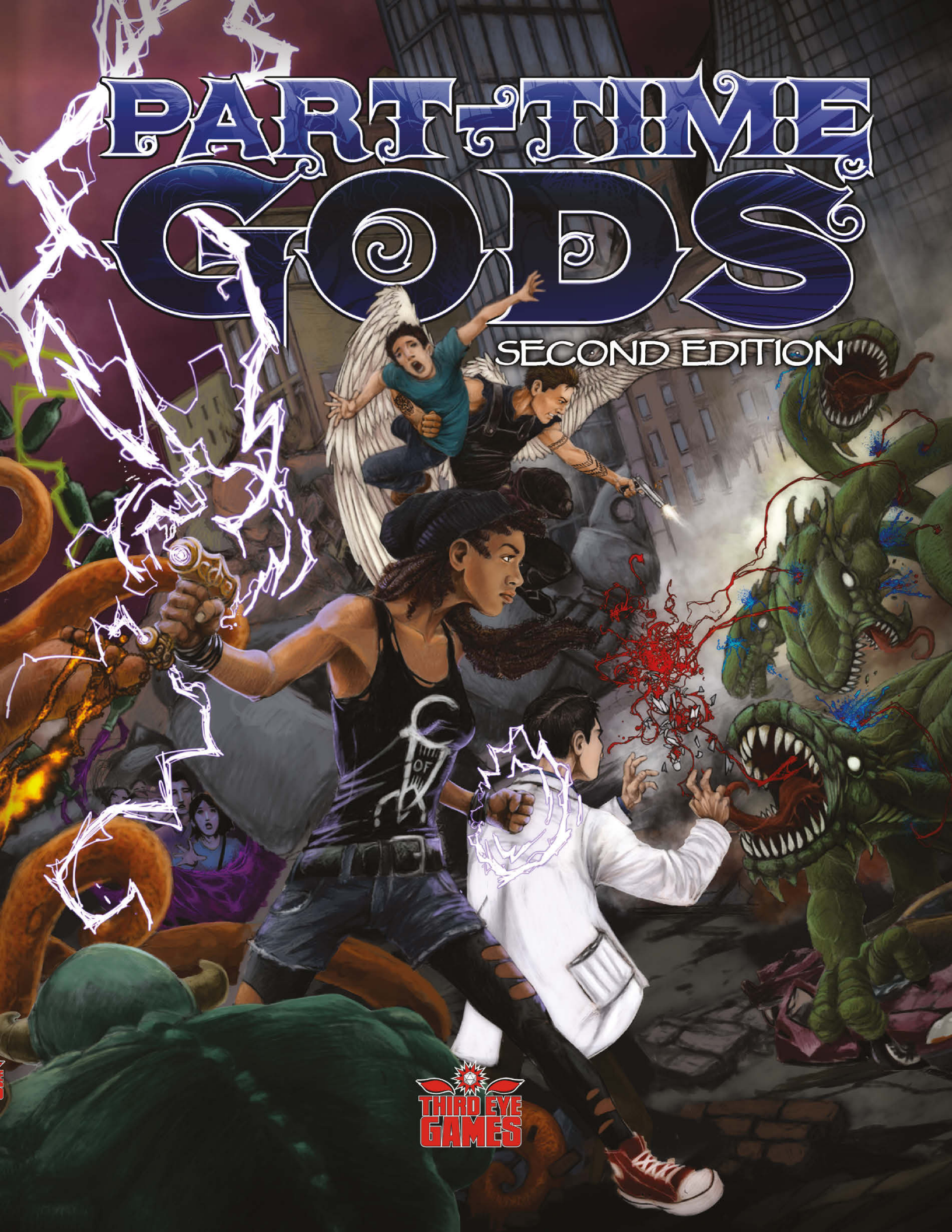
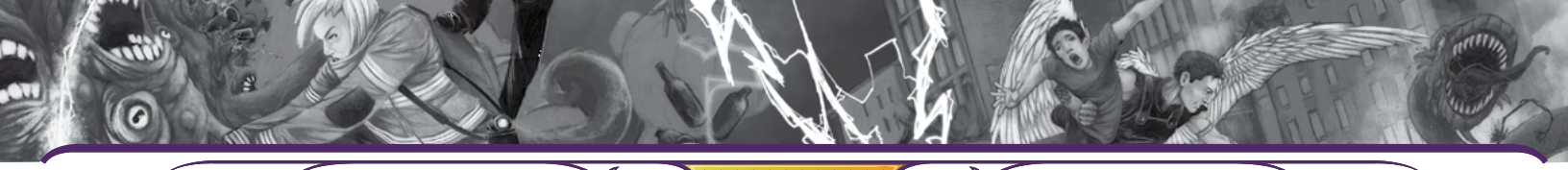

PART-TIME
GODS
SECOND EDITION
THIRD EYE
GAMES



Long ago, an entity known as the Source visited humanity and gifted certain people with divine power. That is, until the gods waged war against the Source and eventually against each other, until the gods were close to extinct. The gods of today are shadows of what the old gods possessed. They have a mortal life, a job (or career, if they're lucky), friends, family, and everything that comes with being human. On the other side of the coin, they have a Dominion to oversee, a deific Territory to defend, secret Theologies to which they owe allegiances, and other gods in their Pantheon to try and get along with.

PART-TIME GODS SECOND EDITION (PTG2E) is the latest iteration of an amazing setting about gods and the people, groups, and places in their lives that keep them tied to their humanity. This core rulebook gives players the tools to create their own gods and go on to tell dramatic, exciting, and engaging stories - the kind only PTG2E can deliver!



PART-TIME GODS
SECOND EDITION

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THIRD EYE GAMES





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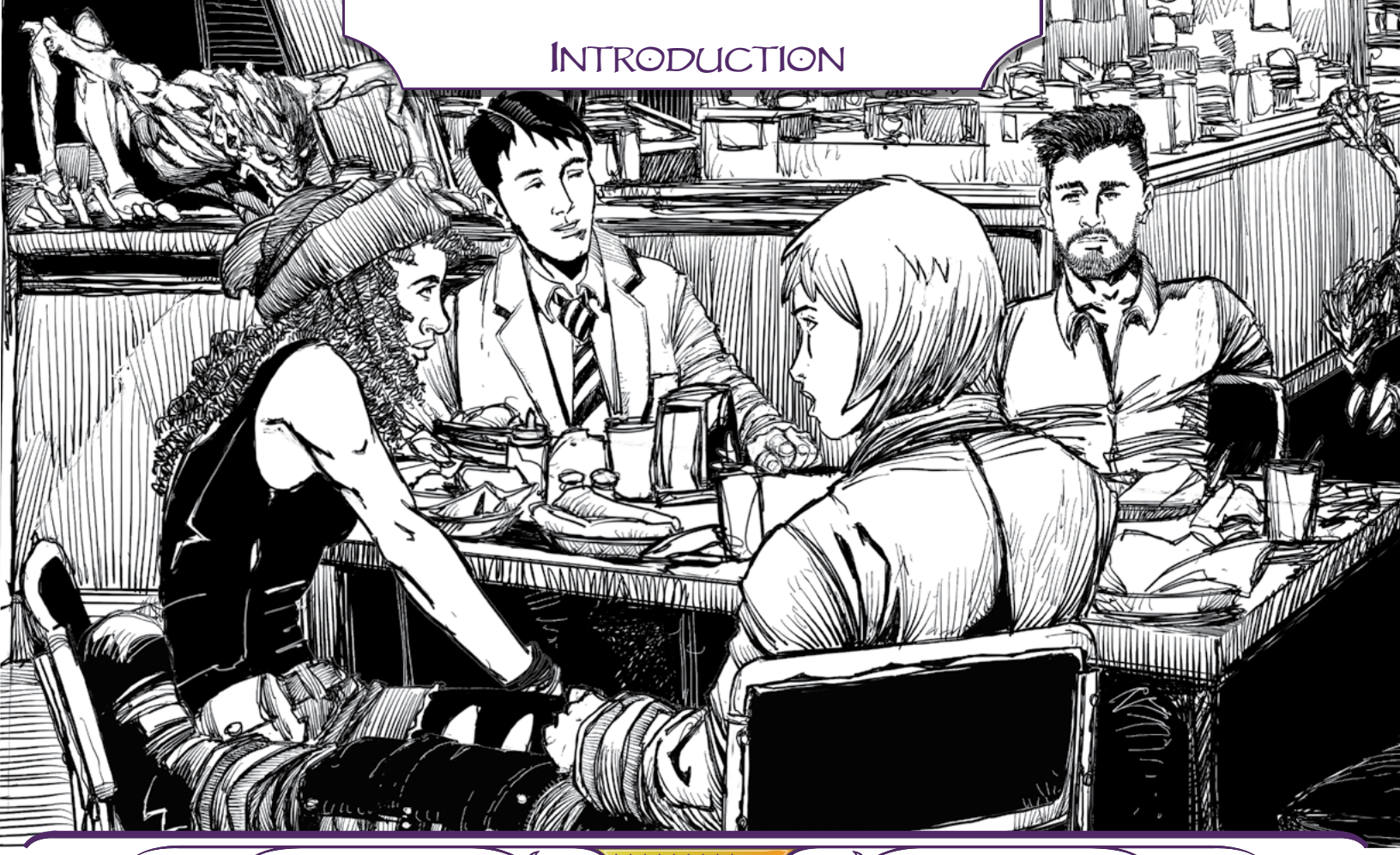


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Introduction



Long ago, an entity known as the Source visited humanity and gifted certain people with divine power. For a time, the world existed in a state of balance between order and chaos, between life and death, between divinity and mortality. That is, until the gods waged war against the Source and eventually against each other, until the gods were close to extinct.

The gods of today are shadows of what the old gods possessed. Their power has been heavily diminished, and many choose to live a regular, mortal life, revealing themselves as gods only when absolutely necessary. The reason for this is twofold. First, fate doesn't like it when the gods share their secrets with a mortal. Unless they are the god's worshipper, terrible events and horrific accidents have a way of happening to the people closest to the god. Secondly, divine works attract creatures and monsters called Outsiders, created by the Source (after its capture) to destroy any god they encounter.

And so, the gods exist today in a state of flux. They have a mortal life, a job (or career if they're lucky), friends, family, and everything that comes with being human, and they work hard to protect these things from harm. On the other side of the coin, they also have a Dominion to command and oversee, a deific Territory to defend from intruders, secret societies to which they owe allegiances (called Theologies), and other gods in their pantheon to try to get along with. This becomes their life, the balancing of the mortal and the divine, the normal and the supernatural, the mundane and the strange. The gods belong not to either world completely, and each of them knows that delving too deeply into one means losing pieces of the other.

Part-Time Gods Second Edition (***PTG2E***) is the latest iteration of an amazing setting about gods and the people, groups, and places in their lives that keep them tied to their humanity. This game gives players the tools to create their own gods and go on to tell dramatic, exciting, and engaging stories — the kind only ***PTG2E*** can deliver.

STORIES TO TELL

With ***Part-Time Gods Second Edition*** you and others can tell a variety of stories. The main story depicts the struggles a modern god has balancing the mortal and divine natures of their new life. Some groups may want to explore more of the mortal side, how keeping a job is hard when you have monsters on your tail, and deal with exploring who their character is and what it means to be human. Others may want to toss all that aside and dive headfirst into quests for lost mythological artifacts or wars against Outsiders, like hefty minotaurs, the unstoppable god-killers, or the manananggal. Any one of these creatures is scary by itself, but what if they combined forces? What if your group just wanted to push the limits on how large a divine display they could create? The rules within ***PTG2E*** allow for all this and more!

All of these things are exciting, but players will quickly learn there is more to godhood than collecting worshippers, sparring with Outsiders, or going on quests. This game has a wealth of potential to explore stories about budding romances, the interactions of a pantheon making friends with your enemies and unlocking strange mysteries the universe would have preferred to stay secret. Every god has their good sides and their bad, each one creating a new window into who they are as people, but also, when used correctly, opening the game to a host of story potential.

WHAT IS A ROLEPLAYING GAME (RPG)?

Part-Time Gods Second Edition is a tabletop roleplaying game (RPG) following the lives and adventures of gods as they balance the mortal and divine sides of their lives. In this book are all the instructions, systems, and concepts for players to create engaging characters, immersive stories, and exciting adventures in this unique setting. Some readers may have picked up the book for the amazing artwork in these pages or a love of divine stories and comic books. Whatever the reason, we thank you for checking out our game and hope you thoroughly enjoy your read.

For those unfamiliar, a tabletop RPG is a chance to take control of a character of their own design in a story with no set beginning or end. Have you ever read a comic book or a novel, following along as the protagonist goes in a direction you may disagree with? What if you could take control and make them do whatever you wanted? Answer a question a different way? Look a unique way or consort with much different associates? Maybe insert some magical knowledge or a dark past? As a player, you get to directly interact with the story and change its course whenever you see fit. This type of game provides boundless entertainment; the only limitation is your imagination.

Tabletop RPGs are played around a table with a group of friends just talking and having a fun time. Like old radio shows where ideas run wild, you listen to the Game Master and other players as you all tell a story and engage how you want. It becomes even more fun as the players' characters all interact with each other too. Likewise, tabletop RPGs are also similar to video game RPGs, but with more flexibility than a static world. There is no programming telling you who says what and talking to an Extra more than once won't get you the same line of repeated text — though it might just annoy them.

WHAT YOU NEED TO PLAY

Part-Time Gods Second Edition uses the Chakra System, and thus requires the following components:

- A group of two or more friends ready to have fun
- The rules in this book, which has everything needed to create characters and run the game successfully
- A copy of the character sheet at the end of this book
- Pencil and scratch paper for note-taking (or passing secret messages)
- Around twenty d10s (ten-sided dice); players can have their own or share them among everyone in the group as dice to roll and to represent the Pantheon Pool

- Optional - Poker chips or other tokens (in two colors) to represent Free Time and Wealth
- Your imagination and willingness to take on someone else's divine struggles

GAME MASTERS

One person in the gaming group takes the role of the Game Master (GM), the player who tells the story instead of playing a character themselves. First off, it's a big job, but it is also very satisfying and rewarding. The GM can build a framework of amazing plots, interesting concepts, exciting mysteries, and challenging obstacles for the other players. They are the storyteller, giving vivid descriptions of the world through which the players take their characters. The GM also speaks for all the other people in the world who aren't the players' characters, from the pawn shop owner who doesn't offer much money for one character's priceless family heirloom to the leader of a street gang they need to negotiate with to the god-killer waiting at their hotel room to take them out. If disputes arise within the game the group can't resolve with a simple die roll or by group consensus, the GM also acts as the final arbiter of the outcome.

OTHER RPGS TO TRY

If you have a fun time with ***Part-Time Gods Second Edition***, we suggest you look into other RPGs and increase your love of the hobby. Some are from Third Eye Games, but we've included others that either inspired this game or are just cool and we like sharing.

- *AMP: Year One* (Third Eye Games)
- *Atlantis: The Second Age* (Khepera Publishing)
- *Buffy the Vampire Slayer RPG* (Eden Studios)
- *The Dresden Files RPG* (Evil Hat Productions)
- *Eclipse Phase* (Posthuman Studios)
- *Masks* (Magpie Games)
- *Ninja Crusade 2nd Edition* (Third Eye Games)
- *Savage Worlds* (Pinnacle Publishing)
- *Scion* (Onyx Path Publishing)
- *Sins of the Father* (Third Eye Games)
- *High Plains Samurai* (Broken Ruler Games)

While this seems like a lot of control for one player, roleplaying is more about collective storytelling by the whole group. Many groups take turns with who is the GM, giving everyone the chance to take on this prestigious privilege. GMs should read the entirety of this book to ensure they have enough information to run the game accordingly. ***Part-Time Gods Second Edition*** is only one setting, and the Chakra System is only one system. Tabletop roleplaying is a glorious pastime, full of imagination and hours of fun socializing with friends. If you like this game, check out other tabletop RPGs from Third Eye Games (or other companies who also make amazing games), and be sure to support the hobby.

PLAYERS

The other players in the game have a huge task of their own. Even if they don't have the entire world to build from the ground up like the GM, they instead construct a unique, complex, and deep character. Using the rules in this book, players get to piece together the powers and abilities of their gods, as well as their specific disposition, personality, and backgrounds.

During the game, the player is responsible for all their character's actions as they proceed through a Scene, and for all their words when conversing with people in this awesome world. It is a form of improv acting, in a way, though the only audience is your friends, making it a much more relaxed environment. Roleplaying becomes so much fun as soon as you fully realize a role that you enjoy.

HOW TO USE THIS BOOK

Part-Time Gods Second Edition has specialized chapters to help readers access the info in its pages with ease. Here is what to expect from each chapter.

- **Chapter One - The Descending Storm:** This chapter details the setting of ***PTG2E***, laying out divine origins and what it means to be a god in today's world.
- **Chapter Two - The Spark of Divinity:** Contains the rules for making characters, elaborating on the mortal and divine choices players have at their disposal to make just the god they want.
- **Chapter Three - Divine Expressions:** Divine magic is a powerful tool, and this chapter explains how to use it to protect what they care about and become an even more powerful god.
- **Chapter Four - Blessing the Dice:** This chapter gives an in-depth review of all the important rules needed to run a game of ***PTG2E***. It's a must-read for GMs, but a good one for players to read as well.
- **Chapter Five - Divine Battles:** This chapter details what happens when gods collide, including battles, healing, and weaponry.
- **Chapter Six - The Opposition:** No game is complete without antagonists to oppose the players and their characters. This chapter contains all these amazing foes and rules for running them in the game.
- **Chapter Seven - Creating New Myths:** If you are curious about exactly how to run a game like ***PTG2E***, look no further than this chapter.

TWO SIDES OF THE SAME COIN

Every modern god takes on a dual existence, balancing their mortal side and their divine side, and ***Part-Time Gods Second Edition*** uses systems and rules to reflect this in the game. Each side of the character has two defining characteristics that color their life as a human and influence their new divine duties.



MORTAL SIDE

- **Occupation:** People have a significant investment in how what they do for a living defines them. Not only does it create certain societal trappings for the character, but also sets their beginning values for how much free time they'll have and how much money they make. This is an important choice, because it defines a big part of their lives, and presents unique challenges within the context of the story and game.
- **Archetype:** Archetypes help to define the type of person the character is. If they see someone in trouble, are they the Hero who rushes in save the day? The Tyrant who tries to see how they can leverage this situation to their own benefit? Maybe they are the Companion and attempt to solve the situation through dialogue and camaraderie, or a Fool who tries to turn a bad time into a good one. Archetypes are an important part of the concept, tied together with Occupation, they make up the character's mortal side — who they were before becoming gods.

DIVINE SIDE

- **Dominion:** When a person becomes a god, they gain control over a facet of the universe called a Dominion. In ***PTG2E***, players can literally be the god of whatever they can imagine (within reason). There are no set Dominions, so they can choose to be a classic type of god and go with fire, war, or fertility, but also have the option to do other, more unique Dominions and become the gods of taxi drivers, Wall Street, or even hunger.
- **Theology:** A god's core beliefs have the power to shape their divine nature, granting amazing abilities beyond imagination. Only they can decide how to interpret their godhood, but when they do, they are welcomed into one of the secret societies of gods, called Theologies, who share their beliefs. A Theology isn't just a group of gods who hang out together and share stories, however. These groups train new gods in their ways and instill in them the power of belief necessary to command their divine power. Examples include the Ascendants, gods who strive to become as powerful as the old gods, cutting themselves away from their human side quicker than other gods to speed up the process, or even the Masks of Jana, those who hide the existence of the gods from the world, hoping not to lose themselves in the process. There are nine major Theologies provided in this book (pg. 67).

PLAYING THE GAME

In ***Part-Time Gods Second Edition***, the Game Master (GM) and players (you and your friends) get together for an evening of telling stories and going on adventures. A single evening is a Session, where the gaming group gets together to play through what are called Stories, which may take several Sessions to complete. This game is full of drama, mysteries, twists, and epic battles against monstrous foes that often feel out of place in the modern day. ***PTG2E*** is great at mixing the realistic and fantastical, however, as one of the core themes it follows.

Stories take a form similar to a season of a TV series, while each Session is a single episode in that season. Sessions last as long as the players are all having fun. Some can be as short as an hour, while others take place over a long-weekend and hours of play. Just like a TV show, the game isn't just for fighting the enemy. There are times of rest where the characters interact and get to know each other, and even others of intense investigation or intrigue. Sometimes, you may get a Scene with only one character in it, which enhances their personal story, but has a way of also adding conflict or drama to the overall story that the group is dealing with.

PTG2E is designed for long-term play with the potential for long-spanning stories, with each one pushing the gods closer to the ultimate goal of becoming greater gods and leaving their mortal lives behind. It's assumed players will use the same characters over and over, continuing along with the story and finding out what else happens to them as they continue to learn and grow. Most groups get together once weekly or bi-weekly to play, often switching the role of players and Game Masters so everyone gets a chance to both play a god and shape the world.

Tabletop RPGs give players many options for their characters, limited only by their imaginations and the constraints of the Scene presented by the GM. In any given Scene, a character might want to:

- Overhear sensitive info from another room
- Dissect the scene of a crime
- Start a fight with someone giving you the side-eye
- Fire a blast of energy at an enemy
- Sneak into a political office to steal sensitive info
- Make a sharp turn to lose a tail
- Catch someone in a lie
- Shatter a door with your fist
- Ask a friend for a favor
- Transform into an animal

DICE ROLLING BASICS

Players who want their character to perform a task roll dice to determine whether they were successful or not — nearly everything is left to chance. Using the Chakra System, players roll a pool of ten-sided dice (d10s) against a Difficulty (number of successful dice needed) set by the GM.

Most checks are made by combining the total levels of two different Skills and rolling that number of dice. Each die resulting in a 7-9 counts as 1 success, while a 10 counts as 2 successes. Rolling equal to, or higher than, the Difficulty means the character completed their task. Rolling fewer successes means a failure. Results of 1 with no successes creates a Critical Failure. Once players understand this basic system, all the variations, tweaks, exceptions, and rules modifications become easier to implement.

GLOSSARY

Action (Quick): Minor acts taken by the character during Battle.

Action (Standard): Represents major acts taken by the character during Battle.

Archetype: Represents the god's personality type, as chosen from the Jungian philosophy.

Armor: Protection against harm, negating damage equal to its rating.

Attachments: All the Bonds (mortal side) and Entitlements (divine side) the character possesses.

Backlash: The negative effects of a Critical Failure during a Manifestation check.

Battle: When characters engage in a Battle of Wits or Fists against other characters or Extras.

Blessing: Positive traits applied to a character from each of their Choices during character creation. Usually grants a +1 bonus to a specific type of roll but may give a new special ability as well.

Bonds: Mortal connections that keep the god human, each one cut away as they ascend toward greater godhood. Includes Individuals, Groups, or Landmarks.

Bonus: Extra dice the players receive for their roll. If they gain a +3 bonus, they roll three extra dice.

Boost: An additional effect that makes a success even better. If the player gets 3 more successes than the Difficulty, they gain a Boost.

Character: Fictional roles created by players that exist in the setting and world created by the GM.

Check: When the player attempts to meet or beat a Difficulty by rolling a number of d10s equal to the value of their Skill combo, after modifiers.

Choice: Selection along the life path character creation process, each granting a Blessing and a Curse. There are four major choices in ***Part-Time Gods Second Edition***.

Combo: The combination of two Skills to determine a player's dice pool.

Concept: A short description for a character, such as "traveling circus performer" or "night owl security guard".

Conditions: Effects of taking on damage, such as Confused, Pain, or Bleeding.

Consequence: A Critical Failure creates Consequences on the character, giving them negative effects that last usually for the Scene.

Cost: How many Wealth points are necessary to obtain an item or service.

Critical Failure: When the player rolls no successes while any of the dice results in a 1, this means failure in a huge way.

Curse: A negative trait associated with a character's Choice during character creation. Can be activated to gain Pantheon Dice.

Damage: Points subtracted from Health or Psyche, bringing the character closer to death or mental breakdown.

Defense (Quick): Minor tasks taken for Defense in Battle, usually setting up their Standard Defense.

Defense (Standard): In Battle, any major task the character takes in response to an Action against them.

Dice: The Chakra System uses only ten-sided dice or d10s. Multiple dice are listed with numbers, such as 4d10 or 4 dice.

Difficulty: Target number needed to achieve a task, ranging from Simple (1) to Legendary (5). If total successes meet or beat the Difficulty, the task is successful.

Dominion: The piece of the universe the god has control over, usually a noun or verb.

Entitlements: Divine Attachments, including Relics, Vassals, Worshippers, and Truths.

Experience Points (XP): Represents growth of characters and can be spent to raise existing abilities or learn new ones.

Extra: An Extra is any character controlled by the GM.

Failings: Negative aspects of losing a Bond either through mistreatment or ascending to a new level of Spark.

Fate Die: If a player has no dice in their dice pool for a Skill Combo, they roll 1d10 and only succeed on a 10.

Fragments: Divine points spent to add successes to checks or activate powers.

Free Time: Points players pay for travel or to enter Scenes. If they have none, they must interact with Attachments.

Game Master (GM): The GM is the member of the roleplaying group who creates and controls the world within which the players' characters interact.

God: A being of divine power; a human who has received a Spark. Used generally to refer both male and female, though "goddess" is used to denote specifically female identifying gods.

Health: The numerical value of the character's ability to take physical damage.

Initiative: In Battle, used to gauge when a character gets their Turn within a Round.

Legendary Acts: Moments of pure power for a god, giving the player narrative control of the scene.

Manifestations: Special divine skills representing a god's ability to manipulate their Dominion.

Measures: Manifestation Successes are spent on Measures for effects, including damage, range, etc.

Movement: Gauges the character's speed on foot, climbing, and even jumping.

Occupation: The character's background vocation that lends to their starting abilities.

Outsiders: Creatures and monsters who have the same Spark of divinity as a god.

Pantheon: The group of characters who claim a territory. Players' gods are assumed to be a pantheon.

Pantheon Pool: Pool of dice shared by all players. Any player (with permission) may grab from this pool for bonus dice or other effects.

Penalty: Dice subtracted from a dice pool. If this brings them to 0 dice, they still get to roll a Fate Die.

Player: The one who assumes the role of a character interacting with the world the GM creates.

Psyche: The numerical value of the character's ability to take mental damage.

Quality: A negative or positive attribute attached to a particular weapon or armor.

Range: The effective distance for firing a gun, throwing a weapon or using Manifestations.

Relic: Divine artifacts containing great power.

Ritual: Universal Manifestations any god can use, but they take time and resources to complete.

Round: In Battle, this represents one full cycle of combat where all characters and Extras have taken their Action. Initiative is rolled at the start of each Round.

Scene: The current situation happening to the characters. They are considered to have changed Scenes if they go to a new location or time elapses.

Session: When your roleplaying group sits down to play the initial or next part of the Story.

Skills: Numerical values representing a character's learned abilities.

Spark: Tracks a character's XP progress and grants additional Truths and Legendary Acts.

Specialty: Grants a +1 bonus to a particular use of a Skill. Similar to Blessings, but not linked to a Choice.

Story: A story characters go through with a beginning, middle, and end. At the end of each story arc, players should be awarded bonus XP.

Strain: Damage dealt to Attachments.

Strength: Gauges the character's ability to lift and carry items without a roll.

Territory Grid: The Territory Grid represents the game's primary setting, the city, town, or other area where the characters live and choose to protect.

Theology: Secret societies of gods, each with their own outlook on godhood and unique abilities.

Threshold: Represents the amount of damage needed to defeat an Extra.

Truth: Something about the god that is universally true, which grants additional powers to the character.

Turn: A character's time to act within a Round, determined by Initiative (or use of Dynamic Actions).

Vassals: Mythological creatures and Outsiders working with or for the god.

The Ways: The in-between space between dimensions that gods must travel to reach other worlds.

Wealth: Points a player can spend to buy things for their character, speed up travel, or other money-type things.

Worshippers: Mortals who give the god tribute in exchange for answered prayers.

Hospitals are no place for the dying. And definitely no place for dying fathers.

Molly dropped her coins into the vending machine and ignored her sooty reflection in the glass. The scent of smoke and foam rose from her hair, wrapping her face like a dirty halo. She'd changed out of her gear after the fire, but the call from the hospital interrupted any shower plans.

A nurse finally agreed to let her see her dad, but he'd been drugged to the point of slurring, calling her by her mother's name. A candy bar wasn't going to fix the sound of his addled voice saying "Liz, honey", but it might take the taste of ash off her tongue. Of course, the candy bar didn't come out. Molly punched the buttons again, hard enough to shake the machine, and still nothing. What was the point of being a damn god if you couldn't even get a sugar fix, much less a father fix?

She leaned down, ready to stick her hand into the opening—for what little good it would do—when the hair on the back of her neck shifted and rose. She caught a whiff of the smoke scent rolling off her, pungent and charred. Another god? Here? It made sense. Hospitals were full of things to be gods of, she supposed. Death. Medicine. X-rays. Despair. Who knew?

The sound of quick, deliberate footsteps arrived before the god in question.

"How fares your father, Molly, goddess of the sun?"

Molly stood, stretching to her full height, one hip leaned to the machine's front.

She didn't know the man, the god, in front of her. Dark hair with a single strip of white running through it. Somber suit. A single purple hyssop in his lapel. His fingers bore two rings each. Not hospital fodder. Something— somewhere—else.

With a gesture from Molly, the flames tattooed on her fists sparked and grew blue. She crossed her arms and let the fire dance. "Who are you and what do you know of my father?

Most would glance at her hands once and fall back, but the man's dark eyes never left hers.

"I am Dilay," he said.

Molly waited.

He reached just past her, so close she could feel the coolness of his skin as it moved the air around her and touched the glass of the machine. A moment later, the devices inside whirred, and a candy bar thunked to the bottom.

"I am the god of deals," he said, "and I thought you might like to make one with me."



THE DESCENDING STORM

Long ago, when the world was young, humans weren't much more than another pack animal in the food chain, barely cognizant of the splendor of the world around them, incapable of thinking beyond their next meal, their next mate, their next nap. Sure, we had these nifty, opposable thumbs and these big-ass heads that housed these magnificent brains, but let's face it: we were rolling around in our own squalor since we never knew any different.

Lots of cultures have a creation myth. The Garden of Eden. The great cosmic egg. The great solar deity that sprinkles life and hope and all that happy hippy crap everywhere. Sometimes, we crawled out of the last world into this world as the cream of the crop, the ones who deserved saving from the old decaying Earth. If that one's true, I gotta tell ya, I don't want to see the poor bastards left behind if we're the chosen ones. You know what I'm saying?

Anyway. I digress. I was talking about the Great Creation Myth of the Gods. Right, sorry. Back to the hapless folks rolling around.

Humanity had barely just taken up living in caves instead of the trees when the First Mother appeared among them and started making her favorites into the very first gods. I don't know how she decided which ones were gonna get boosted above the rest of the rabble, why she made some of the choices she did.

The thing you gotta understand is this: the first gods, the early gods, the psychos in all those stories about screwing around with or just plain screwing their mortal worshippers? They were all granted authority over reality itself. Big or small, encompassing or extremely focused, the gods-that-were had power, man. They could do things you or I could only dream of in this day and age.

If you ask me, I think that's the exact moment when the universe took a hard look at humanity, thought about what was happening, and gave up on us as doomed.

~Zelda Rush, God of History

COSMOGONY

No two cultures, no matter how closely related to each other, produce quite the same creation myth. The tales of how the world came into being can be, and often are, remarkably similar, but there are always differences in the details. The gods, as a culture, are no different. No two gods tell the same story about how their kind came into being. A few things tend to carry through, from story to story and culture to culture, however: there is always a woman, a cave, and the light of creation.

THE FIRST MOTHER

The story goes like this: in prehistoric times, a young woman wandered into a cave near her clan's territory and found herself in a place beyond description or comprehension. There, she encountered the Source, an entity of fathomless power and unlimited potential, and by accident or design, they fell into mutual communion. What passed between them remains, to this day, a mystery unlikely ever to be solved, but when the woman emerged from the cave to rejoin her people, she did so as the First Mother, a new kind of being so completely merged with the Source, they were no longer separate beings.

The First Mother's influence spread like wildfire, the overwhelming force of her presence often enough on its own to catalyze social, mental, and spiritual development of any who encountered her. Driven by needs and desires incomprehensible to the worshippers and gods she left in her wake, she wandered from settlement to settlement, triggering revolutions of thought and growth in humans, and raising gods from their number to watch over and guide their people just before departing from them forever.

The path of the First Mother's journey is ancient and invisible, but clues and hints of her influence are peppered throughout world history, her footsteps briefly rising to visibility before once again vanishing from the records. The oldest gods, owing their existence to her, often regarded her as a parental figure, but felt she was often distant and unresponsive to their petitions for her attention as time went on, preferring to stay in the shadows and watch her work unfold.

THE SAME OLD STORY

Historians and lore-seekers have never been able to definitively pinpoint the moment when the Source merged with the woman, but consensus is comfortable placing it sometime in the last couple of million years. The specifics have long been lost to the mists of time and memory, but the event was so unprecedented and so earth-shatteringly important that even today its effects linger on in the collective experience of the human race.

The First Mother is a nigh-universal element of human identity, appearing in countless mythologies across the world and throughout history under equally countless names. She is also known as the First Woman, Lilith, Eve, Izanami, Gaia, Rhea, the Divine Woman, the Earth Mother, and the Supreme Being, amongst other familiar names and appellations.

As the cultures and pantheons of humanity developed and grew in tandem, the First Mother's direct influence over the world and its inhabitants lessened until most gods could no longer remember the last time they had been in her presence.

At first, this bothered quite a few of them more than they wanted to admit.

As time continued to pass, the vague disquiet and resentment seeded by the First Mother's withdrawal from direct interaction with her children grew and festered in their hearts. The gods might have accepted their abandonment and moved on without incident had they been allowed to forget that they were not the supreme beings they felt they were.

From time immemorial, cults of the First Mother had venerated her above all others. Her absence did not affect their devotion in the slightest and, as they continued to thrive amid the cults and followings of the other gods, they served as constant reminders that the gods were second-best in the grand order of things.

Resentment and disquiet soon became animosity and jealousy. Why should the gods, who hadn't abandoned the world, continue to tolerate the followers of the First Mother detracting from the numbers of their own followers? Why should they continue to regard her as the Supreme Deity when it was they who had shaped and defined human culture, guided the maturation of the world?

Why should their power be limited, and hers endless?

Zeus, a cunning and charming orator who had risen to lordship over his entire pantheon, spoke out against the First Mother to every god he met. His suggestion of demanding the First Mother cede her power and control of reality to the gods who labored without cease to improve it was coupled with sly and well-timed insinuations that she might one day decide to take back from the gods what she had once given freely. Seeded with pride and indignation, watered with anxiety and doubt, the gods decided to claim what they felt was rightly theirs, and cement finally their places as the ultimate authorities over the universe.

RUMBLINGS OF REVOLT

Emboldened by their numbers and assured their cause was righteous, the gods schemed and plotted amongst themselves to contrive of a way to accomplish their goals. Though some gods campaigned to destroy the First Mother entirely, the vast majority worried that such an extreme act might also mean their destruction or, worse still, their diminishment to the insignificant mortals they preferred to forget they had once been.

The chief gods from hundreds of pantheons came together to develop what they felt was a viable strategy with acceptable chances of victory. The First Mother, they felt, was an unnecessary step in the creation of new gods and striving to eliminate her from the process without damaging their own godhood became the first and, some believed, only priority.

On the surface, the plan was simple: find a way to trap the First Mother and either extract her power from her or ensure she would no longer be a factor in the development of the world and its pantheons. In reality, the gods struggled to conceptualize how they would accomplish this. How could they build a cage to hold the single most powerful being in the universe, let alone actually imprison her in it?

As the gods proposed and discarded countless methods in their endless discussions, one god took matters into his own hands. Anansi, a clever trickster god of stories, followed the threads through the oldest folk tales and legends he knew, searching for the original cave from which the First Mother had emerged at the dawn of time.

It took centuries of searching and many false starts and dead-end leads, but Anansi eventually found what he had been looking for. Despite the lengthy period of separation between the Source and the cave, Anansi found residual echoes of its power within the rock walls and sedimentary features. It wasn't much to pit against the limitless might of the First Mother, but Anansi had a spider's sensibility: a successful trap relied on strategy and quality, not quantity.

He was unsurprised to find, despite the centuries, the gods hadn't progressed much in their planning, but he silenced the debates permanently when he strode into their meeting and laid his web, glowing and pulsing with the divine light of the Source itself, smugly before them.

THE GOLDEN WEB

Once Anansi presented his Golden Web to his compatriots, the plans that had stalled for centuries gained fresh momentum. Gods of crafting like Coyotlinahual and Nencatacoa offered their expertise in making the trap enticing to the First Mother in the hopes it would lure her out of wherever she had secluded herself, and gods of hunting and agriculture, amongst others, gathered oblations to increase its attractiveness and conceal its nature.

For the first time in millennia, the gods laid countless sacrificial offerings in a place sacred to the First Mother, concealing the Golden Web in the spaces above, around and between the gifts, and settled in waiting to see if their gambit would pay off.

To their great surprise, it wasn't long before it did.

The First Mother appeared at her shrine, the first time her children had seen her in as long as most could remember. Without seeming to notice the danger lurking around her, she approached the altar her children had decorated and piled high with gifts. As she stepped on the first shallow stair leading up to the dais, the trap snapped shut, and Anansi's Golden Web snared the First Mother and her offerings in its shining strands.

Flush with victory, the gods further imprisoned the First Mother deep under the earth, in a chamber of stone and lava further riddled with death traps and other protections to ensure no traitorous deity or mortal cultists could free the First Mother from her bindings. Though it bothered some gods over how easy capturing their creator had been–how does one fool an omniscient being? How does one overpower an omnipotent goddess?–Zeus and his closest cronies dismissed their concerns.

The destiny of gods and humanity, they argued, was now firmly in the hands of the pantheons who should rightly hold the reins. Why go looking for trouble when there was none to find? Celebrate, they cajoled, the dawning of a new golden age of prosperity and glory for all and leave doom-saying to mortals who didn't know any better.

Assuaged by the persuasive voices of their siblings, the uneasy and anxious few put aside their concerns and joined in the decades-long worldwide feasts and festivals celebrating the fall of the First Mother, and the ascension of the gods to supremacy.

It went about as well as could be expected.

DEATH OF IMMORTALITY

Left to their own devices, the gods' power grew unchecked and reckless. The discovery that, with the First Mother imprisoned, they could siphon the light of the Source directly from her led to hundreds of new gods coming into being. Some gods favored raising their favorites from insignificant mortalhood, as their own benefactor had done. Others chose indirect routes and contrived contests mortals were encouraged (or threatened into) entering. There, the victor would be awarded a relic imbued with Source energy that elevated him or her to godhood. Still others preferred to impregnate mortal women with their offspring or carry the offspring of mortal men, creating powerful demigods and champions with this act.

It took surprisingly little time for the good will and camaraderie of the gods to wane as if it had never been. In the absence of the First Mother and emboldened by ever-growing numbers of lesser gods sworn to their service, the eldest gods jockeyed against each other, pushing long-established boundaries between their areas of influence. For the first time in history, the borders between one people and the next were in question as the pantheons butted against their neighbors and squabbled to claim the most territory, the most worshippers, and the most power.

Even relationships within each pantheon, traditionally tight-knit and bound by their shared history, heritage, and groups of worshippers, began to deteriorate. Even gods who had been in intimate partnerships for centuries or eons fell to bickering with each other with greater frequency than ever before.

Then Set murdered Osiris, and the whole game changed again — permanently.

The siblings often fought, being brothers. This time, Set suspected Osiris of sleeping with his wife, Nephthys while Set attended to his duties on Ra's great barge every night. It was hardly the first time, since the god of chaos was often paranoid and jealous. Their arguments came quickly and often, but ended to fizzle and die without incident. Not this time. Set became enraged and hacked apart Osiris with a blade.

His rage spent, Set considered the argument settled, put the blade aside and went about his business. He expected Osiris to pull himself back together, perhaps a little irritated with him, but no worse for the wear. Gods

were immortal, after all. Their flesh absorbed blades and they could even suffer a brief facsimile of death in certain circumstances, but such things were inconvenient and fleeting.

Osiris did not pull himself back together and get up to make amends with his brother, or to continue the argument, no matter how long Set waited for him to reassemble his bloody extremities. Isis, Osiris' wife, was horrified at what Set had done and at once set about resurrecting her husband with her healing magic. But once word spread in the divine community that a god had actually been killed, horror was not the universal reaction.

Coyote, intrigued rather than disturbed by the event, took it upon himself to see if the murder of Osiris–never mind his partial resurrection; rumor also had it Isis hadn't been able to find *all* of her husband before she put him back together–could be repeated. He ambushed his longtime rival, Raven, at his earliest opportunity, and stabbed him directly in the heart. To Coyote's delight, instead of yanking the blade back out and returning the favor, Raven coughed up a great deal of blood, and turned cold on the spot.

Coyote's subsequent bloody rampage through the ranks of his foes and rivals carved entire swaths out of the pantheons. Caught off-guard, the gods were slow to react, and dozens fell to the trickster god's murder spree before it finally ended in a gory and prolonged battle that left dozens more, including Coyote himself, dead on the field of combat.

It was only the beginning.

THE GOD WARS

Armed with the knowledge of their rivals' newfound mortality–and perhaps a little in denial of their own–the carefully civilized customs of the gods were completely abandoned as many seized the opportunity to rid themselves once and for all of every god who had offered them insult or slight over the long millennia of their existence.

Hundreds fell in the first skirmishes, the unprepared scrambling to defend themselves against well-armed and combat-seasoned gods of war and aggression, leading to the curious but important discovery that killing a god granted the slayer control over that god's divinity, bestowing new facets of reality upon them as the powers of their victims settled into their own spark.

The God Wars erupted into full-fledged global conflict overnight, and even the most reluctant and pacifistic gods were forced to take part or else forfeit their lives and sparks to the most aggressive power-seekers. Pantheons



banded together against common enemies, bound by ties of heritage, and often blood relations, before dissolving into infighting and backstabbing. Mortals fought each other in the names of their patrons, and armies wiped entire civilizations out of the annals of history in their exuberance to bring glory to their chosen gods.

THE FIRST OUTSIDERS

New threats arose for the already beleaguered gods when the world shook and rumbled everywhere at once, an ominous portent that brought unease to the entire world. The First Mother, forgotten and abandoned by her children, began struggling in the Golden Web. Though she could not–or would not, as wary skeptics would later point out–free herself, she distilled new sparks from the light of creation making up her whole being and set them loose into the world.

Instead of troublesome humans, these sparks found hosts in various animal species and kinds of plant life across the world, as well as unliving elements of the world such as stone and flame, and even imbuing corpses and the spirits of the recently departed.

Just as the gods had been unprepared for the onset of their mortality, they were unprepared for these new monsters, these Outsiders, who came into being with one thought driving every aspect of their existence: destroy the gods.

WRITTEN IN THE STARS

In an early conflict over territory and worshippers with his brother Poseidon, Zeus sent his twin sons and Champions, Castor and Pollux, to lead his armies. Poseidon, not about to let his brother outdo him, raised his own twin sons, Idas and Lynceus, to lead his defenders.

Castor killed Lynceus in combat, only to be mortally wounded moments later by an enraged Idas. Pollux, across the field, charged through dozens of other skirmishes, only to arrive in time to hear Castor's last words. Pollux battled Idas and slew him in turn, before turning his sword on himself in madness and grief.

In an odd twist of fate, both pairs of Champions were related by mortal blood as well as divine, born of sisters who had each loved a god. Zeus would later claim to have create Gemini to exalt the sacrifice his sons had made. It is equally possible, however that the unique, interconnected destinies of the four Champions triggered Creation itself to commemorate the deaths.

Under assault by Outsiders gifted with the same divine spark as the gods themselves, the first pantheons who tried to create new gods from their children and followers to replace their fallen legions discovered that they could no longer siphon the power of the First Mother. Without the ability to generate new soldiers to fight their foes, many gods chose discretion as the better part of valor and carved new pocket dimensions out of the ether in which to survive.

With combatants fleeing in droves from their enemies and the predations of the new Outsiders, the God Wars stagnated and stalled. It did not truly end for some time to come, but once the Outsiders joined the conflicts, they forced the gods who remained to fight for power into cautious and strategized actions, prioritizing their own safety in the face of dwindling resources.

Over the countless years of the God Wars, the gods had seen their comrades die in an almost infinite number of ways including, to their shock and dismay, old age. Few of them were unnerved by the manner of death a god suffered anymore, but one final death held the power to shake them to their cores: the death of Zeus at the hands of the mortal followers of Supay, a particularly aggressive death-god, who caught him unawares in the bed of his most recent lover.

This first death of a god at the hands of a mortal revealed a new twist in the nature of Sparks: a mortal could steal the powers of a god if they struck the killing blow. Word spread, fast and furious, and suddenly the gods were fragile and alone, realizing in the wake of these revelations, they could no longer rely on their mortal followers to remain loyal. The rise of God-Killers signaled the true end of the God Wars and sounded the death knell of the tattered, fragmented pantheons remaining.

AFTERMATH

With the power of the gods broken, the survivors faced some tough choices. Some left the world entirely, following in the footsteps of the earlier gods who had abandoned the conflicts to eke out existence in pocket dimensions. Others voluntarily gave up their Spark, returning it to the world and accepting a normal, mortal death as their penance.

By far, most of the gods who remained did so under vastly different living conditions than they had once enjoyed. No longer surrounded by friends and allies who would protect them and faced with the additional threats of God-Killers and Outsiders, the gods hid their true natures and disappeared into the teeming masses of humanity. They restructured themselves along lines of shared worldviews, social groups known as Theologies, instead of cultural pantheons and even discovered a way of 'creating' new gods: choosing a successor and passing their Spark when their time came.

The world moved out of the Dark Ages and into enlightenment. Stories of the gods remained in circulation but more often dismissed as mythology and ghost stories instead of true history. The world trudged on and the gods trudged with it, staying in the shadows, living double lives, and keeping the truth of their existence a secret to protect their loved ones.

Then the earth shook beneath their feet for the second time in history.

Though she had been quiescent for millennia, something once again stirred the First Mother in the Golden Web, and every god knew instantly what it meant when the faint, nigh-undetectable tremor rumbled under them.

Theologies met where they could to discuss the possibilities raised by the First Mother's awakening and renewed activity, but discussions had barely begun when the first new gods began appearing all across the world. Drawn by the surge of magic, or perhaps summoned by the First Mother through some obscure signal, Outsiders returned from the edges of the world and beyond. Though unbeknownst to the gods, the shudder also signaled that the essence of woman who had merged with the Source had succumbed to ages of entrapment within the Golden Web. The First Mother was no more; only the Source remained.

The most paranoid of the Theologies had been preaching for years that a storm was coming. This, they argued, was proof the storm was no longer coming. It was *here*, descending upon all their heads.

BEING A GOD TODAY

Being a god isn't all slinging powerful magic and having thousands of worshippers praying at your feet. Maybe in the old days it was like that, but now it's more like an average person, running late to catch the bus to work, but always having a cup of hot coffee because they are the god of heat. Or a stressed lawyer whose clients are always happy to see them because they are the god of joy, and those people just can't help themselves. There's a healthy balance between being a deity with power over a Dominion and being a person who still has bills to pay.

BECOMING A GOD

When the singular Source made gods, it did so with a careful design and plan. Someone suited to a Dominion received a Spark and was rewarded for continued work on the Source's behalf. Then the old gods messed that all up by locking away the Source and stealing its power. One of the reasons the God Wars finally ended was that making new gods became increasingly difficult. The Source's power waned and soon the only way to get a new god was for someone to pass their Spark to someone else, with the chance that a Spark would just imbue someone at random. Now that the Descending Storm is here, the Source's power imbues whomever it touches. The Source still has enough power to invest gods with new Dominions never previously held by another. This traditional path to godhood continues, though criteria for gaining such a Spark is high.

INHERITED SPARK

During the God Wars, people figured out the Spark is indestructible. While the mortal vessel holding it can die, with the Spark absorbed into another god, the Spark itself persists as a separate entity fused into the soul of the bearer. Instead of letting their Sparks go into someone they didn't know, some gods began the process of gifting their Spark down through their lineages, passing it from offspring to offspring to maintain a line of succession, or breaking a Dominion off their Spark and gifting it to someone new. The god would teach

"WAIT. WHO'S THE FIRST MOTHER?"

From the beginning of the gods' revolt, the pantheons worked diligently to bury the truth of not only their origins but also the evidence of their greatest sins.

Though many gods had taken part in the ousting of their creator, very few of them had been enthusiastic about it, and their unease at their betrayal of the First Mother had not been assuaged by success. A near-universal, unspoken campaign to rewrite history pervaded even through the God Wars, soothing their guilt and their fear by replacing mentions of the First Mother with stories of a monstrous elder god whose freedom meant complete destruction and chaos everywhere it went.

Some apocryphal tales remain, of course, carried down through the unfathomable eons by devotees of the First Mother, or spoken of in hushed whispers by waning gods to their chosen successors, but by and large, the generous and benevolent First Mother has been excised from the divine collective memory, leaving the inhumanity of the Source in her place.

a group everything they would ever need to know about being a god, and when the time came to inherit, one of them would ascend as a powerful and competent god.

The act of transferring a Spark from one person to another isn't simple. To separate a Spark from a soul without destroying that person requires a great amount of power and energy. These rituals may take years to prepare and sometimes need the aid of followers and worshippers. Thankfully, gods have plenty of time to prepare.

Finding an heir is also a prolonged process, which corresponds with the ritual preparation. Different gods look for different things in an heir, but in general, it depends on their Theology. The Order of Meskhenet generally chooses among blood relatives, while a member of Warlock's Fate may search the world over for a host of skilled researchers and force them to engage in a series of tests and challenges against each other.

Once the god chooses their heir, they must endure a trial. Again, the trial put forth varies by god, but it is always something that forces the mortal to prove their worthiness. These can be tests of strength, mental prowess, acumen, or self-reliance. A well-rounded trial tests for all these.

RANDOM OCCURRENCE

With the onset of the Descending Storm and the release of the Source's power, new gods are everywhere. The chances of randomly gaining a Spark is much higher than in days past and is the most common way people become new gods today. Where the Source used to meticulously vet and imbue new gods, the Source's Spark now lands on anyone who happens to be in the right place at the right time. This can sometimes lead to some confusion on the new god's part, and the Theologies spend a great deal of time searching for and initiating these new gods.

SPONTANEOUS GODHOOD

Despite being locked away, the Source has always been able to imbue new gods for completely new Dominions. As humanity progresses through technology, the Source imbues new gods with Sparks associated with these advancements. This puzzles some older gods, who believe the Source cannot control its power and that the power it does have should be too weak. Yet, all throughout history, new gods have arisen including gods of language, exploration, metalworking, electricity, agriculture, plastic, digital data, and countless others as humans continue to advance.

Spontaneous godhood, unlike random godhood, does not happen to just anyone; the Source is careful in its planning. Only people who truly embody the ideal of the new Dominion can receive the Spark. Once, other gods hunted and killed these newly minted gods for the new Dominion they contained. Now, with so many new gods appearing so quickly, they are easily lost in the deluge.

THEOLOGIES

Ever since there were gods, there were Theologies. These are the basic beliefs a god has about not only their power, but how they interact with humans and other gods; in essence, what does it mean to be divine? Before the God Wars, Theologies were simply philosophical standpoints debated within the pantheons. These touchstones of belief gave reason for gods in different pantheons to meet and converse. During the God Wars, these Theologies were the lines drawn in the sand and the backbone of pantheon alliances.

After the God War, the Theologies converted into secret societies. The gods, afraid to show themselves for fear of attack or further violence, retreated into these safe pockets of like-minded individuals. Whenever new gods would arise, however rare that was, usually one Theology or another was around to scoop them up and indoctrinate them into their beliefs. Theologies stood as bastions and safe havens for those seeking shelter after the chaos of the God Wars.

With the Descending Storm, new gods started appearing with increasing frequency, and Theologies scrambled to pull as many new gods into their folds as possible. This ended the centuries of living in isolation and brought Theologies back into conflict with one another to recruit new gods.

Now, the new gods are everywhere, too much so for the Theologies to really handle. These gods do not benefit from the strong belief system that comes with a Theology, and many established gods view them as threats. For the first time in a long time, the Theologies have stepped completely out of the shadows to deal with the influx of new gods, ignoring long-past grudges or philosophical debates to decide just how to do so.

There are as many interpretations of how to be the best god as there are different gods, the following Theologies have the largest member bases around the world.

ASCENDANTS

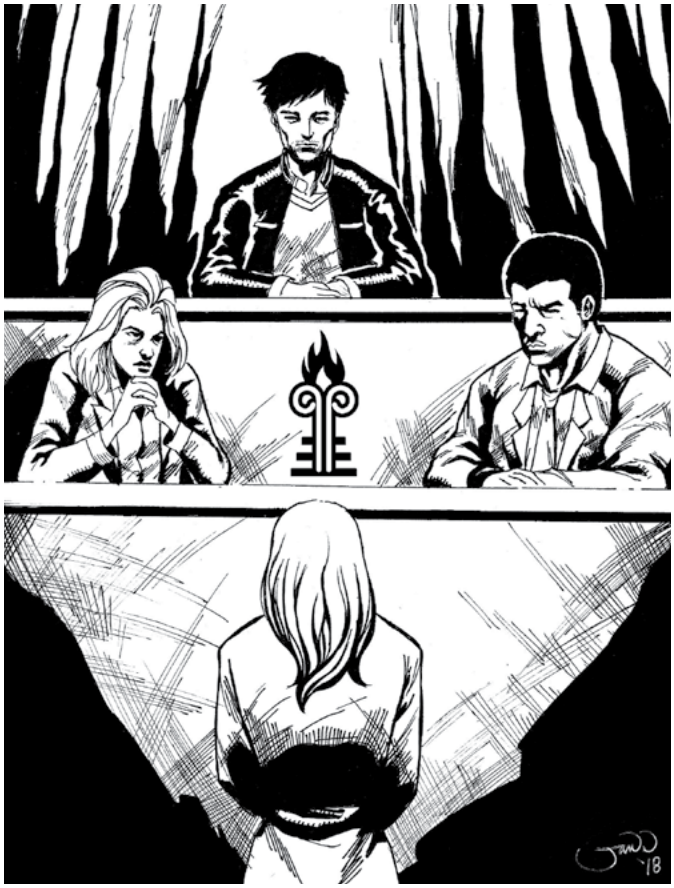
Ascendants are ideologues whose belief stems from one inalienable fact. Gods are superior to humans in every way. They revel in their power and eschew humanity as much as they can. They strive to be the best and most powerful gods, the apex of their kind. They often take this view to the extreme, some committing terrible atrocities in the name of divinity.

CULT OF THE SAINTS

The Cult of Saints believe they are gods in name only. There is a higher power out there, a true God who deserves their worship just as humanity worships them. They take their roots from the Roman Catholic Church, but they accept members from any and all religious backgrounds.

DRIFTING KINGDOMS

Drifting Kingdoms gets its name from the fact that these gods create small, powerful territories, only to abandon them at the height of their power. Long ago, Drifting Kingdoms decided the true flaw in ultimate power is stagnation. To rid themselves of this flaw, they decided that only constant change could keep them from failure. Now they pass from territory to territory in a matter of months, building up and moving on as fast as they showed up.



KUNITSUKAMI

The Kunitsukami know they are gods, and acknowledge the divine power within them, but also recognize they are not the only ones with such power. There are not just other new gods, but the Outsiders, and spirits and even greater gods above them. Recognizing this hierarchy to divinity is key to their traditions.

MASKS OF JANA

The Masks of Jana believe only the deserving should know of the gods. Long have they kept their powers and divinity a secret, and long have they punished those who would carelessly display their power. They hide amongst humanity, keeping secrets and staying hidden. Masks are renowned as assassins and shadow players amid the gods who know they exist.

ORDER OF MESKHENET

The Order of Meskhenet believe true divine power comes from the purity of the Spark. They keep strong traditions regarding their Dominions and can trace their Sparks back to their first inceptions. They hold traditional passing of the Spark as the only way to truly create a worthy god and look down on anyone who thinks and acts otherwise.

PHOENIX SOCIETY

The Phoenix Society believes gods exist only for the betterment of humanity. They protect humankind from Outsiders, help them flourish and grow and recognize they themselves aren't human anymore, even though they spend a great deal of time in the presence of mortals. Their goal is to leave humanity better than they found it.

PUCK-EATERS

Puck-Eaters focus on survival at any cost. As the name implies, they actively seek to consume their enemies to gain their power and use it in the future against those same enemies. Their methods are uncouth, and they have resorted to eating gods when they happened to be on the other side of a battle.

WARLOCK'S FATE

The Warlock's Fate concern themselves with the why and how of reality. They delve into magic and spend a great deal of time researching manifestations and their effects on the world. They make it a point to discover new magic or create new relics, refusing to believe they've found everything there is to know yet about reality.

DOMINIONS

Reality is the amalgamation of millions of different pieces and concepts, and each god has a part of that reality as their Dominion, giving them power over that piece. The old gods had tremendous power, often having control over multiple Dominions. They controlled every aspect of each Dominion in its entirety. In those days, the god with the most Dominions inevitably was the leader of a pantheon and considered the most powerful, an All-Father or All-Mother.

In the old times, a god's Dominion was everything to do with that concept. For example, the god of fertility had Dominion over every aspect of reproduction in all its facets, from plants to animals and even to other gods. Today, the gods are too weak to have control over so many aspects at once, and while multiple gods may have the same Dominion, each usually controls only one small piece that makes up the whole. One god of water may control the ebb and flow of the tide, another may control the molecules of water in the air able to cause them to come together only, while another has the opposite power and can disperse atmospheric water and send it elsewhere.

How the god perceives their Dominion may also affect how they control or manipulate it. Gods are still people, and their past and experiences shape how they interact with their Dominions. Two gods of animals with different upbringings and experiences may have completely opposite views of what that means. One may view animals as companions and assistants asking them to perform tasks they are already suited for. Another may view animals as dangerous creatures and only uses their Dominion to ward animals off or hide from them.

DIVINE DUTIES

With the Spark comes a duty to the god's Dominion. Without care and attention, their Spark can infuse their Dominion into people in weird or unexpected ways. Unless primed for ritual transfer of power, or gaining a Spark through spontaneous divinity, new gods rarely gain a Dominion suited perfectly for their personality. Yet, they must balance their personal life with their divine duties to ensure a proper balance. If they spend too much time on being a god, they are likely to have a human life in shambles, with no job, no money, and no prospects for general living arrangements. If they ignore their divine side for too long, however, their own Spark ends up working against them.

TERRITORIES

A god's territory is where they have the most influence and followers. Wherever a god goes, their Spark infuses the area with divine power and shapes the world to their will. As a new god trains and establishes themselves, their influence in their area grows, creating a territory. Then as their power grows, so does their territory.

In the old days, the gods worked as one entity and shared worshippers across the world. Whenever someone needed aid, the god would travel the world to provide help, sometimes dealing with a serious threat. When the gods fell into bickering and in-fighting, they began caring more about temporal power and how their influence over mortal lives could be used against their enemies. Soon, pantheons began to influence nations only as they fought over supreme rule.

Today, the gods have fallen so far that their territories are even smaller. Sometimes multiple pantheons operate within the same city, drawing lines across streets and neighborhoods. These invisible lines stretched out from the gods wherever they went, creating boundaries that push against each other.

With so many brand-new gods recently, their Sparks started carving territories away from existing gods, shattering old territory lines. The need for pantheons grew, and the fight to expand territory started anew. This process happens, even if the god is not consciously trying to grow their territory. Their divine influence touches everything they do — each step infusing the land around them, each touch imbuing divinity, and each person interacted with touched by godhood.

Each god's Dominion imbues their territory, making it prevalent in the area. The territory of a god of love will be full of couple's activities, sex workers out in the open, and open acceptance of polyamorous lifestyles. The territory of a god of war may have militarized police brutalizing anyone who steps out of line, while a god of alcohol's territory may have an inordinate number of bars and public drunkenness.

Claiming territory in an area without an active god around is easy. The power flows to fill the vacuum. Situations recently are rarely that easy, however, as gods tend to be everywhere. This can lead to either war or peace. The most common is war, where the gods fight each other to the death for dominance of the territory, the winner gaining the territory and the soul of the loser. Some choose peace, with both gods agreeing to maintain their territories separately and to not pass into the other's territory. Some choose to instead merge their territories and make an alliance of gods who rule the area together, called pantheons.

PANTHEONS

Gods, just like people, are social creatures. Some gods may try to live in isolation, but this ultimately leads to misery. At minimum, spending time with a worshipper or two is necessary to remain healthy and unbroken, and most people refuse to live in isolation just because their god is afraid of meeting other gods. So, gods tend to go where the people are, which means the chance of running into other gods. They may try to stay in their own areas, but as their Spark grows, so does their territory until eventually it touches another god's. If instead of fighting, they decide to come to an agreement, they can create a pantheon. They do a quick ritual, seal it with an irreversible mingling of their Sparks, join their territories together and then a new pantheon is born. These groups can be as small as just two gods on the south side of a city, or as large as hundreds of gods leading a nation together.

Pantheons offer plenty of benefits and few drawbacks. The most common reason to form a pantheon is to grow their individual territories. The gods' territories mingle and become one, and instead of their boundaries pushing against one another, they overlap and share the space. This allows for gods to end a territory dispute in a simple, if not clean, fashion.



The second pantheon benefit is mutual defense against enemies. Instead of having to defend a territory alone, the pantheon works together to safeguard their land. The mutual defense is great when everyone works together but can fall apart if a god doesn't help. Most pantheons expect their members to do their part by dealing with the trivial things individually and then come together over larger threats. No supernatural impulse compels gods to help defend their territory, however, and failure to help doesn't result in expulsion per se, but some pantheons do not shy from ridding themselves of members who do not carry their weight.

Finally, a pantheon provides a steady source of companionship. The gods become like family, taking the good and bad with such an arrangement. They share everything with one another, their lives, experiences, and downfalls. Because there is no way to remove a pantheon member—aside from death—the gods may go through stages of bitter rivalry and close intimacy over the course of a week's time. Being so close does mean pantheons can help save their members from self-destruction. When a god becomes depressed, begins to lose their humanity, or just messes up, the pantheon is there as a support structure to set them back on the right path.

They also police their own. If a god goes on destruction sprees or invades an ally's territory, the pantheon deals with the issue. They make restitution, and issue punitive measures to ensure it won't happen again. Plenty of pantheons are quick to forgive a god backed by another pantheon to prevent a war.

DIFFERENCES IN OPINION

Pantheons are one of the few institutions where gods from different Theologies come together. Theologies have deep-rooted grudges against one another both philosophically as the 'one true way' to be a god, and physically as they have often been at each other's throats in the past. Outside of a pantheon, gods of different Theologies rarely see eye-to-eye and would just as soon kill each rather than listen to each other.

Having various beliefs and experiences often helps to ensure mutual survival. This is especially true as of late. When pantheon members with differing Theologies argue, it can affect the whole group. These gods must learn to put aside their differences or threaten to tear the pantheon apart, which could lead to someone's death. Usually, they come out the other side forged in the fire of mutual survival, better adapted to deal with crisis situations. They learn to lean on each other's experiences and forgive the stranger ideas that come with different Theologies. This also lends a flexibility to their thinking, though some Theologies are not suited to this kind of commingling.

Some pantheons have members primarily belonging to a specific Theology, making the group more tight-knit. They also tend to be prejudiced against pantheons who do not follow their ways and cannot abide gods outside their Theologies. While the gods tend to be closer, the inflexibility could lead to downfall. This kind of pantheon can color their Territory just as much as their Dominions do.

WORSHIPPERS

What truly makes one a god? Is it their Dominion over a part of reality, or is it just that someone named them a god? From days of old, a god's power and influence came in direct relation with the number of people who bowed down to worship them. The number of worshippers a god had was like a rank, and the higher that number, the more the Source rewarded them with power. When gods stopped looking to the Source for power, the need for multitudes of followers decreased. Some gods still looked forward to having thousands of humans at their beck and call, but others lost interest in the competition.

In short order, the gods realized some of their power came directly from worship. While this benefit is far less than what the Source offered in days of plenty, it is now a vital source of spiritual power. It isn't the number of worshippers who pray to you that gives the benefits, but the quality of worship. A god could get more spiritual benefit from a couple of devoted worshippers than from thousands of semi-believers.

Gods began forming strong ties to just a couple of people whose prayers bolstered the god in return for answering those prayers. Even older gods, once used to masses of people worshipping in their names began forming strong ties with just a few of their most devout worshippers. In this way, the gods could keep their identities hidden from God-Killers and maintain a better deity/human-life balance.

GETTING WORSHIPPERS

People have always been skeptical, but it used to be far easier to convince people you were a god with big displays of power and seeming miracles. Now, people are quick to rationalize all manner of manifestations as having some kind of scientific reason or logical explanation. Even if the god can convince someone they are a god, getting them to then worship the god still takes some effort on their part.

People want something in return for their attentions, and answering prayers is the most direct path. Showing someone their worship has concrete effects in their own life goes a long way in convincing them. This can be either good or bad, and some gods must provide some kind of incentive to worship, such as threats of using their Dominion against the worshipper if they don't pray for protection. Once a person realizes there is a feedback loop with one god, they are far more open to worshipping multiple gods for various benefits. Entire pantheons might pick up a new worshipper in the same person if they play their cards right.

Some gods don't have to do much work at all to gain worshippers. Those who inherit their Dominion and name from someone else get the benefit of their worshippers as well. Some people may leave after the transfer due to personality clashes or other reasons, but the god often retains the bulk of the worshippers.

Once a god has at least one worshipper, getting new ones becomes easier as they are likely to advocate on the god's behalf. Gods must be careful about this though, as too many people talking about a god or spreading their name around could attract the wrong kind of attention from rival gods, God-Killers, or Outsiders.

OUTSIDERS

Once the Source was secure in its prison, the gods thought that was the end of their troubles. They couldn't have been more wrong. The Source created monstrous creatures to challenge the gods who dared to usurp it. The first of these were terrible to behold. Grendel of the Northlands, the Minotaur of Crete, Fenrir the Wolf, and his brother Jörmungandr, and hundreds of others spawned to thwart the gods in their arrogance. These Outsiders had Sparks of their own, providing resistance to the gods' powers, but with a few brave mortals on their side, they defeated these dread constructs one by one, and as the God Wars ended, these creatures became mere shadows of their former selves. [i]The[/i] hydra became one of many hydras, Medusa the gorgon spawned many gorgons, and thus started the trend of individual creatures turning into whole species. They began to build lives of their own and grow families outside of the singular purpose of destroying the gods, perfectly content to secret themselves away just as the gods had.



The Source soon changed tactics, sending swarms of lesser creatures to bedevil the gods instead, resulting in the creation of pucks, who terrorize Outsiders and gods alike. Their numbers grew astronomically but were eventually kept in check by a Theology of gods, who went on to name themselves the Puck Eaters.

As the God Wars ended, some Outsiders allied themselves with gods while others retreated to the same pocket dimensions as the gods who withdrew from the world. They look anywhere from human to not at all, many hid their existence from humanity, concealing themselves in caves and forests on the outskirts of society. Tales grew around hauntings in various locations as Outsiders who lived there frightened away any who dared come too close. The Descending Storm has flushed some of them from their hiding spots and created new ones, combining

them in new and frightening ways to fight the gods and humanity. Some gods believe this uprising means they can no longer stay hidden either, but must instead take up arms and lead the armies into battle like old gods... creating a new God War.

BLENDING IN

Some Outsiders can blend in with humanity. A hat can conceal the pointy ears of an elf. A good pair of boots and pants can conceal the legs of a satyr. A good concealer can cover the green of a dryad's skin. Some creatures go a step further and even cut off their more monstrous features, more than one sawing off their horns or cutting off a tail, to better mingle with mortal society without outing themselves. Passable Outsiders are the ones most likely to encounter modern gods, some even becoming associates, friends, or maybe drinking buddies. This does not exempt them from the hunts of the Puck-Eaters, the quest for their Spark and variety still an overriding factor. Their insight into how the gods think and hide also makes them incomparable enemies. They have access to the same societal resources and technology as the gods do and use them to their advantage when forced.

The other side of the coin are Outsiders with no chance of being mistaken for anything resembling humanity. They have too many limbs, or extra eyes in unnatural locations (or maybe no eyes at all). Perhaps they speak with a voice that shatters the mortal mind, which isn't great for conference calls. No matter the reason, they can never walk down a street without attracting the wrong kind of attention. They are the ones who are the most likely to be targeted by a young god's quest for heroism or being labeled the monster rumored to eat the village's children (even if they are vegetarian). Even monstrous Outsiders, however, can blend in with the right favors. Making a deal with a Hag could get them a glamour, or they could find a relic to transform into a human for short periods. Gods should be careful whom they bump into or pick a fight with, because they could be an Outsider in disguise.

ABSOLUTE OUTSIDERS

Then there are Outsiders who are outsiders to even their own kind, some forgotten by history or created by the old gods (not the Source) and then sent to Earth. Some may come voluntarily from the pocket realms and other worlds purely to observe our world, while others may have been banished from their dimensions. These beings can make a god's life miserable, as there are often no tomes to research these visitors and their motives are often alien. These Outsiders often sow seeds of discontent into the garden of a formerly tranquil community with their very presence, forcing the local pantheon to smooth over several conflicts, and they may delight in causing a giant mess and watch from afar as the gods scramble to clean it up. Encountering these creatures is never a fun time.

PUCKS

Of all the Outsiders, the small beings known as pucks are the worst. They are vicious gremlins who cause as much destruction and chaos as possible until they are squished. Pucks are mostly invisible to the gods and mortals alike, only the most keen-eyed gods catching an occasional glimpse of them. Their constant presence is never forgotten however. A private conversation is never undertaken without first knocking on wood to flush out any tiny ears that might listen in. If a phone or a book is misplaced or someone trips, a god should check to see if a puck caused it. Not even other Outsiders are immune to pucks' shenanigans, causing them to hate the pucks just as much as everyone else. As irritating as they are, a god should be careful to never underestimate their deadliness. Even a creature with a tiny amount of Spark can take out a careless god.

HUNTING

The more powerful a god appears to be, the stronger the Outsiders hunting them will become. Most speculate Outsiders possess a biological imperative implanted in them by the Source to seek and destroy gods to avenge their suffering for being imprisoned. The tragedy is when this imperative kicks in, the Outsider loses the life they've created for themselves and becomes an instrument of death. Of course, in the game of survival, few gods choose an Outsider's life for their own. In the end, some Outsiders charge headfirst to kill a god on sight, while others toy with their prey, stalking for months, taking swipes at their followers and loved ones, but not striking the god directly unless provoked. Constant vigilance is required if the god wants to stay safe. Hiding their powers is the best way to stay off the Outsiders' radar, and it's worked for thousands of years. Some gods welcome the challenge, but most try to live as normally as possible.

KEEPING HIDDEN

The Theologies have taught the gods to keep to themselves and never reveal their true selves to the world. This is an obvious lesson for gods from the Mask of Jana, bringing the duty of helping other gods stay hidden along with it, but even the most chaotic and ravenous Puck-Eater knows that showing their divine power at the wrong moment could cause trouble not just for themselves, but any other gods who live in the city. Gods remain in a constant state of hiding precious secrets and trying to make connections, knowing this is at best a losing battle. At worst, it's futile and leads to only more loss down the line. This conflicted existence is the result of lessons passed down from the gods. Whether good or bad, right or wrong, this is what the gods are told, and they can choose to disobey these standards at their own peril.

"THE OUTSIDERS ARE WAITING FOR A SLIP UP."

The Outsiders are beings and monsters created by the Source. They share the same roots as the gods but are nowhere as powerful. Their Spark doesn't shine as brightly as a deity's, even a modern one with diminished powers from the old gods. Many Outsiders were also imbued with a hatred of the gods; they drool at the thought of devouring a god whole and will take any opportunity to destroy everything a god has built. Just as the gods have ways of sensing other Sparks in their Territories, so too can the Outsiders track down a god careless or desperate enough to use their powers in the open.

Even the smallest display of divine power can cause ripples that may eventually reach the Outsiders, leading them straight to the pantheon's territory for a confrontation. The tale of Robert Howell, the god of hunger, has been told over the last decade or so as a cautionary tale. He worked in a soup kitchen to give back to his community, not a single person leaving there with an empty stomach. It was fine in small doses, but one day he came upon a terribly malnourished child, who he used his powers to bring back to full health. The next day, he was visited by a Cloak, a servant of the Lands of the Dead, who demanded his soul in exchange for the child's spirit it had originally come to collect. The tale didn't end well for Robert, as he was found stone cold in his kitchen the next day.

Stories like these have become increasingly common, as some Outsiders have begun moving into the cities, living right beside the gods in their own territories. The creatures, many of which can appear as human as any mortal, know when they walk into a god's divine territory, and they simply wait for their opportunity to strike. They may not attack directly, either, instead figuring out who the god cares about and targeting their friends, their livelihood, or even their children to weaken and terrorize their prey. When the god has lost all hope, that's the perfect time for them to deal a killing blow.

Befriending an Outsider, even those who are cosmically connected to a god's Spark and appear as allies, can be a slippery slope leading to one's destruction. Just because one Outsider is friendly doesn't mean another (even one of the same species) will have the same sentiment behind consorting with gods. It is assumed the Outsiders receive a version of this lesson from their own people as well.

"BAD THINGS HAPPEN TO MORTALS WHO KNOW ABOUT THE GODS."

Everyone's heard this saying, but it is one thing to hear an offhand comment from a random god the pantheon met in a bar, and it's another to experience the phenomenon. A god should stick close to their mortal ties, their family, friends, job, etc., and should never share their godhood with those closest to them. First off, there are the mundane things to worry about when sharing the fact that they suddenly feel like they are a god with anyone who doesn't know about magic. The best case is that one's family simply laughs them off and forgets the conversation ever happened. Another outcome could be that the god is forcibly committed by family who want to see them get treatment for their delusional and erratic behavior.

Somewhere in the middle of best and worst is a shift in the dynamics of their relationships. Their mom who used to love and care for the god, now worships them and brings tithings, her love turned from an unconditional nurturing of a parent to a zealous servant wanting only to please the being who was once their child. It may sound cathartic to force an older, bullying sibling or an overbearing boss to kneel before them as a god, but their love/hate sibling connection would turn only to fear, and their profession would offer them untold promotions, most of which would be undeserved, in hopes of avoiding their god's wrath. The god would become a thing, a monster, not a person anymore.



The worst-case scenario is a mortal who fully accepts the god as a new member of the divine, hoping to retain their previous relationship. It may seem like everything is going to work out... and then bad things happen. The concept of "bad things" is obviously vague but is also illustrative of the vast options the universe has at its disposal to enact terrible acts on mortals. The tale of Amala Ali, goddess of fire, is one of this type of love turned tragic. She was a doctor who was gifted with several worshippers, all of which served the previous owner of her soul, the god Agni. Amala shared her new life with her husband, Sharaz, the man she had been married to for over 30 years and raised two children with, and he joined her new existence, helping her organize her worshippers and balance her day-to-day activities. The story would be bad enough if it ended with a heart attack, car accident, or other random, but common event, like so many other mortals in his position. Instead, Sharaz was cursed with a mysterious wasting disease, one his wife struggled for months to diagnose while he simply withered away and died. The universe not only took her husband away but did it in such a way to show her just how powerless she really was, as both a goddess and as a doctor. As he died, Amala lost all control of her powers and burned down an entire wing of her hospital. The nurses urged her to escape but she couldn't force herself to leave Sharaz's side. The world wasn't worth living in without her beloved, and so she burned alongside him.

"THERE'S ALWAYS ANOTHER GOD WHO WANTS WHAT YOU HAVE."

Everyone knows the importance of one's pantheon. They are the ones who have joined souls to offer shared territory and mutual protection to each other, but they are far from the only gods around, as every pantheon inevitably comes to find. A small town may have a single pantheon, even sometimes just a single god, within its borders, but larger cities with millions of people composed of residents, tourists just visiting for a short time, or people who commute in for work, could have hundreds of other pantheons and thousands of gods (and some Outsiders) sharing its streets. A pantheon may lay claim to their favorite places in the city, their homes, the buildings where their social groups gather, but no modern pantheon has ruled an entire, sprawling metropolis, and that means gods will cross paths from time to time.

While some pantheons can create lasting friendships built on mutual respect for boundaries, even tipping each other off for potential threats or opportunities to grow one's divine power, many gods are bred for conquering. Even the most docile god sees another god's territory as a prize just waiting for the taking. Theologies often teach that only gods who share beliefs can truly be safe around each other, but even then, most of these secret societies bring about their own brand of in-fighting, jealousy, and backstabbing. Gods are people underneath all the pomp and circumstance, after all. It's always great to be friendly and hospitable, as no one likes a bull-headed god, but every god needs to watch their back. Friends may not actually be friends, and enemies may be even worse.



Letting one's guard down gives another god the opening to steal everything they have. The tale of Victor, the god of the dead, is one such story. He served as muscle for a local mob boss, breaking legs and killing people, only to summon their ghosts and force them to give up whatever info his boss wanted. He wasn't the brightest bulb in the lamp, however, and he let this slip to his therapist, who just so happened to be the Chosen One for another god, with the Dominion of depression. The advice he received eventually led him to breaking the legs of his compatriots and confronting his boss, something he'd never think of doing before the shrink (and a subtle hint of their master's Spark) got into Victor's head. Of course, the big boss didn't take too kindly to the attack, and Victor was taken out back and given a new pair of cement shoes. Turns out the god of depression was a rival gang boss himself and wanted the premier muscle out of the way before decimating everyone Victor ever cared about as well.

"GODS DON'T KILL OTHER GODS."

Then comes the final lesson, one some modern gods find archaic during the Descending Storm. Gods don't kill other gods is a mantra spoken in all circles. Gods can injure other gods, banish other gods, drive other gods to the brink of sanity, capture other gods, mutilate other gods, destroy another god's territory and livelihood, steal from another god, and it's okay if a rival god falls to the blade of a worshipper or an Outsider... but a god should never be the one to put the final nail in another god's coffin. Of course, it happens from time to time, and those times can often be marked as impactful moments for the people involved, as well as their territories.

A god's Spark holds not only their own soul, but also a piece of every god who has owned it in the past. It is one thing to be granted a Dominion or to accidentally get one when a god dies and releases it into the world, but forcibly taking another god's soul is a highly forbidden act among most circles. It is the straightforward way to steal power, just as the deities did during the God Wars, but their divine strength weathered them through the magical backlash that occurs during the process, one few modern gods can truly withstand. The dead god's Dominion infests the surrounding area; powerful gods of pride, bloodshed, war, or even love who died by another god's hand have been known to cause wars, arms races, and shake the foundation of entire populations. Modern gods seldom hold enough power to have this effect today, but the fallout can be scary even on a small

scale. Other than the environmental devastation it can cause, it affects the killer's soul in the darkest way. Each death makes it easier to do the next one and the next one, until the god is no longer a person. Stealing a soul corrupts one's own.

Some believe it was the Source, sometimes called the First Mother, who cursed the gods in this way. As their wars continued, the First Mother tried to dissuade gods from killing each other. It made the gods more creative in their plots, but didn't stop all the death, unfortunately. The tale of Hiroko, the goddess of blood, and Benjamin, the god of storms, is one of this pair of gods who tracked down a god who breached their territory and threatened their mortal lives. In a two-on-one battle, it was over soon, but Hiroko could not hold back her strange hunger for blood, sinking her teeth into the fallen god of forests and draining him of his life. The two gods shared the taste of his soul together. Then the ground rumbled, and huge trees shot from the ground, destroying everything within a 5-mile radius with roots, trunks, and crushing things between the dense foliage. Both weakened and blooded, Benjamin and Hiroko looked at each other, both ravenous for more and Hiroko and Benjamin tore each other to shreds.

STAYING HUMAN

Imagine if you went from your normal boring life—the day job, the stresses, and feelings of helplessness—into godhood. Full divinity with all the power and wonder that came with it. The discovery that you not only have power over a piece of reality itself, but that otherworldly creatures exist, and thereby other worlds, and you have the full power to interact and go to those places can be a heady thing. Indeed, these wonders propel gods forward and fuel a desire to gain more power, or at the least serve as a curiosity that draws them in. Yet, a god is still a person, or at least, they still have a human's life. Losing that perspective can lead a god down a dark and consuming path.

LOSING THE SOUL

Being a god is transformative, but it isn't a genesis of a new being. The Spark melds with the human's soul and enhances them. They become healthier, sharper, and more capable, but are still the same person they were before, mentally. The new god must adjust to a new life in the divine, and if they don't, the Spark takes over and the human soul is lost. At that point, they become the Spark alone and simply a manifestation of their Dominion. An inhuman god of lust causes people to be consumed by their desires and strips all other emotions down to one carnal thought. A disconnected god of fear drives people to paranoid anxiety wherever they go, leaving the hollowed-out husks of people too terrified to live in their wake.

Despite their best efforts, the more power a god gains, the more their Spark takes over. This slow descent into soulessness can manifest in a variety of ways. One god may lose sight of reality, taking no interest in the world around them, while another becomes obsessed with everything they see, losing themselves in the minutia of their obsession. Giving up humanity in the quest for power doesn't just make a god inhuman, it makes them completely alien to humanity and thereby broken.

HOLDING ON FOR DEAR LIFE

With all this in mind, how does a god stave off the Spark eventually consuming their soul? Simply by hanging on to it. This sounds easy, but the god must immerse themselves in their human life for better or worse. They must care about what humans care about and flex their humanity just as often—if not more so—than they flex their divinity.

It's easiest for a god to pick a profession and stick to it. They essentially give their human life a context and try to remain within that context as a way to ground them. Humans naturally define each other based on a variety of things, but profession is the easiest, so many gods use it to define their humanity.

Some just keep on with their old human life, as though nothing has changed. This is easy, as it holds the strongest ties for the god to lean into. Other gods start fresh and finally pursue that dream job or that occupation of choice, and with a little divine Spark guiding them, it's easier than ever. Others still try to map their life to complement their Dominion. This works for some, while others try to find a life as opposite to their Dominion as possible to help keep these things separated. No matter how a god approaches their human life, they must always keep it in consideration, or suffer the descent into inhumanity.

"For the last time Marcus, we don't have to have 12 people!" Steph yelled.

Terry sighed and rolled her eyes, wanting to bang her head on the table. They were at it again. Marcus and his literature background insisting that a proper pantheon or coven or whatever the hell it was they were calling themselves this week had to have 12 people. Terry didn't even like any of the four other people in the group so far, let alone want to bring in seven more.

"The Greeks had 12 in their pantheon." Marcus countered.

Steph puffed out her cheeks in a sigh. "Nichelle's Canadian, Terry's from Detroit. We aren't even Greek. We're bloody Irish! Will you stop with the Greeks already?"

Nichelle stood up, flattening her hands on the table. "Look. Why don't we just focus on working together for now. If someone else with the Spark settles here? Great, we'll talk about expanding the group. But you have got to stop with the Craigslist ads Marcus. They're starting to attract the wrong kind of attention."

Luke whirled on Marcus. "You put out Craigslist ads? What is wrong with you? Do you not understand the shit, pardon my French, we are up against?"

"We've all said 'shit' Luke. You don't have to keep apologizing for it." Terry rolled her eyes again. "And we all know Marcus is a god of wisdom, not common sense. Certainly not fashion sense. Seriously? White crew socks with shorts and sandals? Are you already a geriatric Florida retiree?" She arched a perfectly groomed brow at him.

Marcus flushed, his dark skin reddening as he retorted, "God of wisdom also means I know most of your dirty secrets, so you'd better cool it with that," he hesitated, "...shit!"

Nichelle glared at Terry. "Okay, everyone settle down." She pointed at Terry. "You are not helping." She huffed as Steph crossed her arms over her chest and rocked back in her seat, kicking her feet up on the table. "Boots off please, this isn't a barn, and I eat at this table."

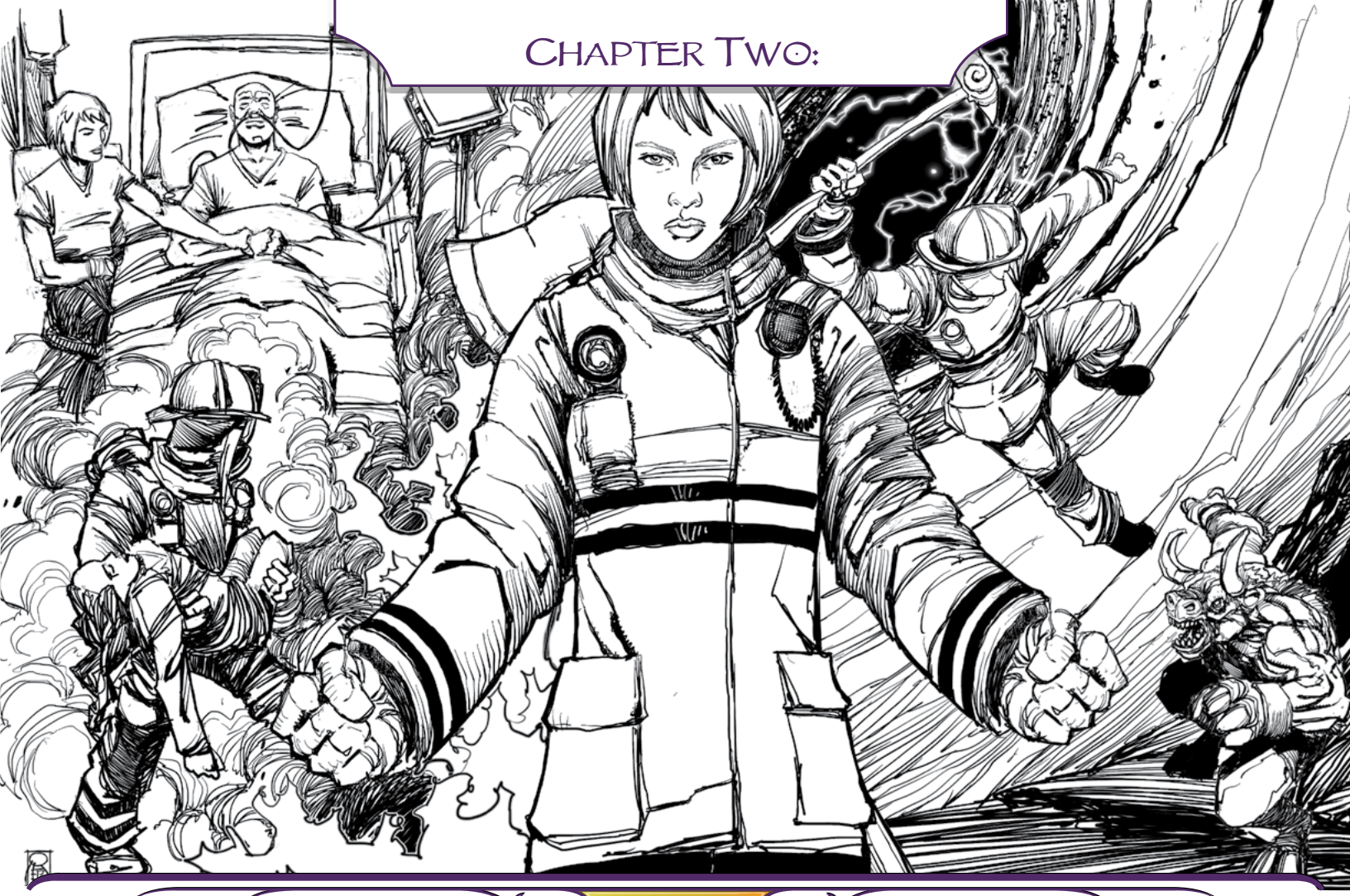
Steph withdrew her feet noisily. "Why are we here anyway?"

Nichelle sighed and sat back down, glaring at the others until they sat too. "Look, I got fired again. It wasn't my fault that guy last week caused a gas leak and the bookstore caught on fire, but I was the barista on duty and the fire started in the café... so yeah... I'm looking for a job again."

Terry stared at her. "That's what you called us for? That's the big emergency? You got fired?" She snorted, manicured black fingernails drumming on the table. "You could have just called us or texted us or emailed us and then I wouldn't have had to listen to the Wonder Twins arguing... again."

"Hey!" Marcus and Steph piped up in unison. "We aren't even related!" He said as she muttered "No way am I related to that bozo."

"Look miss hoity-toity rich girl. Not all of us can just go running to daddy for rent money." Luke stood up to defend Nichelle. "I know a store looking for a night clerk..."



Spark of Divinity

- **Step One:** Occupation (pick one)
- **Step Two:** Archetype (pick one)
- **Step Three:** Dominion (pick one)
- **Step Four:** Theology (pick one)
- **Step Five:** Choose one Truth and spend 5 points on Attachments (Bonds and Entitlements)
- **Step Six:** Spend 10 Skill points and 4 Manifestation points, record Spark 1 starting level (3 Fragments), Record Individual Bonds, Landmark Bonds, and Worshippers on the Territory Grid

Conceptual Thoughts

Character creation in ***Part-Time Gods Second Edition*** is fluid and easy for players to come in with little-to-no previous experience with the game. However, there are advantages to coming to Session 1 with ideas for the kind of character they want to play. There are a lot of options available and having at least an idea of a concept, even something as simple as "An ex-cop who becomes the god of light" or "I want to play a hero of the people and be the god of strength." These basic concepts make choices much easier down the line for the players and allows them the time to think about the depth of their character's exact personality, relationships, demeanor, sexuality and gender, family history, or their thoughts on ethnicity and race. All these elements

CHARACTER CREATION EXAMPLE

After reading most of ***Part-Time Gods Second Edition***, Kristen takes a moment to consider what kind of character she wants to create. She liked the part about having to split time between family and divine responsibilities, so she comes up with the following:

Rosario Baez grew up in an amazing family and couldn't wait to start one of her own. She has a loving wife, Regina, and 2-year-old Audrey, their daughter, brightens up their lives together. Rosario gave up her career as a social worker to become a homemaker, which is a rough change of pace and she's still adjusting to it. This is made even harder, of course, when she receives a Spark and becomes a god as well.

come through when players take the time to ponder them, but they can throw them to the side if they find themselves stuck on a basic building block of their god like, "what kind of god do I really want to be?"

