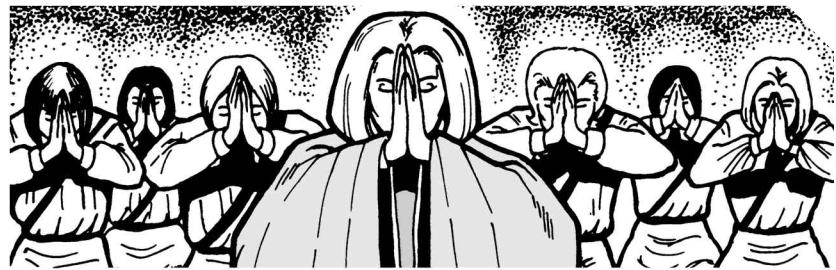
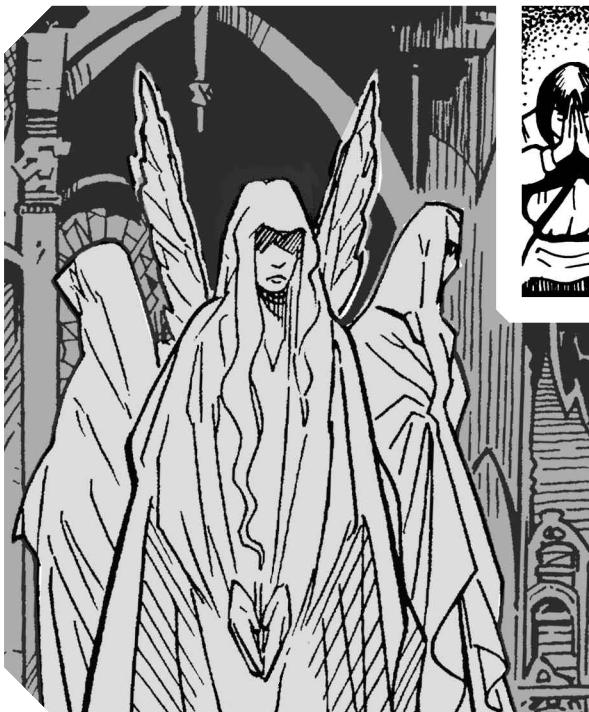


GURPS®

Fourth Edition

POWERS

Divine Favor™



Written by JASON "PK" LEVINE

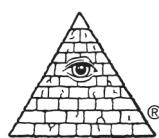
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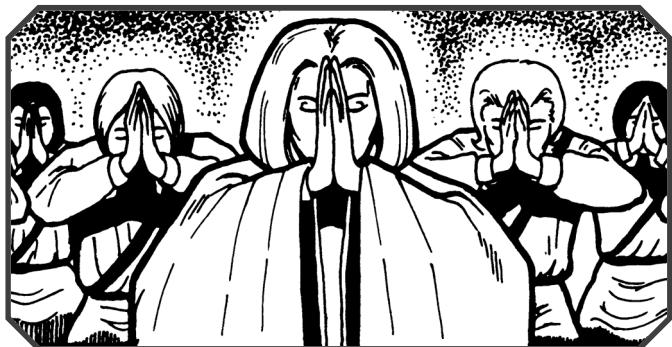
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CONTENTS

INTRODUCTION	3	<i>One God or Many?</i>	11
Required Books	3	Holy Glory	11
Publication History	3	Smite	12
About the Author	3	<i>Good and Evil</i>	12
About GURPS	3	Consecrate Ground	12
1. DIVINE FAVOR	4	Feed the Masses (Enhanced)	12
Divine Favor	4	See Evil	12
<i>Under the Hood: Divine Favor</i>	4	Miraculous Power	13
Divine Favor Modifiers	5	Walk on the Water (Enhanced)	13
General Prayer	5	Rainmaker	13
Specific Prayer	6	<i>Resurrection Lite</i>	13
Learned Prayers	6	Golem	13
Learning Enhanced Prayers	6	<i>Feat of Clay</i>	14
2. PRAYERS AND MIRACLES	7	Smite (Enhanced)	14
<i>Power and Privilege</i>	7	Consecrate Ground (Enhanced)	14
Minor Blessings	8	Holy Glory (Enhanced)	15
<i>Blessed Art Thou</i>	8	Lay on Hands (Enhanced)	15
Final Rest	8	World-Shaking Miracles	15
Holy Touch	8	<i>Beyond the Impossible</i>	15
Confidence	8	Eclipse	15
Powerful Conviction	8	Plague of Insects	15
Protection From Evil	8	<i>Pushing the Envelope</i>	16
Feed the Masses	8	Part the Sea	16
Fireproof	9	Resurrection	16
Flesh Wounds	9		
Sermonize	9		
<i>New Learned Prayers</i>	9		
Divine Guidance	10		
Ghost Shirt	10		
<i>Resistant to Pain</i>	10		
Spirit Weapon	10		
Stoicism	10		
Major Blessings	10		
Traveler's Blessing	10		
Walk on the Water	10		
Protection From Evil (Enhanced)	11		
Sense True Evil	11		
Lay on Hands	11		
Fireproof (Enhanced)	11		
APPENDIX: MIRACLE TABLE	17		
INDEX	18		



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INTRODUCTION

Prayer is not an old woman's idle amusement. Properly understood and applied, it is the most potent instrument of action.

— Mohandas Gandhi

Holy texts from around the world tell of those so devout that their prayers were answered with genuine miracles. These displays of faith – from the fire refusing to harm Sri Raghavendra to Moses parting the Red Sea – are an iconic representation of divine power. It is thus no surprise that “holy man” is a popular RPG archetype; being able to petition for heavenly intervention is a powerful, versatile, and *fun* ability to have!

GURPS Powers: Divine Favor is a self-contained power framework for such characters, known as *paragons*, which allows them to pray for aid. Depending on the paragon’s standing in his deity’s eyes, the answer may be anything from a moment of bolstered self-confidence to a plague capable of decimating a city! A worshiper can learn specific prayers, each one a “holy hotline” to a particular type of miracle – or just trust the god to send whatever help he sees fit.

Divine Favor is compatible with any setting featuring at least one interventionist deity; it is not tied to any particular genre. It can be used to give a significant edge to the minister in a modern horror game, cranked up to 11 to create a holy superhero, or dropped into a fantasy game as a more subtle alternative to the usual spell-slinging clerics. As long as you remain pious and keep to the tenets of your faith, having your god’s ear is useful in *any* game.

REQUIRED BOOKS

This supplement requires only the **Basic Set** to use. **GURPS Powers** is recommended, as some of the learned prayers reference its new advantages and modifiers, but not strictly required; each prayer provides enough information to use it as-is.

PUBLICATION HISTORY

An early version of this system, with only a few miracles, appeared in the *Pyramid* article “Help from on High.” The Divine Favor trait is modeled after the *GURPS Third Edition* advantage of the same name, though the two are not identical.

ABOUT THE AUTHOR

Reverend Jason “Pee Kitty” Levine is a holy man himself – specifically, a fully ordained minister in the Church of the SubGenius. He has been graced by J.R. “Bob” Dobbs and JHVH-1 with a perfect wife, a group of lovably quirky animals, and a job as the Assistant **GURPS** Line Editor. In his spare time, he speaks in tongues, summons divine fire from the sky, and does a little cooking.

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Bibliographies. Many of our books have extensive bibliographies, and we’re putting them online – with links to let you buy the resources that interest you! Go to each book’s web page and look for the “Bibliography” link.

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata pages for all **GURPS** releases, including this book, are available on our website – see above.

Rules and statistics in this book are specifically for the **GURPS Basic Set, Fourth Edition**. Page references that begin with B refer to that book, not this one.

Seth: A faithless preacher doesn’t mean [anything] to us. But a man who’s a servant of God can grab a cross, shove it in these monsters’ [faces].

— *From Dusk Till Dawn*

CHAPTER ONE

DIVINE FAVOR

Anyone can pray . . . but not everyone gets an obvious response. Someone who wishes to be divinely favored – a *paragon* – must first take at least -10 points' worth of disadvantages that reflect the tenets and beliefs of his religion. This will most often be some form of Disciplines of Faith, but it can also be met with Code of Honor, Pacifism, Vow, or any other disadvantage that the GM agrees matches the doctrine in question. He may *then* add the new Divine Favor advantage below and, optionally, some of the learned prayers from Chapter 2. Clerical Investment is not a prerequisite unless the GM makes it one; Divine Favor is tied to piety, not position.

As the results of Divine Favor are dependent upon the paragon's behavior (*Divine Favor Modifiers*, p. 5), lackluster adherence to his faith's tenets will weaken his abilities. If the paragon ever outright *violates* any of his prerequisite disadvantages, he immediately loses access to Divine Favor (including all learned prayers) until he has repented and performed some sort of minor quest. The specifics of this are up to the GM, but it should either take about a week *or* be somewhat dangerous.

Divine Favor

Variable

Prerequisite: Religious disadvantages totaling at least -10 points.

You can reliably get the attention of your deity to ask for miracles. This requires at least 1d seconds of silent prayer, during which you must decide if you are making a general prayer (p. 5) or specific prayer (p. 6). (There is a third type of prayer – the learned prayer, p. 6 – but it does not use these rules.) In combat, prayer requires you to take successive Concentrate maneuvers.

