



GOD REMAINS.

The Omnigod was everything. He gave and he took away. With his face of glory he conferred forgiveness, with his face of evil he conferred punishment, with his face of wisdom he conferred enlightenment, but truth was always one step away.

Now he's dead. You rebelled and killed him. Now you're free.

Now, only god remains.

This is a game about building a home out of the remains of a fallen god. The rules are 100% focused on supporting that premise. But guess what? In the spirit of the Attack and Dethrone God Jam let me tell you: I'm not your dad, do whatever you want with these rules and deal with it however you can, they're yours now.

You will play as members of the People, who look after their peers and carve spaces to turn the God Head into a home while facing the void of space and the threat of bodily decay.

One of the players will take the role of the Guide: they will organize play, describe situations, ask and answer questions, introduce complications, and play any member of the People other than the player characters.

If you're familiar with RPGs, this player character/ Guide division will be known to you. If you're not, the Guide is just a player who plays a different role, representing the environment and organizing the other player's input into a cohesive narrative. The rest of the group will play as one or more characters, describe their actions, feelings, and goals. We all create a narrative while we play together.

If you're familiar with Power by the Apocalypse games, this might be a little different from what you're used to, but you'll figure it out right away. If you're not, take this opportunity to try a different kind of RPG, pay close attention to the play procedures because they might run differently from other games.

CHARACTERS

You're not leaders, you're not protagonists, you're just the people who are putting in the work right now. This is important, we all must make an effort for this to work out, and we'll be playing that by zooming into your character's life.

CREATION

Take a character sheet and fill it by answering these questions, then give them a name. Ask the names of the other characters and take note.

What did the Omnigod ever give you? Underline 1, the player on your right will underline another one for you.

- » Shame
- » Righteousness
- » Iconography
- » Guilt
- » Abnegation
- » Service
- » Position
- » Morality

Every time one of these aspects play into your roll, subtract -1. Every time you can give a positive spin to one of these aspects, add 1 to The Core pool.

What did you took away from the Omnigod? Underline 1, the player on your left will underline another one for you.

- » Expression
- » Perspective
- » Curiosity
- » Identity
- » Care
- » Creation
- » Worth
- » Conscience

Every time one of these aspects play into one of your rolls, add +1.

What do you need the most? Underline 1. You'll be changing this later.

- » Sustenance
- » Intimacy
- » Safety
- » Belonging
- » Purpose
- » Inspiration
- » Learning
- » Independence

Every time a roll responds to one of your needs, add +1. If it doesn't, mark 1-void and add 1 to The Core pool.

During play, you will be able to create more characters to play, position them around the God Head, and have them take action toward building a home.

CHARACTER SHEET

Name _____

Aspects

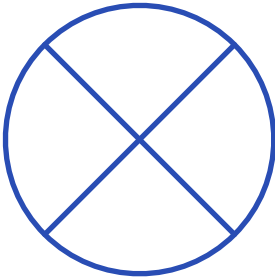
Shame; Righteousness; Expression; Perspective;
Iconography; Guilt; Curiosity; Identity; Care;
Abnegation; Service; Position: Creation; Worth; Conscience.
Morality.

Need

Sustenance; Intimacy; Safety; Belonging; Purpose; Inspiration;
Learning; Independence.

Notes

Void



CHARACTER SHEET

Name _____

Aspects

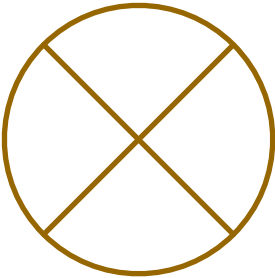
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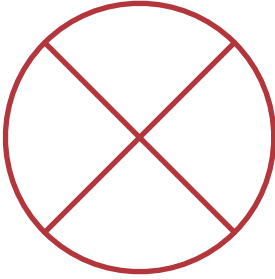
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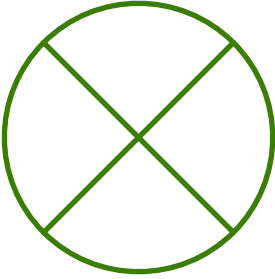
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Notes

Void



THE GOD HEAD

It's the severed head of the Omnigod, the one you attacked and dethroned. It took most of your people to do it, and now there are only around 200 of you. So how do you live?