The opposite approach would be to go into character creation entirely blind or with only a partial concept and allow the game to make some of the choices for you. Players and GMs will find random charts (pg. 282) that make this an engaging experience, while still taking some of the pressure out of these major choices.

CHOICE FORMATTING

Once the players are ready to begin, there are four Choices to make, each one defining core pieces of their character's personality, wants/needs, talents, and negative traits with their everyday struggle. Occupation and Archetype reflect a character's background as a mortal, while Dominion and Theology represent their newly discovered divine side. Choices have a combination of the following, sometimes asking players to select from a few options:

- **Name:** A general descriptor of the Choice.
- **Skills:** Every Choice gives +1 Level to five Skills, based on its concept.
- **Manifestations:** Divine Choices also give +1 or +2 Levels to Manifestations, based on its concept.
- **Free Time:** How much Free Time the character gains.
- **Wealth:** The value of wealth/assets the character gains.
- **Attachments:** Most Choices give levels in either Bonds (Individuals (I), Groups (G), or Landmarks (L)) or Entitlements (Relics, Truths, Vassals, or Worshippers). Sometimes the player receives a concrete Bond, like a Level 2 "My Friend" (I), which means they receive an Individual Bond at Level 2 for a specific friend. Other times, they may receive additional levels instead (i.e. +2 levels to Individual Bonds). This means they could either create a new Level 2 Individual Bond, raise the level of an existing Individual Bond by +2, or raise an (I) Bond by +1 and create a new Level 1 (I) Bond.
- **Blessing:** Dice bonuses or special abilities given when a character performs certain tasks connected to their Choice.
- **Curse:** A terrible twist that affects the Scene in a dramatic way and adds dice to the Pantheon Pool.

STEP ONE: OCCUPATIONS

The world today, whether right or wrong, often defines a person by their profession. "So, what do you do?" is a common conversation starter because it can reveal so much about a person in just a few descriptive terms. And there's a reason for this; a person's occupation is where they spend most of their time, making it one of the most significant life choices they'll ever make.

During this step, players make two choices. First their broad Occupation, covering the broad field they hail from, followed by their individual career within that field. For example, if the player chooses the Fringe Occupation, they can select from Homeless, Religious, and Rural as their specific career. The player then records the Skills for their Occupation, and the starting Free Time, Wealth, Attachments, Blessing, and Curse from their career.

SPECIAL NOTES

- **Attachments:** Attachment suggestions are included for each career, an easy concept connected to their job. Players are encouraged to come up with their own if another would fit better, but this does not change the Attachment type. For instance, Manual Labor (Blue Collar) covers a wide range of jobs and offers a Level 2 "The Factory" Landmark Bond. If the player is a bartender instead, however, they may change this to "The Big Sip," the bar they work at, but it still is a Level 2 Landmark Bond.
- **Free Time and Wealth:** Players record their Free Time and Wealth on their character sheet normally. While those values combine with those gained later in Step Four, however, they also must make special note of their Occupation values separately, since these are what they recover when they use a Scene to Go to Work (pg. 191).

ACADEMIC

The world of academia is appealing to those looking to pursue intellectual fields of study. This pursuit can bring the character all over the world or keep them in their office day in and day out, depending on their chosen career. Promoting education and helping others to better themselves is a common goal of academic types; all the better to have more debate partners.

- **Skills:** Crafts +1, Discipline +1, Knowledge +1, Perception +1, Stealth +1

EXPLORER

The character travels the world looking for new things to discover. Often, they are archaeologists, deep-sea divers bringing new species to light, or even cartographers searching for new land masses to chart. They devote their lives to uncovering secrets and finding things before anyone else, and it's a tough prospect for any Explorer to turn down, regardless of their other duties and obligations.

- **Free Time:** 3, **Wealth:** 3
- **Attachments (Choose One):**

  Level 2 "My Personal Assistant" (I)

  Level 2 "The Explorer's Guild" (G)
- **Blessing - The Undiscovered:** Encountering new locations is exciting, and Explorers know just how to take advantage of this opportunity. Gain +1 Perception when searching or exploring a place they've never been before.
- **Curse - On to the Next:** The rush of something new drives an Explorer to greatness but is also their worst enemy. Gain 1 Pantheon Die if they pursue a new venture, leaving other important projects to fester.

PROFESSOR

Professors pursue academia to better themselves and improve the lives of their students, thus making the world a smarter place. They split their time between teaching in a classroom, theorizing on possibilities of the universe, and their ever-present deadlines for publishing dissertations in pursuit of tenure. Professors often have so much going on that it's hard to keep track of their plans.

- **Free Time:** 2, **Wealth:** 4
- **Attachments (Choose One):**

  Level 2 "The Academic Community" (G)

  Level 2 "My College" (L)
- **Blessing - I Know Just the Book:** Professors always know exactly where they've heard that quote before or the best references for specific information. Gain +1 Speed whenever they need to quickly research a topic.
- **Curse - A Slight Miscalculation:** They have lots of ideas, but not all of them are golden. Gain 1 Pantheon Die when one of their theories/plans proves to be completely and utterly wrong to the detriment of the group.

STUDENT

Pursuing higher education often involves a combination of spending time in class, socializing with other students in unions and parties, and trying to find the time to study in all the chaos. The dreams they had for their lives often change by the time the Student leaves college, mostly due to their youth and inexperience when they enter. Plans must and do change, though.

- **Free Time:** 4, **Wealth:** 1
- **Attachments (Choose One):**

  Level 3 "Fellow Students" (G)

  Level 3 "My Campus" (L)
- **Blessing - Omegas Rule!:** The real lessons from college are often how to operate during keggers or stay abreast of the latest gossip making its way through campus. Gain +1 Influence when carousing at parties and to gather information from your peers.
- **Curse - Pop Quiz:** Students often have problems making important decisions when put on the spot, freezing under the pressure. Gain 1 Pantheon Die if a decision ever leaves them stunned, and the group suffers due to their lack of adaptability.

BLUE COLLAR

There are jobs that seek out brilliant minds to fill their many high-level positions, but the clear majority of jobs out there are Blue Collar. These careers usually need physical workers or another type of specialized knowledge such as electricians and mechanics possess.e Characters from Blue Collar backgrounds know how to buckle down and get the job done, and often carry a no-quit attitude.

- **Skills:** Fighting +1, Fortitude +1, Might +1, Survival +1, Travel +1

BUSINESS OWNER

Striking out and starting a business is a tough ordeal and takes nerves of steel. These characters are often good at what they do but are seldom well-financed or organized enough to grow to the level of larger corporations. Schedules are completely flexible, but the character is their job. If they don't show up for work, there is no money until they grow their business well enough to support a few loyal employees to run it in their stead. They often have problems letting go.

- **Free Time:** 2, **Wealth:** 3
- **Attachments (You Receive):**

  Level 3 "My Business" (L)
- **Blessing - Solo Ingenuity:** Business owners know how to work with the materials they have, as they are often not able to afford expensive repairs. Gain +1 Crafts to jury-rig an item to work "well-enough" on the fly — a trick they've come to master having their own business.
- **Curse - Didn't Hear the Knock:** These characters tend to miss opportunities if they aren't 100% attached to their business at all times. Gain 1 Pantheon Die if the player sacrifices 2 Wealth, representing major income they've lost while pursuing other responsibilities.

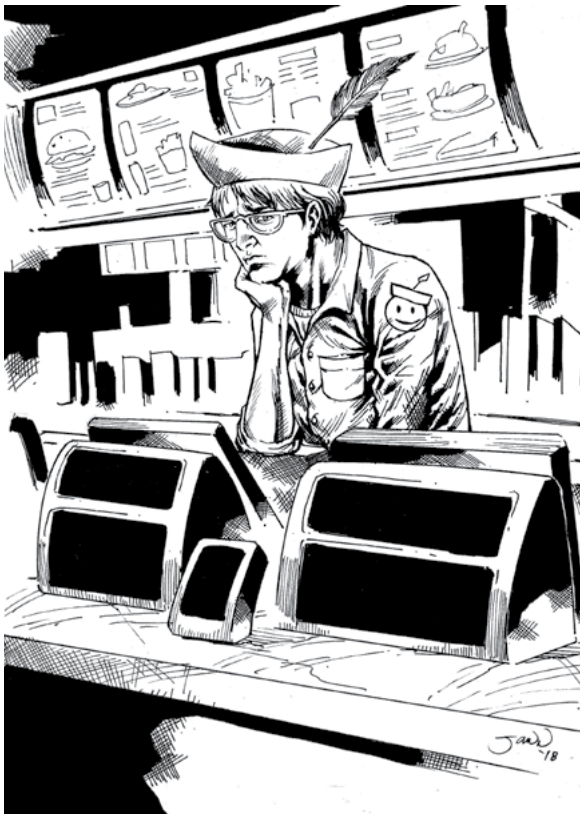
MANUAL LABOR

This career puts the character's body on the line every day to make a living, and includes construction workers, mail carriers, and even assembly-line workers. A laborer's work schedule is almost universally 8 hours during one of three shifts during the day, compromises made between the unions and 'The Man'. Their actual duties can also be predictable, but this works just fine for them. Simple and predictable is preferable.

- **Free Time:** 3, **Wealth:** 3
- **Attachments (Choose One):**

  Level 2 "The Factory" (L)

  Level 2 "Factory Workers" (G)
- **Blessing - Keep My Head Down:** They know how to focus entirely on the job at hand. Gain +1 Discipline to ignore distractions and just concentrate on their current duties.
- **Curse - Old Injuries:** Labor jobs put strain on the body and injuries occur often on poorly managed job sites. Gain 1 Pantheon Die when an old injury (i.e. bad knee, bum shoulder, etc.) causes the character to fail to complete an important task.



MINIMUM WAGE

While mundane minimum wage jobs are a dime a dozen, they are perfect for people who don't live stable enough lives to pursue a real career. This includes working in fast-food, grocery stores, a job at the mall, or even a temp job filling in for someone on maternity/paternity leave. It rarely pays a lot but gives the character lots of free time — it's a suitable tradeoff for most.

- **Free Time:** 4, **Wealth:** 1
- **Attachments (Choose One):**

  Level 3 "The Boss" (I)

  Level 3 "My Friends" (G)
- **Blessing - Quick Leaner:** They've run into their fair number of computer systems jumping from job to job. Gain +1 Tech when figuring out or operating systems they haven't seen before.
- **Curse - Bored Now:** These characters get bored easily and tend to give up on a job. Gain 1 Pantheon Die when they walk away from an important task and leave it undone to the detriment of the group.

CREATIVE

Creative characters have spent their lives trying to bring to life something of beauty and eventually leave their mark on the world. This could be a work of glorious art, a memorable song or epic performance, or even molding the world's youth into capable and functioning adults. It is a fulfilling life, but usually pays pretty poorly.

- **Skills:** Crafts +1, Empathy +1, Marksman +1, Perform +1, Speed +1

ARTIST

These characters express themselves through their art, whether it is sculpting, writing, cooking, painting, movie-making, or photography. If they find a way to capture the public's eye, they can become regarded as geniuses, but those who fail often fall into the cliched role of the starving artist. Their emotions are always on edge, because they are so expressive and always seem to be on the brink of a breakdown.

- **Free Time:** 4, **Wealth:** 1
- **Attachments (Choose One):**

  Level 3 "My Muse" (I)

  Level 3 "My Studio" (L)
- **Blessing - Pull an All-Nighter:** When an artist starts a job, they don't stop until it's done. Gain +1 Fortitude for spending a long time doing a single activity, learned from their long, caffeine-fueled nights creating.
- **Curse - I Can't Even:** Gain 1 Pantheon Die when something stressful causes the character to lash out at everyone around them. This either takes them out of the situation entirely or creates unwanted tension.

Step One Example:

The first step is for Kristen to decide Rosario's Occupation. It's in her concept, of course, so she turns to the page for Homemaker, which is under the Creative Occupation.

She makes note of the five Skills Creative gives her: Crafts +1, Empathy +1, Marksman +1, Perform +1, and Speed +1, and then marks down 3 Free Time, 2 Wealth, and the Keen Eye Blessing (which makes it easy to spot things missing) and Patronizing Curse (because she comes off as a know-it-all). Before moving on, Kristen also makes note of her Free Time and Wealth from her Occupation, as that's what she'll get back when she goes to work during play.

She also gets to choose between a Level 3 Bond for her child or one for her home. Audrey is more important than where Rosario lives, so Kristen writes down, "Audrey" in her Bonds section, circling "I" for Individual and bubbling in circles since she's a Level 3 Bond.

HOMEMAKER

These characters have created a life supporting others by keeping up with their home, including cooking, vacuuming, rearing kids, quick fixes, running errands, carpooling, helping with homework, home improvements... the list can be endless at times. No matter how much work being a homemaker calls for, though, they try to do it with a smile. Often their driving belief is that creating a better life for themselves and for those around them is worth the hard work.

- **Free Time:** 3, **Wealth:** 2
- **Attachments (Choose One):**

  Level 3 "My Child" (I)

  Level 3 "My Home" (L)
- **Blessing - Keen Eye:** Homemakers believe in the saying "A place for everything and everything in its place." Gain +1 Perception to tell if something is out of place in a room (or crime scene).
- **Curse – Patronizing:** Sometimes, they just can't turn off their parental, often condescending, tone. Gain 1 Pantheon Die when they come off as harsh when talking to others, causing friction or trouble.

PERFORMER

A pure devotion to entertainment is something often admired by the public, and some of the greatest actors, musicians, or dancers go on to become legends in their respective career paths. Everyone else, though, scrambles for the leftovers. These characters may be happy on the indie scene or off-Broadway, but the dream of something bigger lingers in the back of their minds.

- **Free Time:** 3, **Wealth:** 3
- **Attachments (Choose One):**

  Level 2 "My Manger" (I)

  Level 2 "My Troupe" (G)
- **Blessing - Show Stopper:** Performers push themselves by jumping off speakers, twirling in a pirouette, or withstanding the stunt fall needed to really sell a scene. Gain +1 Athletics for using physicality to put on a better show.
- **Curse – Outtakes:** Gain 1 Pantheon Die when the character doesn't perform their best during a show, and it causes damage to their reputation. Can't win them all, right?

CRIMINAL

While not the most distinguished career path, some find a life of crime to be either right up their alley or the only kind of life they've ever known. Criminals usually learn how to shoot a gun, lie to law enforcement, and make a clean getaway. Some stay on the bottom rungs as gang members or committing only petty crimes, while others ascend to command entire criminal networks in their city.

- **Skills:** Deception +1, Influence +1, Marksman +1, Speed +1, Stealth +1

BIG TIME

It takes a long time and a path fraught with danger to become a big-time criminal, and they can't help but pick up a reputation along the way. This career includes mercenaries, cat-burglars, or even criminal kingpins. They've seen a lot in their lives, made a lot of enemies, and often must stand up to others trying to take their spot. As a result, truly little rattles their cages.

- **Free Time:** 2, **Wealth:** 4
- **Attachments (Choose One):**

  Level 2 "Right Hand" (I)

  Level 2 "The Family" (G)
- **Blessing - The One on Top:** They know they're on top, and everyone else wants to be where they are. Gain +1 Discipline against Fear, as there is little they haven't seen already.
- **Curse - Making Enemies:** The character has made certain enemies in the past. Gain 1 Pantheon Die when interference from an enemy impedes progress or makes their (or their pantheon's) jobs much harder.

SEX WORKER

The sex industry isn't the most forgiving. Yes, some fall into the cesspool of drug addiction and dangerous, illicit activities, but these characters have made it a living they're mostly happy with (is anyone entirely happy with any job?). They may work as high-priced escorts, dance their evenings away in a strip club, or star in adult movies, and get to enjoy their mostly flexible schedules. The money isn't bad either.

- **Free Time:** 3, **Wealth:** 4
- **Attachments (Choose One):**

  Level 1 "My Handler/Muscle" (I)

  Level 1 "Other workers" (G)

- **Blessing - Spot the Creep:** Gain +1 Empathy to tell if someone has potentially dangerous intentions within seconds of meeting them. This has saved the character's life (or career) more than once.
- **Curse - On the Brain:** Sometimes they just don't know when to reel in their flirtatious nature. Gain 1 Pantheon Die if/when the character acts overly sexual and causes tension or conflict in a social situation.

SMALL TIME

Small time criminals are responsible for 90% of the world's crime, and usually get a kick out of every moment. They jack cars off the street, pick pockets or steal purses, commit extortion, deliver threats, and generally become a thug. Their take-what-I-want attitude often makes them crude, but only a few of them question their choices until they suffer a huge loss because of their lifestyle.

- **Free Time:** 4, **Wealth:** 2
- **Attachments (Choose One):**

  Level 2 "The Gang" (G)

  Level 2 "Our Turf" (L)
- **Blessing - The Muscle:** They often gain employment as a heavy for random destruction. Gain +1 Might to break things, such as smashing down doors, snapping bones, or shattering windows.
- **Curse – Klepto:** When they see something they want, they take it. Gain 1 Pantheon Die when this act causes horrible consequences for them (or their group).

THE FRINGE

There are those who live on the edge of society, not subscribing to what people like to call 'normal'. Instead, they carve their own path, separate from others. These are the forgotten folk who almost seem like they aren't people, depending on who you ask. That said, for some living on the Fringe, they lead perfectly happy lives all their own.

- **Skills:** Athletics +1, Empathy +1, Fortitude +1, Stealth +1, Survival +1

HOMELESS

Circumstances don't always work out for everyone, and these characters have found themselves without a home. In the face of adversity, they become part of a greater community of people living on the streets or in alleyways. Few look at the homeless with kindness, and this has hardened the character, but with no real job, they are often left to their own devices.

- **Free Time:** 5, **Wealth:** 0
- **Attachments (Choose One):**

  Level 3 "Homeless Community" (G)

  Level 3 "The Fringes" (L)
- **Blessing - Friends in Low Places:** They have a special rapport with people who are like them. Gain +1 Influence when negotiating with other outcasts or pariahs for supplies or protection.
- **Curse - Like a Sore Thumb:** The homeless find themselves welcome in very few places. Security may be called to remove them from private property, or they might draw the eye of nearby law enforcement for no reason. Gain 1 Pantheon Die if they cause a scene because they seem very out-of-place.

RELIGIOUS

Some choose to follow their spirituality in a religious career, such as a priest, evangelist, monk, pagan shaman, or any other faithful profession that has been all but forgotten in the modern day. They've often taken vows of poverty or celibacy and lead devout lives as leaders and spiritual guides in their communities. They know a regular life isn't a choice for them anymore, but they're perfectly fine with this fact.

- **Free Time:** 4, **Wealth:** 2

- **Attachments (Choose One):**

  Level 2 "My Congregation" (G)

  Level 2 "My Church" (L)

- **Blessing - Higher Learning:** They embolden their minds just as much as their spirit. Gain +1 Knowledge for reciting myth, religious doctrine, or historical facts, as they have a lot of time to read and study.
- **Curse - Held to a Code:** The scriptures state there are things they can and cannot do. Gain 1 Pantheon Die when the specific code of behavior the character adheres to causes issues for themselves or the group.

RURAL

Growing up in rural areas, usually a farm or ranch, is the perfect life for these characters. It does, however, make them strangers to what it's like to live in the big city, regardless of the specialized farming technology they may utilize. They appreciate solitude for themselves and their family, and huge crowds makes them uncomfortable. Rural characters are happy to work long hours in the field or raising livestock and often scoff at the fancy lifestyle others strive for. To them, a simple life is the best life.

- **Free Time:** 3, **Wealth:** 3
- **Attachments (Choose One):**

  Level 2 "My Partner" (I)

  Level 2 "My land" (L)

- **Blessing - Stand My Ground:** They aren't in the habit of letting others take what's theirs. Gain +1 Marksman when defending their land or territory.
- **Curse - Missed the Cues:** They have a way of saying what they mean, and they miss (or ignore) a lot of the etiquette in a metropolitan setting. Gain 1 Pantheon Die when their curt or blunt behavior has a negative impact on the group.

MEDICAL

Everyone wishes for a healthy life with no bumps in the road along the way, but that's seldom everyone's reality. When there are accidents, emotional upheavals, or serious conditions, this is where people are happy the Medical Occupation exists. It is commonly known that characters from this profession tend to make a high salary, but they seldom have the free time to truly enjoy their wealth.

- **Skills:** Discipline +1, Empathy +1, Intuition +1, Medicine +1, Might +1

PROFESSIONAL

These characters are medical professionals in one way or another, either as doctors, nurses, surgeons, pharmacists, or from other fields that required extensive medical schooling. They often hold life and death in their hands, as their patients trust them to provide the best care possible. Professionals swear oaths to do no harm and help people whenever they can. Regardless of what people believe, though, they are not always gods.

- **Free Time:** 1, **Wealth:** 5
- **Attachments (Choose One):**

  Level 2 "Medical Community" (G)

  Level 2 "My Hospital" (L)

- **Blessing - My Medical Opinion:** They have a firm grasp on medical theory and jargon. Gain +1 Knowledge to properly diagnose someone or recall drug effects and treatment options.
- **Curse - Call It:** Regardless of effort, some patients just don't make it. Gain 1 Pantheon Die when someone under the character's care dies.

SCIENTIST

An analytical mind and a penchant for experimentation may lead the character down the path of becoming a Scientist. This field includes chemists, engineers, geneticists, or other fields that focus on hard scientific study. They spend long hours in labs and research libraries doing what they need to win (or keep) necessary grants and continue their study. Sometimes, though, they go too far.

- **Free Time:** 2, **Wealth:** 4
- **Attachments (Choose One):**

  Level 2 "My Assistant" (I)

  Level 2 "My lab" (L)
- **Blessing - The Scientific Method:** Performing experiments is a task that falls right into their wheelhouse. Gain +1 Crafts to mix solutions and test theories, creating interesting effects, if done right.
- **Curse - Don't Care What It Takes:** They'll risk it all to discover the truth! Gain 1 Pantheon Die if they sacrifice something important (to themselves or to the pantheon) in the name of experimentation!



THERAPIST

Therapists know the intricacies of the human mind, and guide others through hard times to become better people. Some say, "Only crazy people want to become therapists," and knowing exactly how to manipulate another's mind makes it harder to form lasting relationships. Of course, they also must accept the fact that even if they give good advice, their clients don't always follow it to a tee.

- **Free Time:** 2, **Wealth:** 4
- **Attachments (Choose One):**

  Level 2 "Therapist Community" (G)

  Level 2 "My Office" (L)
- **Blessing - This Isn't About Me:** It can be difficult to figure out the character. Gain +1 Deception to keep their own emotions hidden, since they know all the defense mechanisms.
- **Curse - Not Exactly What I Said:** Some clients only hear what they want to hear. Gain 1 Pantheon Die when counsel (or perceived counsel) the character gave to someone comes back to haunt them (or their group).

PEACEKEEPERS

Peace and order don't occur by accident. They require a concerted effort on the part of the community to take a stand against crime and chaos and keep the peace. On the frontline of this battle is law enforcement, but they are not the only ones who play a part. There are many ways to help others and keep the status quo.

- Skills: Athletics +1, Influence +1, Intuition +1, Perception +1, Speed +1

DETECTIVE

Whether they are a private investigator or part of the police department, Detectives have the skills to actively investigate crimes. They are quite good at snooping, going undercover, and doing about anything to catch the perpetrator in the end. This requires working day in and day out to solve as many crimes as they can, but still too many slips through their fingers. Cold cases often haunt their dreams at night.

- **Free Time:** 3, **Wealth:** 3
- **Attachments (Choose One):**

  Level 2 "My Partner" (I)

  Level 2 "The Precinct" (G)
- **Blessing - Eye on the Perp:** Detectives know how to follow a person of interest. Gain +1 Stealth to shadow someone else, always staying right outside their view.
- **Curse – Haunted:** Gain 1 Pantheon Die when the current situation reminds the character of a terrible case they once worked, and they freeze up in contemplation instead of acting.

EMERGENCY SERVICES

When things go wrong, who's the first one on the scene? These characters are calm in a crisis, such as heroic firefighters braving a burning building or paramedics arriving after a terrible accident to save the injured. Their schedule is mostly downtime, just waiting for bad things to happen, but it's regarded as a good thing when they are bored. It means people are safe.

- **Free Time:** 3, **Wealth:** 3
- **Attachments (Choose One):**

  Level 2 "Other Workers" (G)

  Level 2 "The Station" (L)
- **Blessing - Field Medicine:** They arrive, assess the situation, and tend to the wounded without regard for any chaos in the area. Gain +1 Medicine to perform medical aid in the field.
- **Curse - Can't Save Them All:** If they could be everywhere at once, they would, but this just isn't a reality. Gain 1 Pantheon Die when the character must choose to save one person over another.

OFFICER

These characters sport their blues with pride and protect the streets. They may get called out for anything from a noise complaint to a domestic abuse situation, or they may be used to secure a crime scene while the detectives check the place out for clues. Their goal is de-escalation of a situation, but they know how to throw down if circumstances force them to come to blows.

- **Free Time:** 4, **Wealth:** 2
- **Attachments (Choose One):**

  Level 2 "My Partner" (I)

  Level 2 "Blue Brotherhood" (G)
- **Blessing - Subdue the Perp:** Officers are trained how to handle tense encounters. Gain +1 Fighting to wrestle and pin someone to ground, something they must do almost every day.
- **Curse - Always on the Job:** An Officer's job is rarely done when they clock out. Gain 1 Pantheon Die in exchange for sacrificing 2 Free Time after leaving a scene involving the character's Occupation.

PHYSICAL

Some find they work best in careers focused on physicality, whether they become professional athletes, prize fighters, or have enlisted in the military to enhance their skills and serve their country. Physical careers don't require the character to be intelligent, but it sure helps... because the human body simply can't keep up this level of punishment forever.

- Skills: Athletics +1, Discipline +1, Fighting +1, Might +1, Perform +1

ATHLETE

Whether they play basketball or football or have trained and taken part in the Olympics, the Athlete's body is in top-notch shape. Their schedules are: eat, train, eat, train, sleep, and they often have curfews enforced by strict trainers and coaches. Athletes need to keep in peak physical condition or they lose their meal ticket, and they always need to be ready to perform.

- **Free Time:** 2, **Wealth:** 4
- **Attachments (Choose One):**

  Level 2 "My Coach" (I)

  Level 2 "My Training Facility" (L)
- **Blessing - On Your Marks:** When it comes to beating the competition, the character competes to win. Gain +1 Speed when racing against the clock or another person.
- **Curse - Dumb Jock:** The assumption that athletes are not intelligent is aggravating to say the least. Gain 1 Pantheon Die when these prejudices play a part in breaking down social interactions with others.

FIGHTER

There's nothing wrong with using one's fists to put food on the table and support one's family. These characters are boxers, dojo masters, bouncers, or bodyguards - any profession that requires taking a beating and knowing how to give in kind. Obviously, training daily is necessary, or they'll lose their strength, and that just isn't a choice for them.

- **Free Time:** 3, **Wealth:** 3
- **Attachments (Choose One):**

  Level 2 "Fighting Community" (G)

  Level 2 "My Gym" (L)
- **Blessing - You Look Strong:** They've faced many opponents, so it's easy to tell who's a threat and who is minced meat. Gain +1 Intuition to size up a person and predict their fighting styles and capabilities.
- **Curse - Dark Past:** Fighters sometimes take on side jobs or do things they are less than proud of to make ends meet. Gain 1 Pantheon Die when something the character was once hired to do comes back to plague them.

SOLDIER

A soldier's profession is not one of comfort. They sign up to defend their nation and their fellow soldiers from enemy invaders and foreign attacks. Soldiers have a powerful sense of duty, discipline, and the ability to follow (and give) orders to the letter. They never know when they'll be deployed, so they always keep in fighting shape just in case.

- **Free Time:** 2, **Wealth:** 4
- **Attachments (Choose One):**

  Level 2 "My Commander" (I)

  Level 2 "Fellow Soldier" (G)
- **Blessing - Carry On:** They've pushed themselves beyond their limits. Gain +1 Fortitude vs. Pain.
- **Curse - Yes, Sir!:** Their impulse to carry out commands is instinctual at times. Gain 1 Pantheon Die when they follow an order without thinking and the result is bad for them (or the group).

PUBLIC LIFE

A career serving the public or in the limelight is admirable, but obviously comes with its own bumps and bruises. Being in the public means everyone has an opinion about them, be they a well-known celebrity, a journalist looking for their next story, or a politician who must answer to their constituents. This Occupation requires a special kind of person to sustain this lifestyle for long.

- Skills: Deception +1, Fortitude +1, Influence +1, Perform +1, Tech +1

CELEBRITY

Ever wanted to be famous for something? These characters may have been the lone-survivor during a disaster, been caught in a political sex scandal, or even born into a rich family and their daily life is the subject of tabloids and paparazzi. They also may be a famous actor, a TV host, or perhaps the latest reality star to hit the scene. In any case, people know who the character is, and they usually wouldn't have it any other way.

- **Free Time:** 2, **Wealth:** 4
- **Attachments (Choose One):**

  Level 2 "My Agent" (I)

  Level 2 "My Fans" (G)
- **Blessing - Game Face:** Gain +1 Empathy to manipulate their own emotions to give a convincing performance, even if only to a crowd of one.
- **Curse - My Adoring Fans:** Celebrities are sometimes put on a pedestal, and are expected to interact with fans in a certain way. Gain 1 Pantheon Die when their fame (even minor fame) makes it hard to perform tasks, or the celebrity reacts in a perfectly human (but not necessarily nice) manner.

MEDIA

It is this character's job to expose the truth, whether they serve as a journalist, a professional photographer, or even an on-the-scene reporter who loves to jump onto the frontline of scandal. Obviously, this type of profession can get the character into some hot water, both legally and politically, but they welcome most of this as part of a job well done.

- **Free Time:** 3, **Wealth:** 3
- **Attachments (Choose One):**

  Level 2 "My Editor" (I)

  Level 2 "Journalist Community" (G)
- **Blessing - Anything for the Story:** They'll go to any lengths to get to the truth. Gain +1 Stealth when breaking into places they shouldn't be.
- **Curse - Killed the Cat:** They must follow a story if one presents itself, causing trouble for not only themselves but also for their pantheon. Gain 1 Pantheon Die when curiosity gets the better of them.

POLITICIAN

The character has become part of the political machine, whether they have been elected to the position of mayor, senator, or one of many community advocates. Politicians always find themselves in the middle of events, giving them a real chance to work with their constituents and better the lives of many people. Less forthright politicians, of course, use their positions to line their pocketbooks.

- **Free Time:** 2, **Wealth:** 4
- **Attachments (Choose One):**

  Level 2 "Political Circles" (G)

  Level 2 "My Office" (L)

- **Blessing - It's Who You Know:** It's important for Politicians to know who people are. Gain +1 Knowledge to recall facts about who someone is, what they do, what their family is like, and other helpful information.
- **Curse - My Name:** A politician's name is their most valued asset. Gain 1 Pantheon Die when their need to protect their reputation gets in the way of an important task, and they (or their group) suffer for it.

UNEMPLOYED

There are millions of people who do not have a day job, but this doesn't always put them in a terrible position. Unemployed characters may have earned their leisure or not, but in any case, they usually have lots of free time on their hands. Whether or not they get to decide how to spend it is another story entirely.

- Skills: Fighting +1, Medicine +1, Perception +1, Tech +1, Travel +1

KID

These characters are teens or sometimes even younger. Kids aren't as big as others are, and aren't always taken seriously, which sucks. Unless it's summer, as well, there's school, extracurricular activities, and homework to contend with before they can get to their other responsibilities. They are extremely sensitive to potential embarrassment and avoid it like the plague.

- **Free Time:** 5, **Wealth:** 1
- **Attachments (Choose One):**

  Level 2 "Responsible Parent" (I)

  Level 2 "Other Kids" (G)
- **Blessing - Hide and Seek:** It's easy to hide when you're smaller than everyone else. Gain +1 Stealth to hide away from others, usually finding places big folk never get to.
- **Curse - *Blush*:** Nothing is worse than being embarrassed. Gain 1 Pantheon Die whenever something happens that completely embarrasses the kid, leaving them mortified and fleeing from the scene.

PRIVILEGED

The Privileged were born into families with vast amounts of wealth and never had to earn a single cent of it themselves. They may be absolutely spoiled or down-to-earth (depends on their upbringing), but wealth does not come without its own heartaches. These characters often lack real connection with their parents whose idea of quality time may be forcing them to attend charity and fundraising events to represent the family if they wish to keep their share of the money.

- **Free Time:** 1, **Wealth:** 5
- **Attachments (Choose One):**

  Level 2 "Socialite Circles" (G)

  Level 2 "My Mansion" (L)
- **Blessing - This is My Town:** They know their way around everywhere, especially where to get to the best parties. Gain +1 Survival when operating in urban environments.
- **Curse - Can't Pass Up a Deal:** They often get off on gambling and initiating deals of all kinds, but sometimes things go south. Gain 1 Pantheon Die when the character makes a deal that goes sideways and causes trouble.

RETIRED

Retired characters have spent their whole lives working at a job, but they've reached an age where they just can't do it reliably anymore. Having left their old life behind, they fill their days with hobbies and grandchildren (if they're lucky). They've done their part to change the world; now it's time for the next generation to pick up the reins... or is it?

- **Free Time:** 4, **Wealth:** 2



- **Attachments (Choose One):**

  Level 2 "Old Coworkers" (G)

  Level 2 "My Family" (G)

- **Blessing - My Old Life:** Gain a +1 bonus to a Skill of Choice to reflect the profession they once held. A retired pilot may gain +1 Travel (Planes), while a retired boxer may gain +1 Fighting (Punches).
- **Curse - Feeling My Age:** Age does have its drawbacks. Gain 1 Pantheon Die when the character's absent-mindedness or physical weakness causes trouble for the group.

WHITE COLLAR

While Collar positions often reek of corporate structure and office gossip. Workers learn the tools of their trade, usually computers, hole punchers, multi-line phones, and paper cutters, and then often fade into the hierarchy created to keep the well-oiled corporate machine running. The good part is that it usually pays pretty well.

- Skills: Deception +1, Knowledge +1, Marksman +1, Medicine +1, Tech +1

COMPUTER TECH

Everyone today fancies themselves a computer genius, but it takes real expertise to know a computer in and out like a computer tech. They often work IT for companies, but others run tech repair shops or design websites for a living. Site maintenance and supporting systems are common duties, so they have a lot of time between jobs.

- **Free Time:** 3, **Wealth:** 3

- **Attachments (Choose One):**

  Level 2 "Geek Squad" (G)

  Level 2 "My Setup" (L)

- **Blessing - Scanning for Glitches:** Computer diagnostics is a hobby of theirs. Gain +1 Intuition to diagnose issues with a machine or crack a difficult code, hopefully solving the issue on the first try.
- **Curse - Tech Jargon:** Communications can break down when you don't speak plainly. Gain 1 Pantheon Die when their penchant for talking over people's heads occurs to their detriment.

EXECUTIVE

Executives are managers, sometimes running entire departments for Fortune 500 companies and other times supervising 500 customer service reps on the phones. An executive knows what to say to — in plain English — suck up to the boss and get that promotion they want. They are not always the most qualified, but instead made the necessary connections and compromises to get where they are. And then, they delegate.

- **Free Time:** 2, **Wealth:** 4
- **Attachments (Choose One):**

  Level 2 "The Board of Directors" (G)

  Level 2 "My Office" (L)

- **Blessing - Brown Nose:** Executives are great talkers and con artists. Gain +1 Empathy to read someone and figure out what they want to hear.
- **Curse - Coming in on Saturday:** They are used to others doing the demanding work. Gain 1 Pantheon Die when no one is around to delegate to, and the character is forced to do a terrible job at an important task themselves.

Step Two Example: Archetype

The next step is to pick what Rosario's personality is like from the twelve Archetypes in the game. Kristen likes both Caregiver and Dreamer, but Rosario hasn't fully adjusted to being a full Caregiver yet, so she decides to go with Dreamer, since she wants to play a creative and imaginative character. Once again, she makes note of the five Skills Dreamer gives her: Crafts +1, Discipline +1, Perception +1, Perform +1, and Tech +1, but now is faced with some choices.

Under Blessings she decides to pick Keep on Creating, which gives her a +2 bonus to Crafts when trying to create something and fits right in with her concept well. She also decides to choose Day Dreaming as Rosario's Curse, since the other choice of Perfectionist doesn't fit as well. This means her imagination may distract her at times. The final choice Kristen has is between +2 levels to a Landmark Bond or +2 level for a Relic. After some consideration, she picks up a new Landmark and writes down, "My House" in her Bonds section, circling "L" for Landmark and bubbling in two circles, since it's a Level 2 Bond.

LAWYER

Lawyers are the corner stone of the judicial system, taking up the fight for their clients in a court of law. They are paid a lot of money to argue, plain and simple. They can talk themselves out of almost any situation, but have problems putting away their argumentative streak when not at work. Most mercenary lawyers are well-paid, but altruistic lawyers who prefer to work for the downtrodden are often on the poorer end of the spectrum.

- **Free Time:** 1, **Wealth:** 5
- **Attachments (Choose One):**

  Level 2 "My Partner" (I)

  Level 2 "My Office" (L)

- **Blessing - Closing Arguments:** It's difficult to resist a lawyer's logic. Gain +1 Perform when orating before a crowd, using their words to bring others to their side.

- **Curse - Well, Actually:** Lawyers can't pass up a good debate, even when they should. Gain 1 Pantheon Die when they insufferably debates the smallest situation, creating conflict and issues for the group.

STEP TWO: ARCHETYPE

All people possess an Archetype, a cosmic role that easily describes their psyche and personality in general terms. Archetypes represent the characters' deep emotional connection to others and the world around them. Every person is made up of a combination of all Archetypes, but one usually stands out above the rest. There are hundreds of specific Archetypes attached to this theory, but they are usually derivative of one of the core twelve listed below.

At this step, players choose one Archetype that best fits their character concept and record the associated Skills and free Attachment (choosing between two options, some of which have Entitlements, not just Bonds). Next, they get a choice of three different Blessings and two Curses and must choose one from each list.



THE CAREGIVER

Caregivers believe in loving and taking care of their neighbors, usually out of the goodness of their hearts. They see it as their duty to protect others and tend to the weak when needed. In fact, helping others is really what their life's all about. They could be doctors who work the emergency room where they can save the most lives, or a martial arts instructor who teaches self-defense techniques in hopes their lessons can curb victimization in their neighborhood. Though the Caregiver has all the best intentions, they can coddle too much at times and may come off as know-it-alls. The Caregiver is defined by their generosity.

- **Skills:** Empathy +1, Fighting +1, Medicine +1, Perception +1, Travel +1
- **Attachments (Choose One):**

  +2 levels to Individual Bond

  +2 levels to Landmark Bond
- **Blessings (Choose One):**

  Adrenaline Kicks In: When someone the Caregiver cares for is in trouble, they get a boost of adrenaline to make them stronger. Gain +2 Strength when needing to protect or help someone else.

  Gift for the Team: If the Caregiver would add any number of dice to the Pantheon Pool from a Boost, they add +1 Pantheon Die as well.

  First-Aid: The Caregiver has a knack with medicinal practices, whether at home, on the battlefield, or in a hospital. Gain +1 Medicine when making a healing roll (pg. 207).
- **Curses (Choose One):**

  I Know Best: Even if they don't mean to, the Caregiver can come off as arrogant, always knowing what's best for everyone. Gain 1 Pantheon Die when this impression (whether true or not) leads to conflict and tension in a situation.

  Mess with Them and You Mess with Me: The Caregiver is highly protective of their loved ones, and it pains them deeply to see them hurt. Gain 1 Pantheon Die when one of the character's Individual Bonds is dealt Strain by an outside source.



THE COMPANION

The Companion believes everyone is created equally. They see themselves as part of a community, spending long hours connecting with others, developing friendships, and often engaging in social circles. These characters have a need to belong, and hate being left out of a gathering or being singled out of a crowd. One may be a politician fighting for equal pay for women, while another is an archeologist searching for what makes everyone human at their core. At times, they can lose their own individuality, taking on the affectations of whatever group they are in now. The Companion is defined by their empathy.

- **Skills:** Empathy +1, Influence +1, Medicine +1, Might +1, Speed +1
- **Attachments (Choose One):**

  +2 levels to Individual Bond

  +2 levels to Worshipper Entitlement

- **Blessings (Choose One):**

  Community Leader: The Companion is not only part of the community, but is happy to help them because they are always there for the other members. They can get the first Lead Follow-up per Session from a Group Bond for free (they still must pay for other follow-ups after the first).

  Fairness: They believe the idea of fairness and equality for all, and they push these ideals on others. Gain +1 Influence when making an argument against inequality, injustice, or fighting for fairness.

  Making Friends: The Companion makes friends quite easily. All costs when purchasing Individual or Group Bonds are reduced by -1 XP.

- **Curses (Choose One):**

  Identity Crisis: The Companion can be swept up in the wave of a crowd, losing themselves in the process. Gain 1 Pantheon Die when the character gives in to dangerous peer pressure or becomes just another face in the wrong kind of crowd.

  Loyal to a Fault: They are undyingly loyal, but sometimes loyalty to one may betray the loyalty to another. Gain 1 Pantheon Die when they must make a choice between loyalties, losing something in the process.



THE DREAMER

If you can imagine it, it can be done. The Dreamer believes this wholeheartedly. They peer behind the veil of the impossible and come up with thoughts no one has ever thought before, working hard to see the beauty in the world: a piece of art, a beautiful child, a new social movement. The Dreamer could be a kid who looks at a high-stakes skateboard ramp and thinks "bring it on," or a fast food cashier who's just trying to figure out which dream they even want to pursue. Their dreams shift from day-to-day, but they are always in diligent pursuit of fulfilling as many dreams as they can. The fatal flaw of perfectionism often haunts them, but they always prevail. The Dreamer is defined by their imagination.

- **Skills:** Craft +1, Discipline +1, Perception +1, Perform +1, Tech +1
- **Attachments (Choose One):**

  +2 levels to Landmark Bond

  +2 levels to Relic Entitlement

- **Blessings (Choose One):**

  Freedom in All Things: Not only do they seek freedom of expression and action, they also detest being confined physically. Gain +1 bonus to any roll to resist losing freedom. This could include a Crafts bonus to pick handcuffs or Tech bonus to hack the surveillance tracker placed on them.

  Keep on Creating: The Dreamer is a consummate creator, whether it is art, music, or new inventions. Gain +2 Crafts to create something that stands the test of time.

  Stroke of Genius: Sudden brilliant ideas are normal for the Dreamer and can lead to great developments. Once per Session, when taking dice from the Pantheon Pool, each die taken counts as 2 dice for their roll. For example, taking 2 dice from the Pantheon Pool adds 4 dice to their current roll. Afterward, the character is mentally drained, and takes on a Level 3 Dazed Condition.

- **Curses (Choose One):**

  Daydreaming: The Dreamer is always thinking of something and can be distracted by their imaginations at important times. Gain 1 Pantheon Die if the player sacrifices 1 Free Time when performing a task, reflecting the extra time it took due to constant derailment.

  Perfectionist: Perfectionism is the crux of the Dreamer. They can often get stuck on an activity until they get it just right. Gain 1 Pantheon Die if the character cannot deny their urge to perform the same task again and again until they suffer an utter defeat or get a Style Boost (pg. 184).

THE FOOL



The Fool believes "you only live once" and prefers to exist in the present, never regretting the past and never fretting about what is to come. Life is to be enjoyed as much as possible, so the Fool learns to have a fun time no matter what they're doing. They could be a celebrity who revels in the paparazzi taking their photos or even a farmer who just lives in the simplicity of now. The Fool can lighten up almost any drab party and are great for cheering up friends who may be down, but some view their frivolity as a waste of time; they could be planning for the future instead of cracking jokes all the time. The Fool is defined by their ever-present joy, despite what others say.

- **Skills:** Fortitude +1, Intuition +1, Marksman +1, Speed +1, Survival +1
- **Attachments (Choose One):**

  +2 levels to Individual Bond

  +2 levels to Group Bond

- **Blessings (Choose One):**

  For You: The Fool is good at doing things to make others happy. Gain a +1 bonus to any check to bring a smile to someone's face, from a Crafts bonus to make them a gift to an Influence bonus to get a fair price on catering for their upcoming birthday party.

  Life O' the Party: If the Fool throws a party (many of which are impromptu), they may make a Simple (1) Influence + Perform check. They can heal 1 Psyche or lower a mental Condition by 1 per success for any number of people in attendance. Note: A party isn't a party without at least four people.

  Road Trip!: Whenever the Fool would spend Free Time to pass from one Scene to another, they may roll 1d10. On a success, they spend 1 less Free Time. If the result is 10, they can extend this effect to others traveling with them.

- **Curses (Choose One):**

  Big Mouth: Sometimes, their mouth gets the better of them, and the Fool says something they shouldn't have. In some cases, this means blurting out an insult they meant to keep to themselves or letting a secret slip to the wrong person. Gain 1 Pantheon Die when they have loose lips.

Like a Grasshopper, Not an Ant: The Fool is not one to have a contingency plan. Gain 1 Pantheon Die if the character is missing a key item or tool that would have helped them in this situation.



THE HERO

Where there's a will, there's a way. Heroes honestly believe this and fight through any trial or challenge put before them to prove their worth. The more courageous the acts they perform, the better, so they can be the hero of the people or even just of their family or friends. The Hero could be a gang member doing what's necessary to keep his people safe or a police officer who's just doing what's necessary for the safety of all the neighborhoods on their beat. Behind their mask made of bravado, arrogance, and overconfidence hide their true vulnerability and the fear of failure. The Hero is defined by their courage and ability to overcome their fear to achieve their goals.

✦ **Skills:** Athletics +1, Crafts +1, Fighting +1, Perform +1, Survival +1

✦ **Attachments (Choose One):**

+2 levels to Individual Bond

+2 levels to Landmark Bond

✦ **Blessings (Choose One):**

I'm Your Opponent Now: The Hero stands up for those in need. Gain +1 Fighting when battling to protect someone else. This raises to +2 Fighting to protect strangers (as they are often called to do).

Made of Sturdy Stuff: Once per Battle, the Hero can make a reflexive Fortitude (only) roll when taking physical damage. For each success, they negate 1 damage from that incoming attack.

Final Blow: The Hero pushes their body beyond its breaking point in hopes of finishing off their opponent. After landing a successful physical attack, they may take a Broken 3 Condition to sacrifice dice in the Pantheon Pool, dealing +1 damage for each one sacrificed in this way.

✦ **Curses (Choose One):**

A Hero's Plight: The Hero is seen as a savior to those in their life, meaning they are called on to tend to their Bonds more often. Gain 2 Pantheon Dice if the Hero Strains one of their Bonds and must make the hard choice of further Straining their Bond by ignoring it or leaving the current Scene. They cannot Split Attention or Delay in this case.

Overconfident: At times, the Hero acts foolhardy, believing they can overtake any obstacle set before them — even if it is obviously wiser to turn away. Gain 1 Pantheon Die when they walk into the jaws of obviously overwhelming danger without a second thought.

THE INNOCENT

The Innocent believes in being free to live their life with a sense of normalcy. They just want to be themselves and many consider them as just a regular person most of the time. The Innocent's goal is to have a pleasant life, meaning they usually have little in the way of overarching strategies or long-term plans. They could be a retiree who's done dealing with people and just wants to relax, or a homemaker content with their happy little family. Stress rears its head when things don't go their way, but they are often seen as boring most of the time. They find excitement in some of the everyday situations in life. The Innocent is defined by their optimism.

✦ **Skills:** Crafts +1, Intuition +1, Knowledge +1, Perform +1, Stealth +1

✦ **Attachments (Choose One):**

+2 levels to Group Bond

+2 levels to Landmark Bond

- **Blessings (Choose One):**

  Average Joe: The Innocent is often viewed as just an everyday person in the world, and as such can be indistinguishable in a crowd. Gain +1 Stealth when mixing in with large groups of people.

  Martyrdom: Anytime the Innocent would take 3+ damage from a single attack, they may add 1 Pantheon Die, emboldening their comrades to come to their rescue.

  Trying New Things: Everything is new and exciting for the Innocent. Gain +1 bonus to a Skill whenever performing something for the first time. For example, this could be a Fighting bonus against a new enemy type or a Medicine bonus to treating a wound they've never seen before.



- **Curses (Choose One):**

  Out of My Depth: As they see wonder in some of the smallest things in the world, the Innocent finds it hard to wrap their head around all the challenges the divine world throws at them. Gain 1 Pantheon Die by giving the character a Confused 2 Condition after encountering the strange or wondrous.

  Trust First: The Innocent tends to be pretty naive (or sometimes just wants to see the best in people, despite their better judgment). Gain 1 Pantheon Die when they believe something untrue and this leads them or their group into danger.

THE LOVER

The Lover believes in having deep, meaningful relationships with other people, one's workplace, their surroundings, and everything else in life. The idea that the Lover is all about sex follows them around, but true intimacy goes much further than just the flesh. They could be a sex worker who uses their body like an expert just as easily as a yoga instructor who has fallen in love with the spirituality of their very personal practice. The Lover's greatest fear is for others to overlook or forget them, but they can also show signs of obsessiveness and jealousy at times. The Lover is defined by their passion.



- **Skills:** Deception +1, Influence +1, Marksman +1, Stealth +1, Tech +1
- **Attachments (Choose One):**

  +2 levels to Individual Bond

  +2 levels to Group Bond

- **Blessings (Choose One):**

  As You Wish: The Lover can pick one of their Individual Bonds who gladly helps them out in a pinch. They can ask this Bond for one Favor or Lead Follow-up per Session without causing Strain.

  Beyond Pleasurable: After engaging in physical intimacy, the player makes a Simple (1) Empathy + Fortitude check. The Lover and their partner may heal 1 Health or Psyche for each success or reduce a Condition by 1 for 2 successes.

Inviting Nature: Something about the Lover draws others in, and the target of the Lover's affections are often powerless to resist their charm. Gain +1 Influence when trying to seduce another. This bonus raises to +2 Influence if they have spent at least two scenes in the target's presence, observing their interests and emotions.

- **Curses (Choose One):**

I Want What You Have: The Lover is very prone to obsession, jealousy, and envy, making them lash out in anger and often covet what others have. Gain 1 Pantheon Die when the character gives into these darker urges despite the danger created.

You Don't Like It?: The thought of not having their passion reciprocated constantly haunts the Lover. Gain 1 Pantheon Die if a gesture or act they perform for another is spurned or goes completely unnoticed, sending the character into a depression.

THE REBEL



The Rebel believes that rules are made to be broken. Many of them are driven by either revenge or the need to cause revolution against a great power. The Rebel could show itself in a lawyer presenting motions in hopes of changing legal precedent and society or even a priest making moves to change the public perception of the church in the modern era. In essence, the Rebel wants to overturn what doesn't work and disrupt or destroy normal conventions to keep only the best parts of life. Of course, sometimes their rebellion can cross a line. The Rebel is defined by their radical freedom.

- **Skills:** Fortitude +1, Influence +1, Marksman +1, Might +1, Stealth +1
- **Attachments (Choose One):**

+2 levels to Group Bond

+2 levels to Vassal Entitlement

- **Blessings (Choose One):**

Disrupt the System: The best way to beat the system is to disrupt its efficiency. The player may sacrifice Pantheon Dice, giving the target a -1 penalty per die sacrificed this way.

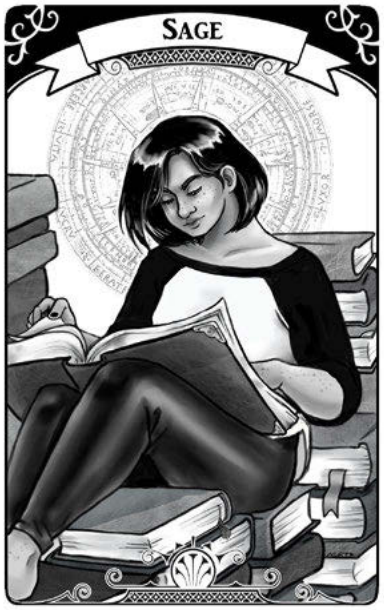
Hoarder: Whenever the player would place a die in the Pantheon Pool, they can instead choose to place them into a personal stash. They can hold a number of Hoarded dice up to their Intuition+1; these are used just like other Pantheon Dice, but do not require the group's permission. The Rebel may gift dice from their Hoard to another player freely as well.

Revolutionary: The fight against the Establishment is one only the Rebel can undertake. Gain +1 bonus to any roll that aids in the battle against an obviously greater target or cause. For example, this could include a bonus to Might to push past bodyguards or Deception to lie your way past them.

- **Curses (Choose One):**

Chaotic: Sometimes the world just need a little chaos. Gain 1 Pantheon Die if the character commits a random act of chaos that throws off the rest of the group and causes trouble.

Loner: The Rebel believes they are the only one who can solve some problems, and often leaves the group to their own devices. Gain 1 Pantheon Die when the character runs off alone and steps into trouble they are surely not prepared to handle by themselves.



THE SAGE

The Sage believes that only the truth can set a person free, and seeks to uncover this universal truth, regardless of the outcome, using their intelligence and analytical mind to understand just about everything. They research rare information and obscure knowledge for its own sake and use what they find to improve themselves and the world at large. The Sage could be a scientist on their way to the next great medical breakthrough or a hardened detective cracking a serial killer's code to track down the worst criminal in the city. Sadly, their meticulous nature can leave them paralyzed if there's no time to pour over every detail before acting. The Sage is defined by their wisdom.

✦ **Skills:** Crafts +1, Empathy +1, Intuition +1, Knowledge +1, Perception +1

✦ **Attachments (Choose One):**

+2 levels to Group Bond

+2 levels to Worshippers Entitlement

✦ **Blessings (Choose One):**

All Planned Out: The Sage is great at preplanning missions and events. Gain a +1 bonus to planning rolls when sending Bonds out for Lead Follow-up or for the Portal stage when traveling to other worlds (pg. 169).

Genius: The Sage is often a genius compared to others and can learn things much quicker. All costs for standard Skills are reduced by -1 XP.

Outthink the Enemy: Once per Battle, the Sage can make a reflexive Discipline (only) roll when taking mental damage. For each success, they negate 1 damage from that incoming attack.

✦ **Curses (Choose One):**

All This Knowledge, For What?: There are times when even the Sage is stumped for an answer to the challenge before them. Gain 1 Pantheon Die when they are left feeling useless and insecure about their abilities, leading to tension and conflict.

Contemplative: The Sage is slow to act, even when circumstances call for spontaneity. Gain 1 Pantheon Die when the character spends +1 Free Time to travel between Scenes, taking their time and likely over-planning their next move.



THE TYRANT

The Tyrant believes that power isn't everything... it's the only thing. They so desperately seek control in their lives, over themselves, over their environments, and over others. Altruistic Tyrants may use this control to create order, while other, more devious Tyrants extort favors from people under their thumb instead. They could be a professor who stands as the commander in their classroom, or even a business owner who started their own company, so no one could ever tell them what to do. The worst thing that could ever happen to them would be to be overthrown. The Tyrant is defined by their ability to lead others, even if through fear.

✦ **Skills:** Athletics +1, Deception +1, Discipline +1, Might +1, Speed +1

✦ **Attachments (Choose One):**

+2 levels to Group Bond

+2 levels to Vassals Entitlement

- **Blessings (Choose One):**

  Authoritarian: It is particularly difficult to say no to the Tyrant. Gain +1 Influence to give someone an order. This bonus raises to +2 Influence if the character holds an actual position over the target.

  Entitled: The Tyrant is used to getting what they want and making the most of the things they take. They may raise any Relic, Vassal, or Worshipper by +2 levels.

  Fate's Compliance: Order and perfection are demands the Tyrant makes of every facet of their existence, even from fFate itself (and even if it kills them). On any roll, the character may take 1 damage to reroll a die with a 1 result. This can turn a Critical Failure into a success or a success into an even greater success. Damage taken this way cannot be converted to Conditions.

- **Curses (Choose One):**

  Home to Roost: Not everyone likes the feeling of someone else controlling them. Gain 1 Pantheon Die if someone the Tyrant manipulated in the past comes back and their quest for revenge causes problems for them or their group.

  Sand Through My Fingers: The Tyrant is used to having ultimate control over their life, but the chaos can become too much at times. Gain 1 Pantheon Die when they lose their tenuous control of a situation and experience a breakdown.



THE VISIONARY

Having a dream means nothing without action. The Visionary makes things happen. Understanding the fundamental laws of the universe makes it easy to predict what will happen in almost any situation and craft a plan accordingly. The Visionary could be an executive who plays Wall Street like a fiddle to the tune of millions or a dancer always innovating new choreography to stay a step ahead of other routines. They are known for becoming manipulative in their worst moments, but they usually have everyone's best interest in mind. The Visionary is defined by their ability to find solutions to almost any problem.

- **Skills:** Discipline +1, Fortitude +1, Intuition +1, Tech +1, Travel +1
- **Attachments (Choose One):**

  +2 levels to Individual Bonds

  +2 levels to Worshippers Entitlement

- **Blessings (Choose One):**

  Make Things Happen: Through their leadership and encouragement, everyone around them just performs better. Gain a +1 bonus to execution rolls when using Bonds for Lead Follow-up or for the Crossroads stage when traveling to other worlds.

  Opportunity Knocks: The Visionary is always looking for some opportunity others might miss. By sacrificing 1 Pantheon Die during a contested check (offensive or defensive), they may reroll a number of dice with results of 1 up to the number of '1' results from their opponent's roll.

  Scope Out: The Visionary has a deep sense of themselves and where they are within the world. Gain a +1 bonus to any roll to assess a situation or get the read of a room. This could include an Empathy bonus to see how everyone's feeling or a Perception bonus to quickly check for hidden traps.

- **Curses (Choose One):**

  Not a Mind Reader: They always think they know the best strategy, but human beings are seldom easy puzzles to solve. Gain 1 Pantheon Die after devoting a scene to a Bond that didn't go so well. If they do this, the Bond does not heal Strain like it normally would.

THE MORTAL CONCEPT

It's important to figure out the core mortal concept before moving on to the more divine elements of character creation. Dominions in Step Three can be gained in many ways, even sometimes by accident, so it has much less bearing on personality and roleplay decisions than Steps One and Two. The choice of Occupation and Archetype, however, can reveal quite a bit about who the character is and make picking a Theology much easier in Step Four.

Occupation is a solid foundation for a character. It is what they have chosen to do with their life, or at least the path they have allowed themselves to travel. Coupling this with an Archetype, however, can reveal many things about a character. For instance, a lawyer who is a Hero may be someone fighting for the underdog and making sure to put the true criminals away. A Sage may pursue the law, not necessarily for their clients at all, but to better understand the nature of laws and government itself. A Companion may find themselves using their law education to fight for causes, such as civil rights or exclusively taking cases for children. Each of these is a workable character concept, but their personalities and style of roleplay differ greatly.

Keep this in mind when moving on beyond Step Two.

Remember Me?: The Visionary loves to manipulate people, but not all interactions end with a positive outcome. Gain 1 Pantheon Die when a choice the god made while manipulating someone comes back to haunt them.

THE WANDERER

The Wanderer doesn't believe in fences; they want to be free to explore anything and everything in the world. Material possessions are for the birds, but unique experiences give a person a complete, fulfilling life. The Wanderer could be a journalist who loves traveling around the city in search of their next scoop, or even a hitman who stays on the move for more than just security reasons. They are always up for experiencing new things and escaping everyday boredom but can also find themselves wandering aimlessly if they're not careful. The Wanderer is defined by their autonomy.

✦ **Skills:** Athletics +1, Fighting +1, Knowledge +1, Survival +1, Travel +1

✦ **Attachments (Choose One):**

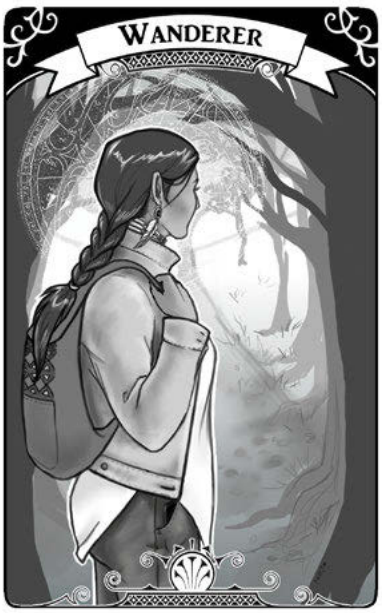
+2 levels to Group Bond

+2 levels to Relic Entitlement

✦ **Blessings (Choose One):**

I Know a Shortcut: They know all the fastest routes around town. When traveling around the city, the Wanderer need only spend Free Time in increments of 5 (instead of 4).

This is My Town: The Wanderer is one with their city and there is little they don't know about the best spots to cut others off or lose a tail, the best places to eat, and who everyone is in town. Gain a +1 bonus to any check to operate in their town. This is like the Home Turf Advantage but extends to the whole Territory Grid.



Testing Limits: The Wanderer pushing themselves beyond their comfort zone is important, even if it ends in failure. By sacrificing 1 Pantheon Die after failing a roll, they gain a bonus to their next roll equal to the number of 1s in their failed roll.

✦ **Curses (Choose One):**

Holes in My Pockets: There's something about Wanderers and money — they just don't mix. Gain 1 Pantheon Die if they sacrifice 1 Wealth when traveling between scenes.

Nomadic Tendencies: The Wanderer has trouble staying in one place and seeks to keep moving, no matter the consequence or if it would be better to stay put. Gain 1 Pantheon Die if their need for motion leads them or their group into danger.

STEP THREE: DOMINION

Gods manipulate aspects of reality, taking a piece of the universe for their very own and commanding it with their divine Spark. The old gods held absolute power, but newer gods must grow into their role over time. Some attain godhood through being a paragon of the Dominion, while others were handed their Spark through tradition or stumbled into their power by accident. Every god's story is different.

During Step Three, players get to choose the thing their god commands. This is a big decision and can be a tricky part of character creation. Players and GMs alike should slow down a moment, take a deep breath, and work through all the possibilities. Some players know exactly what Dominion they want, but others may find this step hard to get just right their first time. Since a character can be the god of almost anything, the options are near limitless, and choosing just the right Dominion can seem quite daunting. Some pick a traditional, well-known concept like being the god of war, fire, beauty, storms, or something reminiscent of mythological stories taught in school or through pop culture. Others stretch their creative muscles to come up with unique concepts like the god of hunger, names, serial killers, or other strange choices not seen in any book. There are even players who open a dictionary or thesaurus and pick a word from a random page. If none of these options works, check out the random Dominion charts on pg. 284. In any case, the choice is usually either a single noun or a verb.

THINGS TO CONSIDER

- **The Wording:** Gods love flashy titles. Being the god of guns could work but doesn't sound as cool as the patron god of snipers. However, some Dominions may seem similar to each other without being the same thing, based on how they are worded. For instance, a god of death and a god of the dead are close but differ in functionality. The god of death would control the very concept of death itself and end up a Crossover, while the god of the dead would hold power specifically over things that were once alive, which falls more to Tangible. The focus of each Dominion is different, so players should carefully consider the wording of one's title, discussing it with the GM before beginning play. The final choice may affect how their Manifestations function (pg. 143).
- **The Intent:** It's important for players to get to the heart of exactly what divine displays they want their god's to be capable of creating. A player may begin with the idea of being the goddess of music, wanting her to be able to attract others using her voice. They could move forward with music as a Dominion, certainly, but changing to something like the goddess of attraction or goddess of sirens could not only add a bit of flavor but also get closer to what they want. Another player may want to make his god great at convincing others to give him money. Many options are available for the player, such as being the god of money, the god of conmen, the god of gambling, or even the god of charity. Each of these would provide the desired effect, but also take the concept in different directions.
- **The Specificity:** Some players want their gods to have Dominions with lots of applications and uses, and that can lead to some picking broad titles. Why be the god of cats, when one could choose the god of animals? Why choose the god of joy when the god of emotions is technically on the table? Thematically, modern gods possess a Spark diluted of its supreme power, making control of a Dominion that covers so much ground much harder to maintain. This is reflected in the Chakra System by a penalty to Manifestation checks the further the god goes from their core concept. Taking the previous example, what happens when a god of cats and a god of animals summons their Dominion? The god of cats would summon cats, and the god of animals would summon any animal in the area. If they wanted to specifically summon a cat, they would incur a penalty because of the broadness of their Dominion.
- **Possible Limitations:** ***Part-Time Gods Second Edition*** allows players to come up with almost any Dominion, but GMs are also encouraged to set certain limitations based on the setting and story the group wants to tell. For instance, if the group is telling a story about gods who live as traveling vagabonds, having a god of wealth could disrupt the story's foundations. There are also Dominions that shouldn't exist at all unless it fits into the GM's world specifically, such as god of the world, goddess of everything, or god of gods. These may be fun on the surface but may be too ill-defined to be useful during the game. Likewise, there are some things in the universe that don't require a god or goddess to lord over them, especially if only for the sake of comedy. An appearance from the god of pizza, god of people named Michael, or goddess of explosive diarrhea are humorous

and disgusting thoughts, but also have the potential to be game-breaking or turn the story into a never-ending slapstick performance. Instead, the players could choose the god of baking, god of names, or the goddess of filth, which could encompass the original concepts in a form that also fit better into the game's themes.

The next step is figuring out what Dominion type their choice falls under. There are seven distinct types, each a general approach to a Dominion. Some fall obviously into a category, while others may require discussion to place. If a Dominion would fall under multiple categories, the player chooses Crossover. When this is determined, the player jots down the Skills, Manifestations, and Attachments associated with their Dominion. Then they have their choice between three Blessings and two Curses, picking one from each.

SPECIAL NOTES

- **Attachments:** While Occupations and Archetypes gave a choice between two different Attachments, players receive both Attachments listed for their Dominion type. One of them is always a Landmark Bond, and this Bond must connect to their Dominion. This could be a blood bank for a god of blood, a zoo for a god of beasts, or an amusement park for a god of excitement. The character may not have any connection to the Bond in their backstory, but it is a representation of their divine connection to their city and thus an important part of their godhood.
- **Truths:** Some of the Blessing options grant the character a free Truth based on their Dominion category. Note that these are in addition to the Truth each god receives for free in Step Six.

Step Three Example:

When Kristen gets to the Dominion stage, she's not exactly sure what type of god she wants to be. The GM suggests rolling randomly on the Dominion tables (pg. 284), so she takes that route. She rolls 2d10 twice, getting a 4, which means her Dominion is Bestial, and a 16, which makes her the goddess of vermin. It's the last thing Kristen would have thought of, but she goes with the dice and keeps the concept. She adjusts it by saying she wanted to be the goddess of rats, instead of just general vermin.

Since she's now a Bestial God, she turns to that page and marks down both the Skills and Manifestations this choice gives Rosario: Athletics +1, Fortitude +1, Stealth +1, Survival +1, Travel +1, Journey +1, and Ruin +1. Also, she gets both Attachments listed here, so she marks down +2 levels for a Vassal and a Level 1 Landmark on her sheet. She is going to wait until the Attachments step to flesh these out, though, since she wanted to mull them over a tad.

After that, she gets to choose one Blessing and one Curse. She's not seeing Rosario as a fighter, so Frenzy doesn't work with her concept, but she does like Beast Tongue, which lets her talk to rats. Kristen thinks that will come in handy more often, so she writes "The goddess can speak with rats easily" under her Truths section. For her Curse, she likes the idea of other animals not liking Rosario, so she marks down Not My Kind.

BESTIAL

With so many of Earth's beasts falling to extinction, their spirits call to the gods for protectors. Many animal gods have existed in myth, such as Ra the eagle-headed God of the Sun, and Pan, the satyr God of Music and Shepherds. This tradition carries into the modern day with a fury. This proves that even gods who do not directly have control over animals may have animal-like features, and modern Bestial gods often inherit these feathers and patches of fur from their predecessors.

- **Examples:** Cats, Dogs, Horses, Elephants, Monkeys, Bulls, Ravens
- **Skills:** Athletics +1, Fortitude +1, Stealth +1, Survival +1, Travel +1
- **Manifestations:** Journey +1, Ruin +1
- **Attachments (You Receive):**

  +2 levels to Vassal Entitlement

  Level 1 Landmark Bond

- **Blessings (Choose One):**

  Beast Tongue: The god is blessed with the ability to speak with animals, receiving the Beast Tongue Truth (pg. 118) as a natural gift.

  Ferocity: Their very presence has a way of unsettling others, as the Bestial god's eyes may have a glint of something supernatural to them or their pheromones give people the heebie-jeebies. Gain +1 Influence to intimidate other people. This bonus raises to +2 Influence when used on animals.

  Frenzy: As they continue to take damage, the Bestial god's animalistic fervor comes to the surface. Once per Battle, they may sacrifice 1 Pantheon Die to add a bonus to their next attack equal to the total damage they currently have recorded. This does not include Conditions.

- **Curses (Choose One):**

  Animal Mind: Gain 1 Pantheon Die if the god momentarily reverts to a semi-animal mentality, losing their ability to continue normal social interaction. This could include events like a loss of language, the inability to do anything without sniffing other people, or an instinct to run if scared.

  Not My Kind: The Bestial god finds themselves hated by any animal over which they do not have Dominion. Additionally, these other animals are drawn to the god just to make their life miserable. Gain 1 Pantheon Die when animal interference causes problems.

CONCEPTUAL

Conceptual Dominions are composed of ideas and concepts understood by humanity, but without physical form. To make things even more complicated, an individual's perception can distort a concept; one person's sense of justice is another's savage revenge, but the core idea of someone paying for their crimes is the common thread connecting these two concepts into one. A Conceptual Dominion can seldom be interacted with using only the five senses; it is an idea.

- **Examples:** Beauty, Vengeance, Justice, Truth, Names, Secrets, Celebration
- **Skills:** Deception +1, Intuition +1, Knowledge +1, Perform +1, Speed +1
- **Manifestations:** Oracle +1, Soul +1
- **Attachments (You Receive):**

  +1 level to Group Bond

  Level 2 Landmark Bond

- **Blessings (Choose One):**

  Beacon: Somehow, the god always ends up near their concept. A god of celebration always knows where they can get their groove on, while a god of justice may gain insight into where to find their next clue. By taking a Level 2 Dazed Condition, they may simply ask the GM where the next point of interest containing their concept is and should be given the coordinates on the Territory Grid.

  Mental Guard: The Conceptual god's mind has been hardened against outside forces, as they focus only on their Dominion. All Mental Conditions are treated as if they are 1 level lower (except for duration).

  Tongues: Conceptual Dominions exist across all cultures and ignore language barriers. To reflect this, the god receives the Tongues Truth (pg. 120).

- **Curses (Choose One):**

  Bizarro-God: Large displays of the god's divine nature can sometimes drain their connection to their concept. Gain 1 Pantheon Die when the god becomes the opposite of their Dominion to the detriment of the group. A god of truth may only spew lies, while a god of glory becomes humble and fades into the background.

  Led by My Power: Gain 1 Pantheon Die when the god cannot help but succumb to their dominion in the moment. This could mean a god of beauty who sees a gorgeous person and can do nothing but stare, or a god of secrets who cannot divulge the truth even if their life depends on it.

ELEMENTAL

The world is made up of basic elements, such as fire, water, wind, metal, wood and many more, and several gods hold power over these foundational building blocks of creation. They could be a god of lightning, god of mountains, and even the god of hurricanes. Elemental Dominions can be harnessed in several ways, used to heal or to harm, and each element may have many representations. For instance, a god of forests, god of plants, and god of flowers all control the same fundamental element but exist within a range of how they focused their control.

- **Examples:** Fire, Forests, Sky, Sun, Shadow, Ocean, Mountains, Wind, Storms
- **Skills:** Fighting +1, Intuition +1, Might +1, Perception +1, Travel +1
- **Manifestations:** Ruin +1, Shaping +1
- **Attachments (You Receive):**

  Level 3 Landmark Bond

- **Blessings (Choose One):**

  Destructive Nature: The Elemental god has learned to hone the destructive nature of their newfound power. If using their element to cause harm, they gain +1 success toward the Damage Measure.

  Elemental Strength: When operating around a large amount of their element, the Elemental god gains +2 Strength. This bonus raises to +4 Strength when interacting directly with their element. For instance, a god of stone would draw strength while in a quarry but enjoys an even greater bonus to lift boulders.

  In My Element: These gods often find joy in molding their element to their ends. Gain +1 Crafts and +1 Survival when interacting with the god's element. For instance, a god of earth could sculpt with clay easier, while a god of the forest could track others within the trees with ease.

- **Curses (Choose One):**

  Connected to the Land: Elemental gods are very protective of their Landmark Bonds, to the point of losing their cool if anything harms them. Gain 1 Pantheon Die if a Landmark Bond takes Strain from an outside source.

  Tech Allergy: Something about the power behind Elemental Dominions just doesn't mix well with technology. Gain 1 Pantheon Die if the god's very presence causes trouble by interfering with the operability of important machines and tech.

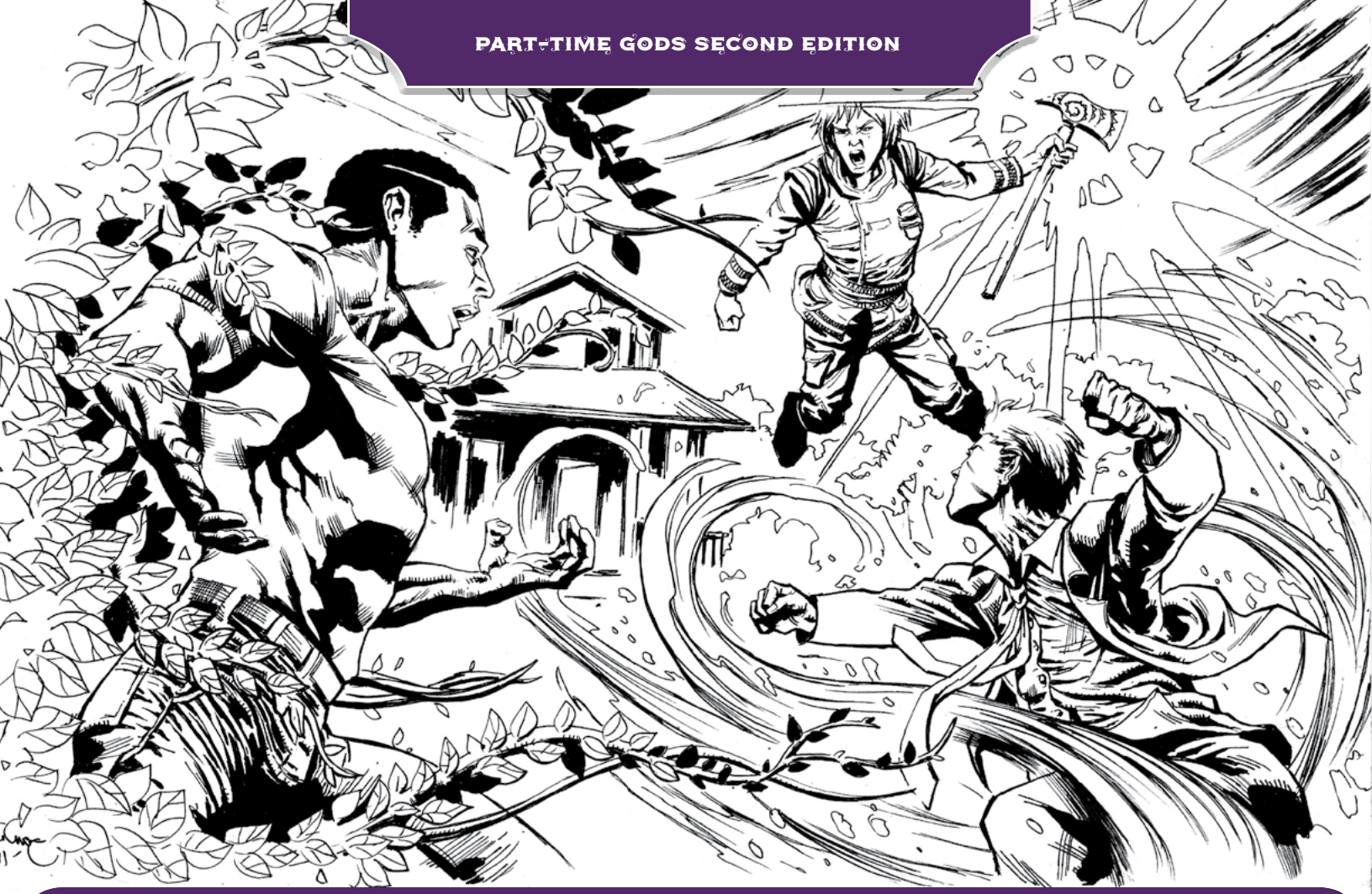
EMOTIONAL

These gods command humanity on an emotional level, diving into every heart they cross and taking a deep bite. Someone can be made to do a great many things by manipulating how they feel about a situation, another person, or even themselves. Many corrupted gods have possessed the Dominion of fear, but for others, more unique Dominions also exist to pull the heartstrings of a mortal's love, anger, or even their ability to feel at all.

- **Examples:** Fear, Ecstasy, Love, Anger, Courage, Cruelty, Sorrow
- **Skills:** Discipline +1, Empathy +1, Influence +1, Medicine +1, Tech +1
- **Manifestations:** Minion +1, Puppetry +1
- **Attachments (You Receive):**

  +1 level to Individual Bond

  Level 2 Landmark Bond



- **Blessings (Choose One):**

  Fuel My Fire: The god learns to see their Emotional Dominion as a source of power. Gain a +1 bonus to any roll made in the heat of their chosen emotion. A god of rage could gain a Fighting bonus if they let go of their self-control, while a god of cruelty could gain Influence bonuses while torturing a victim for answers.

  Siphon: Interacting with a person experiencing the god's chosen emotion generates power on its own by siphoning it away. The Emotional god may lessen the target's associated emotions slightly to add +1 Pantheon Die. This can only be done once per target in a scene to a maximum of +4 Pantheon Dice.

  Soothing Aura: Something about the Emotional god's presence calms the people around them. They receive the Soothing Aura Truth (pg. 120) for free.

- **Curses (Choose One):**

  Apathetic: An Emotional god's control over their Dominion can often leave them without any emotions at all. Gain 1 Pantheon Die when they become a hardened, unemotional version of themselves. This could lead to leaving their pantheon behind without a care for their well-being or allowing mortals to die when a greater challenge presents itself.

  Overcome with Emotion: Gain 1 Pantheon Die if the god's Emotional Dominion surges through someone else in the scene, and this causes issues. For example, a god of fear could be trying to have a calm talk but then the bank teller suddenly fears for his life in a commotion.

PATRONS

Other gods possess a Dominion over physical things in the world, but Patron gods become paragons of a particular group of people. One may be the god of a specific ethnicity of people, those who hail from a specific bloodline, or more commonly people who share an occupation. As long as there have been people, they have looked to the gods to watch over them and protect them. Even in today's rational and cynical world, mortals look to a higher power in times of need, and that's when Patron gods answer the call.

- **Examples:** Cooks, Scribes, Fencing, Travelers, Artists, Blacksmiths, Dancers
- **Skills:** Crafts +1, Fighting +1, Marksman +1, Perform +1, Travel +1
- **Manifestations:** Aegis +1, Minion +1
- **Attachments (You Receive):**

  +2 levels to Worshippers Entitlement

  Level 1 Landmark Bond
- **Blessings (Choose One):**

  Divinely Skilled: The god receives the Divinely Skilled Truth (pg. 118), connected to their Dominion. A god of archers won't ever miss a shot, while a god of travelers can get to their destination without fear of ever getting lost.

  Loved and Worshipped: When devoting a Scene to their Worshippers, the Patron god heals +1 Strain to the Bond. This means they can ask more of their followers than other gods, but this Blessing can only be used once per Session.

  Patron's Blessing: The Patron god can gift their Dominion to others, granting a +2 bonus to a related Skill for others within Near Range. They may affect a number of targets up to their Spark level. A god of fencing could inspire their allies to great swordsmanship in their presence, while a god of cooks creates an instant sous chef to help them.
- **Curses (Choose One):**

  Fox in the Henhouse: Their Worshippers are often the most important thing to a Patron god. Gain 1 Pantheon Die if their Worshippers are Strained by an outside source.

  Let's See What You Got: A Patron god's reputation often precedes them, causing other gods and Outsiders to challenge them to prove they deserve their mantle. A god of travelers may have a rival trying to test them on the road, while a god of chefs may have only the toughest recipes thrown at them. Gain 1 Pantheon Die when taking on this challenge leads them into terrible danger.

TANGIBLE

The most common type of god is one who commands a physical Dominion that exists in the world, something one can touch, smell, hear, see, or taste. Tangible Dominions also cover actions, such as tracking or even committing murder, as these often have a physical manifestation. As there are an infinite number of things in the universe, with new ones being discovered or created every day, this means Tangible gods are here to stay.

- **Examples:** Filth, Androgyny, Computers, Paper, Fertility, Murder, Healing
- **Skills:** Crafts +1, Medicine +1, Might +1, Stealth +1, Tech +1
- **Manifestations:** Beckon +1, Puppetry +1
- **Attachments (You Receive):**

  +2 levels to Relic Entitlement

  Level 1 Landmark Bond

- **Blessings (Choose One):**

  Call Me Master: When interacting with their Dominion, the Tangible god gains a +2 bonus to all checks. A god of racing would gain a Travel bonus behind the wheel or a Knowledge bonus to identify vehicle models, while a god of computers could become a master hacker with a bonus to Tech.

  Finders Keepers: The Tangible god could just be lucky, or it could be divine fate, but they seem to find their Dominion just about everywhere they look. By sacrificing 1 Pantheon Die, the player may affect the scene to say something related to their Dominion is present. A god of money may suddenly find a suitcase of unmarked bills or a god of murder shows up on the scene as the act is going down in hopes of stopping it.

  Immunity: The god receives the Immunity Truth (pg. 119), tied directly to their Tangible Dominion. A god of filth may be unable to get dirty, while no brand of birth control seems to work for the god of fertility.

- **Curses (Choose One):**

  Everything's a Nail: The god can often perform logical gymnastics to convince themselves that their Tangible Dominion is the solution to every problem. Gain 1 Pantheon Die when use of their Manifestations makes things worse during a scene.

  Utterly Alone: Being a Tangible god often means being surrounded by their Dominion and feeling secure and safe as a result, but these things can be ripped from them in an instant. Gain 1 Pantheon Die when nothing connected to their Dominion is in the scene and they are filled with the realization they are alone in the universe during a crucial moment.

CROSSOVERS

Some Dominions defy the gods' attempts to categorize them as a single thing. A Crossover god may manipulate their Dominion's concept one moment, only to mold it in the physical realm as if it were a Tangible Dominion the next scene or control an animal associated with their Dominion for an important mission. Some are much broader than other Dominions by their very nature, so GMs and players should discuss any possible limitations, so everyone has a good idea of what their Crossover Dominion actually does.

- **Examples:** Death, War, Music, Trickery, Seasons, the Hunt, Dreams
- **Skills:** Discipline +1, Knowledge +1, Marksman +1, Speed +1, Survival +1
- **Manifestations:** Aegis +1, Soul +1
- **Attachments (You Receive):**

  +1 level to Attachment of choice

  Level 2 Landmark Bond

- **Blessings (Choose One):**

  Adaptable: Crossover gods are experts at thinking on their feet and coming up with unorthodox ways to handle a situation. After the GM has decided the combo necessary for a check, the player may sacrifice Pantheon Dice to switch one Skill in the combo with another Skill on the fly. This Blessing's cost increases by 1 per use in the Scene (i.e. 1 Pantheon Die the first time, 2 dice the next use, and so on).

  Learning from Others: Choose one of the unique Blessings from another Dominion type. This does not apply to Blessings that only grant a Truth.

  Reactive: Those who possess Crossover Dominions are known for their ability to react quickly in almost any circumstance. To reflect this, the god receives a +2 Initiative bonus.

- **Curses (Choose One):**

  Prideful: Crossover Dominions are sought by many gods for their immense power, and the character knows it. Gain 1 Pantheon Die if the god's pride or arrogance gets the better of them and causes conflict or friction.

  Unpredictable: Gods who possess Crossover Dominions are, by definition, unpredictable. Gain 1 Pantheon Die when the god's dubious nature feeds into others' perceptions of them and, being unsure whether to trust the character, causes trouble.

STEP FOUR: THEOLOGY

When the chips fall and new gods must face the idea of the true existence of gods, as well as their own divinity, one major question always arises: "What do you believe?" Belief itself is a powerful tool, capable of igniting the world's most devastating wars or creating important social movements with the potential to change entire nations. Likewise, a god's core beliefs have the power to shape their divine nature, granting amazing abilities beyond thought. Do they believe in modeling themselves after the old gods? Do they believe there is a higher power at work? Do they believe in shepherding humanity to greatness? Only the god can make this choice, but when they do, they are welcomed into one of the traditions of gods who share their beliefs. Theologies are secret societies of gods who share ideas and beliefs, each one learning how to harness their Dominions in unique ways. A Theology isn't just a group of gods who hang out together and share stories, however. These groups train new gods in their ways and instill in them the power of belief necessary to command their divine power.

During this step, players choose one Theology for their character. Once done, they record the associated Skills, Manifestations, Free Time, and Wealth. Each Theology also grants a Blessing and a Curse unique to their followers. They are all quite different from each other, and some Theologies have obvious rivalries or alliances with others. Players should be sure before sealing their god's allegiances... they may not be able to take them back.

Step Four Example:

Down to the last major choice for Rosario, Kristen takes some time to look at each Theology to make sure she picks the right one. Each one brings a new complication to her concept and alters it slightly. After seeing others in her group pick the Phoenix Society, the Warlock's Fate, and the Ascendants, Kristen wants to be different and goes with the Puck-Eaters, the gods who hunt and eat monsters. Being the goddess of vermin, who are known to eat lots of different things, this makes sense and adds some danger to her concept. Then she marks down the Skills and Manifestations granted: Athletics +1, Deception +1, Fighting +1, Influence +1, Travel +1, Journey +1, Minion +1, and Ruin +2. This also gives her +2 Free Time and +1 Wealth.

There aren't any choices Kristen needs to make at this step, but she must read her new Blessing and Curse carefully to see if it gives her character any bonuses. Cannibal Behavior, the Puck-Eater Blessing, lets her eat monsters to steal their powers, which is cool, and gives her +2 Health. She marks that next to her Health. Then she goes to her Curse, Unceasing Appetite, and it says it's hard for her to turn down a meal if it's something Rosario has never had before. Kristen writes that in, but it doesn't adjust the character mechanically.

SPECIAL NOTES

- **Attachments:** Some Theologies grant extra Attachments, while others do not. These are not listed separately, but are part of their Blessing writeup. Read carefully, so as not to miss any important advantages.
- **Remaining Undecided:** If a player decides their god does not subscribe to any ideology, or at least none presented by these Theologies, they may choose to go it alone. This means they don't receive a Blessing or Curse from this Step. They do, however, receive 8 points to spend on Skills (as they are more grounded in their mortal life) and 2 points to spend on Manifestations (gaining fewer starting Manifestation levels from lack of training). These points can be spent where they choose but may only raise any Skill or Manifestation by 1 (they cannot spend multiple points in a single Skill or Manifestation at this stage). Additionally, these characters also receive +3 Free Time.

ASCENDANTS

HISTORY

The Ascendants believe they have risen into divinity and now walk the path of the old gods. The aches and pains of being mortal have left them (or so they often claim), but their pettiness and desires are all too human.

No records exist that speak of the Ascendants' founding. If there is any truth in the tales, the Ascendants shepherded humanity, acting as cruel icons and inspirational figures for the best and worst of humankind. The noblest Ascendant of justice was matched by a cruel lord of death; the most vicious bringer of plague was overseen by a high figure in the sky. Avatars of sun and wind, blood and war, these are the lofty perches to which Ascendant aspire. Some suspect this Theology was responsible for trapping the Source so long ago, but if they were, that's another tale lost in time. Now, they seek to steal power from rivals.

Ascendants have been responsible for many terrible atrocities throughout history, but also many great cultural triumphs. The Trojan War? The Taiping Rebellion? These are deeds sung of for centuries, with the fingers of Ascendants at their heart. Religious wars bring faith at the edge of a sword, but also bring trade and ideas to various parts of the globe. They're also role models for humanity, creating the mold that forms countless men and women of clay. The perfect assassin inspires a thousand copycats who whisper the goddess' name in the night. The supreme warrior inspires armies to shout his name. A god of plague is called upon to smite enemies and spare devout followers, while a goddess of love grants romance and takes it away. The idea of reciprocity is what sets Ascendants apart from other Theologies; they're above mortals, yes, but also beholden to them. Such is the joy and sorrow of defining yourself as being above it all.