While you pray, the GM secretly makes a *petition roll* against your level of Divine Favor, adjusted by any applicable Divine

Favor modifiers (p. 5). This is not a success roll; you may not use Luck and cannot critically succeed or fail. If he rolls less than or equal to your modified level on 3d, your god hears you! If not, your god is too busy to notice you and there is no effect; further petition rolls are at a cumulative -1 until five minutes have passed. (Because the GM rolls everything secretly, you will not realize you were unheard until after six full seconds of prayer.)

Level*	Cost	Level*	Cost
4	15	11	90
5	20	12	110
6	25	13	130
7	35	14	150
8	45	15	170
9	55	16	200
10	70		

* Levels 1-3 do not exist; this advantage starts at level 4 and ends at level 16.

Example: Brother Brant needs a miracle. He has Divine Favor 7, is standing in his church while praying loudly, and succeeds at a Religious Ritual roll. The GM rolls 1d and gets a 3; thus, after three consecutive seconds of prayer, the GM makes a petition roll on 3d. The target number is 7 (Divine Favor) + 1 (loud prayer and Religious Ritual) + 1 (high sanctity). If the GM rolls 9 or less, Brother Brant's god hears the prayer.

If you are heard, the GM will then secretly make a reaction roll (pp. B559-562) on behalf of your god, applying *only* the Divine Favor modifiers (p. 5); standard reaction modifiers *do not apply* to this roll and you may not use Luck. With the GM's permission, you *may* be able to buy Power Investiture (Divine Favor) to add to this roll; see *Power and Privilege* (p. 7).

The reaction obtained will determine your deity's response, depending on what kind of miracle you were asking for.

Under the Hood: Divine Favor

The following details may be helpful for those analyzing the way this power system was put together.

The Divine Modifier

This -10% power modifier (p. B254) marks the paragon's abilities as coming from his god, not from within himself. This means that he must follow a religious code devoutly to maintain his abilities, as described above and on p. 5. For more details, see *GURPS Powers* (p. 26).

GURPS Powers allows abilities based on Blessed or True Faith to add Divine – the result is a god who's more

willing to take away *those* advantages (for weak faith) than other Divine traits. This approach was not taken here, as all miracles use the same system with *one* set of modifiers for behavior.

The Divine Favor Advantage

The cost of Divine Favor is based on Patron (True God) with the Divine, Highly Accessible, Special Abilities, and Minimal Intervention modifiers; the new frequency of appearance multipliers were interpolated and the results rounded to the nearest 5 points.

Divine Favor Modifiers

Only the modifiers below – and no others – apply to Divine Favor rolls. But see *Power and Privilege* (p. 7) for some additional, *optional* modifiers involving Rank and Power Investiture.

At the GM's option, the mandatory and significant modifiers from **GURPS Thaumatology** (pp. 82-89 and 244-255) may apply as well.

Petition Roll Modifiers

+1 for a five-minute prayer *or* +2 for a two-hour prayer (As an *optional* rule, the GM may allow paragons to make a *one-second* prayer for -2 to the petition roll.)

+1 if you pray loudly, brandish your holy book or symbol, *and* succeed at a Religious Ritual roll.

+1 if at least 25 *devout* worshipers join you (willingly and wholeheartedly) in your prayer; +2 for 100 worshipers; +3 for 1,000; *or* +4 for 10,000. There is no bonus beyond +4!

-5 in a place of low sanctity (to your god), +1 in a place of high sanctity or similar "holy area," *or* +2 in a place of very high sanctity or "high holy area." In an area with *no* sanctity, you cannot succeed!

-1 for every *successful* general prayer or specific prayer your deity has granted you in the last 24 hours. Learned prayers and failed prayers (whether due to a bad petition roll *or* reaction roll) do not cause a penalty here.

Reaction Roll Modifiers

From -4 to +4 based on the situation. For example: -4 for a prayer of convenience (nothing at stake, but a miracle would make life easier); -2 if the situation is not especially threatening; +0 for a serious situation in which people could be hurt without divine help; +2 if a miracle is the *only* way to avoid having somebody die; +4 if the lives of *many* people depend on divine intervention.

From -4 to +4 based on your recent behavior. For example: -4 if you follow your religious tenets *just* enough to not lose your Divine Favor; -2 if you obey, but are willing to bend the rules whenever it's more convenient; +0 for staying true to your code of faith, only compromising for the greater good*; +2 if you've avoided compromising your beliefs *at all* while still doing good*; +4 for leading a saintly life and inspiring others to follow your path. Double any *negative* behavior modifier if you've recently received a Bad or worse reaction from your god (*General Prayer*, below)!

-2 in a place of low sanctity (to your god), +1 in a place of high sanctity or similar "holy area," *or* +2 in a place of very high sanctity or "high holy area."

-1 for every *successful* general prayer or specific prayer your deity has granted you in the last 24 hours. Learned prayers and failed prayers (whether due to a bad petition roll *or* reaction roll) do not cause a penalty here.

* "Good" as seen through the eyes of your deity, of course.

General Prayer

A general prayer communicates your problem and that you need assistance, without asking for any specific form of miracle – e.g., "Lord, I'm dangling over a pit and about to fall in! *Help!*" This is the most unpredictable type of miracle, but potentially the most powerful, as your deity's actions will be commensurate with the reaction roll, unfettered by any specific demands:

Excellent: The miracle has the *full* power of the god behind it – the sea parts, the earth cracks open and swallows your enemies, the dead are restored to life, etc. Those who witness this event will pass the story on to others for the rest of their lives; this is a life-changing event for most people.

Very Good: An undeniable miracle is sent – a spring appears to slake your thirst, you emit a holy light which destroys supernatural enemies, a gaping wound or horrible disease is instantly healed, etc.

Good: This is a more subtle miracle – the enemies' guns jam, you gain knowledge of where your foes are and what they plan, you can hold off a horde of evil spirits, etc.

Neutral: You receive a minor blessing, in the form of a realistic coincidence, a bonus to a roll, or a small amount of protection.

Poor: Nothing happens; your faith was not strong enough.

Bad: Your deity makes his displeasure known in a non-harmful way – an ominous thunderclap is traditional. You cannot make any further requests *or* use any learned prayers for the next 3d hours, and any negative Divine Favor modifiers (above) for your behavior are *doubled* for the next 1d days!

Very Bad or Disastrous: As for *Bad*, above, but your impiety also causes your god to smite you! This is up to the GM's imagination, but traditional smitings include a single (HP/2)d lightning bolt that ignores DR, boils which last for two days (causing -2 to reactions and constant severe pain; p. B428), or the chill of death clinging to you for a week (-4 to all reaction rolls, even those made at a distance).

Example: Brother Brant is hanging onto the edge of a pit for dear life as the tribesmen who threw him in continue the fight with his friends. He prays for a general miracle and his petition roll succeeds. If he obtains an *Excellent* reaction, the pit might expand to swallow the entire tribe whole while he and his friends are lifted to their horses and healed. For a *Very Good* reaction, he may be lifted up into the air in a radiant light which heals him fully and causes a Fright Check from the natives. A *Good* reaction could charge him with strength and might, letting him automatically climb to safety in one second, with full FP afterward. A fair result for a *Neutral* reaction would be a +5 bonus to his ST or Climbing rolls to get out, plus a single chance to reroll any failure which would make him fall.

There is no such thing as rolling "too well," however. If the situation calls for a subtle miracle, even an *Excellent* result will produce something low-key – a crowd of strangers may come to your rescue instead of an earthquake, for example. The final judgment of this is up to your *deity* (as played by the GM), though; if he believes that a blatant miracle will have better results, then your feelings on the matter may be overruled!

*Hello! And welcome to ThorPrayer®.
To continue in Common, chant
“one” now! Ech tod kodo kra’th, shwur
“deth” frek.*

*If you know the name of the miracle
you would like to request, chant “one”
now . . .*

*– Rich Burlew,
The Order of the Stick*

Specific Prayer

You may always ask for a particular need, instead of trusting to the whims of your god. This should be phrased as a specific desire, like, “Lord, please disappear me from this pit and place me quietly behind the tribal chief that I may strike him down,” or as a request for one of the miracles from Chapter 2, such as, “Lord, please grant me Protection From Evil as we pass through this graveyard.”

The GM will first need to consider the reaction roll required to obtain this miracle. This is simple for the ones in Chapter 2, as they are grouped by the minimum reaction needed. For others, he must compare its value to the examples in *General Prayer* (p. 5) and Chapter 2. For example, teleportation is a blatant miracle, and easily on par with the powerful healing and attack abilities in Chapter 2, so the GM decides that it requires a Very Good reaction roll.

Once this is determined, the reaction roll is made normally. If the result is good enough to summon the miracle, it occurs. If the result is Bad or worse, use the rules for *General Prayer* (p. 5). On any other result, *nothing happens*. The downside to a specific prayer is that it either works or it doesn’t – you will never get a greater or lesser result.

Example: Suppose Brother Brant, in the same situation, had asked for a specific miracle: to be teleported out of the pit. His petition roll succeeds. With a reaction of Very Good or Excellent, he disappears and appears behind the chief. On a Poor, Neutral, or Good reaction, nothing happens! Even though a Neutral or Good reaction would normally be enough for some sort of miracle, they’re not enough for *this* particular miracle. And on a Bad or worse result, his god snubs or smites him!