Well, you dwell inside and feed from the God Head. But everybody knows this won't last long: resources will eventually run out, the head will decay, noxious substances leak all around, it's a mess, and it's up to you to build from the ground up.

THE PEOPLE

Are struggling but hopeful. This is your opportunity for a new start!

The 200 of you hole up where you can. As you carve spaces, people start moving around, working, helping each other, and molding the God Head into a home. It's everyone's job to take care of this space, and your job as players to look out for your People:

- » The People have Needs, if those needs are not met, the core of your community will start to fall apart, and eventually, break.
- » The People is a community that is struggling to survive. Assume that everyone is willing to work and willing to help.
- » The People is made out of individuals, who have issues and disagreements like everybody else. Sometimes they will turn on each other, even if they have the same goal.
- » The People are as fragile as any person and as strong as a community. You're one with the People, and they are one with you.

HEADSPACE

Is the term for the contained space you are carving out to build your new home. For game purposes, it has the following characteristics.

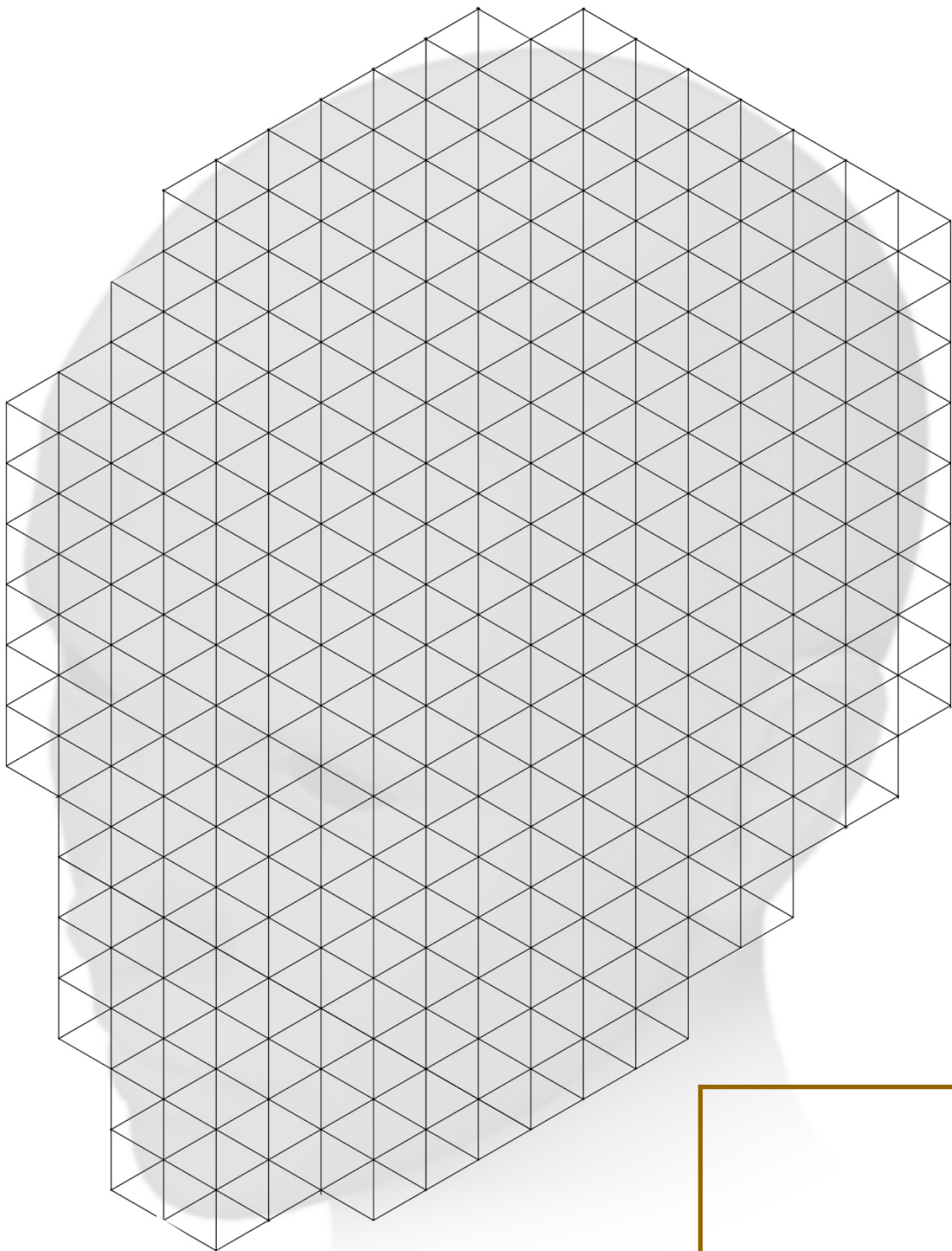
- » It is occupied by 200 People, for now.
- » Every cube can house and is occupied by 4 People. If you lose a cube, that amount of people are gone.
- » Every new space you build takes at least 4 cubes.
- » Each space can fulfill the Needs of up to 40 People, unless you expand it.
- » Every time you build a space, draw it on the headspace.
- » Every time you have to black out a cube, fill it in on the headspace, you can't use it.
- » Every cube holds resources, you can sacrifice 4 cubes to add 1 to The Core pool. Black them out.