Playing mortals like pawns is the birthright of the Ascendants, and domination is their tool and their game. Ascendants look to paragons of humanity, good or evil: captains of industry, prize fighters, those who know how to inspire loyalty around themselves yet neglect the empowerment of those who follow that true leaders aspire to. Many follow this Theology, and Ascendants seek to cull the best and brightest for their lineage and test themselves against those they've risen up.



Other Names: Exaltants, True Gods, Inhumans

Stereotypes: Holier-than-thou, Snobbish, Deluded

Skills: Athletics +1, Fighting +1, Fortitude +1, Might +1 Survival +1

Manifestations: Minion +1, Ruin +1, Shaping +2

Free Time: +2, **Wealth:** +1

LIFESTYLE

To be an Ascendant is to glory in being immortal and foundational to the world yet keep mortal decadence and greed quite close. They style themselves after the old gods: beyond mortality, but also beyond morality. Once gods receive the Spark of divinity, they are no longer human, by design. Much of Ascendant philosophy revolves around bringing the spirit and the god into unity. New initiates to the Theology often look to their sponsors and their pantheon as a new family like the Greeks of old, often rushing the delicate process of disconnecting from Bonds tying them to mortality. People are fireflies, flaring up in imitation of true Sparks. Why bother?

Ordinary, profane morality no longer binds the Ascendant. Lying to others, thievery both petty and grand, nothing matters so long as you have the power and will to back it up. Ascendants see themselves only as divine beings, no longer obeying the laws of humanity or their societies. They aren't heartless, though. While some go on to lead protests against

the establishment, this is usually secondary to crafting their own cult of personality, honing their domination over others and crafting elaborate religions and cults of mystery around themselves. Many Ascendants revel in having the cream of society's crop at their beck and call — in an age without kings, being above the great leaders of the world must suffice. For all their talk about being superior to mere mortals, Ascendants are themselves still human, and are as subject to flattery and ego as anyone. The stalwarts of the Theology acknowledge this, saying that the goal of their philosophy is a journey, not a destination. It's well and good for a god to say they care for humans the same as a beloved pet, but being human is something not everyone easily forgets. Ascendants are sympathetic to their fellow would-be deities about this in private, offering encouragement and kindness.

That's in private, though. In public or with a sufficiently large audience, Ascendants are backstabbing bastards, ascending heroes on a last-chance power drive. They wear their chosen attitude and divinity like a cloak of office, swirling it around them in gestures grand and subtle. This often puts them at odds with Puck-Eaters in struggles to see who is the most powerful, and with Kunitsukami who revile Ascendants for their attempt to throw away the hierarchy.

WHY PLAY AN ASCENDANT?

Ambitious, social players interested in jockeying for position and warring for dominance should have a look at the Ascendants. Seeking to attain power by victory, their drive towards perfection knows no allies, only rivals-to-be. They're great at the kinds of big miracles necessary for displaying godhood and being simpatico in private, while being a complete inhuman bastard in front of others. Playing an Ascendant means believing the god exists at the top of the food chain, but also means establishing a reciprocal relationship with others to keep that chain from breaking. This necessitates greater power as the god's worshipper base grows, however, which leads to ever-spiraling conflict to claim more and more. Even the most benevolent Ascendant pursues ascension higher and higher.

BLESSING AND CURSE

- **Blessing - Inhuman Visage:** Ascendants are masters of their new divine form. It is not uncommon for one to possess several Truths to alter their physical form, such as growing extra arms, transforming into a beast, manifesting glowing eyes or animal features, as they shed their mortal shell at a moment's notice to display their divinity. Ascendants receive the Aura of Influence (Awe or Fear - player's choice) Truth for free, plus one other Truth of choice. In addition to this, these gods also gain the ability to activate body-altering Truths without the need to spend Fragments.
- **Curse - Cut Off from the World:** These gods are taking the fast track toward their godhood and away from their mortal lives. Ascendants try to deny their need for human contact, and it becomes second nature to push others away and cut themselves off from the world wherever possible. As a result, Inhumans may only have a maximum number of Bonds equal to (5 - Spark) instead of (6 - Spark), meaning they will be truly alone if they ever achieve their dreams. Ascendants also begin play with a Level 2 Failing of choice, to reflect the relationships already eliminated from their life.



Name: **AASHIQ DAJANI**

Dominion: **GOD OF LOVE**

INITIATIVE	STRENGTH	MOVEMENT
+6	2	8

FREE TIME	WEALTH	SPARK
6	2	1

HEALTH ☐☐☐☐☐☐

PSYCHE ☐☐☐☐☐☐☐☐

FRAGMENTS ☐ ☐ ☐

+3 Successes to Skill or +2 Successes to Manifestation

LEGENDARY ACTS ☐

Occupation: Student (Academic)
Dominion: Love (Emotional)
Archetype: Dreamer
Theology: Ascendant

SKILLS

Athletics 1	Influence 3	Perform 2
	Fast Talk	
Crafts 2	Intuition 2	Speed 2
Deception 0	Knowledge 1	Stealth 2
Discipline 3	Marksman 0	Survival 1
Empathy 3	Medicine 1	Tech 2
Fighting 1	Might 2	Travel 0
Fortitude 1	Perception 2	

Make Skill + Skill combo and roll dice equal to their total value.
7-9 = 1 Success, **10** = 2 successes
Specialties are listed under their skill.

MANIFESTATIONS

Aegis 0	Oracle 2
Beckon 0	Ruin 1
Journey 0	Shaping 2
Minion 3	Soul 0
Inspire Love	
Puppetry 2	

Manifestation + Skill
7-9 = *1 Success,*
10 = *2 successes*

Level 0 Manifestations cannot be used.
Specialties are listed under their manifestation.

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BLESSINGS

Bonuses or special abilities.

Omegas Rule!: Everyone likes a good party, especially Aashiq. Gains +1 Influence when carousing at events and gathering information from his peers.
Freedom in All Things: Not only does Aashiq seek freedom of expression and action, he also detests being confined physically. Gain +1 bonus to any roll to resist losing freedom, like picking handcuffs or hack a surveillance tracker placed on him.
Siphon: Interacting with someone in love generates power for Aashiq. He may lessen the person's love slightly to add +1 Pantheon Die. This can only be done once per target in any given Scene to a maximum of +4 Pantheon Dice.
Inhuman Visage: As an Ascendant, Aashiq can use Truths to shift his form without spending Fragments (making some Truths free to activate).

CURSES

Penalties or negative traits that produce Pantheon Dice.

Pop Quiz!: Gain 1 Pantheon Die if a decision ever leaves Aashiq stunned, and the group suffers due to his lack of spontaneity.
Day Dreaming: Aashiq is always thinking of something and can be distracted by his imagination at the wrong times. Gain 1 Pantheon Die and lose 1 Free Time when performing a task (taking a longer time to finish).
Overcome with Emotion: Gain 1 Pantheon Die if Aashiq's Dominion of love surges through an Extra in the Scene, causing difficulties or issues.
Guilt (Failing): If faced with a dilemma, Aashiq suffers a -2 penalty to figure it out as he is constantly reminded of his past deeds instead. A failure on the check is treated as a Critical Failure but generates no Pantheon Dice.

BONDS

I = Individual, G = Group, L = Landmark, TG = Territory Grid
Health equal to Level. Dmg for a Favor or if you ignore them.

		TG
Other Students (G)	☐☐☐	
Erin Hernandez (I)	☐☐	5-2
Lover's Land (L)	☐☐	9-6

WORSHIPPERS

Aashiq's worshippers can grant him power. - 1 dmg for (Level)/2 in Fragments.

		TG
Confidants	☐☐☐	10-3

Cause 1 Strain to heal all of one type of damage and lower all Conditions by (Level)/2, rounded up.

When Aashiq immigrated to America at the age of five, his parents told him his new country was a place of opportunity and promise. They pushed him toward straight As, which he always tried for but rarely earned, and his mother especially wanted her son to become a doctor one day. Of course, Aashiq's eye has always been on a different prize, as love always led his decisions (except for his decision to quit pursuing medicine... just thinking about blood was too much at times). He wasn't picky about gender or hair color or ethnicity, and the US gave him every new "opportunity" to find his perfect match.

And then he found him... in Rafael — a tall, handsome Latino who Aashiq had eating out of his hand. It began great, with singing doves and rainbows every morning, but Aashiq woke up one day and felt the surge of love in his heart. He knew he was ready to say the dreaded three words to Rafael, but in this moment everyone around Aashiq fell in love, each person he encountered opening their hearts to the one they wanted. He ran from his campus and secluded himself away from the world for weeks as the Ascendants taught him how to control his power. When he returned, he knew that he had to leave Rafael, leave town even. He wasn't allowed to feel love, but he could ensure others would.

RELICS

Skeleton Key

A special key that unlocks any door, padlock, or similar lock with ease. Does not work on computerized or other modern locks. It also grants +2 to Stealth while in the dwelling it unlocked.

TRUTHS

"Aashiq has an aura of love and acceptance."

Spend 1 Fragment. Mortals who look at Aashiq automatically take a Convinced 1 Condition per minute in his pressence, making his words easier to accept and follow. Other creatures with a Spark receive a Moderate (2) resistance check.

"The god moves between heartbeats."

Spend 1 Fragment to act first for a Round, regardless of what others have rolled.

"Many arms mean more love to go around."

Aashiq gains +1 Crafts. In Battle, he can gain +2 Fighting to attack and parry attacks, or the ability to attack a single target twice with no penalty.

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CULT OF THE SAINTS



Other Names: Saints, Nutjobs, Messengers

Stereotypes: Zealous, Spiritual, Protective

Skills: Discipline +1, Empathy +1, Intuition +1, Perception +1, Survival +1

Manifestations: Beckon +1, Oracle +2, Soul +1

Free Time: +2, **Wealth:** +1

HISTORY

The idea of powerful beings serving an even higher power is not a new one. Even the old gods existed at the behest of the Source, and they in turn begat lesser gods in service to them. However, it wasn't until the Cult of the Saints that this concept took hold of a god's Spark. Early Christians believed holy people worked with God on behalf of their fellow humans to perform miracles. Of course, not everyone who performed wondrous acts was recognized as a saint and many young gods were killed as witches and heretics, especially those who proclaimed their godhood. Some gods reacted to this air of persecution by internalizing the message from the church, that there was only one God and all miracles performed by mortals were manifestations of Him working through them. This, in addition to the Saints' ability to hear the voice of a higher power, further entrenched their belief and created an entire Theology of gods who deny their own true divinity.

The Saints supported the Catholic Church through the ages, fighting in most of the Crusades to win against insurmountable odds in more than one battle. Many historical heroes have been members of the Cult of the Saints, from Jeanne d'Arc to Thomas Aquinas. Most still believe in the Church and the promise of heaven that it offers and believe they are doing the Lord's work, but the idea of non-gods has spread much farther than a single religion in modern times. Saints seek others of faith and power, growing their numbers as they preach the word of whatever higher power they serve, giving rise to one of their nicknames - Messengers. Their end goal is to bring all Saints, even those who follow the other Theologies, to the true path of enlightenment: the understanding that humans can never be gods, only servants of a higher power. The Cult of the Saints claim many greats as their own, such as Samuel ibn 'Adiya, the Jewish warrior-poet of Arabia and Dōgen Zenji, founder of the Soto school of Zen Buddhism.

LIFESTYLE

People who discover they're gods have a period of adjustment to the idea. Not so for most Saints. Their new powers serve as confirmation of their faith, proof their God exists and loves them. The Cult of the Saints encourages its members to continue behaviors associated with ancient holy people, emulating monastic orders in giving up worldly possessions, fasting, and vows of chastity. To some, it seems like a Saint is born again, their newfound zeal and increased faith in a higher power putting a strain on their existing relationships. This often pushes them closer to the church, where they find others who share their outlook.

Saints often center their territory on a holy place, like the church of their youth or the shrine to their ancestors. Some Jewish Saints even go so far as to extend an eruv, a symbolic fence, around the neighborhood synagogue, even if they aren't Orthodox. Anyone looking to attack this holy place often faces the full force of all Saints in the city, regardless of pantheon-affiliation.

Not all modern Saints are Christian, however. Buddhism, Hinduism, and Judaism are among the faiths represented amongin their ranks. The Theology doesn't require belief in a certain religion, merely belief that a follower's abilities come from a power higher

than themselves. Some become avatars of Hindu gods, champions of the ancient Norse pantheon, or reincarnations of Native American creation gods.

Of course, contending with the voice of a higher power has its problems too. Sometimes the voice asks a Saint to do something benign, but other times it's something an ordinary person might find horrific. The god might justify doing it as "God works in mysterious ways," or they may choose not to do it at all, and more than one Saint has burned at the stake or been imprisoned for either choice.

Cult of Saints rituals are often reflections of their religion. Many Saints have positions of ecclesiastical authority in their faith and can perform the rites of their orders for others of their faith.

Saints have friends and enemies alike among the other Theologies. The Ascendants and the Order of Meskhenet mix with the Saints like oil and water, as these Theologies embrace their godhood as proof of superiority. Saints get along well with gods from the Phoenix Society, both groups fully grounded in — and dependent on — humanity in a way some other gods are not. The Masks of Jana are often a common ally in protecting the secret of gods walking among mortals.

WHY PLAY A SAINT?

Saints are deeply spiritual and connected to their higher power, but are also connected to humanity more than most gods. They have deep ties to the mortals around them and centuries of lore and ties to draw on in the form of their respective faith's organization. The voices they hear help guide their actions, so a player who is unsure what to do can get hints or suggestions from the GM. These suggestions may not always be… let's say 'nice', but help drive the plot forward. Choosing to perform horrendous acts the voice commands, as well, can add conflict and drama to the story, as well as excitement as they deal with the fallout of their choices.

There is also no guarantee the voices they hear aren't just their own deep-seated desires bubbling to the top of their minds. It might be the voice of the Source whispering in their ears. It might be an Outsider from another realm making mischief. The interpretation is left to the player(s).

BLESSING AND CURSE

- **Blessing - Divine Words:** Saints believe they are graced with their divine Spark by a higher power, whether they are a literal saint chosen by the Hebrew God, the avatar of Agni, the Hindu god of fire, or as servants of some other deity. In times of need, the Saint may enter a trance to call upon this higher power and ask for guidance from a seemingly omnipotent being. The player spends 1 Fragment, and then asks the GM one question, but may ask additional questions by spending 1 Pantheon Die each (up to their Intuition). The GM must answer these questions truthfully, but the answer's clarity is based on whether the higher power desires the Saint's involvement. It offers a koan or proverb for the god to solve or simply answers yes or no, leaving all sense of context out. If the Saint is destined to intercede, however, the answer is as clear as a bell. In times of need, Divine Words can also be used in a Battle, as the god asks for divine intervention to guide their hand against an enemy. For 1 Fragment, the Saint can use their Quick Action to receive a +5 bonus to their next attack. This can only be done a number of times per Battle equal to the god's Spark.
- **Curse - Follow the Voices:** Saints are expected to follow commands from their higher power when ordered by their voices, but few plans are truly understandable by mere mortals. The GM, acting as the higher power, may ask for the Saint to perform one act in its name per Session. Some acts are benign, while others are absolutely horrendous (or even detrimental to their well-being, their mental state, and healthy relationships). If the Cultist complies, they perform the act and the Curse is complete. Choosing to resist this command, however, requires a Moderate (2) Discipline + Intuition check. If the character has used Divine Words in the same Session, their starting Difficulty is raised to Challenging (4). A success means the god retains their self-control but may receive muddied answers to their next prayers. On a failure, the Saint's body acts on its own to fulfill the task regardless of their desires.



Name: **MOLLY QUINN**

Dominion: **GODDESS OF THE SUN**

INITIATIVE	STRENGTH	MOVEMENT
+5	6	10

FREE TIME	WEALTH	SPARK
5	4	1

HEALTH ☐☐☐☐☐☐☐

PSYCHE ☐☐☐☐☐☐☐

FRAGMENTS ☐ ☐ ☐

+3 Successes to Skill or +2 Successes to Manifestation

LEGENDARY ACTS ☐

Occupation: Emergency Services (Peacekeeper)
Archetype: Hero
Dominion: Sun (Elemental)
Theology: Cult of the Saints

SKILLS

Athletics	3	Influence	1	Perform	1
Crafts	1	Intuition	3	Speed	2
		Find Victims			
Deception	0	Knowledge	0	Stealth	0
Discipline	2	Marksman	0	Survival	2
Empathy	2	Medicine	1	Tech	0
Fighting	3	Might	3	Travel	1
Fortitude	2	Perception	3		

Make Skill + Skill combo and roll dice equal to their total value.
7-9 = 1 Success, **10** = 2 successes
Specialties are listed under their skill.

MANIFESTATIONS

Aegis	0	Oracle	2
Beckon	2	Ruin	2
		Sun Axe	
Journey	0	Shaping	2
Minion	0	Soul	2
Puppetry	0		

Manifestation + Skill
7-9 = *1 Success,*
10 = *2 successes*

Level 0 Manifestations cannot be used.
Specialties are listed under their manifestation.

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BLESSINGS

Bonuses or special abilities.

Field Medicine: Molly arrives, assesses the situation, and tends to the wounded without regard for any chaos in the area. Gain +1 Medicine to perform medical assistance in the field.
Made of Sturdy Stuff: Once per Battle, Molly can make a reflexive Fortitude (only) roll when taking physical damage. For each success, negate 1 damage.
Destructive Nature: Molly can hone the destructive nature of her power. If using her Dominion to cause harm, gain +1 success toward the Damage Measure.
Divine Words: Spend 1 Fragment to ask the GM a question (+1 question per sacrificed Pantheon Die - up to 3 times). The GM must answer truthfully, but the answer's clarity may vary. Some may be cloudy, while others are absolutely clear.
Guide My Sword: In a Battle of Fists, she asks for divine intervention against an enemy. For 1 Fragment, Molly can use her Quick Action to pray and receive a +5 bonus to the next attack. This can only be done once per Battle.

CURSES

Penalties or negative traits that produce Pantheon Dice.

Can't Save Them All: If Molly could be everywhere at once, she would, but this just isn't a reality. Gain 1 Pantheon Die when she must choose to save one person over another.
A Hero's Plight: Molly is often called on to tend to her Bonds more than other characters are. Gain 2 Pantheon Dice and Strain 1 Bond. Then the player must decide whether to further Strain her Bond by ignoring it or leave the current Scene (cannot Split Attention or Delay).
Tech Allergy: Something about Molly's power just doesn't mix well with tech. Gain 1 Pantheon Die if her presence interferes with the operability of important machines/tech.
Follow the Voices: The Higher Power (GM) may ask the Saint to perform one act in its name per Session. If they perform the act, the Curse is done. Resisting requires a Moderate (2) Discipline + Intuition check (or Challenging (4) if she has used Divine Words in the same Session). Failure means the Saint's body acts on its own to fulfill the task regardless of their desires.

BONDS

***I** = Individual, **G** = Group, **L** = Landmark, TG = Territory Grid*
Health equal to Level. Dmg for a Favor or if you ignore them.

					TG
Alec Quinn - Father (I)	☐	☐	☐	☐	5-5
Other Firefighters (G)	☐				
Bothain Beach (L)	☐	☐	☐		8-5

WORSHIPPERS

Molly's worshippers can grant her power. - 1 dmg for (Level)/2 in Fragments.

			TG
Faithful (2)	☐	☐	10-4

Cause 1 Strain to receive (Level)/2 in Fragments.

TRUTHS

"The goddess of the sun can always see"

Molly's vision cannot be obstructed, not by darkness, rain, smoke, or even blindness. She ignores Impaired Sight Conditions or other related penalties.

The signs were all there when Molly was younger. She remembered her father, Alec, going to the hospital several times when she was a child and reading to him from her favorite comics while he was hooked up to machines that made humorous beeps, but also buried those memories as the years and the hospital visits went on. Turned out, though, after her mother died, that the fight against cancer gets harder without a partner. Alec's recurrence brought back all the terrible memories and fears Molly forgot, and she became the core support structure for her father's hopeful recovery.

Molly balances so much. On top of a rigorous day job as a firefighter and taking care of her father, suddenly becoming the goddess of the sun one day at the Bothain Beach added yet another responsibility for Molly to tackle. Ever the hero, though, she always comes to everyone's defense and protects the innocent more than anything else. A small number of sun worshippers have begun lending her power, which she uses when lack of time and too many responsibilities seem to converge.

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DRIFTING KINGDOMS

HISTORY

Long ago, the domain of the Drifting Kingdoms spanned entire nations. They ruled invincible in their domains with mortals providing a nearly unlimited amount of Spark, and the land itself glowed with their divine essence. Mortals believed they would never die. They were mistaken.

Stagnation permeated their territories, causing the loss of innovation and creativity. Their worshippers refused education, no travel to broaden their minds, no debate to understand another point of view. They wallowed in their deity-dependent lives. Mortals could not understand the gods would fade one day and humanity would have to stand on their own. Mortals had never known pain or loss enough to appreciate joy or be grateful for their short lifespans.

In response, these gods left their empires behind, taking on a nomadic existence so mortals could cultivate independence. Drifters moved into cities, used their Spark to help them prosper, then moved on. Their new territories were smaller, but often longer lasting than their old ways. Sometimes they weren't; societies crumbled, and mortals perished, but the Drifters had already moved on by then. This new philosophy took some adjustment, but patience saw the Drifting Kingdoms adjust for the sake of building legacies greater than any other Theology.

Many of their principles are comparable to Taoism, or living in harmony with Tao, which teaches that everything has a source, pattern, and substance. Each god, mortal, group, society, community, or nation must define their place in the universe individually through experience and meditation. The Drifting Kingdoms emphasized naturalness, spontaneity, simplicity, detachment from desires, and most importantly action without intent. Of course, every Drifter would give a different definition to each of these philosophies, while also questioning their interviewer's beliefs in the process.

History books tell of individuals who sweep in, change the course of history forever and move on, creating greater spheres of influence with each action. Those beings are often members of the Drifting Kingdoms with historical figures such as Genghis Khan and Alexander the Great claimed as members. Forced travel makes them the most populous of the Theologies, as well.



Other Names: Wanderers, Missionaries, Flip-Floppers

Stereotypes: Nomadic, Wayward, Infuriating

Skills: Crafts +1, Fortitude +1, Marksman +1, Medicine +1, Travel +1

Manifestations: Aegis +1, Journey +2, Shaping +1

Free Time: +3, **Wealth:** +0

LIFESTYLE

Today, Drifters continue to live as nomads. They wander into town, make friends, cement their power, and leave months later. "Never let the grass grow under your feet" is the motto of the Drifting Kingdoms. Even if they stay in one city, it's hard to keep them from wanting to seek out every back alley and hidden nook it has to offer. Their belongings are a hodgepodge of items gathered from their experiences and they rarely have an address because Drifters are never anywhere long enough. Couches, dorms, hostels, and other temporary places are their shelters.

Attachments can be difficult to maintain for Drifters. Most Bonds want to stay near their homes, rather than follow the god to yet another horizon, and the strain of maintaining relationships long-distance often causes a breakdown. Still, they care just as deeply about the Attachments they manage to create and suffer even more when they must move on. Many believe the tenets of the Theology itself were created to make this process easier.

It used to be that Drifters ran into each other only rarely, but the advent of the Internet changed

everything. It's a lot easier in modern times to uphold Bonds through the power of social media. Drifters commiserate and renew their faith through email and web cams. Rituals for Drifters are individual and portable. Gods might meditate or rub a special stone or order the same coffee in whatever city they are in to hold onto some resemblance of consistency. Writing emails or sending postcards to their Bonds serve as small rituals at times.

It is a hard life, never setting down roots. Drifters think any god who settles down forgets the purpose of divinity. They get along with the Masks of Jana because they respect their work. Ascendants and the Order of Meskhenet remind Drifters of who they once were, seeking power and entrenching themselves into empires. The Cult of the Saints are too blinded by their faith. Drifters are wary of the Phoenix Society, as their obsession with humanity often causes issues.

WHY PLAY A DRIFTER?

New experiences, new places, new people, and powerful territories at a moment's notice are great benefits to the Drifters. The downside of the Theology is their need to keep moving, regardless of their own needs. Drifters are extremely good at getting people to trust them, but not so great at keeping that trust.

Playing a Drifter means a great memory and an impeccable sense of direction. They rarely hold grudges, so their personalities are outwardly carefree, but with an underlying sadness from all they have left behind. Stories for Drifters are focused on building up the community in which they live, but at the same time knowing it won't last. They very carefully pick their pantheon for this reason. While not overtly combat-oriented, if chosen to lead, they have strong strategy skills. As a follower, their connections through traveling, sometimes even international connections, can be the difference between keeping and losing a territory for the pantheon.

BLESSING AND CURSE

- **Blessing - Instant Domain:** Drifting Kingdoms can travel just about anywhere and feel right at home. This comes from the culture taught by their Theology, of course, but also from their ability to manipulate divine energy wherever they are. They use a Standard Action and spend 1 Fragment, and the point of interest they are currently at becomes a Landmark Bond for them for the Scene with a level equal to the god's Spark, forcing the god's divine energy into the area's spiritual DNA. This carries the normal bonuses granted by Landmark Bonds, but only for the Drifting Kingdom themselves (their pantheon gains no benefit). Any Strain to the temporary Bond is transferred to the god once it fades. Existing points of interest retain their normal values, with the Instant Domain layering on top of it. Only one Instant Domain can affect the same point of interest at one time, however. In addition to this amazing gift, Drifters can move diagonally on the Territory Grid, thus making it even easier for them to traverse their city.
- **Curse – Wanderlust:** Drifters are never at ease staying in one place for too long. This doesn't mean they need to leave the city they call home and are sworn to protect, but they must always be on the move between points of interest to stay healthy. Anytime the Drifting Kingdom starts a Scene in the same location as the previous Scene, they suffer 1 damage to Psyche and take a Level 1 Confused Condition. Staying too long in the same place muddies their mind and can lead to mental instability. Once they move locations, their Condition level reduces by 1 per Scene, but their damage heals normally.

PART-TIME GODS
SECOND EDITION



Name: **ADRION NELSON**

Dominion: GODDESS OF VENGEANCE

INITIATIVE	STRENGTH	MOVEMENT
+4	5	11

FREE TIME	WEALTH	SPARK
6	3	1

HEALTH ☐☐☐☐☐☐☐☐

PSYCHE ☐☐☐☐☐☐

FRAGMENTS ☐ ☐ ☐

+3 Successes to Skill or +2 Successes to Manifestation

LEGENDARY ACTS ☐

Occupation: Fighter (Physical)

Archetype: Lover

Dominion: Justice (Vengeance)

Theology: Drifting Kingdoms

SKILLS

Athletics 3	Influence 1 (Teaching)	Perform 2
Crafts 1	Intuition 1	Speed 3
Deception 2	Knowledge 1	Stealth 1
Discipline 1	Marksman 2	Survival 0
Empathy 0	Medicine 1	Tech 1
Fighting 4	Might 2	Travel 1
Fortitude 3	Perception 0	

Make Skill + Skill combo and roll dice equal to their total value.
7-9 = 1 Success, **10** = 2 successes
Specialties are listed under their skill.

MANIFESTATIONS

Aegis 2	Oracle 2 (Sense Vengeance)
Beckon 0	Ruin 2
Journey 2	Shaping 1
Minion 0	Soul 1
Puppetry 0	

Manifestation + Skill
7-9 = *1 Success,*
10 = *2 successes*

Level 0 Manifestations cannot be used.
Specialties are listed under their manifestation.

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BLESSINGS

Bonuses or special abilities.

You Look Strong: Adrion has been fighting for a long time. Gain +1 Intuition to size up another person's martial abilities.
Beyond Pleasurable: She has a gift for indulging in the pleasures of the skin. After engaging in physical intimacy, make a Simple (1) Empathy + Fortitude check. Adrion and her partner heal 1 Health or Psyche for each success or may reduce a Condition by 1 for 2 successes.
Beacon: Adrion always ends up where vengeance resides. By taking a Dazed 2 Condition, the player may ask the GM where the next point of interest containing vengeance is and should be given the coordinates on the Territory Grid.
Instant Domain: Spend 1 Fragment to create an instant Level 1 Landmark Bond for the Scene. This carries with it the normal bonuses and effects from Landmarks, but only for Adrion (not the others in her pantheon).
Knows A Shortcut: Adrion can move diagonally on the Territory Grid.

CURSES

Penalties or negative traits that produce Pantheon Dice.

Dark Past: Fighters often do things they are less than proud of to make ends meet or in the heat of passion. Gain 1 Pantheon Die when something Adrion once did comes back to plague them.
I Want What You Have: Adrion is prone to obsession, jealousy, and envy, and may lash out in anger and covet what others have. Gain 1 Pantheon Die when she gives in to these darker urges despite the danger created.
Bizarro-God: Large displays of Adrion's divine nature can sometimes drain her connection to her Spark. Gain 1 Pantheon Die when she becomes devoid of vengeance in a moment that is detrimental.
Wanderlust: Anytime Adrion starts a new Scene in the same location as the previous Scene, suffer 1 damage to Psyche and a Confused 1 Condition. Staying too long in the same place is mentally stressful. Once she moves on, the Condition reduces by 1 per Scene, but damage heals normally.

BONDS

***I** = Individual, **G** = Group, **L** = Landmark, TG = Territory Grid*
Health equal to Level. Dmg for a Favor or if you ignore them.

		TG
White Dragon Studio (L)	☐☐☐	2-8
Tai Chi Students (G)	☐☐☐	
Coastline Hotel (L)	☐☐	3-6

WORSHIPPERS

Adrion's worshippers can grant her power. - 1 dmg for (Level)/2 in Fragments.

		TG
Confidants	☐☐	6-10

Cause 1 Strain to heal all damage of one type and lower all Conditions by (Level)/2, rounded up.

Temple Keepers	☐☐	4-8

Cause 1 Strain to receive a bonus to a Manifestation check equal to (Level) x2.

TRUTHS

"No blow can hold back the goddess of vengeance"
Adrion has Armor 2 against unarmed attacks and falls, making her difficult to take down in hand-to-hand combat.

Adrion grew up in a society where she had to work twice as hard for half the recognition of her male counterparts. It didn't matter that she practically raised her younger brother or that she was a vet. Even her business acumen didn't matter. The world always gave her a reason to feel vengeful. Then the day came where an old boyfriend she dumped for being boring as hell tried to attack her. Adrion was a trained fighter and put him down quickly but applied too much force and he died in her arms.

Turned out that he had become the god of vengeance but couldn't control his Spark. When he died, Adrion took on the mantle, but her acts left her without an urge to pursue revenge of any kind. Instead, the Drifting Kingdoms found her, and she began building a new empire — one free of regret. She opened up a dojo to teach tai chi, only of the many fighting styles she practiced as it was the most focused on peace and balance. In order to keep her worshippers, she often lets her rage out in service to vengeance, but she always returns to the center, where her heart now lives.

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KUNITSUKAMI

HISTORY

The Spirit-Kin's founders believed in divine duty and the hierarchy of beings in the world, which went on to inspire much of what the modern world knows as the practice of animism. Everything begins at the Source, then the greater gods who have grown into immense power, gods who are humans carrying Sparks, mortals, ghosts, and other spirits, and the eight million spirits at the bottom. There is a Spark or essence in everything and this connection is key to understanding the true purpose of godhood.

When the Kunitsukami began, their traditions drew people to their temples and ceremonies. Tradition is comforting to mortals, but as times changed and tradition fell out of favor, Spirit-Kin struggled to lure worshippers and found many of their old ways cast aside. The Kunitsukami adapted through pure perseverance, which has brought many gods into their fold simply as an alternative to other Theologies. Eventually, everyone longs for the comfort of old traditions and the Kunitsukami were there to provide them. Mortals and gods alike, torn from their native lands and stripped of their heritage as they moved to the United States for a new start, found solace in their traditions and caused a resurgence of the Kunitsukami during the discovery of the so-called New World.

Spirit-Kin also remained an unchanging part of the world, as they are the stewards of spirits below them. They learn to respect their hierarchy, and — as a good ruler does — each Kami must care for those below them. They maintain temples and churches as a way to call out to spirits in need of help, giving them a place of worship and beacon of hope to visit to have their requests arbitrated. Interaction with ghosts and spirits brings the benefit of mentorship and counsel in exchange for their help in the physical world and gives them access to the stories and myths one would never find in the vast vaults of the Order of Meskhenet.

The Kunitsukami have an intense interest in artifacts, as well, as the Spirit-Kin unearth and save tools used in ceremonies or lost art methods, made easier by speaking with the spirits of those who may have hidden them. This attracts archeologists and anthropologists to the Theology, studying traditions and the lives of ancient mortals.



Other Names: Kami, Spirit-Kin, Soul-Suckers

Stereotypes: Dutiful, Traditional, Slave to the System

Skills: Discipline +1, Intuition +1, Medicine +1, Perception +1, Speed +1

Manifestations: Puppetry +1, Oracle +1, Soul +2

Free Time: +2, **Wealth:** +1

LIFESTYLE

Each god holds their place in the hierarchy and they cannot abandon their responsibilities. The spirits often come knocking, interrupting their lives in search of aid or even just someone to listen to their stories; it's not surprising that spirits get incredibly bored. The hierarchy also includes mortals, however, who make up the foundation of the hierarchy and some argue are the very reason for spirits and gods.

Spirit-Kin traditions go back thousands of years. Everything from small shrine ceremonies to large gatherings with a feast and expensive offerings. It's a chance to intermingle with all levels of the hierarchy and if many Spirit-Kin get together, then it is a knot of etiquette and deferring to those above you, while receiving the deference of those below you. It can be quite confusing to non-Kami, but those of the Theology have long practice at the ins and outs of their system.

Their homes and lives are ordered, and their mortal sides do well in places with marked hierarchies, such as the military, priesthood, or schools. They recruit from people who are lost and provide them with a

place in the world. When gods don't know who they are the Spirit-Kin give them a place, but if they rail against their place or attempt to thwart the hierarchy, the Spirit-Kin just as quickly kicks the god out.

Other Theologies also fall into the hierarchy, even if they don't accept this fact. The Order of Meskhenet is respected for their place as guardians of tradition alongside the Kami, and Masks have carved their place as protectors. The Drifting Kingdoms are seen as wayward children who have lost their role, while Ascendants are often scoffed at for not accepting their place. Why scramble to reach the next level... it'll happen when the universe wishes.

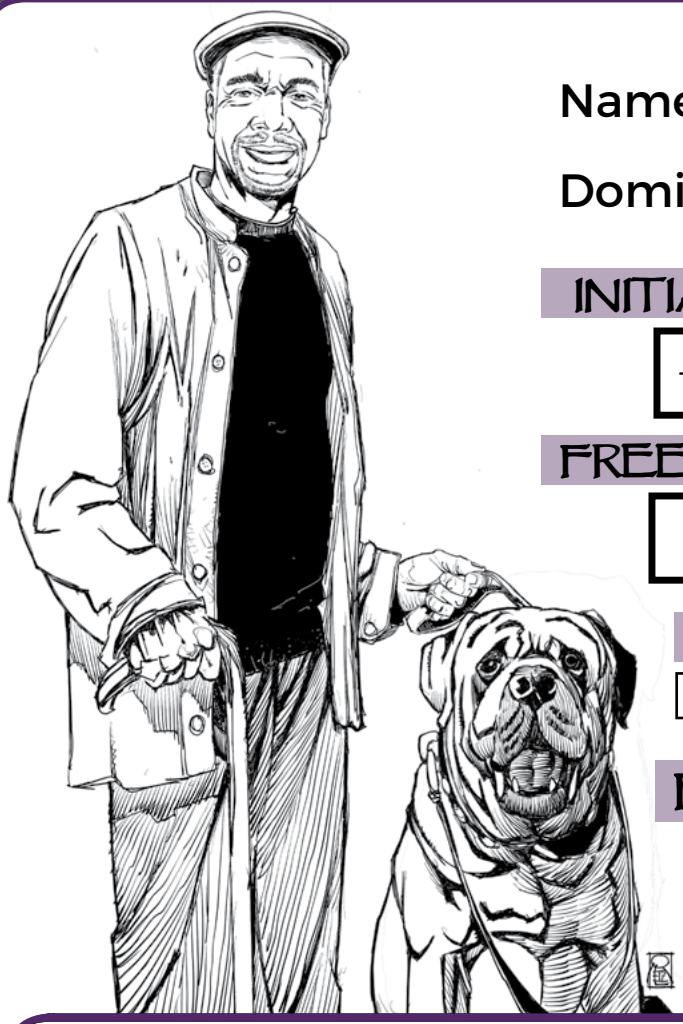
WHY PLAY A KAMI?

Playing a Spirit-Kin brings the ability to command greater and lesser spirits, but also the responsibility to serve them when they are in need. They are great at being the foundation of their pantheon, and their stories add another facet to the balancing of the mundane and magical, adding spirits into the mix. It means embracing tradition and an emphatic belief in "the way things are" and this should come through in roleplay. Kunitsukami characters aren't very rebellious and align themselves readily with others who appreciate order and structure. If they see something as their duty, they do it. This can be both a blessing and a curse, as it creates trust in other people, but also becomes a narrow-minded focus to the exclusion of everything else.

Tradition and duty are the hallmarks of Spirit-Kin and playing them should reflect as much. This gives them great power over other spirits, which can be an asset to their pantheon as a leader or follower.

BLESSING AND CURSE

- **Blessing - Eight Million Spirits:** The Kunitsukami understand their place within the spirit hierarchy, with the old gods above and the souls of beasts and objects below. For 1 Fragment, the Kami opens their senses to spirits in the area and can communicate with any active spirit, animal, or object they touch, ignoring any language barriers. They can see and even touch spirits, who are usually invisible and incorporeal, but may also speak to the other eight million spirits, such as the spirit of the floor, their phone, or a tree. With communication channels open, the Kunitsukami can now use their spiritual position to force compliance with these spirits by sacrificing Pantheon Dice. Asking a spirit a question they must answer always costs 1 Pantheon Die. Asking the spirit for a favor, however, may cost anywhere from 1-3 Pantheon Dice, but they must obey the request immediately. This could be anything from commanding handcuffs to unlock themselves (1 Pantheon Die) to asking the bulldozer to ram through a wall for you (3 Pantheon Dice).
- **Curse - In the Middle:** Due to their spiritual position, the Spirit-Kin are beset by spirits of all kinds who ask for help in settling scores and finding their final rest. The eight million spirits seldom ask favors, as it would be rude to bother the gods for their petty wants, but other spirits are not so understanding. Instead of spending 5 points on Attachments in Step 5, the character gains a Level 3 "Spirit Community" Group Bond (that does not count toward the character's Bond limits), which can be used for Shared Lessons, but not Resources or Lead Follow-up. Also, Wealth cannot be used to avoid them. For each Strain this special Group Bond takes on, the god suffers a Level 1 Broken (Influence) Condition, lessening their sway over anyone on any plane. If the Bond ever drops a level, the god permanently loses -1 Influence level in addition to their normal consequences. If they have no Influence, the GM may select another Skill to affect instead. Once the Spirit Community has been notated by the player, they receive their 3 points to spend on additional Attachments normally.



Name: **LEONARD LEWIS**

Dominion: **GOD OF DOGS**

INITIATIVE	STRENGTH	MOVEMENT
+4	2	9

FREE TIME	WEALTH	SPARK
6	3	1

HEALTH ☐☐☐☐☐☐

PSYCHE ☐☐☐☐☐☐

FRAGMENTS ☐ ☐ ☐

+3 Successes to Skill or +2 Successes to Manifestation

LEGENDARY ACTS ☐

Occupation: Retired
Archetype: Wanderer
Dominion: Dogs (Bestial)
Theology: Kunitsukami

SKILLS

Athletics	2	Influence	2	Perform	0
Crafts	0	Intuition	2	Speed	2
Deception	2	Knowledge	2	Stealth	1
Discipline	1	Marksman	0	Survival Tracking	3
Empathy	2	Medicine	2	Tech	1
Fighting	2	Might	0	Travel	3
Fortitude	1	Perception	2		

Make Skill + Skill combo and roll dice equal to their total value.
7-9 = 1 Success, **10** = 2 successes
Specialties are listed under their skill.

MANIFESTATIONS

Aegis	1	Oracle	1
Beckon	0	Ruin	1
Journey	1	Shaping Dog Form	2
Minion	1	Soul	2
Puppetry	1		

Manifestation + Skill
7-9 = *1 Success,*
10 = *2 successes*

Level 0 Manifestations cannot be used.
Specialties are listed under their manifestation.

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BLESSINGS

Bonuses or special abilities.

My Old Life: He may be an old man now, but in his day, he was a high school math teacher. Gain +1 Knowledge for quick calculations, probabilities, or other mathematical challenges.
Testing Limits: Leonard likes to push himself out of his comfort zone. By sacrificing 1 Pantheon Die after failing a roll, they gain a bonus equal to the number of 1s in their failed roll to their next roll.
Eight Million Spirits: The Kunitsukami understand their place within the spirit hierarchy. Spend 1 Fragment for Leonard to communicate/interact with spirits of any being, animal, or object, ignoring any language barriers. May also sacrifice Pantheon Dice to force compliance with spirits (1 to 3, depending on request).

CURSES

Penalties or negative traits that produce Pantheon Dice.

Feeling My Age: Age does have its drawbacks. Gain 1 Pantheon Die when Leonard's absent-mindedness or physical weakness causes trouble.
Holes in My Pockets: There's something about Leonard and money — they just don't mix. Gain 1 Pantheon Die if they lose 1 Wealth when traveling between scenes.
Animal Mind: Gain 1 Pantheon Die when Leonard momentarily reverts to a semi-animal mentality, losing his ability to continue normal social interaction. As a god of dogs, this usually involves howling or sniffing others.
In the Middle: The "Spirit Community" Bond is important to Leonard's godhood. Each Strain dealt to this Bond creates a Level 1 Broken (Influence) Condition. If the Bond level drops, he permanently loses 1 Influence (in addition to the normal consequences).

BONDS

I *= Individual,* ***G*** *= Group,* ***L*** *= Landmark, TG = Territory Grid*
Health equal to Level. Dmg for a Favor or if you ignore them.

				TG
Spirit Community (G)	☐	☐	☐	
Valdez Dog Park (L)	☐	☐	☐	2-4
Retired Teachers (G)	☐	☐		
Dog Breeders (G)	☐	☐		

VASSALS

Gabriel's worshippers can grant him power.
- 1 dmg for (Level)/2 in Fragments.

Rufus ☐ ☐ ☐

Leonard's dire dog, who has an extra keen sense of smell, gaining a +3 bonus when needing to track something down.

TRUTHS

"No scent escapes the god's nose"
Gain +1 Perception for smell-related checks, and failures or critical failures are treated as if he rolled at least 1 success.

"The god of dogs speaks an animal tongue"
Leonard can talk to canines for free but can spend 1 Fragment to speak with other types of animals for the Scene, as well.

Leonard lived a good life, one he could be proud of. He raced cars when he was younger and eventually settled into a steady job as a high school math teacher, but he never stopped trying new things. He was lucky to lead several young CEOs and political organizers to greatness, happy to watch their triumphs from the sidelines with a smile. When Leonard retired, however, he realized so much of his life had been spent for other people, and he found himself alone, without a husband and without a whole lot of hobbies. That's when he met Rufus.

Sitting in the park, feeding the pigeons, and watching the dogs play, a special dog who didn't seem to have an owner approached the old man. Leonard reached out a hand, and Rufus... introduced himself. "I'm the vessel of great power, and you have a kind soul and a need for excitement, I can tell." After recovering from the talking dog, Leonard decided to accept Rufus's offer for companionship, and became the god of dogs. This new life has indeed brought adventure into his boring elder years, simply perfect for a retired man who is not done with exploring life.

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MASKS OF JANA

HISTORY

Jana is another name for the Diana, Greek goddess of the hunt, and the Masks began as her greatest students. The founders weren't always the best archers but excelled at being the stealthiest. Legends say they could sneak up on a deer and pull a hair from its tail before the animal noticed.

The Masks hated being the center of attention, despised the constant divine battles for power, showing off their abilities, or dealing with the hassles of stealing territory from other deities. The gods were so full of passion that the Masks sought to rid themselves of such things. They locked away their emotions, practiced their miracles only in private, and lived only for protection of their kind. The more ostentatious other gods became, the firmer the Masks held to these beliefs.

Eventually, the God Wars and grandstanding of those who thought themselves beyond reproach became too much to ignore, creating a new calling for the Mask — assassination of other gods to keep power—, and garish displays of it — in check. No matter how powerful they were, problem gods disappeared from reality or were found displayed in terrifying ritualistic ways, each one a Mask targeted as a message to the other gods. Those who ignored these messages found themselves the next one. Followers of this Theology began living among mortals unnoticed, only to rise to slap down a god who became too egotistical and flaunted their power. This led the other Theologies to label them cowards for not facing their enemies one-on-one, but the Masks simply shrugged and moved on with their mission. If they hadn't stripped away their emotions, they might have cared more.

Masks remember the God Wars and the havoc they caused, and were the only gods who constantly stood in the way of another. They tried to reason with other Theologies, often ending in battles that leveled the cities the Masks swore to protect. So, their mission expanded to keep Theologies in line and stop humanity from learning of divine existence, keeping their homes safe, the people safe, and gods alive to see a new dawn. Members have ranged from medieval mistresses, World War II spies, modern librarians, and legendary wisemen. Some were so adept at hiding, they were never seen - only known by the work they left behind.



Other Names: Masks, Veils, The Obscure

Stereotypes: Mysterious, Secretive, Cowards

Skills: Deception +1, Knowledge +1, Speed +1, Stealth +1, Survival +1

Manifestations: Aegis +1, Beckon +2, Shaping +1

Free Time: +1, **Wealth:** +2

LIFESTYLE

These gods have learned to compartmentalize their mundane and human lives out of necessity, which has led to the saying: "The first item on a Mask's agenda is donning one." Their relationships suffer because others question their sincerity and partners suspect their love is a performance. Some Masks take acting classes to hone their ability to convince others they are forthright, but make sure to stay away from improv troupes. Some cut themselves off from society entirely and detach themselves from their emotions, closely following the old teachings.

Many live alone and their residences are completely devoid of any clue they are a god. If they must keep a relic or other evidence, they hide it on their person, keep a secret place far from where they live, or eventually learn how to create their own pocket dimensions. It is also common for a Mask to keep several IDs for separate aspects of their lives — just in case anyone comes looking for them.

Masks live a life of responsibility much different from that of other Theologies. When gods battle in the middle of the city, the Masks are there to clean up the

mess and make sure the world remains unchanged. Their rituals are meant to renew a god's resolve or speed up the process. Meetings between Masks are held in utmost secrecy. Locations change each time and members wear concealing masks or hoods, and go only by their Dominion during meetings, forgoing any other names to highlight anonymity. They teach humility and don't allow showy Manifestations, unless to hide another. If a Mask is caught showing off their powers, their own Theology comes asking questions.

Masks don't so much get along with other Theologies as much as tolerate them. The Order of Meskhenet keep themselves in check, and the Saints keep to themselves. Ascendants can get out of hand without a Mask ready to throw up a veil, but the empires of a Drifter may rise and fall faster than a Mask has time to respond, and they can also be reckless at times.

WHY PLAY A MASK?

Protecting mortals from divine knowledge and challenging showy gods are attractive qualities for potential Masks. They are experts at hiding their divinity and their motives from mortals, and even other gods have a difficulty figuring a Mask out. The downfall of this is their relationships are always strained. Expect NPCs to constantly question the Mask's loyalty, leading to conflict or even broken Bonds.

Playing a Mask means keeping all one's cards close to the vest, and never showing power (or emotions) unless no other alternative exists. Their stories revolve around keeping every part of their life a secret, being tight-lipped and measuring their words carefully.

Leading pantheons to victory is challenging and rewarding but can lead to resentment from the group when they don't like the Mask's strict rules. Pantheon tensions can erupt from the micro-management, even though their plans end up saving everyone and keeping their identities secret.

BLESSING AND CURSE

- **Blessing – Forgotten:** Masks believe that keeping the divine hidden from mortals is central to the gods' survival and have learned certain tricks to reinforce this idea. By spending 1 Fragment, the Veil becomes unnoticed by mortals for the scene. They can walk through crowds or even stand right in front of someone, utterly unnoticed. The god is not actually invisible, of course, but this Blessing makes mortals not want to see, hear, or acknowledge the god at all. They can drop this ability for specific people at will, and this act is involuntary if they come into physical contact with a mortal; they are immediately noticed, but the Mask can slip back into obscurity once they let go. If they run into a mortal while using Forgotten, but don't want to be remembered, the god may sacrifice 2 Pantheon Dice to fade from their memory. If within their Territory, the Mask may spend 1 Fragment to hide divine occurrences in the area from mortal eyes. Mortals won't see anyone or anything with a Spark or any divine displays of power, but any destruction they cause is still evident. Using Forgotten on mortals automatically succeeds, but other beings with a Spark are harder to affect. Fragment and Pantheon Dice costs raise by 2, and the Mask must make an Intuition + Stealth + Spark check against the target's Intuition + Perception + Spark. If the player succeeds, the divine target is none the wiser. If they fail, their Fragments are wasted, and they remain noticeable.
- **Curse – Disconnection:** They are taught to be extremely secretive by the Masks of Jana, and sadly this attitude tends to extend to the rest of the god's life in the worst of ways. Regardless of how many Attachments they have, the god always feels disconnected from them, even those who know them as divine. Asking for favors from Individual Bonds is now a much harder sell, Worshippers require a lot more persuasion to act without prayers answered in advance, and Group Bonds become stingy with any resources. As a result, Bonds and Worshippers belonging to the Mask count as -1 Level when determining dice pools or effects. For example, a Level 3 Group Bond could only follow-up on two leads and is only worth a temporary +1 Wealth. This Curse doesn't affect Truths or Relics, as they do not require personal connections, or any Vassals who serve the god, since they likely have their own secrets as well.



Name: **SAWYER DEVEREUX**

Dominion: **GODDESS OF ORPHANS**

INITIATIVE	STRENGTH	MOVEMENT
+4	1	8

FREE TIME	WEALTH	SPARK
6	2	1

HEALTH ☐☐☐☐☐☐☐

PSYCHE ☐☐☐☐☐☐☐

FRAGMENTS ☐ ☐

+3 Successes to Skill or +2 Successes to Manifestation

LEGENDARY ACTS ☐

Occupation: Homeless (Fringe)

Archetype: Visionary

Dominion: Orphans (Patron)

Theology: Masks of Jana

SKILLS

Athletics	1	Influence	2	Perform	1
Crafts	3	Intuition	2	Speed	2
Deception (B&E)	1	Knowledge	1	Stealth	3
Discipline	1	Marksman	1	Survival	2
Empathy	1	Medicine	0	Tech	1
Fighting	1	Might	0	Travel	2
Fortitude	2	Perception	3		

Make Skill + Skill combo and roll dice equal to their total value.
7-9 = 1 Success, **10** = 2 successes
Specialties are listed under their skill.

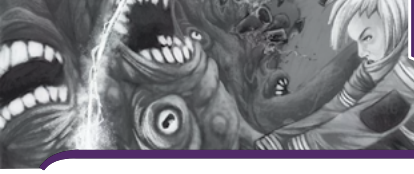
MANIFESTATIONS

Aegis (Protection Field)	2	Oracle	1
Beckon	2	Ruin	0
Journey	2	Shaping	1
Minion	2	Soul	0
Puppetry	0		

Manifestation + Skill
7-9 = *1 Success,*
10 = *2 successes*

Level 0 Manifestations cannot be used.
Specialties are listed under their manifestation.

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PART-TIME GODS
SECOND EDITION

BLESSINGS
Bonuses or special abilities.

Friends in Low Places: Sawyer has a special rapport with people like her. Gain +1 Influence when negotiating with other outcasts or pariahs for supplies or protection.
Make Things Happen: Through her leadership and encouragement, everyone around Sawyer performs more efficiently. Gain a +1 bonus to Execution rolls when using Attachments for Lead Follow-up or for the Crossroads stage when traveling between realms.
Loved and Worshipped: Devoting a Scene to Worshippers heals +1 Strain once per Session.
Forgotten: Spend 1 Fragment to remain unnoticed by mortals. If she comes into contact with them, this effect drops until they let go. Players can sacrifice 2 Pantheon Dice to make the target forget after the fact.
Hide in Plain Sight: If in pantheon Territory, spend 1 Fragment to hide divine magic and creatures from mortals' sight.

CURSES
Penalties or negative traits that produce Pantheon Dice.

Like a Sore Thumb: The homeless find themselves welcome in very few places. Gain 1 Pantheon Die if they cause a scene because they are very out of place.
Remember Me?: Sawyer has manipulated people in her past, and not all ended positively. Gain 1 Pantheon Die when a manipulation she performed comes back to haunt her.
Fox in the Henhouse: Her worshippers are the most important thing to Sawyer. Gain 1 Pantheon Die to cause 1 Strain to a Worshipper group, then define the source.
Disconnection: Sawyer's secretive nature makes it hard to get close to others anymore. Her Bonds and Worshippers always count as -1 Level when determining dice pools or effects.

BONDS
I *= Individual,* ***G*** *= Group,* ***L*** *= Landmark*
Health equal to Level. Dmg for a Favor or if you ignore them.

				TG
Thieves' Gang (G)	☐	☐	☐	8-9
Hideout (L)	☐			1-3

WORSHIPPERS
Sawyer's worshippers can grant her power. - 1 dmg for (Level)/2 in Fragments.

			TG
Givers	☐	☐	8-9

Cause 1 Strain for Worshipper Level in Wealth.

Zealots	☐	☐	10-3

Cause 1 Strain and make an Influence + Skill check. Task completes in (5 - success) Scenes. Roll 2 dice to rate success. Can deal +1 damage to Bond for a +3 bonus to the Execution roll.

Cheri - Chosen One	☐	7-2

Cause 1 Strain for Cheri to become a vessel for Sawyer, allowing her to see through her eyes and use Manifestations through her. Also, instead of becoming a spirit when dead, Sawyer takes over Cheri's body until the time when she can return to her own, dropping her Level by 1.

RELICS

Lightning Rod
A relic Sawyer picked off of a god of storm's body, she can spend 1 Fragment to summon lightning for one of two effects:

- ✦ Make a Marksman + Crafts roll against and enemy and deal +2 damage on a hit.
- ✦ All damage dealt within Near Range (for or against her) is raised by +1.

TRUTHS

"The goddess sees who you truly are"
Spend 1 Fragment to sense the presence of divine power in the area, see ghosts and spirits, and see the true faces of Outsiders who take other guises.

It feels like so long ago when Sawyer first found herself on the streets. Her mother, Delilah, died in the hospital when she was 13, despite all the voodoo tricks she had learned from her time growing up in New Orleans. When the time came to meet the father whom she took a year to track down, Sawyer couldn't drum up the courage to meet him face-to-face, let alone ever call him "dad." Foster care was not an option, so she found herself in the harsh life of homelessness.

Instead of fear, however, she put on a brave face and accepted her new community and all the dangers they faced. Sawyer found her youth and strength was a useful tool for minimizing the hurt around her, as she provided for the injured or elderly before herself. Other homeless children began looking to her as a leader, and they started the Five Fingers Gang, a group of thieves who steal for each other, help each other, and believe in the many before the one. Dominion over orphans found its way to Sawyer, giving her even more strength to face an impossible challenge of life on the streets. That was four years ago, and she's kept a low profile as much as possible, but the Descending Storm is making that harder every day.

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ORDER OF MESKHENET

HISTORY

Egyptian godhood is hereditary, and some gods figured out early that the best gods are molded with purpose. Meskhenet, the goddess of childbirth who was worshipped for breathing life into souls and pulling the strings of Fate, stood out as the perfect base for a blossoming philosophy. She taught many gods their very first rituals for passing on one's divinity through family ties, and cemented her lessons with ensuring social backing and stability in mortal society for the founders of what would become the Order of Meskhenet.

These gods built dynasties and forged empires from scratch by pooling resources to keep families strong, solidify their power, and ensure their offspring possessed sufficient means to support the Order in return. Inheritors rarely engaged in outright battle with enemies unless pushed, as they much preferred tearing down supply chains or destroying reputations or worshipper morale as war tactics. Several hostile business takeovers and stock market crashes all result from the Order's machinations. Ever a cautious Theology, they kept track of their members' movements and those of their enemies as well, this information proving valuable even generations after the fact.

The Inheritors were the first to instill the idea of patrons of the arts, mentors, and even interns. These practices helped them keep a pulse on the world and search for those who might be useful to them or enfold a new member into the Order who they deemed worthy. Over time, the Theology has gone from a place where gods could seek answers, learn purpose and history, and come into their own destinies, to a classist Order that controls its members and requires payment for their granted divinity and unquestioned loyalty. Its members have since grown cliquish and often petty, a breakdown that continued at a slow decline over thousands of years, without anyone noticing.

Their nepotism blinded them to their original purpose. Though there are whispers in the Order some are trying to rebuild those ancient roots. Any revolutionists have a hard road ahead of them, as the Order has its own internal systems to keep out the riffraff. As bad as others believe the Theology to be, however, those who learn to operate properly within the current system can attain great power and glory and create a substantial legacy to leave to their heirs.



Other Names: Blue Bloods, Suits, Inheritors

Stereotypes: Loyal, Well-connected, Built on Nepotism

Skills: Deception +1, Influence +1, Knowledge +1, Perform +1, Tech +1

Manifestations: Minion +2, Puppetry +1, Soul +1

Free Time: +0, **Wealth:** +4

LIFESTYLE

Order members are born into the world of the gods. They often grow up watching their parents perform miracles and know they'll eventually learn to do the same as worshippers or may be plucked from obscurity and selected to become full-fledged gods. Each new god then learns the lineage of their Spark all the way back to the first known god and begins to understand their place in the world of gods. The Order maintains massive temples in Africa, where vast libraries chronicle each member, past and present, as well as any other known god who has crossed a member's path — miracles, abilities, life choices, and eventual death — all saved for future generations.

When inevitably ready to give up their power to the next generation, as all Inheritors are expected to do when called upon, special blood rituals are enacted to make it so. These are intense, personal

rituals between two beings and the highlight of the Inheritor's life both times they participate: the first when they receive their Spark and the second when they give theirs up to a successor. Of course, since many are raised within the Order, they are also more likely to accept what is expected of them in return for their new power.

An Inheritor has tradition and power but loses control over their own life to a degree. Most console themselves with a trip to a vacation spot in their private jets or going on a joyride in a new car. Who says money can't buy happiness? A Watcher (usually a mortal associate of the group) is even assigned to every member, as well, whose job is to ensure the Inheritor's actions fall in line with the Order's wishes. Doing so usually guarantees they continue to be worthy of their lineage. If the Order decides a god is unworthy, they have no issue with sending collectors for their Spark and passing it along to someone worthier.

In the eyes of the Order, Ascendants look too much to the past and aspire to greatness without a foundation. The Order and the Masks respect each other's roots and positions, and in many ways share a mission of keeping humanity from knowing too much. Likewise, the Kunitsukami understand order and hierarchy, even if they need to bring it into modern times. Warlocks need to be watched carefully, however, as they have tried to pry the Order's knowledge away for millennia.

WHY PLAY AN INHERITOR?

The Order of Meskhenet grants its members nigh-limitless resources, a connection to their heritage, and a host of boons that come with being one chosen to become divine. In exchange, they must follow the rules. Those who want to play someone who can buy anything or anyone and possess a pedigree or destiny should look to the Inheritors.

Playing an Inheritor means conflict between individuality and expectation. Proud, and burdened by their heritage at the same time, many Inheritors are aloof and should be played as such. Although some have rebelled against the Order and managed to live along their own path, rarely does it end pleasantly. Their stories often involve either embracing or denying their birthright and the consequences of doing so. As part of a pantheon, an Inheritor uses their knowledge against their enemies to help their cause as well as single-handedly fund the missions of the pantheon most of the time. Though they can fall naturally into the role of leader, they are used to taking orders as well and can fit into the role of resource for the pantheon.

BLESSING AND CURSE

- **Blessing - Divine Inheritance:** Order members inherit a lot from their ancestors; Power is their birthright, after all, handed to the god on a silver platter at the whim of the Theology. In addition to their incredible Wealth (see above), characters from the Order of Meskhenet begin with a free Level 2 Relic and Level 2 Worshippers Entitlement to reflect the spoils inherited along with their Spark and Dominion. Any worshippers they possess belong to bloodlines who have been loyal to whoever holds their current Spark for millennia and don't waver when their god asks them for tribute. The Suit may utilize a Worshipper Entitlement's special ability without causing Strain a number of times equal to their Spark per Session. This means the more brightly their divine nature shines, the more their worshippers begin to recognize them as a true god and follow their commands without question.
- **Curse - Family Loyalty:** The Order of Meskhenet offers splendid gifts to their gods but expect unconditional loyalty in return. This contract is singularly important to the Order, as it is the cornerstone upon which the Theology was built. Members carry an absolute obligation to serve the Order when called on, regardless of other responsibilities or the god's personal feelings. Instead of spending 5 points on Bonds in Step 5, the Suit receives a Level 3 "Watcher" Individual Bond, a mortal representative tasked with acting as a liaison between the god and the Order. This Bond can be used for Lead Follow-up, but does not affect Territory, since their locations are kept secret from the gods they watch, and do not perform Favors, as Watchers cannot intercede directly in the god's affairs. Also, Wealth cannot be used to avoid the Watcher. They watch the god's activities, chronicle events that take place in their territory, and occasionally ask the god to perform tasks at the Order's request. Disregarding these requests or ignoring them entirely deals 2 Strain to the Bond (instead of 1), and the god loses 1 Wealth and acquires two Failing levels if the Bond drops. Once the player has noted their Watcher, they receive 3 points to spend on additional Attachments normally.



Name: **COLT BASTIAN**

Dominion: **GOD OF MUSIC**

INITIATIVE	STRENGTH	MOVEMENT
+5	2	8

FREE TIME	WEALTH	SPARK
3	7	1

HEALTH ☐☐☐☐☐☐

PSYCHE ☐☐☐☐☐☐

FRAGMENTS ☐ ☐ ☐

+3 Successes to Skill or +2 Successes to Manifestation

LEGENDARY ACTS ☐

Occupation: Performer (Creative)

Archetype: Rebel

Dominion: Music (Crossover)

Theology: Order of Meskhenet

SKILLS

Athletics	1	Influence	3	Perform	5
Crafts	1	Intuition	1	Speed	2
Deception	1	Knowledge	2	Stealth	1
Discipline	1	Marksman (Pistols)	3	Survival	1
Empathy	2	Medicine	0	Tech	2
Fighting	0	Might	1	Travel	0
Fortitude	1	Perception	2		

Make Skill + Skill combo and roll dice equal to their total value.
7-9 = 1 Success, **10** = 2 successes
Specialties are listed under their skill.

MANIFESTATIONS

Aegis	1	Oracle	0
Beckon (Choir)	2	Ruin	0
Journey	1	Shaping	0
Minion	2	Soul	2
Puppetry	2		

Manifestation + Skill
7-9 = *1 Success,*
10 = *2 successes*

Level 0 Manifestations cannot be used.
Specialties are listed under their manifestation.

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BLESSINGS

Bonuses or special abilities.

Show Stopper: Performers push themselves by jumping off of speakers and putting on an energetic show. Gain +1 Athletics for using physicality to put on a better show.
Hoarder: Whenever the player would place dice in the Pantheon Pool, place them instead into a personal stash. Colt can hold up to 2 hoarded dice at a time and use them just like normal Pantheon Dice but without needing permission. These dice can even be gifted to other players if wanted.
Reactive: Colt's reaction time is wonderful, granting +2 Initiative (accounted for).
Divine Inheritance: Colt may utilize a Worshipper ability once per Session without causing Strain to the Bond.

CURSES

Penalties or negative traits that produce Pantheon Dice.

Outtakes: Gain 1 Pantheon Die when Colt doesn't perform his best during a show, and it damages his reputation. Can't win them all, right?
Loner: Colt often believes he's the only one who can solve problems and may leave the group to go it alone. Gain 1 Pantheon Die when he runs off alone, but steps into trouble he's not prepared to handle by himself.
Prideful: Colt knows his Dominion is sought by many gods for its immense power. Gain 1 Pantheon Die if his pride or arrogance gets the better of him and causes conflict or friction.
Family Loyalty (Uncle Robert): A "Watcher" Bond from the Order of Meskhenet looks after Colt and ensures his interests fall in line with the Order's. Disregarding his requests deals 2 Strain to this Bond. If the Bond Level drops, Colt permanently loses 1 Wealth.

BONDS

I *= Individual,* ***G*** *= Group,* ***L*** *= Landmark, TG = Territory Grid*
Health equal to Level. Dmg for a Favor or if you ignore them.

		TG
Colt's Mansion/ Personal Studio (L)	☐☐☐☐	4-4
Uncle Robert - Watcher (I)	☐☐☐	
Romeo Fontaine, Manager (I)	☐☐	4-1
Legacy Amphitheater (L)	☐☐	6-2

WORSHIPPERS

Colt's worshippers can grant him power. - 1 dmg for (Level)/2 in Fragments.

		TG
Zealots	☐☐	3-10

Cause 1 Strain and make an Influence + Skill check. Task completes in (5 - successes) Scenes. Roll 2 dice to rate success. Can deal +1 Strain to Bond for a +3 bonus to the Execution roll.

Faithful	☐☐	3-9

Cause 1 Strain to receive (Level)/2 in Fragments.

RELICS

Phantom

Colt's favorite pistol has been divinely enhanced.
Weapon Qualities: Brutal 1, Ranged, Loud.

TRUTHS

"The angel of music takes flight on feathered wings"

For 1 Fragment, Colt sprouts a pair of wings that let him soar on the wind at (Movement) x2.

As far back as Colt can remember, his life has been about music. The young man, known as Julian Martin in those years, was born and bred with music in his veins, learning the piano then the guitar then horns until he could pick up any instrument and play it with ease by the age of 11. All the while, his Uncle Robert was there — not his father the senator or his mother the CEO — but Uncle Robert, who was obsessed with pushing him to his limits. It all made sense the day he was told that he was to become the next angel of music. Along with his Spark came an even greater access to musical knowledge and technique, and a wingspan unlike that of any other god.

Julian obeyed as other Inheritors did for a long time, but eventually grew frustrated with the hold the Order had on his life. Ever the rebel, he took on the name Colt Bastian, started his own band (and label) called Choir of Angels, and set out to change the world. Every album he released became an instant hit that broadened his worldwide appeal: his first album "Hymns from the Drugstore" (which was more mainstream rock), his second album "Afterbirth of Afterlife" (a mix of rock, blues, and classical), followed by "Trail of Fears" and "Organ Grinder" which continued his streak of winning awards and earning the moniker of "musical genius." He is working on his latest album, "The Source of All Things," which he promises to be his magnum opus.

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PHOENIX SOCIETY



Other Names: Phoenixes, Birdies, Mortal Lovers

Stereotypes: Partiers, Protective, Cunning

Skills: Athletics +1, Empathy +1, Perform +1, Stealth +1, Tech +1

Manifestations: Aegis +2, Oracle +1, Ruin +1

Free Time: +2, **Wealth:** +1

HISTORY

Rising from the ashes of the great God Wars like the mythical bird of rebirth, the Phoenix Society has long held a single-minded belief that the gods exist for humanity. The Phoenixes have always protected mortals and all their creations from the Outsiders and other threats of the world, their defense applying to all humanity, and not just those they most favor.

Everywhere civilizations sprang up throughout history, the Phoenix Society was there to guide mortals in the cultivation of crops, the brewing of grains, the building of sturdy homes, teaching them what they needed to survive. They fought to carve a safe place, often banding together with their charges to create something lasting. The gods fought alongside their chosen societies, both on the battlefield and in the throne room, some becoming pharaohs and queens to have a more direct hand in humanity's destiny. More than once, both sides of a battle had a Phoenix steering them to victory as god battled god unknown among the carnage. For a Phoenix, it's not a matter of good or evil, but only that humanity continues. They've been in the room at almost every historical treaty signing, the most famous coronations, every dedication of a new landmark, and cried alongside humanity during state funerals for centuries.

In modern times, Phoenixes are seldom generals steering troops and more likely to be muses inspiring artists and inventors, choosing individuals they believe will go on to change society the most. Springing from traditions of the grand salons of the European Enlightenment, throwing a party or arranging a gathering of minds has become the new court gathering and the board room has taken the place of the throne room. A discrete introduction here, an appointment with a potential backer there, being seen with the right people or seeing the right view are more important today than the strength of arms on any battlefield.

LIFESTYLE

Phoenixes are called Mortal-Lovers for a reason. They are incredibly social, steeping themselves in humanity as much as possible, bar-hopping and clubbing, attending concerts and festivals, or just people-watching in a coffee shop. They've found it's easiest to blend in, preferring to be the power behind the throne than being stars, often taking jobs as managers to great acts, patrons to artists, or venture capitalists funding new startups. These strategies give the gods access to current world-changers while they continually search for the next big thing.

No initiation is required to become a Phoenix, only a belief in the goals of guiding and protecting humanity. All gods are welcome to come and go from their ranks without prejudice. Their structure is loose, members organizing in everything from singles and pairs to groups of ten or more to perform some grand scheme.

Their rituals can be as simple as preparing a cup of tea for someone else or as elaborate as a multi-day wedding ceremony. Many of these involve the use of drugs and alcohol. Some Phoenixes do indeed indulge in hallucinogens too deeply, but most see it as a powerful tool to lure humans into their circles and in hopes of touching the Spark in all things. That and the occasional orgy combined with stimulating conversations serve to keep them connected to the universe. It's not the form of the gathering that's important; it's the meaning and intention behind it.

Other Theologies underestimate the Phoenix Society, thinking they're too close to mortals or too attached to make hard decisions about human lives when needed. Ascendants especially find their outlook at the other end of their spectrum. Drifters aren't exactly antagonistic, but their philosophy of building empires and then walking confuses most Phoenixes. The same goes for the Drifters, who feel Phoenixes latch themselves to sinking ships at times. One would think their partying ways would endear them to the Puck-Eaters, but in reality, it's more like adding gasoline to a fire when they're together.

WHY PLAY A PHOENIX?

Phoenixes are the most connected to humanity of any Theology. They do best in social environments, and literally suffer when isolated. They are the extraverts, the social butterflies, and the life of any party, immersing themselves in the club scene, concerts, anywhere there are large groups of people. Invite them to a funeral, and it may turn from a somber occasion to a friendly roast of the deceased. Invite them to the wedding, and prepare for the wedding party to be debauched, possibly including the newlyweds.

They form connections with others easily and the connections they do form are deep. Mechanically, they have advantages when interacting with others, a clear plus in many situations. Their reputation as party animals usually masks a keen mind and an easily crushed heart. Their depth of feeling for their worshippers opens them to deeper connections with them but also greater trauma when they go without seeing them.

BLESSING AND CURSE

- **Blessing - Linked to Humanity:** Phoenixes surround themselves with as many people as they can, thriving in social environments more than any other Theology. The god craves the special connection that only two people can have with one another. This makes Phoenixes much more receptive to new ideas and easier to befriend. To reflect this, the character's maximum number of Bonds they may possess is raised to (7 - Spark) instead of (6 - Spark). In addition, they receive a free Level 2 Group Bond, and all Bonds and Worshippers act as +1 Level higher than normal for dice pools and effects. For example, a Phoenix can ask their Level 2 Group to follow up on up to three leads (instead of the normal 2).
- **Curse - Intimacy Addiction:** When other gods scoff about Phoenixes living for humanity, they actually mean it in the most literal sense. These gods absolutely need human contact, to engage in language, to feel another's touch. After playing through a Scene without personal interaction with humanity, the character takes 1 damage to Psyche and picks up a Level 1 Deprived Condition at the beginning of the next Scene. Their skin gets itchy, their emotions being to flare, and their body feels as if it is starving. No amount of interaction with Outsiders or other gods can quench their thirst for real human connection. When they are finally able to feel the warmth of humanity again, their Condition is reduced by 1 per Scene, until it is ultimately gone, and their damage begins to heal normally. Many Phoenixes are known for casual, yet intense encounters to replenish themselves in these times of need.



Name: **PENELOPE RIVERA**

Dominion: **GODDESS OF LIQUOR**

INITIATIVE	STRENGTH	MOVEMENT
+4	4	9

FREE TIME	WEALTH	SPARK
6	2	1

HEALTH ☐☐☐☐☐☐☐

PSYCHE ☐☐☐☐☐

FRAGMENTS ☐ ☐ ☐

+3 Successes to Skill or +2 Successes to Manifestation

LEGENDARY ACTS ☐

Occupation: Bartender (Blue Collar)

Archetype: Fool

Dominion: Liquor (Tangible)

Theology: Phoenix Society

SKILLS

Athletics	2	Influence	3	Perform	3
Crafts	1	Intuition	2	Speed	2
Deception	2	Knowledge	0	Stealth	1
Discipline	0	Marksman	1	Survival	2
Empathy	2	Medicine	1	Tech	2
Fighting (Confidant)	1	Might	2	Travel	1
Fortitude	2	Perception	0		

Make Skill + Skill combo and roll dice equal to their total value.
7-9 = 1 Success, **10** = 2 successes
Specialties are listed under their skill.

MANIFESTATIONS

Aegis	2	Oracle	1
Beckon	2	Ruin	1
Multiply Journey	0	Shaping	2
Minion	0	Soul	0
Puppetry	2		

Manifestation + Skill
7-9 = *1 Success,*
10 = *2 successes*

Level 0 Manifestations cannot be used.
Specialties are listed under their manifestation.

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BLESSINGS

Bonuses or special abilities.

Quick Leaner: She's run into her fair number of computer systems jumping from job to job. Gain +1 Tech when figuring out or operating systems she hasn't seen before.
Life O' the Party: If Penelope throws a party (many of which are impromptu), make a Simple (1) Influence + Perform check to heal 1 Psyche or lower a mental Condition by 1 per success for any number of people in attendance. At least four people are required for a party.
Finder's Keepers: Penelope seems to find her Dominion (Liquor) just about everywhere, by sacrificing 1 Pantheon Die.
Linked to Humanity: All Bonds and Worshippers act as if they are +1 Level higher than normal, as her connection to them is stronger than other gods share with mortals.

CURSES

Penalties or negative traits that produce Pantheon Dice.

Bored Now: Penelope can get bored easily and tends to give up on a job. Gain 1 Pantheon Die when she walks away from an important task, leaving it undone.
Big Mouth: Sometimes she says something she shouldn't have, like blurting out an insult or letting a secret slip. Gain 1 Pantheon Die when she has loose lips.
Everything's a Nail: Penelope often convinces herself that everything can be solved with her Dominion. Gain 1 Pantheon Die when she uses a Manifestation and makes things worse during a Scene.
Intimacy Addiction: Any Scene without personal interaction with mortals deals Penelope 1 damage to Psyche and gives her a Level 1 Deprived Condition, as her body literally starves for human interaction. Outsiders or other gods do not count. Once she reconnects, her Condition is reduced by 1 per Scene, until gone. Damage taken this way heals normally.

BONDS

I *= Individual,* ***G*** *= Group,* ***L*** *= Landmark, TG = Territory Grid*
Health equal to Level. Dmg for a Favor or if you ignore them.

					TG
Pilar Rivera - Sister (I)					1-2
Party Friends (G)					
Bar Goers (G)					
The Talon - Bar (L)					4-6

Born to a single mother, Penelope and her sister, Pilar, grew up reasonably happy. She never knew her father, though; it was a well-kept secret for years, and she found out why when she turned 18, when he reentered her life. She was walking home from a rough lecture day, when she bumped into a man. One look into his eyes, eyes the same as hers, and Penelope knew it was her father, Hector. "You are my daughter and I have many enemies, but my time is up, and you have to take our family's power," he explained. He handed her a flask with the emblem of grapes before disappearing in a flash, passing his Spark to Penelope. Upon returning home, she found her mother dead. All the CPR training she could muster wasn't enough, but she knew these events occurring on the same day was far from coincidence.

Fast-forwarding a few years, Penelope buried her mother, dropped out of college, and became a bartender. She spent a couple of months as a model, but her Dominion over liquor made working in bars and clubs the perfect career. She spends a lot of time looking after Pilar, who is in college herself now, and is constantly in search of the people who killed her mother. Being a bartender gives her the ability to help people who are down on their luck and her cheerful attitude can make even the saddest person smile.

RELICS

Unending Flask

Penelope's special flask never runs out of liquor and can pour out any type she wishes. Grants her +1 Beckon when using the liquor to get someone drunk.

TRUTHS

"The goddess of liquor never gets too drunk."
Penelope can ignore the negative effects of the Drunk Condition.

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PUCK-EATERS

HISTORY

This Theology takes survival of the fittest seriously, no matter how distasteful others may find their methods. The Puck-Eaters, gods who devour their enemies to gain advantage in battle, gained a following among the civilizations of Central and South America, as well as a few followers of Christianity who took the Transubstantiation literally. Almost all historical and cannibalistic rituals of eating parts of an enemy to gain their strengths can be traced back to Puck-Eaters or followers who wanted nothing more than to imitate their deity faithfully. When there were no pucks or Outsiders around to eat, and, to be clear, Puck-Eaters have a biological and spiritual imperative to eat often, these gods demanded offerings from their worshippers, feasting on hearts and blood dedicated to their glory.

Aggression breeds naturally within a Theology based on such debased and violent acts. Puck-Eaters became gods known for joining mortal wars just to slay and devour their enemy's worshippers in the process. Threats to a Puck-Eater's territory dwindled after pantheons learned what happened to those captured. In times of peace, however, these gods found new ways to push themselves, often forming wicked hunting parties to find Outsiders wherever they could. In some myths, they became dragon-slayers who saved entire populations, while in others, Puck-Eaters became butcherers of sacred beasts beloved by nations. In both cases, these gods cared little for how they were viewed - the hunt and the feast were what mattered. Their hunger drove them to commit increasingly atrocious acts throughout history.

Modern Puck-Eaters learned to be more discreet, fomenting battles and remaining on the fringes to feast on the choice parts of the most valiant of the combatants. They often harvest what they need, storing it for later consumption. Never peek in a Puck-Eater fridge. The nightmares aren't worth it.

LIFESTYLE

Puck-Eaters' lives are an embodiment of the chaos they consume. Violent and messy, this often drives mortals away, save for the few thrill-seekers and their most fervent worshippers. They have the hardest time hiding their divinity from mortals, but have the easiest time proving their godhood. Those not immediately turned off usually become their most dedicated worshippers, but most just freak out!

One of the reasons other Theologies work with them is that they win. Tenacious and aggressive, it's better to have a Puck-Eater on your side rather than facing you across the battlefield. What they lack in both tact and diplomacy, these gods more than make up in sheer martial prowess. Puck-Eaters are amazing hunters, often gathering in packs to hunt Outsiders for sport. They take pleasure in the competition of who obtained the best trophy, rivalries both fierce and friendly springing up from these challenges. They hunt indiscriminately, the only consideration being how rare and powerful the quarry is. More than one creature has been an ally to the gods one day and prey to the Puck-Eaters the next. This has caused strife on multiple occasions and makes other creatures wary of working with a pantheon with Puck-Eater members.

The structure of their Theology is loose, consisting of sporadic meetings around hunts where they swap information and show off their latest trophies. This is as close as Puck-Eaters come to rituals, the escalation as one after another tries to top the previous story with increasingly dramatic tales of their exploits. These meetings occasionally turn into deep discussions about how to remain human when you're the thing parents warn their children about. Life must be about more than just eating unicorns, right?



Other Names: Eaters, Puckers, Maniacs

Stereotypes: Pugnacious, Cannibals, Insane

Skills: Athletics +1, Deception +1, Fighting +1, Influence +1, Travel +1

Manifestations: Journey +1, Minion +1, Ruin +2

Free Time: +2, **Wealth:** +1

Puck-Eaters have a healthy respect for the Drifting Kingdoms and can get along with Ascendants, if they can get over their frequent rivalries. They know to look to Warlocks for insight or strategy but have little other use for them. Puck-Eaters love to exaggerate their diets if a Phoenix is around, knowing it grosses them out.

WHY PLAY A PUCK-EATER?

Puck-Eaters are all about sucking the marrow out of life, literally and figuratively. They party hard, hunt harder, and embody a "take no shit" spirit while they crush any threats to their pantheon. They easily fall into the role of the pantheon muscle, mostly left to pursue their own agendas until needed. As leaders, they are ferocious and capable of conquering any who oppose them, as long as they keep their underlings convinced of their decision-making skills.

They have the most flexible Blessing, gaining powers from the flesh they consume. Want to fly? Eat a pegasus wing! A snack of claws or tails might cause them to sprout them themselves. Tasty eyeball treats might give them second-sight or exceptional vision.

Puck-Eaters are also great storytellers — their ability to turn a well-crafted phrase is often underestimated, but one never knows when a cunning tongue is just what they need to win the day.

BLESSING AND CURSE

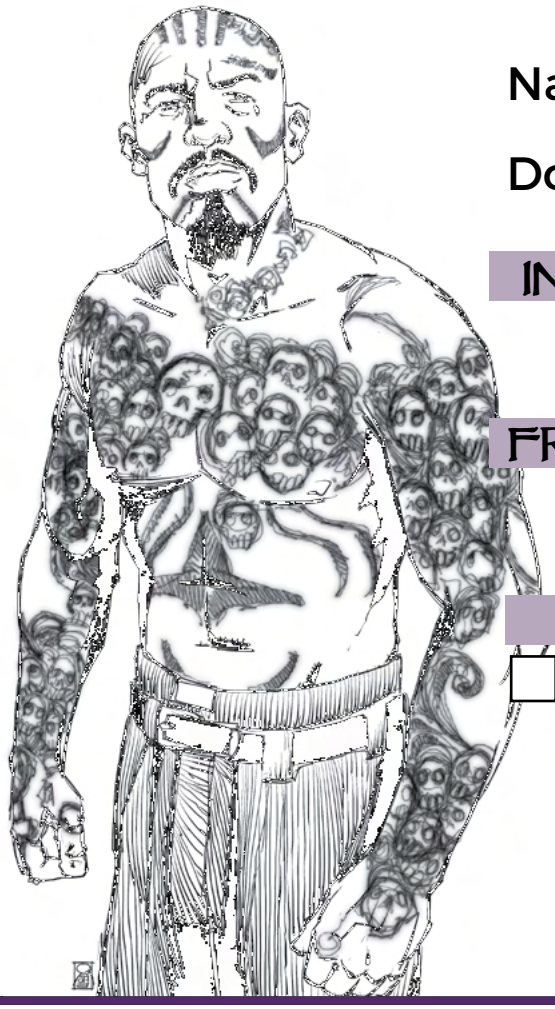
- **Blessing - Cannibal Behavior:** There's no two ways about it... Puck-Eaters eat everything they can get their hands on, from random people to Outsiders they've hunted down to other gods who mouthed off one too many times. As a reward for dominating their prey and consuming their flesh, the god is granted special abilities. Some bite their enemies in the heat of the moment, while other Maniacs keep storage freezers filled with limbs and organs for later consumption. Eating even a small morsel from a personal stash, the god takes a Quick Action, while taking a bite out an enemy definitely requires a Standard Action. Effects of this Blessing last for a number of Scenes equal to the god's Spark before fading away. In addition to the effects below, Puck-Eaters start with +2 Health (ignoring normal limitations). The mortal body isn't built for eating raw meat, but Puck-Eaters are immune to the terrible effects. However, when they use Cannibal Behavior, the character takes on an Ingesting 1 Condition, raising by 1 for each ongoing effect they have during the scene. There is no negative effect from the Condition, but it does take up one of their maximum number a character can have simultaneously. Gods who have achieved Spark 4 no longer take on this Condition.

  Mortals: Eating specific pieces of mortals grants a +2 bonus to an appropriate Skill or a +3 bonus if the victim possessed Level 5 in the Skill being enhanced. For example, eating the hands of a pianist may give a bonus to Perform, while gobbling the tongue of a linguist may grant a bonus to Knowledge. Eating another god below Spark 5 counts simply as eating a mortal, as they have not yet ascended fully to godhood.

  Outsiders: When targeting an Outsider, however, Puck-Eaters obtain stolen powers from their magical victims. Eating a part of a Tengu's wing may sprout wings of the Puck-Eater's very own, and the same goes with claws, tails, etc. Many creatures even possess special powers only accessible by a Puck-Eater. Each Outsider (pg. 234) lists the abilities these gods can gain from ingesting its flesh.

  Greater Gods: While this remains one of the hardest meals to procure, many Puck-Eaters are willing to die to get just a taste of a greater god. Eating a morsel of a god who has reached Spark 5 grants access to one Dominion the god possesses, and a +2 bonus to all Manifestation checks.

- **Curse - Unceasing Appetite:** Puck-Eaters have a hunger that seemingly never ends. They eat all the time, and yet nothing ever fully sates their appetites. Hunting increasingly dangerous prey lets them forget this hunger at times, but the Eater always hopes to one day find the thing to finally put their stomach at ease. Whenever faced with a chance to eat something they've never eaten before, the god is urged by their inner demons to take it. This could involve chasing down a unicorn who just healed the pantheon or taking a break to snack on a hell hound after a long battle, thus holding up the pantheon, who may have other immediate business. To resist these urges and retain the god's self-control, the player may make a Moderate (2) Fortitude + Discipline check. Each time the god resists during the same session, the Difficulty raises by +1 until they simply cannot hold back.



Name: **MANUEL VILLAR**

Dominion: **GOD OF DEATH**

INITIATIVE	STRENGTH	MOVEMENT
+5	4	10

FREE TIME	WEALTH	SPARK
4	5	1

HEALTH ☐☐☐☐☐☐☐☐☐☐

PSYCHE ☐☐☐☐☐☐☐☐

FRAGMENTS ☐ ☐ ☐

+3 Successes to Skill or +2 Successes to Manifestation

LEGENDARY ACTS ☐

Occupation: Big-time Criminal (Criminal)
Dominion: Death (Crossover)
Archetype: Tyrant
Theology: Puck-Eater

SKILLS

Athletics	2	Influence	2	Perform	0
Crafts	0	Intuition	2	Speed	3
Deception	3	Knowledge	1	Stealth	2
Discipline	2	Marksman	2	Survival	2
Empathy	0	Medicine	0	Tech	0
Fighting	3	Might	2	Travel	2
Fortitude (Bite)	2	Perception	0		

Make Skill + Skill combo and roll dice equal to their total value.
7-9 = 1 Success, **10** = 2 successes
Specialties are listed under their skill.

MANIFESTATIONS

Aegis	1	Oracle	1
Beckon	0	Ruin	3
Journey	2	Shaping (Wither Attack)	0
Minion	1	Soul	2
Puppetry	0		

Manifestation + Skill
7-9 = *1 Success,*
10 = *2 successes*

Level 0 Manifestations cannot be used.
Specialties are listed under their manifestation.

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BLESSINGS

Bonuses or special abilities.

The One on Top: Manuel knows he's the big man on top, and everyone else wants to be where he is. Gain +1 Discipline against Fear, as there is little he hasn't seen already.
Authoritarian: It is particularly difficult to say no to Manuel. Gain +2 Influence to give a member of his gang an order, or +1 Influence against others.
Adaptable: He is good at coming up with unorthodox ways to handle a situation. Sacrifice 1 Pantheon Die to switch one Skill in a combo with another Skill on the fly. Cost increases by 1 per use in the Scene (i.e. 1 Pantheon Die the first time, 2 dice the next use, and so on).
Cannibal Behavior: Eating flesh of an opponent imparts special powers in exchange for an Ingesting 1 Condition. Quick Action to eat a morsel Manuel is carrying. Standard Action to take a bite out of an enemy. Effects lasts 1 Scene. Mortal flesh grants a +2 bonus to an appropriate Skill (or +3 if the victim had Level 5). Outsider flesh steals powers (Pay-Offs) from their magical victims.

CURSES

Penalties or negative traits that produce Pantheon Dice.

Making Enemies: Manuel made many enemies in his past. Gain 1 Pantheon Die when interference from an enemy impedes progress or makes his (or his pantheon's) jobs harder.
Home to Roost: Not everyone likes the feeling of being controlled. Gain 1 Pantheon Die if someone Manuel manipulated in the past comes back and their quest for revenge causes problems for him or his pantheon.
Unpredictable: Gain 1 Pantheon Die when Manuel's dubious nature feeds into others' perceptions of him or the group and makes it hard to earn trust from others.
Unceasing Appetite: When faced with a chance to eat something he's never eaten before, the cravings become intense. Make a Moderate (2) Fortitude + Discipline check. Each time Manuel resists during the same Session, the Difficulty raises by +1 until he cannot hold back.

BONDS

***I** = Individual, **G** = Group, **L** = Landmark, TG = Territory Grid*
Health equal to Level. Dmg for a Favor or if you ignore them.

		TG
Los Prophetas - Manuel's Gang (G)	☐☐☐☐	
Burial Point (L)	☐	1-10
Antonio, Right-Hand (I)	☐☐☐	2-7

VASSALS

Manuel's vassals can grant him power.
- 1 dmg for (Level)/2 in Fragments.

Decomposer	☐☐☐

Shadow Outsider who feeds on corpses. Manuel often calls on this creature to get rid of evidence after he strikes.

TRUTHS

"The god of death has visions of who is next."
When Manuel sleeps, he is haunted by prophetic dreams, always revolving around someone's death. Sometimes, these dreams are obscured by riddles and metaphor, requiring a Knowledge + Intuition check (GM chooses Difficulty) to figure them out.