Some of the miracles in Chapter 2 come in two levels – the normal version and an *enhanced* version. If so, the paragon does not have to specify which one he’s praying for; it is *always* assumed that he’s asking for the normal version. If his deity’s reaction roll is high enough to grant him the enhanced version, it is granted. This is a specific exception to the “you will never get a greater result” rule.

Example: Brother Brant is walking through a graveyard known to be haunted, and prays for Protection From Evil (p. 8); his petition roll succeeds. If he obtains a Bad or worse reaction, he gets the usual negative results (*General Prayer*; p. 5). On a Poor reaction, nothing happens. On a Neutral reaction, he immediately gains the normal version of Protection

From Evil. But on a Good, Very Good, or Excellent reaction he gains Protection From Evil (Enhanced) (p. 11)!

If you find yourself praying for a specific miracle often, consider buying it as a learned prayer (below) if your Divine Favor level is high enough. If it’s a custom miracle (that is, not from Chapter 2), also see *New Learned Prayers* (p. 9).

Learned Prayers

With enough faith and obedience, you may be entrusted by your god with a certain degree of “direct access” to his miraculous power. A learned prayer works like a specific prayer (above), except it only requires one second of prayer and does not need a petition roll or reaction roll! Think of it as a “pre-approved miracle”; you simply ask for it, and it happens. This does not mean that *you* are supplying the divine power! The effects of a learned prayer, like those of *any* prayer, come from your god, and may be withheld or revoked at any time.

Unlike general and specific prayers, a learned prayer costs character points and requires a minimum level of power. Each of the sample miracles in Chapter 2 has a *Learned Prayer Cost* (in points) as well as a *Learned Prerequisite*. The latter is the minimum level of Divine Favor that you must have before you can buy that miracle as a learned prayer. Once you’ve met the prerequisite and paid the cost, you can begin invoking that prayer as often as you’d like.

Example: Brother Brant finds himself asking for the Sermonize miracle (p. 9) quite often, and would like to take it as a learned prayer. Sermonize has a prerequisite of Divine Favor 5; fortunately, Brother Brant has Divine Favor 7, which is more than enough to meet this requirement. He spends 4 points, and his player writes “Learned Prayer (Sermonize) [4]” on his character sheet (under *Advantages*). Brother Brant can now invoke Sermonize at will, without fail, though only as long as he remains devout in the eyes of his god.

Learned prayers are *very* useful – they take the power of Divine Favor and add reliability and control. A paragon with many learned prayers will resemble a wizard with his spells, in some ways. But unlike the wizard, whose spell effects are dependent on a good dice roll, the paragon’s prayers are constrained by his *behavior*.

There is one significant limitation to learned prayers, however. Because a learned prayer involves going “outside the system” to tap directly into your god’s power, it takes *all* of your Divine Favor strength to maintain it. You may thus only ever have *one* learned prayer in use at any given time. In fact, *any* other use (or even *attempted* use) of Divine Favor – whether a general, specific, or learned prayer – will immediately shut off any ongoing learned prayer. Once the effects of the new miracle(s) end, you may re-invoke the learned prayer at no penalty.

Learning Enhanced Prayers

If a paragon knows the normal version of a learned prayer, he may “upgrade” to the enhanced version by paying the difference, as long as he meets the prerequisite level. For example, if Brother Brant knows Learned Prayer (Protection From Evil) [3], he could change it to Learned Prayer (Protection From Evil, Enhanced) [7] by spending 4 character points any time after he acquires Divine Favor 7.

CHAPTER TWO

PRAYERS AND MIRACLES

The following miracles serve three purposes. First, they serve as guidelines for the GM trying to improvise the effects of a general prayer (p. 5). For example, if a paragon earns a Good reaction, the various miracles listed under *Major Blessings* can serve as a benchmark for how much divine power the god will bring to bear. In addition, any paragon may call upon *any* of these miracles directly, as a specific prayer (p. 6). Finally, a paragon with a sufficiently high level of Divine Favor may purchase each of these miracles as a learned prayer (p. 6), bypassing the need to petition his god each time he wishes to invoke it.

This chapter lists the miracles in order of Learned Prayer Cost (see below), arranging them roughly from weakest to strongest. For an alphabetical list, see *Appendix: Miracle Table* (p. 17). Each section includes the minimum reaction needed to invoke that particular miracle as a specific prayer; e.g., anything listed under *Major Blessings* (pp. 10-13) requires a Good reaction or better.

Each miracle below includes the following information:

Name: Feel free to rename this to something more appropriate for the deity in question. For example, “Protection From Evil” might become “Presence of the Holy Ghost.”

Learned Prerequisite: The minimum level of Divine Favor needed to buy this as a learned prayer. Note that this has *no* effect when asking for a general or specific prayer! A paragon with Divine Favor 5 *can* pray for the Resurrection miracle; he just can’t take it as a learned prayer.

Learned Prayer Cost: The number of character points required to buy this as a learned prayer.

Description: What happens when this miracle is invoked. For learned prayers, which are sent by the deity automatically, the effects should remain as described here. But for general and specific prayers, which represent the god actively watching and shaping the miracle, the GM should feel free to vary the effects considerably to fit the situation.

If the miracle specifically states that it takes a certain amount of time (e.g., Divine Guidance, p. 10, requires one hour), this is true for learned prayers as well. Otherwise, learned prayers take one second to invoke and all other prayers use the standard Divine Favor (p. 4) rules.

Many miracles have intentionally vague durations (e.g., “until the group is safe”); the GM will determine when the terminating condition is fulfilled. Learned prayers ignore any listed duration, however – any ongoing learned prayer may be used repeatedly and left on indefinitely, but will end immediately if Divine Favor is used for something else; see p. 6 for more.

Statistics: The game mechanics for this miracle when bought as a learned prayer. As mentioned for *Description*, above, the GM should not feel constrained to these statistics if this is invoked as a general or specific prayer. Because all learned prayers are bought as alternative abilities to Divine Favor, the actual learned prayer cost is 1/5 of the value shown here; see *New Learned Prayers* (p. 9) for details.

Power and Privilege

In some campaigns, the GM may wish for Divine Favor to be affected by Religious Rank (p. B30), Power Investiture (p. B77), or both. This may translate to a petition roll modifier, a reaction roll modifier, or both, at the GM’s option. This will be cumulative with the other *Divine Favor Modifiers* (p. 5).

If so, your roll is at -1 if you lack the advantage or have it at levels 0 or 1, unchanged at levels 2-4, at +1 for levels 5-7, and at +2 for levels 8+.

Example: The GM decides that Religious Rank affects the *petition* roll and that Power Investiture affects *both* rolls. If a given paragon has Clerical Investment, Power Investiture 5, and Religious Rank 0, his petition rolls are made normally (the -1 from Religious Rank cancels the +1 from Power Investiture), but his reaction rolls are made at an extra +1.

Power Investiture (Divine Favor)

The above assumes that Power Investiture is being used for spells or other holy abilities. Alternatively, the GM may allow paragons to buy levels of Power Investiture *exclusively* for Divine Favor. If so, add a bonus to Divine Favor reaction rolls equal to the level of Power Investiture. (To get a bonus to *petition* rolls, buy a higher level of Divine Favor!) The GM should set a limit, to prevent paragons from casually calling down Excellent-level miracles; between 3-5 levels should fit most campaigns.

MINOR BLESSINGS

Minimum Reaction: Neutral

These small displays reward the faithful with a moment of respite, some minor protection, or a bit of divine aid with a mundane problem. Most paragons will know several as learned prayers, as they are inexpensive and none require a high level of Divine Favor to internalize.

Blessed Art Thou

The following variations on Blessed (p. B40) are used in this book, and are also available as standalone advantages for pious characters.

Font: Your touch is the equivalent of holy water. Brief contact (a touch or a punch) is the equivalent of a sprinkling, while a full grapple is the equivalent of immersion for the body part being held. In addition, any water carried in your hands, up to a pint, is considered holy water. It may be used or thrown normally, but it loses its power if given to someone else, set down, etc. *10 points*.

Ghost Weapon: Any weapon you wield has the ability to harm evil spirits! In effect, it gains the Affects Insubstantial modifier, but only against malevolent, supernatural beings (GM's decision). In an over-the-top campaign, the GM may even allow this effect to extend to vehicular weaponry! *15 points*.

Last Rites: Once you pray over a dead body (making occasional contact) for at least a minute, it will never rise up as undead or have its spirit summoned against its will. This does not prevent resurrection. If the person would have *wanted* to come back undead, or the body's already been turned without your knowledge, the prayer fails – though you are unaware of this. The benefits automatically apply to you when you die, guaranteeing you a restful death. (This last effect may be bought separately, as the perk *Covenant of Rest*.) *5 points*.

Final Rest

Learned Prerequisite: Divine Favor 4.

Learned Prayer Cost: 1 point.

You may say a prayer over a corpse, guaranteeing it a restful death. This takes approximately one minute, and must end with you closing its eyes (or touching it in a similarly ceremonious way). Once done, the corpse can never be turned into undead or have its spirit summoned or bound unwillingly. This does not prevent the person from being resurrected, if he wishes to be!

If the corpse has *already* been turned undead without your awareness, or if the subject (in the GM's opinion, if an NPC) would *like* to come back as an undead or spirit, this ritual fails automatically. You will not realize that this has happened.

If you know this as a learned prayer, the same benefit is given to you when you die.

Statistics: Blessed (Last Rites) [5].

Holy Touch

Learned Prerequisite: Divine Favor 4.

Learned Prayer Cost: 2 points.