NEEDS

- 1- **Sustenance** is the need for food, air, warmth, and refuge.
- 2- **Intimacy** is the need for a place for you to feel comfortable on your own, or to share private time with someone.
- 3- **Safety** is the need to feel secure from threats toward your well being, be that mentally, physically, and emotionally.
- 4- **Belonging** is the need to feel like part of something greater than your own, and to build a safety net of People willing to help you when you're down.
- 5- **Purpose** is the need of having something to do, a goal to accomplish which motivates you.
- 6- **Inspiration** is the need for experiencing meaningful expressions that make you want to express yourself in turn.
- 7- **Learning** is the need of experiencing and gaining information that makes you grow.
- 8- **Independence** is the need to feel like an individual with agency and the possibility of enacting change.

THE GOD HEAD SHEET

HEADSPACE



How many people are still here?
200 /

SPACES

THE PEOPLE NEEDS

- 1- Sustenance
- 2- Intimacy
- 3- Safety
- 4- Belonging
- 5- Purpose
- 6- Inspiration
- 7- Learning
- 8- Independence

THE CORE POOL

Place your pool dice here

PLAYING THE GAME

God Remains plays like most RPGs, with a twist: it's more inspired on turn-based strategy games than on epic tales of adventure. You will play as characters, yes, but you will probably have more than one and focus not necessarily on their lives but on the comings and goings of the God Head and invested in the fate of the People.

You will achieve this by building spaces to fulfill your People's needs, place your characters around the headspace, and take actions to improve and maintain the God Head and its inhabitants (including yourself).

- » Some actions will require you to roll dice, so that's where we start.
- » You will organize play by telling the Guide what you want to do and take turns, so that's next.
- » You have several actions to choose from, and they're described below. The Guide has a separate set of actions, and they work a little different.
- » By the end of the round the Guide will introduce complications for the next one.
- » Those complications are tied to your Core pool, you'll have already read it mentioned several times by now, so that's what we're expanding on that section.
- » The Void is something you have read mentioned as well, so that's next.
- » And that's pretty much it! Stick around if you wanna read my thoughts on how a God Remains game is played, or just go ahead and start playing at the end of that last section.