Violence and gang life are all Manuel has even known, ever since his father introduced him to the heads of all the gangs, ever since his older brother was killed by rival cholos and from the time he could hold a pistol. It was like he was made for the life, and he embraced it for years until he found himself 33-years old and leading his own gang, Los Prophetas. This occurred at the same time he received his Spark, as both events required taking down a Russian gang who was attempting to usurp the city from Prophetas' control.

It was the fateful run-in with Vigo, the Russians' top muscle. Los Prophetas set the stage perfectly and ended the gang battle with a knife in Vigo's gut, and his Dominion over death passed on to Manuel. It became obvious how the Russian so easily defeated all the other gangs, and Manuel set out to do the same, now being a god. He always lived by the idea of survival of the fittest, which naturally drew Manuel to the Puck-Eaters.

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WARLOCK'S FATE



Other Names: Warlocks, Wizards, Conjurers

Stereotypes: Analytical, Obsessed, Know-it-alls

Skills: Crafts +1, Empathy +1, Influence +1, Knowledge +1, Perception +1

Manifestations: Beckon +1, Journey +1, Puppetry +2

Free Time: +1, **Wealth:** +2

HISTORY

Since the first stirrings of divine magic, there have been gods who searched for the answers to life's mysteries. This was the role the Warlock's Fate was born to play, constantly seeking relics and new Dominions, anything to help them unlock the secrets of the universe to share with humanity or keep to themselves. They are watchers of the Earth, using their semi-immortal lifespans to observe changes in the world over time.

Over centuries, Warlocks have taken many forms, from mad scientists of the Enlightenment that inspired Mary Shelley to write Frankenstein, to the wizened alchemist toiling to find the Philosopher's Stone. Some of society's biggest advances have come from Warlocks' research, either solo or in conjunction with mortals they deem worthy. Studies of the body convened with artists, such as Leonardo Da Vinci and Artemisia Gentileschi, and physicians, such as Zhang Ji, Trota of Salerno, and Henry Grey. Warlocks built the Taj Mahal and the Red Fort of Delhi under Ustad Ahmad Lahori. They have plumbed the atom with the likes of Curie and Oppenheimer. They have explored the corners of the Earth with Leif Erikson and Ahmad ibn Fadlan and charted the stars with Thebe Medupe and Neil deGrasse Tyson. In short, they are explorers whose contributions to discoveries have rocked entire nations.

The Warlock's Fate is little different today, still questing, still seeking meaning, and always demanding answers from the universe. To this end, they often recruit to their ranks from esteemed scientists, engineers, archeologists, and mathematicians and push them to create and discover new methodologies, new technologies - thus bringing new Dominions to light. Many Warlocks become the first gods of unique Dominions this way, always quick to delve into humanity's potential for their own means. A meeting of Warlocks might find the god of computers sitting next to the goddess of social media, learning from an elder goddess of fire or a god of wisdom.

LIFESTYLE

At their core, Warlocks are questioners, always searching for answers. Who is the best person to give my Spark to? What is the meaning of life? What is the quickest way to quell the Descending Storm? Where is the best place to break up with my partner? Without constantly questioning the world around them, Warlocks cannot learn and understand the connections between all things.

Warlocks are also scientists, and their favorite subjects are often the people around them. Most prefer to watch from afar, but some choose to manipulate their experiments with a more personal touch. They are occasionally ruthless with their analysis, caring only for the results — the ends justify the means, right? Warlocks are the kind of people to pluck the wings off flies to see what happens, never mind if the fly dies. This is their biggest fault — the inability to not meddle in people's affairs.

Since they possess the ability to see connections between everything, they strive to keep their own connections to the absolute minimum for optimal performance. , pushing them even further from their humanity. Warlocks tend to be loners, loath to ask for even the most basic help, and this failure furthers their disconnect.

When groups of Warlocks gather, their rituals are more like puzzles than anything else. A typical ceremony can include one or more of the following: answer a series of esoteric questions, draw a few arcane symbols, chant a cryptic incantation, and drink a strange concoction. The rituals are meant to provide a sense of continuity and to teach something new at the same time, so the incantation might be different, or a new drink tried, and the questions are never the same twice. Every group has their own methods and traditions, however, leaving it up to the host to decide the order of events.

Warlocks don't necessarily mesh with other Theologies, but they are looked to for guidance by many other gods. The Order of Meskhenet is known to form alliances with Warlocks, respecting them for their knowledge, but a Warlock's tendency for existing in their solitary towers means even these are temporary.

WHY PLAY A WARLOCK?

Warlocks are inquisitive, and level-headed. They consider all the angles before making a decision, turning a problem over to see what might be hidden rather than leaping to action. This makes them good leaders, if a little brusque. Being able to see all the connections also makes them great diplomats and perfect for doing reconnaissance for the pantheon.

The downside of seeing connections is the inability to resist nudging them one way or another, if for no other reason than to see if the results change when other variables do. This often makes them the enemy in the stories of other gods or the people they loved as mortals, but Warlocks always tweak and meddle long after a normal person would consider it done. If detectives, scientists, or Machiavellian types are appealing, the Warlock's Fate is the perfect choice for a player.

BLESSING AND CURSE

- **Blessing - See Connections:** Warlocks unlock the secrets of the universe and can't not see the connections between items, people, or places they encounter. This special sight has allowed their Theology to stay ahead of the curve in creative and scientific endeavors for millennia. By spending 1 Fragment, the god may learn exactly how things around them are connected to each other. Looking at a couple, the god can tell whether they are married, having an affair, on a first date, just friends holding hands, etc. Likewise, if watching a car drive down the street, the Warlock instantly knows if the driver owns that car, where it is headed, or perhaps where it just came from. They may view one connection for free but may also sacrifice 1 Pantheon Die per another connection within the same scene. In addition to their special sight, a Warlock's mind has been hardened by the Theology's intense mental training regimen. The character begins with +2 Psyche (ignoring normal limitations).
- **Curse – Manipulators:** No matter how many important relationships a Warlock possesses, they are prone to manipulate those closest to them in the worst of ways, and their Bonds know this more than most. The god just can't help but test their relationships to examine the outcome, even if this leads to blowups and altercations, and means their Bonds only begrudgingly offer aid when asked. Whenever a Warlock asks an Attachment for assistance, the player rolls 1d10. On a 1 or 2 result, they cause +1 Strain. This could absolutely destroy a new relationship and becomes extremely taxing to more established Bonds. When devoting a scene to a Bond in hopes of healing Strain, the player rolls another 1d10. On a 1 or 2 result, it heals no Strain. This is why members of the Warlock's Fate seldom ask others for help... they are loners and know that everything they touch eventually crumbles.



Name: **DANIEL NAKAMURA**

Dominion: **GOD OF BLOOD**

INITIATIVE	STRENGTH	MOVEMENT
+3	2	5

FREE TIME	WEALTH	SPARK
2	7	1

HEALTH ☐☐☐☐☐

PSYCHE ☐☐☐☐☐☐☐☐☐

FRAGMENTS ☐ ☐ ☐

+3 Successes to Skill or +2 Successes to Manifestation

LEGENDARY ACTS ☐

Occupation: Professional (Medical)

Archetype: Innocent

Dominion: Blood (Tangible)

Theology: Warlock's Fate

SKILLS

Athletics	0	Influence	2	Perform	1
Crafts	3	Intuition	3	Speed	0
Deception	0	Knowledge	4	Stealth	3
Discipline	2	Marksman	0	Survival	0
Empathy	2	Medicine	4	Tech	2
Fighting	0	Might	2	Travel	0
Fortitude	0	Perception	2		

Surgeon

Make Skill + Skill combo and roll dice equal to their total value.
7-9 = 1 Success, **10** = 2 successes
Specialties are listed under their skill.

MANIFESTATIONS

Aegis	0	Oracle	0
Beckon	2	Ruin	1
Journey	1	Shaping	2
Minion	1	Soul	0
Puppetry	3		

Entangle

Manifestation + Skill
7-9 = *1 Success,*
10 = *2 successes*

Level 0 Manifestations cannot be used.
Specialties are listed under their manifestation.

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BLESSINGS

Bonuses or special abilities.

My Medical Opinion: Daniel possess a firm grasp on medical theory and jargon. Gain +1 Knowledge to accurately diagnose someone or recall drug effects and treatment options.
Martyrdom: Anytime Daniel would take 3+ damage from a single attack, gain 1 Pantheon Die, emboldening his comrades.
See Connections: By spending 1 Fragment, Daniel learns exactly how two things are connected to each other. The player may also sacrifice 1 Pantheon Die per additional connection he wishes to see within the same Scene.

CURSES

Penalties or negative traits that produce Pantheon Dice.

Call It: Regardless of effort, some patients just don't make it. Gain 1 Pantheon Die when someone under Daniel's care dies.
Trust First: Daniel tends to be pretty naive. Gain 1 Pantheon Die when he believes something untrue and this leads him or the pantheon into danger.
Utterly Alone: Being a god of blood has given him solace when surrounded with the sound of blood flowing through veins at all times. Gain 1 Pantheon Die when he is alone and cannot feel the presence of blood nearby, causing a terrifying realization that removes him from the Scene.
Manipulators: Daniel just can't help but test his relationships. Whenever he asks an Attachment for assistance, roll 1d10. On a 1 or 2 result, cause +1 Strain. When devoting a Scene to a Strained Attachment, roll another 1d10. On a 1 or 2 result, it heals no Strain.

BONDS

I *= Individual,* ***G*** *= Group,* ***L*** *= Landmark, TG = Territory Grid*
Health equal to Level. Dmg for a Favor or if you ignore them.

					TG
Eden Medical Center (L)	☐	☐	☐	☐	1-4
Maro Nakamura - Father (I)	☐	☐	☐		9-8
White Feather Blood Bank (L)	☐	☐			1-5

Daniel came to America at the age of 14 with his father and younger sister, Hiroko, who was only six. He always had a protective relationship with Hiroko, but as he left for college and medical school at the behest of his father (and in honor of his mother who died of cancer before they left Japan), Daniel could only cringe at the stories of his sister's rebellion and eventual running away, where she became the goddess of blood.

Moving back to town to support his sister was his first priority after his residency, but Hiroko was far too gone. He couldn't protect her, and her wild ways led to her death. As his sister laid on the stretcher in front of him, he saw her ghost... and Hiroko smiled for the first time in years, moving on to the afterlife and giving her power to her brother, making him the god of blood. Of course, Daniel simply wants to live his normal life, since he knows the terrible road delving too deeply into godhood could lead him down.

RELICS

Fortune's Favor

A coin covered in inscriptions worn around his neck, which reduces successes needed for a Boost to 2 successes (instead of 3) for his next roll. He may use it once per Session for free but can spend 1 Fragment for additional uses in the same Session.

TRUTHS

"The god of blood loses none of his own."

Daniel is immune to the Bleeding Condition, and his blood stays in his body through divine will.

"Blood fuels faster healing."

Between Scenes and during Rest Scenes, Daniel heals 2 Psyche and 1 Health automatically.

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STEP FIVE: ATTACHMENTS

Attachments are the people, places, and things that surround a god and contribute to their existence. There are two types of Attachments: Bonds and Entitlements. Bonds connect primarily to a god's mortal life and are tools to keep them grounded in their humanity. Entitlements are divine Attachments, designed to explore a god's new life as a deity, and often tempt a character to follow a path that disconnects them from their humanity. As ***Part-Time Gods Second Edition*** is a game about balancing these two aspects of a person's life, both Attachment types are important to a character, but players ultimately decide what to take once their god is complete.

At this step, the player must first pick one free Truth for their god (pg. 116). If they have received additional Truths from either the Dominion or Theology steps of character creation, those are in addition to this free Truth. Once done, each player receives five (5) additional Attachment levels to apply to either Bonds or Entitlements. This can raise an existing Attachment's level or create brand new Attachments not previously covered by Steps 1-4. Attachments generally cost 1 point per level, with a few exceptions. First, Level 5 of any Bonds or Worshippers costs 2 points, instead of 1 point. Next, as Truths do not have levels, their flat cost is 2 points.

ATTACHMENT TYPES

- **Individual Bonds (pg. 106):** People who connect the god to their humanity
- **Group Bonds (pg. 107):** Mortal social circles the god frequents
- **Landmark Bonds (pg. 107):** Places important to the god
- **Relics Entitlement (pg. 110):** Divine artifacts containing great power
- **Truths Entitlement (pg. 116):** Something about the god that is universally true
- **Vassals Entitlement (pg. 121):** Mythological creatures and Outsiders working with or for the god
- **Worshippers Entitlement (pg. 122):** Mortals who give the god tribute in exchange for answered prayers

For information on Interacting with Attachments, refer to pg. 193.

Step Five Example:

Since the major choices are complete, it's time for Kristen to choose a free Truth for Rosario. She looks through the options, and loves the ability to turn into a rat, writing "The goddess of rats can walk in their paws" on her sheet.

Now she gets 5 points to spend to enhance or buy new Attachments. Since she hasn't had the chance to get Regina as a Bond, she spends 2 points for her wife. Then, after looking at the Worshippers, Kristen decides she wants something like the Temple of Rats in India, but in their city, so she spends her other 3 points on Temple Keepers.

All her points are spent quickly, but Kristen still has some Attachments to define a bit more. She marks down that she is Audrey's "caretaker" under Type, and "Daughter, 2 yo" under notes. She decides Rosario's wife is a police officer, writing "romantic" under type, and "police officer" under notes. Kristen also has "My House" as a Landmark Bond, so she writes "home sweet home" under Type, and "suburban" in notes.

Going back to her two undecided Attachments from Step Three, Kristen has a few choices to make. Her Level 1 Landmark Bond must reflect her Dominion, so she makes it the HQ of a pest control company called "Pest Arrest," which has gotten a lot more business since she got her Spark. She writes in "Pest Arrest," "antagonistic" under type, and "pest control company" under notes. Her other Attachment is a Level 2 Vassal, so Kristen says it's an intelligent rat and names it "Camille," and then writes "Needy" under type and "rat who comes around when she needs something" under notes.

BONDS

Bonds represent the important relationships with people, places, and groups the god is connected to in their mortal life. What is considered important differs from god to god, however. One god may spend a lot of their time with their childhood friend, be up to their third date with a young woman and have a favorite skate park they like to visit. Another goddess may hold her role as a doctor and her colleagues in the medical community highest of all but visits her wise mother for advice from time to time. These connections are vital to every person, and they're what keeps a god human.

Bonds come with several benefits, like companionship from a loved one or the welcoming feeling of home, but also become responsibilities the god must maintain. A spouse ignored for too long won't stick around. A god who doesn't attend mandatory club meetings may get kicked out of their favorite hobby. Leaving their favorite part of town for too long may result in returning to a much different place the next time. Bonds require individual attention and special care, or the god risks losing them forever. Sadly, the reality of godhood is that the character always loses their Bonds eventually, but many cling to them for as long as they can, attempting to save themselves worse heartache later.

Regardless of how many people a person knows, Bonds are the ones keeping the god grounded, each one slowing their progress toward their Spark's true purpose of ascension. Unless altered by a mechanic, characters are limited to a maximum of (6 - Spark) Bonds. Entitlements aren't part of this limitation. As a god grows into their power, raising their Spark, and as they do, theyl must cut ties with people, places, and groups from their past life, usually replacing them with Entitlements reflecting their Dominion instead. Note: the Phoenix Society and Ascendants have higher and lower Bond limits (respectively).

The character's connections to their Bonds are rated on a scale from Level 1, noting a weak or strained relationship, to Level 5, representing a kinship on solid ground. Bonds cost 1 point per level, regardless of type, but Level 5 in any Bond costs double.

RELATIONSHIP TYPES

Relationships come in all shapes and sizes, and Bonds are no exception. It isn't enough to know the type of Bond a character has; defining the nature and temperature of that relationship is just as important. Though this carries no mechanical effect, the type of relationship a god has with their Bonds defines the types of requests they receive and aids the GM in framing appropriate scenes. Below are a few suggestions, but players are encouraged to come up with others that fit their concept.

Groups and Individuals

- **Approval-Seeking:** The Bond often calls on the god to share their news and accomplishments, hoping for a bit of recognition from someone they care about.
- **Devious:** When the god hangs out with this Bond, they always end up doing something that might get them in trouble.
- **Fun:** Good times are had when they interact with this Bond.
- **Hostile:** When the god and this Bond get in the same room there is always tension, if not an all-out fight.
- **Needy:** The Bond is always asking the god for something, whether it is money or a favor.
- **Nurturing:** The god and this Bond get together to share stories and encourage each other.
- **Rival:** The Bond is always trying to one-up the god. These scenes will challenge them.
- **Romantic:** The god and this Bond have intimate feelings for one another.
- **Troubled:** Whether they hang with the wrong crowd or are into illicit activities, the god often feels the need to protect or try to help this Bond.
- **Wise:** The Bond is a parent or mentor, someone who is always there to dispense advice.

Landmarks

- **Home:** Where the character lives; they often feel the most comfortable here, but they may also have a roommate they try to avoid.
- **Safe House:** The Landmark isn't known to a lot of people, it is out of the way of passersby.
- **Social:** The place is somewhere the god goes when they want to meet friends.
- **Store:** Where the character goes to buy or sell stuff.
- **Work:** Where the character holds down their mortal jobworks.

These descriptors may also change frequently or not at all, depending on how the god interacts with their Bonds. For example, a goddess with an Individual Bond with her brother may go on an emotional roller-coaster ride. Juan may start off Troubled, addicted to drugs, and the goddess may one day (after several interactions) hold an intervention. Later on, Juan may change to Wise, coming back from rehab as the older brother she used to know, but now he's been through a lot and often shares inspiring stories.

INDIVIDUAL BONDS

These are individual people important to the god's life. It could be someone related to them, like a sibling or parent; someone they are involved with, like a lover or spouse; a friend or coworker, or maybe a partner or mentor in their lives. An Individual Bond is one person in a sea of millions. Below are the effects an Individual Bond provides:

- **Affects Territory:** A god's Territories are intrinsically tied to their Individual Bonds, whether fate has bound their souls or there is just some mysterious connection to be explained later. Assign a point of interest on the Territory Grid for each Individual Bond, granting a +1 bonus to Manifestation checks when around their primary location.
- **Favors (1 Strain):** Individual Bonds can cover for the god in their mortal life. If the Bond agrees (some situations just don't make sense), the character receives 2 Free Time, but the Bond is not available for the rest of the Session. If this Bond is sent to tend to a second Bond with Strained, the player rolls 1d10. On a success, the second Bond heals 1 Strain.
- **Lead Follow-up (1 Strain or 2 Wealth):** Individual Bonds can follow-up on leads, and by spending 2 Wealth the player can avoid Strain to the Bond. The player makes an Influence + associated Skill check (Planning Phase), and the Bond returns with whatever info they could find on the lead in (5 - Successes) Scenes (minimum: 1 Scene). Asking them to sneak into a building may be Influence + Stealth, while asking them to plan an escape route may be Influence + Travel. The quality of the information is based on the Bond's personality, traits, and experiences. Sending the god's sister, who is an accountant, to stake out a possible crime scene may not yield much but sending her to check into a shell company's financials is right up her alley. The GM rolls dice equal to the Bond's level (Execution Phase) against a Difficulty based on the Bond's ability to complete the task and gives the player up to 1 piece of info per success gained (maybe less if there wasn't much to learn or if the information has been magically obscured). Successes rolled beyond available information can apply to the Planning Phase result, per GM approval.



GROUP BONDS

A person's connection to social groups is often particularly important. A Group Bond could be the god's party crew, a collection of business associates, followers of a similar religion or lifestyle, or even a loose association of online friends from all over the world. The god cares (or doesn't care) equally about the group as a whole. Having a group of people to lean on has its advantages, but it also means more people to cater to when it's time to give back. Group Bonds don't contribute to Territory, due to their being spread out.

While creating a Group Bond, players are encouraged to come up with one or two key personalities with whom they interact from the group. For instance, this could be a friend from work, or the god's boss from a Group Bond to coworkers. Giving this personality a name and a relationship type helps add flavor and possible plot connections to enhance the story.

- **Lead Follow-up (1 Strain, +1 Wealth per additional Lead):** A Group Bond can follow-up on leads for the god and is widespread enough to track down a number of leads equal to its level simultaneously. The character can ask for one lead for free, but additional leads require Wealth to cover expenses. They are, however, confined to their area of expertise. For instance, asking the Academic Community to check into a lost text suits them fine, but they won't collect info on the local racing circuit, no matter how much they like the god. The player makes an Influence + associated Skill check for each lead (Planning Phase) and the Group returns with info they gathered in (4 - Successes) Scenes (minimum: 1 Scene). The GM rolls dice equal to the Bond's level (Execution Phase) for each lead and gives the player up to 1 piece of info per success rolled, based on the available intelligence. Successes rolled beyond available information can be applied to the Planning Phase result, per GM approval.
- **Resources (1 Strain):** Group Bonds are often willing to share resources and equipment with others in their community. This nets the character Temporary Wealth equal to half their Group Bond level (rounded up) that is immediately spent to obtain items pertaining to the Group. A god who is part of the hacker community may spend their Wealth to get a system upgrade for a particularly tricky job, while a police officer may use it to pay their fellow cops off the book to seal off a location for a few hours while they search it. Resources can only be used once per Session.
- **Shared Lesson (1 Strain):** Trying to complete a difficult task alone is tough, but a Group Bond can act as a support network to help tackle almost any challenge. By tapping into their Bond, the character gains a bonus to a certain Skill for the next scene. For instance, getting tips from fellow dancers who helped perfect their choreography may grant a Perform bonus, while causing trouble with their gang and getting riled up may grant a Fighting bonus. This bonus begins equal to the Group Bond's level and drops by -1 each time the Skill is used during the Scene until the bonus is depleted.

LANDMARK BONDS

Places of power are nothing new to the divine and take the form of Landmark Bonds in the modern day. These can include the god's childhood home, their local university where they teach or go to school, or a place that represents a god's Dominion. A Landmark Bond cannot "ask" for attention, of course, but if the character lets it fall into disarray or if it is attacked and not defended, it can be Strained just like other Bonds. Also, every Landmark contains people who reside or work there, and each of their lives and needs plays a part in the god's relationship with the Bond. Like with Group Bonds, players are encouraged to create key personalities to fill the Landmark Bonds with the spark of life.

- **Affects Territory:** Each Landmark is connected to the god, whether it is a place they loved as a mortal or a new piece of their Territory granted by their divinity. Assign a point on the Territory Grid to each Landmark Bond, giving the character a +1 bonus to Manifestation checks when around its location.
- **The Hearth (Optional - 1 Strain):** If the god spends a scene in their Landmark Bond and rests, they heal +2 damage or reduce Conditions by 2 levels, in addition to any Health or Psyche they would normally recover. The player may cause 1 Strain to double this healing bonus if they choose.
- **Home Turf Advantage (1 Strain):** When operating around their Landmark Bond, the god receives a bonus to associated checks. This could be a Travel bonus for knowing the backroads, a Knowledge bonus for researching information (i.e. if the location has a library), or even a Stealth bonus for knowing the best hiding places. The bonus granted is equal to the Landmark Bond's level to start but reduces by -1 each time the Skill is used during the Scene until the bonus is depleted. The Home Turf bonus only affects standard Skills, not Manifestations.

FAILINGS

Once a Bond takes Strain beyond its level, the player wipes away all current Strain and reduces the Bond's level by -1 permanently. For example, if the god constantly ignores his sister when she calls to check in and suddenly ditches her at the opera to run after monsters, she may have taken enough abuse for her own liking. She was Level 3 and has taken 3 Strain, so ignoring her one more time would cause 1 more Strain and drop her to a Level 2 Bond.

Any time a Bond drops a level, the character takes on a new Failing of the GM's choice. This is a negative trait brought on by the realization that their actions are directly responsible for the loss of respect and love from those most important to them. Failings are the reason that gods who have lived for a long time and accumulated lots of power (thus having left behind their mortal bindings) may seem less than human or not at all in touch with the world. Their humanity is broken, and they have become but a shell of the person they used to be.

Mechanically, Failings are unique Curses for the gods, but they do not generate Pantheon Dice. The stronger the Failing, the worse it affects the god and corrupts their soul. Each Failing is rated from Level 1 to 5, representing the penalty it inflicts on the character. If the player would be brought to 0 dice by their Failing, they cannot attempt the task — not even with a Fate Die. Below is an example list of Failings, but the GM and player may come up with their own. Each one represents a major disadvantage to the god, and a slight edge they get by embracing their worst side.

APATHY

A god's emotions take a beating, making it difficult for them to feel anything at all. The character suffers a penalty equal to their Apathy Failing to any check involving emotions, either tapping into their own or trying to assess another's. Since they seldom show emotions anymore, others also suffer a penalty equal to their Apathy Failing to read or manipulate the god's emotions.

BLOOD THIRSTY

Rage builds inside of the god, usually releasing at the worst of times. Their go-to response is often violence; even a small argument devolves into a physical fight eventually. During a Battle, the god suffers a penalty to all Defense checks equal to their Failing, and they focus on a single target, ignoring anyone else on the battlefield. When their chosen target is downed, only then can they take stock and possibly select another. The character also receives a Fighting bonus equal to their Blood Thirsty Failing to harm the single target of their thirst.

COWARDICE

Their damaged relationships have left the god with a deep-rooted fear of life itself. They often make decisions based in fear, which can lead them down terrible pathways. The character suffers a penalty against Fear equal to their Cowardice Failing. However, they may also add this Failing level as a bonus to checks to retreat from something scary.

ENVY

A broken person is unable to see the things they have and show appreciation for them. Instead, they covet what others possess and go to great lengths to obtain the same things. The god's Attachments start to feel unappreciated and operate as if they are lowered in level by the god's (Envy Failing)/2, rounded up for dice pools and effects. For example, a god with Envy 4 and Worshippers at level 4 would only get the effect of a level 2 Worshipper instead. Conversely, they receive a bonus equal to their Envy Failing to any checks centered on taking something from someone else.

GUILT

When faced with the decisions that ruptured their life, the god retreats into shame and guilt. This can cause depression and complete inaction on the part of the god. All they see are their mistakes, and fear making them again. If faced with a dilemma, the character suffers a penalty equal to their Guilt Failing to figure it out, their

mind filled with their past deeds instead. If they fail, it should be treated like a Critical Failure. If it is a Critical Failure, it generates no Pantheon Dice. However, their attachment to their Guilt makes it easier to relate to others in pain, granting an Empathy bonus equal to their Guilt Failing for associated checks.

HATRED

It is normal, when confronting loss, to lash out in anger. Unfortunately, these gods are consumed by it, usually destroying sensitive negotiations and putting innocents in harm's way. The character suffers a penalty equal to their Hatred Failing to any check to keep calm or act rationally, and they become explosively angry at a moment's notice. Their anger, however, fuels their attacks and makes them more powerful, granting a bonus to close combat damage equal to their (Hatred/2), rounded up. For example, a god with Hatred 4 would inflict +2 damage whenever in battle.

HOARDER

To cope with the changes in their life, the god latches onto something they feel the urge to collect. This leads to a home filled with newspapers if they feel the need to conserve information, or even the ears of their enemies if they are more sadistic. The god can be led down dark paths in pursuit of their obsession, and they begin to act erratically outside the pantheon. When faced with their obsession, they suffer a penalty equal to their Hoarder Failing to resist going after it. Conversely, they may also use a number of Pantheon Dice equal to their Hoarder Failing per Session without needing permission.



POWER

Losing control in their human life, the god feels an urge to seek power from other areas. They want to have more mortals at their command and more territory under their belt, but also become intensely manipulative. The character becomes obsessed with the upkeep of what they have, permanently losing either -1 Free Time or -1 Wealth for each level of their Power Failing, reflecting the resources they pour into keeping hold of their assets. Gaining new possessions becomes easier, however, reducing the XP cost for new Group and Landmark Bonds, Worshippers, and Vassals by their Failing level (minimum of 2 XP).

SELF-DESTRUCTION

Having lost things and people important to them, the god becomes masochistic or develops a death wish. They start picking fights with stronger foes and put themselves in obvious danger, but care little about the outcome. Any time the character would take (6 - Self-Destruction) damage from an attack, that damage is raised by +2. For instance, a god with Self-Destruction 3 who is struck for 3 or more damage, would suffer even more. Conversely, they receive a bonus equal to their Self-Destruction Failing against Fear.

VENGEANCE

The god has wronged the ones they love, but then decided they are the one owed restitution. They seek out anyone who has ever slighted them, seeking out a killer or declaring war on a rival gang, all to escape having to deal with their actual loss. Whenever they are wronged (even if it is minor), the character suffers a penalty equal to their Vengeance Failing to resist retaliating immediately. The god's new obsession, however, grants a bonus equal to their Vengeance Failing to any check to get it done, from tracking a killer's trail or interrogating a killer's partner.

LOSING BONDS

Most of the time a relationship Bond is Strained, the god comes around next time to make it better. If they don't, they may lose a level or two as the Bond weakens. Sometimes, however, characters can lose their Bond entirely. Here are a few ways this can happen:

- **Level 1 to 0:** If the character continues to ignore, use, and manipulate their Bond, causing constant Strain and their levels to continually drop, the Bond eventually drops below Level 1 and is removed from the sheet. Each level that drops, the god takes one 1 Level of a Failing per Normal.
- **Death:** Some stories put Bonds in direct danger from outside threats. If circumstances lead to the death of a Bond, this is akin to losing all the Bond levels at the same time, but the sudden nature of the loss (usually quite violent) inflicts +1 Failing Level as well. For instance, if a Level 3 Bond falls from a height they could not survive, and the god was too late to save them, the god would then suffer a total of 4 Failing levels.
- **Excised:** When a god grows in their divine power, their connections to their mortal Attachments must be removed to free up their soul for power. Each character can only have (6 - Spark) Bonds. This means that at Spark 1 they can have up to five Bonds, but when they become greater gods at Spark 5, they can only hold on to one Bond. Those from the Ascendants (pg. 68) or Phoenixes (pg. 92) are the exceptions to this rule. Each time the character attains a new Spark level, the player selects a Bond who the god cuts off from their life (i.e. they walk away from their family, torch their family home, etc.). The god suffers all normal Failings for levels dropped, but for each Bond level lost, the character also receives 2 XP to immediately spend to raise any of their divine traits. This includes replacing a Bond with Worshippers or Vassals, spending the XP on Manifestation levels, or combining it with existing XP to grant a new Dominion.

ENTITLEMENTS (DIVINE)

Entitlements are vestiges of divine power connected to a god's Spark, including Relics (divinely imbued magical artifacts), Truths (additional powers connected to the god), Vassals (magical beasts and beings who work for or with the god), and Worshippers (mortals who help the god reach their full potential). These are powers the character is entitled to as a god in command of pieces of the universe.

RELICS

Relics are more than trinkets or well-crafted weapons. They are powerful divine artifacts created with the purpose of serving the gods, capable of turning the tide of entire wars in the right (or wrong) hands. There are numerous examples of Relics from classic mythology — from Odin's spear, Gungnir, to Yi the Archer's magnificent bow — but there are a multitude of Relics in existence just waiting to be found by a worthy god. Many of the most famous are the weapons of the gods, but not every Relic is for war. Many are mundane items in appearance but are just as worthy of being wielded by the gods.

The knowledge and skill to make such wondrous creations have been lost to the gods for millennia, but the Relics themselves have managed to survive, and just as the Source has created new gods, so too have the random surges of power created often terrifying Relics. While many have been claimed, there are just as many out there waiting to find a new master. **Note:** If a mortal handles a Relic, it usually behaves like the mundane version of itself, but sometimes may create a new variant of the Touched.

ATTUNEMENT

Finding a Relic is only the beginning. Some can be claimed with relative ease, while others require more from a god to wield. The more powerful the relic, the more effort is required to attune it. In essence, there are three ways to obtain a relic:

- **Found:** Finding an unclaimed relic isn't easy. Some are well hidden, while the annals of history have forgotten others. Should a god come across a Relic without an owner, they can attempt to claim it for themselves by grabbing it and making a Discipline + Spark check, hoping to achieve a number of successes equal to the Relic's level. Should the god be unsuccessful, the Relic temporarily rejects them, and they suffer 1 damage to Health and Psyche. This is considered an Extended check, so they can make several rolls, eventually progressing to ownership.
- **Gifted:** A Relic is one of the ultimate gifts one can ever receive from another god. As the transfer is willing, each god need only spend 1 Free Time to reflect the Relic taking time to acclimate to its new master. The circumstances of the transfer depend on the gods involved. Some prefer a formal ceremony, others a lavish party, while a few have been known to do so over a pint at the local pub.
- **Stolen:** It should come as no surprise that some Relics are stolen from time to time. Just because a god physically possesses it, however, does not mean they are capable of using it immediately; it takes more than stealing it to gain control. When a Relic is stolen, the gods enter a battle of wills for control, both gods making an opposed Discipline + Spark check (the previous owner gains a +3 bonus). Like Found relics, they require successes equal to the Relic level, but the owner's will fights against the transfer. This is an Extended Check, with each check also requiring 1 Free Time from both gods. Any roll where the god who stole the item succeeds, but not by enough to claim the Relic outright, they steal a +1 bonus from the defender's +3 bonus advantage, and this bonus may shift back and forth until one god is victorious.

Relics come in all shapes and sizes, some related to existing myth, like Thor's Hammer, while others are custom-made with modern gods in mind. They are available to a player to select during character creation, as long as it fits their concept, and can also be used by the GM for any Extras to wield as well.

LEVEL 1 RELICS

CHALICE OF ATTRACTION

Some gods are known for an unnatural charisma in the face of others, and a few of them may have a little extra help when it comes to working the room. The Chalice of Attraction is dark-red crystal, with bands of silver wrapping around the stem. Once per day, the Chalice can produce a strong wine to give the drinker +2 Influence for the next 24 hours. When the effect fades, the god may will the Chalice to fill once more.

OBSCURING CIGAR

As gods of trickery can attest, being the unseen eyes in the smoke-filled back room comes in handy. The Obscuring Cigar is a useful Relic in this regard, as the smoke obscures the wielder. Once per day, the cigar can be lit for activation, and then it creates an ensuing smoke that afflicts everyone in the immediate area with an Impaired Sight 2 Condition (the Relic's owner is immune). This makes the god difficult to detect by even the most observant of individuals. As a bonus, the cigar never seems to burn away but does have a distinctive odor.

SKELETON KEY

A favorite among gods, it is an antique key of blackened steel, shaped into a creepy skull with sharpened teeth that fit into any keyhole. With a simple turn, they can unlock any door, padlock, or similar lock with ease. Unfortunately, it does not work on computerized or other modern locks.

YOUR STORY

This mundane looking book bound in leather with the title "Your Story" contains the destiny of the god who owns it, revealing it in real time as they read it. Opening the book, the god can spend 1 Free Time to read what is currently happening to them, as well as go back through their life's story to read memories they may not remember accurately, often in excruciating detail. The pages are blank for anyone else who holds the book, but in the god's hands it is always writing, even the most mindlessly boring events are well-documented. Often, the book gives an idea to the motives of others and can even reveal hidden things to the god if they pay close

attention, such as traps, as it chronicles every facet of the god's life in the moment and just before. Of course, used too often, and their story is all about how their nose is usually spent in a book.



LEVEL 2 RELICS

BLESSED WHETSTONE

Even in the modern age there are individuals who still prefer the elegant simplicity of a sword or dagger instead of firearms. Using the Blessed Whetstone is one method of maintaining their edge in battle, so to speak. The wielder of the stone uses it to sharpen any blade, mundane or divine, to inflict +2 damage with it until the end of the Scene. By spending 1 Fragment, they may spread this effect to up to (Crafts) number of other weapons for their allies as well.

FORTUNE'S FAVOR

Fortune may favor the bold, but sometimes a god must make their own luck. Fortune's Favor looks to be a worn coin roughly the size of a silver dollar, covered in inscriptions roughly translating to "make your own path." When invoked, the coin reduces the threshold needed to activate a Boost to 2 successes (instead of 3). This ability is usable once for free each Session, but the player may also spend Fragments to activate it additional times in the same Session. Fortune's Favor only aids the god to whom it is attuned.

MIRRORED SHIELD

First off, this Relic operates as an impressive shield, granting a +1 bonus to physical Defense when used. If targeted by the effects of a Manifestation, Truth, or other power — like the Gorgon's petrification stare — the wielder of the Mirrored Shield need only hold it up and spend 1 Fragment to resist. The player makes their resistance roll normally, and on a successful Defense check the attacker must now resist their own effects. For Manifestations, the wielder spends any negated successes on the same Measures (pg. 144) at the attacker to reflect the same effect right back at them. This relic has saved more than one epic hero in the stories of old.

STORM BOWL

Gods of the First Nation possessed several relics to manipulate nature, and the Storm Bowl is but one of them. By sacrificing a drop of their own blood, the god can swirl it around in the water of the bowl, and the clouds above move in tandem, creating twisting storm clouds and rain. This is perfect to cure droughts or even to create cover, and the god can sacrifice Pantheon Dice for additional effects, like thunder or lightning to make it dangerous to travel in the storm. By spending 2 Fragments, however, they summon up violent hurricanes, tsunamis, tidal waves, or other natural disasters. These effects usually only last a few hours, appearing like freak storms and baffling local meteorologists.

LEVEL 3 RELICS

CLOAK OF INVISIBILITY

A simple-looking cloak, but while one side is visible, the other side is not. When wrapped around the owner, it turns them completely invisible to the eye for the cost of 1 Fragment. They can still be detected by other means, like making loud noises, having poor body odor, or bumping into others. Even if invisible, the GM should ask for the occasional Stealth check to make sure the character isn't giving themselves away in some other fashion.

The effect ends if the character enters combat, as the cloak is semi-intelligent and simply disappears entirely at the sign of potential harm. Once the battle is over, the owner finds the cloak safely where they usually keep it, the coward that it is.

MERCURY'S BOOTS

While Hermes owned a pair of winged sandals, modern gods can fashion this Relic to any type of shoes that best fit their personality. It still has a pair of bird-wings on the sides, though, and grants the wearer the ability to fly for 1 Fragment, gaining a +5 bonus to Movement while doing so. They can be difficult to steer with, however, requiring a Tough (3) Intuition + Travel check to sufficiently pull off maneuvers and tricks. Gods with at least Spark 3 can ignore these rolls, as the boots recognize their divine superiority and simply comply.

SCARAB OF ETERNITY

Death can come even for gods, but it isn't always the end. The Scarabs were created during a dangerous period of war amongst the gods in northern Africa by Khepri, a god of creation and rebirth. In recent times they have been worn as lapel pins, within elaborate necklaces, or even carried around on a keychain. If a god dies while wearing this Relic, rather than permanently losing a Fragment, the Scarab is permanently destroyed and all of their damage regained. The god takes on an Unconscious 3 Condition, however, which could lead to other dangers.

WHISPERING RINGS

This Relic is actually a pair of ornately crafted silver rings with a celadon stone resting in the midst of the swirling design. The god may gift one of the rings to another god, who is immediately attuned for the cost of 1 Free Time, per normal. The two individuals now share an unending mental bond with one another, sharing their emotional states and the ability to communicate telepathically with each other from anywhere within the same dimension. By spending 1 Fragment, the god can see through the eyes of the holder of the other ring. However, if one of the characters sustains more than 4 damage at any given time, the other takes 1 damage to Psyche as well from the psychic whiplash.

LEVEL 4 RELICS

ANCIENT TIMEPIECE

The Ancient Timepiece comes in many forms — from a pocket-watch to a smartwatch to a necklace — and spins with a touch. It is widely sought in the modern day, as it controls a small facet of time. At the beginning of every Session, the wielder recovers 2 Free Time, as if they somehow made time out of thin air. Also, if ever they roll a failure or Critical Failure, they can also rewind time for the cost of 1 Fragment and reroll all the failed dice on that roll, leaving the successful ones. They recalculate, figure out what they did wrong, and try to rewrite their destiny.

METALWOOD BAT

There exist many historical accounts of heroes wielding large clubs during epic battles, winning largely in part to enemies who underestimated their power until it was too late. The Metalwood Bat may not be the most graceful weapon in existence, but it certainly is an effective one. On top of giving the wielder +4 Might (and allowing them to use their Might as a Secondary Skill in any close combat combo), the weapon also deals +2 damage. By spending 1 Fragment, the next hit from the Metalwood Bat is accompanied by a loud boom, causing the Impaired Hearing 2 Condition to everyone within Near distance (except the wielder).

TEMPEST TRIDENT

Tridents have long been the favored weapon to gods of the sea and other aquatic domains. Dangerous just as a weapon, the Tempest Trident is also devastating in the right environment. It gives its god a +2 Beckon, inflicts +3 damage on impact and has the Sharp Weapon Quality (pg. 211). Connected to bodies of water, it can detect any nearby water source and, for 1 Fragment, can increase the flow of said water tenfold with a thought. For instance, a god placing the trident into a simple puddle of water would be able to call forth a mighty wave to attack or distract their enemies.

LEVEL 5 RELICS

ETERNAL COFFIN

This rare relic is the answer to those gods who fear death, even though it is likely hundreds of years away. The Eternal Coffin's owner can essentially extend their immortal existence for just a bit longer, which many think created the myth of the vampire. While sleeping within the Relic, the god's body and soul cease to age, but this also works with anything else placed into the coffin as well. The coffin can only be opened by the owner, but others can be allowed inside without ill-effect if the god wills it. However, if another person (or god) enters the coffin, the owner can also spend a number of Fragments equal to the target's current Health (or sacrifice 1 permanent Fragment) to have the victim's soul consumed by the coffin. The next time they sleep in the coffin, their lifespan is extended by a number of years equal to their victim's age, and they enjoy a +1 bonus to all rolls the next 24-hour period.

THE ILL WIND

The nature of godhood has evolved considerably leading to new and sometimes unexpected Dominions suddenly existing. The Ill Wind, a divine rifle once belonging to the god of snipers, is a product of this change. To avoid detection, the Ill Wind can be summoned, and provides +2 Marksman to its owner — though it suffers no penalties as long as the target is within Far Range. A successful shot inflicts +4 damage, which is devastating enough to take down almost any beast. The Ill Wind holds the soul of its original owner and grants their Truth to its current owner, making them immune to the Deprived Condition (does not protect against the Phoenix Society Curse, pg. 92). By spending 1 Fragment, the god gains a new Truth for the remainder of the Scene, "I never miss a shot" — Divine Skilled (Marksman) on pg. 180.

MAELSTROM ARMOR

Gods have grown accustomed to the occasional god skirmish, but there were moments in history when gods fought in wars, and they adorned themselves appropriately. The Maelstrom Armor was used when diplomacy failed, and the only recourse was to be found on the field of battle. The design of the armor is very much European, but it pulsates with an ominous energy that causes unease in all who find themselves in the wearer's presence. Once per day, the god can summon the armor, receiving a +2 bonus to Manifestation resistance checks, +4 Influence to intimidate, threaten, and cause fear in those around the god, and Armor 2 against both physical and mental attacks. By spending 1 Fragment, the Maelstrom Armor inflicts a Fear 2 Condition to anyone the wearer is fighting (no resistance).

CREATING UNIQUE RELICS

During character creation, players may spend their Attachment points to gain levels in Relics, each point granting 1 level. **Note:** Level 5 for a Relic does not cost double. Instead, each level has a specific purpose. The player can either pick one of the Relics from the list, piece together their own using the effects below, or combine the two methods:

- **Armor/Weapon (1 level):** The Relic is not just a powerful item but is also a weapon or suit of armor. The player selects the type of armor/weapon it is (pg. 209) and must pay the full Cost, but receives the Qualities attached to it. Whether it is big or small, light or heavy, it uses up only one level of their Relic.
- **Boost Reduction (2 levels):** Some Relics are just easier to use. This effect reduces the number of successes needed for a Boost by 1 when using the item.
- **Extra Damage (1-5 levels):** Relics designed to be weapons (see below) can often be devastatingly powerful. Each level spent this way grants a +1 damage bonus to the Relic.
- **Fragment Storage (1-5 levels):** The Relic stores a number of additional Fragments equal to levels spent in this way. These Fragment points replenish at a rate of 1 per Session.



- **Manifestation Bonus (1-5 levels):** These Relics imbue the god with additional control of their powers, be it a power rod, a holy crown, or a wizard's cape they wear. Each level spent this way gives a +1 bonus to one Manifestation Skill. Can be purchased multiple times to apply to different Manifestations, or all applied to one.
- **Resistance Field (1-5 levels):** The user receives a +1 bonus to Manifestation resistance checks for each level spent in this way. This even allows a mortal wielding it to resist a god's power.
- **Skill Bonus (1-5 levels):** Some Relics aid the gods with mundane tasks, such as a divine forging hammer, a sword that fights on its own, or a cloak of hiding. Each level spent in this way gives a +2 bonus to a Standard Skill while the Relic is being used/worn. Can be purchased multiple times to apply to different Skills, or all applied to one.
- **Summonable (1 level):** The Relic can be summoned at will to the god's hands from anywhere if they are within their Territory. If not, it can be summoned from up to 6 squares away.
- **Unique (1-5 levels):** GMs can also allow unique Relic abilities, gauging the potency of the effect vs. necessary level cost. Some may mirror effects accomplished by certain Manifestations (like the Storm Bowl), while others may have wholly unique gifts to bestow upon the god (like the Eternal Coffin).

TRUTHS

Gods possess additional abilities beyond those granted by their Dominion, certain undeniable Truths that grant power and purpose to their godhood. These Truths are universal statements connected to the god's divine legacy, itself connected to a divine Spark, which passes from one god to the next god who takes over the Dominion. Truths are the very essence of a god.

All gods begin with one free Truth, though others may be granted from their Choices, but additional Truths cost 2 points. Truths gained during character creation are assumed to be inherited with the god's Spark, but new Truths should be connected directly to the character's own story. Players should keep track of the major events that take place from Session to Session to make their choice of Truth much easier. For instance, if the god has faced and slain an army of minotaurs and become an enemy of their entire species, they may earn the Bane Truth (pg. 117). If they frequently create claws using their Manifestations, making it a signature move for the god, they may acquire the Natural Weapons Truth. Every god's story is unique and should be treated as such.

Some players may be inclined to stick close to their Dominion when choosing Truths, and this may enhance an already awesome concept, such as a god of knowledge who can "read a book just by touching it." The old gods, however, had many abilities not directly connected to their Dominion. Loki, the god of fire, "could transform into animals," while Shiva, the goddess of destruction, "possessed multiple arms." Be creative!

TRUTH EXAMPLES:

"Penelope, goddess of liquor, never gets drunk." - Effect: Immunity

"Orion, god of archers, never misses a shot." - Effect: Divinely Skilled

"Robert, god of hunger, becomes ravenous if he doesn't eat." - Effect: Colossal Size

ACTIVE VS. PASSIVE

Truths come in two types: Passive (P) means they are always active or can be used at will, while Active (A) means the player must spend 1 Fragment to activate it, usually using the character's Standard Action during Battle. Active Truths, each costing a piece of the god's divinity to use, are often more powerful than Passive Truths. Some Passive Truths can be expanded beyond their normal effect by spending Fragments, however.

CREATING NEW TRUTHS

While example Truths follow, there are times when a player has an idea that falls outside of the norm. The GM and player should discuss the possible effects of this new Truth, how those should be implemented in-game, and whether it is a Passive or Active effect. If the proposed effect is too big or powerful, it may count as multiple Truths or may need to be rejected entirely. "...has command over all things" is not a great Truth, for instance. It's much too broad and isn't explicit or doesn't spell out a part of that character's divine identity. Every idea, however, should be entertained, as long as it doesn't unbalance the game. Below is additional guidance for creating new Truths. It requires some give-and-take on the part of the GM and player but is one of the coolest parts of character creation.

- **Adding Effects:** When using a god's Dominion to flavor a Truth, they may unlock new effects they'd like to add. For instance, a player who selects Lash (pg. 119) and says "the god of cold can freeze with a look" opens up opportunities. In addition to dealing damage, the GM and player decide the player can pick one of the target's limbs and give them a -1 penalty to using it for the scene as well.
- **Intensifying:** Some players come up with an idea that partially falls under an existing Truth but needs to intensify the effect to fit perfectly. GMs should allow this, as long as it's not game-breaking. For instance, "the god of beauty's skin cannot be marred" is a cool idea and falls under the Immunity Truth but would need to apply to the Bleeding and Scarred Conditions, instead of just one Condition as written. While twice as powerful, this does not harm the story and only proves to make the god that much cooler, so the GM should allow it.
- **Situational:** Some Truths only occur under certain circumstances, which can adjust the Fragment cost. For example, a goddess of the moon may select Otherworldly Sight but decide it only should apply where the moonlight touches. This would limit the ability to only night, so the GM and player agree that activation requires no Fragments at night but may cost 2 Fragments to use during the day.

- **Unique:** Players can also come up with completely new ideas. A player may say "the god of death knows if the reaper is hunting you." This is like Visions, but not quite, so they need to define this Truth from the ground up. The GM and player agree they should limit how far in the future the god senses and agree on within one week. So, the god doesn't lose his mind from every interaction, he also needs to touch the target and activate it to use. Due to its limited nature, also, they decide it does not cost a Fragment to use.

TRUTH LIST

AQUATIC (P)

"...is one with the sea."

The god instantly connects with any body of water they submerge into, whether it's a lake, an ocean, or their own bathtub. They can breathe underwater without penalty and gain a +2 bonus to any check while operating within said body of water, including a Fighting bonus for underwater battle or a Movement bonus for quicker swimming.

ARMORED (P)

"...is tougher than they appear."

The god chooses a type of damage-causing source, such as fire, bullets, blades, drugs, etc. Once chosen, this Truth provides Armor 2 for each Spark they possess against their selected damage type, growing more immune the stronger their Spark becomes. This could be a god of storms who is Armored against electricity or even a god of beasts who can ignore most animal attacks.

AURA OF INFLUENCE (A)

"...is truly stunning/terrifying to behold."

Looking upon the god summons emotions within any mortal in their presence by spending 1 Fragment to extend their aura for the scene. The player chooses whether their god emits a fear or awe effect when they select this Truth.

- **Awe:** The god is surrounded in a soft light of love and beauty, one truly awe-inspiring and often connected to their Dominion. A god of spring would appear flushed with health with leaves in their hair, while a god of war would stand proud and draw out feelings of patriotism from onlookers. Any mortals who look at the god in this form automatically receive a Convinced 1 Condition per minute they remain in the god's presence, making their words much easier to accept. Other beings with a Spark receive a Simple (1) Discipline + Intuition resistance check.
- **Fear:** The god's appearance suddenly takes on a fear-inducing form. A god of bats could become a hideous winged monster, while a goddess of winter may develop an icy stare that sends shivers down others' spines. Any mortals who look at them in this form automatically receive an Afraid 1 Condition per minute they remain in the god's presence. Other beings with a Spark receive a Simple (1) Discipline + Empathy resistance check.

BANE (P)

"...is the bane of all..."

The god has become known as the enemy of a certain type of creature, such as a determined dragon hunter, an assassin of Elves, or perhaps a Hell Hound tamer. Whenever they find themselves against this type of creature, they receive a +2 bonus to all opposed rolls and deal +1 damage if they intend to harm.

BEAST FORM (A)

"...can turn into a..."

Myths of old speak of gods who would take animal form, like Zeus who loved becoming a swan or Coyote who could take the shape of his namesake with ease. The player picks one type of animal when selecting this Truth and spends 1 Fragment to turn into their chosen type for the scene, assuming all-natural abilities (i.e. claws, flight, burrowing, etc.). The player receives 4 Skill points to add to their existing stats to reflect these special gifts. A bear god may gain Might +2, Fortitude +1 and Fighting +1 in their ferocious form, whereas a humming bird form might grant Speed +3 and Stealth +1 instead. The god may spend up to 1 day in this form but can add +1 day per additional Fragment spent.

BEAST TONGUE (P)

"...can talk to animals."

Many gods in myth can communicate with animals, whether or not their Dominions are Bestial in nature. The player chooses one type of animal the god can speak with freely, such as cats, dogs, birds, snakes, etc. If they ever need to speak to an animal outside this type, they may spend 1 Fragment to extend their abilities to a new type for the scene.

COLOSSAL SIZE (A)

"...can become as big as a giant."

Some myths say the gods stand as tall as buildings compared to mortals, and while this is true of the old gods, modern gods cannot quite reach these heights. They can, however, grow to 2x their normal size and 3x their normal weight, easily towering over most others. For 1 Fragment, they become giants and gain the following bonuses: +3 Health, Armor 1, Strength +3, and Damage +1. Clothes grow with the god, so there's no need to purchase a brand-new wardrobe every time they realize this Truth.

DIVINELY SKILLED (P)

"...never fails at..."

The player chooses one Skill Specialty the god absolutely cannot fail at when using. This could be a god of racers who chooses Athletics for running fast, a god of strength who picks Might for lifting things, or a god of history who selects Knowledge to enhance their already impressive knowledge base. The god receives a +1 bonus, like other specialties, and when using this Skill Specialty in a combo, any failure or Critical Failure is treated as if the player gained 1 success instead. If used during Battle, this may mean a warrior with Divine Fighting never misses, even dealing 1 damage on a failure.

EXTRA APPENDAGES (A)

"...has been gifted with additional..."

Several gods of renown possess multiple arms, legs and even heads, and so does the modern god with this Truth. By spending 1 Fragment, extra appendages grow from the god's body, granting certain bonuses. The player chooses the type of appendage when selecting this Truth.

- **Arms:** The god sprouts two additional arms from their sides, granting them a +1 Crafts bonus and enhanced combat ability. They can choose one of the following two options each Round of Battle: Gain +2 Fighting to attack or parry attacks, or they may attack their target twice with no penalty.
- **Head:** Another head springs forth from the god's shoulder, a duplicate of their own but usually with its own personality. This head has the same thoughts and mental capability of the god, doubling their Knowledge Skill for the scene.
- **Legs:** While it may appear odd, a god with extra legs can move quite a bit faster than normal people. They gain a +4 bonus to Movement, and a +2 bonus to Athletics checks for jumps or climbing.



FIRST MOVE (A)

"...is always a step ahead."

Some gods seem to know when danger is about and just what to do to stop it. The character receives a +2 Initiative bonus. Also, at any time, the player may spend 1 Fragment to act first for (Spark) Rounds, regardless of the Initiative rolled by others taking part in the Battle. This can even interrupt an Action if they so choose. If two gods activate this Truth, they both act before everyone else, but resolve Initiative between each other normally.

FLIGHT (A)

"...can fly among the clouds."

Gods have many gifts, but none greater than the ability to take flight and soar through the clouds. By spending 1 Fragment, the god may fly of their own accord or grow a pair of wings, traveling at x2 their usual Movement. This Truth obviously also allows them to ignore raging rivers or ground obstacles that may stop others.

HEALING HANDS (A)

"...can heal with a touch."

The god can heal almost any wound with a single touch. The player may make a Simple (1) Medicine + Intuition check to heal damage to either Health or Psyche (in any combination) or lower Conditions by 1 per success gained. They may activate this Truth once per Session for free, but subsequent uses cost 1 Fragment. If they use Healing Hands on themselves, the Difficulty raises to Tough (3).

IMMUNITY (P)

"...can't be harmed by..."

This Truth may sound similar to Armored but is actually quite different. Instead of being protected against damage, Immunity makes the god completely invincible against one certain type of effect. This could include a god who is immune to fear, cannot get drunk no matter how much they drink, or even a god without the ability to fall in love. The player chooses one effect when selecting this Truth but may have multiple Immunities against different effects.

LASH (A)

"...can harm you with a stare."

The god attacks with a divine whip, bolts of mental energy, or the evil eye, causing damage without needing to even move. By spending 1 Fragment, the god attacks a target within sight with a Discipline + Marksman check, dealing +1 damage if they are successful. On a Boost, the target also takes a Pain 1 Condition.

NATURAL WEAPONS (P)

"...is never unarmed."

The god receives horns or claws with their divine spark; this is especially common in Bestial gods. When brought out, the character is considered armed and receives the Brutal 2 Quality. Natural Weapons can be summoned as a Quick Action, but Ascendants can also activate this Truth reflexively without using an Action of any kind.

OTHERWORLDLY SIGHT (A)

"...cannot be fooled by illusions."

The god possesses a unique quality among the divine, the ability to see through illusions and masks of any kind. They can spend 1 Fragment to sense the presence of the Source in the area, see ghosts without needing to use the Soul Manifestation, and see the true faces of any Outsiders who take other guises. If resisting the Illusions effect, they receive a +2 bonus to see through the charade.

REGENERATION (P)

"...recovers quickly when scarred."

When healing naturally, the god recovers increased Health and Psyche. Normal values are (Fortitude)/2 minus 1 for Health and (Discipline)/2 minus 1 for Psyche, but Regeneration changes these values to +1, instead of -1. They may also spend 1 Fragment during a Scene to heal their normal amount instantly. For instance, a god with Fortitude 2 and Discipline 4 would normally heal 1 Health and 2 Psyche. With Regeneration, they could instead heal 2 Health and 3 Psyche between scenes or with rest, and they could spend 1 Fragment at any time to heal 1 Health and 2 Psyche at will.

SOOTHING AURA (P)

"...is a calming influence on others."

Simply being around the god lowers everyone's adrenaline and urges to fight or cause chaos. This Truth lowers the Initiative of everyone besides the god themselves within Near Range by -2, and any attempts to use Influence for intimidation purposes suffer a -1 penalty since everyone is less aggressive.

TELEPATHY (P)

"...can speak with others with their mind."

The god can communicate directly with anyone within sight with only their mind (up to (Knowledge) targets at one time). If the target is unwilling, or if they are out of sight but within (Intuition) miles, the player may spend 1 Fragment to connect with their target's mind anyway.

TONGUES (P)

"...is not limited by language."

After spending a few minutes with someone who speaks a language the character doesn't usually know or after staring at writing for a Scene, the god suddenly picks up perfect understanding of the language. While there is a slight lag to this Truth, they may spend 1 Fragment to bypass the delay.

UNOBSCURED EYES (P)

"...cannot be blinded."

Regardless of their environment, the god cannot be blinded by smoke, darkness, heavy rain, or even injuries to their eyes. They ignore the Impaired Condition if it applies to sight and take no penalties from other abilities that would normally cause blindness, even if magically created.

VISIONS (P)

"...is visited by prophecy in the night."

The god is visited in their sleep by prophetic dreams. These dreams provide glimpses into possible futures, some pleasant and others absolutely horrifying. After a while, the god often questions which visions are real and which are their mind playing tricks on them. Sometimes, these dreams are obscured by riddles and metaphor, requiring a Knowledge + Intuition roll to figure them out (Difficulty chosen by the GM based on how vital the info in the dream is).

VASSALS

Several myths tell stories of lesser creatures or even Outsiders as companions to the gods. Odin had his ravens and eight-legged horse, while several gods of death raised Hell Hounds to guard the gates to the lands of the dead. Likewise, Bast had several great lions under her sway at any given time, and Hercules was known to go on quests with his trusty friend, who was a Satyr. These beings who work with (and sometimes for) deities are Vassals.

When selecting Vassals, players should consider what type of creature would connect or relate to their god and how they came upon this partnership. Sometimes, a Vassal may connect to a specific Spark, finding the owner, and pledging its undying loyalty to whomever currently holds its power. Other times, it could just be a run-in with the Vassal, either with them saving the god's life or vice versa, that creates a friendship, or even an uneasy life-debt situation. Certain Outsiders from the Antagonists chapter (pg. 234) make for great Vassals, as long as the player invests their Attachment points into them.

CUSTOM VASSALS

If a player comes up with a unique Vassal idea for their god, it can take on any form and is then represented mechanically by its level. If the Vassal acts independently of the god, attacking, stalking, or even negotiating, it is assumed to have its (Level x2) for its dice pool. This means, a Level 1 animal would have 2 dice to act with, where a Level 5 beast would roll a massive 10 dice for checks. Also, at level 2, level 4, and level 5, the Vassal is granted a unique ability by the player, similar to selecting (or creating) a Truth or one of the Powers listed for Outsiders. For instance, a player with a Level 4 phantom death spirit could grant it incorporeality (allowing it to move through walls and avoid attacks, but manifest to use its ability like other Spirits), and perhaps an Aura of Influence (Fear). Dice pools when acting on their own do not decrease from Strain taken.

USING VASSALS

Even if they are cooperative, Vassals seldom fight to the death for their god. Having a minotaur as a Vassal doesn't mean it uses its battle-ax and horns to rip every enemy to shreds, but they can act as a buffer when dealing with other Outsiders (they are big and scary, after all). These beings can be friends, acquaintances, an infrequent visitor who comes by every so often, or even a hardened rival who has chosen to work with the god despite their better judgement. In no case, however, should the Vassal be thought of as the god's slave or lacking their own agenda (which can often be used to create compelling stories).

As both the god and their Vassal possess a Spark, their connection is often quite strong, but the stronger the Vassal, the harder it is to force them into action. The GM may decide a Vassal refuses their god's order, depending on the situation or the demeanor of the being and especially if the character has ignored the Vassal within the last few Sessions. The god can leave it there, or they can force the Vassal to complete their mission with an Influence + Survival + Spark check against a Difficulty equal to the Vassal's level. If successful, the Vassal begrudgingly follows through and takes +1 damage per normal, but the god also takes on an Ignored Limits 3 Condition. If the god fails, the Vassal laughs hysterically and leaves the god to their own devices. Under these circumstances, the Vassal cannot be activated for the rest of the Session and the god takes on an Embarrassed 3 Condition.

Vassals are treated as Individual Bonds but do not contribute to the god's territory. They prefer to keep their havens secret and assist the god because they want to, not because of some cosmic connection. Gods can avoid Straining the relationship with the proper tribute of Fragments, as well. Vassals have the following abilities:

- **Accompany (1 Strain or 1 Fragment):** The Vassal can travel with the god for up to a number of Scenes equal to their current level, which means Strain causes less time spent with a Vassal. When in the Scene, it grants the character a bonus equal to its current Level to checks they can (and choose to) help with. Having a Hell Hound may grant a bonus to Survival checks for tracking, while a golem would certainly aid a god in Might-related checks. Remember that Vassals acting on their own for their own purposes roll 2 dice per level instead (unaffected by Strain).
- **Favors (1 Strain or 1 Fragment):** The Vassal can delay scenes with Worshippers or other Vassals only. Same mechanics apply.
- **Lead Follow-up (1 Strain or 1 Fragment):** Same as other Individual Bonds (pg. 106) with a few exceptions. Vassals return from Lead Follow-up much later (8 - Successes) Scenes (min: 1 Scene) during the Planning Phase, preferring to go at their own pace. During the Execution Phase, however, the GM rolls with a +2 bonus to reflect a Vassal's own abilities.

WORSHIPPERS

While Worshippers share similar mechanics with Bonds, they are not exactly the same. Worshippers are often treated as ancillary and are not necessary for most gods' sense of self, but they are truly helpful in reality. Still, many continue to believe, — even if their god ignores their prayers; faith is a very powerful tool if used correctly. It should be noted that Worshippers are very much normal people who have decided the player's god is worthy of their faith. They are generally not an army to bring along in divine battles, or even to send to combat another god's worshippers under normal circumstances. They all have their own lives, personalities, and needs, and truly the Zealots are the only Worshippers willing to die for their god.

- **The Worshipper Entitlement:** Worshippers are considered a modified Group Bond (with the exception of the Chosen One - see below), with a range from Level 1 to 5, with Level 5 costing double. Like with other Group Bonds, it is helpful to create one or two key worshippers with names and personalities to breathe life into the god's flock. When Worshippers lose levels due to Strain, usually the product of refusing to answer prayers, this doesn't decrease their devotion to the god. There are no Failings associated with losing Worshipper level, but they do eventually leave the god entirely if abused. If Worshippers lose all levels, they are removed from the Territory Grid.



In addition to each Worshipper type's special ability, the god has access to the following:

- **Affects Territory:** Worshippers are vital to expanding a god's rule. Assign a point of interest on the Territory Grid for each Individual Bond, granting a +1 bonus to Manifestation checks when around their location. These sites mark important locations Worshippers most often gather to perform rituals and sacrifices in their god's name.
- **Lead Follow-up (1 Strain):** Same as other Group Bonds (pg. 107) with a few exceptions. Worshippers do not require Wealth to do a god's bidding but are not as effective. Worshippers return from Lead Follow-up in (6 - Successes) Scenes (min: 1 Scene) during the Planning Phase.

CHOSEN ONE

In addition to grooming lesser Worshippers for certain tasks and purposes, some gods have the option of selecting a single member of their flock to become a Chosen One, often viewed as the most loved. This requires at least 4 levels of other Worshipper Types. They need personal attention, like any Attachment, but it is now more intimate as they have been elevated from the normal ranks. To reflect this, if the Chosen One is ever Ignored in a Scene with the God, they take +1 Strain. The Chosen One is an Individual Bond (pg. 106); ignore normal Worshipper abilities and use the below:

- **Affects Territory:** Per other Individual Bonds.
- **Favors (1 Strain):** The Chosen One can delay scenes with Worshippers only, arriving in the god's place to assure them their prayers will be answered soon. Same mechanics apply.
- **I am Your Vessel (1 Permanent Fragment and 1 Strain- Optional):** The Chosen One is imbued with a small piece of the god's power. The god permanently loses 1 Fragment but their Chosen One can now act as an extension of the god's Dominion. By causing 1 Strain, the god can use their Manifestations through the worshipper for the Scene, allowing their Chosen One to perform miracles

in their name. Likewise, and ultimately more sinister, if the god's physical body dies, they can temporarily take over their Chosen One's body instead of wandering as a spirit. This process lowers the Chosen's One's level permanently by 1, however, as it is incredibly taxing on them.

- **Lead Follow-up (1 Strain or 2 Free Time):** Same as other Individual Bonds, with a few exceptions. Instead of spending Wealth to fund their task, the Chosen One wants only the god's time, so the player can deal 1 Strain or give up 2 Free Time to avoid this Strain. The player also always gains a +1 bonus during the Planning Phase as the Chosen One is eager to please.

CONFIDANTS

Confidants are those among the god's worshippers they can turn to for comfort, to let out their frustrations, or when injured. Some gods keep harems of worshippers to lose themselves in sensual offerings, while others just need a sympathetic ear. These worshippers are considered worthy to help a god through their plights, and never lose their belief in the character as a god. This requires Worshippers to be available day or night, in rain or snow, despite holidays or other duties they may have of their own. On the other hand, a god is most able to answer prayers when their heart is clear. The amount of Free Time replenished by devoting a Scene to one's Confidants is reduced by 1, as the god finds it harder to pull themselves away when the time comes.

- **Divine Comfort (1 Strain):** Devoting a scene to time with their Confidants, the god immediately heals all damage of one type (Health or Psyche) and lowers Conditions by half their Worshipper's level, rounded up. For example, if the god uses their Level 3 Confidants, they could heal all Psyche damage and get rid of a Level 2 Condition.

THE FAITHFUL

These Worshippers signed up for one thing: to pray. The Faithful are the most devoted followers, but rarely seek direct interaction with their deity. When they do pray, however, the intensity of their belief goes beyond other Worshippers. Their rituals become second nature, urging them to pray at the exact same time each day or implement ornaments and other foci, both of which hold immense power. The Faithful are the backbone of any group of worshippers, often holding prayer circles in their own homes so everyone has a place to worship. If the Faithful are Strained as a result of the god Splitting Attention or Ignoring them, another group of Worshippers also takes 1 Strain. This reflects news of how terribly the gods treated their most faithful worshippers.

- **Restored Power (1 Strain):** By tapping the stored divine energy created by the Faithful, the god instantly receives a number of Fragments equal to half their Worshipper level (rounded up). This can turn the tide of a battle or aid in creating extreme displays of the god's Dominion. Unspent Fragments obtained this way fade away at the end of the Session.

GIVERS

While some worshippers simply take from their god, demanding their prayers be answered or else, others become Givers. These true believes are willing to give up their cars or homes, rack up tons of credit card debt, or do anything else to please their divine lord. Even the poorest god can be elevated to riches by leaning on their Worshippers to provide everything they need or want. In exchange for filling the god's coffers, however, Givers fully expect an ample number of prayers in exchange. If the god ever Ignores a scene with Givers, they also lose 1 Wealth, as their Worshippers start to pull their money out of the god's accounts.

- **Tithing (1 Strain):** The god gains a temporary Wealth equal to the Giver's current level, which is recorded separately from their normal Wealth and ignores normal limits. This means, of course, that asking for money repeatedly without answering prayers can eventually bleed the Worshippers dry.

PREACHERS

It takes a special kind of Worshipper to spread the word of his or her god. Preachers can be many things to a god, from a street-corner prophet to followers reaching others and sharing their divine love in more private settings. In any case, these Worshippers are the god's marketing team, responsible for recruiting more worshippers than the god could ever wrangle alone. It's important to keep Preachers happy if a god doesn't want the wrong messages to spread. Any time their god would cause Strain to their Preachers instead of devoting a scene to them, the group loses Pantheon Dice equal to half the Preacher's level. Their words are weapons that can harm the pantheon as a whole.

- **Indoctrination (1 Strain):** Preachers make wooing worshippers easier, and more importantly, cheaper. Indoctrination lowers the XP cost of obtaining a Worshipper level (regardless of type) by half its current level (rounded up), to a minimum of 1 XP. For example, Preachers at Level 3 could reduce the cost by -2 XP. Indoctrination can be used up to three times per Story, as the work of Preachers is often only enjoyed after months of pounding the pavement.

TEMPLE KEEPERS

Temple Keepers give their time, body, and soul to their god, forsaking much of their normal life to tend a shrine in their name. Regardless of whether it is a shrine proper, with burning incense and ornamentation, for a god of tradition or a blood-stained alley acting as a shrine for a god of murder, Temple Keepers maintain these sacred sites, making offerings to their god and attending to the location. This is how some places may be known to be touched by an otherworldly power or haunted. If Temple Keepers take Strain from a Split Attention or Ignore scene, all the character's existing Landmark Bonds are treated as 1 Level lower until they have made amends.

- **Offerings (1 Strain):** These Worshippers provide a bonus to a single Manifestation check equal to its current level x2. For instance, using Manifestations in a Level 3 Temple could grant a +6 bonus to the god's next divine work.

ZEALOTS

Many say Zealots are just mentally-unstable worshippers who take their devotion too far. To be clear — yes, this is exactly what they are. Zealots believe everything their god says and perform acts in their name based on ideas they've expressed or even ones they only implied — usually in the most destructive ways possible. They lack subtlety and their penchant for employing aggressive and overt actions instead is sometimes exactly what a god needs. Whether it involves sacrificing themselves in a public setting or murdering someone as a holy sacrament, Zealots certainly have their uses. If asked for normal Lead Follow-up, Zealots suffer a -2 penalty to the Execution Phase, as their way of doing things is seldom productive.

- **Dirty Work (1+ Strain):** The god directs their Zealots to engage in terrible acts, such as murder, arson, kidnapping, and the like. The player makes an Influence + associated Skill (Planning Phase), and the Zealots complete the act in (5 - Successes) Scenes (minimum: 1 Scene). Likewise, the player rolls a number of dice equal to their Zealots' current level to determine how successful their task was (Execution Phase). The GM determines how many successes are necessary to complete, usually determined by the notoriety of the target. For targeting an individual, a celebrity with lots of security and obstacles may be nigh impossible, but a virtual nobody may need just 1 success. For targeting buildings or items, locations or security cameras, police stations, etc., can shift the Difficulty higher or lower. The player can gain a +3 bonus to either phase by permanently losing 1 Zealot level (instead of just dealing Strain), essentially allowing their zealots to sacrifice their own lives to complete the mission faster or more efficiently.

STEP SIX: FINAL TOUCHES

The core of the character is complete, but there are still a few final touches necessary to round out their concepts, abilities, and impact on the game mechanically. This involves some customization, plotting points of interest on the Territory Grid, and a little bit of math to determine Derived Traits

ENHANCE SKILLS AND MANIFESTATIONS

Each player gets the chance to customize their character to their liking now that their initial choices have given them a foundation. They receive 10 points to spend on Skills and 4 points to spend on Manifestations. As usual, Level 1-4 costs 1 point each, while Level 5 costs 2 points. These points can be spent on Skills and Manifestations, even ones the character does not have any levels in yet.

Once done, players may also define two (2) Specialties (pg. 130) for the character, one for a mundane Skill, and one for a Manifestation of their choice. These are written on the Specialties line below Skills on the character sheet for quick reference. An example may include "Singing (Perform)," "Beckon (Summon)," or "Tracking (Survival)."

Step Six Example:

CUSTOMIZATION

Kristen gets points to spend to enhance Skills and Manifestations. For her 10 points on Skills, she gets +1 Athletics and +1 Stealth (to reflect rat characteristics), +1 Crafts (since she wants to be really crafty), +2 Empathy and +2 Intuition (to reflect her past as a social worker), and +1 Perception and +2 Medicine (to make her a more effective caretaker for Audrey). For her 4 points in Manifestations, she spends them on +2 Minion (to be able to control rats more effectively), +1 Beckon (to be able to summon or banish them), and +1 Oracle (to sense them). Kristen also selects the following Specialties: "Lurking in the shadows" for Stealth and "Command Rats" for Minion.

TERRITORY GRID

Now it's time to roll randomly for her Territory. Kristen has five points of interest on the grid, all but one being chosen randomly. Since Audrey is the most important, Kristen rolls for her first and gets 6-2, plotting that on the grid. Rolling for Regina, Kristen gets 1-5, and since Rosario's wife is a police officer, this point of interest is for the precinct Regina works at. Kristen also has "My House" as a Landmark Bond, which is assumed to be where all three of them live together. She decides to choose where this one goes, placing it right next to Audrey at 6-3 to reflect a greater mastery of their neighborhood. Kristen rolls 4-4 for Pest Arrest and plots that point. The last point is for her Temple Keeper Worshippers, and she rolls 1-10, which means the Temple of Rats is far on the edge of town.

OTHER

The last step is calculating all the final values for Rosario, but this is quick:

- Health is 8 (Fortitude 1 + 5 + 2 from being a Puck-Eater)
- Psyche is 6 (Discipline 1 + 5)
- Free Time is 5 (Homemaker 3 + Puck-Eater 2)
- Wealth is 3 (Homemaker 2 + Puck-Eater 1)
- Spark 1 provides 3 Fragments and access to one Legendary Action
- Initiative is 3 (Speed 1 + Intuition 2)
- Strength is 3 (Athletics 3 + Might 0)
- Movement is 9 (Athletics 3 + Speed 1 + 5)

And then Kristen is ready to take Rosario for a spin.

TERRITORY GRID

A god, and by extension their pantheon, is largely defined by their divine Territory. It provides them power, contains the people, places, and things the gods hold dearest, and is where the pantheon comes together to hold the line against the rising forces of the Descending Storm. During this step, players and the GM work together to craft their territory, using the Attachments from their choices (Occupation, Role, Dominion, and Theology). Each of these should be marked on the character sheet normally, but only Individual Bonds, Landmark Bonds, and Worshippers Entitlements are noted on the Territory Grid.

The Territory Grid represents the game's primary setting — the city, town, or other area where the characters live and choose to protect. Each point on the map potentially represents a point of interest, but one square isn't 1 mile, 10 miles, or any specific measurement of distance. Instead, it's an estimation of how long it takes to travel between locations (thus affecting how a character spends their Free Time or Wealth).

The proximity of a god's points of interest are pretty important, however. Gods with points closer together find it easy to travel between their important locations, making for a close-knit territory that is easier to keep under control. If their points on the Territory Grid end up farther apart, this widens their net and spreads their territory out. They'll have

more locations around town, each providing a lesser bonus to their divine power than if they were much closer together.

For more on the Territory Grid, see pg. 195.

Generating Points of Interest

All points on the Territory Grid are generally assigned at random. The player rolls 2d10 to determine its location, with one number representing the vertical axis and the other the horizontal axis. The location is then marked on the grid, and the connected Attachment is labeled on the legend. Players take turns placing locations until everyone is done. Each player gets to choose only one point on the map for one of their Attachments. This could be to make sure that their Temple Keepers are close to their residence, essentially making them neighbors, or for things that makes sense for their concept. If they do not want to choose, they can always roll randomly as well.

Example: Daniel is the god of blood and decides there is a blood bank somewhere in town. Daniel's player rolls 2d10 and gets 3-4. It gets marked on the Territory sheet and the GM asks a few questions about the blood bank to get a feel for the location and possibly generate story hooks. Then the GM moves on to the next player.

WHERE DO I LIVE?

During the course of placing a character's points on the Territory Grid, the player should consider where they actually live. If they have an Individual Bond who is a spouse or best friend, it's easy to say they live together, and their point of interest becomes the god's home. Choosing a Landmark Bond is also easy to do. Many Choices already may give one's home as an option for their Attachments, such as the Homemaker or the Privileged options under Occupations. For those that give a business location, this may serve as a home as well — like living in a place above one's office or renting the place above the restaurant they work at.

If none of these options fit, the player may also simply choose a spot on the Territory Grid (or roll randomly) and that becomes their home. It holds no power but serves as a marker for where they may start sessions.

Nearby Locations

There are times where two points of interest may be right next to each other, which can lead to some interesting conversations about the setting. If one character's law firm (Landmark Bond) is at point 5-8, and then another character's brother (Individual Bond) ends up at 5-9, it's easy to surmise that perhaps his brother is a lawyer or paralegal at a rival firm, and that this part of the city is likely Downtown. If the original concept for the brother was as a bartender, then the players could agree the law firm is in the same strip mall as the bar, thus helping to define the law firm's reputation and standing in the community as well. Since points of interest are randomly assigned, this always has the potential to come up. It could be a boon (bonuses garnered from Landmark Bonds) or could be sinister (there was danger right under their noses the whole time). If the situation truly doesn't make any sense for why two points of interest should be together, the group can decide to re-roll.

Manifestation Bonuses

Once all players have placed their points of interest on the Territory Grid, the GM should bubble in their Attachments and then write "+1" on each of the four squares surrounding each point. If they would write +1 on a square that already has a +1, this raises to a +2, and so on. Gods receive a +1 bonus to all Manifestation checks from each point on the Territory Grid currently surrounding them, so this is a quick way to know when to add dice to a check based on location.

DERIVED TRAITS

FREE TIME/WEALTH

A character's Free Time and Wealth Scores are based on their choice of Occupation and Theology, combining to give them a total in each resource from 1 to 10. Be sure to check both choices to ensure the player has added up their totals accurately, and to denote how much of that comes from their Occupation; this comes into play whenever the god goes to work. For more info, check out pg. 190.

HEALTH AND PSYCHE

Anyone's body and mind, even a god's, can only take so much punishment before they break. In ***Part-Time Gods Second Edition***, this is represented by two different damage tracks:

- **Health:** This displays the character's physical condition and how much of a beating their body can take. Physical damage takes away from Health. Characters begin with (Fortitude +5) Health.
- **Psyche:** This is the character's mental condition, showing the strength of their mind. Mental damage takes away from Psyche. Characters begin with (Discipline +5) Psyche.

Each damage track has its own section and ranges from 1 to 10, though some Blessings allow the character to exceed this number. There are two rows for each tracker, the top showing the maximum Health or Psyche the character possesses, and the bottom row being used to mark damage taken. Damage is recorded with a "/" through one of the bottom bubbles, going from the left-most bubble to the right.

INITIATIVE

Initiative represents the character's reflexes when something bad is occurring around them, whether it be a trap or an ambush. Intuition + Speed becomes the character's Initiative bonus for determining turn order during a Round. Each player rolls 1d10 and adds their Initiative bonus to the roll result. Highest number goes first, followed by the next highest, and so on. More Initiative info is on pg. 198.

MOVEMENT

Movement is the character's speed at which they travel on foot. Characters have a Movement of Athletics + Speed + 5, and this value represents how many feet can be traveled with a single Move Action. They can also move half this distance without an Action. More Movement info is on pg. 189.

SPARK

A god's Spark is the representation of their current divine power, ranging from Spark 1, a fledgling god, to Spark 5, a greater god. Characters begin play with Spark 1 but go up by +1 Spark for every 50 XP they earn throughout the game. Each step brings them closer to their eventual godhood and raises their power, but also leaves behind their Bonds, which once made them human. It is suggested that all gods within the pantheon start at the same Spark level to help with game balance. One's Spark gives the following abilities:

- **Fragments:** A Spark can be split into Fragments, giving accessing to 3 Fragments per Spark level. These Fragments recover at a rate of 2 per Session and can be spent on a variety of purposes (pg. 137).
- **Legendary Act:** Each Spark Level gives the god access to an epic and Legendary Act (pg. 138).
- **Power of Fear:** Gods with a higher Spark also receive a +1 bonus to Influence (Intimidate) against lower-Spark gods for each step they are greater. For example, a Spark 3 god would gain +2 Influence to intimidate a god with Spark 1.
- **Truths:** Gods receive one new Truth for free each time they achieve a new Spark Level. This follows normal Truth rules but should reflect events of the story. If the character has spent a large part of the game hunting and slaying giants, granting the Bane Truth (pg. 117) against giants is an easy choice.

STRENGTH

Strength represents the character's raw power for lifting, pushing or breaking things. Characters have a Strength equal to their Athletics + Might. More Strength information on pg. 188.

EXPERIENCE POINTS (XP)

The goal of many modern gods is to prosper, despite the ever-growing danger facing them. Dealing with a host of tragedies and encountering terrifying enemies becomes a part of their everyday life. Some may spend time trying to better themselves in preparation to face what may come, while others flow along with the river of life, tackling challenges as they present themselves. In either case, however, every character grows over time and changes with every decision they make — especially when they are forced to cut parts of their old self from their increasingly divine life.

A character's growth is measured mechanically by Experience Points (XP), given to players for a variety of reasons during a Session or Story. The most prominent reason is from good roleplaying and making sure everyone at the table is having a great time, but may also come from lessons learned or working together to complete shared objectives.

AFTER A SESSION

A session of the game is one instance of sitting down to play with the group. This can also be thought of as an episode of a TV show or a chapter of a book, as it is often part of a larger story. Once a session is completed, the GM and players should discuss the events of the evening, going through all their high points and low points, but also figuring out how much XP each player has earned. Below are some examples of ways to distribute XP, but is far from an exhaustive list. The average number of XP accrued by a player per session is 3-5 XP, depending on the length and quality of the session. GMs are encouraged to come up with unique criteria if other options work best for their group or even raise or lower the amount of XP players receive, since every gaming group has a unique style. For instance, some GMs offer extra XP when players spend time to write expanded background stories for their characters. Another GM may double any XP given if their group doesn't get together often, but they all want to advance their characters quickly. Some GMs even grant XP to players who bring snacks to the game, so everyone can eat while they play.

- **1 XP – Showing Up:** If a player shows up to play, they receive 1 XP. Without them, the game doesn't happen, and they deserve to be rewarded for that.
- **1 XP - Bond Scenes:** If the player makes a Scene with one of their Bonds memorable or extra fun, they receive 1 XP. Each player is limited to 1 XP of this type per Session, regardless of how many Bonds they interacted with this session. See Bonds on pg. 105 for more.
- **1 XP - Using Curses:** If the player used their character's Curses to add drama, give the group a way out of a problem, or introduce new ones during the Session, they should receive 1 XP. See Curses on pg. 176 for more.
- **1 XP – Spotlight Award:** If one character took charge of a situation, was an effective leader during the Session, or shined above the rest, they receive 1 XP. It's a good idea for the group to vote on which player deserves this honor each session.
- **1 XP - Teamwork Award:** If there was a player who worked hard to make sure everyone at the table (not just themselves) had fun, they get 1 XP. Again, this is a great one for the group to vote on.
- **1 XP – Memorable Moment:** If a player did something to make the group say something like "That's so awesome!", "Man, dude, what, no, really?" or made everyone speechless from how cool or clever they were, they should earn 1 XP. This shouldn't happen every Session or it loses its flavor.
- **1 XP – Lesson to be Learned:** Did the character learn something this Session? If so, their reward is 1 XP. The GM should go around the table and ask each player "What did your character learn?" It could be anything from "My character learned his wife really doesn't like it when he brings his strange new friends by the house," or "My character learned how scary pucks can really be, even if they seem weak."

AFTER A STORY

At the end of a major story arc (usually several Sessions that tell a single Story), the characters should earn additional Experience Points on top of their normal Session XP. After all, they've worked hard to solve some great mystery, defeated a legendary Outsider, or have gone through huge personal life events to get where they are. This additional Experience should range between 1-5 XP, depending on how much danger they were in, how effectively they executed plans, and the overall outcome. Any prewritten adventures for ***Part-Time Gods Second Edition*** include these types of story objectives to reward bonus XP, but GMs are encouraged to create their own for custom stories.

SPENDING XP

After players have gained XP, spending these points to improve aspects of their character is the fun part. Any XP spent must be justified through events occurring in the story or explained in-between stories during Downtime. For instance, battling one's way through cultists and pucks is definitely a reason to raise the god's Fighting Skill or Ruin Manifestation, but they shouldn't enhance I'm Your Opponent Now (pg. 54) if they were constantly on the offensive, since it is a defensive Blessing. Below are some additional guidelines to help with determining how to improve certain character aspects.

ATTACHMENTS

- **Bonds:** Raising Bonds (Individual, Group, or Landmark) usually comes from spending time encouraging and engaging with a Bond relationship, acquiring new Bonds, or if the character has royally screwed up their connection and makes some grand gesture to win their Bond back after its level has dropped. Raising the level of an existing Bond costs 4 XP for level 1-4 or 8 XP for level 5. Anytime they do this, the player may change the Relationship type to reflect this new stage in their journey together.
- **Relics:** The god may unlock new abilities within an existing Relic or find a new one they wish to attune to their Spark. Relic levels cost 7 XP each.
- **Truths:** Even if a god receives a free Truth when they achieve new a Spark level, players can spend XP to buy new power to reflect their god's soul. Most Truths cost 10 XP, but more powerful Truths can cost 15 XP.
- **Vassal/Worshippers:** Cultivating strong followers is important to many modern gods. Raising the levels of the creatures who work for (or with) the god costs 7 XP for Level 1-4 and 13 for level 5.



BLESSINGS AND CURSES

Gods pick up several Blessings and Curses during character creation. With Experience, a player can increase the impact of these traits even further.

- **Blessings:** If the Blessing gives a straight Skill bonus, they may spend 5 XP to add a +1 bonus to its effect, to a maximum total of +3. If the Blessing affects the Pantheon Pool or has some other effect, this cannot be increased with XP, as its effects usually range on how much engagement the player wants within the ability.
- **Curses:** They may alternatively add +1 to the number of Pantheon Dice generated by a Curse. Unlike Blessings, which can be raised twice, Curses may only be raised once to a maximum of +2. XP cannot affect Theology Curses.

DOMINIONS

Gods start with one Dominion for free, but can pick up additional Dominions throughout the story, either claiming them through stellar acts, having another pass it to them, or by consuming souls (pg. 142). A new Dominion should never be treated as an insignificant change or minor event. To reflect this, earning a new Dominion costs 25 XP. **Note:** Gods are limited to two Dominions per Spark level.

FREE TIME AND WEALTH

Players can only raise the Free Time or Wealth values attached to the character's Occupation with XP. The cost is 3 XP + the Level you are raising to. For instance, going from Wealth 4 to Wealth 5 costs 8 XP (Level 5 + 3). Within the story, this can reflect getting a raise for good work or maybe hiring a new employee who gives the character more time to be a god. If the character changes their Occupation at any time in the story or loses their job, unfortunately, they lose any XP invested in their career.

MANIFESTATIONS

Unlike Skills, there is no qualifier to when players can raise Manifestation levels. Due to the nature of divine energy, gods often spontaneously learn new abilities they never knew they had, increasing their power over their Dominion. That said, if the character has used a certain Manifestation a lot or if there were several instances during the story where a specific Manifestation would have been helpful, this can help guide XP spending a bit. Manifestation levels cost 8 XP for level 1-4 or 15 XP for Level 5.

SKILLS

Skills are the core of any character, representing exactly what they can do and where their talents lie. Raising Skills usually requires a healthy amount of time (or Downtime). This means a character who sleeps in and shirks their responsibilities shouldn't even think of raising their Athletics Skill, and a person obsessed only with improving their body isn't likely to raise their Knowledge Skill. Traits like Health, Psyche, Movement, Initiative, etc. are affected by raising certain Skills with XP. Skill levels cost 6 XP for level 1-4 or 10 XP for Level 5.

SPECIALTIES

Specialties (pg. 177) are specific uses of a Skill or Manifestation that grant a +1 bonus to the player's checks. Specialties costs 3 XP, but no Skill can have more than two Specialties and each Manifestation can only have one.

EXPERIENCE SPENDING CHART

XP EXPENDITURE	COST
Skills (Level 1-4)	4 XP
Skills (Level 5)	8 XP
Manifestation Level (Level 1-4)	8 XP
Manifestation Level (Level 5)	15 XP
New Specialty	3 XP
+1 to Blessing or Curse	5 XP
Free Time or Wealth	New Level + 3 XP

XP EXPENDITURE	COST
Bonds (Level 1-4)	5 XP
Bonds (Level 5)	10 XP
New Dominion	25 XP
Relic (Level 1-5)	7 XP
New Truth	10 XP
Vassal/Worshipper Level (Level 1-4)	7 XP
Vassal/Worshipper Level (Level 5)	13 XP

CHANGING CHOICES

When a character reaches a new Spark level, used to mark significant character milestones, the player has the option to switch out one of their Choices to reflect their character's place in the ongoing story. Some changes are easier to make than others, as some are absolute fixtures to who the character is, while others are superfluous. Examples include:

- **Choice 1 – Occupations:** Changes in Occupation may happen from time to time. This is especially true if story events have made the character late for work on more than a few occasions. They may get fired, or perhaps their business was burned to the ground by a rival god's Zealots.
- **Choice 2 – Archetypes:** A new perspective on life is a huge deal but can happen. A character may have started off a Hero, but extreme hardship and loss could have made them feel out of control, so the player changes to the Tyrant to reflect this.
- **Choice 3 – Dominions:** Changes to the Dominion Type only occur as a result of picking up a new Dominion. The god may feel drawn to their new type and change their category to match.
- **Choice 4 – Theology:** A god may come to odds with their current Theology and wish to move on. They have the option to drop Theologies, becoming one of the Undecided, or they may make new alliances with another Theology entirely. This should be a rare occurrence, as a Theology is not just a group the god hangs out with; they represent a set of core beliefs that shape the god's Spark.