Any water carried in your hands (up to a pint-sized container) temporarily becomes holy water. Even if you *aren't* carrying water, the touch of your skin is the equivalent of a sprinkling of holy water! You may throw the holy water at supernatural foes or use it for rituals, but if you set it down, mix it with other liquid, or hand it to anyone else, it goes back to being regular water immediately.

This effect (on you, not the water) lasts long enough for you to perform a religious ritual – or for the duration of the battle if you are in combat (or will be shortly).

Statistics: Blessed (Font) [10].

Confidence

Learned Prerequisite: Divine Favor 4.

Learned Prayer Cost: 3 points.

This miracle may be prayed for *before* making any non-prayer success, damage, or reaction roll; roll three times and take the best result. As a learned prayer, this may be used once every 30 minutes (real time, not game time); otherwise, it applies to one roll.

Statistics: Ridiculous Luck (Active, -40%; Divine, -10%) [15].

Powerful Conviction

Learned Prerequisite: Divine Favor 4.

Learned Prayer Cost: 3 points.

This miracle boosts the raw strength of your faith, adding +3 to any Autohypnosis, Exorcism, Meditation, or Religious Ritual roll you make. You also get +3 on any reaction roll from anyone *truly* devout – even members of another faith! These bonuses last for an hour, or long enough for you to make use of the bonus for one roll, whichever is *longer*.

Note that Divine Favor falls into the same category as Blessed and True Faith; there is thus no extra -4 for a paragon to use Exorcism (p. B193).

Statistics: Devotion 3 (Divine, -10%) [14]. *Note:* Devotion is a Talent from *GURPS Fantasy* (p. 132).

Protection From Evil

Learned Prerequisite: Divine Favor 4.

Learned Prayer Cost: 3 points.

For as long as you brandish a holy symbol in front of you or otherwise assert your faith, you can prevent any malign supernatural entity from approaching closer than one yard. The miracle ends when you choose to stop.

See also *Protection From Evil (Enhanced)* (p. 11).

Statistics: True Faith [15].

Feed the Masses

Learned Prerequisite: Divine Favor 5.

Learned Prayer Cost: 4 points.

By covering a small amount of food and drink (e.g., a few berries and a cup with a trickle of water) for a few seconds, when you uncover it, there is enough of it to serve up to five people!

If you only need food *or* drink, not both, you can make enough for up to twice as many people. You may only call upon this prayer once per meal (three times per day) at the most, even as a learned prayer.

This miracle is relatively easy to invoke, but it can *never* be called upon for convenience! If you attempt to rely on this to avoid paying (or bartering goods or services) for supplies, foraging, or taking the time to prepare existing food, it will automatically fail *and* you're considered to have rolled a Bad reaction (*General Prayer*, p. 5). If you use this for personal gain (e.g., selling the miraculous food or drink), it's treated as violating your religious code – see the introduction to Chapter 1 (p. 4) for details!

See also *Feed the Masses (Enhanced)* (p. 12).

Statistics: Create Food/Drink 1 (Divine, -10%; Limited Use, 3/day, -20%; Reduced Fatigue Cost 2, +40%; Takes Extra Time 1, -10%; Trigger, Food, -10%) [18]. **Feature:** Restriction against using this for convenience or personal gain replaces the need for a creation pool.

Fireproof

Learned Prerequisite: Divine Favor 5.

Learned Prayer Cost: 4 points.

You can walk through (normal) fires without harm! While this prayer is invoked, you and anything you're carrying has DR 5 against heat and fire. This allows you to be surrounded by flame (1d-1 damage) without taking damage, but you'll need still to hold your breath to avoid the smoke. This may be used indefinitely as a learned prayer, as usual; otherwise, it lasts until the danger passes (GM's call).

See also *Fireproof (Enhanced)* (p. 11).

Statistics: Damage Resistance 5 (Divine, -10%; Force Field, +20%; Limited, Heat/Fire, -40%) [18].

Flesh Wounds

Learned Prerequisite: Divine Favor 5.

Learned Prayer Cost: 4 points.

If you pray for this miracle after being injured, your wounds turn out to be less deadly than they looked. For the next 10 minutes, you recover 1 HP per minute – modified as usual for *High HP and Healing* (p. B424), if applicable. You cannot invoke this more often than once every 15 minutes, whether used as a specific *or* learned prayer.

Statistics: Regeneration (Fast; Divine, -10%; Maximum Duration, 10 minutes, -50%) [20].

Sermonize

Learned Prerequisite: Divine Favor 5.

Learned Prayer Cost: 4 points.

You have +5 to all reaction rolls, influence rolls, and Leadership and Public Speaking rolls, for as long as you are open and honest with your words. This miracle lasts long enough for you to make a speech, make an impression on a

New Learned Prayers

Creating a new *miracle* for a general or specific prayer is easy – the GM doesn't have to worry about point cost or game mechanics; he just needs an appropriate effect. But once a paragon has summoned the same miracle a few times, he may ask what it would cost to buy as a learned prayer (p. 6).

Learned prayers are simply modified advantages, bought as alternative abilities (*GURPS Powers*, p. 11) to Divine Favor. The first step is thus to build the effects of the prayer as an ability. This is an advantage with any appropriate modifiers, including Divine (p. 4). (*Exception:* Abilities based on Blessed or True Faith do not need this modifier, as those *already* include this drawback.) Use the statistics for the existing prayers in this chapter as examples and guidelines, and keep its final cost at 200 points or less. (For miracles greater than 200 points, see *Beyond the Impossible*, p. 15.)

Whenever possible, the ability should work without any success rolls or FP cost required, to reflect the fact that the miracle is being powered by a god. This often involves the use of Cosmic (No die roll required) (+100%) and Reduced Fatigue Cost. When removing the success roll would make the ability unreasonably expensive – or the GM feels that a success roll is warranted for this miracle – note that any IQ roll can be shifted to either Religious Ritual or Theology as a special effect.

Once the holy ability is defined, look up its point cost on the table below to determine its statistics (p. 7) as a specific or learned prayer. The learned prayer cost will always be equal to the ability's point cost divided by 5, rounded up.

Point Cost	Learned Prerequisite	Minimum Reaction
1-15	Divine Favor 4	Neutral
16-20	Divine Favor 5	Neutral
21-25	Divine Favor 6	Neutral
26-35	Divine Favor 7	Good
36-45	Divine Favor 8	Good
46-55	Divine Favor 9	Good
56-70	Divine Favor 10	Very Good
71-90	Divine Favor 11	Very Good
91-110	Divine Favor 12	Very Good
111-130	Divine Favor 13	Excellent
131-150	Divine Favor 14	Excellent
151-170	Divine Favor 15	Excellent
171-200	Divine Favor 16	Excellent

If the miracle seems to fall in the “wrong” reaction range – taking the guidelines for *General Prayer* (p. 5) into account – it’s fine to go back and adjust it until it feels right. Adding enhancements like Affects Other and Cosmic can “bump” a miracle into the next category (while adding genuine value), and limitations like Limited Use or Takes Recharge can help bring down a miracle that seems overpriced.

Example: If Walk on the Water (pp. 10-11) had been built as simply Walk on Liquid (Divine, -10%), it would have fallen into the “Neutral” category. Since blatant miracles require at least a “Good” reaction, Affects Others was added to raise its price. This is not an artificial inflation – the enhancement adds significant versatility to the miracle!

room full of people, etc. If you lie or even *hide the truth* while using it, though, its effects end *immediately* and you cannot invoke it against for 1d×5 minutes, even as a learned prayer!

Statistics: Charisma 5 (Cannot lie, -10%; Divine, -10%) [20].

Divine Guidance

Learned Prerequisite: Divine Favor 6.

Learned Prayer Cost: 5 points.

You may ask for a piece of divine wisdom. This requires a full hour of prayer before you can attempt to invoke the miracle – your petition roll receives the normal +1 (for a prayer over five minutes). If successful, your deity gives you advice, an omen, a warning, or whatever the GM thinks is appropriate. The GM will secretly roll against your Theology skill to see how well you interpret this insight; the more successful this roll, the less cryptic he will be when relaying the message.

You cannot invoke this ritual more than once per day. If it fails, your deity had no wisdom to impart.

Statistics: Blessed (Limited Use, 1/day, -40%; No reaction bonus, -10%; Reduced Fatigue Cost 10, +200%) [25]. *Feature:* Theology skill replaces the IQ roll.

Ghost Shirt

Learned Prerequisite: Divine Favor 6.

Learned Prayer Cost: 5 points.

Attacks are more likely to miss your vital organs. Any attack that would hit your vitals is treated as a torso attack; any attack to your skull is treated as a face attack. In addition, piercing and impaling attacks avoid your most vulnerable spots, doing minimal damage – use the “Unliving” wounding modifiers of *Injury to Unliving, Homogenous, and Diffuse Targets* (p. B380). However, this blessing will not stop those determined to hurt you! Any critical success, or any attack preceded by an Aim or Evaluate maneuver, bypasses this protection completely. This miracle lasts until the end of your next (or current) fight.

Statistics: Injury Tolerance (No Brain; No Vitals; Unliving; Divine, -10%; Not versus critical successes or aimed/evaluated attacks, -10%) [24].

