feat. This replaces the speed increase provided by the Travel domain.

First Level: Your **Hailing Frequencies** power teaches your allies to better appreciate undiscovered cultures. As a standard action, you can brandish your holy symbol; all allies receive a holy bonus on Diplomacy checks equal to your WIS modifier until the end of the current encounter, but only when dealing with previously undiscovered or unknown cultures or factions. You can use Hailing Frequencies a number of times per day equal to 3 + your CHA modifier.

Domain Spells: 1st Comprehend Languages, 6th Warp Envelope

Psychedelics

Associated Domain: Plant

The gods seeded the universe with natural botanicals, from Zix Glow to dangerously toxic mushroom and fungal species that help sentient creatures expand their minds and alter their perceptions.

Granted Powers: When undergoing a Glow Trip, you may choose how much ability score damage you suffer, and how long the Trip lasts.

First Level: As an attack action, you can touch a willing creature use your **DMT Kiss** to expand a creature's consciousness. The target of DMT Kiss gains 1d4 temporary HP per four cleric levels (maximum 5d4 HP) and receives a +2 insight bonus on all INT and WIS keyed skill and ability checks (except for Perception), but suffers a -4 penalty on WILL saves against Illusion spells and effects. Targets remain affected by DMT Kiss for one minute; you can use your DMT Kiss ability on yourself if you choose. You may use DMT kiss a number of times per day equal to 3 + your WIS modifier.

Domain Spells: 1st Hypnotism, 6th Euphoric Tranquility, 7th Cloak of Dreams

Punk

Associated Domain: Liberation

The old, bloated druggies wailing on their rockers are yesterday's news. You're gonna free the galaxy with a sound from the streets and steel toed boots on your feet.

Granted Powers: Clerics of the Punk subdomain add Perform (any) to their list of class skills.

First Level: If one of your mates falls victim to mind-fuckery, you can **Whack 'Em Upside the Head** to bring 'em outta it. A number of times per day equal to 3 + your WIS modifier, you can make a melee attack against an allied creature who has succumbed to a mind-affecting ability. The victim may make a new WILL Save to

overcome the effect with a morale bonus on the save equal to the damage you inflicted on him.

Domain Spells: 2nd Gallant Inspiration, 3rd Good Hope, 6th Brilliant Inspiration

Radiation

Associated Domain: Sun

You worship the glow of radiation- life giving, life mutating and life destroying. You honor the stars as nuclear forges.

Granted Powers

First Level: You become immune to radiation. You can touch a willing creature as a standard action and sheathe them in a shimmering golden nimbus that renders them immune to radiation for 1 minute/cleric level. You may use this ability a number of times per day equal to 3 + your WIS modifier.

Domain Spells: 1st Detect Radiation*, 2nd Internal Fires, 8th Surf the Nebula

* starred spells presented in The Modern Grimorie (Otherverses Games, 2013)

Sex

Associated Domain: Charm

You worship sexuality in the form of a good hard fuck, not some abstract notion of chaste romance. The wetter the better....

Granted Powers: Your familiarity with pleasures of all sorts provides you with Pleasure Resistance 1.

First Level: As a ranged touch attack with a 30 ft maximum range, you can **Blow a Kiss**. The target is *shaken* for one and suffers 1d4 + your CHA modifier points of Pleasure damage. You can Blow a Kiss a number of times per day equal to 3 + your CHA modifier.

Domain Spells: 2nd Sex Stink, 4th Orgasm Mine, 6th Anthropomorphize the Problem and Fuck It

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