If the player decides to change one of their Choices, their character loses the Blessing, Free Time, and Wealth from their old Choice, which are replaced with those from the new Choice. Skills do not change, however, and the player should note this when going into a new Choice they may not be prepared for. The player can choose to keep their old Curse or replace it with their new one. This can reflect a factory worker, who is now a teacher, not being able to get rid of their old, stubborn injury.

Note: If the player has spent XP to raise their Blessing or Curse connected to their old Choice, they get this XP back. XP spent to raise an Occupation's Free Time or Wealth, however, are lost… all of their hard work invested in their job is lost when they resign (or are fired).

UPGRADES WITHOUT SPENDING XP

At times during the game, it makes sense for the story for a character to advance or acquire some new ability without spending XP. This can take many forms:

- If a god receives a new Dominion by consuming another god's soul, this is a new permanent addition to their character that they have stolen. This does not cost XP, however, there are other costs involved: The god's soul is permanently corrupted, their status among other gods is tainted, and the entire process of killing a god is a huge undertaking in the first place.
- Through story events, the gods come into contact with tons of new places, groups, and people. Sometimes these Attachments become a part of the character's life even if they didn't ask for it. A group of Zealots may decide to change faiths from the god the pantheon just defeated to one of the player's characters, or a woman the god saves may fall in love with them in an instant, creating a new romantic Individual Bond. That said, GMs should only grant Level 1 Attachments for free. If the player likes it, they can enhance it with XP. If they don't like it, they should be reminded that cutting some of them from their life incurs Failings (pg. 108) on the god.
- Relics are an easy new item to grant characters. While they are rare, some stories involve going on quests to retrieve powerful artifacts, or they may find new ones that lead them to new mysteries. Free Relics shouldn't be higher than Level 3 without a very good reason, as anything Level 4+ is usually heavily protected and attuned to beings much more powerful than modern gods.



CREATION QUICK REFERENCE

STEP ONE: OCCUPATION

Pick the core Occupation the god tackles in their day-to-day mortal existence, and a specific field from the three options within. Then record Skills, Free Time/Wealth, Blessing/Curse, and choose one of two Attachments.

- Academic - Explorer, Professor, Student
- Blue Collar - Business Owner, Manual Labor, Minimum Wage
- Creative - Artist, Homemaker, Performer
- Criminal - Big Time, Sex Worker, Small Time
- The Fringe - Homeless, Religious, Rural
- Medical - Professional, Scientist, Therapist
- Peacekeepers - Detective, Emergency Services, Officer
- Physical - Athlete, Fighter, Soldier
- Public Life - Celebrity, Media, Politician
- Unemployed - Kid, Privileged, Retired
- White Collar - Computer Tech, Executive, Lawyer

STEP TWO: ARCHETYPE

Pick one Archetype to reflect the god's overall personality. Then record Skills, choose one of three Blessings, one of two Curses, and one of two Attachments.

- The Caregiver - The Caregiver is defined by their generosity.
- The Companion - The Companion is defined by their empathy.
- The Dreamer - The Dreamer is defined by their imagination.
- The Fool - The Fool is defined by their ever-present joy, despite what others say.
- The Hero - The Hero is defined by their ability to overcome their fear to achieve their goals.
- The Innocent - The Innocent is defined by their optimism.
- The Lover - The Lover is defined by their passion.
- The Rebel - The Rebel is defined by their radical freedom.
- The Sage - The Sage is defined by their wisdom.
- The Tyrant - The Tyrant is defined by their ability to lead others, even if through fear.
- The Visionary - The Visionary is defined by their ability to find solutions to almost any problem.
- The Wanderer - The Wanderer is defined by their autonomy.

STEP THREE: DOMINION

The player should choose their Dominion, and once that is done, choose a category it belongs to from the following. Then record Skills, choose one of three Blessings, one of two Curses, and all listed Attachments.

- Bestial - animal-themed powers
- Conceptual - ideas and concepts, usually without physical form
- Elemental - drawing power from the elements that make up the world
- Emotional - holding power over a deep emotion
- Patron - becoming a paragon of a type of people
- Tangible - gods of physical things or actions
- Crossover - Dominions that could fall into any of the above categories

STEP FOUR: THEOLOGY

Choose the character's Theology, followed by recording their Skills, Free Time/Wealth, and Blessing/Curse.

- Ascendants - gods racing toward becoming like the old gods
- Cult of the Saints - gods who believe their power truly comes from a higher power
- Drifting Kingdoms - wandering gods who build power, only to let it fade
- Kunitsukami - gods who adhere to the spiritual hierarchy of the universe
- Masks of Jana - gods who keep divine events from mortal notice
- Order of Meskhenet - gods who hand down great power, divinely and socially
- Phoenix Society - gods who focus on humanity, raising mortals up to heroes
- Puck-Eaters - gods who eat other creatures to steal their power
- Warlock's Fate - gods hell-bent on unlocking the secrets of the universe

STEP FIVE: ATTACHMENTS

Players choose one Truth (pg. 116), and then receive 5 points to spend on Attachments.

BONDS

- Individual - the people in their life
- Group - Groups the character belongs to
- Landmark - places important to the god

ENTITLEMENTS

- Relics - divine artifacts of the gods
- Truths - Additional divine abilities, not necessarily linked to their Dominion
- Vassal - creatures and mythic beings who work with/for the god
- Worshippers - people who worship the god
  - Chosen One
  - Confidants
  - Givers
  - The Faithful
  - Preachers
  - Temple Keepers
  - Zealots

STEP SIX: FINAL TOUCHES

Players receive 10 Skill points and 4 Manifestation points to spend to enhance their character, as well as 2 Specialties of choice (one Skill, one Manifestation). Then all players roll 2d10 randomly to determine the points of interest on the Territory Grid. This applies generally to Individual Bonds, Landmark Bonds, and Worshippers, but there are some exceptions to this rule.

OTHER

HEALTH

Fortitude + 5

PSYCHE

Discipline + 5

FREE TIME/WEALTH

Combine the values from the god's Occupation and Theology

INITIATIVE BONUS

Intuition + Speed

MOVEMENT

Athletics + Speed + 5

STRENGTH

Athletics + Might

SPARK

Spark 1 (0 XP)	3 Fragments, up to 2 Dominions, 1 Legendary Act
Spark 2 (50 XP)	6 Fragments, up to 4 Dominions, +1 Truth, +1 Legendary Act
Spark 3 (100 XP)	9 Fragments, up to 6 Dominions, +1 Truth, +1 Legendary Act
Spark 4 (150 XP)	12 Fragments, up to 8 Dominions, +1 Truth, +1 Legendary Act
Spark 5 (200 XP)	15 Fragments, up to 10 Dominions, +1 Truth, +1 Legendary Act

EXPERIENCE SPENDING CHART

XP EXPENDITURE	COST
Skills (Level 1-4)	4 XP
Skills (Level 5)	8 XP
Manifestation Level (Level 1-4)	8 XP
Manifestation Level (Level 5)	15 XP
New Specialty	3 XP
+1 to Blessing or Curse	5 XP
Free Time or Wealth	New Level + 3 XP

XP EXPENDITURE	COST
Bonds (Level 1-4)	5 XP
Bonds (Level 5)	10 XP
New Dominion	25 XP
Relic (Level 1-5)	7 XP
New Truth	10 XP
Vassal/Worshipper Level (Level 1-4)	7 XP
Vassal/Worshipper Level (Level 5)	13 XP

"So, he just showed up at the hospital and offered you a deal?" Penn rolled a half-full bottle through her fingers, then tossed it into the air. She caught it just at waist height, then tilted it over Molly's glass until the red liquid poured out in a neat layer that settled over the orange. "Was he cute at least?"

From her spot on the bar seat next to Molly, Adrion shook her head. "I imagine the god of deals to be akin to one of those men you see in Vegas, extraordinarily slimy and paying lip service to some false god, some borrowed power, but all the while believing they are indubitably worthy of our attention."

Laughing at her friend, Penn released a single spherical cube of ice into the drink, then slid the glass across the top of the bar toward Molly. "So, cute or ...whatever that was that Adrion just described?"

Molly ran her finger over the rim of the glass without drinking. "What happened to the caipirinhas?" The drink name still slid weird over Molly's tongue, but she'd liked the flavor. This new concoction smelled spicy and smoky, burning her nose on the inhale. Not bad. Just different.

"Something new, just for you. Think of it as... fire in a glass." Normally, Penn's mischievous grin made Molly feel better about whatever was on her mind, even everything that was going on with her dad. But not today. Today, she felt like she was a thousand miles away from everything. It was as if she'd carried the bad with her in her pockets but left everything good behind.

Penn pushed her dark glasses to the top of her head and leaned her elbows on the bar, staring hard at Molly. "You didn't answer the question."

"He was cute, I guess," Molly said. Had he been cute? It was hard to remember his face now. His voice too. Something about a purple flower. That's the piece of him that came to mind most easily.

"Imagine, just walking into someone's life like that, offering a shitty deal, not a deal really at all, and having the audacity to assume that someone would say yes." Adrion set her empty glass down, shaking her head.

"The balls on some pe—" Penn started. After a moment, Molly realized they were both staring at her. She finally picked up her drink and took a sip. It burned all the way down, but stuff like that doesn't bother the goddess of the sun.

"Oh, Molly..." Penn said. "Tell me you didn't say yes."



Divine Expressions

Natural Gifts

While the gods have a wide variety of individual powers, they all share a set of natural abilities. One's Spark and Dominion are just the beginning.

Spark

A god's Spark is the representation of how powerful a god they have become. As their Spark strengthens, the god finds it easier to manipulate their Dominion, and each step brings them closer to their godhood. Simultaneously, delving deeper into this new world of competing pantheons and battling monsters pulls them away from the Bonds keeping them tied to their humanity. Spark is a source of great power but can make them slaves to their negative emotions and lust for power over time. Every god starts with Spark 1 but goes up by +1 Spark for every 50 XP they gain through roleplay.

Fragments

A god's Spark can be split into Fragments to fuel their divine gifts. As they grow more intimate with their Spark, they learn to break it into smaller and smaller Fragments, letting them utilize this precious resource further.

For each Spark level, the character gains 3 Fragments. These can be spent on a number of effects, including:

- Add +2 successes to any Manifestation check
- Add +3 successes to any Skill check
- Activation of some Truths
- Avoid Strain to a Vassal
- Heal 1 damage (regardless of type)
- Reduce any Condition by 1
- Resist a single ongoing Manifestation effect for the Scene

LOSING PERMANENT FRAGMENTS

There are a number of things that cause a god to permanently lose Fragments, such as dying, affecting the age of their body, or selecting a Chosen One from among their Worshippers. Every three Fragments lost reduces their Spark by 1, effectively making them less powerful gods. Only through additional XP or finding long-lost rituals to restore their power can a god restore their Spark. If a god loses enough permanent Fragments and their Spark is reduced to 0, they lose their divine powers. Their powers leave them, often in a flashy manner, and find a new vessel to wield the powers of creation. They cease being a god, but returning to their old life is problematic now that they've experienced something more. Some even become Forsaken (pg. 227).

SENSE SPARK

A god can sense the presence and general direction of any being with a Spark in the same location on the Territory Grid. While they may sense them, however, the character cannot identify the target unless they lock eyes, at which point both divine beings know the other is special. There is no roll required for this; it is an automatic ability gifted to all gods. Every time they gain a level of Spark, their senses increase and allow them to ask additional questions of the GM. If a god has the same (or close to the same) Dominion as another divine being, they treat these abilities as if they are both at +1 Spark. These two divine beings are linked in a fundamental way and have a connection that cuts through the divine static.

- **Spark 2:** How much stronger or weaker is the target than the god?
- **Spark 3:** Have I encountered this type of creature before? A god's Sense Spark learns how to differentiate between different energies the more they interact with them.
- **Spark 4:** What is the general nature of the divine being's power? Essentially, giving the player information on basic capabilities of the target, from the Dominion of a god to the powers of an Outsider.
- **Spark 5:** Their sensing Range extends to any adjacent point on the Territory Grid.

LEGENDARY ACTS

There are moments during the course of the story where a character momentarily unlocks the powers of a greater god, regardless of their current Spark rating. Called Legendary Acts, these are truly special moments in a god's life, showing their true soul to anyone who observes. A god may only access one Legendary Act per Spark and once used, it is gone forever until they achieve more power.

A Legendary Act is not just a standard action momentarily enhanced; they grant narrative control over the Scene and all the events surrounding their character to the player, who chooses what happens. To use a Legendary Act, the player declares their intent to the GM, and the god unleashes their Dominion into the area. As with most things in ***Part-Time Gods Second Edition***, Legendary Acts correspond to the god's Dominion, but it is a representation of their power in the truest sense… no rolls, no difficulties, the player simply says what they do, and it happens, just as if the GM has declared something true in the story.

These are not meant to be used because the Difficulty of a roll is higher than the player likes. Legendary Acts should be held until critical moments in the story, where they will make a dramatic impact and create memorable scenes. A character using a Legendary Act may declare one of the following:

- The god somehow defeats an enemy that was thought unstoppable before.
- They perform an impossible feat that defies reality.
- The character gains a new level of understanding of the universe.
- An ally who has fallen is revived with little-to-no negative side effects.

Using a Legendary Act is not without its consequences, of course. Once the player is done with their narrative control, spelling out everything that happens in the Scene, including what their character does and how other characters react (with GM approval), they hand that control back to the GM who decides how to continue. Consequences should be tailored to what the player was trying to overcome and are permanent in the story from that point on. They should be impactful, but not punitive, as this was a true act of divinity, not just a cheap trick. A few example consequences are listed below:

- The god may be drained temporarily, leaving them a normal person until they can recharge their Spark with rest.
- A penalty or Condition related to the act. A god who held back a tidal wave with just their mind may find they cannot leave the water without feeling parched, since they became one with the sea. Another god who withstood a titanic blow from a giant whom they felled immediately after may find they are physically exhausted and may even lapse into a coma (Unconsciousness Condition) to recover.
- The character may attract unexpected Worshippers or Vassals (pg. 121) but may also gain new enemies for future stories. Finding the basilisk the god befriended setting up its lair in their garage is startling, but so is a tribe of satyrs following them around constantly, proclaiming their divinity to everyone around him.

Note: Legendary Acts are meant to be powerful, which is why they are limited in nature. They should never upset the game's balance or adversely affect the mutual story being told (i.e. don't take away another player's agency). If the GM feels the Legendary Act is not appropriate for the Scene, they can work with the player to find a way to make it work better or suggest they hold off using it, so as not to throw the game off.

BEACON FOR DANGER

It is a well-known fact that when a god uses their Manifestations, their power to manipulate their corner of the universe, other creatures can sense this. Consider this the opposite of their Sense Spark ability, opening up their Spark to others. Every time the god performs miracles, all the things looking to harm them and their Bonds are one step closer to their eventual goal.

There is no hard-and-fast rule for this, but the GM is encouraged to keep track of how often the gods use their Manifestations and to what level. Any effects that utilize 3 or fewer Measures (pg. 144) are considered minor effects and can be largely ignored. Any others, however, draw enemies to the god in around (8 - occurrences) Scenes. Keeping track of this can help a GM pace out when to have the Touched, Outsiders, or other gods intrude on the god's life, based on their own decisions to leverage their power.

PRAYERS



One of the more beneficial and potentially troublesome aspects of being a god is the indirect contact worshippers have with their god through prayer. Once a prayer is spoken in the god's name or directly to their Dominion, it's released into the world and beamed straight into the god's mind. This can manifest as a shouting voice in their head, an image of the person praying to the god, a cacophony of sounds coming from all directions, or even a whisper in the ear (for the lucky ones). At best, they are utterly distracting one-sided conversations. At worst, they give gods splitting headaches if they are especially popular.

When a god has a lot of worshippers, prayers come fast and often like a buzzing in their head. Having a single Worshipper level is one thing, but the more types and levels of Worshippers a god possesses, the more likely it becomes that their life will be overtaken by the call from their followers. This can be problematic for the god since their Worshipper level is tied into how effective they are at answering prayers. This is especially troublesome when a god is trying their hardest to keep an Outsider from ripping off their face or fending off tax collectors at their job. This is one of the reasons gods sometimes choose to go without worshippers.

Prayers don't wait for the god to be out of Free Time, since worshippers rarely know the exact comings and goings of their deity. If the GM decides to have a prayer come to a god during a tense situation, treat it like a Curse:

- ✦ **Divine Interruptions:** The god receives a prayer which causes them a great deal of trouble, since they were in the middle of something important. Gain 1 Pantheon Die when this occurs.

The GM should use this Curse sparingly but can utilize it a number of times equal to half of the god's total Worshipper levels in a single Session. For instance, if the god has Givers 2 and Faithful 2, prayers could attack them up to twice per Session. When a prayer comes to a god, it's really up to them what they want to do about it. Maybe the god hangs a dreamcatcher to file the prayers away, so they can write out a to-do list for later. Maybe they run right off to deal with requests ASAP. One story speaks about a god of love who set up a matchmaking dating site for his worshippers. When he received a prayer request, he'd email them a flier for a free month on the site. Not only did he satisfy a lot of his worshippers, but he made some excellent money overall.

LIMITED IMMORTALITY

The Spark of godhood is an amazingly powerful gift that extends a god's life well beyond a mortal's. In fact, the Spark grants the character immortality for around 100 years. Why 100 years? No one really knows, but from the moment they become a god, they stop the aging process and live for a century. A god can willfully age themselves to an older appearance at any time of their choosing. Unfortunately, it's harder to turn back the clock. Only by permanently sacrificing 1 Fragment can a god reverse their outer age to a younger one. This is useful for gods who have lived a long time and want to start their lives over in the public spotlight and masquerade as a younger relative.

THREE DAYS A GHOST?

If a god's mortal body dies (reduced to 0 Health and 0 Psyche), their spirit leaves their body and they are effectively a ghost. While in this form, they are limited to what they can do:

- They have no access to any of their Dominions or Entitlements.
- They are both intangible and incorporeal, like other spirits, but can still be seen by beings with powers and Truths.
- The god in spirit form is susceptible to being devoured by another god.
- Creatures from the Lands of the Dead are drawn to the god, hoping to take the character to the afterlife (who knows which one).

The experience lasts for three days for new gods, adjusting as their Spark increases. Their time as a spirit lasts (4 - Spark) days, meaning as soon as the god has reached Spark 4, they instantly revive themselves without any lapse in time as a spirit. After their spirit duration ends, the god rises from being dead in perfect health (healing all damage and removing all Conditions) but reconstituting one's body requires the permanent loss of 1 Fragment. They can spend 1 Fragment per day they'd like to skip as a spirit but speeding up this process costs an additional 1 permanent Fragment. The god needs to be near their remains, regardless of the state they're in, to reconstitute. Gods can forgo the lengthy recovery process and force their bodies to reconstitute faster, but it costs even more divine energy.

BEING DEVOURED

Devouring another god's soul isn't something done lightly. Usually, it is done in desperation as a god sees the end of their own immortality and must take another god's life to extend their longevity, but others do so simply for the power in such an act. The scary part is that it's not actually difficult for a god to eat a soul. They must catch the ghost, who is likely hanging around their corpse, and then willingly accept this new and damaged soul into their own. Gods locked in their ghost form are encouraged to hide, run, and find friends to help keep them safe — yet another advantage of having a pantheon.

Benefits

When a god's soul has been devoured, which is a ghastly thing to behold, they are gone forever, and nothing can bring them back to life. The devourer gains some benefit from what they've done:

- They add another (victim's Spark x 20) years to their immortality.
- They gain the Dominion (or one of the Dominions) of the dead god.

If the dead god possessed the same Dominion as the devouring god, choosing to consume it instead grants a permanent +2 Fragments bonus and a +1 bonus to a Manifestation the dead god also possessed, reflecting the strengthening of their connection to an existing Dominion. Likewise, if the dead god held multiple Dominions, the devouring god can only take one (unless there are multiple devourers). Leftover Dominions leave the area and look for new owners, usually creating new gods in the process.

Side Effects

Some gods have survived for centuries beyond their original immortality by devouring other gods. They are often driven to the brink of madness, however, since eating the essence of another (which is resistant to the process, obviously) and mingling it with one's own soul has terrible side effects. When this occurs, the GM selects a side effect from the table below that permanently afflicts the character. Some options are worse than others, but the choice should fit the story and circumstances of the devouring. If the GM or player can come up with a new, horrifying side effect that fits the story better than those listed here, then this is highly encouraged.

- **Broken Psyche:** The god's mind is flayed as they accept a new soul into their own, and this brings them closer to madness. They take on a number of Failing levels equal to the dead god's Spark.
- **Corrupted Memory:** A part of the god's mind degrades, and they forget some of their life. They lose 2 Skill levels, with one being the GM's choice and the other up to the player.
- **Corrupted Spirit:** The devouring god's soul and that of their victim don't synchronize, corrupting their Spark and forcing them to lose -1 permanent Fragment during the process. If the gods shared a Dominion, this -1 Fragment penalty replaces the +2 Fragments adjustment.

- **Fugue State:** The god starts to lose time occasionally, waking up in weird places and not remembering where they are. It is a strange type of sleepwalking as the devoured spirit fights for control but can't truly achieve it. However, the character literally loses time, suffering a permanent Free Time loss dependent on the dead god's Spark level: Spark 1 or 2 = -1 Free Time, Spark 3 or 4 = -2 Free Time, and Spark 5 = -3 Free Time.
- **Multiple Personalities:** The soul merge did not complete, and remnants of the dead god's personality are preserved within the absorbing god's mind, giving the god a new Curse:

  Taken Over: In times of stress or when coming into contact with the dead god's Attachments, the spirit they devoured takes control of the character for the rest of the Scene. Instead of producing a Pantheon Die when activated, it actually removes 1 Pantheon Die from the pool (or 2 Pantheon Dice if triggered by the dead god's Attachment). To make things even more difficult for the god, this personality of the absorbed god is always around and can talk to the god, constantly mocking them. This relationship isn't particularly good, as one would imagine.
- **Targeted Amnesia:** They suffer memory gaps about important parts of their lives. The GM picks one of the god's Attachments, and any memories surrounding it shatter. The targeted Attachment loses 2 Levels instantly, but the god suffers no Failings for it... because they don't even remember it. If this removes the Attachment, however, this also causes 1 Strain to any other Attachments they own, as the chaos begins to spread.
- **Utterly Cursed:** The god receives a Curse from the dead god. The first time the Curse is used against the god in each Session, the GM doesn't have to put a point into the Pantheon Pool.

Multiple Devourers

The act of devouring a god is a grizzly and awful act, akin to cannibalism. While some gods have no problem doing this on their own, there are others who prefer to share with their pantheon. Each god who feasts on a soul gets to take a piece for themselves, and they may all suffer from the same side- effect or have unique ones assigned to them.

If the dead god had multiple Dominions, this means that each participating god would receive one of their Dominions as their own as a normal part of the process. However, sometimes a single Dominion may be split into pieces, with each devouring god receiving a piece of it. For instance, splitting the god of spring's soul between three gods may grant one the Dominion of fertility, the second the Dominion of flowers, and the last the Dominion of breezes. Any years of immortality added are also split between them.

GOD VS. GOD

There is a saying among the Theologies: "Bad things happen when a god kills another god." This isn't referencing the horrifying effects of devouring another god's soul, but the universal backlash that occurs when a god actively takes another god's life. In the event that a god inflicts the final damage that would kill another god, the GM creates a Backlash (pg. 146) equal to the dead god's total Health/Psyche (or Threshold in the case of Extras) x their Spark rating. For instance, killing a Spark 3 god who had Health 5 and Psyche 5 would give the GM 30 total successes to spend on Measures to affect the Scene, inflict damage, and generally cause chaos.

This effect doesn't occur at any other time when a god dies. Even if a god brings another god close to death, and then calls on a Vassal or Worshipper to deal the final blow, this does not trigger the Backlash. Many gods become experts are manipulating circumstances, so they need not be the one to kill their rivals — from hiring assassins, recruiting worshippers and other loyal servants, or affecting fate, since Backlash is also not triggered by getting hit by a bus, or from the sudden stop after a long drop.



MANIFESTATIONS

Dominions, even the specialized and carefully bounded Dominions of the current age, defy full comprehension. Manifestations bring that power to the level of human understanding, distilling its potential, concepts, and history into accessible acts. They reveal only a sliver of the Dominion's full strength, often limited by the personal perceptions of the god utilizing this divine energy. Two gods with similar Dominions may use and manifest their powers in quite distinct ways as a result.

Characters receive a total of 10 levels of Manifestations Skills during character creation, and each Manifestation opens up a variety of options for the god. Manifestation descriptions (pg. 147) each contain three example effects to further illustrate their scope. How these effects look vary based on a character's Dominion and are far from the only effects a player can utilize. If a player has a great idea for a different effect than the ones included with the descriptions, they can work with the GM to create it in the moment.

MANIFESTATION CHECKS

Manifestations do not fail. When a player rolls their dice, the question they are answering is one of power. Each success generated by the check increases the extent and efficacy of the Manifestation.

When a player uses a Manifestation, they create a Manifestation Combo, which is similar to a Skill Combo (pg. 176). Instead of combining two Standard Skills, however, the player combines one Manifestation Skill and one Standard Skill. The Manifestation Skill describes what they are doing with their Dominion, while the Standard Skill reflects how it is expressed. The player applies any relevant modifiers as normal. The GM doesn't need to give the player a Difficulty to roll against. Instead, players spend successes to determine various aspects of their desired effect — such as range, duration, and damage — called Measures.

MANIFESTATION MEASURES

Measures detail each aspect of a god's divine works and the successes necessary to get to the player's desired effect. Depending on what they want, players may mix and match different Measures together. They may also spend Fragments (pg. 137) before or after their check, each one adding 2 successes (that's successes, not extra dice), boosting the Manifestation's strength and hopefully ensuring the character does not fail to get their exact intentions. If their roll doesn't get the required successes, however, their Spark still creates a lesser effect. Successes rolled are never just thrown away or wasted; that power has to go somewhere. They can either be applied to Measures to pump the god's effect even bigger than they originally intended, or they can sacrifice 2 successes to add +1 Pantheon Die.

Area Affected

This Measure determines an effect's physical extent or reach. Area Affected includes both creating a perimeter, such as a protective ward around an area, or filling an area with an effect, such as a thick fog.

DEVOTED SUCCESSES	EFFECT
0	One small room/area
1	One building
2	1-mile area
3	5-mile area
4	10-mile area
5	25-mile area
6	50-mile area

Damage

This Measure determines damage dealt by a Manifestation. If an effect is meant to wound the target, at least 1 success must be spent toward the Damage Measure. Note: While Ruin is the Manifestation for intentionally inflicting direct damage, it is far from the only Manifestation that uses the Damage Measure.

DEVOTED SUCCESSES	EFFECT
0	No damage
1	1 damage
2	2 damage
3	3 damage
4	4 damage
5	+1 damage per success

Duration

This Measure determines how long an effect lasts. However, for effects that affect time, it can also be used for how far into the future or past a god can manipulate or view. It should be noted that a god is in full control of their power and can cancel an ongoing effect at any time throughout its duration at will.

DEVOTED SUCCESSES	EFFECT
0	Instant; happens and fades
1	1 Scene
2	1 day
3	1 week
4	1 month
5	1 year
6	Permanent

Magnitude

This Measure determines how much of the target of the effect changes, for example a single feature, entire body, or a building. It may also determine how well the effect matches the intent if the other Measures do not fit (e.g., making a perfect copy vs a poor one). Magnitude is primarily used for narrative effects, not necessarily to grant bonuses or deal damage.

DEVOTED SUCCESSES	EFFECT
0	No Change
1	Slight Change
2	Small Change
3	Moderate Change
4	Large Change
5	Colossal Change

Modifier

This Measure provides a bonus or penalty as the effect, such as bestowing a rabbit's agility on a target (bonus to Speed) or summoning vines to trip their opponents (penalty to Movement). When used to affect a specific Skill, this Measure creates a 2-dice modifier, but if applied to a type of roll (i.e. combat checks, social checks, etc.), it grants creates a 1-die modifier instead.

DEVOTED SUCCESSES	EFFECT
0	No dice
1	1 or 2 dice
2	2 or 4 dice
3	3 or 6 dice
4	4 or 8 dice
5	+1 or +2 dice per success

Range

This Measure represents the distance between the god and their intended target. Most Manifestations intended to affect someone other than the user will need to spend a point toward range, unless they can touch their target. **Note:** Touch during a Battle of Fists requires a Quick Action.

DEVOTED SUCCESSES	EFFECT
0	Touch
1	Near Range
2	Far Range
3	Distant Range
4	Within the City
5	Within the State
6	Within the Country

Targets

This Measure determines how many people, things, or ideas the god can affect. Targets do not need to be in the same area, though they should also be roughly the same distance from the user of the Manifestation (unless the player devotes the requisite successes on Range).

DEVOTED SUCCESSES	TARGETS
0	Self/1 Target
1	up to 3 Targets
2	up to 10 Targets
3	up to 25 Targets
4	up to 50 Targets
5	up to 100 Targets
6	up to 250 Targets

Trigger

This Measure is an optional way to add a Condition to when a Manifestation's effect will occur. They can create a delayed effect or essentially program their Spark to only affect a certain type of person (or in some cases, a specific person).

DEVOTED SUCCESSES	EFFECT
0	Happens Instantly
1	Common - affects broad categories: men/women, day/night, next person who walks in the room, etc.
2	Uncommon - Selection becomes specific: Masks of Jana, 19:00 or a Filipino person
3	Unique - affects a specific person, item, etc. "When Adrion enters the room..."

Players need not feel compelled to apply all Measures to an effect. By design, most effects utilize only a few Measures to get their end result.

BACKLASH

A Manifestation check that yields no successes is fleeting and effects no change. On a Critical Failure, however, the power the character tried to use seeps into the surrounding environment in an unplanned and wholly unwanted way, creating a Backlash. For example, a goddess of rain, while trying to banish the storm to clear the battlefield could instead turn the light shower into a downpour and possibly flood the entire area. A god of cats, while trying to see through a cat's eyes may instead bestow on everyone present a cat's need for grooming or may lose their sight temporarily. To reflect this, the GM spends all of the dice from the player's Manifestation check on Measures to describe the terrible Backlash. The effects must align with the character's Dominion but need not match the Manifestation involved in the check. Backlashes occur instantly and even beings with a Spark are subject to them without a chance to resist, due to their uncontrolled nature.

Example: *Adrion, goddess of vengeance, tries to call forth images of how her target had caused pain and misery. The GM asks for a Soul + Empathy check, which gives the player five dice. They get 1, 3, 3, 4, 6 — no successes and a 1, resulting in a Critical Failure. The GM now has 5 dice to spend as successes on a backlash effect and decides to go with Targets 2 and Damage 3. This means the 10 people closest to Adrion, including Adrion herself, suffer a psychic backlash that causes 3 damage to Psyche.*

BONUSES

As with Standard Skill checks, players may use Boosts (pg. 184), Tools (pg. 186), Relics (pg. 110), Territory (pg. 195), Environments, and Sacrifices to gain a bonus to their Manifestation checks.

ENVIRONMENTS

Environments or circumstances that align with a character's Dominion or intent are particularly useful for Manifestation checks and act as Tools. For example, a goddess of wealth may gain a +1 bonus to Manifestations in the middle of a ritzy benefit dinner or up to a +3 bonus in a casino. Seasonal gods may gain a bonus to their checks during their respective seasons, which waxes and wanes as time flows (i.e. +1 bonus at start, +2 two in the middle, +3 bonus at its height, then falling to +2 bonus, and +1 bonus as the season ends). This also makes elemental gods dangerous in their chosen environments, as there is plenty to manipulate, and they gain bonuses to do so even if it is not within their Territory.

SACRIFICES

Gods have the option to sacrifice items that represent their Dominion in an effort to gain a bonus, releasing their power to fuel Manifestations. A Sacrifice must be related to the character's Dominion, such as a goddess of time smashing a grandfather clock or a god of blood spilling a victim's blood at just the right moment. A goddess of pigeons might just squish a pigeon egg in her hand.

The player decides how strong the Sacrifice should be, but there is always a cost involved. When a character makes the Sacrifice, they receive an On the Altar Condition (pg. 207) equal to the number of dice the player takes from the sacrifice. Likewise, destroying a hugely expensive object may reduce the god's Wealth as well. A player may suffer from multiple instances of this Condition but may only make one Sacrifice per Manifestation.

BROAD VS. SPECIFIC

When selecting the god's Dominion, particular care should be placed on how specific or broad it's intended to be, as penalties to Manifestation checks may be applied if the god's intent has little connection to their actual Dominion. If trying to affect something not directly related to the god's Dominion, they may suffer a -1 to -3 penalty. The more tangential the connection, the greater the penalty, and the GM has the option to decline the Manifestation entirely if its use is too tangential to be usable.

- **No penalty:** The character's action and Dominion are directly and clearly related. For example, a god of ice smoothing over a frozen lake to skate on it.
- **-1 penalty:** The connection between the character's action and Dominion is indirect. For example, a goddess of the oceans wants to find a specific dolphin. Most dolphins live in the ocean, so there is a connection, but the ocean and dolphins are not the same thing.

- **-2 penalty:** The action requires a broad or creative interpretation of the god's Dominion. For example, a goddess of zoos wants to calm someone's many pets. She argues that once someone has more than three animals, they're basically running their own personal zoo.
- **-3 penalty:** The action is entirely tangentially related to the character's Dominion. The player can make an argument for a connection. For example, a god of parties wants to see when someone left a bar the previous night. The player suggests that a bar is a kind of party and a place where parties, like bachelor and bachelorette nights, takes place. This is an unorthodox interpretation of "party," but could be allowed at a hefty penalty.

Example: *Penelope wants to fly on a broom across the bar. Her player argues that brooms were once a sign used by old women brewers, and this sign gave rise to the stereotype of witches flying on brooms, thus connecting liquor and beer to broom flight. The GM is skeptical but allows the check with a -3 penalty for being acutely tangential. The player would normally have 5 dice to roll, but only rolls 2 dice in this case. Hopefully she gets enough successes to at least get across the bar on her broom.*

RESISTING MANIFESTATIONS

Mortals, unless they have a Relic or other protection, bear the full brunt of any Manifestation used on them, without the ability to resist its effects. If a god targets another god (or any target with a Spark) with a Manifestation, however, the target can indeed resist. The resistance check is equal to Fortitude (for physical effects) or Discipline (for mental effects) + their levels in the Manifestation Skill being used against them + their Spark. They suffer a -1 penalty to this check, however, for each associated Condition they currently have (i.e. Physical Conditions affect Fortitude, Mental Conditions affect Discipline, and Crossover Conditions affect both). Penalties from the individual Conditions do not apply to this check. The targeted player rolls normally, and each success removes a success from the attacker, similar to other Defense checks. If they do not entirely nullify their attacker's successes, they may spend them normally on Measures.

Example: *A god of wisdom wants to banish a goddess of baseball from his bookstore. His player gets 3 successes for the effect. To fully resist this Manifestation, the goddess' player makes a Fortitude 3 (being physically pushed back) + Beckon 2 (Manifestation being used to Banish her) + her Spark 1 (she's a new goddess). The goddess rolls 6 dice and manages to get 1 success. She is 2 successes short from fully resisting the banishment. She is banished and takes a -2 penalty whenever she tries to re-enter or act within the bookstore for the period of the banishment.*

MANIFESTATION SKILLS

Each Manifestation includes three sample effects to help players and GMs get starting in understanding and using these flexible tools for divine magic. Players do not need to select specific effects, as they can use any of them that fit with their concept, but players and GMs are also encouraged to come up with brand-new effects in the moment to enhance their story and propel the game forward. ***Part-Time Gods Second Edition*** is about freedom of expression within one's Dominion, so look at these effects as guides, not barriers.

AEGIS

Aegis is the Manifestation for using one's Dominion as protection or shielding. This can be performed for the god who casts it, or for someone else on whom they want to cast it. It focuses on keeping harm at bay or even alerting the god to danger before it rears its head, like a danger-sense. It is a favorite Manifestation for gods who offer protection to their worshippers, making it harder for their enemies to destroy these relationships.

PROTECTION FIELD

A protection field is something a god manifests around any target they want to protect, including themselves. It can be tangible, invisible, or an enhancement of their abilities to boost their defense against someone using their same Dominion, or to protect someone associated with their Dominion. The Damage Measure, in this case, is used as Armor against incoming damage or Conditions, but under certain circumstances can also be damage dealt back to attackers. The Modifier Measure makes it harder to hit the protected target. If they spend no successes in the Duration Measure, it resists a single threat and then fades.

- **Suggested Check:** Aegis + Empathy
- **Common Measures:** Damage, Duration, Modifier

Protection Applications

- **Bestial:** A goddess of birds protects a flock by improving their ability to escape the man chasing them swinging his umbrella.
- **Conceptual:** A god of love protects two lovers from harm, so their wedding night remains undisturbed.
- **Elemental:** A god of the desert protects weary travelers from heat exhaustion.
- **Emotional:** A goddess of fury protects herself from someone else's fury-driven attack.
- **Patron:** A goddess of anglers creates a field around a fishing village, stopping devastation from an incoming storm.
- **Tangible:** A god of wine protects a vineyard from insects by making the vines poisonous to them.
- **Crossover:** A goddess of war protects a general from all physical harm while she leads her troops.

EYEBALLING MANIFESTATIONS

While these rules are designed to give players direct control over how they wish to use their Manifestations to affect the world, it can take a bit of time to get used to. Instead, the GM may decide to simply have the player declare what they are trying to do and make their check, and then eyeball the results to determine the effects. Each success should affect the Scene in some way, in the direction the god's player wants. Generally, a success matches up to 1 damage or a Level 1 Condition, a +2 or -2 modifier, going from Touch to Near to Far to Distant range, going from instant to 1 round to 1 Scene to 1 day, etc. for duration, and Small change to Moderate change to a Large change for the magnitude of effect. For totally unique effects, the GM may even create their own requirement for Success.

Protection Example: *Sawyer needs to lead some orphans safely through a dangerous part of town currently under siege by a violent gang, so Protection Field will do the trick. The GM asks for an Aegis + Empathy check, giving Sawyer's player 6 dice. They get 3, 7, 7, 8, 9, 10 (6 Successes - amazing roll!), and spends those successes on Target 2 (to affect the five of them), Range 1 (so no touching is needed), Duration 1 (so it lasts the scene), and Modifier 2 (to boost everyone's Defensive checks). Although some neighborhood dogs try to steal food, and a roof shifts and falls near them, they're all unharmed through the trip and they avoid any stray bullets.*

PURGE

Purge allows a god to extract something unwanted from somebody or something. This could be a disease, or a bullet, or decay, or a bad attitude. Purge protects the structure and integrity of its target by purging something (either the Dominion or the opposite of the Dominion) from it. There's lots of ways this could happen, visibly extruding a substance through someone's pores or more ethereally making someone's soul lighter. The Damage Measure can be used to heal or prevent damage, and Targets lets the god affect multiple people at one time. The Duration Measure may be necessary if the target is fighting against long-lasting Conditions.

- **Suggested Check:** Aegis + Medicine
- **Common Measures:** Damage, Duration, Targets

Purge Applications

- **Bestial:** A goddess of deer purges a hunter's arrow from the creature.
- **Conceptual:** A god of revenge removes their own emotions, so they don't jump the gun and make things worse.
- **Elemental:** A goddess of shadows purges light from the room to make a grand escape.
- **Emotional:** A god of sorrow allows a target with depression to have a joyful day for once.

- **Patron:** A goddess of mothers ensures any birth defects are removed before childbirth occurs.
- **Tangible:** A god of the forge purges any structural weaknesses from the perfect steel blade.
- **Crossover:** A goddess of rebirth purges all wounds and scars from the day before, as she is reborn anew when the sun rises.

Purge Example: *A friend of Daniel's recently found out he has Leukemia and is rightly distraught. Daniel holds his friend and decides to purge the Leukemia from his blood, instead of waiting for chemo and radiation to slowly kill him. The GM asks for an Aegis + Medicine check, giving Daniel's player 5 dice. They get 1, 7, 8, 10, 10 (6 successes). The GM says this isn't enough, as the player needs to also spend at least 4 successes for Magnitude 4 (as this is at least a Large change) and Duration 6 (to make it permanent). The player decides to spend 2 Fragments to make up the difference, and just like that, the Leukemia is gone, and Daniel's friend is able to live a longer, healthier life without fear of going into reemerging.*

WARNING

To protect what is important, gods may mark their Dominion to be alerted if it comes to harm. If the target comes under harm or issue, the god is immediately struck with mental flashes of the circumstances — relaying visions, smells, or even screams. The Manifestation check is made when placing a Warning on the target, but no roll is required to receive the alert itself.

- **Suggested Check:** Aegis + Intuition
- **Common Measures:** Duration, Targets, Trigger

Warning Applications

- **Bestial:** The goddess of wolves sends one of their beasts to watch over a target and let her know if it is disturbed.
- **Conceptual:** A god of desire lets a diva know whenever someone is desiring her, overwhelming her performance.
- **Elemental:** A goddess of the rivers can be alerted if her waters are polluted (i.e. toxic waste, dead bodies, etc.).
- **Emotional:** A god of love may protect a couple's rendezvous and know if they are not really alone.
- **Patron:** A goddess of shepherds may immediately know if one of their flock is harmed on the road.
- **Tangible:** A god of technology could be alerted if someone attempts to access hidden files.
- **Crossover:** A goddess of science knows the moment their solutions are ready to be mixed!

Warning Example: *Penelope gets a sense that her latest patrons are in danger. Rather than follow them around all night, however, she devises a plan, so she'll be alerted if they are harmed. She is the goddess of liquor, so she gives them a swig of her favorite drink, allowing her to sense the alcohol in their bloodstream. The GM asks for an Intuition + Aegis check, giving Penelope's player 6 dice. They get 2, 6, 7, 8, 8, 10, (5 successes) and spend those successes on Targets 1 (to affect both of her bar-goers), Trigger 1 (to go off only if they are attacked), and Duration 3 (to last a week). The liquor magically stays in their system for a week, however, causing them to be drunk for the majority of that time. Penelope shrugs, "Oh well. Them's the breaks."*

BECKON

Beckon is the skill for calling or pushing away one's Dominion. Characters can use Beckon to draw or dispel living and nonliving things, people, or even ideas, depending on their Dominion. This Manifestation is a favorite for gods who possess physical Dominions, be it computers, beasts, or one of the world's powerful elements; it allows them to always have their Dominion present for them to manipulate.

BANISH

Banish is the ability to send away people, creatures, objects, or concepts related to one's Dominion. Banished targets immediately leave the center of the banishment and cannot return for the duration of the effect. This effect has two targets: the banished and the center of the banishment. The center of the banishment may be a person, thing, or site, dictated by either the Area Affected or Targets Measure (depending on their intent). Unless the player spends successes on the Trigger Measure, this banishment affects everything within the area. The larger the area, the further the banished must go.

- **Suggested Check:** Beckon + Influence
- **Common Measures:** Area Affected or Targets, Duration, Trigger

Banish Applications

- **Bestial:** A god of pigeons banishes all her charges on a street corner to distract the crowd forming.
- **Conceptual:** A goddess of luck banishes good fortune from a cruel executive for a week.
- **Elemental:** A god of fire reinforces a firebreak by banishing fire along a trench.
- **Emotional:** A goddess of fear calms a room by banishing fear for an hour.
- **Patron:** A goddess of journalists makes it impossible to ask questions of her high-profile client.
- **Tangible:** A god of filth carefully cleans an artifact by banishing any dirt or grime.
- **Crossover:** A god of death banishes death from a mortally wounded friend just long enough for her to see her daughter get married; when the banishment ends, she dies, even if her wounds have healed.

Banish Example: *A man is panicking and hyperventilating over his missing husband, making it hard for him to answer questions. Aashiq wants to banish the man's love, and thus his grief, temporarily to calm his nerves. The GM asks for a Beckon + Influence check, giving Aashiq's player 5 dice. They get 1, 4, 5, 7, 10 (3 successes), and spend those successes on Range 1 (so Aashiq doesn't have to touch the man), Duration 1 (to last the scene), and Modifier 1 (to gain a +2 Influence to get the answers he needs). The rest of the interview goes by uneventfully, and Aashiq is one step closer to finding this man's husband before it is too late.*

MULTIPLY

The Multiply effect duplicates something related to one's Dominion already present in the scene, be it a person, creature, object, or concept. The Magnitude Measure can be used to determine the degree of similarity between the original and the copies, with a Moderate change sufficient to pass all but the most expert inspections; a Colossal change makes the copy completely identical without error. The Targets Measure means they can copy several targets at once, creating even more.

- **Suggested Check:** Beckon + Crafts
- **Common Measures:** Duration, Magnitude, Targets

Multiply Applications

- **Bestial:** A goddess of snakes turns a single hissing snake into a noisy and dangerous perimeter of snakes around an enemy.
- **Conceptual:** A god of celebration multiplies cups at a party, so he doesn't run out.
- **Elemental:** A god of greenery renews a local park by turning its scant grass into a lush carpet of green.
- **Emotional:** A goddess of joy makes sure no one on her block ever runs out of candy on Halloween, no matter how many kids come through.
- **Patron:** A goddess of artists creates enough to paint to finish their project, never fearing they'll run out.
- **Tangible:** A god of fertility increases a cancer survivor's sperm count so he can father the child he's always wanted.
- **Crossover:** A goddess of war ensures her soldiers have enough bullets to slay their enemies.

Multiply Example: *Penelope needs to stop someone from leaving her bar and decides to increase the alcohol by volume (ABV) rating of her target's beer. The GM asks for a Beckon + Crafts check. Penelope's player gets 6 dice and rolls 1, 3, 6, 8, 8, 8 (3 successes). They spend these successes for Duration 2 (to make it last a day) and Magnitude 1 (to slightly alter the beer). The target takes one sip and passes out. They won't be leaving anytime soon.*

SUMMON

Summon is the ability to draw one's Dominion inward or toward another serving as the center of the summoning. This effect works differently for living and non-living targets. Living creatures feel a pull on their soul, compelled to go toward the god as fast as they can, while non-living targets suddenly appear before the god without the need to travel (always taken from somewhere nearby). For example, a goddess of water could draw swimmers in a lake toward her (useful if a storm is approaching) or she could summon a gallon of water in the air to splash on someone refusing to wake up. Range represents their target's distance from the center of the summons. Duration determines how long the summoned target feels compelled to stay with the god.

- **Suggested Check:** Beckon + Knowledge
- **Common Measures:** Duration, Targets

Summon Applications

- **Bestial:** A goddess of horses interrupts a chase by calling a police horse to her.
- **Conceptual:** A god of beauty draws in a makeup artist for an impromptu and emergency makeover.
- **Elemental:** A goddess of storms creates a roiling storm above them, bringing a downpour and possible lightning strikes.
- **Emotional:** A god of serenity quiets a wailing child by bringing them peace.
- **Patron:** A goddess of dancers summons music out of nowhere for a waltz.
- **Tangible:** A god of blood draws all the splatters at a crime scene into a receptacle for storage.
- **Crossover:** A god of the hunt summons their next prey to continue testing their skills.



Summon Example: *Leonard wants all his dogs to come to the house for dinner. So, before he lets them loose for the afternoon, he touches them and creates a latent summons to kick in at 6pm. The GM asks for a Beckon + Knowledge check, giving Leonard's player 5 dice, and they get 2, 4, 8, 9, 10 (4 successes). They spend successes on Targets 2 (he has five dogs) and Trigger 2 (setting it to go off at 6pm). No need to spend successes on Duration... the dogs will stay because of the food. He feeds them really well.*

JOURNEY

Journey's purview is using one's Dominion for movement or travel. The effects provide three different methods of travel a character can use for themselves or others. With Journey, characters can augment their natural pace, slip through barriers, and pop to aspects of their Dominion. It is perfect for quick travel between locations, so many modern gods find Journey a necessary Manifestation to learn in today's fast-moving world.

BLINK

Blink is the ability to travel instantly to one's Dominion, disappearing from one place and reappearing in a second in a blink. One may use this effect on oneself or another, using Range to represent the distance between the user of the Manifestation and their target. Area Affected describes the distance between two locations that can be traveled. If the user has not been to their destination before, then every 2 successes counts as 1 success for the Area Affected Measure. The player can elect to travel to a random location to avoid this additional cost, but this doesn't always end well.

- **Suggested Check:** Journey + Speed
- **Common Measures:** Area Affected, Range, Targets

Blink Applications

- **Bestial:** A goddess of ravens can travel instantly to the nearest aviary to visit her charges.
- **Conceptual:** A god of revenge appears before someone who has been wronged.
- **Elemental:** A goddess of rivers can suddenly appear anywhere along the course of a river.
- **Emotional:** A god of fear teleports into the middle of a haunted house.
- **Patron:** A goddess of librarians returns overdue books with a snap of her fingers.
- **Tangible:** A goddess of murder arrives at a murder scene well before the cops do.
- **Crossover:** A god of music pops up at a random nearby jam session ready to play.

Blink Example: *Sawyer stops a kid from getting hit by their foster parent by blinking the kid to a nearby safehouse. The GM asks for a Journey + Speed check, giving Sawyer's player 4 dice. They get 3, 5, 7, 10 (3 successes) and use them on Range 2 (since Sawyer is not touching the kid) and Area Affected 1. The kid teleports to a block away where Sawyer is waiting for him to get him to safety.*

PHASING

Phasing is used to move themselves or another target through people, creatures, walls, or other objects — essentially anything physically present and related to the god's Dominion. When one uses Phasing, they can move the entire target or elect to move only part of it. For example, a character could phase their hand through the lid of a locked box, root around, grab something inside, and then pull it out. Magnitude determines how much of their body they affect, with a Moderate change sufficient for an average-sized person.

- **Suggested Check:** Journey + Travel
- **Common Measures:** Targets, Magnitude, Duration

Phasing Applications

- **Bestial:** A god of dogs reaches into a dog's stomach to retrieve a key she swallowed.
- **Conceptual**: A goddess of secrets hides a packet of letters by phasing them into a safe.
- **Elemental:** A god of trees easily races through thick woods, passing through branches, roots, and massive trunks.
- **Emotional:** A goddess of pride slips through the walls of an architect's greatest achievement.
- **Patron:** A goddess of travelers rummages around a suitcase without opening it.
- **Tangible:** A god of healing massages a friend's heart through their chest.
- **Crossover:** A god of sports ensures a flyball sails through a window without breaking it.

Phasing Example: *Manuel holds up the corpse of his latest victim but doesn't want to leave any evidence. The GM asks for a Journey + Travel check, and Manuel's player rolls 5 dice with a result of 1, 3, 3, 5, 7 (1 success). Since they are small, he spends his success on Magnitude 1 to make the bullets intangible. No other successes are needed. He phases the bullets, the instruments of death, out of the body, and he collects them from the street before making his getaway.*

SWIFT

Swift is the ability to rapidly travel across a space using one's Dominion, such as enhancing Movement or imbuing an object or animal related to one's Dominion with the ability to travel quickly. Travelers are assumed to be physically traveling, so they can stop mid-journey if needed or attacked. If done to oneself or a living being, this is a Journey + Athletics check, while Journey + Crafts is used for non-living targets. The Targets Measure determines how many people or objects the effect can affect, or optionally how many people can be brought along for the ride. Modifier provides a bonus to Speed or possibly Movement.

- **Suggested Check:** Journey + Athletics or Journey + Crafts
- **Common Measures:** Targets, Modifier, Duration

Swift Applications

- **Bestial:** A goddess of cheetahs matches her personal speed to a cheetah's.
- **Conceptual:** A god of justice can move quickly if chasing a criminal.
- **Elemental:** A goddess of wind flies along a jetstream.
- **Emotional:** A god of anger can race when furious.
- **Patron:** A goddess of cyclists makes a bicycle travel as quickly as a car.
- **Tangible:** A god of computers increases the speed of a high-tech car.
- **Crossover:** A goddess of time slows seconds to seemingly increase her own speed.

Swift Example: *As Colt chases someone through a crowd, he slips on his headphones and turns to a track with over 200 beats per minute. He wants to match his pace to his music, so the GM asks for a Journey + Athletics check. Colt's player rolls 5 dice and gets 2, 5, 7, 9, 9 (3 successes). They spend their successes on Duration 1 (to last the scene) and Modifier 2 (for +4 Movement). With this burst of speed, Colt launches at — and catches — his target.*

MINION

Minion governs the sharing of one's Dominion with other people and altering a target in accordance with one's Dominion. Minion always affects living beings or even creates life itself. Although it can be used for good purposes, many dislike Minion because it bypasses consent in many cases, even making new life created by the god their inherent servant. Free will is not an option with Minion.

BESTOW

Bestow is the ability to gift a person or creature with an aspect of one's Dominion, a temporary blessing or curse (causing distress from unwanted alterations). The Modifier Measure is the most common, usually granting bonuses or penalties to their targets, but Magnitude can also be used for unique effects that don't affect checks.

- **Suggested Check:** Minion + Empathy
- **Common Measures:** Duration, Modifier, Targets

Bestow Applications

- **Bestial:** A god of hawks grants a worshipper the sharp sight of a bird of prey.
- **Conceptual:** A goddess of truth forces someone to say only what is true, no matter how hard they try to lie.
- **Elemental:** A god of the sun makes a person generate heat from within, allowing them to ignore the effects of staggering cold.
- **Emotional:** A god of courage gives a young woman the strength she needs to run for office.

- **Patron:** A god of poets gifts a young lover with the vocabulary to fully express the feelings he's struggled to share for years.
- **Tangible:** A goddess of anvils makes a child so heavy that she can't run off.
- **Crossover:** A goddess of hearth makes someone feel completely comfortable in even the worst place.

Bestow Example: *Feeling his rare bout of empathy, Colt creates a gift for a young child whose parents were just killed by pucks. Whenever she opens her locket, he wants her to hear the melody of her parents' lullaby play. The GM asks for a Minion + Empathy check and says Colt's player needs enough successes for Trigger 1 (limiting the effect to when the locket is opened) and Duration 6 (to make it permanent). Colt's player decides to spend a Fragment to get 2 successes immediately and, with the agreement of the other players, he also pulls 3 dice from the Pantheon Pool. The player rolls 10 dice, getting 2, 3, 3, 5, 6, 7, 8, 8, 9, 10 (6 successes), plus the 2 from his Fragment for 8 total. Colt's player spends the last remaining success on Magnitude 1, so the child is filled with just a bit of joy each time they listen.*

ENCHANT

Enchant is the ability to override a target's natural emotional and impulse control and sway them to behave in line with the god's Dominion. It is also the ability to exert control over those who fall under one's Dominion (i.e. the god of swordsmanship can give direct commands to a swordsman they must absolutely follow). When someone is Enchanted, they are not acting of their free will. Players can use the Damage Measure in two ways with Enchant: 1- They can force the target to hurt themselves (damaging Health) or 2- Forcing the target to act counter to their nature (damaging Psyche).

- **Suggested Check:** Minion + Deception
- **Common Measures:** Damage, Duration, Targets

Enchant Applications

- **Bestial:** A god of ants helps their team of coworkers become more industrious.
- **Conceptual:** A goddess of names forces a runaway to live up to their family name.
- **Elemental:** A god of fire forces an all-consuming hunger on their target.
- **Emotional:** A goddess of regret makes someone divulge or even reenact their biggest regret.
- **Patron:** A goddess of librarians commands a research army who can look up whatever they want.
- **Tangible:** A god of murder persuades someone it's a promising idea to kill.
- **Crossover:** A goddess of oaths ensures everyone involved follows their pledge to the letter.

Enchant Example: *Aashiq's friend complains regularly about always getting in her own way when it comes to love. He decides to use Enchant on her, and the next time she meets someone and there's a connection, she'll be compelled to initiate a conversation. The GM asks for a Minion + Deception check. Aashiq's player rolls 6 dice, getting 1, 1, 4, 7, 9, 10 (4 successes). They spend their successes on Trigger 1 (for the mutual attraction meeting) and Duration 3 (to take effect within the next week). Next time, she'll be open to the idea of love.*

INSTILL LIFE

Instill Life allows a god to give life and intelligence to the subject of one's Dominion. For Dominions without a physical presence in the world, they breathe life into a small, glowing wisp purely personified by the god's Dominion. This new life, whether physical or not, can talk with their creator, offer support and counsel, perform favors, or provide info. For this Manifestation, the Magnitude Measure computes how intelligent the new life has become. Players are encouraged to give this new life a Relationship type, similar to Attachments (pg. 104). If the god wants to add appendages for movement, this is governed under Shaping (pg. 162).

- **Suggested Check:** Minion + Medicine
- **Common Measures:** Duration, Magnitude, Range

Instill Life Applications

- **Bestial:** A god of vermin grants his favorite rat with genius-level intelligence, so he can help build his greatest contraption.
- **Conceptual:** A goddess of justice summons a wisp to help her decide which of two choices is most just.
- **Elemental:** A god of flowers animates a bouquet to dance for his paramour.
- **Emotional:** A goddess of rage summons a wisp to remind her of her anger when she starts to feel complacent.
- **Patron:** A god of racers asks his car to take the upcoming sharp turn that he always screws up.
- **Tangible:** A goddess of cell phones asks a cell phone to share its owner's password.
- **Crossover:** A goddess of dreams creates a homunculus from a pillow and blankets.

Instill Life Example: *Daniel needs to stop someone from bleeding out and time is of the essence. He decides to give life to the blood itself and ask it to stop flowing so it can coagulate correctly. The GM decides this is a Minion + Medicine check. Daniel's player rolls 7 dice and receives 2, 2, 3, 5, 7, 9, 9 (3 successes). They spend their successes on Duration 2 (so the effect lasts long enough) and Magnitude 1 (as not flowing is a big ask for blood). The blood holds across the wound; it isn't ideal (he wishes he rolled more successes), but this stopgap lets Daniel focus on others who need his help.*

ORACLE

Oracle is the ability to sense one's Dominion or to use one's Dominion to gain information. With this Manifestation, a god can extend their senses over a large area and even through time. Many gods favor Oracle, as it gives them an edge when strategizing or investigating, but others stay away from it because they learn things they never should have known.

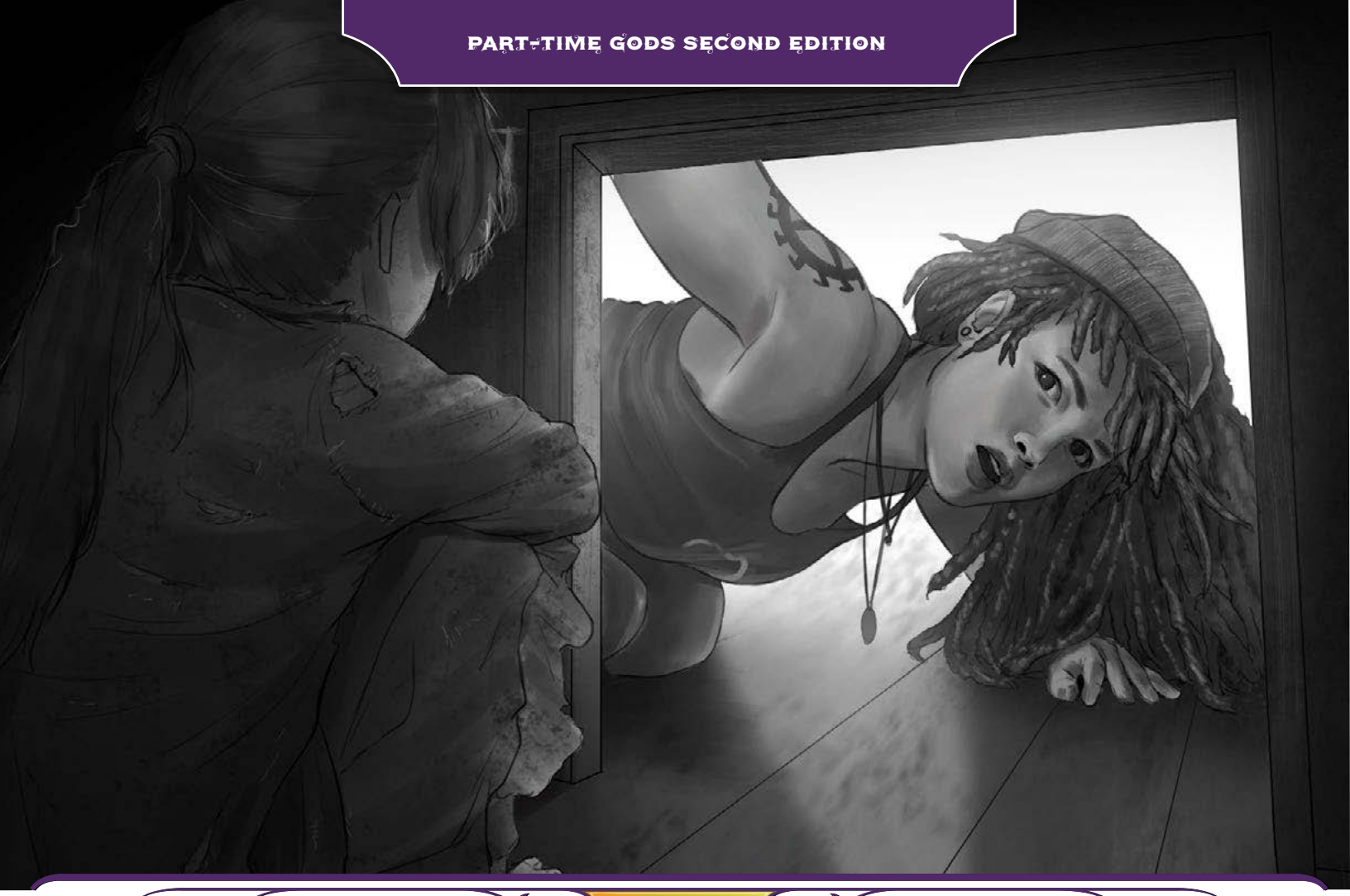
AREA SENSE

Area Sense lets a god sense or track their Dominion around them. This works especially well in Scenes strongly tied to the god's Dominion, such as a sea goddess in the ocean or a god of parties in the middle of a gala. The Area Affected Measure covers how far around the god's senses stretch, while Modifier provides a bonus for sensing and seeking while within their domain. Often, players use Trigger to be alerted when their Dominion comes nearby.

- **Suggested Check:** Oracle + Intuition
- **Common Measures:** Area Affected, Modifier, Trigger

Area Sense Applications

- **Bestial:** A goddess of roaches tracks down the rat infestation stopping her building from getting up to code.
- **Conceptual:** A god of lies tracks a con-woman trying to escape through a crowd.
- **Elemental:** A god of mist senses how his attacker moves through the fog, allowing him to predict and counteract effectively.
- **Emotional:** A goddess of love hosts matchmaking parties as a side gig, having a keen eye for putting just the right couples together.
- **Patron:** A god of archers can always find where his wayward arrows landed.
- **Tangible:** A goddess of gambling can find the machines primed for a jackpot.
- **Crossover:** A god of leadership knows exactly where his allies are positioned at all times.



Area Sense Example: *Adrion is looking for new worshippers and decides to help someone get vengeance as a way to win them over. She visits her favorite coffee shop and extends her senses to hear anyone crying out for retribution — though she knows she'll likely need to hang out for a while. The GM asks for an Oracle + Intuition check, so Adrion's player rolls 5 dice and gets 4, 3, 9, 9, 10 (4 successes). They spend their successes on Area Affected 2 (up to a 1-mile radius) and Duration 2 (up to 1 day). Adrion buys the first of many coffees and takes a chair by the window. If a suitable candidate wanders nearby, she won't miss them.*

READ MINDS

Read Minds enables one to either find one's Dominion in another's mind (i.e. finding the source of someone's anger) or to enter the mind of something within their Dominion (i.e. reading a squirrel's mind). The Magnitude Measure determines how much info one can read and how detailed that information is. Duration is used to regulate how deep into the target's memory they can venture. The Targets Measure can be used to take the temperature of a crowd, but having a single target is the best way to get specific answers.

- **Suggested Check:** Oracle + Discipline
- **Common Measures:** Duration, Magnitude, Range

Read Minds Applications

- **Bestial:** A god of raccoons can pull thoughts and images from their charge to see what they experienced the night before.
- **Conceptual:** A goddess of honor can sense someone's personal code and where they draw the line.

- **Elemental:** A god of forests can target their guide and learn the correct paths through the terrain.
- **Emotional:** A god of hope can see what someone clings to that allows them to keep going each day.
- **Patron:** A god of travelers can see where people have gone or want to go.
- **Tangible:** A goddess of healing can read the mind of someone nonverbal to see where they hurt.
- **Crossover:** A god of trickery can find out the best way to mess with someone.

Read Minds Example: *When one of his dogs starts to bark wildly at the door, Leonard dips into the dog's mind to see what startled him. The GM asks for an Oracle + Discipline check, and Leonard's player rolls 4 dice, getting 1, 4, 6, 9 (1 success). Leonard walks over to touch his dog and his player spends their success for Magnitude 1 (to receive a collection of scents and sounds from his dog). Turns out there's a possible Gnawer creeping on his grounds. He grabs his cane and heads out.*

TEMPORAL VIEW

Temporal View allows one to view or experience one's Dominion through time, most often into the past, but even into the future. Viewing the past is far easier than the future, since too many factors intertwine to weave the future into being. Characters can get glimpses of possibilities and suggestions of where current actions might lead, but nothing they experience will absolutely happen, since fate is malleable. The Magnitude Measure determines how many senses (i.e. sight, hearing, etc.) they can experience through, each costing 1 success. At the highest level of Magnitude, the god becomes a ghost in the moment. Duration determines how far into the past or future one can see, and Targets allows the user to share the view with someone else.

- **Suggested Check:** Oracle + Perception
- **Common Measures:** Duration, Magnitude, Targets

Temporal View Applications

- **Bestial:** A god of lizards looks into the past over an empty terrarium, locating the moment when the prize iguana was snatched so he can get a glimpse of the thief.
- **Conceptual:** A goddess of wonder senses where the next amazing, can't-miss event will occur.
- **Elemental:** A god of the lake can listen to the conversations that took place between lovers at their lake.
- **Emotional:** A goddess of curiosity knows which items in a room have drawn the most questions.
- **Patron:** A god of journalists scoops all his competition, writing up his articles while other journalists are still trying to determine what happened.
- **Tangible:** A goddess of parties is a popular host who keeps an eye on her parties' futures, so she always knows who to send home before they become a problem.
- **Crossover:** A god of winter shows his friends his favorite childhood memory during his least favorite season.

Temporal View Example: *Manuel returns home to find one of his lieutenants dead. The stench of death fills the room, and Manuel stretches his power out to see the moment of the man's death. The GM asks for an Oracle + Perception check. Manuel's player rolls 6 dice and gets 5, 6, 7, 7, 8, 9 (4 successes). They spend their successes for Duration 2 (into the past 1 day) and Magnitude 2 (to see and hear what happened). The stench around Manuel coalesces into figures in full color, and he watches as someone in Manuel's own colors pulled the trigger while saying "See you in hell!" He knows who it is and heads off to return the favor, ready to deliver the same parting words to the traitor.*

PUPPETRY

Puppetry allows a god to manipulate objects in their Dominion without touching them. They can move their power around with a thought or the wave of a hand. Then, depending on the Skill added to puppetry, what the god is going to do with those objects, and how they're manipulating them. It's a favorite Manifestation for gods who love to control the world around them, or cerebral gods who don't like to lift a finger.

MANIPULATION

Gods use Manipulation to directly move their Dominion with the force of their mind. It can turn objects into projectile weapons, or even just allow the character to do several things at once. If manipulating incorporeal Dominions, they can actually move around the people who represent those ideas. When using Manipulation, the Magnitude Measure represents the weight of the thing being moved. For light objects, no successes are necessary, but several may be needed for very heavy things.

- **Suggested Check:** Puppetry + Fighting
- **Common Measures:** Damage, Magnitude, Range, Targets

Manipulation Applications

- **Bestial:** A goddess of cattle shoves her charges out of the way of oncoming traffic.
- **Conceptual:** A god of romance levitates a bunch of candles in a bedroom to create an enticing lightshow.
- **Elemental:** A goddess of light reflects the light into strange angles to throw off the eye or even blind someone.
- **Emotional:** A god of anger hurls the enraged target to the kitchen floor with a glance.
- **Patron:** A goddess of farmers could reap entire fields of crops all at once.
- **Tangible:** A god of blades spins his swords before an enemy, creating the perfect shield.
- **Crossover:** A goddess of business could hold up a crumbling downtown skyscraper long enough for people to escape.

Manipulation Example: *A group of ne'er do wells sent from another god visit Penelope's bar late one night as she's closing up. The rough group threatens her and brandish their weapons in a show of intimidation. Penelope just smirks and flings bottles of liquor at them from the shelves around her. The GM asks for a Puppetry + Fighting check, giving Penelope's player 5 dice. They get 1, 5, 7, 8, 10 (4 successes), and spend those successes on Targets 2 (so Penelope can hit multiple attackers), Range 1 (they're a few yards away) and Damage 1 (so it's not just an inconvenience). The bottles fly through the air, some of them shattering as they hit and lodging pieces of sharp glass into one of the targets. "You don't have to go home, but you can't stay here!" she shouts as they run from the premises.*

MARIONETTE

Marionette takes temporary physical control of a target connected to their Dominion. Although the target loses all ability to control themselves, they are aware of the actions the god is making them take, which is somewhat nightmarish for anyone. If the target is not a willing participant, the god suffers a -1 penalty to the Manifestation activation and subsequent checks. For Marionette, the Targets Measure applies to one target per success devoted. The Modifier Measure is used to grant bonuses to the target's rolls while the god controls them.

- **Suggested Check:** Puppetry + Perform
- **Common Measures:** Duration, Range, Modifier, Targets

Marionette Applications

- **Bestial:** A god of beasts steers a trampling elephant toward a group of safari tourists.
- **Conceptual:** A goddess of celebration makes a crowd of people suddenly burst into a flash mob for which they didn't practice.

- **Elemental:** A god of the forest lashes out with vines and branches at loggers trying to cut them down.
- **Emotional:** A goddess of despair makes sure the crying relatives stay far away from jokesters at a funeral.
- **Patron:** A god of soldiers rides an inexperienced soldier in a battle using martial arts they don't know.
- **Tangible:** A goddess of drivers becomes the ultimate backseat driver.
- **Crossover:** A god of luck makes someone duck to avoid a rock they didn't know was thrown at them.

Marionette Example: *A bridesmaid wishes she was a better dancer to impress her crush. Aashiq wants to help their love grow, so he takes a seat and moves her to the beat like an expert. The GM asks for a Puppetry + Perform check, giving Aashiq's player 7 dice. They get a 2, 2, 4, 5, 7, 7, 8 (3 successes), and spend those successes on Duration 1 (to last the scene or at least to the end of the song), Range 1 (no touching needed), and Modifier 1 (to grant a +2 to dancing beautifully). Aashiq smiles as he watches the crush lured to her with the flirtatious moves he makes happen, and she gives into the rhythm without even knowing. Stunning first impression made!*

TRANSFER

In simple terms, Transfer moves an aspect of the god's Dominion from one target to another. It doesn't create or destroy, but rather removes it from one target to give it to another, so keep that in mind depending on the Dominion in use. This means the player may need to spend successes on Range twice if both targets aren't the same distance away. Magnitude is also necessary to denote how much of the aspect is taken away from the original.

- **Suggested Check:** Puppetry + Tech
- **Common Measures:** Duration, Magnitude, Range, Targets

Transfer Applications

- **Bestial:** A god of fish lets a few of their charges die to move gills to their allies.
- **Conceptual:** A goddess of names could give one person's identity to another, throwing off any pursuers.
- **Elemental:** A goddess of fire moves a flame's burning sensation by moving it to a tree, which starts to sizzle.
- **Emotional:** A goddess of ecstasy transfers her orgasm to her lover, allowing him to experience what she feels.
- **Patron:** A god of sailors transfers sailing knowledge to a non-sailor from a book, detailing how to tie knots and what aft and port mean.
- **Tangible:** A god of coffee transfers the jitters from the writer with deadlines to a crooked businessman gearing up for a big presentation.
- **Crossover:** A goddess of agriculture transfers the poisonous elements out of the local plant-life, making it edible.

Transfer Example: *Colt's lead guitar player quit last night in a rage, and he's in desperate need of a new player. He could just do it himself, but doesn't really want to, so he decides to remove the guitar skills and song knowledge from his previous guitarist and give them to someone else for tonight's important gig. The GM asks for a Puppetry + Tech check, giving Colt's player 6 dice. They get a 4, 6, 7, 8, 10, 10 (6 successes), and spend those successes on Targets 1 (from one person to another), Range 4 (since both guitarists are not present) and Duration 1 (to last the whole scene of the gig). Colt picks a random fan from the crowd to be the guitarist, and they amazingly know all the songs and choreography. After the show, his old guitarist comes back crying that he can't play the guitar anymore.*

RUIN

Ruin is the Manifestation chosen when a god's core intent is to cause their target pain, destruction, and great harm. It could be more of a destructive or decaying type of ruin, a very precise pain in only one part of the body or directed at a specific target. Ruin is always about destruction, making it a favorite for more malevolent deities out there.

BLAST

Gods use Blast to cause harm to their target at a distance within their Dominion, firing an aspect of their Dominion at their target, often summoning them from thin air. They need not touch the target in order to inflict the damage, which means they can be a pretty good distance. When using Blast, at least 1 success must be spent on the Range Measure.

- **Suggested Check:** Ruin + Marksman
- **Common Measures:** Damage, Range, Targets

Blast Applications

- **Bestial:** A goddess of wasps sends a swarm of deadly stings toward their enemy.
- **Conceptual:** A god of justice inflicts the same pain to a target that target just inflicted on another.
- **Elemental:** A goddess of cold Blasts someone with frozen shards of ice.
- **Emotional:** A god of guilt makes someone harm themselves in a moment of intense emotion.
- **Patron:** A goddess of politicians gives a public speaker enough of a headache that they must leave the stage.
- **Tangible:** A god of mirrors launches their fist through one mirror, so it comes out of another to sock their target.
- **Crossover:** A goddess of music takes a deep breath and lets out a musical shriek that bursts eardrums.

Blast Example: *Manuel needs to terrify someone into submission, and he believes decaying them will be sufficiently terrifying. He stands a short distance away and stares at the target. The GM asks for a Ruin + Marksman check, giving Manuel's player 8 dice, and they get 1, 1, 2, 3, 7, 8, 8, 10 (5 successes). They spend those successes on Range 1 (the target is in near Range), and Damage 4 (to inflict 2 damage and an Injured 2 Condition). His target's arm withers away, which means the guy sings like a canary.*

GEAS

With Geas, the god can put a curse on the target with their Dominion. This takes the form of something the target is prevented from doing for fear of taking on damage or Conditions or facing some other fate. Geas is essential for trickster gods, protective goddesses, or old-fashioned witch types. The punishment usually uses the Damage Measure, but Magnitude is also suitable for non-damaging consequences.

- **Suggested Check:** Ruin + Knowledge
- **Common Measures:** Damage or Magnitude, Duration, Trigger

Geas Applications

- **Bestial:** A goddess of frogs forbids the target from coming to their home. If they do, the target turns into a frog themselves.
- **Conceptual:** A god of love could make it physically hurt when someone tries to leave the person they love.
- **Elemental:** A goddess of the moon casts a geas that harms the target if they are ever touched by moonlight.
- **Emotional:** A god of happiness tells a joke and can let laughter literally kill the target.
- **Patron:** A god of warriors makes it hurt for someone to take a peaceful action.

- **Tangible:** A goddess of computers makes the keys on the keyboard stick like nails if someone tries to use their system.
- **Crossover:** A goddess of media causes headaches and memory loss if they try to follow a lead she deems a secret.

Geas Example: *Daniel wants an attacker to stop her assault, but there's no way he'll get there in time, so he concentrates on creating a Geas. The GM asks for a Ruin + Knowledge roll, giving Daniel's player 7 dice. They get 1, 1, 8, 8, 8, 9, 9 (5 successes), but they want a big effect, so they spend a Fragment for +2 successes. They spend those successes on Range 3 (Distant Range), Duration 2 (lasts a day) and Damage 2. Daniel decides the person will bleed herself for every drop of blood spilled from her victim. After a few strikes, the woman stops attacking and retreats.*



WARRIOR

Instead of firing their power in an obvious manner, Ruin can also be used to improve a god's natural battle capabilities. These are reflected by the god's Dominion, such as a goddess of ravens moving with the swiftness of a bird with nails like talons or a god of anger tapping into his Dominion to make himself stronger. Warrior is always focused on boosting their ability to hurt others or staying in the fight longer, making Damage, Duration, and Modifier easy Measures to apply.

- **Suggested Check:** Ruin + Might
- **Common Measures:** Damage, Duration, Modifier

Warrior Applications

- **Bestial:** A goddess of serpents gains venomous fangs and sinks them into her victim.
- **Conceptual:** A god of family boosts their ability to defend their loved ones from any attacker.
- **Elemental:** A goddess of mountains becomes extra tough, able to take more hits than anyone else.
- **Emotional:** A god of courage loses all fear and dives to the front line to battle other warriors.
- **Patron:** A goddess of writers could turn a pen into a literal sword.
- **Tangible:** A god of carpentry's fists start to hit as hard as hammers, smashing his enemies.
- **Crossover:** A goddess of time makes themselves move quicker through time, fast enough to end the battle with all alacrity.

Warrior Example: *A woman was falsely accused of murdering her family and sentenced unjustly to jail, and Adrion has agreed to help her find the real killers. She isn't going to dispense justice herself, leaving that to the wronged party. The GM asks for a Ruin + Might check, giving Adrion's player 5 dice. They get a 5, 5, 8, 10, 10 (5 successes), and spend those successes on Duration 4 (to last a month) and Modifier 1 (+2 bonus to rolls to hurt the real killer). With her new-found abilities, the woman is able to subdue the killers and bring them to justice. She is later acquitted of any and all charges, after she became Adrion's worshipper of course.*

SHAPING

Shaping allows gods to manipulate the shape of things in fantastical ways. The god could shape objects, the environment around them, their own bodies, or someone else's. Shaping is about taking something and transforming it (or part of it) into something else. Creative gods find this to be their favorite Manifestation, for obvious reasons.

AMBIENCE

Ambience allows a god to flood their environment with their Dominion. Their Spark seeps into every crevasse and changes the terrain, the furniture, architecture, or even natural elements depending on the god's Domain. Area Affected and Duration are the most obvious Measures, representing how much of the area is affected and for how long. Magnitude and Modifiers can be used to warp and shape the area, possibly even creating penalties or advantages for others.

- **Suggested Check:** Shaping + Survival
- **Common Measures:** Area Affected, Duration, Magnitude or Modifier

Ambience Applications

- **Bestial:** A goddess of octopuses makes the environment slick and slimy, and everywhere people step they slide and fall, unable to advance any further.
- **Conceptual:** A god of secrets alters people's perceptions, and it's now a mystery what hides behind each door.
- **Elemental:** A goddess of wind could send torrents through the halls of a home, making it hard to even stand.
- **Emotional:** A god of kindness makes sure that anyone who enters their home feels comfortable and calm.
- **Patron:** A goddess of archers ensures all the trees get out of the way of her arrow, so it hits its target.
- **Tangible:** A god of paper turns walls and floors into paper causing the people he's pursuing to fall through.
- **Crossover:** A goddess of summer makes the heat in the area unbearable for everyone but herself.

Ambience Example: *Sawyer wants to create a shelter for a group of homeless orphans for the night. They've found an abandoned warehouse, but she has to make it a home. The GM asks for a Shaping + Survival check, giving Sawyer's player 7 dice. They get 1, 7, 7, 8, 8, 9, 9 (6 successes), and spend those successes on Duration 2 (last for a day), Area Affected 1 (affecting the entire warehouse), Modifier 1 (giving others a -2 penalty to find them), and Trigger 2 (allowing only the orphans to enter the house). The orphans now have somewhere to stay tonight, at least.*

TRANSMUTATION

Transmutation allows a god to affect the shape of a target according to the rules of their Domain. The effects of this Manifestation can cause dramatic alterations to their target, adding extra parts or changing the ones they already have. The Magnitude Measure is used to determine how much of the target is altered; often a Moderate change accounts for a person of average height to be changed entirely.

- **Suggested Check:** Shaping + Crafts
- **Common Measures:** Duration, Magnitude, Targets

Transmutation Applications

- **Bestial:** A goddess of horses could make a horse huge, strong, and have eight legs just like Odin's steed.
- **Conceptual:** A god of beauty could mold someone's body into something they perceive as more desirable.
- **Elemental:** A goddess of jewels is able to create the perfect stone for an engagement ring.
- **Emotional:** A god of patience seals their target's mouth to keep them from saying something too soon.

- **Patron:** A goddess of entertainers can turn anything into a microphone.
- **Tangible:** A god of hunger enlarges their target's stomach, so they never feel full.
- **Crossover:** A goddess of fashion creates the perfect ensemble for any occasion on the spot.

Transmutation Example: *Molly has a disagreement with a business and storms out, but not before seeing their solar panels. In spite, she cuts the sun off in the area. The GM asks for a Shaping + Crafts check, giving Molly's player 4 dice. They get 2, 6, 10, 10 (4 successes), and spend those successes on Duration 3 (to last a week) and Magnitude 1 (to cut off the UV rays). No matter how much they check out, they can't store anymore power. That'll show them.*

VESSEL

The god can affect their own shape to match their Dominion to awesome degrees. Mechanically, Vessel works similarly to Transmutation, affecting the god themselves instead of another target. This means they'll never use the Targets Measure with Vessel.

- **Suggested Check:** Shaping + Fortitude
- **Common Measures:** Duration, Magnitude, Modifier

Vessel Applications

- **Bestial:** A goddess of spiders could grow four extra limbs or turn themselves into an actual spider.
- **Conceptual:** A god of androgyny could have physical traits of both or neither genders.
- **Elemental:** A goddess of mist becomes a cloud of fog, reminiscent of vampire myths.
- **Emotional:** A god of fear could become the thing their target most fears in this world.
- **Patron:** A goddess of merchants turns themselves into a handful of coins, stuffed in the pocket of the person they are tracking.
- **Tangible:** A god of the flesh seals open wounds instantly, making them nearly unstoppable.
- **Crossover:** A goddess of the light could become a second sun in the sky.

Vessel Example: *Leonard needs to blend in with a pack of security dogs while sneaking into a junkyard. The GM asks for a Shaping + Fortitude check, giving Leonard's player 5 dice. They get 3, 4, 8, 8, 8 (3 successes) and spend those successes on Duration 1 (to last the scene) and Modifier 2 (to convince the other dogs he's just one of them). Leonard scales the fence, lands on the other side and changes into a Doberman. The other dogs are curious why he's there, but he performs enough dog etiquette that they allow him to pass by without harm.*

SOUL

Soul allows gods to interact with spirits or incorporeal aspects of their Dominion. Sometimes a god needs to ask a favor of a spirit, which could take the shape of temporary protection or old family secrets. Even if they ignore spirits, however, their command of their divine power can affect others' senses or even be redefined completely.

CALL SPIRIT

With Call Spirit a god can summon a spirit or incorporeal being to wherever they are. There's a variety of different Spirits they can call (pg. 254), from ghosts to animal spirits who watch over shrines. For Call Spirit, the Modifier Measure grants a god a bonus to asking the spirit for assistance once they arrive, as nothing compels them to give aid if they are unwilling.

- **Suggested Check:** Soul + Influence
- **Common Measures:** Duration, Modifier, Range, Targets

Call Spirit Applications

- **Bestial:** A god of swine calls all the souls of slaughtered pigs to wreak havoc in a slaughterhouse.
- **Conceptual:** A goddess of celebrity summons a ton of famous dead people for the best... party... ever!
- **Elemental:** A god of flame summons a fire elemental for a little bit of friendly arson.
- **Emotional:** A goddess of anxiety calls forth an emotional spirit that freaks out everyone in the area.
- **Patron:** A god of virgins call a spirit for advice on staying pure in the face of temptation.
- **Tangible:** A goddess of filth calls the ghosts of janitors to learn secrets about an old building.
- **Crossover:** A god of war calls the ghosts of dead soldiers, bringing them back for a second round of battle.

Call Spirit Example: *A restless spirit has been haunting a school, terrorizing the children, and causing havoc in the classrooms. Adrion wants to summon the spirit to her in order to figure out what it needs to rest. The GM asks for a Soul + Influence check, giving Adrion's player 4 dice. They get 2, 7, 7, 8 (3 successes), and spend those successes on Duration 1 (to speak to the spirit for a scene) and Range 2 (as the ghost isn't nearby). Adrion is able to call the spirit to her, but is unable to control it, and so it throws pencils, desks, and books around the classroom as Adrion asks it questions to figure out the source of its vengeance.*

FIGMENTS

Figments creates illusions to trick a target's senses, from sight to hearing to smell, but only those related to their Dominion. This Manifestation is a great effect for tricksters to have in their toolkit, but it should be noted that the Damage Measure cannot be used with Figments. Illusions cannot physically harm someone, though Modifier can be used to depict temporary penalties caused by their being fooled. The Targets Measure is used if the god wants only a certain target to experience the Figments, otherwise they can use Area Affected to affect a radius instead. When using Magnitude, the god affects one sense per success invested.

- **Suggested Check:** Soul + Stealth
- **Common Measures:** Area Affected or Targets, Duration, Magnitude or Modifier

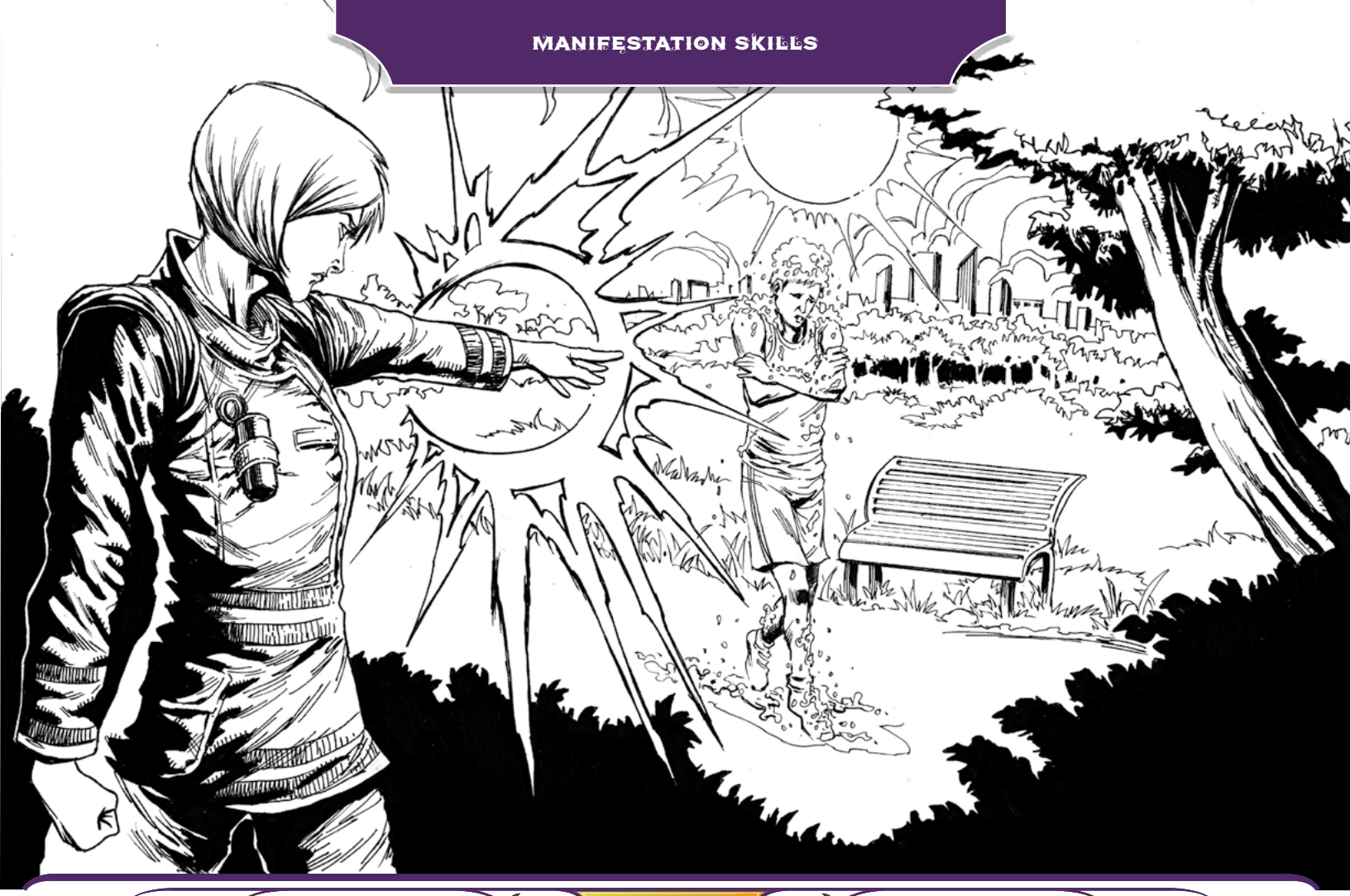
Figments Applications

- **Bestial:** A goddess of insects creates the sensation of roaches crawling all over someone's skin.
- **Conceptual:** A god of marriage creates a ring on a target's hand so it's harder to hit on people at a bar.
- **Elemental:** A goddess of flowers fills the room with wonderful aromas.
- **Emotional:** A god of envy creates an illusion of the thing he wants and schemes on ways to get it.
- **Patron:** A goddess of travelers could hide a driveway from the visibility of criminals who would rob the people who live there.
- **Tangible:** A goddess of sex makes someone feel and look like their clothes have been removed, even if they haven't.
- **Crossover:** A goddess of dreams could make scenes from their slumber appear in the waking world.