Resistant to Pain

Pain is a “Very Common” effect for the purpose of Resistant (p. B80). Resistant to Pain +3 is High Pain Threshold (p. B59). Resistant to Pain +8 [15] (or *Very High Pain Threshold*) acts as High Pain Threshold, with an additional +5 on knockdown and stunning rolls, rolls to resist painful or stunning afflictions, rolls to resist physical torture, and all HT rolls to recover from being physically stunned. Immunity to Pain [30] allows you to completely ignore the effects mentioned above.

Spirit Weapon

Learned Prerequisite: Divine Favor 6.

Learned Prayer Cost: 5 points.

Every weapon you wield becomes charged with holy might! This allows you to harm malign supernatural spirits as if they were tangible. (Ethereal mages, astral projectors, etc., are immune.) In addition, if your attack injures any evil supernatural being (spiritual or physical), it takes an additional 1 point of burning damage per second for 1d seconds, bypassing DR!

This miracle lasts until the end of your next fight (or the current fight, if the battle has already been joined).

Statistics: Blessed (Ghost Weapon) [15] + Burning Attack 1 point (Accessibility, Evil supernatural beings only, -50%; Affects Insubstantial, +20%; Cyclic, 1 second, 4 cycles, +300%; Divine, -10%; Follow-Up, Any weapon, +50%) [9].

Stoicism

Learned Prerequisite: Divine Favor 6.

Learned Prayer Cost: 5 points.

For as long as you continue to concentrate, you are completely unaffected by pain. You ignore shock, do not have to make rolls for knockdown or stunning, are immune to all painful afflictions, cannot be physically tortured, and so on. (As a bonus, you don’t even have to roll against Will to maintain concentration when injured!) This gives you no special resistance to being *injured*; you could crawl over a bed of spikes without crying out, but you’d still take full damage. The effects of this miracle end whenever you stop concentrating.

Statistics: Immunity to Pain (Divine, -10%; Requires Concentrate, -15%) [23]. See *Resistant to Pain* (above) for details.

MAJOR BLESSINGS

Minimum Reaction: Good

While most of the assistance here remains subtle, the divine power behind it becomes more prominent and clear. Coincidences become harder to rationalize . . . and some of the effects are blatantly miraculous.

Traveler’s Blessing

Learned Prerequisite: Divine Favor 7.

Learned Prayer Cost: 6 points.

You may invoke this miracle at any point during travel, whether this is vehicular or on foot (though the latter only makes sense when traveling through dangerous areas – e.g., under snow banks, over rickety bridges). If a serious accident befalls your group, you all will survive it. This only applies to small groups – about half a dozen people at the most; you cannot claim “everyone on the bus” as your protected party.

To be clear, this only guarantees that you’ll survive the *accident* – if hit by an avalanche, for example, you’ll live through getting hit by the wave of snow, but may still die of exposure before you can get back to civilization. And it guarantees *survival*, not remaining unscathed – if your plane crashes, expect several broken bones at a *minimum*.

Once invoked, this miracle lasts until you have an accident, your trip stops (even temporarily, such as hitting a rest stop or camping for the night), or the (real-world) game session ends. It may be used as a learned prayer no more than once per session.

Statistics: Serendipity 1 (Aspected, Surviving travel-related accidents, -20%; Divine, -10%; Wishing, +100%) [26]

Walk on the Water

Learned Prerequisite: Divine Favor 7.

Learned Prayer Cost: 6 points.

You may cross over any liquid surface as though it were solid. This does not offer any protection from dangerous fluids – e.g., you still take damage if you cross a pool of acid. You may take up to two people with you, by holding their hands in yours. This miracle lasts long enough for you to cross the body of liquid.

See also *Walk on the Water (Enhanced)* (p. 13).

Statistics: Walk on Liquid (Affects Others 2, +100%; Divine, -10%) [29]

Protection From Evil (Enhanced)

Learned Prerequisite: Divine Favor 7.

Learned Prayer Cost: 7 points.

For as long as you brandish a holy symbol in front of you or otherwise assert your faith, you can keep all malign supernatural entities at bay. Roll a Quick Contest of your Will+10 against each foe's Will. If you win, they cannot approach closer than your margin of victory, in yards. If you tie or lose, they must remain at least one yard away. The miracle ends when you choose to lower your holy symbol.

See also *Protection From Evil* (p. 8).

Statistics: True Faith (Reliable 10, +50%; Turning, +65%) [33].

Sense True Evil

Learned Prerequisite: Divine Favor 7.

Learned Prayer Cost: 7 points.

This prayer grants you a flash of knowledge, showing you where all nearby evil beings are. It will only detect those with evil supernatural abilities or those who are (in the GM's opinion) completely devoted to or taken over by evil (though without distinguishing between the two). Range varies from a few miles to a few hundred miles depending on where the worst evil is.

Statistics: Detect Truly Evil Beings (Cannot Analyze, -10%; Cosmic, No die roll required, +100%; Divine, -10%; Long-Range 1, +50%; Precise, +100%) [33].

Lay on Hands

Learned Prerequisite: Divine Favor 8.

Learned Prayer Cost: 8 points.

With a skin-to-skin touch, you can absorb the injuries and disease of others. You may transfer as many of your own HP to your patient as you wish (not to exceed his normal maximum HP). If you restore all of the HP lost to a crippled limb, that limb is restored! (Yours is *not* crippled – you just lose the HP.) You may also cure him of most other illnesses, by taking them upon yourself. You can treat anything from the common cold up to serious infections and parasites; anything worse (cancer, etc.) is beyond the scope of this miracle. If you have Immunity to Disease, it is *ignored* for the purpose of the diseases you willingly accept.

For general or specific prayers, this miracle lasts long enough to heal a small group of patients. If you know it as a learned prayer, you may invoke it as often as you want and treat as many patients as you wish, but you can only treat *each* person a number of times in a single day equal to your IQ/3.

See also *Lay on Hands (Enhanced)* (p. 15).

Statistics: Healing (Contact Agent, -30%; Cosmic, No die roll required, +100%; Divine, -10%; Empathic, -50%; Faith Healing, +20%) [39].

Fireproof (Enhanced)

Learned Prerequisite: Divine Favor 8.

Learned Prayer Cost: 9 points.

As for Fireproof (p. 9), but you have DR 10 against heat and flame, and smoke is even turned into *fresh air* as you inhale it! You truly have nothing to fear from most fire.

Statistics: Damage Resistance 10 (Divine, -10%; Force Field, +20%; Limited, Heat/Fire, -40%) [35] + Doesn't Breathe (Divine, -10%; Oxygen Combustion, -50%) [8].

One God or Many?

Divine Favor is a perfect fit for monotheistic religions. The miracles here don't focus on any one particular flavor of deity, but are instead a blend of fictional and real-world religious beliefs. In some settings, however, every god is part of a pantheon, with each deity holding sway over some element of reality (e.g., God of Storms, Goddess of Fire). In such a situation, the GM may wish to tailor the miracle list to fit each god's sphere of influence. In some cases, this is simply a matter of changing the special effect – for example, a Goddess of Winter may grant a version of Smite that freezes demons instead of burning them – while more extreme diversity may require the GM to come up with entirely new miracles and prayers. See *New Learned Prayers* (p. 9) for guidance and *Good and Evil* (p. 12) for further advice on adapting *evil* members of a pantheon.

Holy Glory

Learned Prerequisite: Divine Favor 8.

Learned Prayer Cost: 9 points.

You momentarily emanate a holy light. Everyone who can see you must make an immediate Fright Check! All of the modifiers on p. B360 apply. Malign supernatural beings who fail must consult the *Fright Check Table* (p. B360) while everyone else consults the "Awe" results for the *Awe and Confusion Check Table (GURPS Powers*, p. 85)*.

This miracle lasts for only an instant, though the results of the Awe or Fright Check may certainly linger. If you know this as a learned prayer, you may use it as often as you wish – however, a subject's Fright Checks are at +1 for every time this ability has been successfully used on him in the past hour, or +2 for each time he resisted. (For example, if you've used Holy Glory on someone five times in less than an hour, and he resisted twice and succumbed three times, his next Fright Check would be at +7!)

Statistics: Terror (Decreased Immunity 1†, +50%; Divine, -10%; Normal subjects experience Awe, +0%) [42].

* If **GURPS Powers** is not available, use the *Fright Check Table* for normal folks as well, interpreting the reaction as being the result of awe and wonder.

† Partially mitigates both the +1 per Fright Check within 24 hours and the immunity for an hour if the subject resists, replacing them with the rules in the text above.

Smite

Learned Prerequisite: Divine Favor 8.
Learned Prayer Cost: 9 points.

When this miracle is invoked, every malign supernatural being within four yards immediately takes 2d burning damage, regardless of DR, insubstantiality, etc. They will see this attack clearly (as an explosion of holy fire coming from within you), but normal people will see nothing. As a learned prayer, this

can be used repeatedly, at will; otherwise, it continues to “fire off” every second until you stop concentrating.

Statistics: Burning Attack 2d (Accessibility, Malign Supernatural Beings Only, -50%; Affects Insubstantial, +20%; Area Effect, 4 yards, +100%; Cosmic, Irresistible Attack, +300%; Divine, -10%; Emanation, -20%; Low Signature, +10%) [45].

Consecrate Ground

Learned Prerequisite: Divine Favor 9.
Learned Prayer Cost: 10 points.

You can consecrate the land, turning it into holy ground. You are limited to a roughly circular area no more than 7,000 square feet (e.g., a large church or a *very* small hamlet). To do so, you must first successfully pray for this miracle, then walk the full perimeter of the area before returning to the center to conclude with a (non-miraculous) prayer.