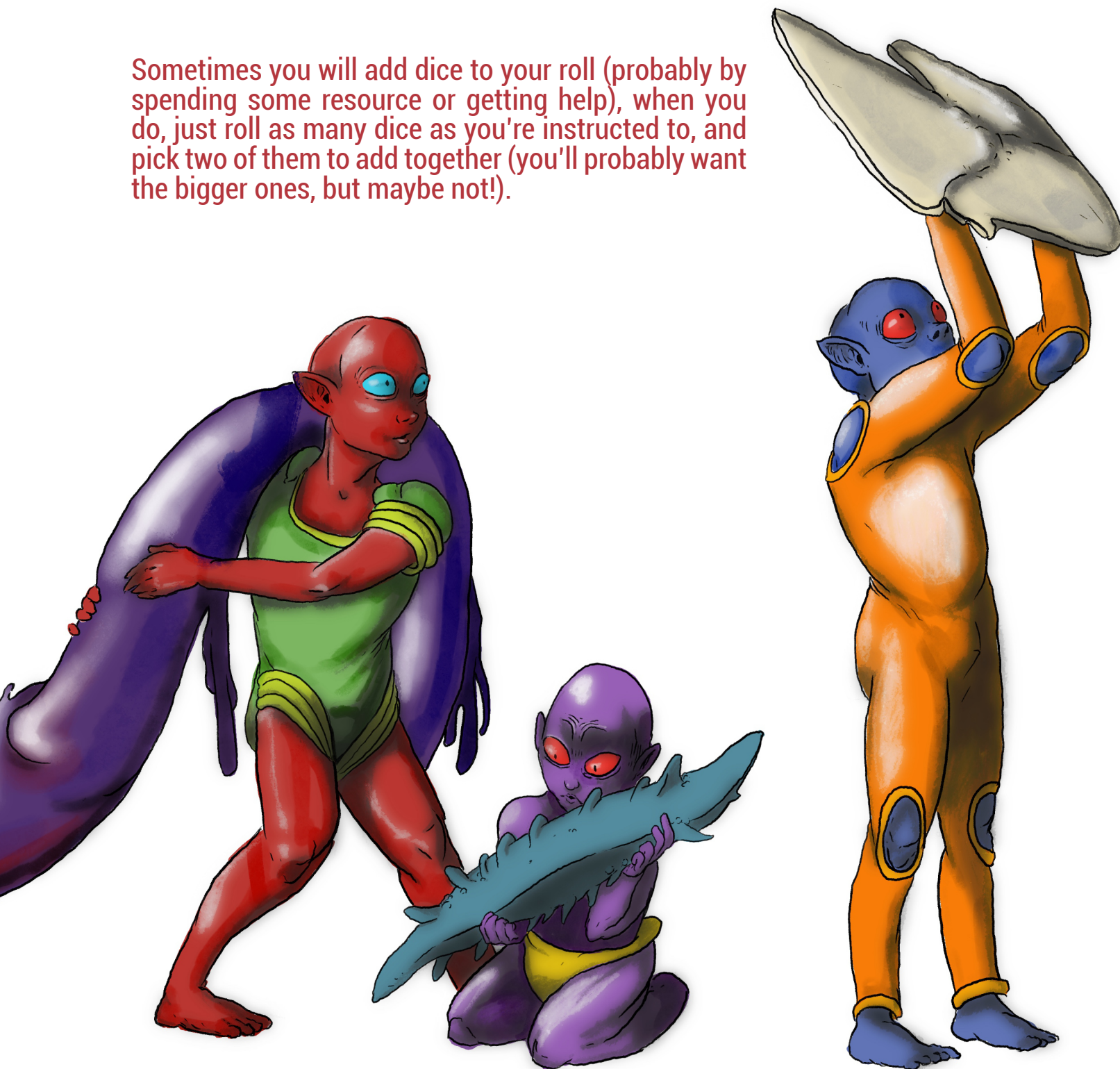


ROLLING DICE

Every time the rules call for a roll, pick 2d6 (that is, two six-sided dice), roll them, add the numbers together and check the result. Most rolls will have modifiers, so add or subtract them as well.