Figments Example: *Molly has had enough of this battle, and wants to subdue her enemy quickly, making her opponent feel as though he were suddenly in the center of the burning sun. The GM asks for a Soul + Stealth check, giving Molly's player 6 dice. They get 1, 3, 8, 8, 10, 10 (6 successes), and spend those successes on Targets 1 (to target the attacker), Duration 1 (to feel it for a Scene), and Modifier 4 (to cause a -4 penalty to all checks). The man screams in perceived pain and curls into a ball, thus ending the fight, but this doesn't cause any lasting harm to the target.*

REDEFINE

Redefine allows a god to change a fundamental truth about their Dominion or a target associated with their Dominion. They literally rewrite how the target's soul projects to the world, altering perception and interaction. The god doesn't necessarily have to change a physical aspect, but rather the person's soul and therefore changing something that someone else could perceive about them.



- **Suggested Check:** Soul + Discipline
- **Common Measures:** Target, Duration, Range

Redefine Applications

- **Bestial:** A goddess of rats redefines food for their target, allowing them to eat scavenged trash for nourishment.
- **Conceptual:** A god of glory changes perception of what it means to win, walking away and still being seen as a winner.
- **Elemental:** A goddess of weather decides that rain doesn't make her wet, staying dry during her daily jog.
- **Emotional:** A god of disgust makes people feel revulsion at the coos of a newborn.
- **Patron:** A goddess of messengers redefines what the quickest route is to the target's destination, getting them there much quicker.
- **Tangible:** A god of bones causes someone to melt into a puddle by redefining vertebrate as invertebrate.
- **Crossover:** A goddess of chaos hands someone a rock and says, "true order comes from throwing this through that store window."

Redefine Example: *Aashiq passes a lonely old man every day by the bus stop and wants to redefine the loneliness in his heart into love, at least for a little while, to lift his spirits and help him find friends. The GM asks for a Soul + Discipline check, giving Aashiq's player 8 dice. They get 1, 2, 2, 4, 8, 9, 10, 10 (6 successes) and spend those successes on Magnitude 2 (to make him more likable), and Duration 4 (to last the month). With a cheery smile and a warm disposition, he'll be sure to grow his circle of companions in the near future.*

RITUALS

Rituals are Manifestations that require more time to produce. Gods can learn any universal Ritual during the course of play. While they do not cost XP to obtain, using them often takes up Free Time and Fragments.

They are one-part divine power, and one-part ceremony, and are not connected to a god's Dominion, so much as a proficiency in the Spark itself. While a god's Dominion certainly flavors how they perform it, the result of each ritual is always the same. As a manifestation of the Spark, the god doesn't need any skill in a Manifestation to perform the ritual, just her own power and will. Universal rituals take time, which is where the ceremony comes in. Preparation for a ritual is as important as the execution, and gods have developed ceremonies to go along with the ritual.

Some rituals take days or weeks to perform, and the act of ceremony can help focus the god. The addition of worshippers can help a god focus and add depth to her ritual. Rituals take more than just the desire to enact a power and take a great deal of concentrated will and focus. Gods add physical elements into their rituals to hone their will into the ritual casting. The what of these ceremonial trappings are not as important as the who. Each element — a salt circle, burning incense, dancing, chanting, etc. — is not important unless it holds importance to the god and grounds them. Usually, gods pick items or actions that correspond with their Dominions.

The time to prepare for a ritual is directly related to its Difficulty. In a ritual to transfer a Spark, the god must prepare for years before starting the process, and each act they take towards that end goal helps consolidate the power needed for such a difficult ritual. A god does not need to spend every moment devoted to a ritual during preparation. If the ritual takes days or longer to prepare, the god can still go about her daily routine, but must carry tuning objects on her. Each action she takes, item she touches, or movement she makes once she begins a ritual will incorporate into her ritual casting. If she is deliberate and careful, she can incorporate even the most mundane tasks into her preparations.

Gods rarely have the convenience to be so deliberate, and unexpected events often interrupt ritual preparations. Interruption does not mean disruption. A god can begin a ritual and stop concentrating on it for part of the day, a full day, even weeks and pick right back up where she left off later. If left too long, the power built towards a ritual will eventually dissipate and the god will have to start over from scratch. The GM is the final arbiter of how long is too long between focusing on a ritual.

The following are some example rituals. Each one requires a roll and the expenditure of Free Time to enact. Some rituals require Fragments as noted in the specific writeup. The standard Difficulty for rituals is Simple (1), unless otherwise noted. The Free Time costs for rituals does not have to be spent all at once, or even consecutively, but does require devoting Scenes to performing the ceremonies. As a result, some rituals may take several game sessions to complete.

TERRITORY RITUALS

These rituals deal with a god's territory and how her Spark interacts with that of other gods within her territory and others.

ADMITTANCE

Check: Travel + Puppetry

Free Time: 1, **Fragments:** 1

Wherever a god goes, their divinity follows, and the act of entering a Territory unbidden challenges the owner's Territory and begins a clash of Dominions. Yet, gods must meet and finding neutral ground unclaimed by another god is increasingly difficult. This ritual dampens a god's Spark for the purposes of entering a Territory that doesn't belong to them. A god performs this ritual before entering a Territory not owned by them. For the next full day, the god's divinity does not challenge the Territory or disrupt it in any way.

BOLSTER
Check: Fortitude + Aegis

Free Time: 2, **Fragments:** 1

The best way to defend against territorial wars or forced takeover is to patrol the area. Sometimes, gods don't have the Free Time to patrol, or the pantheon support they need to keep up their territory. This ritual serves as a stopgap until the god has more time. The ritual lasts for a full day after casting. The god can spend Fragments to increase the duration of this ritual by 1 day per Fragment. While the ritual is active, whenever anyone with a Spark enters the god's territory, they know immediately. Additionally, a god attempting to enact the Challenge ritual against the god's Territory must overcome an additional +2 Difficulty (making it Tough (3)) to succeed.

CHALLENGE
Check: Might + Ruin

Free Time: 2 (variable, see below), **Fragments:** 2

When two gods' territories touch, their Dominions fight for dominance over the other. This is a natural process, but slow. If a god wants to take Territory from another god without killing them, then this fight is the only recourse, but it can happen much faster with some will. This ritual initiates a formal challenge between gods for the disputed Territory. The ritual lasts for a week or until the Territory is converted, or the defending god cedes it by leaving it completely. The defending god may enact the Bolster ritual after this ritual is performed to force the attacking god to recast the ritual at the new Tough (3) Difficulty. While the ritual is active, both gods can infuse their divinity actively within the Territory to win the challenge. This infusion is tracked via Free Time spent in the area, and both gods' pantheons can similarly infuse divinity to assist in the forced conversion. If the usurping god does not have more Free Time invested into the Territory by the end of the week, the challenge ends and the Territory remains in the hands of the defender.

SPARK RITUALS
These rituals pertain to dealing with other gods or rather, anything else containing a Spark.

DETECTION
Check: Perception + Minion

Free Time: 2, **Fragments:** 1

Gods can sense a nearby Spark but are unable to determine if it belongs to another god or an Outsider. This ritual allows a Spark to call like to like. The ritual lasts for a day after casting. While the ritual is active, when the god senses a Spark, they gain a modicum of information about that Spark if it belongs to a god. They know inherently that the Spark belongs to a god and know what type of Dominion the god has. For example, it they sense the god of war, they know the god has a Crossover Dominion, but nothing more.

DOWSING
Check: Perception + Beckon

Free Time: 1, **Fragments:** 1

The Source's power has a unique feel, which is subtly different from the feeling of a Spark in a god or Outsider. When a new god gains a Spark, it retains some of that feeling from the Source for a few weeks. This ritual allows the god to search specifically for Sparks that are no older than 1 month. The ritual lasts for a full day and can detect these Sparks anywhere within the god's territory. This ritual cannot detect Sparks that have been transferred or consumed.

TEMPORARY CONVERGENCE

Check: Empathy + Soul

Free Time: Variable, **Fragments:** 1

When gods decide to create a pantheon, they can simply agree, and it happens. The Sparks converge, and the Dominions and territories mingle. The process is permanent, with the only way out being death. This ritual is designed to allow two gods to create a temporary pantheon, allowing their territories and Sparks to mingle and then separate at the ritual's end. The time it takes to perform this ritual is relatively short, but the longer the gods take to prepare, the longer the bond will last. Each point of Free Time spent gives the pantheon a single day. Gods sometimes use this ritual to temporarily bolster their pantheon numbers or to form temporary alliances when they are on their own.

OTHERWORLDLY RITUALS

These rituals pertain to dealing with other realms, relics, and divine power itself.

BINDING

Check: Influence + Minion

Free Time: 3, **Fragments:** 1

With the ability to create Relics lost to the time of the old gods, the frequency and availability of these powerful items is scarce. Once a god has a Relic, they try to keep them for as long as possible. Relics do change hands though, and it only takes another god attuning the Relic for a few days to change its loyalties. After attuning a Relic, a god may cast this ritual to bind that Relic to her. If another god gets ahold of the Relic, any attempts to attune the Relic must be done so at a Tough (3) Difficulty. If the god spends additional Free Time when preparing for this Ritual, they can increase the Difficulty up to Challenging (4) or Legendary (5) for +2 Free Time per level. Additionally, once a Relic is bound, the god knows where the Relic is at all times, unless it is on another plane of existence from the god.

DIVINATION

Check: Intuition + Oracle

Free Time: 1, **Fragments:** 1

The god can use Divination to read the immediate fate of something or someone within their Territory or that they have a Bond to. Fate is a nebulous term for gods, and so this ritual only gives vague results. Fates are not a certainty, but instead indicate the path something is on. The fate of a slice of bread may start as "to be eaten" but later in the bread's life—the longer it goes on defying this fate—the bread's fate changes to "to rot." Fate is not immutable but checking on something's fate more than once without allowing sufficient time to pass just gives duplicate results. This ritual only gives the fate of something within the next day, but the god performing the ritual can spend Fragments to extend the time by another day for each Fragment spent.

POCKET REALM

Check: Crafts + Shaping

Free Time: 10, **Fragments:** 5

Divine realms exist throughout the world. Most of these realms are fully envisioned worlds, much like Earth. Some are smaller, more suited to the needs of a single god. Creating vast realms once inhabited by the old gods is no longer possible today. Gods can still create small realms, no larger than a house, to use as a space beyond Earth. The completion of this ritual creates a space large enough to hold a single small structure for a god to live in. This is equivalent to a single-family home, five bedrooms at most. Once the realm is created, a corresponding portal develops in the god's Territory. The god can spend a Fragment to open or close a portal to the realm. The god can spend additional Free Time on each to create restrictions for entry through the realm's portal, and to create additional portals. Example restrictions include creating a keyword to gain access to an open portal, or to prevent spirits from ever entering or leaving the realm.



PORTAL

Check: Travel + Journey

Free Time: 3, **Fragments:** 1

Gods can travel around the Earth through many different means. They have the convenience of technology, like most people do, but even that takes time. Some gods can move short distances within their Territory through the Journey Manifestation, but this ritual takes that further. Once the ritual is complete, a portal opens to another location. This place must be specified by the god while the ritual ceremony is performed and stays open for a day. The god can go through the portal exactly twice, once through and then back. The god can spend extra Free Time to designate additional gods who can go through the portal with them. This portal can also be used to go to the Ways (pg. 170). A god could also create a new portal to a realm with this ritual. In this case, the god must invest the portal with 5 Fragments to make it permanent. A god could make a portal to any realm this way but doing so to an inhabited or dangerous realm is sure to unleash disaster onto the Earth.

BEYOND WORLDS

Myth and legend tells of the old gods ruling from divine realms, such as the Olympians on Mount Olympus or the kami in Takama no Hara. They would keep watch over their worshippers and come to Earth when something needed their attention. These realms—vast and varied as they are—are only a small portion of the divine realms that exist. Divine realms are pockets of reality built outside Earth, and yet overlaid on top of it. Most realms are the creations of gods, though some have appeared through the collective belief of humans, and others are creations of the Source.

Gods once lived in realms as a matter of course. During the God Wars, these realms came under attack, and gods either moved to Earth, or created new realms as safe havens. Some used realms exclusively as war rooms or secret places to plan battles, while others attempted to hide in realms to avoid most of the God Wars. When the gods realized their power was waning, getting to and from a realm grew difficult, causing many to abandon their realms in favor of living on Earth and leaving behind great treasures. A few gods remained in their realms, choosing to lock themselves in, hoping the power would return eventually. These gods have been in isolation for centuries and are quite unhinged because of it.

Today, traveling to divine realms is an exciting, and dangerous, prospect. These realms were once the homes of the old gods and sometimes entire pantheons. Most lie in ruin after gods ravaged them during the God Wars, while many others lay empty and forgotten with not much for visitors to do. Some still hold the entire collected works and treasure of pantheons long gone. If a god can make it there, they are bound to find rare Relics or strange magics thought lost to time. That is of course, if the realm isn't harboring an ancient god also lost to time. Gods never know which realm they might stumble upon when they go looking, and some outcomes are worse than others.

THE HIDDEN PATHS

Realms are pockets of reality hidden within reality. The concept of heavens being above, or the underworld being below is a construct mortals use to describe the indescribable. Realms actually coexist in a different plane of existence entirely, just on the other side of reality, and getting to them is sometimes as simple as walking through the right doorway. In the old days, realms had various portals across Earth gods could access. After the God Wars, gods started to close off their realms to others in hopes of keeping safe. Some realms simply closed because no one living knew how to get to them anymore.

Some portals are still open and lead directly to the realm they are associated with. If a god can find it, they can use it. There is another way to find a realm though, which involves traveling the space between realms. This space, sometimes called the Ways, is the power of the Source connecting all divinity to reality. How power can also be a place is just as confusing as how multiple realms can exist in the same physical space and time on Earth, but not overlap or intersect.

What gods do know is that old portals to dead realms can now be used to access the Ways. All realms are connected, but not necessarily in straight lines. Some realms require a traveler to pass through multiple realms as junction-points to eventually end up there.

TRAVELING THE WAYS

Portals to realms dot the world over but accessing them often requires a key. This could be a simple passphrase (i.e. "open says me"), or it could be a blood sacrifice. Getting into a realm via the Ways though, carries no requirement other than the god walk there. The Ways are permeable to anything with a Spark (or mortals with a Bond to a god), including Outsiders, which makes traversing them both appealing and dangerous.

A god can enter the Ways through any open divine portal or using the Portal ritual (pg. 169). Traveling the Ways is an adventure unto itself with multiple stages, each requiring a check with the Difficulty set depending on the destination and the expenditure of 1 Free Time. Once a god makes a check, they must pass to another god to make the next check until all stages are complete. The travel always begins with Portal and ends with Realm, but the other stages may occur in any order, or not at all at GM discretion. Failing a check does not mean the journey ends, instead success or failure determines how the rest of the travel will go.

- **Portal (Knowledge + Influence):** The planning and decision-making phase. This starts the gods' trek into the Ways. Success grants a single reroll for any other stage and a failure increases the Difficulty of any other stage by 1.
- **Path (Travel + Intuition):** Navigation and staying on track. Success reduces the Difficulty of the Realm check by 1 and failure increases the Difficulty by 1.
- **Crossroads (Survival + Travel):** Intervening realms and environmental hazards. Success means the discovery of an item equal in Cost to the Difficulty of this phase or an ally for the rest of the trip. Failure inflicts an Injury 1 Condition or the loss of important gear.
- **Outsiders (Stealth + Perception):** Enemies and confrontations. Success deflects or avoids an encounter with Outsiders or other gods, and a failure leads to a Battle.
- **Realm (Discipline + Tech):** Arrival to a realm. Success means the gods have reached the realm they seek or an interesting intervening realm as a stop on a travel to their destination, and failure means they have a random complication of the GM's choosing. This could be an environmental threat, an enemy, or simply that they end up in a completely different or random location.

TRAVEL TO A FRIENDLY REALM

- **Portal:** Simple (1) to find an open portal into the Ways near the gods' destination.
- **Path:** Moderate (2) to navigate the twisting and branching paths. On success the gods find a Spark associated with their destination and follow it. Failure means they take a wrong turn.
- **Crossroads:** Moderate (2) to pass through realms filled with forbidding jungles. Success means the gods find a lost god of fertility who offers aid in return for guidance. Failure means one of the gods gets bit by a snake before it slithers off, inflicting a Poison 1 Condition.
- **Outsiders:** Moderate (2) to avoid pucks who have taken up residence in an intermediate realm. Failure means the gods must fight 1 puck for each god at minimum 2, who ambush them.
- **Realm:** Simple (1) to enter the realm. Failure means that this realm is harboring a team of angry Outsiders the gods stumble into.

TRAVEL TO AN UNKNOWN REALM

- **Portal:** Moderate (2) to find a never-before-used portal that leads to paths unknown.
- **Path:** Tough (3) to locate a realm worth visiting. On success, the gods find a path not trodden in years and can bypass the Outsider phase. Failure means the gods happen upon a path only taken by dangerous Outsiders.
- **Crossroads:** Moderate (2) to pass through a labyrinth realm long forgotten and unmaintained. Success means the gods find a Level 2 Relic. The GM spends points to create the relic, which should be themed to the realm the gods are traveling to. Failure means the gods spend an extra day lost in the realm and must spend 1 additional Free Time.
- **Outsiders:** Moderate (2) to avoid the spirits who have taken up residency on these Ways. Success means the gods find another path to take, and failure means they must fight a number of spirits equal to the number of gods, at minimum 2.
- **Realm:** Simple (1) to enter the unknown realm undetected. Success means the gods find a new realm empty of inhabitants they could use in the future. Failure means an angry old god inhabits the realm and is aware of the gods' arrival.

TRAVEL TO THE UNDERWORLD

- **Portal:** Simple (1) to find a soul to follow into the Ways.
- **Path:** Simple (1) to follow the flow of souls towards the Underworld. Success means the gods find a batch of souls to follow. Failure means the Ways they travel have only spirits, but no souls.

- **Crossroads:** Moderate (2) to traverse a realm designed to trap wayward souls where the gods find a batch of trapped spirits. Success grants all the gods a blessing from the spirits out of gratitude. Each god gains a +1 bonus to a Skill of their choice for 1 day. Failure gains the gods a curse for their meddling. Each god suffers a -1 penalty to a Skill of the GM's choice (based on the type of spirit) for 1 day.
- **Outsiders:** Moderate (2) to fool the beasts who guard the entrance to the Underworld against living beings. Success means the gods either trick or evade the beasts, while failure leads to a fight.
- **Realm:** Tough (3) to trick the realm into thinking the gods are dead and letting them in. Success means the gods enter the Underworld and can move around without question. Failure to enter the Underworld ejects the gods into a random location on Earth.



THE LOST CITY OF CHEN GUANG (UNKNOWN REALM)

The Lost City of Chen Guang was not lost so much as hidden. Guang is a god of deception and lies. During the God Wars, he betrayed his pantheon to another in a double gambit to rid himself of both. It worked, and he was left with the riches of two pantheons-worth of Sparks. As he devoured them, other gods descended upon the battlefield and fought with Guang. Being sub-par at fighting, he fled and left the Sparks behind. He later joined another pantheon, who knew his power of deception was top-notch and gladly accepted him. When news of his double betrayal reached them, they sought to kill him. He fled into his personal realm.

The Lost City was meant to be the home to a new pantheon Guang created by hand-selecting members who would inherit his pilfered Sparks. Instead, he had a lush realm filled with stolen relics and treasures all to himself. He closed himself off and destroyed all the portals. The gods searched for him for centuries, but in the end couldn't find him. They determined—rightfully so—he would never return to Earth. The gods who knew him are all but gone, and only the Order of Meskhenet even know this story.

Chen Guang still lives, but he has been alone for so long that he is no longer recognizable. He became a full embodiment of his Dominion, and his realm has warped to match him. The Lost City was once a beautiful golden palace set into lush hanging gardens and sweeping vistas of snow-capped mountains and grain filled fields. Now it is a shifting landscape of trickery designed to trap the unwary so Guang can feast on their souls.

Nothing is as it seems, and you cannot trust your senses. Even pain and pleasure are unreliable. A god may eat and feel refreshed only to find that they ate a pile of rocks and they now have a mouth full of broken teeth. A god may fight an Outsider only to find they killed their closest Worshipper, and still yet again discover they were fighting nothing, and yet their injuries remain.

Woe to any who stumble upon Guang himself. He is charming, affable and offers everything the god desires right up to the point where he can sink his teeth into their soul. And all the while, the god is willingly offering it to the trickster. As dangerous as The Lost City is, the treasures inside continue to draw adventurous gods into its depths.

THE UNDERWORLD (HOSTILE REALM)

The Underworld is not a single realm, but instead an amalgamation of various realms created by gods and pantheons to house the souls of the dead from the beginning of time. In the old days, pantheons would create their own versions of afterlife for their worshippers to reward their souls for faithful service. During the God Wars, the various gods of death tried to use the power of the souls contained within their realms against the other gods.

Entire realms began to collapse as gods stripped the souls forcibly away to fuel their battles. No one knows what caused the collapses, but some speculate the pain of such an end sundered humanity's belief in the gods and weakened their realms. Others think the Source found a way from its prison to collapse the realms to punish the gods for their extreme hubris.

As the God Wars ended, and realms began to close, the Underworld formed from what remained of the various realms containing dead souls. Some attribute this binding to Osiris, who took his job of maintaining the underworld far more seriously than any other death gods. In reality, it was a joint effort from all the remaining gods to ensure the souls of humans would have a suitable place to dwell after death. They sealed the realm to all except the souls of the dead. Osiris and a few other old gods still live in the Underworld to maintain it, feasting on souls to maintain their power and immortality.

Now, this is the only place souls go when humans die. Gods who used to collect souls to eat or fuel power no longer have access to those souls. This has caused some gods to create realms that trick souls into thinking they have reached the Underworld, so they can be harvested. The Cult of Saints often offer nice rewards to any who are willing to clear these realms of lost souls to guide them to their correct resting places.

Within the Underworld, gods can find a wealth of knowledge. All of humanity's memory is cataloged here along with lost lore and secrets to wondrous magic. The most common reason to venture to the Underworld, though is to retrieve a soul, serving to resurrect the dead.

THE GREAT RIVER (FRIENDLY REALM)

The Great River gets its name from both the coursing river that makes up most of this realm's topography, but also for the river of magical power that flows through it. Created after the God Wars by members of Warlock's Fate, this realm is devoted to the study of magic and the divine. Once gods realized they could die and their powers were diluted, the Theology attempted to study the phenomenon.

On Earth especially, the influence and reach of gods had decreased significantly. Gods could no longer forge Relics, they could no longer create new gods and the grasp they once had on their Dominions waned. Many gods attributed this decline to the Source's parallel decline while locked away, but most just adapted and survived, believing there was nothing to do about the decline short of freeing the Source.

The Warlock's Fate know the Source is the cause of the decline and have concluded this is an intentional withholding of power from the Source. They created the Great River at a convergence of Ways that lead in and around some of the most potent territories on Earth. The resulting realm is a rushing river large enough to put the Amazon River to shame. In its swirly eddies and between its rapids are the very fabric of reality woven into the realm and made manifest in the water that moves through it. The Warlock's Fate studies this manifestation of reality, hoping to find an answer either to finding and freeing the Source or to fully harness its power. When the Ascendants learned that the Warlock's Fate might have a way to become as powerful as the gods of old, they offered to help with research. To this day, neither has achieved their goal.

The Great River is home to unbridled sources of magic, which has an interesting side effect of sometimes creating new Relics or new Sparks without hosts. Gods can hope to gain either when entering the realm, though they must first petition either the Warlock's Fate or the Ascendants to gain entry. Otherwise they risk annoying those Theologies.

"Look you said you needed the money. Just…" Luke waved his arms around, suggesting magic, "… do your thing." He took a step back and looked expectantly at her.

"When I said I needed money I didn't expect you to get me to break into somebody's house!" Nichelle glanced around, taking in the quiet street. Yeah, a big guy in a black hoodie isn't going to stand out here at all. "What do we do if someone calls the cops?"

"No one is going to call the cops on us. She's not exactly a nice person. She's a drug dealer." He shrugged.

"All the more reason why breaking into her house is a bad idea. What if she's got guns… or dogs… or worse…" Despite her protests Nichelle took a deep breath, calling on her powers.

"All you and your birds have to do is keep an eye out and I'll do the rest. You can handle that right?" His hands glowed as the doorknob melted under his fingers. "Oh, and I may need you to pick up a few things, so I don't accidentally burn them."

"You mean leave my fingerprints all over a crime scene?" she snorted.

"You didn't bring gloves like I told you?" he pushed the door open, tiptoeing inside.

"You didn't tell me to bring gloves!" Nichelle followed him in, listening for warning caws from the neighborhood birds. She had already bribed them with a judicious amount of bread — she was a benevolent god after all. "Remind me why I listen to you again?"

"Because you're strapped for cash and I have a plan to get us both more?" Luke grinned at her, making his way to the study.

She sighed and crossed her arms in the doorway, watching him as he made a beeline to a hidden safe. "Why do you know exactly where that is?"

Luke rolled his eyes at her and pointed his chin at the fireplace. "If it's lit, I can see the room. And she likes having a roaring fire going." He grinned at her.

Nichelle stared at him, mouth agape for a moment. "That's… that's really useful."

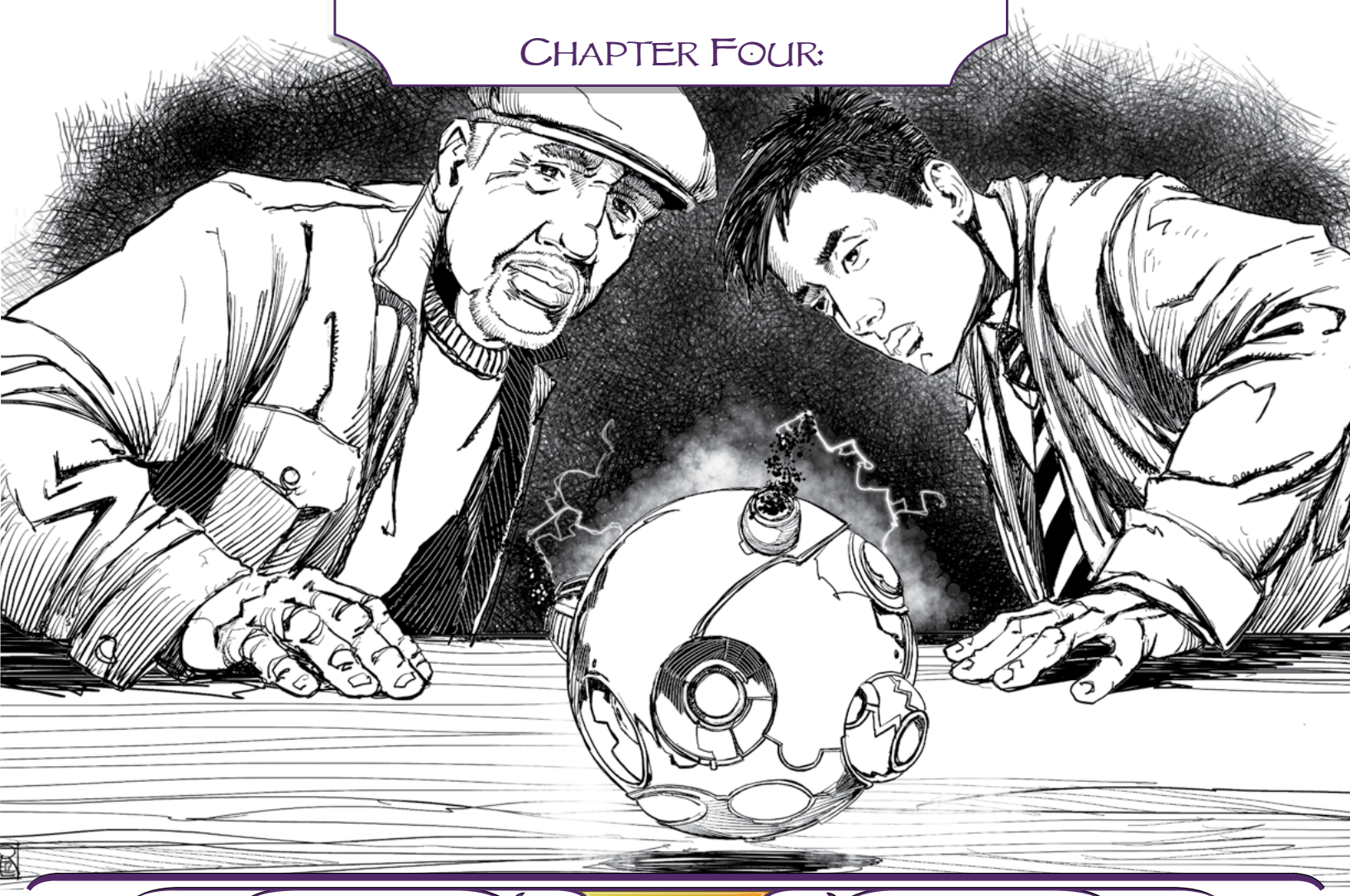
"I know right? I think I even have the combo!" He typed a code into the keypad. "Wait… that should be it!" He retyped it, growling when it still didn't open. "Screw this!" He let his hands glow, melting the door to the safe slowly as the neighborhood birds started going crazy.

"Someone's coming! We gotta get out of here!" She grabbed his arm, jerking her hand back and cradling it. "Dammit! Come on! Just leave the money!"

They retreated back the way they came, making it to the tree line just as a couple of black SUVs roll up.

"Too close for comfort…" She sighed, still cradling her hand.

"Sorry about that. Let's get that looked at." He took her other arm, leading her back to where they parked.



BLESSING THE DICE

Telling interesting stories using ***Part-Time Gods Second Edition*** is a simple task, considering the rich history of the setting, the range of character personalities, and the multitude of divine powers and abilities available. There are times, however, when conflict arises and a system for figuring out success vs. failure or winning vs. losing becomes necessary. This chapter covers these rules, and dice mechanics that help gameplay run smoothly and keep things balanced. By rolling dice, players allow chance to affect the outcome of their character's actions, thus pushing the story in a variety of different directions. A good roll may tip the odds in the character's favor, while a poor result can doom their success. Both are fun in different ways, creating riveting opportunities for roleplay and plenty of drama.

BLESSINGS AND CURSES

There is a balance that comes from being touched by divinity, and this manifests in the form of Blessings and Curses — representing special advantages or unique detriments that come from a god's power. A god receives one of each from each step of character creation.

BLESSINGS

Blessings are unique advantages gifted by the nature of a character's mortal and divine sides. They may mark positive personality traits, or special deific abilities that go beyond what any mortal can accomplish; both are impressive feats and truly help to define the character. Blessings come in a few different forms. Some provide a

Skill bonus for certain social situations, similar to Specialties (pg. 130), while others may increase damage, add dice to the Pantheon Pool, provide free Attachment levels, or grant other unique abilities. As each one is quite different, players and GMs should make their selections carefully.

CURSES

For everything gained, there is a price to be paid, and for every Blessing a god receives, there is a downside associated with it, known as a Curse. The effects of Curses can be activated by the player or the GM, are immediately effective, and are designed to cause conflict within the Scene (the final effects narrated by the one who activated the Curse in the first place, with the GM having final say on how well it fits the story). They require a trigger of some sort to activate, which varies depending on the nature of the Curse, but when a Curse is used, it forgoes a check or any attempt to be successful at the task. The negative outcome just happens in the moment, changing the Scene for the worse.

Each Curse is worded with its intent, but each one affects the story in slightly different ways.

- **Conflict:** This type of Curse draws the Scene into (or nearly into) either a Battle of Wits or Fists. This can be with Extras, or even with other members of the pantheon.
- **Damage:** Though rare, some Curses cause damage directly to the character.
- **Loss:** Some Curses require the character to give up something important, either an item, a secret, their safety, or an advantage they once had in the Scene.
- **Strain:** Similar to Conflict, but this type of Curse means the character's Attachments begin to take on Strain, usually requiring immediate attention.
- **Tension:** With this type of Curse, emotions are frayed and there is tension between characters. These alter the way people perceive each other, usually in a negative direction.

In exchange for invoking a Curse, the player adds +1 die to the Pantheon Pool (pg. 187). The exception to this rule is for Curses from one's Theology, which usually apply a strange and unique penalty that doesn't generate Pantheon Dice at all.

SKILL-COMBO SYSTEM

Skills represent what a god has learned and experienced in their life and are used to complete various tasks within the game. They perform a variety of actions, from picking a lock to hacking a computer system to diving away from a barrage of gunfire, using Skill Combos from the 20 available Skills (pg. 178). Each Skill has a Level ranging from 0 to 5, with 0 representing no ability at all and 5 representing complete mastery.

As the player creates their character, each stage provides certain Skills to reflect the lessons and training they have experienced. In total there are 20 Standard Skills, each with their own uses and illustrating aspects of the character. Are they charismatic and charming (Influence)? Are they a physical powerhouse (Might)? Are they well-read on a variety of different subjects (Knowledge)? Each Skill has certain common combos, but GM's and players are always encouraged to come up with their own within the game. For rules on how the Skill Combo system works, see pg. 182. Skills are rated from 0-5.

POSSIBLE CRITICAL FAILURE EFFECTS

When a player rolls a Critical Failure, meaning they have no successes and at least one 1-result, they should incur some terrible effects in-game for each 1-result. Here is a list of some potential consequences:

- The extra strain causes harm, and the god suffers 1 damage (physical or mental).
- They aren't hurt, but they are affected, taking on a Level 1 Condition (or adding +1 level to an existing Condition).
- The god is drained, drawing a -1 penalty to using the Skill they just failed at for the remainder of the Scene.
- The Skill becomes absolutely unusable for the rest of the Scene.

- Materials they purchased for the task are lost, and they must purchase more to try again.
- An item they used now takes on the Fragile Quality and is destroyed on either a Boost or another Critical Failure.
- The character misinterprets an emotion or evaluation but doesn't know it.
- One of the god's Attachments suffers a Strain.
- The task was a time sink, costing the character 1 Free Time.
- An enemy gets to attack the character instantly, even if they have already attacked this Round.
- Some other unique, non-mechanical consequence.

SKILL NAME	WHEN TO USE	POSSIBLE SPECIALTIES
Athletics	For physical activities (jumping, climbing, etc.)	Climbing, Running, Parkour
Crafts	To create art, take things apart or put things together	Weapons, Food, Clothing
Deception	When there is an element of lying	Misdirection, Exaggeration, Bluffing
Discipline	For mental defense or concentration	Meditation, Resist Pain, Calmness
Empathy	To sense emotions, tell isf some is lying, or control your own emotions	Hiding Emotion, Anecdotes, Discerning Truth
Fighting	Used for close combat fighting, unarmed or with a weapon	Wrestling, Swords, Blocking
Fortitude	For physical resistant (vs. poison, sleep, etc.)	Iron Stomach, Illness, Poison
Influence	To socially manipulate someone	Seduce, Intimidate, Negotiating
Intuition	For tasks utilizing instinct or gut feelings	Chance, Motivations, Directions
Knowledge	When it's all about what you know (science, law, etc.)	History, Physics, Literature
Marksman	Used for ranged rfighting, either thrown or shooting	Guns, Bows, Throwing Knives
Medicine	When it involves medical knowledge/practice	Childbirth, Natural Remedies, Trauma
Might	For anything requiring physical strength	Grappling, Lifting, Throwing
Perception	To use one's senses to find or search for something	Specific Sense, Search, Appraising
Perform	When one is putting on a show for an audience	Dancing, Public Speaking, Singing
Speed	For tasks requiring a quick mind or finesse	Climbing, Catching, Dodging
Stealth	To hide oneself, sneak around, or camouflage	Sleight-of-Hand, Sneaking, Shadowing
Survival	For surviving in environments, including navigation and tracking	Foraging, Tracking, Specific Terrain
Tech	When interfacing with technology and computers	Computers, Hacking, Programming
Travel	Used for local knowledge and vehicle operation	Defensive Driving, Cartography, Local Customs
Full information on Skills on pg. 178.		

SKILL LIST

ATHLETICS

The Skill of physicality. It represents a god's ability to run, climb, and leap. The character may have been born very strong and robust or spends a substantial amount of time at the gym. It also affects a god's Strength and Movement. A character with low Athletics may be physically weak and frail, while one with a higher Level would be considered very fit. Athletics may form combos with:

- Fortitude to endure a harsh training regimen
- Intuition to make the best guess on which hand-grasp to use while climbing
- Might to physically restrain an enemy
- Perception to notice a preexisting injury on another character



CRAFTS

The Skill of creating. Crafts represents a god's ability to cook, sew, or to make items such as weapons and armor. A character with low Crafts may be able to make a simple tool, while one with a higher Level could create a work of art worthy of a museum. Crafts may form combos with:

- Deception to convincingly forge a document
- Knowledge to recognize the materials used to build an object
- Marksman to assemble and disassemble a firearm quickly
- Tech to piece together a computer from assorted parts

DECEPTION

The Skill of obscuring intentions. It is a combination of using subterfuge, suggestions, or the occasional outright lie. It also involves knowing how much the truth can be stretched before bringing suspicion. A character with low Deception is an open book to the world, while one with a higher Level can outwit a polygraph. Deception may form combos with:

- Empathy to tactfully deliver bad news
- Fighting to deliver a convincing feint
- Fortitude to hide an injury
- Medicine to pretend to be a doctor... who will know the difference?

DISCIPLINE

The Skill of focus and tenacity. Discipline measures the character's resolve and dedication to seeing a task completed. It also affects a god's Psyche. A character with low Discipline may become distracted at the slightest incident, while one with a higher Level doesn't crack during torture. Discipline may form combos with:

- Deception to 'stay in character' when posing as someone else
- Fortitude to resist the horrible effects of torture
- Influence to not be distracted by an insult in a debate
- Perception to make out something farther away than others could see

EMPATHY

The Skill of understanding the feelings of others. Empathy reflects how in tune a character is to the people around them as well as their ability to put themselves in someone else's shoes. A character with low Empathy may be oblivious to the world around them, while one with a higher Level can recognize the subtlest of vocal inflections to determine how someone is truly feeling. Empathy may form combos with:

- Deception to craft a lie that feeds into preconceptions
- Influence onto calming someone down or sincerely earn their trust
- Perception to determine if someone is reluctant to share information
- Perform to deliver a speech that resonates with an audience

FIGHTING

The Skill of melee combat. This can come from years of martial arts training, or simply growing up in an environment that required them to fend for themselves. A character with low Fighting hurts their hand throwing a punch, while one with a higher Level can slice an incoming bullet in half with a sword. Fighting may form combos with:

- Athletics to use a charging opponent's momentum against them
- Speed to draw a weapon before an enemy
- Stealth to land a sneak attack on an opponent
- Tech to use a weapons system to attack a target

FORTITUDE

The Skill of physical endurance. It represents the ability to resist fatigue, poisons, and sickness. It also affects a god's Health. A character with low Fortitude may be sickly, while one with a higher Level is capable of running a marathon. Fortitude may form combos with:

- Medicine to drink someone under the table, resisting the alcohol
- Might to physically resist a choke hold
- Survival to stay up all night watching the fire, so it doesn't go out
- Travel to endure a grueling path on a journey

INFLUENCE

The Skill of making others see things your way. It represents getting others to do what you want them to do either through kindness or threats. A character with low Influence may have a challenging time being heard in a group, while one with a higher Level can inspire a crowd of strangers. Influence may form combos with:

- Deception to seduce someone who is attracted back
- Empathy to make an offer that appeals to the target's needs
- Might to physically intimidate an enemy
- Perform to rile up a crowd

INTUITION

The Skill of instinct and awareness. While individuals have grown accustomed to trusting their regular five senses, Intuition is a gut feeling that is difficult to quantify. It also affects a god's Initiative in combat. A character with low Intuition walks right into an obvious set-up, while one with a higher Level notices an ambush from a mile away. Intuition may form combos with:

- Empathy to identify another character's ulterior motives
- Knowledge to make an educated guess and hope it's correct
- Survival to recognize an area to escape to that an enemy would have difficulty navigating
- Tech to determine the purpose of an unfamiliar piece of equipment

KNOWLEDGE

The Skill of learning and understanding. It represents the information that has been accumulated over the years either through study or life experiences. A character with low Knowledge may come across as being dim-witted, while one with a higher Level can recall obscure facts with ease. Knowledge may form combos with:

- Discipline to perform deep research on a topic
- Fighting to identify the fighting style of an opponent
- Marksman to identify the caliber of the gun an enemy is using
- Survival to recognize native predators in an area

MARKSMAN

The Skill of ranged combat. This represents a character's ability to use weaponry such as guns, bows, and throwing knives. A character with low Marksman has trouble hitting the broad side of a barn, while one with a higher Level can hit a moving target in high winds. Marksman may form combos with:

- Athletics to roll forward and then fire... quite the tricky maneuver
- Discipline to keep aiming at an enemy in a crowded area
- Influence to fire a very convincing warning shot
- Intuition to fire at an unseen enemy

MEDICINE

The Skill of understanding the body. It represents an understanding of anatomy and injuries, and how best to deal with them when something goes wrong. A character with low Medicine struggles applying a bandage, while one with a higher Level can handle complex physical or mental trauma with the right equipment. Medicine may form combos with:

- Crafts to improvise medical equipment based on the materials available
- Empathy to give patients excellent bedside manner
- Knowledge to recognize an affliction that a character is suffering from
- Speed to patch up an ally in the middle of a battle

MIGHT

The Skill of physical strength. Might can come from actively working out at the gym or engaging in physically intensive labor on a consistent basis. It also affects a god's Strength. A character with low Might strains carrying a bag of groceries, while one with a higher Level can knock down a heavy door with a kick. Might may form combos with:

- Athletics to move a heavy barrier
- Fighting to wrestle an item away from an enemy
- Perform to impress a crowd with a feat of strength
- Stealth to grab someone in the sleeper hold who wasn't ready

PERCEPTION

The Skill of noticing and awareness. It represents how observant the god is to the world around them. A character with low Perception loses their keys on a consistent basis, while one with a higher Level can notice the most obscure clues left on a crime scene. Perception may form combos with:

- Crafts to appraise an item's worth
- Intuition to notice an opponent's tell when playing poker
- Discipline to remember a random series of numbers or words
- Marksman to find a weak point on an enemy

PERFORM

The Skill of public spectacle. It represents a combination of the nerves needed to stand before a group and the willingness to captivate them. A character with low Perform is nervous standing in front of a classroom, while one with a higher Level is comfortable speaking to an arena filled with complete strangers. Perform may form combos with:

- Discipline to perform an intricate piece of music
- Influence to gain the support of a panicked group of strangers
- Stealth to perform sleight-of-hand for an audience
- Travel to perform an excellent stunt crash

SPEED

The Skill of quickness and decisiveness. It represents the character's ability to avoid attacks, strike first and react quickly to changes. It also affects the god's Movement and Initiative in combat. A character with low Speed is slow to act, while one with a higher Level is quicker to react in a dangerous situation. Speed may form combos with:

- Athletics to chase after an enemy in a crowded area
- Crafts to quickly assemble a rifle that has been broken down
- Perception to notice an item before an enemy
- Perform to recite a long monologue as quickly as possible

STEALTH

The Skill of being unnoticed. While hiding in the shadows is a common aspect of Stealth, it isn't always the best way to be unnoticed. Sometimes, blending into a crowd can be just as effective. A character with low Stealth sticks out like a sore thumb in most situations, while one with a higher Level is gone before anyone even realizes anything is missing. Stealth may form combos with:

- Crafts to improvise a disguise while being pursued
- Fortitude to hide an injury from one's friends... their sympathy won't help
- Survival to quietly move through a forest
- Travel to stay under-the-radar in a new city

SURVIVAL

The Skill of enduring a harsh environment. It is a combination of knowing where to find food and shelter, as well as an awareness of dangers that may be in the area. A character with low Survival accidentally sets up camp in an area frequented by predators, while one with a higher Level can tell the difference between distinct types of mushrooms found nearby. Survival may form combos with:

- Fighting to specifically battle animals who inhabit the environment
- Knowledge to recognize unnatural fauna in an area
- Medicine to identify beneficial herbs found in the wild
- Travel to plot the safest path in an unfamiliar area

TECH

The Skill of understanding technology. This includes the use of cell phones, computers, and other machinery. A character with low Tech may be that family member who constantly needs help figuring out why their computer is running so slow, while one with a higher Level can hack their way past the most sophisticated of security systems. Tech may form combos with:

- Medicine to identify the purpose of medical equipment
- Speed to access the correct systems quickly and efficiently
- Stealth to log into a computer network unnoticed
- Survival to recognize equipment needed to travel through an area

TRAVEL

The Skill of planning and plotting a course to a different location. This represents a character's knowledge of travel methods, paths, and vehicular operation. A character with low Travel can get lost in their own home town, while one with a higher Level can direct you to a specific neighborhood on the other side of the world. Travel may form combos with:

- Might to force one's steed to turn when it doesn't want to
- Intuition to avoid a questionable area in an unfamiliar city
- Speed to make a hairpin turn while driving
- Tech to maintain equipment on a long trip

FORMING A COMBO

When a god faces a challenge, the player first decides how the character wishes to deal with the situation. Based on what they describe, the player selects the two most relevant Skills from their character sheet to form a Combo. The most important Skill in the combo is designated as the Primary Skill, what they are doing, while the other one is the Secondary Skill, which assists or adds style to the action. The player can offer suggestions for a Combo, but the GM (or a group consensus) can veto ideas or even come up with other, unique combos. If no Secondary Skill makes sense for the action, a Skill can form a Combo with itself.

Players are encouraged to pay attention to Skills that show up often in games, especially if they are continually caught off-guard with no Levels in them. Consider it a suggestion from the universe to devote time to train in these areas at some point (see Experience Points, pg. 128).

Example: *A man in the bar has important info the pantheon needs, but he's reluctant to share it because he doesn't know if the gods can be trusted. Penelope wants to reason with him and alleviate his concerns. Since she is trying to convince him to give up what he knows while also being sensitive to his concerns, Influence and Empathy make sense and they become the Combo. If Penelope was the suspicious type, she may have approached the situation with Perception and Intuition as a Combo to see if all of this was a trap in the first place.*

GM CHOICE OR BY COMMITTEE?

Many of the rules in ***Part-Time Gods Second Edition*** give the Game Master final say on rules and outcomes. This is to speed up the game and make it easier to handle rules arbitration that may pop up from time to time. Some groups, however, may prefer to have decisions decided by a majority vote from each of the players (the GM is also a player). Either method is valid! The goal is to have fun and everyone should be comfortable with how things play out.

ROLLING DICE

The player rolls a number of ten-sided dice (d10s) equal to the total number of levels in both Skills involved in the Combo. For example, a character with Athletics 4 and Speed 2 attempting to catch a falling talisman would roll six dice (4 + 2 = 6d10).

Each result of 7, 8 or 9 counts as 1 success, while 10s count as 2 successes. If fate is cruel and the player gets no successes on their check and any of the dice results are a 1, this becomes a Critical Failure.

DIFFICULTIES

The GM sets the task's Difficulty, which varies depending on how much of a challenge the task is for the character and is often based on their concept. For instance, it's harder to pick a lock for an accountant than it is for a professional thief. By rolling the required number of successes, meeting or exceeding the Difficulty, the character completes the task. If the player rolls 3+ successes more than the Difficulty, they gain a Boost (pg. 184).

- **Easy (0):** A mundane task. No roll is required, the character just completes the action without incident.
- **Simple (1):** A basic task that shouldn't pose a major problem, but still has the potential for failure.
- **Moderate (2):** A little more difficult of a task that requires a bit of attention and focus.
- **Tough (3):** A more involved task requiring more time and effort, as well as pushing a character's ability.
- **Challenging (4):** A complex task with unique complications that pushes a character to the brink of their abilities.
- **Legendary (5):** An awe-inspiring task the likes of which are rarely seen.

If the GM asks for a check at a certain Difficulty, the player can always offer a counter Skill Combo to use. The Difficulty of a task, however, may change depending on the method used to tackle it. If the combo suggested by the player is more or less straightforward, the GM may raise or lower the Difficulty accordingly. Be creative in the approach to handling issues, and there may be a reward!

Example: *The GM asks for a Moderate (2) Fighting + Deception to convince an opponent to defend rather than attack, opening them up for a follow-up attack. The player requests using Fighting + Perform instead, to obviously telegraph a punch and force the enemy to react to that. The GM accepts this but says that it will be a Tough (3) check instead.*

MODIFIERS

Any scene can go well or terribly for a character, usually resulting in receiving a bonus or penalty for an action. Some situations make a task easier to complete, while others add unexpected bumps in the road. A bonus provides more d10s to the die roll, while suffering a penalty removes them. A +2 bonus, for example, means the player adds two dice to their roll. A -2 penalty on the other hand means the player rolls two less dice for their check. If a player faces a situation where they find themselves with 0 dice in their pool, they roll a single Fate Die instead.

FATE DIE

Unfortunate circumstances can lead to a character with no Levels in either Skill involved with the Combo, or with a penalty that reduces them to 0 dice to roll. Success is still possible, but as to be expected, there are difficulties attached to it. They instead roll 1d10, called a Fate Die, and it is only successful on a roll of 10. Any other roll is a failure, with a 1 still counted as a Critical Failure normally. Rolling a 10 also still counts as two successes, which means a Fate Die works for Moderate (2) and lower Difficulties, but anything Tough (3) and higher will fail regardless of the roll.

OPPOSED CHECKS

While standard checks are rolled against a static Difficulty, there are times when a character and an opponent are actively working against each other. This is known as an Opposed Check, which means both parties roll their dice at the same time. Victory goes to the character with the most successes, often dealing damage if the action has the possibility to do so (pg. 205). Ties (both parties rolling the same number of successes) are won by the defender by default; the attack must exceed the defender's roll to be successful.

EXTENDED CHECKS

Sometimes a single check just isn't dramatic enough to convey the stakes of a situation. The GM can decide to break the task into a number of smaller steps to be accomplished. An Extended Check requires 5 or more successes, but these may be split over a number of different checks with their own Difficulty. Stakes are applied after each roll, which can vary from sustaining injuries to losing Free Time to suffering penalties for future rolls. Since Extended Checks are often evolving situations, the stakes and Difficulty may change depending on the methods the characters choose to handle them. A Critical Failure immediately ends an Extended Check, with the worst-case scenario taking place.

Example: *A rather large Outsider is trying to get into the church the pantheon and several innocents have barricaded. The GM decides it takes 10 successes for the team's allies to arrive from the other side of town and help deal with the menace. The Difficulty for each check is 1, and the stakes are 30 minutes of time. After two hours of bombardment, the walls of the church will no longer be able to hold the creature at bay, giving them only four rolls to reach the goal or lose the church. Time is of the essence and the pantheon must do everything in their power to keep the people safe until more help arrives.*

ROUNDING

When dividing values, always round to a whole number. Unless the rules state otherwise, round up. For example, 9 halved is 5; 1 halved is 1.

SUPPORT

Characters can work together to complete difficult tasks by dividing the work between them. The players decide together what their characters are doing and what Skill Combos best represent both actions, and then each player rolls dice for their half of the combo. Both may draw dice from the Pantheon Pool normally. For example, two characters may put their heads together to win an argument. One character provides facts and figures (Knowledge), while the other tries to use that jargon to persuade the target (Influence). Support allows for unusual Skill combinations, such as Marksman + Medicine to represent one character sniping distant foes while the other calmly coaches a woman through childbirth.

Support isn't limited to two characters, but expanding beyond two people complicates coordination and communication. Pantheons, having mingled their Sparks, make this much easier. When additional characters join in on the action, they must sacrifice 1 Pantheon Die and then describe how they are contributing and roll their appropriate Skill, adding it to the existing combo as well. Additional characters must contribute in unique ways and cannot use the same Skill as another player involved in the support action.

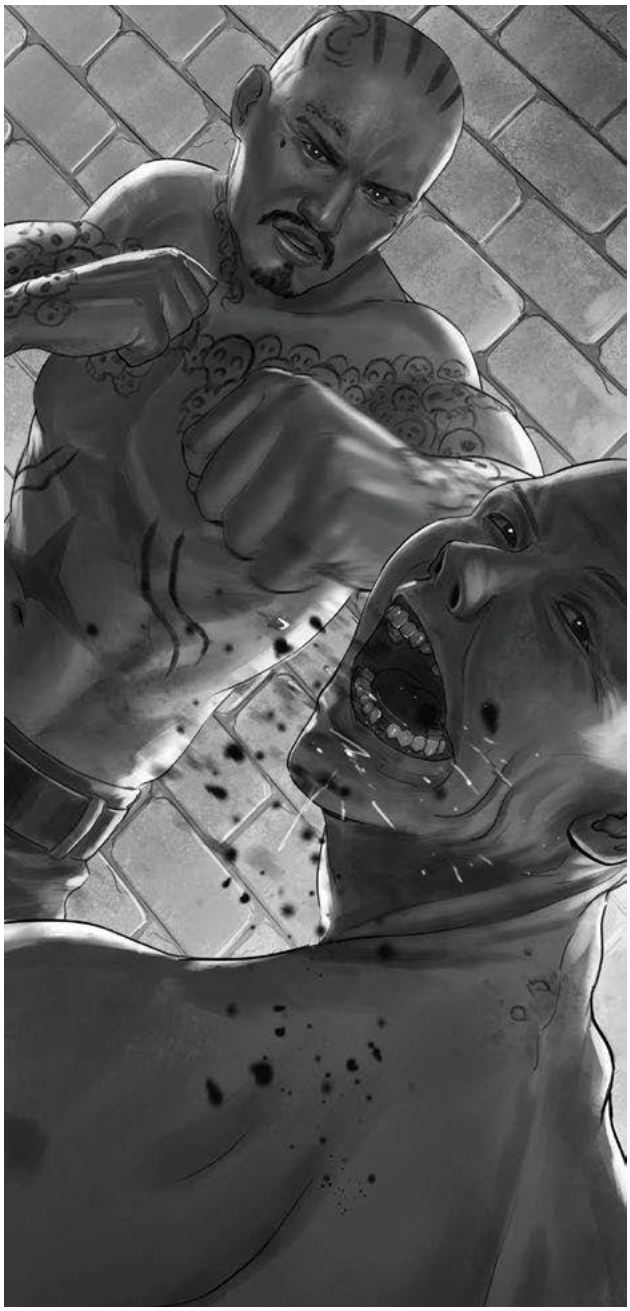
BOOSTS

For every 3 successes a player receives above their Difficulty, they receive one Boost. For example, if a player rolls against a Moderate (2) Difficulty, they receive 1 Boost if they get 5 successes (+3). If they roll 8 successes (+6), they would then receive 2 Boosts.

Players trade their Boosts for effects on a one-for-one basis, making their characters look cool, manipulating circumstances in the scene, sharing the benefit with the Pantheon, etc. Boosts must be used immediately; they cannot be banked. Players and GMs are encouraged to design their own effects, but the list below is a good starting point:

- **Area of Effect:** The action affects the entire area around their target to a lesser degree. If the character was dealing damage, divide the damage among multiple targets.
- **Epiphany:** The character makes an important connection or realizes a pattern among what they already know or observe. For example, in combat, a character may suddenly realize their enemies are avoiding puddles on the street.
- **Extra Info:** They discover potentially useful information through research, eavesdropping, or some other means.
- **Extra Oomph:** The character's action is more effective than expected. Not only do they charm their way backstage, they get a pass allowing them to roam freely.

- **Happy Bonds:** If the character's action involves a Bond, the Bond is pleased rather than stressed by their involvement. An action with the potential to cause Strain does not with a Boost. This will not heal Strain but can help to not cause more harm.
- **Hit Harder:** The attack is more powerful than expected. Deal +1 damage.
- **Pantheon Pool:** Their success strengthens the pantheon. Add 1 die to the Pantheon Pool.
- **Preparation:** The character's action facilitates their next success, granting a +1 bonus to their check in that Scene. If another check is not called for, the bonus is lost.
- **Style:** Adds a crowd-pleasing flourish that garners bystander favor or momentarily stuns/surprises their opponents.
- **Time Crunch:** The task takes half as long to complete, which is great for hitting deadlines.



CRITICAL FAILURE

A Critical Failure is the worst possible outcome. A character trying to impress others with their dancing doesn't just step on their partner's feet, but they also manage to trip and topple over the drinks table. The character not only fails, they make things worse.

Critical Failures occur when a player has no successes and rolls a 1 on at least one die. In this moment, the GM should ask the player what their character's biggest worry about the action was and then either choose to make that worry a reality or create a unique consequence of their own design. In Opposed Checks, the character's opponent also receives a Boost. If a player rolls multiple 1s on their dice, they can choose to compound the failure and take on several terrible consequences (and give their opponent multiple Boosts).

The 'good' part of a Critical Failure, one can say, is that the player also adds 1 die to the Pantheon Pool (per 1-result and consequence taken). After all, a pantheon wins and loses together.

SPECIALTIES

Some characters have special expertise with a defined area within a Skill, called Specialties. When a check involves a character's Specialty, such as a stealthy character particularly talented at sleight-of-hand, the player gains a +1 bonus. For example, a character with Speed 2, Athletics 3, and a specialty in Parkour is trying to escape attackers in a crowded urban setting. The player would normally roll 5 dice, but because their parkour comes into play, they gain a +1 bonus and roll 6 dice instead. Each Skill may have only two Specialties.

TOOLS

A tool is anything a character can use to make an action easier. It may be an item they actively use, a quirk of the environment, or an item they have purchased. The better crafted and more suited the tool is to the task, the greater the bonus it gives.

Players receive between a +1 to +3 bonus from any given tool. Its modifier isn't static, but instead varies with the circumstances and goal of the action. A flashlight gives a bonus to navigate the woods at night, but not during the day. The acoustics of an empty building are great for an impromptu performance, but don't provide the same benefit for sneaking around. The below lists provide some example tools.

- **Great acoustics:** Echoing acoustics enhance songs and speeches and can create a spooky atmosphere.
- **Inebriation:** An intoxicated target is easier to influence or sneak around.
- **Lockpicks:** A good pair of lockpicks make picking a lock easier.
- **Running shoes:** A good pair of shoes makes getting around much easier.
- **Workbench:** A workbench provides a suitable place to build something.

HIGH-QUALITY TOOLS

When purchasing tools, in addition to the base cost for the item, a character can opt to spend a bit more to buy a High-Quality Tool — adding up to an additional +3 bonus at the cost of 1 Wealth per +1 bonus.

When a character uses a high-quality tool, the GM first determines how useful the tool is in that situation — setting a base value of +1 to +3 — and then adds the high-quality bonus. For example, a flashlight is not helpful during the day, but the character thinks the light might reflect off a lost ring. The GM says the tool adds a +1 bonus to the action. The player then reminds the GM that the flashlight — a rugged beast with a beam over 1000 lumens — has a +2 High-Quality bonus, meaning that the flashlight provides a +3 bonus to the action instead.

REPETITIVE SKILL USAGE

Characters become frustrated or bored with doing the same thing repeatedly. Their opponents also start to notice their patterns and become more effective in countering them. The third time in a row a player uses the same Skill combination, they suffer a cumulative -1 penalty that persists until they try something else. If a player tries to circumvent this rule by simply alternating two methods (i.e. Fighting + Might, Athletics + Speed, Fighting + Might, Athletics + Speed), the GM can apply this rule to the third iteration of the pattern. The repetitive skill use penalty does not apply to Extended Checks.

PANTHEON POOL

Pantheons strengthen individual gods with the combined power of the group. Keeping the pantheon strong requires work from those involved, but the benefits enable characters to accomplish more than they could have alone.

The Pantheon Pool is a shared pool of up to 10 dice. Each session begins with one die per player in the pool, even if the previous session ended with a full Pool. Dice do not carry over between sessions but will grow and shrink during the game as players make choices and affect the story. If players never strengthen or benefit from the Pool, they are ignoring the full potential of their combined divine power. Below are ways the group can utilize the Pantheon Pool:

STRENGTHENING THE POOL (ADDING DICE)

- **Blessings:** Some Blessings, such as Martyrdom or Gift for the Team (pg. 175), add dice to the Pantheon Pool.
- **Boosts:** Players may trade a Boost effect to instead add +1 die to the Pantheon Pool.
- **Critical Failure:** When a player receives a Critical Failure on a check, add +1 Pantheon Die per consequence taken (if multiple 1s are rolled).
- **Curses:** When a Curse is invoked, the player can add up to +2 Pantheon Dice (depending on possible XP spent for enhancements).
- **Excess Successes:** When a player rolls more successes than they need when using Manifestations, they can give up two of them to add +1 Pantheon Die.

BENEFITING FROM THE POOL (USING DICE)

When a player wants to use the Pantheon Pool, their character gets to revel in the combined power of their fellow gods. It is a shared resource, however, which means a player cannot spend dice from the pool unilaterally. All other players must agree with how the dice are used (added to a check) or sacrificed (removed from the Pantheon Pool as payment for an effect).

- **Bonus Dice (X dice):** The character pulls on the pantheon for extra power. The player can use a many or as few dice as agreed upon, and add them to a check (even after they've rolled). The player should explain how their character is drawing on the pantheon's combined power and what that looks like.
- **Divine Edit (2 dice):** The pantheon's divinity nudges reality in the god's favor. Sacrificing 2 dice allows the player to make a minor declaration about the Scene, and it becomes true. For example, "The principal has an elaborate weapons display in her office we can borrow from" or "This important Extra recognizes me from high school. We totally used to be frenemies."
- **Extra Support (1 dice):** Players may join a support action by sacrificing 1 die per character after the first assistant.
- **Miracle (4 dice):** The pantheon's influence literally alters reality, no longer just nudging it. Sacrificing 4 dice lets the player make a major declaration about the world. Instead of playing with memory and setting, the declaration may reorder time and space or make a meaningful change to the Scene or Story. Divine changes should align with the Dominion of the miracle worker (i.e. "The god of the ocean turns water in this fountain to lemonade for the day."), while time changing miracles have no such limitations (i.e. "It just so happens that I was here earlier and set a bunch of traps.").
- **Our Territory (2 dice):** The god reaches through the pantheon's territory and lays a nasty trap for invaders. Sacrificing 2 dice creates a -1 penalty to Manifestations checks for anyone who is not a member of the pantheon for the Scene.

STRENGTH

A character's Strength reflects their ability to lift, carry, push, or break something without making a check. Each character's Strength is equal to their Athletics + Might and comes into play with almost any physical feats. A character's Encumbrance (how much they can carry) is equal to (Strength x25) + 50 lbs. So, a character with Strength 4 has an Encumbrance of 150 pounds. Characters can carry weight equal to Encumbrance and lift their Encumbrance x2.

If a character tries to carry or lift more than their Encumbrance, they take an Ignored Limits 1 Condition (pg. 207). The GM may also call for a Moderate (2) Strength check to see if they can keep holding the weight, if attempting to lift for prolonged periods. The longer they hold the weight, the more difficult the check becomes, usually +1 Difficulty per Round.

FEATS OF STRENGTH

When characters want to use their Strength to bash down a door, push a car out of the mud, or win a tug-of-war, the player makes a Strength check. The Difficulty of the feat depends on its weight, durability, and stability. Heavier objects are harder to move. Tougher objects are harder to break. Stable objects are harder to manipulate. Each of these qualities is rated between 0 and 4 and are added together to determine the minimum Strength required to do the feat without a check.

DURABILITY

0: Not durable, like paper or chalk

1: Somewhat durable, like glass or aluminum

2: Durable, like wood or plastic

3: Significantly durable, like metal or stone

4: Extremely durable, like diamond

STABILITY

0: Loose objects that aren't too large to hold

1: Lightly attached objects, like a chair leg

2: Well attached or too big to hold objects, like a door or a table

3: Whole or welded objects, like a wall

4: Rooted or massive, like trees, buildings

WEIGHT

0: Less than 10 pounds

1: Up to Encumbrance /2

2: Up to Encumbrance

3: Up to Encumbrance x2

4: Over Encumbrance x2



For example, breaking down a stone wall would require Strength 10+ (Durability 3 + Stability 3 + Weight 4). Punching a hole through part of a stone wall requires Strength 8+ because the area being punched weighs less than the entire wall. Breaking down a wooden door requires Strength 5+ (Durability 2 + Stability 2 + Weight 1) but breaking down a metal door requires Strength 6+ because metal is more durable than wood.

MOVEMENT

Movement is how fast a character travels through their environment on foot. Each character's Movement is a number of feet equal to their Athletics + Speed + 5. The sum of these values is the maximum distance a character can walk or run in a single Quick Action (pg. 200). Not all travel is walking or running, however. The following describe other types of movement and how to calculate them.

SPRINTING

When a character sprints, they push their limits to run faster and cover more ground, and travel at Movement x3. The GM may call for a check to see how well the character is handling their increased speed. The following list has suggested checks for different terrain types.

- **Typical terrain:** Athletics + Speed
- **Uphill terrain:** Athletics + Fortitude
- **Downhill terrain:** Athletics + Discipline

Uneven terrain or crowded urban terrain: Athletics + Intuition

If a character sprints for more than one check and fails their check, the player takes an Ignored Limits 1 Condition (pg. 207).

CLIMBING

Climbing is hard. Characters must constantly carefully evaluate how to shift their weight and where to place their hands and feet. This slows them down, halving their Movement while climbing. Depending on how difficult the climbing surface is to scale, the GM may call for an Athletics + Speed check. If the player fails the check, their character falls. Players can inflict an Ignored Limits 1 Condition on their character to ignore their Movement penalty for the scene and climb much faster.

JUMPING

When a character wants to jump horizontally, such as across rooftops, they cover a distance equal to (Strength + Athletics), which is essentially Might + (Athletics)x2, without making a check. For instance, a character with Athletics 4 and Might 2 can jump 10 feet across from a standstill. They can double their distance with a running start, making a Moderate (2) Might + Athletics check. If the terrain is particularly hazardous (i.e. slick with ice, covered in broken glass), the GM may call for an Athletics + Speed check to see how well the character sticks the landing to avoid damage. When a character jumps vertically, such as to reach a fire escape ladder, their horizontal distance is halved (i.e. if they can jump 10 ft. horizontally, they can jump 5 ft. vertically).

SWIMMING

Anyone with Athletics 1+ knows how to swim. When swimming, however, a character travels at half their Movement. In rough or choppy water, a player must make a Might + Athletics check to keep their composure. If the player fails, their character flounders or treads water, while a critical failure means they start to drown, taking a Deprived 1 Condition.

Characters may also hold their breath and travel underwater. When swimming underwater, they may add their Survival to their (Movement)/2. A character can swim underwater for up to (Fortitude) Rounds without a check but will take on a Deprived 1 Condition each Round after that. If they reach Deprived 5, they drown and may soon die.

FREE TIME AND WEALTH

Wealth and Free Time have a lot of the same function, but with assorted flavors. Free Time is the countdown clock for something happening to the god, but they can almost always minimize their Free Time losses by expending Wealth. It'll pay to take that taxi across town, and it might even save some of the others some Free Time of their own. It makes wealthy characters excellent at supporting their pantheons and gives them a lot of flexibility, but they'll still be having more scenes involving work and their bonds since both of those parts of their lives put greater demands on their time. That's the cost of having money.

Characters with a lot of Free Time have staying power. They are the front line against the threats on their territories on a more consistent basis, but this comes with its own challenges. Having that Free Time means not having as much Wealth, which can make it harder to deal with certain situations, such as getting around town quickly or getting a reservation to that restaurant with a special menu just for Puck-Eaters. They have less demands on their time but can do less with it due to lack of funds.

CHIPS OF TWO COLORS

In order to keep the tracking of Free Time and Wealth as easy as possible, GMs are encouraged to supply two distinct colors of chips to represent these two resources. Wealth is usually best if green, but Free Time can be any other color the GM has at their disposal (blue is a favorite of mine). Once you have them, hand them out to the players according to their ratings. For example, a god with 6 Free Time and 3 Wealth would be handed 6 blue chips and 3 green chips at the beginning of the game, and will be handing them back to the GM through the game and receiving them back as they go to work or interact with Attachments.

FREE TIME

Based on the god's choices in life, they'll have access to a certain amount of Free Time, giving them a lot more time to follow up on leads or take time to invest in their Bonds. Those who don't make a lot of money, usually have the most Free Time and vice versa. After all, a minimum-wage convenience store clerk has a lot less responsibility than a six-figure earning lawyer. Likewise, a politician is much more involved in their job on a daily basis and considers their time more valuable than a kid who has all the Free Time in the world. Characters have a rating ranging from 1 to 10, and they cannot go beyond this maximum no matter how much they work. Free Time is a measurement of how much they can do before life comes crashing down, and some characters have more than others do.

SPENDING FREE TIME

- **Cost of Doing Business:** Some actions require an expenditure of Free Time by their very nature. For instance, going on a stakeout may cost 1 or 2 Free Time, depending on how long they have to wait, but this does give the ability to make a few Perception + Stealth checks to observe their target.
- **Long Travel Distances:** When traveling to new locations using the Territory Grid, a character can move up to 4 squares for free. After that, spending an additional point of Free Time allows another 4 squares of travel.
- **Scene Passage:** At the beginning of each Scene, a player must pay 1 Free Time to move on to the next. If they have run out of Free Time, they must Interact with their Attachments (pg. 104).
- **Taking Your Time:** When a god is trying to accomplish a task where concentration and spending extra time on its execution is beneficial, they can spend 1 Free Time to gain a +2 bonus to the roll. This affects only a single roll, even if used during an Extended Check challenge, but can be applied to just about any roll — even rolls during Battles or Manifestation checks.

OBTAINING FREE TIME

- **Dealing with Bonds:** After the character runs out of Free Time, they are faced with a choice of how to interact with their Attachments. Regardless of the final choice they make, they will always replenish some amount of Free Time. This is the primary way gods get Free Time back.
- **Going to Work:** If they choose to go to work for a Scene, the character replenishes half the Free Time associated with their Occupation.

WEALTH

Money makes the world go around, right? Well, a character's Wealth is their mirror to the world, reflecting their lifestyle, possessions, and disposable income. In short, the higher the Wealth Level, the more income the character has to spend. Each item or service in the game has a Cost involved, from grabbing a taxi to buying dinner at an expensive restaurant or the cover at the bar they need to investigate.

Wealth itself is an abstract concept in ***Part-Time Gods Second Edition***, however. A point of Wealth isn't equal to $1, $10, $100, or any actual amount of money. Wealth is also relative; buying something at Cost 2 is nothing if you have 8 Wealth, but it's a hard expense if you only have 3 Wealth. Having a large number of Wealth points lets gods buy more of what they want, but usually comes with the trade-off of less Free Time. Things like mortgage, clothing, and other basic needs are covered by the character's concept; Wealth reflects a character's expendable income. See pg. 209 for Armor and Weapons.

ITEM/SERVICES LISTS

Cost 0	Free (which is never a bad thing, right?)
Cost 1	Cheap or easily accessible (most things)
Cost 2	Costly items or luxury services
Cost 3	Pricey items or hard to find items

Cost 4	Lavish or extremely rare items
Cost 5	Very expensive items/services
Cost 6	One-of-a-kind items/experiences

Cost 1 ($20-$50)
Dining Out
Movie Ticket
Sporting Event Ticket
New Video Game
Average Bottle of Wine

Cost 2 ($50 - $125)
Budget Motel Room
Economy Plane Ticket
Minor Car Maintenance
Fancy Suit
Gym Membership

Cost 3 ($125 - $250)
Car Rental (budget)
Fancy Dining Experience
Concert/Theater Ticket
High-End Liquor
Minor Car repair

Cost 4 ($250 - $1k)
Bail Bonds (Misdemeanor)
First Class Plane Ticket
Fancy Hotel Room
Ball Gown
Video Game System

Cost 5 ($1k - $10k)
Car Rental (Luxury)
International Plane Ticket
Hospital Stay
Caribbean Cruise
All-Inclusive Vacation Stay

Cost 6 ($10k - $30K)
Bail Bonds (Felony)
New Car
Down Payment on a House
Convention Space for a Weekend
Elaborate Wedding

SPENDING WEALTH

- **Buying Things:** A character may need to buy things for themselves, their Attachments, or panthe-on-mates by spending Wealth. Most items cost from 1 to 6 Wealth.
- **Contracting:** Getting someone (either an Individual or Group Bond) to perform tasks you don't want to do (or don't have the time to do) often costs money. It usually costs 1 Wealth (pg. 191) but may cost more depending on the level of danger involved or how wide a net you are casting.
- **Delay Scenes:** When out of Free Time and Attachments come calling, one option players have is to spend Wealth to put off dealing with their responsibilities in the moment. This costs anywhere from 1 to 3 Wealth, depending on the Attachment's level (pg. 104).
- **Fast Travel:** Spending Wealth can speed up travel on the Territory Grid, which in turn means using less Free Time. This represents paying for a taxi or taking a bullet train (if your city has access to such things). For 1 Wealth, the player adds +3 squares to their travel (i.e. normally 4 squares, now it is 7 squares). Luxury travel or moving a number of people at once might have a higher Cost, however. A limousine can carry a dozen people, or a whole pantheon, but may cost 2 or 3 Wealth since it gets a whole group from place to place.
- **Remuneration:** Money always goes a long way in getting someone to do what you want. Simple bribes, a healthy donation to the right cause, or even acquiring an item that someone wants can all do the trick — but come with a cost of Wealth. This can grant a +2 bonus to their checks when trying to get someone under their sway, but everyone has their price (up to 4 Wealth, depending on the target).

OBTAINING WEALTH

- **Friendly Loans:** It should be noted that if one character cannot afford something on their own, any other character can pay the difference or pay entirely for them. There is no limitation to spending money on others, so it always helps to know someone who's loaded.
- **Givers:** Givers (pg. 123) are a Worshipper Type who grant their god Wealth when asked.
- **Going to Work:** When a character goes to work for the Scene, they replenish Wealth equal to that associated with their Occupation.
- **Payoffs:** At times, a god may be able to get money outside of their mortal job — such as taking bribes, taking on odd jobs, getting a bonus, or just stealing. Money is often a motivator for some people, after all. This gives the character temporary Wealth points to spend that simply go away when they are depleted. These temporary points never affect their actual Wealth Rating, so are not subject to normal limitations.

GOING TO WORK

The characters are gods but they're also people with jobs and responsibilities, which means they're going to have to go to work at some point. At the end of a Scene, the player can decide their god needs to go to work for the next scene. This does two things for the character. First, they are removed from the next Scene with the other players and can have their own Scene if the GM and player believe it would be interesting to the rest of the game. Otherwise, they can simply wait for the following Scene to rejoin the pantheon. The second effect is that going to work replenishes the full Wealth from their Occupation, but only half their Occupation Free Time (rounded down). For instance, the Therapist Occupation (pg. 44) provides 2 Free Time and 4 Wealth to the character, so going to work will replenish 4 Wealth, but only 1 Free Time.

PROXIES

Gods have Worshipers, Bonds, and Vassals that function as important proxies in their stead. Going to work may take the god out of the next Scene, but they will have full access to these Attachments they can use to still be a part of the game until they get to clock out. Remember that calling on your Attachments causes Strain but doesn't take up Free Time; it's a time management tool.

Some players may wish to play as their Vassals in the next scene, tagging along with the Pantheon as a mythic creature for a short time. This can be a fun way to circumvent the player feeling left out, but doesn't work in every situation obviously, depending on the nature and abilities of the Vassal in question.

WORK SCENES

GMs can sometimes have Scenes and have complications (usually mortal issues) arise at the god's job. These scenes are also great places to have supporting Extras show up to create headaches for the god, give opportunities to take on odd jobs, or even just provide some semblance of normalcy to the god's life. Work Scenes are also suitable places to set up mortal issues with Bonds that may play out later when the god runs out of Free Time and must Interact with their Attachments.

INTERACTING WITH ATTACHMENTS

A god is absolutely expected to deal with Attachments who ask for their attention. One may ask for assistance in planning for the god's cousin's wedding, while another is the god's Vassal who needs protection because they pissed off the wrong Outsider. Others may be a love interest who just wants a little bit of quality time, worshippers with important prayers in need of answering, or even a parent who just likes to see the god's face every once in a while. As soon as there is an opening in the character's schedule, one of the god's Attachments jumps at the chance to steal them away.



When a character begins a Scene with 0 Free Time, one of their Attachments (Bonds, Worshippers, or Vassals) is injected into the next Scene. They are then faced with the dilemma of how to deal with their responsibilities:

✦ **Devoted Scene:** The player can have their god remove themselves from any other activities and devote an entire scene to their Attachment, dropping everything to go on a date or possibly return a favor for a coworker. This is an easy choice if the god isn't busy with their divine duties or their pantheon is willing to pick up their slack, but can be difficult if they get a request in the middle of urgent god business. If they choose this option, the Attachment heals 1 Strain, and the god receives the Attachment's level x2 in Free Time (normal limits apply). Players can also choose to devote a scene to an Attachment voluntarily to enact these effects at any time.

✦ **Split Attention:** The player chooses to mix their Attachment and their divine duties into the same Scene, having final say in how this occurs to the GM. Split Attention scenes add drama and conflict to a session, but usually come with mixed results. A god needs to research an Outsider the pantheon encountered earlier in the day. They can certainly come home for family dinner and try to sneak in a little computer time as well. However, they run

the risk of their spouse or parents looking over their shoulder and asking too many questions. Alternatively, they may invite their pantheon over to perform the research, but they overhear way too much as the character argues with their spouse in the other room about inviting people without asking first. If they choose this option, the god receives the Attachment's level in Free Time (normal limits apply) and the player rolls 1d10. On a success, the Attachment heals 1 Strain. A 10 result also adds 1 Pantheon Die. A failure means the encounter was not enough to heal Strain, but a 1 Result causes 1 Strain.

- **Delay Tactics:** They decide they just don't have the time to spend with the Attachment and can use one of two delay tactics. First, they can throw money at the Attachment, spending Wealth to recover 2 Free Time and delay the inevitable. This costs 3 Wealth for Level 1 or 2 Bonds, 2 Wealth for Level 3 or 4 Bonds, or 1 Wealth for a Level 5 Bond. This reflects buying their Attachment a gift or some other gesture they can perform from afar with money. Second, the god can ask an Individual Bond for a Favor to interact with the Attachment in their place. In either case, the character receives 2 Free Time, simply putting off their responsibilities temporarily.
- **Ignore:** The player can also decide to simply ignore the Attachment entirely. The god doesn't have the time to spend with them or the Wealth to delay them, or maybe they just don't care. If they choose this option, the ignored Attachment is dealt 1 Strain, and the god recovers up to 4 Free Time (normal limits apply). Personal Bonds don't mind as much if you are at work, but Worshippers and Vassals are much less forgiving.

The Attachment with the most Strain is usually first in line to jump into a Scene since the squeakiest wheel often gets the most oil. If the god has already interacted with that Attachment in the same session, however, the GM should select another. Ignored Attachments can be the exception to this rule, however, depending on the urgency of their requests. They may demand attention and refuse to be ignored again, forcing a Split Attention Scene next time, or they may give the god their space and simply bide their time.

WAYS TO STRAIN

In addition to direct Interaction with Bonds, there are number of ways a god can Strain their important relationships with Attachments. Here are the most common:

- **Assistance:** If the god calls on their Attachments for favors or tasks to complete, this usually deals 1 Strain to the Bond. This Strain reflects cracks developing in the relationship in that moment. Dealing Strain to lower-level Attachments carries heavier consequences than one at a higher level. For instance, asking for a loan from a lifelong friend sucks and can make them a bit wary, but it's not as straining to a relationship as asking the same of someone the god met only recently. To reflect this, Strain dealt to an Attachment lowers its effective level for effects and dice pools. For instance, the god could ask a Level 3 Group Bond for up to three Lead Follow-ups. If they ask again before taking actions to heal Strain, then the next time they are treated as Level 2 and can only do two Lead Follow-ups.
- **Forcing Assistance:** The player should be aware that an Attachment doesn't have to say yes to these requests. Asking for help from an Attachment they have Ignored recently requires a Moderate (2) Influence + Current Attachment Level check. On a failure, the Attachment ignores the god in retaliation (GM's choice). The player can force the Attachment to perform the task anyway, through threats, guilt, or other manipulation. If they do, they cause +1 Strain in addition to normal costs.
- **Poisoning the Well:** Attachments don't exist in a vacuum, sitting around waiting for the god to come by for a visit. They have their own family, friends, coworkers, social circles, and whatnot. This means that some rumors or gossip heard through the grapevine may cause Strain. A god's parent may lose all heart when their child calls them from jail for bail money, for instance. Likewise, there are times when a god comes into contact with another god's Attachment. Depending on this interaction, it could cause Strain for one god and create a new Bond for another, as the new god starts to get them on their side. "Why do you put up with him treating you that way? That's no way to treat a friend." Simple statements like this can have a ripple effect.
- **Threats:** Throughout play, outside threats may threaten Attachments. Its level isn't indicative of their Threshold for taking damage but reflects their overall health. If they are held captive to lure the gods to a certain location, this will definitely cause at least 1 Strain, which will rise the longer they are in this terrible situation and how it is handled when the character arrives to deal with it. Even if they

do everything right, though, the Attachment themselves may be traumatized, taking on more Strain, and possibly lowering their level as they cut themselves off to try to deal with their problems. GMs should keep this type of situation to a minimum, but some Curses allow players to push these types of stories themselves.

- **The Wrong Answer:** Based on the type of relationship a god has with their Attachment, this can be a cause for dealing additional Strain. If a Needy Bond calls the god to ask for a favor, their answer to the question may determine the outcome. Saying yes means the god heals their Bond's Strain normally, but saying no could not only halt any healing, but also damage the relationship further with more Strain. Some Curses can create this effect as well.

INTERACTING WITH TERRITORY

Being a part of this divine world is dangerous. A god needs every advantage they can get, and divine territory is one of the biggest ones available outside of their own personal strength. Surviving means a god needs to understand where their domain lies in their city, leverage their points of interest to solve issues, and expand territory to grow their power.

SPHERES OF INFLUENCE

When a point of interest is placed on the Territory Grid, all four squares around it become the god's sphere of influence. While within one's sphere of influence, the god receives a +1 bonus to Manifestation checks per point of interest they are currently nearby. Essentially, more consolidated territories grant a greater bonus, up to a +4 bonus if in the center of four points they control. The best part of being a pantheon, of course, is that all gods involved share this bonus while in each other's territory. This is part of why gods tend to start claiming territory within their city, hoping to fill in any gaps so they and their pantheon can enjoy increased power regardless of where they are. When starting out, however, many gods prefer to keep small, insular territories so they don't upset other gods or spread themselves too thin.

Territory is quite potent when it comes to Manifestation bonuses or accessing Landmark specialties, especially when points of interest are concentrated. Players often want to lure enemies and antagonists into locations they control to get the full use of their power. This strategy is a double-edged sword, however, as those locations grant power, but contain the god's Bonds. The thing they are sworn to protect is the thing they must put in the line of fire to stand a chance at winning. More than one massive battle has been won because the victor chose the battlegrounds, but the loss of such advantages is just as likely if Attachments are harmed or even destroyed (killed) in the process.

MOVING ON THE GRID

A copy of the Territory Grid should rest in the center of the table during a session, alongside the Pantheon Pool, allowing for easy reference and access. Players move their characters around the grid to meet up with different Extras, take meetings, or stop the occasional Outsider from ripping someone's face off. Just as the distance between points isn't exact, no two points of interest are exactly alike. One is a large beach where hundreds sunbathe, extending to two or three points if it's especially large — but a point of interest could just as easily be a small, single-family home as well.

Between scenes, characters can move up to 4 squares (up, down, left, or right) without needing to spend either Free Time or Wealth to extend their distance — Drifting Kingdoms have the special gift of moving diagonally. They are assumed to be at their location once they reach any of the four squares surrounding the point of interest. Likewise, any of these four squares can count as their starting point as they begin a journey to a new location.

From inside her father's room, the scent of moldy feathers. Like a dirty down pillow.

Molly ducked away from the window in the door and lifted a finger to her lips. Penn nodded that she'd seen and stayed perfectly still against the wall. Colt, on the other hand, opened his mouth, the first bit of a tune rising from his lips.

Perfect. If Colt could distract whatever was in there with her father, it would give them a fighting chance. She didn't know how she knew that the thing was here for her. The sensation was fully new, and it made her fingers feel swollen and tingly. But she knew it wasn't wrong.

Slowly, slowly, Molly pushed the door open. A woman in all white stood at the end of her father's hospital bed. No, she wasn't standing. She was perched upon the railing. Alabaster feathers fell from her, wafting in slow circles to litter the ground like snow.

Penn slipped in behind her, close enough that Molly could smell the alcohol. From outside, Colt's voice continued to flow, a soothing distraction and beneath that, her father's soft breaths. He was still asleep, thank the small gods. Waking up to a bird-woman at the foot of his bed wasn't likely to do anything good for his health.

"Who are you and why are you here?" Molly asked.

"You make a deal with the devil, you get burned," the bird woman said, fluffing her arms out.

"Not a devil," Molly said. At least she didn't think so. "And I'm not afraid of a little burning."

She wasn't afraid. Not of that, at least. What she was afraid of was trying to fight this creature over her father's ailing body. She needed to find a way to take this fight somewhere else.

"Why don't we head outside, have a drink, talk ourselves a little talk?" Penn asked. Molly often felt grateful for Penn, but never so much as right now. Even if the bird-woman didn't take Penn's bait, it was good to know that the goddess of liquor had her back.

The woman didn't take Penn's bait.

"I've no bones with you, Penelope Rivera, as you've done me no wrong," she said. She turned her gaze on Molly, the milk-white eyes so intense Molly felt them on her skin like a weight. "You, though."

The woman raised her voice, her eyes never leaving Molly. "And tell that supposed featherless angel of music to close his beak before I decide I have a bone with him, too."

A sharp, very Colt-like "fuck you" from the hallway, followed by a sudden, abrupt silence.

"Listen, we can handle this," Molly said. She wondered what kind of god this was. Clearly not of feathers. "Just you and me. But not here. Outside." She sounded braver than she felt. Grateful for small things.

The woman rose from the end of the bed, stretching to her full height. A single white feather fell from her shoulder, twirling down to the ground at Molly's feet. And Molly realized it wasn't a feather at all, but an alabaster bone, carved into flight.

"Yes," the woman said. "Let's. Let's do take this outside. For I have many, many bones to pick, sun goddess. And right now, almost all of them are yours."



Divine Battles

The God Wars were so long ago, each pantheon struggling to win eons-long battles and eventually tearing the soul from rival gods with their divine might. Today, however, modern gods are simply people. Most fights, physical or mental, are the kind of thing that occurs in organized MMA or boxing matches, shouting matches at sports events when someone badmouths someone else's favorite team, drunken brawls in parking lots, or intense arguments between family members or friends who need to let off steam. Weapons appear when discussing organized crime shootouts or even mortal wars between opposing armies. Of course, if weapons up the ante of a fight, someone wielding divine magic is on a whole other level of game-changing.

The Chakra System handles battles in two different ways:

- **Battles of Fists:** When characters engage in physical altercations, including wrestling, street fights, sword fights, and even shootouts. This type of Battle primarily inflicts damage to Health, from punches, bullets, stabs, etc., but can also deal Psyche damage from loss of morale or being taunted.
- **Battles of Wits:** In times where the character faces off in a mental or social negotiation or argument. Battles of Wits primarily cause damage to Psyche, usually when the character is unable to fend off insults or breaks a social taboo causing embarrassment. Likewise, they can take on Health damage from headaches or exhaustion.

The two types of battles work in the same basic way but come with their own host of issues and exceptions that also make them distinct. There are a few things they share in common, however.

TIMING

The Story for a single game Session can take place in one game day, or can span several game days, weeks, months, or even years. ***Part-Time Gods Second Edition***, however, breaks time up into digestible bites to make it easier to keep track of when notable events occur. Below is a list of the most common:

- **Day:** When effects refer to a day, it can mean either 24-hours, or to the time from when the character wakes up to the time they rest their head.
- **Scene:** Scenes signify a change of location, time, or circumstance. They do not have a specific time limit, but the passing of a Scene is marked by all players spending 1 Free Time to move on to the next Scene.
- **Battle:** When danger begins, signified by rolling Initiative, to when it ends, which is when one side of the Battle forfeits, retreats, or is defeated.
- **Turn:** A character's time to participate in the Battle, including attacking someone, protecting someone, or even performing a non-combat Skill check. A Turn can take anywhere from 10 to 30 seconds, depending on the character. A player knows it's their Turn when it gets to their Initiative result.
- **Round:** A Round is how long it takes for all participants in a Battle to take one Turn. When a Round is up, players reroll Initiative to begin the next Round.