Normal land is affected automatically, but cursed land may resist! Any sort of ritually desecrated land can roll against HT 12 to do so; this is not a Quick Contest. If the setting features different “desecration levels,” the GM should come up with a range of resistance rolls, with 12 being the average, or close to it. (For example, in the Path/Book system of *GURPS Thaumatology*, land sacred to an opposed tradition resists at 12 plus any modifier for hasty or lengthy consecration.)

Once consecrated, the area is considered holy ground. It becomes a high sanctity area, and any creature with a Dread of holy ground will avoid it. This lasts indefinitely, though future actions can cause it to fade or disappear; from supernatural attacks to those guarding the area acting against their faith’s tenets.

See also *Consecrate Ground (Enhanced)* (pp. 14-15).

Statistics: Affliction 1 (HT; Accessibility, Ground and buildings only, -20%; Advantage, Blessed, +100%; Area Effect, 16 yards, +200%; Divine, -10%; Emanation, -20%; Extended Duration, Permanent, +150%; Must first traverse entire perimeter, -20%; Selective Area, +20%) [50].

Feed the Masses (Enhanced)

Learned Prerequisite: Divine Favor 9.
Learned Prayer Cost: 11 points.

As for Feed the Masses (pp. 8-9), but you create enough food and drink for up to 50 people!

Statistics: Create Food/Drink 3 (Divine, -10%; Limited Use, 3/day, -20%; Reduced Fatigue Cost 2, +40%; Takes Extra Time 1, -10%; Trigger, Food, -10%) [54]. *Feature:* Restriction against using this for convenience or personal gain replaces the need for a creation pool.

See Evil

Learned Prerequisite: Divine Favor 9.
Learned Prayer Cost: 11 points.

You can see the wickedness that lurks the hearts of ordinary people. Anyone truly evil and sinful to the core will register to you automatically, as will anyone possessed or under the influence of evil supernatural forces.

Good and Evil

The miracles in this chapter are intended for a god of benevolence and life, assuming that the paragon using them will be one of the “good guys.” This does not have to be the case! Evil deities (or similarly powerful beings) exist in most religions, either as a foil for a single holy god (as in Christianity or Zoroastrianism) or as part of a pantheon incorporating all *kinds* of deities (*One God or Many*, p. 11). In many beliefs, these dark masters can *also* empower their servants with unholy abilities, using a twisted version of Divine Favor! The details depend on the setting’s view of Good and Evil.

Different Perspectives

Good and Evil are merely points of view – the only real difference between a holy and unholy paragon is who he prays to. This is a simple approach from a game perspective: Protection from Good becomes Protection From Evil, attacks that hurt malevolent beings now hurt holy ones, and so on. Some of the miracles may have to be dropped or reworked to fit the theme, but the basic rules don’t change at all.

Narrow Paths and Slippery Slopes

It’s harder to be Good than Evil, but the rewards are worth it. Unholy paragons have fewer restrictions – their master’s only commandment is “Don’t mess up my plans.” They may behave how they wish without fear, but they don’t get the same benefits that holy paragons do from walking the path of righteousness.

The game mechanics for this begin with the changes from *Different Perspectives*, above. Then the Divine (p. 4) modifier changes – unholy paragons do *not* have to take -10 points in disadvantages or worry about following a specific code! Replace the Divine Favor modifiers (p. 5) for *situation* and *paragon behavior* with a simple -4 to +4 depending on the degree to which the miracle would further the evil deity’s interests.

However, these dark abilities are no match for the prayers of those who follow a benevolent god. If a holy and unholy miracle interact in any way, the holy one automatically *destroys* the unholy miracle – it ends immediately! If an unholy miracle is otherwise opposed by anyone with holy Blessed, Divine Favor, Power Investiture, or True Faith (or, at the GM’s option, Clerical Investiture), the evil paragon must *win* a Quick Contest of Will (once per miracle) or the same thing happens!

By making an IQ roll, you can gauge just how much evil, and of what kind, lies in *anyone's* heart. (Success means the GM will tell you the general types of sins they've committed; critical success reveals specific acts.) This miracle lasts long enough for you to size up those around you.

Statistics: Detect Evil (Cosmic, No die roll required, +100%; Divine, -10%; Vision-Based, Reversed, -20%) [51].

MIRACULOUS POWER

Minimum Reaction: Very Good

These effects begin to shade into what most people think of when they hear "miracle." Some have much more blatant effects, showcasing the god's power without reservation – while others remain subtle, but *significantly* upgrade the amount of sheer power involved.

Walk on the Water (Enhanced)

Learned Prerequisite: Divine Favor 10.

Learned Prayer Cost: 13 points.

As for Walk on the Water (pp. 10-11), but you may bring up to six other people with you. You must all remain in physical contact the entire time, though not everyone must be in direct contact with you; a "chain" of people holding hands will work fine.

Statistics: Walk on Liquid (Affects Others 6, +300%; Affects Others works via indirect contact, +40%*; Divine, -10%) [65]

* Priced in comparison to Ranged.

Rainmaker

Learned Prerequisite: Divine Favor 10.

Learned Prayer Cost: 14 points.

You can alter the local weather. When invoking this miracle, you must be standing in the exact center of where you want the weather to change – the effects will radiate out up to a half-mile from your position. If your deity grants it, you must then spend one full hour praying in the same spot, followed by a Religious Ritual roll at -3. On a failure, you may pray for another hour and try again at no penalty (repeatedly, if necessary). If successful, the weather immediately changes and remains as you desire for as long as you continue to pray – the miracle ends whenever you stop.

You can produce effects which give +1 or -1 to any relevant skill rolls. This could involve turning a clear day into a gentle rain that gives +1 to Farming and to HT rolls for avoiding heatstroke – or you could lessen a powerful storm, giving buildings +1 to HT rolls to avoid damage, folks +1 to ST rolls to remain standing, etc. Negotiate the details with the GM.

Statistics: Control Weather 3 (Divine, -10%; Emanation, -20%; Hard to Use 1, -5%; Immediate Preparation Required*, 1 hour, -75%; Natural Phenomena, +100%) [54] + Control Weather 2 (Divine, -10%; Emanation, -20%; Hard to Use 1, -5%; Immediate Preparation Required*, 1 hour, -75%; Natural Phenomena, +100%; Only to increase the area of effect, -50%) [16]. *Feature:* Religious Ritual skill replaces the IQ roll.

* As for Preparation Required, but the ability must be used immediately; it cannot be saved for later.

Golem

Learned Prerequisite: Divine Favor 11.

Learned Prayer Cost: 16 points.

After crafting a body out of clay, you may give it life! Creating the body requires access to at least 300 lbs. of mud or clay and four man-hours of work. A successful Artist (Sculpting), Masonry, or IQ-4 roll will reduce this to two man-hours; it may be reduced further as per *Time Spent* (p. B346). After finishing the body, you may pray for this miracle; if granted, you must complete the ritual by placing something of holy significance in the golem's mouth. (A piece of paper bearing the true name of Jehovah is traditional for the Abrahamic religions.) This awakens the golem, who will serve you loyally.

The golem is a powerful creature (see *Feat of Clay*, p. 14). It is intelligent and self-aware, but cannot speak (lest the holy symbol fall from its mouth). It will obey any orders that do not conflict with the tenets of your religion, and cannot be swayed by outside forces. You may deactivate it at any time; if so, its mouth opens (dropping whatever was in its mouth) and it becomes a lifeless, soft "statue."

Resurrection Lite

This *optional* miracle is intended only for settings in which death is not necessarily seen as a permanent thing. It is a *much* more accessible way to bring someone back than using Resurrection (p. 13) – the Very Good reaction needed is far easier to obtain than an Excellent one, and the total cost to buy Raise Dead as a learned prayer is less than one-third the cost to buy Resurrection (including the minimum Divine Favor). The GM should keep this in mind when deciding whether to allow this miracle.

Raise Dead

Learned Prerequisite: Divine Favor 10.

Learned Prayer Cost: 12 points.

You may bring someone back from the dead . . . for a price. His body must not be completely destroyed (-10xHP or worse) and you must make physical, skin-to-skin contact with it. If the deceased does not want to come back (in the GM's opinion, for NPCs), the miracle automatically fails; otherwise, he may make a HT roll. If this fails, he *cannot* be resurrected. If it succeeds, he comes back to life! In the process, however, he *permanently* loses 25 character points from his total. This should first come from any unspent points; the remainder may be in the form of reduced attributes, lost advantages, or new disadvantages. For example, he might end up with HT-1 [-10], lose one level of Charisma [-5], and gain Flashbacks (Severe) [-10].

Statistics: Affliction 1 (HT; Advantage, Extra Life, +250%; Contact Agent, -30%; Divine, -10%; Extended Duration, Permanent, +300%; Melee Attack, Reach C, Cannot Parry, -35%) [58]. *Feature:* Extra Life is retroactive, instead of preventative; the unique nature of the advantage makes this a special effect.

The golem remains active for long enough to complete one task (though this can be a long task – e.g., “defend this city from the enemy” would last for as long as the city is under siege). If this is known as a learned prayer, you may keep the golem active indefinitely, but it deactivates every time you use your Divine Favor, as for any learned prayer (p. 6); if you end up leaving it behind, you may recreate it at any time by building a new body. (At the GM’s option, paragons may be able to purchase the golem as a permanent Ally, for 76 points instead of 16. If so, you may use your Divine Favor without causing the golem to shut down.)