If after rolling and applying modifiers you get a result of 10+ you will have succeeded and get a positive result. If you get a result between 7 and 9, you will probably succeed, but at a cost, maybe get some of what you were after but with a complication. If you get 6 or less, that's a failure and the Guide will take over to tell you how that failed roll affects you. If you get a result of 12+, that's awesome, you succeed and also add 1 to The Core pool!

Sometimes you will add dice to your roll (probably by spending some resource or getting help), when you do, just roll as many dice as you're instructed to, and pick two of them to add together (you'll probably want the bigger ones, but maybe not!).



START OF THE ROUND

Every player positions their characters on the God Head, chooses an action for them, and figures out with the groups the order in which they'll take turns. Except for the Guide, they can interject with an action at any time.

Each action takes a turn.

But before taking action, roll twice on the Needs table to see what your People struggles with this round, mark them on the God Head sheet. If you get double results, you got lucky this time!

PLAYER ACTIONS

If you want to take action you need to place your character at the area of headspace you want to affect. Most actions need the help of the People, assume you have it, but ask the Guide just in case. Something might have happened and you might be on your own.

BUILD

If you want to build a new space for your People, declare which Need it fulfils, ask the GM how many turns it will take and roll. Add +1 for every question you can answer yes to, subtract -1 for every question you answer no to.

Do you have enough people to work? Any less than 16 is a no.

Do you have enough space? Any less than 4 cubes is a no.

Do you have all the time it takes? If it takes more than one turn and you don't commit to it, it's a no.

Is the God Head safe?

On a hit you create the space, on a 10+ choose one option, on a 7-9 choose 3:

- » It leaves you exhausted, the workers can't work on the next project.
- » It drains your resources, subtract 1 from The Core pool.
- » It takes extra space, black out 2 extra cubes.
- » It consumes you, mark 1-void.
- » It's not ready yet, it'll be functional next round.

ASSIST

If you want to assist another character on their endeavors, ask them what they need, say what's your character doing to help them and give them a different colored die, they can add it for their roll. If they don't pick it, mark 1-void.

MAINTAIN

If you want to fulfill the needs of the People or keep a space safe, declare which one and follow through:

If you want to help your People, add their Needs to your own, ask the GM what do the People want and roll. Add +1 for each question you can answer yes to, and subtract -1 for every question you answer no to.

Do you think that what the people want is right?

Do you have a space to do it?

Is it big enough for them? If the space holds less than the People, is a no.

Are there people out there willing to help? Any less than 16 is a no.

On a hit, you find a way to help each other and fulfill their Need. On a 10+ add 1 to The Core pool.

If you want to maintain a space, stay there for as long as you want, reach out to the People who occupy it for help. If anything bad happens to it, you can negate that thing by marking 1-void.

EXPAND

If you want to expand a space, say so and, as long as you have 16 other People to work with, go ahead and do it. Add one extra cube to that space.

REPAIR

When you need to repair a space, roll. Add +1 for each question you can answer yes to, and subtract -1 for every question you answer no to.

Do you have enough people to work? Any less than 16 is a no.

Do you have the resources to repair it? You can sacrifice any cube to fix a destroyed cube.

Do you have all the time it takes? If it takes more than one turn and you don't commit to it, it's a no.

On a hit, the space is repaired. On a 10+ you also add 1 to The Core pool.

RESPITE

When you take a turn to respite, choose one activity:

- » Spending time on a space to fulfill your Need.
- » Taking time to self care, heal all your void.
- » Bonding with your People, you may create a new character, or ask another player character about themselves: take note and add 1 to The Core pool.

GUIDE ACTIONS

Choose your action for the round. Remember you can take your action whenever you like, interject into another player's action, or just take your turn like everybody else.

You may get additional actions during other player's turns as described below.

QUESTION

During any of the other players' turns you can ask questions to elaborate on their actions. Ask them about what they want to do, how they do it, what does it look like, how they feel about it and who they are. Take notes, because that's part of the game now.

ANSWER

During any of the other player's turns you can answer their questions. Take this as an opportunity to describe their surroundings, the lives and feelings of the People, the mood of the headspace, and the state of the God Head.