DETERMINING INITIATIVE

Regardless of Battle type, Initiative is used to determine the Turn order for each of the participating characters. Players combine their Intuition, reflecting a sixth sense for when danger will show its ugly head, and Speed, representing their ability to physically react to a threat. The total value is then added to the roll of 1d10, letting the player know in what order they take their character's Turn. Note that GMs roll for any antagonists also participating in the Battle. For example, a character with Intuition 2 and Speed 3 would have a +5 Initiative bonus. If they rolled a 6 on their 1d10, their Initiative for the Round would be 11. Initiative is normally rerolled at the beginning of each Round to add variety and change up a stagnant Turn order, but some groups may choose to retain their first roll values to make Battles more predictable and move along faster. The GM and players should discuss which method they would like to use.

If two or more players roll the same Initiative value, they remain at their current Turn order, but also then roll against each other to see who will go first between them. The players may also simply choose who goes first, but if one of the ties belongs to an antagonist controlled by the GM, they must roll against them.

Players may also wish to hold their Action to use at just the right time during the Round. They may do so, but they will always act after someone with the current Initiative. For instance, if a player rolled 11, but wants to let their ally at Initiative 10 go first against the enemy who also has Initiative 10, they will not get to act until everyone on Initiative 10 has acted.

ALTERNATIVE INITIATIVE

The normal Initiative bonus (Intuition + Speed) comes from the combination of a major mental Skill and a core physical Skill, making it perfect for widespread use during the game. Certain circumstances, however, may call for an adjustment to a character's Initiative; sometimes it's the environment, while other times it's whether the Battle leans more to fists or wits. GMs are also encouraged to create unique bonuses or penalties based on the story being told in the moment. Here are a few examples:

- **Chases:** During a foot chase, the GM may replace the Initiative Bonus for the character Movement value to see who gets to act first. If this chase moves from one on foot to a car chase, then Initiative may change entirely to Intuition + Travel, as the character's personal Speed no longer comes into play. The GM may even grant a bonus based on the cars the characters choose; the faster the better in this case.
- **Environments:** Two fighters wielding swords against each other could easily use their Intuition + Speed as Initiative. However, if they are placed in a gladiator environment, the GM may decide to change Initiative to Perform + Speed, to reflect their speed of movement and their appeal to the crowd. The GM may even grant a +1 bonus to all checks against an opponent with lesser Initiative,

as the crowd is on their side and cheering the character on. If instead of an arena, those two fighters were in the jungle, the GM may change Initiative to Speed + Survival, now reflecting their ability to fight on rough, uneven, or congested terrain.

- **Social-Only:** Likewise, if the character is in the middle of an intense business negotiation, their Speed will seldom make much of a difference. The GM may change Initiative to Empathy + Intuition, reflecting their ability to read the room and present a firm position. If one of the characters isn't actually that confident, they may possibly use Deception + Intuition instead to fake it.

TURN SEQUENCE

Every Turn follows the same basic sequence, easing the use of this system after just a few Rounds of trying it out. This applies to both Battles of Fists and Battles of Wits.

- **Step One - Choose Actions:** The player chooses their Quick Action (optional) and then their Standard Action, followed by a description of what they are doing with their Turn. The GM can even ask them to roleplay a bit to get a feel for their approach (i.e. the player may need to actually intimidate the Extra, not just say their character does it) or ask for more description of the action (i.e. "I attack" is often not good enough). Chosen Actions need to also correspond to the characters' current circumstances. For instance, if standing right next to someone, they can't logically Sprint to rush them. Likewise, a character who doesn't have a knife can't use Prepare to draw one.
- **Step Two - Choose Defenses:** If the Action is against a target who can resist, their player (or the GM) chooses their Quick Defense (Optional) and then their Standard Defense. Like with Actions, Defenses require a description and explanation of how it all fits into the narrative, and must fit the Scene. Yes, Protect gives a damage reduction quality, but doesn't make sense if there's nothing or no one important to the character to actually protect. Also, if they don't actually have a juicy piece of evidence on them to reveal at just the right moment, then using the Big Reveal Quick Defense doesn't make sense. Turn It Around is a great Defense to use, but the GM may ask the player "How are you turning it around?" and if they don't have the answer, then they can't use it. Roleplaying through the exchange may help reveal a way to use it that the player didn't even realize, so this is always encouraged.
- **Step Three - Roll and Resolve Effects:** Now that the attacker and defender both know what they are doing and what dice they are rolling, they roll off. Ties go the defender, but the side with more successes wins! Depending on each Action and Defense chosen, the outcomes may be vastly different, but it's up to the GM to describe how the Scene, the Battle, and the characters themselves change with each passing Turn and Round. If the attack is intended to deal damage, refer to the Taking Damage section (pg. 204).

ACTIONS AND DEFENSES

A character, even a god, can only do so much when confronting the chaos of Battle. Each Round, characters receive one Standard Action, one Quick Action, one Standard Defense, and one Quick Defense. Some powers, Truths, or Blessings may grant new ways to use these Actions or even more than one of either type. The exact definition of what constitutes a physical Action, or a mental Defense varies based on the scene and where the story has gone, sometimes even mixing physical Standard Actions into a Battle of Wits or mental Quick Actions into a Battle of Fists. However, they always work the same mechanically.

- **Standard Action:** Represents major acts taken by the character during Battle, including attacks intended to do harm, attempts to affect the target's emotional state, or exerting a lot of effort into what they are doing. If the player uses a Standard Action to perform a task considered a Quick Action, they receive a +2 bonus to their check. The same applies to Defenses as well.
- **Standard Defense:** While a Standard Defense acts like a Standard Action, sometimes a character has multiple attacks to defend against. In this case, they can defend against the first attack with no issue but suffer a -1 penalty to each subsequent attack during the same Round.

- **Quick Action/Defense:** Represents minor acts that can be done in conjunction with a Standard Action, such as communication with a teammate, quickly moving to another position, drawing a weapon, or distracting one's opponent. Quick Actions must be used before the character's Standard Action. If the player chooses not to use their Quick Action, they gain a +1 bonus to their next Initiative roll. If they choose not to use their Quick Defense, they can negate the first -1 penalty for multiple Defense checks.

FREE TIME AND BATTLES

Bonus dice gained by spending Free Time can be a useful tool during a particularly difficult Battle. Within the context of the game, spending Free Time reflects taking time to aim an attack or strategize before launching into your attack. Characters with lots of Free Time at their disposal may find it zapped away by the end of a Battle, but it may also save their life.

BATTLE OF FISTS ACTIONS/ DEFENSES

A Battle of Fists is where the characters are running, jumping, punching, kicking, swinging from chandeliers, sending bullets flying at a target, and all manner of warfare capable of harming targets and even killing them. In a world filled with Outsiders looking to tear the gods limb from limb and criminal organizations looking to take out any kind of competition, it's quickly apparent how important it is to stay in one piece. Surviving a Battle of Fists is literally a life or death situation. While there is a wide array of things a character can do, it can often fall down to some common types. The combos below are also only suggestions — they can (and should) be used only if the scene dictates.

QUICK ACTIONS

- **Feint (Fighting + Deception):** The character bobs and weaves, throwing their opponent off balance to create an opportunity. If successful, they gain a +2 bonus to their next attack. Failure gives the target a +2 bonus to defend, however, as they see through the ploy.
- **Move (None):** The character moves a number of feet equal to their Movement.
- **Prepare (None):** The character prepares themselves for what is to come. This includes things like reloading, drawing a weapon, or standing up.
- **Pulling Punches (Fighting + Medicine):** Sometimes a character just wants to send a message, but not really hurt their target. They can reduce the damage they deal with their Standard Action by the number of successes they get here.
- **Resist Condition (Varies):** Making a roll to resist a Condition, such as checks against Pain, require the character's Quick Action to do so.
- **Touch (Fighting + Speed +1):** Not an attack, but the character simply touches their target. This can be used in conjunction with other effects like poisoning or Manifestations.

STANDARD ACTIONS

- **Ambush (Stealth + Varies):** To attack an enemy from a hiding position. The Secondary Skills depends on the method of attack; usually, it's Fighting for close combat and Marksman for ranged.
- **Close Combat Attack (Fighting + Speed):** Attacking an enemy either unarmed (punches, kicks, etc.) or with a melee weapon, such as a sword, staff, or whip.
- **Disarm (Fighting + Perception):** If successful, the target loses whatever weapon they were wielding and any benefits it granted them.
- **Grab/Break Grab (Might + Speed):** The fighter grabs onto their target and enters a grapple. A grabbed target suffers a -1 penalty to all physical actions per character holding them. If this penalty reduces them to Strength 0, the target cannot perform a Break Grab. Those with some Strength left, however, can make a check to break free when it is their Turn. In either case, both people in a grab gain a +1 bonus to attack each other, but Might must always be the Primary Skill used.

- **Protect (Fighting + Fortitude):** The character puts themselves in front of an incoming attack intended for someone else, taking full damage, but it is reduced by -1 damage for every 2 successes on their Protect check. This takes up the character's Standard Action and Standard Defense, but they suffer no penalties for multiple Defense checks.
- **Ranged Attack (Marksman + Perception):** The character shoots a gun or fires an arrow. This represents ranged attacks with a tool of some kind.
- **Sprint (None):** When Sprinting, the character travels at x3 Movement. If used to enter a Battle, they gain a +2 bonus to their first attack (most likely Close Combat Attack or Tackle) following their Sprint from the momentum. If using Sprint to retreat, it adds a +2 bonus to avoid attacks as they leave the battlefield. If they are already engaged in Close Combat with someone, they automatically take 1 damage to Health (which cannot be reduced) to disengage from the fight.
- **Tackle (Might + Speed):** The character brings their target to the ground, ending with both of them on the ground. The target takes damage normally, and the attacker takes half this amount themselves. On a Boost, they can either avoid this damage or Grab the target.
- **Throwing Attack (Marksman + Athletics):** Used to throw weapons at targets, using Range rules (pg. 212).
- **Divine Powers (Varies):** As gods, characters can use their Action to use Manifestations or activate Truths to enhance their abilities during a Battle of Fists. A general rule is that most Active Truths require a Standard Action to activate (i.e. Colossal Size), but the GM should consider that some are also reflexive in their use (i.e. First Move).

QUICK DEFENSES

- **Brace (None):** This has two effects to choose from. 1) If the character has used a Protect Action, Bracing as well means they automatically ignore +1 damage in addition to their check. 2) If an attacker uses Sprint toward the Defender, then any successes gained on the Defense check over the attack count as damage normally.
- **Catch (Athletics + Speed):** They attempt to catch something in the air, from a weapon an ally tossed to them or to stop someone from falling to the ground and hurting themselves. If the target is sharp or pointy, they suffer a -1 penalty to catch it.
- **Prepare (None):** Similar to the Quick Action, the character can draw a weapon, pick up an item, or other similar task.



STANDARD DEFENSES

- **Block (Fighting + Speed):** The character blocks an incoming attack with their arms, legs, or a weapon. If blocking a weapon without a weapon, however, they suffer a -2 penalty.
- **Dodge (Athletics + Speed):** They jump to avoid a sweep or step back to not get kicked. Success avoids whatever is coming their way. Dodging is fine against most attacks, but it's better to find cover when firearms come into play.
- **Run for Cover (Intuition + Speed):** Quickly locating cover and dashing behind it is sometimes one's only option. If successful, the cover takes the damage for the character. Failure means they take only half damage. The GM determines whether the cover can actually absorb the attack, however. If not, the defender takes the full damage regardless of their check.
- **Divine Powers (Varies):** Some Manifestations are perfect for Defense checks, such as Aegis to protect oneself from an incoming attack (pg. 147) or Soul to possibly redefine the incoming attack (pg. 163).

BATTLE OF WITS ACTIONS/DEFENSES

A Battle of Wits can occur just about anywhere, as long as there are at least two or more people having an argument, disagreement, or one of them is trying to assert control over the other. When a child tries to gain some semblance of control over their lives in the face of an overbearing parent, that's a Battle of Wits. If two CEOs sit across the table with their lawyers at either side in an attempt to get the best deal, that's also a Battle of Wits. Seldom are these life or death situations, but they can break down a person's personality and identity until they are nothing more than husks. Is that a life worth living? Below are combos for the most common Actions and Defenses to use in this kind of Battle.

QUICK ACTIONS

- **Mislead (Influence + Deception):** The character twists and manipulates their own words, adding implied meaning just beneath the surface, such as accusing the target (or someone else) of wrongdoing. Success distracts the intended target, creating a -2 penalty to defend against the character's next mental attack. Failure means their veiled statement is out in the open, causing 1 damage to Psyche for them instead.
- **Present Evidence (None):** They take out a piece of evidence to help in their argument, essentially acting as a weapon, dealing +1 mental damage. Harping on the same piece of evidence gets old after a while, however, so they only gain this bonus for up to (Knowledge) Turns.
- **Read the Room (Empathy + Survival):** They get a sense of everyone's disposition in the immediate area and who they can affect more easily. Success grants a +1 bonus to their next Escalate or Frighten check. Failure immediately drops their Initiative by 3, meaning they took too long staring at people.
- **Resist Condition (Varies):** Resisting the effects of a Condition, such as checks against Overwhelmed, require their Quick Action to do so.
- **Shout Out (None):** The character calls out to an ally with an order, a suggestion, or some other statement. They can say up to (Deception) sentences without appearing to withdraw from the conversation at hand.
- **Taunt (Deception + Discipline):** The character lets a quip or insult pass their lips to infuriate the target. If successful, they were able to hit home and gain a +1 bonus to Fast Talk — either to change the subject or continue with their insults. Failure gives the target a +2 Initiative bonus next Round and could actually lead to a switch to a Battle of Fists in the wrong situation.

STANDARD ACTIONS

- **Compose (Discipline + Empathy):** The character takes a moment to compose themselves mentally. For every 2 successes they receive, they can ignore 1 mental damage from the next attack. They were ready for it all along. Compose uses both their Standard Action and Standard Defense.
- **Encourage (Intuition + Perception):** Seeing an ally struggling, the character steps in with a word of encouragement. The target can ignore one of their Conditions up to a Level equal to successes gained. For instance, if the target is fighting against an Overwhelmed 3 Condition, rolling 2 successes means they treat it as Level 1 instead.

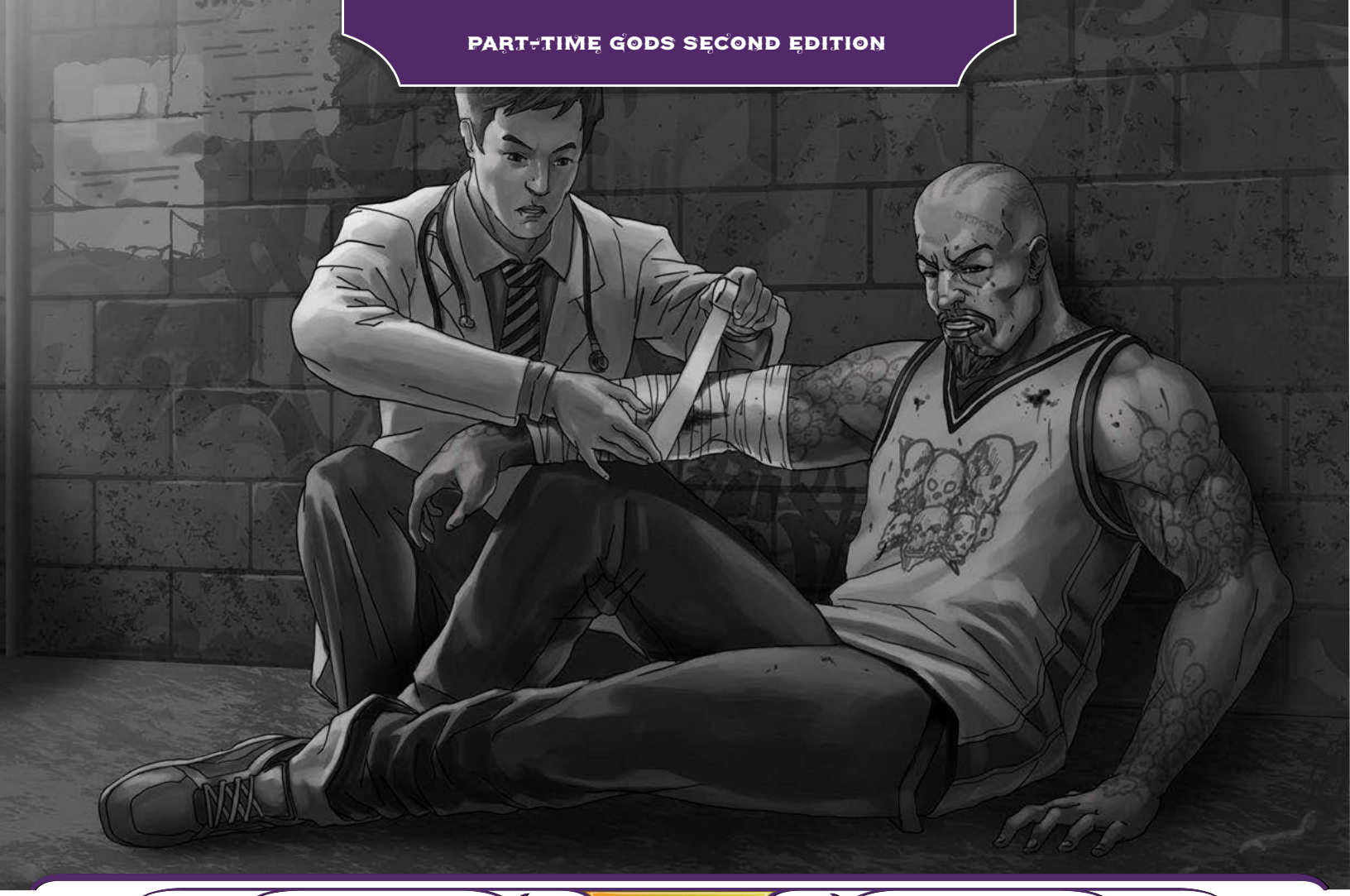
- **Escalate (Intuition + Empathy):** Screaming 'fire' in a crowded building to create chaos, telling unbearable stories to someone already depressed, or saying just the thing to push a person (or a situation) over the edge are all examples of Escalate. Quite often, it increases the levels of existing Conditions instead of creating new ones.
- **Fast Talk (Varies + Speed):** A clever character can talk around an issue (Deception) or over-explain a situation with lots of confusing jargon (Medicine or Tech) to get the outcome they want.
- **Frighten (Influence + Discipline):** The character stares the target down to frighten them. Can cause damage or the Afraid Condition.
- **Provoke (Influence + Empathy):** The character tries to get the target to do something, whether it's "drop that thing" or "you know I'm the one you want to fight." Success means the target obeys, while failure deals the character 1 mental damage.
- **Retreat (Deception + Perform):** While anyone can simply stand up and walk away from a Battle of Wits, it takes real talent to leave it gracefully without the other party chasing behind to keep the argument going. If successful, the character bows out of the conversation intact. Failure inflicts 1 mental damage and an Embarrassed 1 Condition.
- **Take Something (Deception + Empathy):** A simple statement can often be enough to steal someone's thunder, gain someone's trust, or alter their perception of the truth. The Hopeless Condition commonly accompanies this attack.
- **Uncomfortable Silence (Discipline + Empathy):** The character uses their Turn to make things uncomfortable for everyone involved. Sometimes this is done to create an opportunity for allies, but it is often just a stall tactic. The player can assign a -1 penalty per success to the Initiative value of anyone participating in the Battle of Wits. If anyone is reduced to Initiative 0, they lose their Turn. Targets who have already acted apply this penalty to the next Round.
- **Divine Powers (Varies):** Certain powers are perfect during a Battle of Wits, such as the Otherworldly Sight Truth (pg. 119), Minion (to influence others with the god's Dominion), or even Beckon (if they need to call for reinforcements).

QUICK DEFENSES

- **Big Reveal (Influence + Deception):** The character shares their computer screen, pulls out an important document, or reveals a secret that throws their target off. If the attacker is using Fast Talk or Take Something, then any successes the defender gains over the attack count as damage.
- **Give the Signal (Deception + Stealth):** Success means they deliver a secret message to someone else with a simple hand gesture or codeword hidden in their normal statements. If the player used Composure this Round, they ignore 1 damage per success (instead of every 2 successes).
- **Um, Actually... (None):** If the character has info on the topic their attacker does not know, now is the time to straighten their glasses and let their big brain out. When used correctly, this adds a bonus of (Knowledge)/2, rounded up, to their next Defense check.

STANDARD DEFENSES

- **Laugh It Off (Discipline + Deception):** They appear like they have no cares in the world, laughing off even the most volatile vitriol. It seems like nothing can touch them.
- **Stand My Ground (Empathy + Discipline):** The defender matches the attacker's intensity, taking it all in but never wavering.
- **Turn it Around (Varies + Intuition):** Whatever the attacker said, they find some way to turn it around and get on the offensive. The Primary Skill counters the attacker's (i.e. Deception against lies, Empathy against attempts to alter emotions, Influence to demand a task, etc.). Successful Defense gives a +1 bonus to damage on their next attack or a +2 Initiative bonus next Round if they've already acted this Round.
- **Divine Powers (Varies):** The same Manifestations helpful in attacking are also great for defense. Oracle is wonderful for sensing other's thoughts, while Minion can be used to make Defense almost unnecessary under the right circumstances.



TAKING DAMAGE

It is true that not every move made during a Battle causes damage, but the points of such encounters are often to degrade an opponent, whether this is physically or mentally, to end the conflict quickly. There are two types of damage a character can take, usually determined by the type of fight: Battles of Fists (physical) or Battles of Wits (mental), but the damage types can cross Battle-types. One is never safe from mental damage just because they are getting punched; if they fall after one swing that is quite embarrassing, after all.

- **Health (Physical Damage):** Hurts the body with cuts, bruises, and broken bones. Physical damage is tracked under Health by putting a "/" in the number of circles for the amount of damage they've taken. If Health ever falls to 0, the character is damaged beyond what their body can handle. They will die within (Fortitude) minutes (minimum: 1 minute) without medical attention.
- **Psyche (Mental Damage):** Harms the mind with confusion or fear. Mental damage is tracked under Psyche by putting a "/" in the number of circles for the amount of damage they've taken. If a character drops to 0 Psyche, they experience an emotional breakdown. Some pass out from mental exhaustion, while others fall into a state of compliance at the hands of the person who drove them to 0.
- **Death:** If a character is ever reduced to Health 0 and Psyche 0, they die without the chance of being revived — they have given up in both body and spirit. When one damage tracker is reduced zero, additional incoming damage is automatically converted to the other type, making is a distinct possibility under constant fire.

ANATOMY OF DAMAGE

After deciding what kind of damage is being dealt, the following is used to figure out the exact amount the target takes. **Note:** Not all of these apply to every attack.

- **Successes:** The most common damage is that from rolling more successes than one's opponent, dealing 1 damage for each overage. For example, an attacker who gets 5 successes against a defender with only 3 successes deals 2 damage.
- **Flat Damage:** Some abilities simply deal an amount of damage based on the type. Likewise, some improvised weapons may only be capable of inflicting so much damage, giving it a flat value that ignores how many successes the player rolls.
- **Damage Measure:** When using Manifestations, players can spend successes toward the Damage Measure, each one pumping the destruction by +1.
- **Weapon Damage:** If wielding a weapon, the character deals +1 damage (or +2 if the weapon is Brutal).
- **Boost Damage:** If the player rolls 3 or more successes over the defender, they have the option to deal +1 damage.

CONDITIONS

When a character has suffered a significant amount of damage, this often leads to their death... but it can also simply cause some near-deadly wounds and afflictions. Conditions are used to reflect the results of Battle that the character carries with them through periods of their lives. They can be healed, just like any wound, but the more severe, the longer it takes to recover.

When attacked, players can opt for their characters to take all the incoming damage, shift some of it to Condition levels on a 1-to-1 basis, or convert all damage to Conditions. No character may have more than four ongoing Conditions at the same time, and the total levels of all Conditions cannot go higher than 10 at any given time. Damage taken after either of these thresholds cannot be converted to Conditions. Effects that would normally cause a Condition to the character are taken as straight damage if the character has already reached their limit as well. Note: If the character has the Immunity Truth (pg. 119) or another ability allowing them to ignore a Condition type entirely, the player will never write it down on their character sheet. However, if a character has Mental Guard or something similar allowing them to ignore levels of a Condition type, they record it on their sheet, but do not start suffering effects until they've gone beyond their protection.

Example: *Manuel steps out from his cover to shoot the guy who just killed his best lead to finding the Outsider terrorizing his neighborhood. He misses with his shot but is shot in the shoulder by an unknown assailant, causing him to drop back down behind his cover. He would take 4 damage from the attack, but since he's already been in a tangle today, taking it all as damage will surely kill him. Manuel's player decides to take only 1 damage, but also jots an Injured Arm 2 Condition and a Pain 1 Condition to account for the other 3 damage.*

PHYSICAL CONDITIONS

- **Bleeding:** When bleeding, the slightest move has the chance to rupture their wound and cause even more injury. If they perform any physical Standard Action, the character must make a Moderate (2) Fortitude + Medicine check, suffering a penalty equal to their Condition Level. Success means they can continue normally. Failure causes 1 damage to Health, adds +1 Bleeding Condition Level, or causes a Dazed 1 (from blood loss) or Hopeless 1 Condition (as they realize their position).
- **Burned/Frozen:** The fighter's nerves are on fire, making it much harder to continue the battle. They suffer a penalty to physical tasks equal to the Condition Level and half this penalty for mental tasks. These characters also suffer +1 damage when struck.
- **Deprived:** This Condition reflects the inability for the character to get something they desperately need, be it food, water, oxygen, sleep, or fulfilling some urge that's keeping them up at night. While Deprived, the character cannot heal damage to Health. If they obtain a dose of the thing they need, their Deprived Condition immediately drops by 1 level, but heals normally afterward.

- **Impaired:** This Condition applies when a character's senses have been impaired, such as a flash of light blinding them or a loud bang causing temporary deafness. A penalty equal to the Condition Level applies to any checks associated with that sense, but the character may attempt to compensate with their other senses. If they do, they suffer a -1 penalty.
- **Injured:** One of the character's limbs has been injured, making it harder to use and suffering a penalty equal to the Condition Level to any check with that limb (i.e. arm, leg, hand, etc.). If forced to use their off-hand, they do so with a -1 penalty to all checks.
- **Sickened:** The character has contracted a contagious sickness that has slowed them down, creating a penalty to Initiative equal to their Condition Level. Anyone they share a Scene with must make a Moderate (2) Fortitude + Intuition check, suffering a penalty equal to half the Condition Level. If they fail, they also take on a Sickened 1 Condition.
- **Unconscious:** The force from the attack knocks the character unconscious. At the beginning of each game day that passes, the player may make a Tough (3) Fortitude + Discipline check. Success means the Condition Level drops by 1 automatically. A Failure means they lose 1 Wealth from lost wages and they continue to sleep their time away.

MENTAL CONDITIONS

- **Afraid:** Fight or flight instinct kicks in, and the character must choose in the moment. At the start of each Round of Battle with the source of their fright, the player must make a Moderate (2) Discipline + Empathy check against Fear. They suffer a penalty to this check equal to their Condition Level. A failure means they lose their Standard Action but can still make a Quick Action (usually to Move away). A Critical Failure means they lose both their Standard and Quick Actions, but can still defend normally.
- **Confused:** The character finds it hard to think, their mind is disorganized and chaotic. While the Confused Condition is active, the player subtracts a success for each 1-result when rolling. For instance, getting 1, 1, 4, 7 and 8 would normally mean 2 successes, but a Confused character would fail the check (0 successes).
- **Convinced:** The character has been swayed to a new way of thinking and finds themselves believing almost anything they are told. They suffer a penalty equal to their Condition Level to detect untruths, often believing obvious lies and doing what they are told.
- **Dazed:** The character's mind is dizzy, but they choose to push through despite their imbalance. After choosing Skills for a Combo, a Dazed character drops the Skill with the lowest level. For instance, a character sneaking through a hallway with Stealth 4 and Speed 3 would drop Speed and only roll with Stealth. A failure when Dazed is also treated like a Critical Failure.
- **Embarrassed:** The character has been embarrassed or shamed in front of people whose opinions they respect (i.e. coworkers, siblings, friends, etc.). This creates a penalty to social checks with anyone who knows about this event equal to the Condition Level, and half this penalty for everyone else because the character is down on themselves as well.
- **Hopeless:** The character has lost morale and begins to feel hopeless in the face of whatever challenge lies before them. First, they suffer a penalty to any aggressive action equal to their Condition Level — this penalty does not apply to Retreating. Secondly, while Hopeless the character cannot heal damage to Psyche. Once they are out of the hopeless situation, the Condition drops by 1, but the other levels must heal normally.
- **Overwhelmed:** The situation has gotten the better of the character and going on can lead to a mental break. If they perform any mental Standard Action, the character must make a Moderate (2) Discipline + Empathy check, suffering a penalty equal to their Condition Level. Success means they continue the fight. Failure causes 1 damage to Psyche, adds +1 Overwhelmed Condition Level, or causes a Pain 1 (from headaches) or Unconscious 1 Condition (as they faint from the stress).

CROSSOVER CONDITIONS

- **Broken:** Being damaged has made it harder to perform a specific act, suffering a penalty equal to their Condition Level to a specific Skill. For example, smashing the character's fingers in a piano makes it impossible to play (Perform), while destroying someone's credibility makes it impossible for them to lie (Deception).
- **Drunk:** Alcohol is a favorite beverage for many people, but it can affect the drinker both physically and mentally. After choosing Skills for a mental combo, the player drops their Skill with the higher level. For instance, a character attempting to scare someone with Influence 3 and Discipline 4 would drop Discipline and only roll with Influence. This effect does not apply toward checks against Fear. For physical checks, however, they suffer a penalty equal to their Condition Level. Failure means they trip over themselves and hit the ground.
- **Ignored Limits:** The character has pushed their mortal body farther than it normally can go. Once their task is done, they suffer a penalty to physical or mental checks (based on circumstances) equal to their Condition Level.
- **On the Altar:** Gods receive this Condition from boosting Manifestation effects (pg. 143). They suffer no check penalties, but it does take up one of their four Conditions they can have at any given time. Large sacrifices usually represent destroying particularly expensive items, meaning getting an On the Altar 4 Condition costs 1 Wealth, while an On the Altar 5 Condition costs 2 Wealth.
- **Pain:** The Pain Condition creates a penalty to checks equal to the current damage suffered of that type. For instance, a fighter with 3 damage to Health and 2 damage to Psyche would take a -3 penalty to physical checks and a -2 penalty to mental checks. The player can attempt a Moderate (2) Discipline + Fortitude check to ignore their pain but suffer a penalty equal to their Condition Level. Success removes their penalties until the start of their next Turn.
- **Scarred:** The character has survived extensive physical trauma, which has left them physically scarred. Until the wound heals, they suffer a penalty to social checks equal to the Condition Level. This penalty doesn't apply to using Influence to Intimidate someone, it actually adds half the Condition Level to this type of check.

HEALING

There are a number of ways for gods to heal themselves, from Truths to Manifestations to Relics. Sometimes, though, it's best just to rest and wait for the worst to pass or go see a doctor.

NATURAL HEALING

When passing from one major Scene to another, (minor or connected Scenes should not have an effect) or if a day passes in game time, a character can heal up to (Fortitude)/2 minus 1 damage from Health, or (Discipline)/2 minus 1 damage from Psyche (player's choice). These values are always rounded down. For example, a character with Fortitude 3 and Discipline 2 could only recover 1 Health when moving to a new Scene or resting for a night, since their Discipline is too low to recover on its own — they may need to see their therapist sooner than next Wednesday. This healing rate can also be affected by some abilities, Landmark Bonds, and Confidant Worshippers.

REMOVING CONDITIONS

All Conditions are ranged from Level 1 to Level 5, with higher levels being more severe and taking longer to treat and recover from. Once the period listed has passed, the Condition Level drops by 1 automatically. Some Conditions have ways to reduce them quicker, so be sure to read them all carefully.

- **Light Conditions (Level 1):** These are temporary Conditions lasting for only a single Scene. The GM may extend their duration to 2 Scenes, but these are not serious and should be shaken off quickly.
- **Lasting Conditions (Level 2-3):** These Conditions are ongoing for a number of in-game days equal to the Condition Level. For example, a Level 3 Condition will last for 3 days, before dropping to Level 2, and then lasts for 2 days before dropping to Level 1 (5 total in-game days). This healing can occur during downtime, but some stories are time sensitive and don't allow for such rest.

- **Heavy Conditions (Level 4-5):** Heavy Conditions are the most severe and longest lasting. The Condition sticks around for one Session before dropping by 1 Level. For example, a Level 5 Condition would have two entire Sessions, then 5 in-game days, and then one last Scene before being removed.

MEDICAL TREATMENT

The advances of modern medicine have created a world where even a god without the ability to help themselves magically can visit the local hospital and get patched up in almost no time. Even a doctor with medical knowledge but no equipment can save someone's life where, without the professional, the victim would most likely die.

This is the realm of the Medicine Skill, which is great for medical knowledge and diagnosis, but putting it into practice is a bit tougher than just reciting jargon. First off, characters can only treat a wound up to x2 their Medicine Skill (for damage) or equal to their Medicine Skill (for Conditions). For instance, a character with Medicine 2 couldn't even attempt to treat someone who has taken 5+ damage, and they couldn't help a patient with a Bleeding 3 Condition; that level of trauma is just more than they can handle. These limits can be raised under certain circumstances, such as being in a hospital with access to sterile environments, the right medical equipment for the job, the ability to run tests, etc. Likewise, contaminated rooms, the presence of someone with the Sickened Condition, lack of tools, etc. can cause this limitation to drop further still, until only an expert doctor can even attempt such an undertaking. No patient can be treated more than once per Scene. If the character attempts to administer treatment to themselves, they suffer a -2 penalty.

HEALTHCARE ISN'T CHEAP

Going to see a doctor of any type can be quite an expensive endeavor. If the character is assumed to have health insurance, based on their concept, then the GM may only ask for 1 Wealth. Those who are less fortunate, however, may need to pay a lot more to get the same treatment. GMs have the final say in who can be seen and for what price. In emergencies there may be no upfront Wealth expenditure, only for the character to get a bill for an astronomical amount once they've recovered.

- **Damage:** To heal damage, the healer makes a Moderate (2) check, using Medicine + an appropriate Secondary Skill that matches the circumstances. For example, they may pair it with Survival if using branches and herbs to calm the pain and putting together a makeshift leg brace, but if they need to perform surgery to stop internal bleeding, Perception may be the best Secondary Skill, as locating the internal wound can be difficult. A success means the patient heals 1 damage from either Health or Psyche. On a Boost, they heal 1 from both.
- **Conditions:** To treat a Condition, they make a Tough (3) check similar to healing damage, but suffer a penalty based on the type of Condition being treated: Light Conditions (-1), Lasting Conditions (-2), and Heavy Conditions (-3). Success reduces the Condition by -1 Level. On a Boost, they also heal 1 damage of the same type as the Condition (i.e. patient heals 1 damage from Psyche if a mental Condition was treated). Treating certain Conditions may require specific supplies or environments in order to make sense.
- **Drugs:** Modern drug companies have come up with a pill for just about any affliction in today's market. If a character can get ahold of these drugs and take one for a Condition, they can effectively ignore the effects of another Condition up to a certain level (based on the drug's potency). The Condition representing the drug doesn't have any effect other than taking up one of the character's four Condition Slots but may create other unintended effects as well. For instance, taking some medical-grade drugs may give the character a Pain Killer 3 Condition. If they also have a Pain 4 Condition, then they only treat it as Level 1. However, the GM may say the character also takes on a Confused 2 Condition, based on the painkillers clouding their mind, or even an Unconscious 2 Condition if they need to rest in order to process the medicine. The GM and player should discuss the intended effects, but drugs seldom come without a drawback.

BATTLE MODIFIERS

ARMOR

Modern gods rarely wear armor, unless it is a function of their job, and even then usually only at their job. For instance, a goddess who is a police officer could equip a bulletproof vest if going on a raid. If a character is wearing protection or has used abilities that grant Armor, this directly takes away from the successes rolled on an attack based on its level. For instance, if an attacker gets 2 successes on their attack over the defender, they would normally deal 2 damage. If the defender is wearing Armor 1, however, they only deal 1 damage.

Armor can have a value ranging from 1 to 4 and takes up to 1 minute to equip or take off. The more aspects to an Armor, the more constricting it can become, causing a -1 penalty to physical actions for every Armor level above 1, increasing even more with the Heavy or Cumbersome Qualities (see below).

Most suits of armor have two positive Qualities, as described below. The 1-point Qualities are mundane, but the 2-point qualities are often supernatural in nature and might not always be available. This doesn't mean characters can't have those qualities, but they must fit into their concept. For example, a god's Spark could have influenced otherwise mundane armor, bestowing supernatural qualities in line with their Dominion. A character cannot wear multiple armors but the protection value can stack if the character has Truths or other special abilities that grant divine Armor values.

- **Costs:** Every armor has a base cost of 2 Wealth. Positive Qualities then add a cumulative +1 Cost per Quality Level, paying for each level separately, and every negative Quality Level discounts the armor cost by -1. For instance, Resistant 1 is Cost 1, when Resistant 2 is Cost 2, etc. Negative Qualities discount the armor equal to their levels only. So, a suit of armor with Resistant 2 and Bulky 2 would be a total of Cost 3 (2 base + 1 + 2 - 2).
- **Customization:** Of course, the armor list below is not exhaustive and may require customization to fit a concept. Players have the option of adding another positive Quality at the cost of a negative Quality. Likewise, they may raise the level of an existing Quality by +1 for a negative Quality and +2 Wealth.
- **X-Proof Exceptions:** Though Armor is normally limited to level 4, X-proof armor can reach up to Armor 5 against its specific source. X-proof is also special in that it both has levels and can be acquired more than once. You could have, for example, fireproof 1 and electricity-proof 1 for a thermal isolation suit.

POSITIVE ARMOR QUALITIES

	EFFECT	COST
Aquatic	Ignore penalties for operating in or underwater.	1
Bargain	Decrease Cost by 1.	0
Heavy	Increase Armor by +2 and any Armor penalties by 1. Can't be Light.	1
Light	Lower armor penalties by 1. Can't be Heavy.	1
Practical	Only takes 1 Standard Action to equip (instead of 1 minute).	1
Resistant	Increase Armor by +1.	1 for Level 1
Subtle	Looks and feels like ordinary clothes.	2
Shield	+2 on Block/Parry attempts. Increase armor penalties by 1.	1
X-proof	Increase armor by 2 against a specific damage type (i.e. fire, kinetic, energy, bullets, etc.). Increase Armor penalties by 1.	1 for Level 1

NEGATIVE ARMOR QUALITIES

	EFFECT	COST
Bulky	Increase Armor penalties by 1.	-1/level
Cumbersome	Initiative suffers a -2 penalty.	-1
Expensive	Increase Cost by +2.	0
Fragile	If attacker gets a Boost, it breaks.	-1
Weak	Decrease Armor level by -1.	-1

EXAMPLE ARMORS

Below you will find a few examples of armor. Suits of armor marked with a * are magical and can't be bought at a general store. Dwarves usually accept Wealth or favors as payment, however.

- Armored Jumpsuit (Cost: 4) - Resistant, Light, Armor 2, Penalties 0.
- Asbestos Suit (Cost: 2) - Fireproof 2, Weak, Armor 0 (or 4 against fire), Penalties -2.
- Breastplate (Cost: 4) - Practical, Resistant, Armor 2, Penalties -1.
- Buckler (Cost: 4) - Light, Practical, Shield, Fragile, Armor 1, Penalties -1.
- Bulletproof Vest (Cost: 4) - Bulletproof 1, Light, Armor 1 (or 3 against bullets), Penalties 0.
- Coral Shield* (Cost: 5) - Aquatic, Magical, Shield, Bulky, Armor 1, Penalties -1.
- Enchanted Leather Jacket* (Cost: 5) - Fragile, Light, Resistant, Subtle, Armor 2, Penalties 0.
- Full Plate (Cost: 5) - Cumbersome, Heavy, Resistant, Armor 4, Penalties -3.
- Golden Plate* (Cost: 5) - Magical, Heavy, Armor 4, penalty -3.
- Hazmat Suit (Cost: 2) - Radiation-proof 2, Weak, Armor 0 (or 4 against radiation), Penalties 0.
- Hockey Pads (Cost: 2) - Bargain, Heavy, Armor 3, Penalties -3.
- Riot Shield (Cost: 4)- Shield, Heavy, Armor 3, Penalties -3.
- Scuba Gear (Cost: 3) - Aquatic, Cold-proof 2, Weak, Armor 1 (or 5 against cold), Penalties 0.
- Tactical Gear (Cost: 7) - Bulletproof 2, Light, Resistant, Expensive, Armor 2 (or 5 against bullets), Penalties -1.

WEAPONS

Gods are not above using mundane or magical weapons in a Battle of Fists. Regardless of the weapon used, they inflict +1 damage with an attack, but each weapon also possesses Qualities, making each of them work differently in combat. Weapon size is mostly conceptual, but a player should keep in mind whether it can be concealed on a person or if it stands out. Walking around the city with a broadsword is certain to raise some eyebrows, but a small knife can fit in their boot.

- **Cost:** Calculated the same way for Armor = 2 base Cost + qualities cost/discount. Firearms, however, cost an additional +1.
- **Customization:** A weapon has either two positive Qualities or three positive Qualities and one negative Quality. The player may choose to raise an existing Quality by +1 instead of adding a third Quality as well, but this raises its Cost by +2.
- **Firearms:** Weapons designated firearms always have Ranged (positive) and Loud (negative) in addition to any other qualities selected.

POSITIVE WEAPON QUALITIES

	EFFECT	COST
Autofire	Reload only. On a Boost, deals +1 damage.	1
Bargain	Decrease wealth cost by 1.	0
Blunt	May cause a Pain 1 Condition on a Boost.	1
Brutal	Inflicts +1 damage.	1 for Level 1
Concealable	+2 Stealth to conceal this weapon	1
Defending	+1 Free Defense check before applying penalties.	1
Disarming	May disarm opponent's weapon on a Boost.	1
Explosive	On a Boost, this weapon deals +2 additional damage. On a Critical Failure, the wielder suffers 2 damage instead.	1
Heavy	Target suffers -1 penalty to Block/Parry this weapon	1
Master-Crafted	+1 bonus to all checks with weapon.	2
Quick	A character wielding this weapon gains +1 Initiative	1
Ranged	May attack targets at Far or Distant Range. -1 penalty to attacks at Close Range.	1
Reach	May attack targets in Near Range.	1
Restraining	On a Boost, a character attacking with this weapon may initiate a Grab automatically.	1
Piercing	Weapon ignores 1 level of Armor	1 for Level 1
Sharp	May cause a Bleeding 1 Condition on a Boost.	1
Skilled	Gives +1 bonus to listed Skill while wielding.	1 for Level 1
Unbreakable	Can't be broken or disarmed.	2
Unpredictable	Target suffers -1 penalty to Dodge.	1

NEGATIVE WEAPON QUALITIES

	EFFECT	DISCOUNT
Fragile	Weapon deals -1 damage.	-1
Loud	-2 penalty to Stealth after using weapon.	-1
Messy	After this weapon is used, it is noticeably clear it was used.	-1
Recoil	-1 to Defense rolls after attacking.	-1
Reload	On a Critical Failure, wielder is out of ammo and must use a Quick Action/Defense to reload.	-1
Slow	Wielder suffers -2 Initiative.	-1
Unwieldy	Attacks with this weapon suffer a -1 penalty.	-1

EXAMPLE WEAPONS

- **Derringer (firearm, Cost: 5):** Concealable, Loud, Quick, Ranged
- **Handgun (firearm, Cost: 5):** Brutal 2, Loud, Ranged
- **Knife (Cost: 4):** Concealable, Sharp
- **Police Baton (Cost: 2):** Crushing, Defending
- **Rapier (Cost: 4):** Piercing, Defending

- **Shotgun (firearm, Cost: 4):** Brutal 2, Loud, Ranged, Reload
- **Submachine Gun (firearm, Cost: 9):** Autofire, Brutal 3, Loud, Ranged, Reload
- **Sword (Cost: 4):** Brutal, Sharp
- **Whip (Cost: 4):** Restraining, Reach, Sharp, Fragile



RANGE

Range is a major factor in Battle, since a fighter cannot strike a target they cannot reach. Below are general Ranges used in ***PTG2E***.

- **Grappling:** The combatants are so close they are touching and grabbing onto each other (see Grab, pg. 200).
- **Point Blank:** Within 1 ft. of the target. Small ranged weapons receive a +3 bonus to attack and deal double itstheir base damage. Target can Dodge as their Defense.
- **Close:** Within 5ft. of target; up close and personal.
- **Near:** Within 15ft. of target. The Reach Quality strikes at this Range without penalty. Weapons without the Ranged Quality (i.e. swords, staves, etc.) can be thrown at Near opponents, but checks suffer a -2 penalty.
- **Far:** Usually as far as the character can see clearly. Cannot throw non-ranged weapons at this Range.
- **Distant:** Too far to hit a target with any accuracy. At Distant Range, even Ranged weapons suffer a -2 penalty.

BATTLE EXAMPLES

Eloy has decided to introduce a bunch of his friends to his new game and invited them to play for the afternoon. He's readied all his materials (dice, tokens for Free Time and Wealth, notes, etc.) and printed out a few pregenerated characters for players to pick from the back of the corebook. Three of his friends show up, and they go through the characters to see which one they'd like to play. Ed decides on Aashiq (pg. 70) without reading any others, Crystal picks up Penelope (pg. 94) with a smile, and Liz grabs Manuel (pg. 98) after seeing "god of death" and grins devilishly. Everyone has already read ***Part-Time Gods Second Edition*** *before, so there is little setup or explanation involved beforehand, so Eloy decides to jump right into the action and shows them how cool battles can be.*

Eloy (GM): Your pantheon has been chasing down the shadow of a monster, just knowing that it's going to turn into something worse if you don't catch it. You corner it in an abandoned apartment building, which is good because it's away from mortals who might see you using your powers.

Liz (Manuel): Manuel is likely the first to arrive on the scene; he's ready for a fight since things have been boring in his neighborhood lately.

Crystal (Penelope): Penelope is going to show up right after him. "So, abandoned apartment huh? That's pretty convenient, dontcha think?"

Ed (Aashiq): Aashiq is out of breath, so I'm huffing and puffing over here. "Not convenient enough. Why do you two have to run everywhere you go?"

Eloy (GM): Now to search the building for the monster. If everyone can make Perception + Stealth checks and tell me how many successes you get, this is a roll for you to find the monster but not be snuck up on. I need a total of five successes from the three of you.

Everyone looks at their character sheet and adds together the values for their character's Perception and Stealth Skills. Ed has 4 dice, Crystal has 2 dice, and Liz has 2 dice.

Ed (Aashiq): I got 3, 4, 5, and 10. Two successes to get us started. Let's see if you two can get us the rest of the way there.

Liz (Manuel): I got 2 and 3, so no successes. Probably because Manuel is stomping around.

Crystal (Penelope): I got a 2 and an 8, so that's only 1. Sorry.

Eloy (GM): So, while you are searching the building, you all end up bumping into each other in the same room and startling each other. And just as that happens, a shadow creeps from the corner and turns into a Jikininki (pg. 243), Outsiders who eat dead bodies and take over the person's identity. Apparently, it got its hands on a relic to give it shadow powers as well. Its flesh mask peels back revealing terrible worms and rot underneath. Really gross stuff. It leaps at you to attack, so everyone rolls for Initiative, but with a -2 penalty since it snuck up on you.

BATTLE OF FISTS

Crystal (Penelope): My die is a 6, so I'm a 4 with -2.

Liz (Manuel): Yes! I rolled a 9, so I have 12.

Ed (Aashiq): I got 6, which means I have a 10 Initiative.

Eloy (GM): I'll roll for the Outsider who has a +6 to Initiative. It goes on 11, because I rolled 5. So, Manuel is up first. Remember you have a Quick Action and a Standard Action.

Liz (Manuel): My first action is pretty obvious; Since Manuel is a Puck-Eater... let's take a chomp out of this thing. I want to use my Quick Action to Move over to the Jikininki, and then take two actions to grab and bite.

Looking at the list of Standard Actions, Grab is a Might + Speed check, which gives Liz 5 dice, but Eloy decides to give her a -2 penalty for Manuel's multiple actions. She gets 5, 7, 9 (2 successes) on her attack, so Eloy rolls 9 dice for the monster's Defense, much to everyone's surprise, and gets 4 successes.

Liz (Manuel): I'm going to spend a Fragment to add 3 successes, so I win! Now on to the bite!

Liz marks 1 Fragment on her sheet, meaning it's spent, but that brings her total to 5 successes, which beats the monster's 4. Now, for the bite she'll roll Fighting + Might, which gives her 4 dice (5 dice + 1 for a Bite Specialty, but also a -2 penalty). Liz gets 2, 7, 9, 10 (4 successes), and she'll steal a power as long as she deals at least 1 damage. Eloy grabs 8 dice for the Jikininki defense, considering the -1 penalty each time anyone defends after the first. He gets 1, 2, 3, 3, 3, 4, 6, 9 (only 1 success!). This means Manuel inflicts 1 damage to the Outsider (4 - 1 = 3 damage, but the Jikininki also has 2 Armor which reduces the damage to 1).

Eloy (GM): The Payoff effect says you instantly turn into the last person the Jikininki ate, so Manuel changes from a buff Hispanic man to a slender woman. This also boosts your damage by +1 for a few days.

Liz (Manuel): Oh, that's weird! I love it! I was wondering what that would do.

Eloy (GM): Me too, actually. So, that makes it the Jikininki's turn now, and since you're in a grab with it, it'll be attacking Manuel. It reveals its equally gross maw and decides to also take a chomp out of Manuel. Since you're in a grab, your Standard Defense will be a Might + Speed check. What do you want to do with your Quick Defense first though?

Liz (Manuel): Nothing comes to mind for the Quick Action.

Eloy grabs 9 dice for the Outsider's Attack value and rolls 2, 2, 3, 4, 4, 6, 7, 10, 10 (5 successes). Liz rolls 5 dice for defense and gets 3, 6, 7, 7, 10 (4 successes). The Jikininki wins by 1 success, meaning the attack occurs.

Eloy (GM): And since you just took a bite out of it, it bites you back deep. I'm spending a Fragment to use its special ability Supernatural Might, to boost the damage bonus it normally gets by 2.

The Jikininki normally deals +2 damage, which would mean 3 damage to Manuel, but since Eloy spent a Fragment Manuel takes 5 damage to Health instead.

Liz (Manuel): I have 9 Health, so I'll just take it all as damage for now.

She marks 5 boxes under Health as damage.

Eloy (GM): Wow! He is tough. Okay, Aashiq is up!

Ed (Aashiq): Seeing the fighting happen so suddenly, I'm going to be activate my Pop Quiz! Curse and say that Aashiq is stunned in the moment and doesn't act this Turn.

Eloy grabs a die and tosses it into the Pantheon Pool since Ed used a Curse.

Eloy (GM): Very cool. Good use of your Curses. Okay, Penelope's Turn. What do you have Crystal?

Crystal (Penelope): Can these things get drunk?

Eloy (GM): Penelope doesn't know.

Crystal (Penelope): Okay, I'm gonna try it anyway. Penelope uses a Quick Action for Prepare, where she takes out her relic flask and fills her mouth with her special liquor. Then for my Standard Action, I spit it at the Jikininki and use my Manifestation to make it drunk.

Eloy determines that making the monster drunk will be a Beckon + Marksman for this roll. Crystal looks at her sheet, and sees she gets 5 dice (Beckon 2 + Multiply Specialty 1 + Marksman 1 + Relic bonus 1), but she also spends 1 Free Time to up her dice to 7 and rolls. Crystal gets 1, 5, 6, 7, 7, 9, 10 (5 successes).

Eloy (GM): Great roll, and I'll tell you now that it can definitely get drunk. Where do you want to spend those Measures (pg. 144)? Keep in mind that I'm taking 1 success to avoid getting Manuel in the crossfire, since they're in a grapple, and 1 success for Magnitude to represent the drunkenness.

Crystal (Penelope): Oh, that makes sense. Then for my other 3, definitely 1 on Range, so I don't have to touch it and then the other 2 successes on Modifiers to give the Jikininki a general -2 penalty to all rolls.

Eloy (GM): Oh, that's awesome, and will definitely weaken the Jikininki for the next Round. Okay, let's roll initiative again!

The group's odds are 3-to-1, so they likely have another 2 Rounds of fighting before they either win or the Jikininki retreats. In any case, that was an epic Round of Battle.

———

Later in the session, however, they track down the man responsible for selling the shadow Relic to the Jikininki out of his shop hidden in a back alley behind a Chinese restaurant called Ho Chin.

Eloy (GM): Upon entering the shop, you feel enveloped by darkness for a moment before it dissipates and reveals a well-lit antique shop headed up by a man behind a desk. "Welcome to the Shadow Market, where we sell all kinds of wares. What are you interested in today?"

Crystal (Penelope): Penelope is going to go hard on him. "I'm interested in why you sold a dangerous relic to a Jikininki. You know they eat people, right?"

BATTLE OF WITS

Eloy (GM): He says, "I hardly know what you're talking about," which means a Battle of Wits if you want to pry the info out of him. Roll Initiative. I'm going to give this guy a +4 bonus to his roll, which gives him a 13 total with my 9.

Liz (Manuel): I'm going to hang back and assist if needed.

Ed (Aashiq): Same. This is Penelope's show.

Crystal (Penelope): Well then, I rolled a 5 for a total Initiative of 9 with my +4.

Eloy (GM): So, the store owner was the last one to say anything, so he's going to await a response from you, but eyes you all up and down. I'm using Read the Room, so he can get a sense of you all. I'll give him 5 dice for this.

Eloy decided on the fly how many dice to give the Extra, based on how good he thinks they should be at this sort of thing. As a salesman, 5 dice are pretty good. He rolls 2, 2, 8, 9, 10 (4 successes). This means that he gets a +1 bonus if Eloy chooses to use Escalate or Frighten during this Battle.

Eloy (GM): For my Standard Action, I'm using Uncomfortable Silence since you are all just standing there staring at each other awkwardly. What are you doing for your Defense.

Crystal (Penelope): Nothing for my Quick Defense, but I will use my Standard Defense to Stand My Ground with Empathy + Discipline.

Eloy decides 5 dice is appropriate for this roll as well, and gets 1, 4, 6, 7, 7 (2 successes). Crystal would roll 2 dice (Discipline 0 + Empathy 2) but asks to borrow 3 dice from the Pantheon Pool. The other players agree, so now she has 5 dice as well, and rolls 4, 8, 9, 10, 10 (6 successes!). Since she rolled 4 higher than the attack, Eloy throws 1 die into the Pantheon Pool as well.

Eloy (GM): Oh yeah... you stare him down and you make the awkward silence mostly only awkward for him. Hahaha. It's your turn to go on the attack, so what does Penelope do?

Crystal (Penelope): For my Quick Action, I'm going to use Present Evidence, and I slam the relic we took from the Jikininki on the table. Then following up on that, I use Frighten and say "Show me the receipts from when you sold this to a monster. Now!"

Crystal grabs 3 dice for her Influence, but Penelope doesn't have any Discipline which the other Skill in the combo is.

Liz (Manuel): Hey Eloy, since I'm there standing behind her with a snarl, can I grant her my +1 bonus from my Authoritarian Blessing?

Eloy (GM): Sure! That'll give her one more die.

Ed (Aashiq): Can I also fill the guy up with a little bit of love so he's a little more amenable to Penelope's request?

Eloy (GM): Totally. Make a Minion + Influence roll for that and we'll see what kind of effect that has on the shop guy.

Aashiq has Minion 3, with a Specialty in Inspiring Love, and Influence 3 as well, which gives Ed 7 dice to roll. He gets 1, 4, 5, 6, 7, 7, 9 (3 successes). Ed decides to spend 1 success on Range, 1 on Magnitude, and 1 on Modifiers to give the target a -2 penalty to Discipline, which is what he'll be defending with.

Eloy (GM): That'll definitely help out. Crystal, the man's glib expression changes slightly to one of interest in Penelope, with a little bit of a raised eyebrow.

Crystal (Penelope): Thanks, Ed.

Ed (Aashiq): Hey, I think you two will be happy together.

Eloy (GM): Okay Crystal, you go ahead and make your roll with a +1 bonus from Manuel's backup, and I'll make my roll with a -2 penalty from the love, cause he kind of wants to do what you say now.

Crystal rolls 4 dice and gets 1, 6, 7, 10 (3 successes), while Eloy rolls 3 dice (5 dice - 2 penalty) and gets 2, 3, 5 (0 successes). This inflicts 3 damage to the shop guy's Threshold, but Eloy decides that instead, this will do 2 damage and give him an Overwhelmed 1 Condition.

Eloy (GM): He's basically powerless to fight back, overwhelmed by his love and his fear and everything mixed together. So, he's putty in your hands.

This is a quick mental battle, which may lead to the man revealing the next lead toward finally catching the Outsider they are after or perhaps as he attempts to give the gods the info they want he suddenly dies, meaning someone doesn't want this info leaked. Lots of different directions to go in a game as diverse as ***Part-Time Gods Second Edition****.*

Nichelle sighed deeply as she stood up from straightening the shelves on the convenience store, stretching her aching back. She glanced over at the doors where a single raven sat pecking on the glass. "Oh no, not again. I need this job. I can't get fired again." Another joined it, then another until the ground was thick with inky blackness, the entire mass writhing.

She peered into the gloom at the edge of the tree lined parking lot, picking out the form of Rex in the shadows. "Coward," she muttered under her breath. "Can't face me himself, so he sends his beasts to do his bidding."

The birds took wing as a single mass, hurling themselves at the glass. Nichelle screamed, reaching for the bat the store kept behind the counter. "**Come on!** Can't you let me have one day?"

She scanned the store for anything that could help, eyes lighting on the cleaning supplies. She grabbed a bucket and the ammonia and bleach, mixing them quickly. As the noxious fumes filled the room, spider-like cracks started spreading out from the impact point of the birds' assault. She pulled her shirt up to cover her mouth and nose and shouldered the bat. She took one last deep breath and centered herself, eyes glowing as she called on her power.

The ravens burst through in an explosion of glass and feathers, the cacophony of their caws filling the room. The fumes did their job, weakening Rex's control of them and disorienting them from their goal. She swung the bat, not wanting to injure the creatures more than she had to but not letting them get close enough to harm her either.

Rex growled, his plan failing. "If you come out now we can end this game, little sister," he called. "Just give me the amulet. You know I'll get it eventually anyway. Why not save yourself a world of pain?" He stepped forward, the shadows moving with him.

"Piss off! And don't call me that. I'm not your sister damnit!" Nichelle swung at a particularly persistent bird, sending it flying back towards Rex.

Rex smiled. "We're all related, little sister. All of the old gods' successors." His face grew hard. "Now hand over the amulet," he growled, shadows swirling ominously towards her.

Right, I am blessed by the Morrigan. She gives me strength. She stood, remembering the powers she had to command. She closed her eyes and dropped the bat, gripping the amulet around her neck and letting her Spark fill her. She opened her hand, drawing the birds to her. One by one she wrestled them from Rex's control, freeing them from his influence. Nichelle opened her eyes and gave him a feral smile. "Thank you for the reminder, big brother." She pointed a single finger at him. "I am a goddess."

With a wave of her hand she sent the ravens back at him in a flurry of feathers and caws, his screams filling the night air.

Chapter Six:



The Opposition

Danger lurks around every corner in an otherwise normal-seeming world. On one hand, there are threats from pickpockets, the god's boss constantly berating them, and the daily struggles to just stay safe in an ever-increasingly menacing society. On the other hand, Outsiders seem to creep into a god's territory just to wreck it, and other gods find joy in toying with the characters' lives. Every character in the game who is not controlled by one of the players is called an Extra (since the players' characters are the stars). The Extras in this chapter, however, are presented as potential threats to the gods in either their mortal or divine existence. The categories include:

- **Animals:** In mythic tales, the gods often battle beasts, and the same stands true today. Also, gods who can transform into animals can borrow values from those presented here.
- **Mortals:** Anything from a common thug to a politician or even just a normal person. These are the normal people who can still harm a god.
- **The Touched:** When a mortal is touched by the divine, but does not become a god, they possess extraordinary gifts that can be of use to the gods or spell their destruction.
- **Other Gods:** There are few things more dangerous to the gods than other gods. Here, GMs get access to templates used to create rival gods on the fly.
- **Outsiders:** When the Source stirred in its prison, it created the Outsiders — mythical creatures with power rivaling the gods. Some want nothing more than to drink a god's Spark, while others don't mind working with the characters.

ANTAGONIST TYPES

- **Warriors:** Warriors are Extras who are roughly the same strength as a starting character. One Warrior won't stand a chance against an entire pantheon alone, but may have other Warriors, a Squad, or even a Legion they have at their disposal, making them much more formidable.
- **Masters:** More powerful than a Warrior, Masters often have increased combat dice pools and more tricks up their sleeves when it comes defeating their enemies. Masters are assumed to have Warriors or Squads at their command if they need them, but could easily take on two to four gods at once.
- **Grand Masters:** These are the most powerful Extras a god can face, able to take on an entire pantheon by themselves. Some do, but others employ Masters as lieutenants and Squads to do their dirty work. A Grand Master is the big boss of any Story and won't show themselves without just cause. When they do, gods beware.
- **Squads:** A Squad is a group of enemies working together as a team (up to 6 members). This type of enemy often starts with a larger Threshold than any single enemy, but its value is shared among each member of the Squad. Whenever a member is taken out, the Squad takes a -1 penalty to Attack and Defense, reflecting their loss of coordinated efforts. Each member gets 1 Standard Action per Round, but only 1 Quick Action for every two members. For instance, in a Squad with Threshold 20 and four members, each member could have 5 Threshold before they are taken out. Each Round, the Squad would receive 4 Standard Actions and 2 Quick Actions.
- **Legions:** Similar to Squads, except Legions represent entire areas filled with enemies, such as a city-wide riot or a swarm of the undead wreaking havoc. A Legion's Threshold is how much damage it takes to temporarily clear the immediate area, usually for not longer than 1 or 2 Rounds, while the characters decide their next move before they are attacked again. The Battle starts anew after that time elapses. Discerning the source of the Legion is often the way to defeat it, such as taking out the god of the dead controlling the zombies or finding a way to calm the rioters. Due to their size, a Legion can have up to 8 Actions per Round and suffers no penalty to Defenses, but they do not get Quick Actions/Defenses.

FORMATTING

- **Name:** What they are generally called, and their type (i.e. Squad, Warrior, etc.)
- **Threshold:** How much damage they can take (Squads/Legions often have higher values, and multiple attacks)
- **Armor:** Damage reduction (pg. 209)
- **Spark:** The being's Spark, similar to those of the gods
- **Fragments:** Spark x2 (mortals do not have Spark)
- **Attack:** Dice rolled for attacking
- **Defense:** Dice rolled for defending
- **Initiative:** Bonus when rolling Initiative
- **Damage:** Base damage dealt when attacking
- **Skills (x dice):** This is a list of the most important skills to the Antagonist, each of them granted the suggested number of dice. For Skills not listed, the GM can simply give a value that makes sense. If an Antagonist becomes a reoccurring villain, they should also consider fleshing out the Extra with exact values and adjusted/additional Skills to reflect their powers and abilities.
- **Powers:** The special abilities of antagonists. Sometimes they mirror existing abilities that players have access to, but other times they are unique to the Extra.
- **Payoff:** The power a Puck-Eater gets for taking a bite of this Antagonist.

CONDITIONS AND ANTAGONISTS

Warriors, Masters, and Grand Masters may take on Conditions normally, just like players' characters, but limited to three Conditions (instead of four). Squads and Legions work slightly different, however. Conditions usually only affect a single target. Conditions that would affect an individual, when applied to a group of Antagonists like those are simply taken as damage. For instance, a god who uses Lash (pg. 119) and gets a Boost, would deal damage normally and then +1 damage instead of giving them a Pain 1 Condition.

ANIMALS

Antagonists come in all shapes and sizes, and this means characters may sometimes have to fight off animals. These are also helpful inspiring concepts for gods who may transform into animals.

ANIMAL SWARM (LEGION)

Locusts, snakes, ants, squirrels, and wasps may be small, but they are a threat in large numbers. Animal Swarms make it difficult for characters to move or see, and many have stingers and/or toxins to cause even worse injuries. As a Legion, the swarm receives 2 Actions per Turn.

Threshold: 15 **Armor:** 1

Attack: 8 **Defense:** 8

Initiative: +5 **Damage:** +1

Skills (3 dice): Athletics, Survival, Speed

POWERS

- **Stung:** At the beginning of every Round, everyone in the Animal Swarm uses their Quick Defense to make a Simple (1) Fortitude + Survival check. If they fail, they take 1 damage or an Overwhelmed 1 Condition (GM's choice) and their Difficulty for the following Round raises by +1.
- **Swarm:** The swarm takes over the entire battlefield, making it hard to navigate or even move. Anyone in the swarm suffers a -4 Movement penalty.

MEDIUM ANIMALS (WARRIOR)

Medium-sized animals (foxes, dogs, badgers, etc.) are often a nuisance, making the god late for a corporate meeting, important pantheon business, or family activities. They can also be companions for rival gods.

Threshold: 5 **Armor:** 0

Attack: 6 **Defense:** 6

Initiative: +4 **Damage:** +1

Skills (3 dice): Athletics, Perception, Speed, Survival

POWERS

- **Bite/Claw:** Claws and teeth are not just weapons or defense, but also tools. Animals use them to cause a Bleeding 1 Condition on a Boost.
- **Heightened Senses:** Animals have senses beyond what humans, or sometimes even gods, possess. They gain a +2 bonus to one of their five senses when they use it (for a total bonus of +5).

LARGE ANIMALS (MASTER)

Large-sized animals (horses, deer, exotic cats, bears, etc.) can act as significant threats to the gods, especially in their natural terrain, but some also work well for them, if properly tamed. They can trample to defend themselves and are even more dangerous when enraged.



Threshold: 10 **Armor:** 1

Attack: 8 **Defense:** 8

Initiative: +6 **Damage:** +2

Skills (4 dice): Athletics, Fortitude, Might, Perception, Survival

POWERS

- **Mount (Optional):** Certain animals can be made to be mounts, the rider using the animal's Movement instead of their own. Depending on the beast involved, it may raise as high as Movement 30 in some cases.
- **Strong as an Ox:** If an animal's offspring or food source is threatened, or if frightened, they can become enraged, receiving a +2 bonus to Might (for a +6 total bonus). This bonus lasts the Battle.
- **Trample:** If they can't move it, the beast runs it over. Trampling a target inflicts +1 damage (for a total +3 damage) and causes an Unconscious 1 Condition on a Boost.

MASSIVE ANIMALS (GRAND MASTER)

Whales, elephants, and hippos are examples of Huge Animals. They prove a significant physical threat to most gods since they have size and strength on their side. These animals can also act as obstacles on a battlefield.

Threshold: 17 **Armor:** 2

Attack: 10 **Defense:** 10

Initiative: +8 **Damage:** +3

Skills (5 dice): Athletics, Fighting, Fortitude, Might, Survival

POWERS

- **Pain Tolerance:** The animal is extra Tough and can ignore any Pain Conditions inflicted upon it. Likewise, they ignore the first 5 damage dealt to them during any Battle.
- **Size Matters:** When the animal hits a target, the target is knocked back at least (15 - target's Strength) feet. If this amount if more than 10 ft., they are also knocked down. In either case, the target loses their Quick Action next Turn.

MORTALS

AVERAGE PERSON (WARRIOR)

There are over seven billion people in the world, but not all of them are exceptional. The Average Person may have one thing they do well, but most of their time is spent just trying to get through the day. Everyone has their own hopes, dreams, and life goals, making each one unique in their interactions with the characters.

Threshold: 7 **Armor:** 0

Attack: 4 **Defense:** 3

Initiative: +3 **Damage:** +1

Skills (3 dice): Four skills of the GM's choice.

POWERS

- **Special Talent:** One Skill receives a +3 bonus (for a +6 total bonus).

CON ARTIST (WARRIOR)

There's always someone who wants what the gods have, and these Antagonists are just the people to take it when the god isn't paying attention. Stealthy, witty, and usually charismatic, an Expert Con Artist takes joy in earning their target's trust just before stabbing them in the back.

Threshold: 9 **Armor:** 0

Attack: 5 **Defense:** 5

Initiative: +5 **Damage:** +1

Skills (3 dice): Deception, Discipline, Empathy, Influence, Perception, Stealth

POWERS

- **Silver Tongue:** Con Artists have learned to convince anyone that the things they say are true. When they enter a Battle of Wits, any other characters participating automatically take on a Convinced 1 Condition (no resistance). The rest of their mental damage is also automatically converted to additional Convinced Condition levels but shifts to damage normally if it reaches Level 5. The Con Artist obviously has their best interests at heart, right? On a Boost during an Influence roll, the Con Artist gets the name/location of one of the god's Bonds for later use through normal conversation.
- **What Do I Want?:** The Con Artist can get dirt on whoever they want and have no qualms about using that information to their own ends. If they got a Boost on the character with Silver Tongue, they can now attempt blackmail, utilizing the same Planning and Execution phases as Bonds. The GM rolls 3 dice, and the con artist takes (7 - successes) to implement their blackmail plan (Planning Phase). The GM and player should decide on the nature of the info the con artist receives and should roleplay the character receiving the blackmail letter. If the god complies with the blackmail, they lose 2 Wealth and 1 damage to Psyche (from stress) for each in-game week (paid to the con artist) until they can find a way to end the situation. If they do not pay the blackmail, the con artist follows through on their threat. The GM rolls 4 dice and deals Strain equal to their successes to the god's Bond, and 2 damage to Psyche and a Hopeless 2 Condition to the character. Roleplaying through what happens when the Bond is Strained adds another wonderful layer of drama to the game.

THE BOSS (GRAND MASTER)

Politicians, CEOs, and crime bosses have made their occupation influencing policies, people, and gods. They do this in a variety of ways, but mostly through money and underlings to do their dirty work. They take pride in the fact they have layers of protection before enemies can take them down. That's how they have stayed safe and comfortable all these years.

Threshold: 20 **Armor:** 4

Attack: 9 **Defense:** 15

Initiative: +5 **Damage:** +2

Skills (5 dice): Deception, Discipline, Influence, Intuition, Knowledge, Speed

POWERS

- **Always Protected:** If ever in a direct engagement, the GM rolls 4 dice and the Boss calls that many henchmen to join the Battle. Each henchman is assumed to have 5 dice for both Attack and Defense and Threshold 6 (Armor: 1). They take actions on the Boss' Initiative, and deal +1 damage. All of the henchmen must be taken out before the Boss can be targeted again. If the henchmen have not been taken out within 3 Rounds, the Boss flees the Scene to fight another day.
- **Listen to Me:** Sometimes the Boss takes time to tell their enemies what he or she plans to do with them before doing so. If they do this, they roll Attack, but inflict no damage. Instead, this drains 1 Free Time from a number of targets equal to their successes.
- **With the Snap of My Fingers:** Messing with the Boss isn't the smartest choice. They know everything that happens in their city and with a figurative or even literal snap of their fingers bring harm to their enemies and everything their enemies care about. If the Boss is angered, the GM rolls 4 dice and a Bond belonging to one of the characters takes 1 Strain in (4 - successes) Scenes (minimum: 1), showing what happens when someone crosses them. They can roll only 3 dice to affect more than one target (up to 3) or deal 2 Strain instead.

CULTIST (WARRIOR)

If a Cultist has nothing else, they have faith and belong to something greater than themselves. With the backing of their god, they are the only mortals who can resist divine power and hold items of power. A mortal dabbling with powers they don't understand is a dangerous foe indeed.

Threshold: 9 **Armor:** 2

Attack: 5 **Defense:** 5

Initiative: +5 **Damage:** 3

Skills (4 dice): Athletics, Discipline, Fighting, Speed

POWERS

- **Belief Keeps Me Safe:** The god the Cultist believes in rewards their devotion and protects them from other gods and their powers. No other mortal receives this ability and it comes as quite a shock to a god who is not prepared or doesn't know who they are dealing with. Cultists may roll 3 dice to resist Manifestation effects against them by any god not their own.
- **Gift from the God:** Keeping a remnant of their god around is simply good practice and can come in especially useful. The Cultist has a level 2 Relic as outlined on Page 112.

INTERNET PERSONALITY (WARRIOR)



The Internet Personality knows how to leverage their followers and fame for good or ill. They make their living off their charisma and people skills. They spend their time cultivating their brand and making sure their followers from all around the world are always aware.

Threshold: 9 **Armor:** 0

Attack: 3 **Defense:** 3

Initiative: +5 **Damage:** +1

Skills (4 dice): Empathy, Influence, Perform, Speed, Tech

POWERS

- **Doxing:** Pissing off an Internet Personality is often a foolish choice. They are adept at getting info and can make a Moderate (2) Influence + Tech check, using both their Quick and Standard Actions to dox their target. If successful, they receive a +2 bonus to all rolls against them in a Battle of Wits.
- **Power of the Internet:** If the Internet Personality chooses to add insult to injury to a target they have used Doxing on, the GM rolls 4 dice to start spreading rumors, or harassing and doxing their Bonds as well. This deals 1 Strain per success to one of the target's Bonds. Strain taken on this way can be repaired normally by Devoting Scenes, or by spending 3 Wealth, representing security systems, lots of presents, etc.

MOB (LEGION)

A Mob can be rioters, protesters, cultists, and any other large group of people the god may have to deal with. They may have a cause to fight for or may just destroy property to celebrate their sports team's victory, but Mobs cannot be ignored. It is dangerous to get between a Mob and their mission. As a Legion, a Mob receives 3 Actions per Turn.

Threshold: 20 **Armor:** 1

Attack: 10 **Defense:** 10

Initiative: +5 **Damage:** +2

Skills (4 dice): Athletics, Fortitude, Fighting, Might, Perception

POWERS

- **No Barrier Can Hold Us:** Sometimes the only way out is through. The Mob gets a +3 bonus to go through barriers such as police barricades and short walls.
- **Rampant Destruction:** A Mob leaves decimation in their wake. If in a god's Territory, Mobs deal the associated Attachment 1 Strain each Scene.

STREET FIGHTER (WARRIOR)

A Street Fighter lives by fighting, such as petty criminals, amateur fighters, or martial artists. While the instinct to use divine might to pummel Street Fighters may seem enticing, gods need to think twice about how such actions might look for their mortal persona. They could end up in jail or even cause damage to one of their Bonds if they lose respect in their eyes.

Threshold: 9 **Armor:** 2

Attack: 7 **Defense:** 7

Initiative: +3 **Damage:** +2

Skills (3 dice): Discipline, Fighting, Fortitude, Influence, Might

POWERS

- **Improvised Weapons:** The Street Fighter is proficient in using whatever they have on hand to defend themselves. They can equip themselves with anything in the area without using a Quick Action or Defense and ignore 1 level of Armor with the weapon.
- **Keep Going:** No matter where they battle, the Street Fighter is always prepared. Street Fighters ignore any Penalty for dangerous surfaces such as ice or wet pavement.

TRAINED EMERGENCY PERSONNEL (SQUAD)

Police officers, firefighters, and other emergency personnel are frequently called to incidents the god may be involved in. Their first duty is to keep people safe and enforce laws, though the intentions and methods of emergency personnel are as varied as people. As a Squad, they often have 4 or 5 members.

Threshold: 22 **Armor:** 2

Attack: 10 **Defense:** 10

Initiative: +3 **Damage:** +2

Skills (4 dice): Empathy, Knowledge, Marksman, Medicine

POWERS

- **Call for Backup:** It's good to have backup when needed. Emergency Personnel can summon another squad for reinforcements, arriving 2 Rounds later. They can do this twice per Battle but must be under half Threshold to use it.
- **Equipped:** Emergency Personnel have specialized equipment on hand to help in their jobs. Quick Actions are not needed to equip themselves, and they gain the ability to cause a Level 1 Condition in addition to damage dealt with any attack. A Bleeding or Injured Condition may come from firearms, while gas grenades may cause a Dazed or Confused Condition. Medical Equipment can also be used to heal 3 damage by sacrificing 2 members' Actions. Depending on the neighborhood, their very presence in full equipment may cause an Afraid Condition.
- **I've Seen Everything:** An emergency worker must always be prepared and truly little surprises them. After years or sometimes even months on the job, blood gore and other oddities don't phase them anymore. They are immune to the Afraid Condition (unless from the Aura of Influence (Fear) Truth).

THE TOUCHED

The threats a god may face are not always as clear-cut as it seems. Sometimes, those threats come from entities caught between the mundane and the divine worlds, with Sparks still dormant or only half-realized in potential. Others empower themselves in malicious and wicked ways and, ever-hungry, constantly hunt for new sources of strength.

CHAMPIONS

In ancient days, gods most often promoted their high priests, spies, missionaries, and warlords from within, winnowing through the ranks of their adherents to select mortals they wished to fill the roles they desired. Each god had their preferred methods for selecting a Champion, ranging from elevating a favored human regardless of qualifications to lengthy, intensive challenges ensuring only the worthiest rose to power.

The overthrow of the Source damaged the gods' ability to raise new Champions from their followers. This caused no end of consternation amongst the pantheons until the Mesopotamian fertility goddess Inanna, the Queen of Heaven, discovered a method by which a Champion's Spark could be introduced into a family lineage. Though Inanna was the first to do so, she was not the last, and soon breeding programs, nurtured by various gods, were in full force all over the world.

As their Sparks are a gift of their bloodline, not their deity, Champions are not required to serve under a god as they did in ancient times. Many Champions, however, find worth in forging alliances with gods, for mutual defense against their common, Source-corrupted enemies.

Rank: Novice/Veteran/Exemplar

Threshold: 9/13/17 **Armor:** 1/2/3

Spark: 1/2/3 **Fragments:** 2/4/6

Attack: 6/8/10 **Defense:** 5/7/11

Initiative: +3/+5/+8 **Damage:** +1/+2/+3

Skills (3/4/5 dice): Athletics, Discipline, Fortitude, Influence, Knowledge, Perform, Tech

POWERS

- **Family Ties:** A Champion is nothing without their family and relies on their relatives to bolster and succor them as needed. Their Family Ties function just like Worshippers (pg. 122), granting the Champion the benefits of assistance, care, support, and sanctuary as needed.
- **Natural Magnetism:** Champions were once meant to lead legions of mortals in worship and prayer, and that trait remains potent to this day. A Champion seeking followers can always find them, whether they want an entourage of arm-candy or a tight-knit group of enforcers to back them up in combat. Champions automatically gain their Spark rating in successes in social rolls to obtain human followers.
- **Physical Enhancement:** By calling upon the strength of their Spark, Champions increase their physical attributes for a brief period of time, adding their Spark to a check for 1 Fragment.
- **Relics:** A Champion's Relic is an heirloom of their bloodline, passed down through successive generations until landing in their hands, and it is intimately tied to the divine nature of their family lines. This Relic is mystically tied to its Champion and is summonable. Spend 4 levels of Relics (pg. 110)

Many powers and abilities are common to Champions of all lineages, but each lineage has its own special abilities that only members of that bloodline can manifest.

- **Golden Horde:** Champions of the Golden Horde lineage are descended from the Mongol warriors guided by the Turkic god Tengri of Eastern Europe and Central Asia and are peerless riders and archers. Golden Horde Relics tend towards bows and arrows, saddles, armor, and other implements of cavalry warfare. A Golden Horde Champion is granted two powers: Screaming Arrows, which inflicts the Afraid Condition on those who hear the unholy shrieking, and Different Fingers of the Hand, allowing them once per Scene to reroll a failed attack, as long as they attack in a different manner.



- **Valkyrie:** The strength of the Valkyries flows in the veins of all members born to families of the lineage, but by either accident or design, only those who identify as women become these Champions. Valkyrie Relics tend to take the form of spears, shields, swords, or warrior garb, and usually reflect powers of death, warfare, and travel. A Valkyrie is granted two powers upon her ascension: Called to Valhalla, which permits them to sanctify and protect the corpse of a person slain in recent combat against the twisted influence of the Source; and Shieldmaiden, protecting her from aggressors who attack her first by increasing her Defense by +2.

FORSAKEN

Some gods come into their power by inheriting Sparks and Relics of older gods who, for their own reasons, choose to abdicate their roles and Domains. Not all these transfers of power are smooth and uneventful, however: for all their durability, Sparks can be fragile things, and inheriting a damaged Spark or, worse, feeling divine potential waste away just as their fingertips brush it, can drive a would-be god mad with the denial of their full divinity. They become one of the Touched, caught between gods and mortals, they are a form of demigod who is not quite an Outsider and not quite a God-Killer, but can show elements of both.

Forsaken are driven by their traumas to hunt any beings touched by the Source and take the Fragments of their victims' Sparks for their own. Only, they believe, when they have collected enough Fragments can they repair or reignite the damaged or destroyed Sparks they've inherited.

Rank: Novice/Veteran/Exemplar

Threshold: 11/14/17 **Armor:** +1/+2/+3

Spark: 1/2/3 **Fragments:** 0 (See Powers)

Attack: 5/7/10 **Defense:** 5/7/9

Initiative: +4/+5/+7 **Damage:** +2/3/4

Skills (3/4/5 dice): Discipline, Empathy, Fortitude, Influence, Knowledge, Melee, Stealth, Survival

POWERS

- **See the Light:** Like gods, Forsaken can sense Sparks in other beings.
- **Stolen Embers:** Twice per Scene, a Forsaken can draw the Fragments of a Spark out of a Manifestation used in their presence, fusing it to their own damaged Spark and replenishing their personal pool of Fragments. The Fragment cost of any abilities increases by +1 in the Forsaken's presence, including Manifestation checks. Those Fragments are stolen by the Forsaken, who may then spend them normally. Any Fragments not spent in the same Scene they were obtained vanish when the Scene ends.
- **Theft of Truth:** The Forsaken can steal a Truth from each of his opponents, metaphysically wrenching it away from the god to which it belongs and applying it to themselves. This ability costs 1 Fragment and lasts until the Forsaken steals another Truth or spends their last Fragment.
- **Unholy Fusion:** When a Forsaken has amassed enough Fragments (Current Spark x4), they internalize the power to raise their Spark level by 1, resetting their Fragments to 0. This also inflicts a Level 2 Failing upon the Forsaken as a result of the unnatural speed by which their power grows.

GOD-KILLERS

Feared and reviled by even the gods who employ them, God-Killers are either an accidental abomination or a malicious gift of the Source, depending on who is asked. Often viewed as the dark mirror to Champions, God-Killers stalk and slay gods they encounter, driven by an addiction to divine power they cannot effectively use but cannot detox from their systems. They are lean, hungry creatures, completely enthralled to their hungers, and once they focus on a victim, they stop at nothing until they take their prey.

Most God-Killers are the products of breeding programs enacted thousands of years ago by gods who used them as ruthless and relentless hunting dogs. Others find their dark calling accidentally, resulting in God-Killers who fumble their way into understanding their new condition and are prone to physical and mental symptoms

not unlike a drug addict. A rare few deliberately choose the life of a God-Killer and become the most dangerous for a god to face: having willingly become calculating, detail-oriented, and completely amoral monsters.

Rank: Novice/Veteran/Exemplar

Threshold: 10/15/20 **Armor:** 2/4/6

Spark: 2/3/4 **Fragments:** 4/6/8

Attack: 8/10/13 **Defense:** 6/8/10

Initiative: +3/+5/+8 **Damage:** +3/+4/+5

Skills (5/6/7 dice): Athletics, Deception, Discipline, Fighting, Perception, Stealth, Survival

POWERS

- **Hidden Fire:** They are not detectable by any method that allows identification or tracking of a being with a Spark. Any attempts automatically fail.
- **Kill the Flame:** God-Killers negate a god's use of Manifestations by drawing on their Fragments to cancel any attempts to harm, influence, or otherwise affect them. Spending 1 Fragment gives the target god a -4 penalty to their Manifestation check.
- **See the Light:** God-Killers innately sense beings with Sparks, as gods do (pg. 135).

Additionally, God-Killers tend to manifest different abilities based on how they come into their calling.

- **Stalkers:** God-Killer harrier-hound lineages tend to be bred with the ability to Siphon Dominions, stealing a victim's very essence and storing it within their souls to return to their patron deities. The God-Killer cannot use the Dominion themselves; they are merely vessels for their masters' plunder. They may store up to three Dominions in this fashion.
- **Slayers:** Accidental God-Killers who become addicted to the rush of slaying divine beings often discover an instinctual ability to Internalize Essence, allowing them to consume their victim's Fragments, which they can then use as Champions do to boost their physical attributes, often in the hunt for their next prey.
- **Understudies:** God-Killers who choose to become what they are eventually work out how to Mimic Dominions, the opportunity to experience a slice of fleeting and seductive godhood for themselves by using a stolen Dominion. These episodes never last long — days, maybe only hours — leaving the God-Killer in a nihilistic, empty despair... until they begin the hunt for their next victim.

SIBYLS

Human beings were not meant to see the future, and no one illustrates this as clearly as oracles. Though some are born with the gift of second-sight, many others come into their ability through accidental contact with a Spark that opens their eyes to the possibilities of the future.

Fortune tellers and mystics with knowledge of the future play critical roles in many myths, and gods would be well-advised to treat any oracle they meet with respect and civility. Sibyls usually aren't hostile to other superhuman beings, but many are driven by the shifting, oft-cloudy and uncertain directives of their visions, and can turn on their friends and allies in a heartbeat should their foretelling recommend they should.

Rank: Newbie/Experienced/Veteran

Threshold: 7/11/16 **Armor:** 0/1/2

Spark: 1/2/3 **Fragments:** 2/4/6

Attack: 5/5/7 **Defense:** 6/7/8

Initiative: +0/+1/+2 **Damage:** +1

Skills (2/3/4 dice): Crafts, Deception, Discipline, Empathy, Knowledge, Medicine, Perception

POWERS

- **Forewarning:** Often alerted far in advance to an attack taking place. At the start of every Round, they may choose to add +3 Initiative or +2 bonus to Defense checks.
- **See the Future:** No matter how their particular gift manifests, all clairvoyants possess the innate ability to foretell the future. The Sibyl can attempt to draw on their Spark to force a vision of a specific time, place, or person. Characters seeking answers may obtain additional details for 1 Fragment per major detail paid by either the questioner or the clairvoyant (if they are willing).

A Sibyl can foresee the future in many ways, from having skull-splitting headaches that precede fragmentary glimpses of potential future events to carefully ordaining sets of circumstances from card reading, casting runes, or charting stars and planets. As a result, oracles tend to come in a variety of flavors. A few examples are as follows:

- **Prophets** tend to collect followers and sycophants around them, and can Inspire Zealotry by speaking of their visions, imbuing their followers with a driving, overriding passion to see the prophecy come true. While targeted zealots don't have to be fatalistic destroyers seeking to bring to fruition the apocalyptic visions of their Prophet, they are the most likely kinds of zealots a god will encounter.
- **Clairvoyants**, in contrast, tend to be centered around a sacred site or holy place where they wait for those seeking visions of the future to come to them. They can pass a single vision onto those seeking their wisdom with See the Future, though once the vision has been shared, it is up to the recipient to interpret the omens and act accordingly, since the vision no longer inhabits the seer's mind.

UNHALLOWED

Not satisfied with their lot in life, some mortals seek out dark powers, and trade their souls for gifts and abilities they would otherwise not receive. These bargains are unholy and anathema to creation and channeling the power they've negotiated to access always leaves its mark on the sorcerer using it: youth and beauty dry and wither, health wanes, and a body's strength turns inward to eat itself whole.

The Unhallowed begin human, but quickly become enthralled to the entities they serve. Their power does not spring from an innate Spark, but a facsimile granted to them by their masters.

Rank: Novice/Veteran/Exemplar

Threshold: 12/15/18 **Armor:** 1/2/3

Spark: 2/3/4 **Fragments:** 2/5/9

Attack: 5/7/9 **Defense:** 6/7/10

Initiative: +3/+5/+7 **Damage:** +3/+4/+6

Skills (3/4/5 dice): Crafts, Deception, Discipline, Intuition, Knowledge, Medicine, Stealth

POWERS

- **Dreamwalking:** Unhallowed may enter, affect, reshape, and alter the dreams of their victims for 1 Fragment. This is usually done to lure their victim into a trap, and can be used in conjunction with Remote Viewing, Hex or through the medium of a Familiar.
- **Familiar:** A sign of their dark pacts, an Unhallowed's familiar is an extra set of eyes and ears and can allow the Unhallowed to remotely affect their victims with their powers by serving as a sympathetic link. This familiar works mechanically as a Level 3 Vassal (pg. 121).
- **Glamour Skin:** By drawing on their masters' power, the Unhallowed sorcerer can take the appearance of anyone with whom they are passingly familiar for 1 Fragment. Most Unhallowed use this to conceal the corruption that has eaten their physical forms' health, youth, and beauty.
- **Hex:** Unhallowed excel in plaguing their victims with a host of ailments, illnesses, and misfortunes, and can spend 1 Fragment to inflict random Level 2 Conditions upon their targets at whim. This ability can specifically be used in tandem with Dreamwalking, Familiar, or Remote Viewing.

