

WHITE
BOX
CLASSES
THE GOD

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The God

You are a deity that hails from the En Sof, and have been cast to the depths of the Hells for a sin you do not truthfully remember. After many eternities battling the forces of darkness in Hell after Hell, you emerged from the abyss of the earth only to be suddenly stripped of the permanence of your invincibility and immortality.

God Class Abilities

Weapon/Armor Restrictions

The God has no weapon or armor restrictions.

Spell Casting

The God cast arcane spells from the Cleric's Spell List, as per the God Spell Advancement Table. Each day, The God is endowed with the ability to cast selected spells from the standard list.

Saving Throw

The God gets +1 on saving throws vs. death, poison and disease.

XP Bonus for Intelligence

The God possess an XP bonus like Cleric's.

Divinities

Invincibility

Once a day, for one hour per XP Level, you are completely immune to all adverse phenomenon and cannot be harmed by anyone or anything.

Clairsentience

Once a day for one hour per XP Level, you are cognizant of the past, present and all possible futures moderated by the homebrew rules of the referee.

Legend and Lore

It is believed a righteous deity horrifically murdered, and cast into hell, one of his mortal creations because he was jealous of this created beings beauty. Those that study the sacred texts of the Higher Powers confirm that this deities consciousness was shattered into a multitude of conscious pieces. Thus, those that call themselves The God, are such.

Skills

Language

You demonstrate expertise in the reading, writing and speaking of a language of choice.

Adept Skills

You are skilled in a multitude of disciplines at Gamestart (these skills can be anything the referee allows you to conceive of—they are limited by the imagination in their specifications). You also possess great genius, which is evident at your ability to cull knowledge from a multitude of sources efficiently and with great ease (this too is moderated by the referee).

Identify Magic Item

You can identify any magic item.

God Mastery Abilities

Ascension

When you have attained to a measure of power determined by the referee, you will ascend to the plane of the Higher Powers, return to Godhood and learn of your sin.

Almighty

By a measure of power, moderated by the referee, you can manipulate reality limited by your imagination and the homebrew rules of the referee.

Table 1: God Advancement

Level	XP	HD	BHB	ST
1	0	1	+0	14
2	1,500	2+1	+0	13
3	3,000	3	+1	12
4	6,000	3+1	+1	11
5	11,500	4	+2	10
6	23,500	4+1	+2	9
7	48,000	5	+3	8
8	96,000	5+1	+4	7
9	192,000	6	+5	6
10	384,000	6+1	+6	5
11	640,000	7	+6	5
12	920,000	7+1	+7	5
13	1,240,000	8	+7	5
14	1,680,000	8+1	+8	5
15	2,286,000	9	+8	5

Table 2: God Spell Advancement

Level	1	2	3	4	5
1	-	-	-	-	-
2	1	-	-	-	-
3	2	1	-	-	-
4	2	1	-	-	-
5	2	2	1	-	-
6	2	2	1	1	-
7	2	2	2	1	1
8	3	3	3	2	2
9	3	3	3	2	2
10	4	4	3	3	3
11	4	4	3	3	3
12	4	4	4	3	3
13	5	5	5	4	4
14	5	5	5	4	4
15	5	5	5	5	5

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