COMPLICATE

If you want to interject and complicate the turn of one of the characters or just the round in general, say so, describe how it looks and choose one of the following:

- » Wasted time, the thing takes 1d3 extra turns.
- » Wasted space, the thing takes 2 extra cubes, black them out.
- » Ruined space, the thing doesn't work until repaired.
- » The People don't agree and won't help you.
- » The void takes over, tell them to mark 1-void.
- » The People drifts apart, subtract 1 from The Core pool.

PLAYER MISS

*When a player misses a roll, you get an extra action to intersect and **complicate** their turn.*

END OF ROUND

If by the end of the round the People don't have a place to fulfill their Need, subtract 1 from The Core pool. If they do, erase the mark on that Need for now.

If you were unable to fulfill your Need (because you didn't take the time to respite or because there was no means to), mark 1-void.

Change your Need to another one. You can't repeat the last one, but it's not necessary that you run through all of them, you can bounce around.

Then the Guide will ask you to take as many dice from -The Core pool and roll on the events table. They will take this opportunity to describe the state of the God Head and introduce the event as the new round starts.

If you ever get under 100 People, you will lose 1 point from The Core pool every round until you get back to 100.



THE EVENTS TABLE

- 00 The death throes of the Omnigod thrash the headspace. Destroy 1d3 spaces, and the People therein. Black out 1d4 cubes.
- 01 Hatred returns, the People occupying two different spaces start killing each other.
- 02 Noxious gases ignite, blowing out a random space. Everyone who was there dies. Black out all that space.
- 03 Despair reigns among the People, every character marks 1-void.
- 04 The God Head decays, you will black out 3d2 cubes evenly during the next 1d3 rounds.
- 05 A charismatic prophet erects a new god, taking away 4d10 of your People off to an uncertain future.
- 06 The headspace collapses, one of your buildings is destroyed and must be repaired.
- 07 The dreams of the dead Omnigod keep the People awake. Everyone is tired and unable to work.
- 08 Unrest rises among the People, everything takes +1d3 extra turns to accomplish.
- 09 The ichors of the God Head turn sour, add Sustenance to the People Needs. If they were already in Need of Sustenance, you lose 4d4 People.
- 10 Conflict arises and political factions divide the God Head, add Belonging to the People Needs. If they were already in Need of Belonging, you lose 4d4 People.
- 11 Weird creatures start picking at the God Head. Add Safety to the People Needs. If they were already in Need of Safety, you lose 4d4 People.
- 12 Everything is going too well, everything's on rails, you grow idle. Add Purpose to the People's Needs. If they were already in Need of Purpose, you lose 4d4 People.
- 13 So much knowledge has been lost during the war, and those who remember are growing old. Add Learning to the People Needs. If they were already in Need of Learning, you lose 4d4 People.
- 14 A new faction has been formed. They think it's time to spread out, to find their place. Add Independence to the People Needs. If they were already in Need of Independence, you lose 4d4 People.
- 15 The crushing realization that the divine has been destroyed settles in. Is there anything beyond the horizon? Add Inspiration to the People Needs. If they were already in Need of Inspiration, you lose 4d4 People.
- 16 The God Head has become overcrowded, everyone seems to hang in the same places. Add Intimacy to the People Needs. If they were already in Need of Intimacy, you lose 4d4 People.
- 17 A group of 2d100 people (survivors, dissidents or lost) stand at your door, do you invite them in with open arms? Can you even house them?
- 18 The People occupying a space feel mistreated and won't work anymore until their demands are met.
- 19 4d4 members of a space want to move on and change occupations, who will cover for them?
- 20 The People are distraught and losing hope. Someone must do something about it.
- 21 The People is growing, there are 4d10 new of them. Can you house them?
- 22 The People are working hard. One of the spaces is expanded by 1d4 cubes.
- 23 The community expands, the People build a new space, what Needs does it cover?
- 24+ A new generation has come of age: all players can add a new character if they want.

THE CORE POOL

Represents how the People pool their efforts to keep it together. It's called "the core" because it represents the cohesion you have as a whole: the will to work, the ability to manage and distribute resources, and, by the end of the day, how you act as a community.