Statistics: Ally (Golem; Built on 150%; Constantly; Divine, -10%; Minion, +50%; Summonable, Requires a body, +50%) [76].

Smite (Enhanced)

Learned Prerequisite: Divine Favor 11.

Learned Prayer Cost: 17 points.

As for Smite (p. 12), but it does 3d of damage to all evil, supernatural foes within 16 yards, making it far more deadly.

Statistics: Burning Attack 3d (Accessibility, Malign Supernatural Beings Only, -50%; Affects Insubstantial, +20%; Area Effect, 16 yards, +200%; Cosmic, Irresistible Attack, +300%; Divine, -10%; Emanation, -20%; Low Signature, +10%) [83].

Consecrate Ground (Enhanced)

Learned Prerequisite: Divine Favor 11.

Learned Prayer Cost: 18 points.

Feat of Clay

The power level of the golem depends on the power level of the campaign as a whole – what a 150-point paragon considers “a powerful servitor” might be laughably weak to a 500-point one! Therefore, use the stats below that correspond to the *paragon’s* point total; if this falls between two values, use the lower one. (Alternatively, the GM can extrapolate the in-between values – e.g., in a 250-point game, he could average the stats of the 200-point and 300-point versions.)

All versions have the following traits: Doesn’t Breathe; Doesn’t Eat or Drink; Doesn’t Sleep; Fanaticism (Religion); Hidebound; High Pain Threshold; Higher Purpose (Serve its deity); Immunity to Metabolic Hazards; Immunity to Mind Control; Indomitable; Injury Tolerance (Homogeneous; No Blood); Low Empathy; Mute; No Sense of Humor; Pressure Support 3; Reprogrammable; Sealed; Single-Minded; Social Stigma (Valuable Property); Unaging; Unfazeable; Vacuum Support; and Wealth (Dead Broke). Golems neither have nor spend Fatigue Points.

75 Points

ST 11; DX 9; IQ 8; HT 11.

Will 9; Per 8; Speed 5.00; Dodge 8; Move 5.
SM 0; 300 lbs.

Traits: DR 2.

Skills: Brawling-10.



100 Points

ST 11; DX 10; IQ 9; HT 12.

Will 9; Per 9; Speed 5.00; Dodge 8; Move 5.
SM 0; 300 lbs.

Traits: DR 2.

Skills: Brawling-12; Lifting-11.

150 Points

ST 15; DX 10; IQ 9; HT 12.

Will 10; Per 10; Speed 6.00; Dodge 9; Move 6.
SM 0; 300 lbs.

200 Points

ST 17; DX 12; IQ 9; HT 13.

Will 10; Per 10; Speed 6.00; Dodge 10; Move 6.
SM 0; 300 lbs.

Traits: Combat Reflexes; DR 4.

Skills: Brawling-14; Lifting-12.

300 Points

ST 25; DX 13; IQ 10; HT 14.

Will 11; Per 12; Speed 6.00; Dodge 10; Move 6.
SM 0; 300 lbs.

Traits: Combat Reflexes; DR 8.

Skills: Brawling-15; Lifting-13; Observation-11; Stealth-14.

500 Points

ST 40; DX 14; IQ 10; HT 16.

Will 13; Per 13; Speed 7.00; Dodge 11; Move 7.
SM 0; 300 lbs.

Traits: Combat Reflexes; DR 20; Extra Attack 1.

Skills: Brawling-16; Forced Entry-16; Intimidation-12; Lifting-15; Observation-12; Stealth-15.

Other Power Levels

The GM may build versions of the golem for other power levels, of course. As a guideline, the golem is built on

150% of the paragon’s point total, and the advantages and disadvantages common to every golem total 135 points. For example, the “150 Points” golem is built on 225 points: 135 in the common traits, plus 90 points in attributes, secondary characteristics, additional traits, and skills.

As for Consecrate Ground (p. 12), but you can affect a roughly circular area up to one square *mile*, large enough to cover a small village or modern neighborhood! You may use a vehicle or riding animal to circle the area more quickly. Be aware that if you do consecrate an entire town, the majority of the area is likely to fall back to normal sanctity *very* soon after, as human nature asserts itself.

Your consecration is also much more effective against cursed ground. Roll a Quick Contest of your Religious Ritual skill against its effective HT. If you *win*, the area becomes holy!

Statistics: Affliction 1 (HT; Accessibility, Ground and buildings only, -20%; Advantage, Blessed, +100%; Area Effect, 1,024 yards, +500%; Divine, -10%; Emanation, -20%; Extended Duration, Permanent, +150%; Malediction 1, +100%; Must first traverse entire perimeter, -20%; Selective Area, +20%) [90]. *Feature:* Uses Religious Ritual skill instead of Will for purposes of Malediction.

Holy Glory (Enhanced)

Learned Prerequisite: Divine Favor 12.

Learned Prayer Cost: 20 points.

As for Holy Glory (pp. 11-12), but all Fright Checks are made at -4!

Statistics: Terror (-4 to Fright Checks; Decreased Immunity 1*, +50%; Divine, -10%; Normal subjects experience Awe, +0%) [98].

* See note on p. 12.

Lay on Hands (Enhanced)

Learned Prerequisite: Divine Favor 12.

Learned Prayer Cost: 22 points.

With skin-to-skin contact, you can heal a person's injuries or illnesses. One treatment is enough to instantly restore 10 HP – and if you use this to heal all of the damage which crippled a limb, that limb is restored! Alternatively, you can cure *any* disease; this is simple for sicknesses up to the level of a bad flu, malaria, dysentery, etc. – but for more serious conditions, your god must channel divine energy *through* you, which is very fatiguing! The following chart gives some sample diseases and the FP cost to you; the GM should use these to estimate the cost of other sicknesses:

Disease	FP	Disease	FP
Sepsis	2	Parkinson's Disease	12
Polio	4	Brain Tumor	14
Meningitis	6	Pancreatic Cancer	16
Herpes	8	Leukemia	18
Leprosy	10	AIDS	20

For most prayers, this miracle lasts long enough to heal a small group of patients; if you know it as a *learned* prayer, you may invoke it as often as you want and treat as many patients as you wish, but you can only treat *each* person (your IQ/3) times in a single day.

See also *Lay on Hands* (p. 11).

Statistics: Healing (Can only spend 5 FP when healing injuries, -5%; Contact Agent, -30%; Cosmic, No die roll required, +100%; Divine, -10%; Faith Healing, +20%; Reduced

Fatigue Cost 5, +100%; Reduced Fatigue Cost 5, Disease Only, +60%; Reliable 8, Only to offset disease penalties, +20%) [107].

WORLD-SHAKING MIRACLES

Minimum Reaction: Excellent

These displays of power represent a fundamental shift from all of the previous miracles, in that they represent the full force of a god acting upon the Earth. At this point, only one example is provided for each level of Divine Favor, as few paragons will ever reach the point where statistics for these prayers matter.

Beyond the Impossible

The rules for *New Learned Prayers* (p. 9) advise the GM to keep the cost of each miracle to 200 points or less. This is because the highest level of Divine Favor is 200 points, and anything bought as an alternative ability must cost the same or less. If a more powerful miracle is desired, though, it *can* be accommodated by making Divine Favor the alternative ability to the learned prayer, instead of the other way around! For an example, see *Resurrection* (p. 16): When a paragon with Divine Favor 16 [200] buys it as a learned prayer, he actually ends up with Resurrection [228] and its alternative ability Divine Favor 16 [40], for a net gain of 68 points.

Eclipse

Learned Prerequisite: Divine Favor 13.

Learned Prayer Cost: 26 points.

Upon successfully invoking this miracle, you can blot out the sun all around you, covering the land in darkness. The effect extends about a mile from your location, and moves with you – you may decide which areas within range to affect and which to spare. Normal vision is completely useless in the darkness; only special senses (Infravision, Radar, etc.) work. You are immune to the effects, however, even if you choose to darken the area you're in.

This miracle requires you to pray constantly to keep it active – it ends the moment you stop.

Statistics: Obscure 10 (Vision; Area Effect, 1.15 miles, +500%; Defensive, +50%; Divine, -10%; Requires Concentrate, -15%; Selective Area, +20%) [129].

Plague of Insects

Learned Prerequisite: Divine Favor 14.

Learned Prayer Cost: 30 points.

You can besiege any piece of land (usually an enemy city) within your field of view with a plague of stinging insects that leave painful boils on everyone they attack. You may specify exactly how large an area should be affected, up to nine miles across, and may exclude any protected areas or people. Once invoked, the tiny insects appear within seconds, flying through the streets and quickly making their way inside any building that is not 100% sealed.

Everyone in the area must make a HT roll *every second* until they fail or the plague ends. Those wearing *sealed* armor may add its DR to this roll; other clothing or armor has no effect. If the HT roll fails, the subject feels ill as boils slowly develop all over his body. After one minute, the boils become inflamed, causing constant, severe pain (p. B428) and -2 reactions from anyone who sees them. These boils last for days equal to *twice* the margin of failure (of the subject's failed HT roll) and cannot be treated by any non-supernatural means whatsoever!

The plague lasts for $(1d+1) \times 10$ minutes, after which the insects disperse completely.