It is also a pool of dice you can add to your roll. Each point represents 1d6, and you may expend them for any roll you make, just ask for permission and go ahead.

The trick is never depleting the pool. If it empties out, you're in trouble! Your next event roll counts as 0, and that's rough.

In a lot of ways, this game is about keeping The Core strong. The dice will be there for you if you need them, and you will build the pool back up in return.

THE VOID

Represents your wellbeing, or actually, your lack of wellbeing. The void takes hold every time you feel drained, hopeless, isolated or hurt.

When you mark all segments of your void clock, your character is out. Maybe they died, maybe they went away, the important thing is you no longer can play with them. That's why taking the time to bond and create new characters is so important. If you run out of characters, you can't play!

Although, nothing bars you from borrowing one from another player. Actually, do that. But be mindful, because they might need one of yours next time.

RAMBLING ABOUT GOD REMAINS

Full disclosure, there's no chance I get to playtest this game as much as I'd want before the Attack and Dethrone God Jam ends, so we're talking theories here. The game is simple enough that I can trust you will be able to fine-tune if any issues arise. I know it's a cop-out, but if you can tolerate the "go fix the rules for us" from games produced by multi-millionaire companies that sell you an assortment of books for 50 bucks a piece, you can tolerate it from this game.

God Remains is supported by the Powered by the Apocalypse system, but also it's also experimental, both in premise and in mechanics. It's closer to a turn-based strategy game than your typical RPG campaign, and I think that might take some getting used to. I trust you will run this game in good faith and be up to try something different. I also hope to hear about your games!

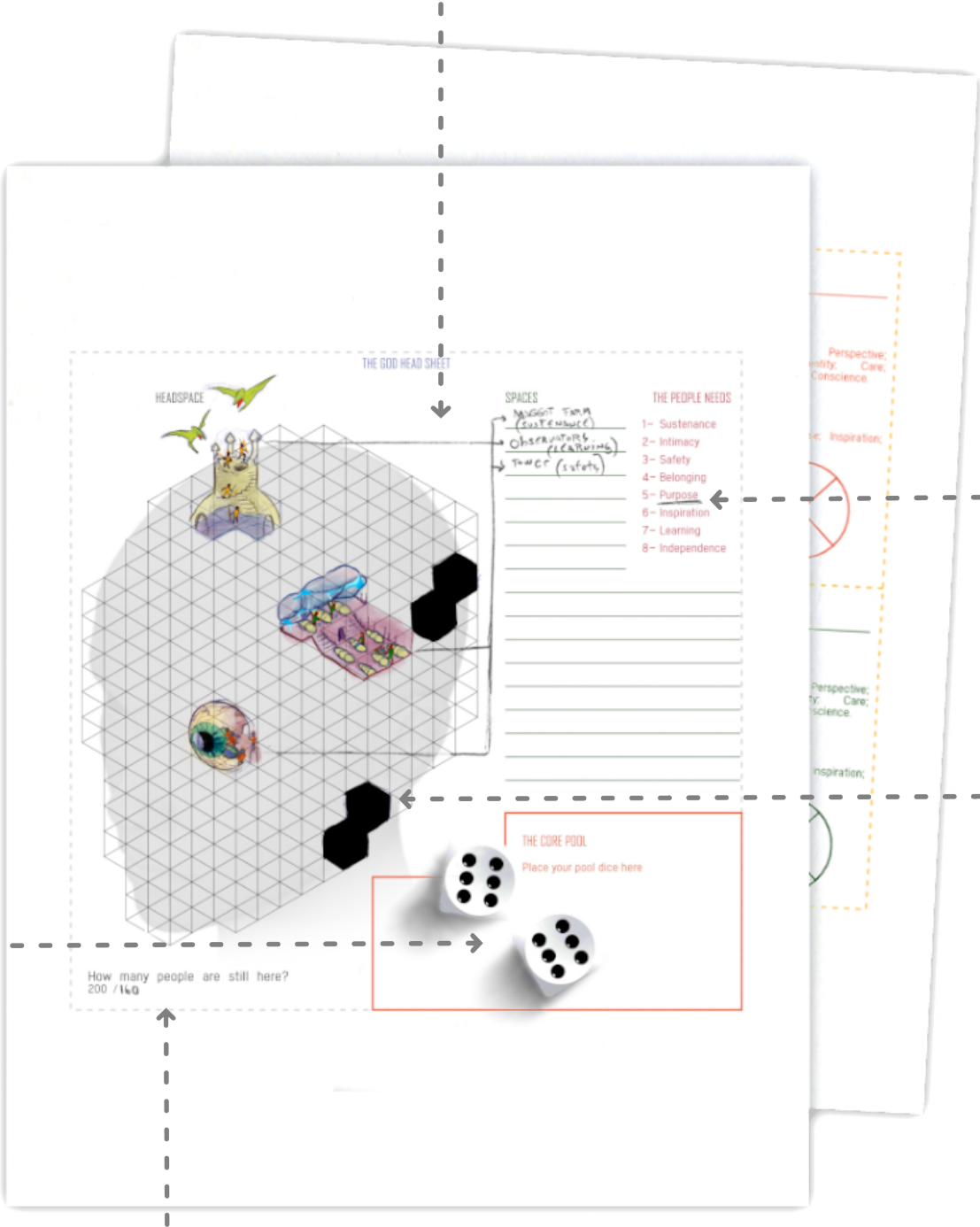
So, in play you will basically end up with a bunch of characters running around, building and fixing stuff, only for havoc to break loose at every round. They will get a breather from time to time, as long as they manage their resources and get lucky.

If you're playing a character, you're actually going to end up playing more than one character. This is a game about community, and communities are made of people, so it's natural to portray more than one of its members. Take this as an opportunity to explore the lives of the different inhabitants of the God Head, and move the spotlight around during play.

If you're the Guide, you're in a tough position. Most of your actions are adversarial because the situation is adversarial. So don't go hard on the character, the game already does that. Instead, try to breathe life inside the God Head: tie the events to the People, convey how everyone's working together, examine how the void affects the characters, and most importantly, put value on the spaces the players create. They might get destroyed, but that's more the reason to build them back up.

AFTER SOME TIME YOUR GOD HEAD SHEET WOULD PROBABLY LOOK A LITTLE BIT LIKE THIS:

Players would come up with spaces, draw them on the headspace and list them under "Spaces" and name which Need it fulfills, like "Maggot farm (Sustenance)", "Observatory (Learning)" and "Tower (Safety)".



As the game progresses you will be building The Core pool and placing dice on this section.

At the start of the round players have to roll 1d8 and underline a Need, like "Purpose". Use a pencil, because that's going to change every round.

Sometimes you will lose cubes, black them out like so.

If the number of the People changes, log it down here, remember that if you go under 100 you're in trouble.

THE NATURE OF INFINITE RPGS

There's this idea that an RPG doesn't end. And don't get me wrong, most games enforce this idea. Here? It's probably unsustainable. What's going to end up happening is you either run God Remains as long as your players can keep the God Head from breaking down, they find a loophole on the rules that keeps the headspace running on auto, or, most likely, the gaming group will start to drift away.

And that's cool, there's no real end goal here. You don't have a level cap to reach, and the game format doesn't lend itself to the typical story arc campaign. So how can you reach a satisfying end? Here's my proposal:

- » Set a number of sessions you know you can get together as a group.
- » Play the game as it is. Make stuff up, draw, have fun, maybe get a little sad from time to time.
- » As the Guide, try to wrap things up a couple of sessions before the last one.
- » As a player, try to complete your characters arcs a couple of sessions before the last one.
- » The last session run as normal, end the last turn and see where the People's at.
- » As a group tells the story of the People, where they got to, and the memorable stuff that happened in between.
- » Wrap things up with an epilogue. It might be a happy ending, it might be a tragic one, it might be open-ended, it might bring closure. And that's that.