Statistics: Affliction 1 (HT; Area Effect, 4.6 miles, +650%; Contact Agent, +150%; Cosmic, Lingering special effect, +100%; Cosmic, No die roll required, +100%; Disadvantage, Ugly, +8%; Divine, -10%; Extended Duration, Effects, $\times 3,000$, +140%; Extended Duration, Persistent, $\times 300$, +100%; Increased Range, Line-of-Sight*, +40%; Onset, 1 minute, -10%; Persistent, +40%; Selective Area, +20%; Severe Pain, +40%) [147].

* The paragon must be able to see the area to be affected with his own eyes; optical binoculars are fine, but not video feeds, etc.

Pushing the Envelope

Control (*GURPS Powers*, p. 90) allows the user to move and manipulate matter in an almost-telekinetic manner. However, this benefit does not necessarily extend to the systems covered by the Natural Phenomena enhancement; for those, the ± 1 /level modifier is the only real effect. At the GM's option, however, anyone who can create a ± 10 effect or more (that is, anyone with at least 30 levels of Control) can manipulate the system as though it were a standard solid, liquid, or gas! For a specific example, see *Part the Sea* (below).

Part the Sea

Learned Prerequisite: Divine Favor 15.

Learned Prayer Cost: 32 points.

You can form a path through any body of water, from a river to a deep ocean. Once this miracle has been successfully invoked, you must continue praying; it takes a full hour of prayer, followed by a successful Religious Ritual roll, for the waves to part successfully. (If this roll fails, you may pray for another hour and try again at no penalty – repeatedly if necessary.)

Once the water parts, you may begin walking across the bed, continuing to pray as you do so. If anything interrupts your concentration (see p. B366), the miracle ends! You may choose the length and width of the path, and may even adjust it as you walk; it can extend from you anywhere from a few yards up to a full mile in all directions. This allows you to bring *many* people with you, or to lure others into following you before closing the walls of water upon them!

When using this to travel across a large body of water (one that exceeds your maximum two-mile diameter), it will appear as a “hole in the water” to ships – as if a ring of waterfalls were all emptying onto a dry patch of land beneath the surface. As this miracle indirectly affects where ships can sail,

it can also be used to block off access to a river or harbor (as long as the entry is less than two miles across). As you *must* be standing in the dry patch, however, this is extremely risky; a missile attack that breaks your concentration will remove the impediment and likely guarantee you a cold, wet death.

Statistics: Control Waves 10 (Divine, -10%; Immediate Preparation Required*, 1 hour, -75%; Natural Phenomena, +100%; Only to clear a path, -50%) [98] + Control Waves 20 (Divine, -10%; Does not increase area of effect, -50%; Immediate Preparation Required*, 1 hour, -75%; Natural Phenomena, +100%; Only to clear a path, -50%) [60]. *Feature:* Religious Ritual skill replaces IQ roll.

* As for Preparation Required, but the ability must be used immediately; it cannot be saved for later.

Resurrection

Learned Prerequisite: Divine Favor 16.

Learned Prayer Cost: 68 points.

You can bring a person back from the dead! His body must not be completely destroyed (-10xHP or worse) and you must make physical, skin-to-skin contact with it. If the subject does not want to come back (GM's opinion, for NPCs), the miracle fails automatically. Otherwise, roll against the HT score the deceased had in life; on a success, read the margin as minutes of healing (minimum 1 minute). This subject recovers 60 HP per minute – if this brings him back above -HP before the duration ends, he returns to life! But if it's not enough, or if the initial HT roll fails, he *cannot* be resurrected.

Note: Resurrection is a *very* powerful ability. The GM may wish to forbid it as a learned prayer; if not, the rules above should be followed closely, to balance the paragon having direct access to such a powerful ability. When invoked as a *general* or *specific* prayer, however, the GM should feel free to follow the god's will by simply bringing back those who deserve it and refusing to raise those who do not.

See also *Resurrection Lite* (p. 13).

Statistics: Affliction 1 (HT; Advantages*, +2,250%; Contact Agent, -30%; Divine, -10%; Melee Attack, Reach C, Cannot Parry, -35%) [228].

* Grants Regeneration (Very Fast; Cosmic, Works on the dead, +50%) [150] + Unkillable 1 (Cosmic, Works on the dead, +50%) [75]. This version of Cosmic means it *only* works on the dead – not injured living people – and gives one try, ever.



APPENDIX

MIRACLE

TABLE

The miracles from Chapter 2 are summarized here in alphabetical order for convenience. For an explanation of Minimum Reaction, Learned Prerequisite, and Learned Prayer Cost, see p. 7.

Miracle	Minimum Reaction	Learned Prerequisite	Learned Prayer Cost	Page
Confidence	Neutral	4	3	8
Consecrate Ground	Good	9	10	12
Consecrate Ground (Enhanced)	Very Good	11	18	14-15
Divine Guidance	Neutral	6	5	10
Eclipse	Excellent	13	26	15
Feed the Masses	Neutral	5	4	8-9
Feed the Masses (Enhanced)	Good	9	11	12
Final Rest	Neutral	4	1	8
Fireproof	Neutral	5	4	9
Fireproof (Enhanced)	Good	8	9	11
Flesh Wounds	Neutral	5	4	9
Ghost Shirt	Neutral	6	5	10
Golem	Very Good	11	16	13-14
Holy Glory	Good	8	9	11-12
Holy Glory (Enhanced)	Very Good	12	20	15
Holy Touch	Neutral	4	2	8
Lay on Hands	Good	8	8	11
Lay on Hands (Enhanced)	Very Good	12	22	15
Part the Sea	Excellent	15	32	16
Plague of Insects	Excellent	14	30	15-16
Powerful Conviction	Neutral	4	3	8
Protection From Evil	Neutral	4	3	8
Protection From Evil (Enhanced)	Good	7	7	11
Rainmaker	Very Good	10	14	13
Raise Dead	Very Good	10	12	13
Resurrection	Excellent	16	68	16
See Evil	Good	9	11	12-13
Sense True Evil	Good	7	7	11
Sermonize	Neutral	5	4	9
Smite	Good	8	9	12
Smite (Enhanced)	Very Good	11	17	14
Spirit Weapon	Neutral	6	5	10
Stoicism	Neutral	6	5	10
Traveler's Blessing	Good	7	6	10
Walk on the Water	Good	7	6	10-11
Walk on the Water (Enhanced)	Very Good	10	13	13

Prayer requires more of the heart than of the tongue.

– Adam Clarke

INDEX

Blessed variations, 8.
Blessings, *major*, 10-13; *minor*, 8-10.
Confidence miracle, 8.
Consecrate Ground miracle, 12; *enhanced*, 14-15.
Control advantage, 16.
Covenant of Faith perk, 8.
Covenant of Rest perk, 8.
Disadvantages, required, 4.
Divine Favor advantage, 4, 15; *modifiers*, 5.
Divine Guidance miracle, 10.
Divine power modifier, 4.
Eclipse miracle, 15.
Feed the Masses miracle, 8-9; *enhanced*, 12.
Final Rest miracle, 8.
Fireproof miracle, 9; *enhanced*, 11.
Flesh Wounds miracle, 9.
Font advantage, 8.
Ghost Shirt miracle, 10.
Ghost Weapon advantage, 8.
Gods, *evil*, 12; *good*, 12; *number of*, 11.
Golems, *example*, 14; *miracle*, 13-14.
GURPS, 3; *Fantasy*, 8; *Powers*, 3, 4, 9, 11, 16; *Thaumatology*, 5, 12.
High Pain Threshold advantage, 10.
Holy Glory miracle, 11-12; *enhanced*, 15.
Holy Touch miracle, 8.
Immunity to Pain advantage, 10.

Last Rites advantage, 8.
Lay on Hands miracle, 11; *enhanced*, 15.
Luck advantage, 4.
Miracles, *blessing*, 8-13; *enhanced*, 11-15; *miraculous*, 13-15; *table*, 17; *world-shaking*, 15-16; *see also Prayers*.
Miraculous power, 13-15.
Monotheism, 11.

*A prayer in its
simplest definition
is merely a wish
turned Godward.*

— Phillips
Brooks

Natural Phenomena enhancement, 16.
Paragons, important traits, 4.
Part the Sea miracle, 16.
Petition rolls, 4; *modifiers*, 5.
Plague of Insects miracle, 15-16.

Polytheism, 11.
Power Investiture advantage, 7.
Power modifier, 4.
Powerful Conviction miracle, 8.
Prayers, *asking for enhanced*, 6; *behavior and*, 4, 6; *general*, 5; *high value*, 15; *learned*, 6, 9; *learned cost*, 6, 7; *learning enhanced*, 6; *new learned*, 9; *specific*, 6; *see also Miracles*.

Protection From Evil miracle, 8; *enhanced*, 11.
Pyramid magazine, 3.
Rainmaker miracle, 13.
Raise Dead miracle, 13.
Reaction rolls, 4; *modifiers*, 5.
Religious Rank advantage, 7.
Resistant to Pain advantage, 10.
Resurrection miracle, 16; *lesser*, 13.
See Evil miracle, 12-13.
Sense True Evil miracle, 11.
Sermonize miracle, 9.
Smite miracle, 12; *enhanced*, 14.
Spirit Weapon miracle, 10.
Stoicism miracle, 10.
Table, miracles, 17.
Traveler's Blessing miracle, 10.
Walk on the Water miracle, 10-11; *enhanced*, 13.



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