- **Remote Viewing:** Using mirrors, crystal balls, pools of stagnant water, or swirling fog banks, the Unhallowed may spy on their victims from afar. This costs 1 Fragment for mortals, and 2 Fragments for a target with a Spark. Note: God-Killers are immune to this ability.

In addition, the type of pact an Unhallowed has made with their dark masters grants access to unique powers. A few examples of Unhallowed are as follows:

- **Hags** typically prey on young, naive women, and are the manifestation of fairy tale witches, twisted by jealousy and obsessed with removing any and all rivals they perceive to the Hag's assumed superiority. Their favorite weapon is Poison, which inflicts a Sickened Condition (for 1 Fragment) thematically linked to the method of administration — which may be food or drink, notably apples or wine — or through introduction into the blood, via a finger cut or pricked on a household object, like a spinning wheel.
- **Infernalists** delight in serving as lures and seducers, becoming minor devils in their own right. Their Silver-Tongued Enchanting Voice Charm beguiles and ensnares the unwary as food sources or more servants for their master, thus increasing their own standing in their master's regard. This ability inflicts either the Confused (for disposable victims) or Convinced Condition (for valuable victims), with a Level equal to Fragments spent.

OTHER GODS

Gods are not always friendly to each other, and may serve as foils, unwilling allies, and personal rivals.

- **New gods** have been active as deities for less than six months but haven't let their relative inexperience stop them from growing ambitious and developing their agendas. Dominions: 1-3.
- **Experienced gods** have been around the block a time or two and are generally established in their domains and Dominions. They may have followers which make them more dangerous and have definitely forged alliances with other gods and within their Theologies. Dominions: 4-7.
- **Veteran gods** are entrenched within their spheres of influence, and are troublesome and serious opponents for a god on the rise. Veteran gods come with years of developed resources in their arsenals, and may usually have a variety of worshipper types, alliances with other gods, or divinely-empowered animals to support and defend them in conflict with others. Dominions: 6-9.

Rank: New/Experienced/Veteran

Threshold: 10/17/22	**Armor:** 1/3/4
Spark: 2/3/5	**Fragments:** 6/9/15
Attack: 6/10/14	**Defense:** 7/11/15
Initiative: +1/+3/+5	**Damage:** +2/+6/+10

In addition to their base templates, adversarial gods have their own unique tricks and maneuvers, based on the kind of deity they are. The following additional templates are included to allow for fast, simple antagonist creation without limiting variety.

GUARDIANS

Guardians have a charge, and they will die to fulfill it. Whether they protect a place, an entire people, or just a person or thing, Guardians take their roles seriously and are not amused by anyone interfering with those roles. Possible Dominions: Bestial (Dogs, Bears), Conceptual (Duty, Protection), Elemental (Stone, Light), Emotional (Determination, Devotion), Patronage (Cops, Babysitters), Tangible (Shields, Walls), Crossover (Rebirth)

- **Skills (3/4/5 dice):** Discipline, Empathy, Fortitude, Medicine, Persuasion, Survival
- **Manifestations (3/4/5 dice):** Aegis (All), Beckon (Banish), Minion (Bestow), Ruin (Warrior), Shaping (Vessel)
- **Relic:** Mirrored Shield, Fortune's Favor, or other Relic that gives them an edge.

- **Truths (choose 2/3/4):** Aquatic, Armored, Divinely Skilled (Fortitude or Might), Healing Hands, Immunity (Ambushes), Soothing Aura, Unobscured Eyes, Visions
- **Vassals (3/4/5 dice):** Champion, Phoenix, or custom defensive Vassal
- **Worshippers (3/4/5 dice):** Chosen One, Faithful, Temple Keepers
- **Defense of the Virtuous (Unique):** Guardians can deny all harm to themselves, or the person, place, or thing they are duty-bound to protect. This ability creates a temporary Truth that protects a lone source of damage, such as "While I breathe, no fire shall harm thee." This ability costs 2 Fragments for themselves or 1 Fragment for another target.



HUNTERS

Gods of nature, wildlife, and tracking, Hunter gods excel in surviving against the odds, finding their prey and running it to ground where and when it best suits their strengths. Hunters might not always be a primary foe, but certainly any antagonist worth their salt will employ at least a few in their schemes. Possible Dominions: Bestial (Birds of Prey, Dogs), Conceptual (Predation, Glory), Elemental (Plains, Jungles), Emotional (Excitement, Respect), Patronage (Guides, Trackers), Tangible (Bows, Traps), Crossover (The Hunt)

- **Skills (3/4/5 dice):** Athletics, Discipline, Fighting, Marksman, Perception, Survival
- **Manifestations (3/4/5 dice):** Aegis (Warning), Journey (Phase), Oracle (All), Ruin (Warrior), Shaping (All)
- **Relics:** Ill Wind, Blessed Whetstone, or a custom trap/net Relic
- **Truths (choose 2/3/4):** Bane, Beast Form, Beast Tongue, First Move, Flight, Lash, Natural Weapons, Otherworldly Sight
- **Vassals (3/4/5 dice):** Hell Hound, Jikininki, or other companion for their hunts
- **Worshippers (3/4/5 dice):** Confidants, Temple Keepers
- **As the Crow Flies (Unique):** Once per Scene, a Hunter god can find even the most obscured tracks and signs, discern their prey's speed and direction, and discern the shortest, fastest, or most convenient path to their quarry. This ability costs 1 Fragment. If their quarry is aware of being hunted and is actively trying to conceal their location, this ability costs 2 Fragments instead.

PSYCHOPOMPS

Couriers of the souls of the dead, Psychopomps excel in understanding and manipulating the energies of death, ghosts, and the afterlife. Able to call upon ghostly allies and awesome powers to protect vulnerable souls, Psychopomps can be powerful allies or implacable enemies. Possible Dominions: Bestial (Ravens, Jackals), Conceptual (Loyalty, Names), Elemental (Ice, Earth), Emotional (Grief, Contentment), Patronage (Undertakers, Murderers), Tangible (Coffins, Tombs), Crossover (Death)

- **Skills (3/4/5 dice):** Deception, Empathy, Influence, Intuition, Stealth, Travel
- **Manifestations (3/4/5 dice):** Aegis (Purge), Beckon (Banish), Puppetry (Transfer), Ruin (Blast, Geas),

Soul (All)

- **Relics:** Eternal Coffin, Cloak of Invisibility, or a custom death-inspired Relic
- **Truths (choose 2/3/4):** Beast Form, Divinely Skilled (Empathy or Medicine), Extra Appendages (Head), Healing Hands, Immunity (Spirit Attacks), Otherworldly Sight, Regeneration, Tongues
- **Vassals (3/4/5 dice):** Unhallowed, Cloaks, or another death-related Vassal
- **Worshippers (3/4/5 dice):** Givers, Preachers, Temple Keepers
- **Reaper's Call (Unique):** Once per Scene, the Psychopomp can call to spirits (usually ghosts), cajoling them to aid the god against all foes. This ability costs 1 Fragment and a roll of 4 dice, temporarily summoning an allied spirit for each success.

RIVAL

Some gods find the purpose of existence in acting as a foil and rival for another god. Though it is a valid role to fulfill, many gods who came to be Rivals to another find it unsatisfying, even frustrating, leaving them with ever-increasing malice and inferiority complexes they have no problem taking out on the gods they consider are causing them grief.

When introducing one or more Rival gods into a game, the GM should choose a player character to attach to each antagonist, and tailor their motives, Dominions, Truths, Manifestations and Skills accordingly. Possible Dominions: The opposite of their Rival, such as Fire and Ice, Destiny and Fate, or Cats and Dogs.

- **Skills (3/4/5 dice):** The Rival takes on their opponent's six highest Skills.
- **Manifestations (3/4/5 dice):** Same as their Opponent, to prove they are better at divine magic.
- **Relics:** Ones that reflect the opposite of their Rival, such as Epic Swords vs. Divine Shields, Boots of flight vs. Hats of burrowing, etc. Relics that store additional Fragments are a favorite, as well.
- **Truths (choose 2/3/4):** First Move, and then additional Truths that match their opponent
- **Vassals (3/4/5 dice):** Same as opponent
- **Worshippers (3/4/5 dice):** Same as opponent
- **Anything You Can Do (Unique):** Rival gods can co-opt or usurp a beneficial effect manifested by their opponent, receiving the benefits as if they themselves manifested the power. This ability carries a cumulative 1 Fragment cost per use. For example, the first use costs 1 Fragment, while the second costs 2 Fragments and the third costs 3 Fragments.

TEMPLARS

Templars are wealthy and well-connected gods. They move in rarefied circles often incomprehensible to those beyond the bounds of those circles and possess vast resources to draw from to ruin an enemy's life. Always looking for an angle, a Templar is self-interested enough to know when it's in their best interest to turncoat and betray an ally, and not always loyal or disciplined enough to resist the urge to do so. Possible Dominions: Bestial (Eagles, Foxes), Conceptual (Communication, Prosperity), Elemental (Paper, Oil), Emotional (Greed, Power), Patronage (Fixers, Bankers), Tangible (Media, Rumors), Crossover (Fashion)

- **Skills (3/4/5 dice):** Crafts, Deception, Influence, Knowledge, Perform, Tech
- **Manifestations (3/4/5 dice):** Beckon (Multiply), Minion (All), Oracle (Read Minds), Puppetry (Marionette), Ruin (Geas)
- **Truths (choose 2/3/4):** Aura of Influence (Awe), Divinely Skilled (Influence or Perform), Immunity (Being Lied To), Lash, Soothing Aura, Telepathy, Unobscured Eyes, Visions
- **Relics:** Chalice of Attraction, Scarab of Eternity, or custom Relics based on Communication
- **Vassals (3/4/5 dice):** Ningyo, Elves, or any other since they're so well connected.
- **Worshippers (3/4/5 dice):** Chosen One, Confidants, Givers, Zealots

- **Beneficial Networking (Unique):** Once per Scene, the Templar can produce any good or service their allies require or deny goods and services their enemies require, with a single phone call or text message. In either situation, the god benefits as the middleman, earning +2 Fragments to use during the Scene or lowering the usefulness of their Attachments, making them act as if they were 2 Levels lower.

TRICKSTERS

Pranksters, thieves, spies, provocateurs, agents of change, fomenters of chaos. Gods of Mischief excel in teaching lessons to fools and braggarts in maliciously ironic fashions. Tricksters think creatively, find unconventional solutions, and turn failures into unexpected victories. Possible Dominions: Bestial (Spiders, Snakes), Conceptual (Lies, Gambling), Elemental (Air, Shadows), Emotional (Betrayal, Malice), Patron (Con Artists, Gamblers), Tangible (Games, Casinos), Crossover (Mischief),

- **Skills (3/4/5 dice):** Deception, Intuition, Marksman, Perform, Stealth, Tech
- **Manifestations (3/4/5 dice):** Beckon (Summon), Journey (Blink), Puppetry (All), Shaping (Transmutation), Soul (Figments and Redefine)
- **Relics:** Skeleton Key, Ancient Timepiece, or custom Relic that causes shock and surprise
- **Truths (Choose 2/3/4):** Armored, Beast Form, Divinely Skilled (Deception or Speed), First Move, Immunity (Pranks), Otherworldly Sight, Telepathy, Tongues
- **Vassals (3/4/5 dice):** Clairvoyants, Satyr, or others who aid in their tricks
- **Worshippers (3/4/5 dice):** Preachers, Zealots
- **Liar's Gambit (Unique):** Once per Scene, a Trickster god can convince their target of a single fact's absolute truth, no matter how ludicrous or unrealistic it may sound, inflicting a Convinced 3 Condition. The victim's perceptions and beliefs are also affected, such as seeing green skies instead of blue if convinced of such a thing. Divine beings cost 1 Fragment, however, and may resist with a Tough (3) Discipline + Knowledge check. Success means they are immune for (Spark) days.

WARLORDS

Soldiers, commanders, guerrilla fighters, mercenaries, and bandits on the road. Warlords are gods who excel in martial prowess and live for battle. They tend to like to settle their grievances on the battlefield, but not all are honorable opponents, some preferring to ambush their targets when it most benefits them to do so. Possible Dominions: Bestial (Wolves, Lions), Conceptual (Conflict, Hostility), Elemental (Fire, Deserts), Emotional (Fury, Fear), Patronage (Soldiers, Gladiators), Tangible (Battlefields, Borders), Crossover (War).

- **Skills (3/4/5 dice):** Athletics, Fighting, Fortitude, Might, Speed, Survival
- **Manifestations (3/4/5 dice):** Aegis (Protection Field), Journey (Swift), Ruin (All), Shaping (Ambience)
- **Relics:** Metalwood Bat, Maelstrom Armor, or custom weapons/armor
- **Truths (choose 2/3/4):** Armored, Aura of Influence (Fear), Bane, Colossal Size, Divinely Skilled (Fighting or Athletics), Extra Appendages (Arms), Natural Weapons, Regeneration
- **Vassals (3/4/5 dice):** Champions, God-Killers, Tengu, or others who aid in battle
- **Worshippers (3/4/5 dice):** Temple Keepers, Zealots
- **Fearsome Might (Unique):** Once per Scene, a Warlord god can negate their target's courage, forcing them to flee in abject terror. The god spends 1 Fragment to surround themselves in an aura of fear, and any successful attack (physical or mental) that inflicts damage, also inflicts an Afraid 1 Condition. They then receive a bonus against a target equal to their target's Afraid Condition. This ability works automatically on mortals, but targets with a Spark may resist with a Tough (3) Empathy + Discipline check against each attempt.

OUTSIDERS

The Outsiders are mythical and legendary beings who exist outside of modern society. Some are bestial, while others possess a human intellect, making each one unique. Outsiders are, by nature, loners, or at least wary of approaching others not their kind, but there are some who work directly with certain gods as well.

- **Reminder:** Pay-Offs listed are special effects for Puck-Eaters (pg. 96).

CHERUB (WARRIOR)

Vassal: 2

A cherub is a small being with bird wings, often looking like a baby. Despite their appearance, however, these creatures are often thousands of years old, and often have belligerent and foul mouths that run counter to their adorable features. In truth, the only reason they visit this dimension is because they are fond of meddling in the lives of mortals. With their trusty bow and arrow, a Cherub can fire an arrow of unending love into a target, making them deeply infatuated with the next person the target views. Of course, their arrows often destroy existing relationships and throw their victims' lives off course, but Cherubs are not held to the strands of fate like other creatures. It should be stated that some Cherubs are altruistic and look to help people meet their soulmates, but the vast majority have become jaded in the modern day.

These beings cannot actually die. They hail from a strange dimension made of clouds and simply return there if they are defeated. However, they are stuck for one year before they can return to Earth for more fun — the cost for them losing.

Threshold: 9 **Armor:** 1

Spark: 3 **Fragments:** 6

Attack: 8 **Defense:** 6

Initiative: +4 **Damage:** +1

Skills (2 dice): Empathy, Influence, Knowledge, Marksman, Speed, Travel

POWERS

- **Arrow of Love:** When a Cherub fires their bow at a target, they can deal damage normally or, for 1 Fragment, may afflict them with an "In Love" 5 Condition. The next person the victim looks at is the target of their affections, and they become obsessed with doing anything to have their feelings returned. This can often go to dark places like stalking and physical threats, but it is all for the Cherub's amusement. The effects fade if the Cherub is defeated, or if they are bargained with... which usually has a hefty price.
- **Out of Sight:** For 1 Fragment, a Cherub can make themselves invisible to any onlookers. They use this frequently to spy on their victims and see what becomes of their love. They cannot cause damage in this form, however.
- **Portals:** Cherubs can open portals and travel anywhere within a 30-mile radius (or back to their home dimension) on a whim. This makes them difficult to track down or defeat.

Payoff - The Look of Love: The god may spend 1 Fragment to make someone fall in love with them, inflicting a Level 1 Condition on their target similar to the Arrow of Love power (See pg. 269 for notes on player consent and agreement).

CLOAKS (GRAND MASTER)

Vassal: 5 (Requires Spark 3)

Robed figures from the realms of the dead, Cloaks are the source of various legends of Grim Reapers, death gods, and other sinister specters. They don't regularly inhabit Earth, instead traveling from the lands of the dead through portals or gateways when called to reap souls.

Cloaks are strict and unrelenting, unwilling, or perhaps unable to abandon their quest for a living soul once targeted. However, there is one key exception: besting one in a fair game of chance will win a reprieve for the target. This reprieve may give targets a period of time free from their attentions, though rarely do Cloaks forever abandon their hunt if bested. Despite — or perhaps because of the challenge this limitation presents — Cloaks love such games and contests. They readily agree to engage in one and maybe even allow another to play in the place of their target, provided this champion agrees to be taken as well if they lose. Cheating a Cloak is a bad idea and earns their eternal enmity.

Threshold: 24 **Armor:** 2

Spark: 4 **Fragments:** 8

Attack: 13 **Defense:** 15

Initiative: +10 **Damage:** +2

Skills (5 dice): Crafts, Discipline, Fortitude, Knowledge, Speed, Stealth, Travel

POWERS

- **Death Touch:** For 1 Fragment, Cloaks may instantly kill any mortal they touch. This doesn't work on creatures with Spark.
- **Death Travels Swiftly:** Cloaks can move through objects and walls freely and can walk on water and even air as if it were solid ground. For 1 Fragment, a Cloak can also teleport to any location they can see or know well.
- **Deathless:** Cloaks cannot be killed outside their own realms. If they would be killed, they instead vanish and return to their native realm and cannot leave their realm for seven days.
- **Undetectable:** Mortals cannot detect Cloaks if they do not wish it. Gods may detect them with Otherworldly Senses (pg. 119) or similar detection Manifestations.

Payoff - One More Chance: They can avoid one instance of death or trade this chance to another individual they touch. Alternatively, they may extend your immortality by 25 years.

DEVOURERS (SQUAD)

Vassal: 4

Devourers are twisted cannibalistic beings whose humanity gave way to corruption and endless hunger. While perhaps the most famous Devourers are the wendigo of Algonquian lore or the ghuls of Arabic lore, there are tales of evil flesh-eaters found across the world and in history, from modern horror films to the legend of Sawney Bean. A Devourer is created when a person tastes of human flesh with such relish or enjoyment they invite primordial demonic forces to join with their souls. The human hunger and infernal power transforms the cannibal into a supernaturally powerful being who is neither fully human nor completely demonic spirit, but something in-between.

Flesh gives these creatures power — the more they consume, the stronger they become. Devourers appear humanoid, though they are usually pale, gaunt, and have a glint of hungry madness in their eyes making them decidedly inhuman in appearance. They tend to organize into families or clans of four or five members (Squads) to aid their hunting, though occasionally a particularly antisocial or powerful Devourer will operate alone. While many Devourers prefer fresh or raw meat, modern cooking and refrigeration methods have opened a whole new world for these creatures, and their pantries, smokehouses, and freezers are filled with all manner of disturbing "organic meats."

Threshold: 25 **Armor:** 1

Spark: 2 **Fragments:** 4

Attack: 11 **Defense:** 10

Initiative: 7 **Damage:** +1

Skills (3 dice): Athletics, Empathy, Fighting, Stealth, Fortitude, Might, Survival

POWERS

- **Eat to Live:** A Devourer gains Regeneration (pg. 120) for an hour after they eat human flesh. They must consume at least one pound per Spark to use this ability, though they can "store" up to five times this amount by gorging themselves in one sitting, giving them five hours of Regeneration before the effects of their meal wears off.
- **Feeding Frenzy:** By spending 1 Fragment, the Devourer boosts their physical traits to make it easier to stalk and kill their prey. They gain +1 Attack, +1 Defense, +1 Initiative, and +1 damage for the Battle. When using this power, they look less human, with red or yellow eyes, fangs, and claws, and enlarged mouths and hands.
- **Human Guise:** By spending 1 Fragment, the Devourers can take a human form for the Scene. A Devourer who has fed in the last hour or has not eaten in three days cannot hide their true nature.
- **Tasty!:** A Devourer who takes a bite out of a Puck-Eater gains the last Payoff they acquired.

Payoff - Gain Eat to Live: This may open up the Puck-Eater to becoming an Devourer themselves if a demonic spirit powerful enough to influence and transform them is nearby. Some gods have been known to become Devourers themselves if they feast on these Outsiders too many times.

DJINN (MASTER)

Vassal: Not Available



Mischievous and malicious wish-granters, the Djinn are powerful fire spirits who saw most of their kind imprisoned during the God Wars. Trapped in specially crafted brass lamps and other devices, these creatures are bound to serve whoever finds and frees them. However, millennia of servitude have rendered the Djinn bitter and crafty. They always take the most destructive and chaotic path to servitude, often twisting the letter of a master's wish to cause unintended effects.

One might charm a Djinn by promising to free it after some task is performed, but this is a dangerous undertaking. Some Djinn will seek to slay their former master once freed, and others desire to punish the gods, their followers, and even all existence for their imprisonment. Freed Djinn are far from harmless or benevolent, and their previous master is often their first victim.

Threshold: 16 **Armor:** 2

Spark: 3 **Fragments:** 6

Attack: 10 **Defense:** 10

Initiative: +6 **Damage:** +1

Skills (4 dice): Crafts, Deception, Discipline, Empathy, Beckon, Shaping

POWERS

- **Itty Bitty Living Space:** A Djinn's master can order them to return to their lamp at any time. If the master dies or surrenders possession of the lamp with a Djinn trapped inside, the next person to find the lamp and unleash the Djinn (by accident or on purpose), becomes its new master.
- **Phenomenal Cosmic Power:** In addition to having access to the Beckon and Shaping Manifestations with a Dominion set to whatever their "master" wishes, Djinn can also appear as any other person, object, or animal at will. When directly engaged in the fulfillment of their current master's wish, the Djinn also receive a +2 bonus to all relevant actions and can draw from up to +2 Fragments. They may also spend 1 Fragment to access another Manifestation for the Scene, provided it is necessary to serve their master's wishes. The Manifestation for this temporary power is the same as their other skills (default 4 dice).

Payoff - Make a Wish: One single use of Beckon or Shaping as if the Djinn had performed it themselves.

DWARVES (WARRIOR)

Vassal: 3

Stout masters of earthcraft and weapon-making, dwarf folk are among the most talented of all the Relic-making and divinely-inspired weaponsmiths. Sought as allies and servants during the God Wars, dwarves know their value as smiths and makers of grand machines and deadly arms. To recruit a dwarf to make a weapon these days is a costly endeavor, though nearly always worth the trouble.

Known for their greed and desire for material things, many dwarves hoard treasure as a form of status and protection. They know they cannot match the gods and heroes whom they arm for power or glory, but they can demand great sums for their vital skills.

Threshold: 15 **Armor:** 3

Spark: 2 **Fragments:** 4

Attack: 9 **Defense:** 8

Initiative: +3 **Damage:** +2

Skills (4 dice): Athletics, Fortitude, Knowledge, Survival, Technology

POWERS

- **Dwarven Improvements:** For 1 Fragment and given an hour's time, a dwarf may improve an existing weapon or armor, increasing its Damage by 1, its Range by 25 percent, or its Armor by 1.
- **Famed Crafters:** A dwarf has 5 dice in the Crafts skill and may reroll any failed dice in their initial roll once.
- **Relics:** Dwarves usually have a Relic or two at their disposal, either an heirloom or one of their own making. The GM can spend 6 points to buy Relics for the dwarf; this means they could have a Level 5 and a Level 1, two Level 3s, or any other combination adding up to 6.

Payoff: Gains Famed Crafters, but they are also somewhat shorter and broader.

ELVES (WARRIOR)

Vassal: 3

While fans of modern media may expect elves to be pretty, airy beings of grace and light, this oft-accurate outward appearance hides a dark truth. Elves were the lords of the mad and wild lands of the Faerie, where they served as absolute rulers of their subjects. They seduced mortals to leave all they loved for sport and destroyed children in body and spirit on a whim. Elves were mighty, terrifying, and frankly? Kinda jerky. While ancient tales might speak of the occasional great love between an elf maid and a mortal, they just as often spoke of how the Erlking or other great elf lord hunted children or drove mortals to despair and insanity.

With the decline of their connection to the source, Elves have lost much of their terrifying glamour and replaced it with a competent bitterness. Modern elves appear more human but compensate by placing themselves in elevated positions in mortal society. They are among the secret elite of the world, creatures of wealth who want for nothing save the lost power and splendor they can never again possess. This understandably makes many Elves arrogant and unpleasant to deal with for extended periods of time, as they see themselves as angelic and enlightened beings forced to deal with the 'lower classes', such as humanity.

Threshold: 14 **Armor:** 1

Spark: 3 **Fragments:** 6

Attack: 8 **Defense:** 8

Initiative: +5 **Damage:** +1

Skills (4 dice): Acrobatics, Knowledge, Medicine, Perception, Perform, Persuasion, Stealth, Survival

POWERS

- **Beast Speech:** Elves can speak to a number of animals equal to the Beast Tongue Truth (pg. 118).
- **Creatures of Light and Shadow:** As beings of magic and possessing great power, many Elves possess mystical powers. Elves are considered to be of the Elemental Dominion, associated with forests, lakes, glens, or other natural areas. They receive the In My Element blessing for this Dominion (pg. 63). They also receive 3 Manifestation skills (GM's choice), one at Level 5 and the other two at Level 3. Ruin, Shaping, and Oracle are common but hardly uniform.

Payoff - Glamorous: +1 Perform and +1 Influence, as well as a +1 bonus to any Manifestations the Elf possessed. However, the god appears noticeably elfin with a slender frame and pointed ears.

GIANTS (GRAND MASTER)

The mythology and folklore of most cultures on earth boast stories of gigantic-sized humans. Not only are Giants huge, but they are also incredibly strong. They stand tall, around 15 to 20 feet, and tend to live under bridges, in caves, out in the wilderness, or in separate cities in the clouds, since they tend to stick out like a sore thumb. They were once as powerful as the gods themselves, fighting in the legendary God Wars among many gods, and still are to some degree. Giants are famous hoarders, and collect riches, Relics, and even servants.

Their history speaks of one great giant, named Atlas. It was the size of the world itself but was cut into pieces by the gods in their eternal jealousy. Each of this giant's parts broke apart, giving birth to each species of giant that exists today. Cyclops were born from Atlas's hands, while Front Giants from his keen mind. Each Giant believes themselves the best part of Atlas, which leads to arguments and even wars between Giants. Good fences make good neighbors in this case.

Threshold: 25 **Armor:** 3

Spark: 5 **Fragments:** 10

Attack: 16 **Defense:** 15

Initiative: +5 **Damage:** +4

Skills (4 dice): Athletics, Crafts, Fighting, Fortitude, Influence, Might, Travel

POWERS

- **Birth Dominion:** Each Giant possesses two Dominions, determined by their species. They receive 4 Levels for one Manifestation of choice, and 2 Levels of all others. They manipulate their Dominion the same as any god, combining a Manifestation + Skill, and may spend Fragments normally.
- **Incredibly Strong:** There is no object they cannot lift, granting Divinely Skilled (Might).
- **Terrifying:** Giants are towering, and it inspires fear in anyone who witnesses them. Everyone who encounters a Giant must make a Moderate (2) Discipline + Empathy check or they suffer an Afraid 2 Condition. If it is their first time seeing a Giant in person, they automatically fail.

Payoff - Giant's Gift: Gain Divinely Skilled (Might) or Colossal Size.

CYCLOPS

The easiest way to identify a Cyclops from other giants is by their single large eye in the middle of their face, instead of two. They're the skilled blacksmiths of the Giants who provided weapons and Relics to both sides during the God Wars. Cyclops don't just construct weapons, however; anything from decorations or works of art, fortifications like fences or walls, or anything else that can be smithed falls under their purview. They usually make giant-sized items for typical use but can craft almost anything human-sized as well, in about half the time. They tend to live in hidden enclaves in rural areas with close family and friends, only allowing outsiders entrance if they present tribute. Many gods seek them out for Relics when dwarves are scarce or uncooperative.

- **Dominions:** Family (Conceptual) and The Forge (Tangible).

FIRE GIANTS

Fire Giants, born from Atlas' heart, are terrifying bringers of mass destruction, appearing as creatures of molten lava, with burning steam escaping through cracks at their skin and joints. When they open their mouths they often exhale flames, especially when they shout. They're overly aggressive and love to fight, and during the God Wars were notorious for claiming a large amount of land and waiting for someone to come and challenge them for it — a trick they still use today. Fire Giants are quick to temper and have a culture of fighting each other to blow off steam, seal deals, celebrate marriages, or for any reason really. When their temper flares, everything in their path burns alongside their anger, laying to waste entire towns at a time.

- **Dominions:** Anger (Emotional) and Fire (Elemental).

FROST GIANTS

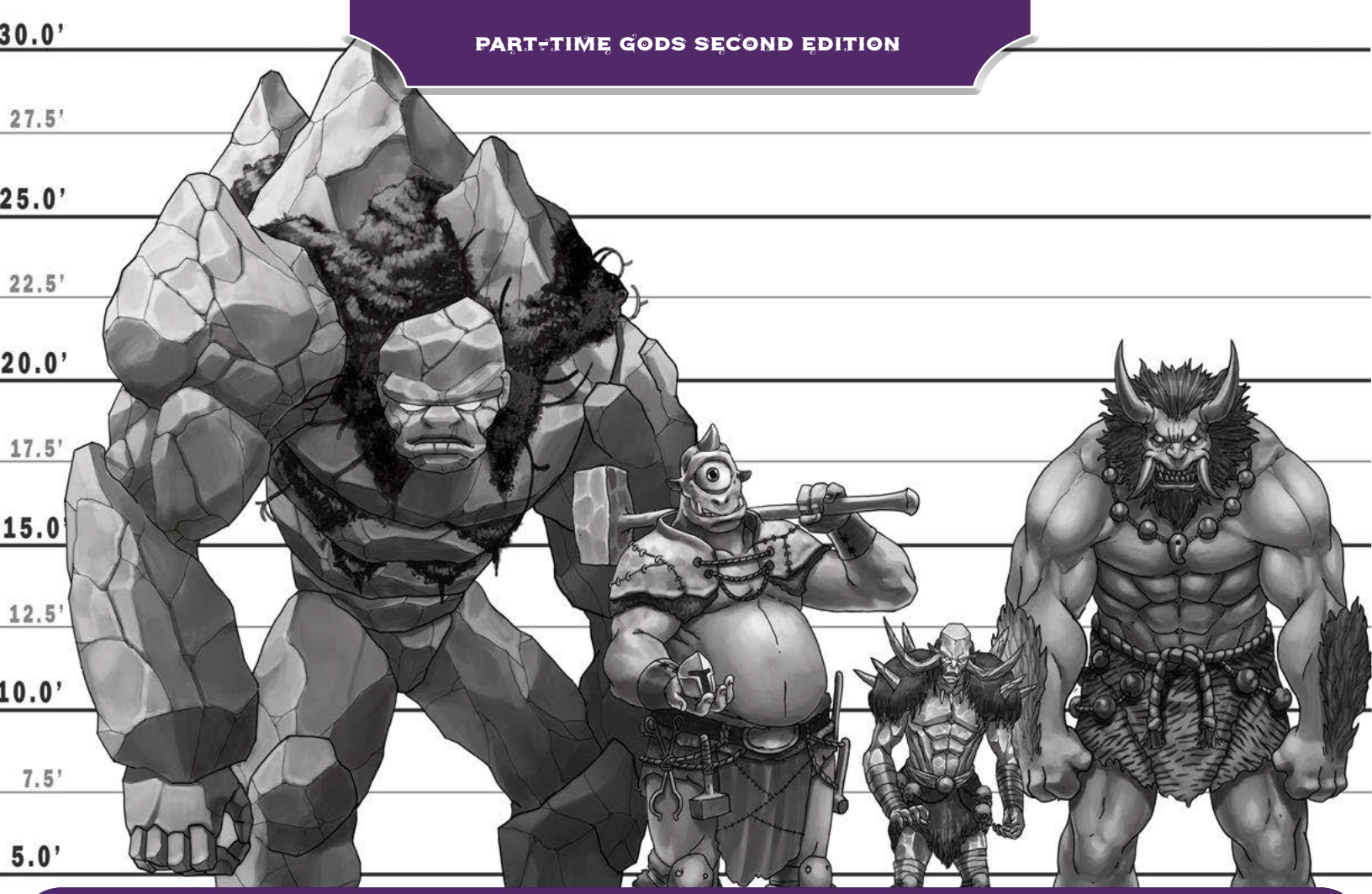
Frost Giants are the shortest of the giants, only standing about 12- feet tall, but they are perhaps the most sinister. Their forms are blue and chiseled in abstract ice patterns, and everything they touch freezes. Frost Giants are often cunning enough to manipulate other Giants to do their bidding, a trait that historically has led to their ruling armies, cities, and cults from their secluded havens. Beware should someone need to get into a battle of wits with one of these giants, for they are expert negotiators born from Atlas' mind.

- **Dominions:** Ice (Elemental) and Trickery (Crossover).

MOUNTAIN GIANTS

Mountain Giants are the most commonly referenced giants in fairy tales and folklore. They loom above even the other Giants at a whopping 30- feet tall, and their skin is tough like the surface of a boulder with moss and twigs sprouting from their bodies. They are essentially walking mountains. Born from Atlas' muscles, what else does one expect? Mountain Giants usually stick close to mountainous caves or deep, rocky caverns underneath rock formations. They are quite aware of their physical power, knowing that their allegiance to any side of a conflict can spell almost instant death to their opponents. Their numbers, however, have become strictly neutral, even bowing entirely out of the God Wars. Their aggression comes almost exclusively from others venturing into their territory, so wayward travelers beware.

- **Dominions:** Earth (Elemental) and Woodland Beasts (Bestial).



ONI

The Oni are giants familiar in Japanese folklore since many of them were direct adversaries to Japanese pantheons in the past. Their skin is red, their tusks and horns sharp, and they are fond of adorning themselves in tiger-skin robes. Where Oni go, chaos follows. They are known to join armies on a whim, switching alliances just as nonchalantly, all of which only increases the chaos on the battlefield. Oni are destroyers, jumping through portals to various parts of the world in order to wreak havoc and then disappearing to another to do the same. Oni are terrifying in their lack of motive, unpredictable because they rarely have long-term goals. They believe they were born from Atlas' teeth, while most other Giants say they were born from Atlas' jagged toenails.

- **Dominions:** Chaos (Crossover) and Portals (Tangible).

STORM GIANTS

Storm Giants came from the skies, riding lightning and laughing like thunder upon the earth. They are personifications of the storms they come from, their skin translucent — lighting and thunder coursing underneath with their raging spirits. Despite their enormous size, they are as swift as the wind and have led many battles against the gods in their time. Born from Atlas' tongue, Storm Giants prefer to be worshipped, having mortal cults provide them with Relics they then horde in their cities in the clouds. These giants often threaten followers with terrible floods or hurricanes should their desires not be heeded.

- **Dominions:** Leadership (Conceptual) and Weather (Elemental).

GORGONS (MASTER)

Vassal: 3

Once confined to the dreaded Medusa and her two sisters, now this terrifying species includes followers and worshippers of these powerful women. Using the blood of slain Medusa to transform themselves into half-snake creatures, Gorgons possess a visage so terrible it turns those who look upon them to stone. Most Gorgons transformed themselves out of despair or rage, becoming a plague upon humanity in misanthropic revenge for wrongs done to them, real or imagined. However, other Gorgons were cursed by the gods or otherwise chosen against their will. These Gorgons are invariably more dangerous and nihilistic than their sisters.

Gorgons can often hide in plain sight, as long as they cover their hair, so living normal modern lives is an option for them. However, their beauty is often enchanting and can attract the wrong attention from mortals. For this reason, they prefer to communicate through electronic means unless personal meetings are necessary.

Threshold: 17 **Armor:** 1

Spark: 2 **Fragments:** 4

Attack: 11 **Defense:** 9

Initiative: +5 **Damage:** +1

Skills (3 dice): Athletics, Influence, Intimidation, Knowledge, Medicine, Stealth

POWERS

- **Beauty Beyond Compare:** Gorgons carry a strange beauty unlike most humans. When face-to-face with a mortal, their appearance can affect a person in one of two ways: make them enamored with the Gorgon, taking a Convince 1 Condition, or make the person feel insecure about their own looks, taking on a Hopeless 1 Condition. There is no roll to resist this, but this effect only affects a person once in a Scene.
- **Snake Hair:** Their hair is composed of a collection, usually anywhere from 5 to 10, of slender, living snakes — making it impossible to ambush a Gorgon, unless they've covered their hair. Likewise, this grants them Perception 5 at all times. If the Gorgon Grabs a target, they may automatically inflict 2 damage to Health if they did not already use their Quick Action. This reflects a snake injecting venom into the target. Targets with at least Fortitude 3 can make a Tough (3) Fortitude + Might check to take only 1 damage instead.
- **Stone Gaze:** With a look, the Gorgon turns their target to stone for 1 Fragment. There is no resistance to this effect by mortals. Gods and other beings with Spark can make a Moderate (2) Discipline + Fortitude check to resist. The Gorgon must be in the Scene with their target, and may use this power through reflections, but not through videos or illusions. The effect is ultimately permanent but wears off within a day if they choose to cancel their powers or if they die. A Gorgon is not immune to its own gaze. If reflected back on them they can be turned to stone permanently.

Payoff - Medusa's Gift: Immunity to poison/drugs and a lesser version of the Stone Gaze. Instead of turning a target to stone, the target can be stricken with paralysis if they fail their resistance check. This wears off at the end of the Scene. While paralyzed, victims take on a pale, stone-like pallor.

HELL HOUNDS (WARRIOR)

Vassal: 2

Typically three-headed with blazing eyes, Hell Hounds guard the gates and entrances to the underworld and various hell-realms. Hell Hounds vary greatly in size and ferocity, growing to match their environment and training. A small hound attached to an infernal portal in a cursed house may be no larger than a normal dog, but his kin assigned to defend vast underground portals to the underworld may be the size of a bull elephant (roughly 15- feet tall). Hell Hounds are extremely dangerous and fierce, though they tend to be oddly protective of children and other innocents.

Hell Hounds cannot speak, but as a curious part of their nature they understand all mortal languages. Hell Hounds are mostly owned by death gods, though pups are frequently given to loyal minions, friends, and allies to serve as companions. Over millennia, various gods and other Hell Hound owners have created various breeds of the animal, each of which vary in color, shape, and occasionally number of heads.

Threshold: 16 (more if very large) **Armor:** 0

Spark: 1 to 3 (depending on size) **Fragments:** 2 to 6

Attack: 11 **Defense:** 10

Initiative: +4 **Damage:** +2

Skills (3 dice): Athletics, Fortitude, Intimidation, Stealth, Survival

POWERS

- **Extra Heads:** Hell Hounds get two attacks per Round due to their multiple heads. These must be against the same target for human or smaller-sized Hell Hounds, but larger ones can strike at different targets.
- **Immunity:** Hell Hounds are immune to fire and if they already have a master, mind control as well.

Payoff - Infernal Gift: Can understand (but not speak) any human language and is immune to fire.

HYDRAS (MASTER)

Vassal: 5 (Requires Spark 4)

Nearly extinct, the fearsome Hydras are born with a single head, but when one is severed they regenerate with one additional head. The legendary nine-headed Hydra killed by Hercules at Lake Lerna is thought to be the strongest of its kind and at the limit of its head-generating powers. However, rumors persist of even larger beasts with many more heads. Hydras lay dormant for several months, rousing to feed and mate. They are fiercely territorial, attacking anything that comes near or into its lair when it is active and hungry.

Due to their size, many growing to 25- feet in height and 40 or more feet in length, the Hydra only survives in modern times in rural areas, where they feed sporadically on farmers and hunters, livestock, wildlife, and anything else they can get their jaws around. In some remote places, the Hydra is still worshipped, with its followers bringing it sacrifices of meat and even live victims.

Threshold: 12 **Armor:** 3

Spark: 4 **Fragments:** 8

Attack: 12 **Defense:** 10

Initiative: 12 **Damage:** +2

Skills (4 dice): Fortitude, Intimidation, Survival

POWERS

- **Hydra Heads:** Each of the Hydra's heads after the first provides a +1 bonus to all combat checks, +1 damage, and +3 Threshold. It also receives +1 Standard Action per Round for every two heads after the first. For example, a three-headed Hydra would have Threshold 18, Attack 14, +4 damage, and 2 attacks per Round.
- **Breath Weapons:** Each head can also have one of the following additional powers, each is activated by spending 1 Fragment:

  Fire Breath: It fires a gout of flame dealing +1 additional damage and ignoring up to Armor 2. This attack also instantly burns anything combustible.

  Frost Breath: Fire a jet of frost in a 30-foot-long and 10-foot-wide line, imposing a -2 penalty to Movement-based Actions and attacks. This attack also freezes liquids and damages temperature-sensitive devices and materials.

  Gas Breath: Creates a choking cloud in a 40-foot-diameter area. Imposes a -3 penalty to vision and attack rolls.

  Toxic Breath: Degrades target's Armor by 1 per hit in addition to normal damage.

Payoff - Hydra's Might: May regenerate severed limbs. Immune to whichever effect the original head of the Hydra possesses (toxins, fire, etc.). Both Toxic Breath and Gas Breath grants immunity to poison, making it the most common immunity gained.

JIKININKI (WARRIOR)

Vassal: 3 (Requires Spark 2)

If not one of the most powerful Outsiders, it is definitely one of the most insidious. Wicked spirits of the dead who are denied heaven, these creatures devour the flesh of the recently dead to take their forms and assume their lives. Jikininki need not kill a person to take their form, but they often do, targeting rich, successful, or otherwise fortunate individuals whose lives they covet. However, after a time their guise decays and their physical forms begin to dissipate unless they feed again.

A Jikininki's consumption of dead flesh allows them to keep a solid form. However, they do not eat the faces of their victims, instead wearing them to cover their normal horrible, rotten, worm-ridden visage. They are exceptionally strong, and most are deadly warriors capable of challenging most gods in physical combat.

Threshold: 16 **Armor:** 2

Spark: 3 **Fragments:** 6

Attack: 9 **Defense:** 9

Initiative: +6 **Damage:** +2

Skills (4 dice): Athletics, Deception, Medicine, Perception, Perform, Stealth

POWERS

- **A New Face:** After someone has died, a Jikininki can devour the body and steal the person's face. For 1 Fragment they shift their body to match the victim's shape, color, and appearance accordingly — even changing genders and ethnicities. This grants a +3 bonus to all attempts to appear human and hide their true nature, and to access their victim's memory fragments (i.e. names, addresses, etc.). The Jikininki cannot devour a body that has been embalmed, blessed by a religious figure, or has been dead more than a week. A mask can last up to one month, slowly decaying over time. Jikininki try to restrict their operations to nighttime to avoid sun damage to their mask, but it can't be avoided sometimes.
- **Supernatural Might:** For 1 Fragment, the Jikininki can channel their inhuman might, boosting their damage to +4 (instead of +2) and giving them Divinely Skilled (Might) (pg. 180) for the Scene.
- **Beast Revulsion:** Animals sense the Jikininki's corrupt nature and avoid them if possible. Any animal that comes near them takes on an automatic Afraid 1 Condition and suffers 1 damage to Psyche per Round in the Jikininki's presence. This includes Vassals, followers of gods with animal-level intelligence, and even gods who have taken animal form.

Payoff - Face Stealer: Instantly transform into the last person the Jikininki killed. This lasts for up to (Fortitude) days before fading. This also boosts all damage the god deals by +1 for this period.

KAPPA (SQUAD)

Vassal: 2

Some Outsiders are puny and unassuming, making it hard to take them seriously. Such is the case with the most populous, river-dwelling Outsider: The Kappa. Best described as an amphibious water goblin, these reptilian humanoids are generally the size and shape of a human child, with scaly, earthy-hued skin. Their bodies are built for swimming, with webbed, thumbless hands and feet, a turtle-like beak, and a shell upon its back. A dish-like depression lies on top of their skulls, which serves as the source of a kappa's power and must hold water at all times; should it be spilled, and the dish dry up, the kappa is paralyzed and may even die.

Kappa are capable of eating almost anything they put into their mouths and are particularly fond of raw innards and cucumbers — the latter can also be used to bribe Kappa for their aid. Proud and stubborn, Kappa never break promises they make and do everything in their power to uphold their end. Kappa live in small colonies, working together to maintain dams and waterways and offering aid to those who ask and offer cucumbers. As a Squad, they often have 3 to 5 members.

Threshold: 18 **Armor:** 1

Spark: 2 **Fragments:** 4

Attack: 4 **Defense:** 3

Initiative: +5 **Damage:** +2

Skills (2 Dice): Deception, Fighting, Knowledge, Medicine, Speed

POWERS

- **Amphibious:** If engaged in combat while in water, Kappa gain a +2 Attack bonus and +1 Defense bonus. This bonus is constant if their head bowl is full. If the bowl loses more than half its volume, they lose this advantage until it is filled again.
- **Eat Anything:** Kappa have evolved to survive on just about anything for sustenance. They can eat fruits and veggies, shoelaces, tires, or even corpses — whatever is around. Eating a meal heals them instantly for 3 Threshold, as well.
- **Who Smelt It:** Kappa are known for their extreme flatulence on account of having three anuses. At the start of any Battle (or anytime they feel threatened), the Kappa releases a noxious cloud that consumes the senses of its attackers, inflicting an Impaired Sight 1 and Dazed 1 Conditions to everyone within Near Range.

Payoff - Gaseous: Noxious Cloud or Armored — Fire

MANANANGGAL (MASTER)

Vassal: 3 (Requires Spark 2)

While many Outsiders have an inhuman outer visage, the Manananggal are much more difficult to detect, appearing as any other mortal to the point of mortals having been attacked on the off-chance they might be Manananggal. This suits the Manananggal's needs, as their true form is as gruesome as their nature: separating their upper torso from their legs, sprouting bats wings, and flying into the night as its entrails follow behind it in search of blood — which they suck through their target's navel using a long, proboscis-like tongue. They can feed from any mortal, but the blood of the unborn gives them a special rush no drug could ever touch. Manananggal stick close to their prey in modern times, finding less conspicuous ways to feed. Working at blood banks or abortion clinics are just two examples.

These particular Outsiders are extremely vulnerable during the day. They cannot separate their halves during daylight hours and have only their tongue to defend themselves. If they separate for too long and cannot return to their legs (or in dire situations, steal someone else's) before sunrise, the Manananggal withers and dies. Spreading salt on their bottom half prevents them from reattaching.

Threshold: 8 **Armor:** 1

Spark: 3 **Fragments:** 6

Attack: 8 **Defense:** 7

Initiative: +4 **Damage:** +1

Skills (3 Dice): Deception, Empathy, Fortitude, Intuition, Stealth, Survival, Travel

POWERS

- **Feeding:** The Manananggal must feed in order to sustain itself, and it does so using its long tongue to suck the blood of their victims from a safe distance of up to one mile away. They can recover 1 damage per damage inflicted this way or reduce a Condition by 1 for every 2 damage dealt. If the victim is a pregnant woman, the Manananggal removes all damage and Conditions at the cost of the unborn child's life.
- **Flight:** Manananggal are able to split themselves at the waist, allowing their upper half to take flight (leaving their lower half unguarded). They gain +3 Initiative while in flight, and +2 Defense as they become harder to hit.
- **Tongue Lashing:** If engaged in combat, the Manananggal can use their tongue as a slashing weapon. They gain a +2 Attack bonus and inflict +1 damage bonus. They cannot feed while using it as a weapon, however.

Payoff - My Tongue: Natural Weapon - Whip-Like Tongue, with the Reach Weapon Quality.

MINOTAUR (MASTER)

Vassal: 4 (Requires Spark 2)

For millennia, the origin of the Minotaur was thought to have been caused to the unholy union of King Minos' wife and a sacred bull meant to be sacrificed to Poseidon, of whom the resulting offspring was cast into the fabled Labyrinth as a prison. It was all the ancient Greeks had to explain the sudden appearance of such a beast, and they used it to create propaganda about the creature as bestial and unintelligent.

Truthfully, the Minotaurs were nigh unstoppable and lashed out at every pantheon — sparing none from their wrath. As the God Wars ended and the Source grew dormant, however, their rage departed from them and what remained was a collection of half-man, half-beasts who retreated to remote communities away from the prying eyes of humanity to live peacefully among themselves. However, with the Descending Storm in full swing, some Minotaurs are embracing their original, wrath-filled nature, while others have been losing their self-control as the Source reawakens.

Threshold: 22 **Armor:** 2

Spark: 3 **Fragments:** 6

Attack: 13 **Defense:** 11

Initiative: +2 **Damage:** +3

Skills (5 Dice): Fighting, Fortitude, Knowledge, Intimidation, Might, Survival

POWERS

- **Incredible Strength:** There is little a Minotaur cannot lift if they put their mind to it. They may spend 1 Fragment to lift any object, regardless of its size/weight.
- **Shoulder Check:** When provoked into a fight, these Outsiders turn into unstoppable forces presenting an onslaught no obstacle can stand up to. They gain a +3 to Rush maneuvers, ignoring the Armor of inanimate structures. They can also lift objects that weigh up to two tons with ease.
- **Weapon Break:** On a Boost during a close combat attack, they deal damage normally, but may also choose to break a non-magical weapon possessed by the target, even if they are not defending with it. The sheer force of their attacks is often enough to smash nearby structures from the shockwaves created.

Payoff - Hooved Power: Natural Weapons – Horns or Divinely Skilled – Might


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NINGYO (WARRIOR)

Vassal: 3

Folklore speaks of enchanting creatures from the sea – half-human and half-fish — whose otherworldly beauty enchants all who behold them. Despite their outward appearance while on land, the reality of the Ningyo's status as Outsiders reveals itself when they enter the water. They appear as more fish than human, with a varying degree of human-like features, ranging from a deformed fish-like face to an entire human torso with long, bony fingers and sharp claws.

While many cultures have stories of similar creatures, none are comparable to the Ningyo. These otherworldly people enrapture the hearts of mortals and integrate seamlessly into mortal society holding positions of esteem and power – be it as cunning business executives, philandering playboys, or generous philanthropists investing millions to charity. There is no such thing as a poor Ningyo, after all. Unbeknownst to most mortals, their wealth comes from their ability to cry actual pearls from their eyes.

Threshold: 10 **Armor:** 0

Spark: 3 **Fragments:** 6

Attack: 8 **Defense:** 10

Initiative: +3 **Damage:** +1

Skills (4 Dice): Crafts, Deception, Empathy, Knowledge, Perform, Speed, Travel

POWERS

- **Aqualung:** Ningyo are able to breathe underwater and can grant the ability to another character for up to 1 hour at the cost of 1 Fragment. At least once a week, they must submerge themselves in the ocean or another body of salt-water or else their Spark begins to weaken: for every week they go without submerging themselves, their Fragments decrease by 1. If they fall to 0 Fragments, they dissipate into sea foam and perish.
- **Pearly Tears:** A Ningyo never wants for material possessions, since their tears are precious commodities. They can create up to 5 Wealth worth of pearls per day.
- **Siren's Lure:** There is something irresistible about the Ningyo, and they are able to convince mortals and non-mortals alike of just about anything. By spending 2 Fragments, their target believes whatever truth or lie the Ningyo speaks, instantly taking on a Convinced 5 Condition.

Payoff - Pearled Power: Aquatic Truth (pg. 117) or Beast Form Truth (pg. 117)

PHOENIX (GRAND MASTER)

Vassal: 3 (Requires Spark 2)

The rarest of all Outsiders, no one had seen a Phoenix for over a hundred years until one suddenly appeared, bursting forth in a brilliant light as a herald of the Descending Storm. Taking an avian shape, with a great swooping wingspan and brilliant plumage of gold, vermillion, and crimson, the concept of the Phoenix as a mythological creature has appeared in almost every culture of the world in one way or another. In India, it served as the mount of the God Vishnu. In Russia, seeing one was both a blessing and a bane to its captor. In China, it was a symbol of virtue and grace. Gifted with superior intelligence, the Phoenix is sought by many for its profound wisdom. When its current life ends, the Phoenix springs forth anew from the ashes of its own death days later to soar the skies once again in defiance against death.

No other Outsider is as enigmatic as the Phoenix, and its motivations during this turbulent period remain a mystery. Perhaps it comes from its distant nature – unlike other Outsiders, the Phoenix does not dwell on the Earth but exists on a celestial plane where it watches over humanity. Only one thing is certain – that it is through destruction where one achieves rebirth.

Threshold: 12 **Armor:** 2

Spark: 4 **Fragments:** 8

Attack: 8 **Defense:** 10

Initiative: +7 **Damage:** +1

Skills (6 Dice): Discipline, Empathy, Intuition, Knowledge, Medicine, Speed, Travel

POWERS

- **Flame Strike:** When threatened, the Phoenix can launch itself as a bolt of flame at the cost of 1 Fragment. This special attack deals +4 damage if it lands. They are reluctant to use their power for killing but will defend themselves or those under their protection to their fullest capabilities.
- **Resurrection:** The Phoenix's power over life and death is coveted by many, but it offers its blessing rarely. Any creature dead less than three days can be brought back to life by this wise beast. A Phoenix cannot be forced to perform this act and attempts to do so incur its full wrath instead. This gift does not come without cost: mortals can be brought back to life at the cost of 2 Fragments. To bring back beings with Spark, a Phoenix must willingly sacrifice themselves. It is then reborn in (2 + damage healed) days.
- **Telepathy:** Not known to have a voice, the Phoenix is only capable of speaking directly to the hearts of others. There are no Range limitations for this power.

Payoff - Fiery Gifts: Healing Hands (pg. 119) or Visions (pg. 120)

PUCKS (SQUAD)

Pucks are violent tricksters who wallow in chaos they create for mortals and gods alike. They are bestial, hairless creatures about three-feet tall, who look withered and starved — although Pucks move with terrifying speed on all fours. Traveling in packs of three to five is necessary, since they are diminutive and not physically strong. There are also a variety of Puck breeds, each one sowing their own kind of chaos. They are pests in fairy tales but possess the ability to inflict real terror and physical harm if left to their own devices. What is known about them is that they live in a type of phase between the Earth's dimension and whatever world they hail from, which allows them to be even deadlier because they can appear from anywhere or hide in cracks of reality.

These creatures' scariest ability is to take on Dominions, usually the purview of gods only. Pucks have become good at killing gods to consume their Spark, with no corruption to their soul, since they are beings of pure chaos already. Pucks with Dominions have been known to topple governments, upset ecosystems, create devastating storms, or curse families for thousands of years. One should never feel guilty ridding the world of a Puck; they're a plague on the world, and there is not a single good or useful one among them. As a Squad, they often have 3 to 5 members.

Threshold: 15 **Armor:** 1

Spark: 2 **Fragments:** 4

Attack: 6 **Defense:** 6

Initiative: +2 **Damage:** +1

Skills (3 dice): Athletics, Crafts, Deception, Speed, Stealth

POWERS

- **Corner of Your Eye:** Pucks live in an in-between phase of reality. Anyone trying to look directly at them suffers a -3 penalty to Perception. It seems like Pucks appear and disappear on a whim, when in fact they are just extremely good hiders.
- **Gibberish:** Pucks do not speak mortal languages, and if they try it just sounds wrong. They can communicate with each other without fear of someone overhearing them, but strangely Outsiders understand their words perfectly. It's just the gods who have no clue what Pucks are saying.

Payoff - A Hint of Chaos: Receive +2 successes toward the Range Measure, or they can access one of that type of Puck's special abilities for the Scene.

CRAWLERS

Crawlers love to lurk in the corners of ceilings, lofts, attics, tree canopies, and electrical poles. They move like spiders, have two extra arms, and their feet stick to surfaces the same way, making the act of leaping onto unsuspecting victims much easier. Once on top of someone, they inject a paralyzing venom into them, and then drag them back to their lair where they like to keep them like dolls. Crawlers are infatuated by children but are also scared of them. To solve this issue, they kidnap adults and use them as toys, cutting apart their bodies and sewing them back together for fun. They are sensitive to light, avoiding it whenever possible, giving their victims a potential escape plan.



Powers

- **Lair:** Crawlers keep lairs in the real world, dark and unbothered. For 1 Fragment, they can turn their lair and everything within it invisible, making it impossible to find without divine intervention. If enemies do breach the lair, Crawlers enjoy a +2 bonus to all checks while inside.
- **Paralyze:** Crawlers paralyze their victims with a bite, rendering them helpless and gaining a +1 Attack bonus if they haven't been seen yet. The victim receives a +1 Defense bonus if they're in direct light. Once bitten, the victim can make a Tough (3) Fortitude x2 check to resist and become paralyzed for only (5 - successes) days.

GNAWERS

Gnawers are nightmarish creatures who bite chunks out of anything they can get their giant maws around. Of course, Gnawers are deceptively cute at first glance, with cute, round seal eyes that are solid black but adorably expressive. When threatened, a Gnawer's mouth extends to inhuman proportions, at least twice as big as it appears it should be able to do. The Puck then bites and swallows their unsuspecting victims. They have a sense for structural weakness, and particularly like the taste of rusted metal, tree bark, and human bones. They'll most often target humans who have fantastic bone structure or excesses of calcium in their diets.

Powers

- **Composite Skin:** The skin of a Gnawer can harden if they eat certain minerals, and metals. After they swallow, their Armor raises to 2 or even 3, depending on the last thing they ate.
- **Iron Jaw:** Gnawers can bite through anything. When they chomp down on something with their massive maws, they ignore Armor and deal +3 damage (instead of +1). Whatever they bit, such as an arm, a weapon, or Armor, is broken or left in a state of disrepair. Likewise, if they bite a building or other structure, they can spend 1 Fragment to have it crumble into pieces the following Round.

GOBLINS

Goblins are the most mischievous, tricky, clever Pucks of the bunch. While all Pucks have a tendency toward invention, Goblins are defined by it. Their favorite pastime is creating new ways to torture humans by building elaborate machines. Inspiration may come from medieval contraptions or strange divine Relics, but they can go a step beyond — a Goblin's machines don't always obey the laws of reality. Not only do their machines draw a mystified glare the majority of the time, but their purposes seldom make much sense. A Goblin can often be identified by its fancy taste in anachronistic clothing and some kind of goggles, glasses, or magnifying device about its head.

Powers

- **Illogical Mechanism:** Goblins create horrific machines to torture and prank humans. They get a +2 bonus to Crafts when building, and they may spend 1 Fragment to add something otherworldly to it. These new elements are surreal and odd, like making a machine that sounds like someone's daughter when started, a contraption that somehow balances with no support, or one that uses human flesh as a fuel source.
- **Taunt:** Goblins are expert manipulators, and love to push everyone's buttons (even other Pucks). A Goblin gets a +2 bonus to Perception to suss out a particular human's weakness and shouts an insult that only their target understands. If they spend 1 Fragment, the target takes an Afraid 1, Hopeless 1, or Embarrassed 1 Condition automatically. Can only be used once per Round.

HIDERS

Perhaps the most terrifying Pucks, Hiders enjoying waiting and watching while hiding inside an object, listening for mortals to speak their worst fears aloud. They can hide inside almost anything, such as a hairbrush, a doorknob, a tree branch, and a mirror. Once a mortal lets their secrets slip, Hiders begin to terrorize their victim with relentless imagery to convince them that their biggest fears are now real. No one has ever seen a Hider physically manifest itself, rather it only materializes as a shadow or a reflection. The best way to get rid of Hiders is with a reverberating sound, like the ringing of a bell, knocking on wood, or a dog whistle. Hiders are banished for at least a day from any area that produces these sounds.

Powers

- **Object Permanence:** Hiders can phase their Puck bodies into most objects in order to hide within them, regardless of size. Spend 1 Fragment to hide and 1 Fragment to move to a different object. If the object has sympathetic relevance to their victim, no Fragments are necessary to use this ability.
- **Waking Nightmare:** Hiders learn a person's greatest fears from spending time watching them. Once they learn a person's fear, they can spend 1 Fragment to manifest it in hallucinatory visions that only that person can see. To the outside world it appears the person is going mad, but the Hider knows the truth. The only way to get rid of these visions is to get rid of the resident Hider.

POSSESSORS

Possessors are parasitic aliens who puppet humans around to their maniac whims. Horrifically, they crawl onto a target's back, bite down into their skull, and inject a mind-controlling toxin. Nobody notices them hanging off the victim's head, as they are invisible like other Pucks, not even visible to the human they're controlling. The host often begins acting far out of character as the Possessor attempts to create misery. Sometimes they focus on destroying the human they're attached to, and other times their manipulations seem to be directed at everyone else with no logical reason. Possessors are especially tiny — about one foot, the better to latch on to their hosts.

Powers

- **I Am You:** These Pucks can completely control their target's movements and actions. Mortals are easily manipulated and can be controlled for up to 1 week without a check, at which point the Possessor runs off to find another victim. Targets with a Spark, however, get a Tough (3) Discipline + Fortitude check to shake off their toxin. On a failure, the Puck can stay attached for 1 day. At the start of each new day, they may spend another Fragment to remain attached and the divine being gets another resistance check.

- **Toxic Spit:** While not as threatening, Possessors can spit their mind-control toxins at a victim for a lesser effect. It absorbs into the target's skin and influences their Action for 1 Round. The Possessor spends 1 Fragment and attacks, and their target loses 1 Turn on a success. Mortals cannot resist.

SCREAMERS

Screamers are the most human-appearing Pucks with smooth skin and childlike features. Even their faces look like sweet and innocent six-year-old approximations from a distance. When approaching, Screamers squirm like children and often whimper or cry, mimicking human sounds to confuse their prey. Then their faces distort in terrifying proportions, mouths becoming distended and face wrinkled, with the hopes of sending the victim running away in fear or possibly fainting. See, Screamers love to scare people. They're most satisfied when someone overtaken with fear stumbles accidentally to their death.

Powers

- **Feed on Fear:** Screamers actually feed on the fear they cause in victims. When a Screamer gives someone an Afraid Condition (of any level), they heal 2 damage and gain a +2 bonus to Attack a target they've frightened.
- **Gooey:** These Pucks can vomit a black ichor at their target's face, causing damage normally, but also giving them a Sensory Loss 1 and Afraid 1 Condition. The ichor can be wiped off by spending a Standard Action. Victims say it defies a single description, but all agree it is obscenely gross.

RAKSHASA (GRAND MASTER)

Vassal: 4 (Requires Spark 3)

Created from the breath of the god Brahma while he slept during the God Wars, the Rakshasa are Outsiders of untold cruelty, filled with a bloodlust few other Outsiders can match — killing their creator soon after their genesis. Despite this early foray into deicide, Rakshasa soon served as shock troops for the Hindu pantheon, cannibalizing any opposition in their way. After the God Wars, many Rakshasa retreated and bided their time while guarding sacred portals to their masters' home dimensions.

Ugly and fierce creatures, no two Rakshasa look alike due to their shapeshifting tendencies. The Rakshasa are famously violent, but are also skilled in illusions and disguise, making them perfect on the front line or as assassins. They use illusions to better blend into mortal society despite their penchant to drink blood from the skulls of their enemies, and often take occupations that allow them to revel in their violent nature, such as soldiers, mercenaries, and fixers.

Threshold: 22 **Armor:** 2

Spark: 5 **Fragments:** 10

Attack: 14 **Defense:** 12

Initiative: +7 **Damage:** +3

Skills (5 Dice): Athletics, Influence, Knowledge, Might, Perception, Stealth, Survival

POWERS

- **A Little Night Magic:** As master illusionists, Rakshasa create illusions of any kind by spending 1 Fragment. These illusions are not permanent and unless re-cast once every 24 hours, eventually fade from sight and mind.
- **Bloodthirsty:** If the Rakshasa successfully hits their target, they inflict a Bleeding 1 Condition. They also gain a bonus to attack a target equal to their victim's current Bleeding Condition. For instance, striking a target twice means they have a Bleeding 2 Condition, so the Rakshasa gains +2 Attack the next time they choose to target them.

- **Changeling:** When you can be anybody or anything else, why be yourself? By spending 1 Fragment, the Rakshasa can alter their form in essentially any way they wish, sometimes by seamlessly disappearing into a crowd as a non-descript human or turning into an animal to make a nimble escape. They are able to maintain transformations indefinitely or can spend 1 Fragment to return to their original or another form of their choice.

Payoff - Shapeshifter: Natural Weapon (pg. 119), Colossal Size (pg. 118), or Extra Appendages (pg. 118)

SATYRS (WARRIOR)

Vassal: 2



These small, half-human / half-goat woodland dwelling beings were once the traveling companions of Pan, the god of music. These ribald creatures spent most of their time drinking, dancing, and making merriment wherever they went, often not too far behind their godly patron, making mischief. A Satyr's songs are known to evoke passion from even the most stoic person – making them forget their everyday lives and give in to their baser desires. They are not physically powerful or of strong constitution, so Satyrs were the first to disappear when the God Wars started.

Keeping a lower profile today doesn't mean they're gone, however. These carefree hedonists enjoy finding simple pleasures to encourage mortals to indulge in. Ever musically inclined, Satyrs are bar-flies and club-hoppers, working as talent scouts, producers, or even roadies, and are some of the most common Outsiders gods will encounter... as they breed plentifully.

Threshold: 7 **Armor:** 0

Spark: 2 **Fragments:** 4

Attack: 5 **Defense:** 9

Initiative: +4 **Damage:** +1

Skills (3 Dice): Athletics, Crafts, Deception, Influence, Perform, Speed, Survival, Tech

POWERS

- **A Little Song, A Little Dance:** The song and dance of a Satyr has the unique ability of encouraging others to do the same. To start, they gain +3 Perform when on their preferred instrument. For 1 Fragment, any mortal who hears their song falls prey to the effects, bursting into uncontrollable dance and revelry - beings with a Spark can resist with a Moderate (2) Discipline + Spark check. Success makes them immune for a full day, while failure draws them into the non-stop party for the next 2 Scenes. They suddenly lose 2 Free Time and suffer a -3 penalty to anything other than having an enjoyable time.

- **Cowardly:** While it may sound like a negative trait, being a coward has its way of keeping the Satyr alive. They may spend 1 Fragment to simply get away from an encounter. One minute they are there, and the next they have vanished... a slight teleportation to a nearby, yet safe, location.
- **Sexually Proficient:** Any rolls centered on seducing others or the act of sex itself receive a +2 bonus. Satyrs are known to be amazing lovers, so much so that it costs their partner 1 Free Time to undertake such a task. However, afterward they are invigorated and receive a +1 bonus to all rolls for the next few hours.

Payoff - The Song: Divinely Skilled – Perform (pg. 118)

SLASHERS (MASTER)

Vassal: 4 (Requires Spark 2)

A modern perversion of the vengeful revenant, Slashers are the spirits of evil mortals whose wickedness and desire to torture and kill transforms them into a grave threat. Unable to let go of their twisted natures, their spirits warp and twist into a dangerous Outsider who lives to hunt and slay mortals. Each Slasher is unique, but they all share certain traits: They are strong, tough, fast, and incredibly hard to kill. Most have a favored target, a type of victim (teenagers, redheads, farmers, etc.), usually connected to either the circumstances of their deaths or crimes in life. While some serial killers become Slashers in death, most were always too strange and obviously monstrous to fit into mortal society, favoring masks, bizarre outfits, and specialized weapons to help grow their legend — an act which ensures their survival beyond most efforts to destroy them.

A rare variant of the typical Slasher is occasionally created when a wronged and ostracized individual is killed through abuse or extreme neglect. These Slashers are usually motivated by extremely simplistic moral codes that traumatic death perverts, turning them into supernatural killers.

Threshold: 19 **Armor:** 4

Spark: 3 **Fragments:** 6

Attack: 12 **Defense:** 12

Initiative: 5 **Damage:** +3

Skills (4 dice): Athletics, Stealth, Fortitude, Might, Survival, Speed, Travel

POWERS

- **Always Comes Back:** Spend 2 Fragments to return from death or destruction provided the legend of their deeds is still known and they are not killed in the one way they can be truly killed (unique to each Slasher). Also, may spend 1 Fragment to instantly restore 4 Threshold.
- **The Next Victim:** Name a target as the Slasher's next victim. Until the victim dies, or they choose another target, the Slasher gains a +1 bonus to all checks when fighting, stalking, or otherwise affecting the victim. They also do +1 damage to this target.
- **Weakness:** Every Slasher has a weakness that, if a character can figure it out, allows opponents to ignore their extremely high Armor. This weakness usually reflects how their original mortal form died. For one Slasher who died in the electric chair, it could be electricity, while another who drowned could be vulnerable to attacks from water. If defeated using this source, the Slasher is ultimately destroyed.
- **You Can't Run:** Spend 1 Fragment to appear within 10 feet of a chosen victim. If the target is hiding they may not necessarily automatically know where they are, but the Slasher knows they must be nearby.

Payoff - Comeback: Regeneration (pg. 120)

SNARLEQUIN (WARRIOR)

Vassal: 3

Snarlequin is a frivolous name coined by some unidentified occultist for capricious, bloodthirsty, and murderous creatures who appear as clowns, harlequins, and similar human performers. Snarlequins have been around in smaller numbers for centuries but became more common recently — the reason for their ascension are unknown. They operate in cycles, disappearing for months or even years only to pop up again in a flurry of disturbing and murderous activity.

Snarlequins feed primarily on children, devouring both flesh and fear as they eat their victims alive. These supernatural jesters love twisted jokes and games, often taking the guise of a friendly clown or playmate in hopes of luring victims closer or perhaps even convincing them to bring more friends to "play" with them. Groups of these creatures (often called an Alley, Pratfall, or Snarlequinade) often make harmless but unsettling appearances in an area before they begin their reign of carnage: abducting children, destroying property, and assaulting strangers. Snarlequins are less dangerous to adults and rarely target them, but they are still far from harmless.

Threshold: 14 **Armor:** 1

Spark: 2 **Fragments:** 4

Attack: 9 **Defense:** 11

Initiative: 6 **Damage:** +1

Skills (4 dice): Athletics, Perform, Stealth, Speed, Travel

POWERS

- **Aura of Influence (Fear):** See pg. 117, only works against children and adults who suffer from coulrophobia (fear of clowns). However, once a particular Snarlequin has affected someone it always has a chance to affect them, even if they age or otherwise would become immune.
- **Deadly Clowning:** Spending 1 Fragment, the Snarlequin produces a comical but deadly instrument seemingly from nowhere that does +3 damage and grants a +1 bonus to Attack for the Scene. This might be a colorful chainsaw, power tool, or comically large but still deadly hammer or knife. If desired, the Snarlequin can also produce nonlethal but useful objects such as marbles or rope. Some sprout claws or large fangs, but these aren't nearly as funny.
- **I'm All Grown Up:** If a child survives an encounter with a Snarlequin they do +2 damage to the creature from that point onwards. This bonus carries over into adulthood.
- **Just A Clown:** Adults don't tend to see Snarlequins as anything but silly clowns, unless they encountered one as a child. For 1 Fragment, a Snarlequin can mask its activities from all mortal adults as just "clowning around"; this makes it more likely adults will give the creatures access to children or leave them alone.

Payoff - Clownspace: The god can store any object (no larger than themselves and must be non-living) in one of their pockets/bags, completely hidden from notice and immune to being detected.

SPIRITS (WARRIOR)

Spirits are beings of mystical energy, some of whom once lived but remain on the Earthly plane for some reason, while others are unique creatures of ideas or elements. They often watch over certain people or bloodlines, stubbornly protect a place or thing they view as theirs, or haunt locations for the fun of it. Most exist without ever being noticed, but some gods can see them, hear them, and speak to them, calling on them for assistance whether they want to or not. Spirits can go where living, solid things cannot, and affect the physical world with only thoughts and feelings, unless they physically manifest.

Threshold: 11 **Armor:** 1

Spark: 3 **Fragments:** 6

Attack: 8 **Defense:** 8

Initiative: +4 **Damage:** +2

Skills (3 dice): Deception, Empathy, Fortitude, Intimidation, Knowledge

POWERS

- **Incorporeal:** Spirits phase through objects, not affecting the world and the world not affecting them. When they move through a living creature though, the target must make a Moderate (2) Empathy + Discipline check to resist taking 1 damage to either Health (for ghosts trying to do harm) or Psyche (for those affecting emotions). No target can be affected more than once per Scene.
- **Manifest:** By spending 1 Fragment, the Spirit can materialize and be temporarily solid for a Scene. They can turn this off at will, but if they are not careful, the Spirit can also be destroyed in this form.

Payoff - Ectoplasmic Bite: Gain access to one of the Powers from one of the types of Spirits for the Scene.

GHOSTS

Ghosts are formed from the dead who have not gone on to the afterlife, most often encountered just as they're leaving their body. Others decide to stick around to haunt a particular area or protect their loved ones or attempt to pursue an Earthly desire, not letting the fact they are dead get in their way. They can also be divinely summoned from their afterlife to cast a blessing, reveal an old family secret, or otherwise serve a god's whim. Ghosts may even be ancestor spirits, worshipped as part of a religious practice as well. Some derive power from this, while others never actually hear the pleas of their descendants.

Powers

- **Mortal Hosts:** Spending 1 Fragment allows the ghost to instantly possess a person. If the target has a Spark, they may resist the possession with a Tough (3) Discipline + Fortitude check. Ghosts can retain control over any target for up to (5 - target's Discipline) days, to a minimum of 1 day.
- **Non-Living Hosts:** Some ghosts like to possess objects as well — like dolls, cars, or even entire buildings. Smaller objects cost 1 Fragment, larger or more complex objects cost 2 Fragments, and objects like entire buildings or locations cost 3 Fragments. While possessing the item, the ghost has full control over it, and destroying the item banishes the ghost for 1 day from the area.



ELEMENTALS

Elementals embody natural elements like water, fire, earth, or wind. They manifest as creatures akin to walking human-shaped rock formations or long tendrils of water (sometimes with a freaky human face). However, despite their attempts to mimic humans, Elementals have strange inhuman mannerisms that are difficult to understand, so patience is key to communicating or asking a favor of these majestic beings. Elementals are usually tied to a certain area where they serve as guardians, and many attract worshippers to serve them while they're slumbering.

Powers

- **Natural Articulation:** Elemental spirits can animate various parts of their elemental selves like limbs or manipulate them to affect targets in their area. Vines could suddenly constrict a person's legs, or fire could leap about and dance apart from its source. This means they can attack opponents up to Far Distance without any penalty, working through the area itself. For 1 Fragment and a Quick Action/Defense, the Elemental may also fortify a target against their own element (i.e. Fire Elementals protecting a target from fire).
- **Sacred Land:** Elementals encountered on their sacred land are extra dangerous, often having worshippers who aid them. The GM rolls 5 dice, and a number of worshippers equal to (successes)x2 join the Battle. This should be considered a Squad with Threshold 4, Attack/Defense 2, and Initiative 1.5 (rounded down) per worshipper. For instance, if the GM rolls 3 successes, the squad has Threshold 12, Attack/Defense 6, and Initiative +4. Their damage modifier is always +1.

MUSES

Muses are whimsical spirits who inspire humans with the latest ideas and discoveries, seeking out mortals and flooding their thoughts. Each Muse is the personification of a worldly concept, from wartime morale to charity to the less fortunate to scientific expressions. The most well-known Muses inspire artists, musicians, and writers to create great works. Others hold stranger or darker intentions, like spirits of violence, who can drive their target to madness or death on a whim. Muses merely act as their concept drives them to act; They are not good or evil — they just are. When seen, Muses appear as the perfect personification of their idea.

Powers

- **Inspiration:** Their main drive is to inspire humans to unbridled, unstoppable, often crazed action. Mortals are automatically affected and often lose themselves for days in pursuit of an idea, but beings with Spark may make an Intuition + Empathy check to resist. The Difficulty is Moderate (2) for 1 Fragment, Challenging (4) for 2 Fragments, or Legendary (5) for 3 Fragments. Failure means the victim comes to their senses days later losing (6 - successes) Free Time. If they would have needed to interact with Attachments in that time, it is assumed they chose to Ignore them, causing Strain normally. A Muse can only affect one target at a time with this power.
- **Seemingly Real:** When a Muse manifests, they can choose to simply appear as a normal person, often inserting themselves into their target's life as a friend, lover, or some other close relationship. They have the ability to interact with mortals and gods alike, hiding their Spark in a way that it cannot be detected in any way unless they reveal their true power. The scene in which they reveal themselves, they receive a +2 bonus to all checks, as their powers have been contained and need a release, and victims of Inspiration suffer a -2 penalty to their resistance checks.

TOTEMS

Totems are animal spirits, often associated with shrines to old bestial gods, but they may also simply be pets who remain as ghosts to protect their owners. Lots of Totems exist since the gates to the Underworld have barred beasts from entering, but worshipped animal spirits tend to stay in the place they are worshipped. Snowy owl spirits are found in mountaintops, and sacred manta rays by the ocean side, each connected to these locations or concepts. It can be any species, but certain ones appear in mythology and tribal beliefs more prominently.

Powers

- **Blessing:** Totems can bless a target with their own traits for 1 Fragment. The GM rolls 5 dice and grants a bonus equal to successes gained to a single Skill for the Scene. A deer could bless quickness (Movement bonus) or a panther tree climbing (Athletics bonus). They can only affect one target with this gift at a time.

- **Takes a Village:** They often act as guardians of a person, tribe, or group under their protection. When manifested, the Totem may spend 1 Fragment to copy themselves, adding +4 Threshold, +1 Attack, +1 Defense, +1 Damage, and +2 Initiative each time they use this ability. The Totem switches from a Warrior to a Squad when they do this.

ZEITGEISTS

A zeitgeist is created during a critical mass of feeling in a certain place, becoming an entity whose sole purpose is to infect others with the same surge of emotion. After a surge, of course, targets always crash - and the Zeitgeist then steals back their gifted emotions with a little on top. A creative music festival could spawn a Spirit of bliss, while a country's collective fears can bring Spirits of paranoia to life. Some Zeitgeists last years or even decades if their birth emotion is long-lasting within a community, and these larger Spirits can be dangerous.

Powers

- **Fake Empathy:** Zeitgeists are good at manipulating the emotions of targets. If they successfully deal damage to a target, they inflict a unique Attached 1 Condition by spending 1 Fragment (this Condition can be raised by +1 with future attacks without additional Fragment cost). The victim is unable attack the Spirit while this Condition remains, but also gains a +2 bonus to defend or attack anyone threatening the Spirit.
- **Shared Moment:** By spending 1 Fragment, the Zeitgeist's emotion affects everyone at once within a 1-mile radius (because these Spirits lack subtlety in most cases) for the Scene. Anyone affected falls in line with the emotion, often acting out of character, gaining a +2 bonus to rolls to act with the emotion and a -2 penalty to act against it. If targets leave the area before the end of the Scene, they'll come to their senses within minutes. If they stay in the area, however, the Spirit regains 1 Fragment and inflicts 2 damage to Psyche and an Overwhelmed 1 Condition to victims.

TENGU (GRAND MASTER)

Vassal: 5 (Requires Spark 4)

Hailing from the rugged terrain of Mt. Takao to the west of Tokyo, the legend of the Tengu has spread throughout the world as swiftly as the legendary creatures themselves. Fearsome warriors who show no fear, these battle masters were courted by every pantheon during the God Wars, but the Tengu rarely offered their blades in service to those outside of the East Asian pantheons, feeling few other pantheons were worthy of their loyalty. Though the very word "Tengu" means "Heavenly Dog," they are more often depicted as half-men, half birds-of-prey with unnaturally long noses rather than a beak. When a Tengu flaps its massive wings, a crash of thunder echoes across the world as a clarion call of the war they bring with them.

When the God Wars ended, the Tengu vanished without a trace. With the Descending Storm at hand, however, they have been seen descending from their mysterious mountain domiciles to beat their war drums once more. Eschewing material wealth, Tengu respect only one thing: the thrill of battle and fighting a worthy opponent. With no one else around, the gods often become their targets.

Threshold: 20 **Armor:** 3

Spark: 3 **Fragments:** 6

Attack: 14 **Defense:** 15

Initiative: +5 **Damage:** +4

Skills (6 Dice): Athletics, Fighting, Fortitude, Marksman, Medicine, Might, Perception, Speed, Tech

POWERS

- **Divine Wind:** Swift in battle, these winged Outsiders can perform leaps and run circles around most opponents. For 1 Fragment, they can go first for the next 3 Rounds, regardless of Initiative rolled. Also, they remain unfettered in a Battle of Fists, making Move Actions free at any time, even not on their Turn.

- **March to War:** Where the Tengu travel, war inevitably follows. Creatures within Near Range of a Tengu suddenly feel the urge to engage in violent behavior and start a battle with the nearest person next to them. Those with a Spark can make a Moderate (2) Fortitude + Empathy check to resist this effect each minute. If they succeed in their resistance, they instead suffer an Afraid 1 Condition, possibly putting them at a disadvantage.
- **Wings of Thunder:** The Tengu may spend 1 Fragment and flap their wings to create a burst of storm that affects everyone within Near Range (may spend +1 Fragment to extend to Far Range). Targets must make a Tough (3) Strength check or be knocked back 15 feet, suffer 2 damage to Health, and take on anthe Impaired Hearing 1 and Pain 1 Conditions. Targets with at least Strength 4 can ignore this effect.

Payoff - Intensity: Flight (pg. 119) or First Move (pg. 119)

UNICORNS (MASTER)

Vassal: 3

Few creatures of myth represent peace, love, and purity more than the Unicorn. Whether it be a pure-white horse with a pearlescent spiraling horn protruding from the center of its head or a small goat-like quadruped with a horn of Asian myth, Unicorns have found a home in the hearts and minds of many regardless of the particular form it takes. Unicorns are sought out for their extraordinary healing abilities and emotional intelligence. Tales have spoken of mothers bringing their children for a Unicorn's blessing - an experience marking that child for life and making them stalwart defenders of these gentle beasts.

Often hunted, a Unicorn's horn is a highly prized treasure believed to neutralize poisons, increase one's virility, and even grant one immortality (with the right ritual). Despite their kind nature, one should not be deceived: these kind creatures defend anything or anyone under their protection, using their horn as a spear to impale would-be poachers.

Threshold: 11 **Armor:** 2

Spark: 5 **Fragments:** 10

Attack: 8 **Defense:** 10

Initiative: +6 **Damage:** +1

Skills (4 Dice): Athletics, Empathy, Intuition, Knowledge, Medicine, Speed, Survival

POWERS

- **Blessed Horn:** The source of a Unicorn's power is also the source of its primary defense outside of using its hooves as a means to trample enemies. Their damage raises to +3 (instead of +1) if they use their horn to attack - but only in the direst of circumstances.
- **Healing Spirit:** Renowned for their purity and medical expertise, Unicorns can heal wounds at a rate of 4 damage per Fragment, remove Light or Lasting Conditions, and reducing the severity of a Heavy Condition by one level. This power can also regenerate limbs and organs or cure mental afflictions as well. There is no limit to a Unicorn's healing ability.
- **Sense Motive:** Unicorns only appear to those of the purest intention. Making a Simple (1) Empathy + Intuition check, a Unicorn can discern whether an individual's motives are true or facetious. If the target is proven to be less than pure of heart, the Unicorn may spend 1 Fragment to become a spirit, invisible and incorporeal, to get away.

Payoff - Pure Gifts: Healing Hands (pg. 119), First Move (pg. 119), or Visions (pg. 120)

CUSTOM ANTAGONISTS

Creating antagonists spontaneously is easier with a full understanding of the expected power level and how the rules work to support them. The provided table displays ranges of ability each foe can have, scaling from a Low threat to a Divine threat, but the GM can mix-and-match the values to suit the Extra involved. For example, a non-threatening hacker negotiating with the gods may have Low Attack and Defense, but may be fast reacting and highly skilled, so the GM decides they will have High Initiative and Adept Skills. This method gives the GM the power to customize as they need for the story being told.

	Low	Medium	High	Adept	Divine
Threshold	5	10	15	20	25
Armor	0	1	2	2	3
Attack/Defense	4 to 5 dice	6 to 7 dice	8 to 10 dice	11 to 13 dice	14 to 16 dice
Initiative	+2	+3 to +5	+6 to +8	+9 to +10	+11 to +13
Damage	0	+1	+2	+3	+4
Skills	3 dice	4 dice	4 dice	5 dice	6 dice
Spark	1	2	3	4	5

By the time Penn and Colt got to the roof, Molly was awash in blue flame. The heat coming off her made Penn feel like her eyebrows were about to melt off. And still, it didn't look like the fire was doing much, if any damage, to the woman. She was still blindingly white, only a few small scorch marks that Penn could see.

Despite Molly's flames, the two didn't seem to be fighting. They stood, face-to-face, almost touching. Silent.

No, not silent. Penn could see the woman's mouth moving. She crouched, listening, and finally, could make out words. The kind of words that trapped a person, made them stop resisting, made Molly stand, stock-still, as she was standing now.

"Shit," Penn said. Okay. Everyone had a weakness. What was hers?

"What is she?" Colt's question came so close to Penn's ear that she swore she felt the vibrations of his voice rather than heard it.

Penn shook her head. Leave it to Molly to discover a creature no one's ever heard of before. She could garner the attention of the devil just by standing innocently on a street corner. It was almost enough to make a girl jealous.

"Colt," Penn said. "It's time to break out your big guns. Let's see if we can help Molly out."

He took a deep breath — she knew how mixed he was about the spotlight, but he always stepped up when he needed to. It was one of the things she liked best about him. On the next exhale, that damn voice that came out of him; it never ceased to amaze her. Fucking A. Now that was power.

The woman's head whipped around, her mouth snapping closed. Which was all the break that they needed. Molly moved one way, just as Penn went the other.

"Well, hello there, lovely," Penn said. "Want a drink?" She kept her voice under Colt's, layering her flirtation in with his music. She didn't need the woman to fall in love with her. Just to be distracted by her long enough for Molly to make a move.

The woman took a step toward her. Penn's heart jumped — it was working! Then she reached up and pulled a long, thin bone shard from her shoulder. Slowly, she rotated the pointed end behind her, toward Molly.

Molly moved closer to the woman's back. Penn shook her head. No, no, no. If Molly jumped the woman, that bone would impale her in a heartbeat.

Colt must have seen what was happening too, because his music picked up in tempo and volume, filling the entire rooftop with song.

Molly met Penn's gaze, her blue flames rising a notch higher. The heat of it dripped sweat into Penn's eyes, a stinging blur that made it hard to see.

"Molly, careful!" she yelled. The woman curved, bringing the bone shard down in an arc toward Molly. The makeshift blade caught her in the side. Molly groaned, then reached for her. Her fire shifted, the blue deepening. Penn felt the heat in her lungs when she inhaled. She'd never seen bones catch on fire before — they crackled and blackened. A choking black smoke filled her vision.

From within the black cloud, Penn heard the woman say, "Another day, then, goddess of the sun."

Then the heat was gone. So was the smoke. And the woman who'd been in the center of it.

Only Colt kept on singing, his voice a soft reminder of what had been.

"She's gone," Penn said. The only sign of her was a single white bone shard at Molly's feet, tipped with her blood.

"For now," Molly said. She was panting softly, the flames on her skin still roiling. "I didn't kill her though. I think I barely hurt her, really. She'll be back."

"Then we'll be ready," Penn said. She reached a hand for Molly's. "But right now, I do believe we've earned a drink. Or three."



CREATING NEW MYTHS

INSPIRATIONS

The world of ***Part-Time Gods Second Edition*** is of powerful deities, newfound gods, and monstrous creatures lurking just around the corner from what ordinary mortals can see. It is a world where the seemingly mundane and ordinary may turn out to be fantastically mythic and awesome, and where an ordinary mortal may become imbued with a Spark and begin their journey towards becoming something far beyond human. It is a world of modern sensibilities and ancient mythic cycles combined into one.

It can seem intimidating at first when trying to come up with a story for ***Part-Time Gods Second Edition*** that doesn't seem like rehashing old myths or copying comic book scripts, but the following sources often serve as inspiration. Hero-focused comic books may deal with great supernatural threats and have personal tales of heartbreak and woe, while the sagas of Norse and Chinese mythology provide examples of mortals interacting with the gods and of gods contending with their fellow deities in tests of skill or glorious combat.

BOOKS

While reading books on specific folklore and mythology certainly creates a primer to learn about gods, ***Part-Time Gods Second Edition*** doesn't just stick players in the roles of the old gods that everyone already knows. Instead, they make new gods of their own creation in a modern day. The following books show what some heroes may do if they suddenly possess mystical power, or even show the consequences of entering a supernatural world for the first time.

- **Percy Jackson and The Olympians:** This series of young adult fiction follows the adventures of a teenager who learns he's the son of a god. This series is great for showing how an ordinary human may deal with possessing supernatural powers for the first time, or even what it is like for a group of new gods to band together to face a common threat.
- **American Gods:** A work by Neil Gaiman; this novel details the lives of gods such as Odin and Thoth living in the United States after the bulk of their worshippers have given up on them, and how they must face the threat of a killer. This series shows what divinity is like for those who are slowly losing it as well as showing what it is like for a god of folklore to have to live among humanity. Perfect inspiration for a game of ***Part-Time Gods Second Edition***.

COMICS

Comic books offer more than just four-color stories of heroes and villains clashing over increasingly complicated metaplots and pages of epic powers being used against each other. Comics tell stories that motivate the reader and allow their imaginations to enter a realm where people can fly, transform into animals, or even command the elements. These comics can provide invaluable guides to GMs struggling to come up with solutions to their story or help them create new elements for their players to encounter.

- **The Sandman:** Neil Gaiman's classic story arc details the adventures of Dream, who is a member of the Endless, a pantheon of deities made up of humanity's base desires or natures. Dream is freed from captivity and struggles to regain his purpose in the world while simultaneously reliving events from his own past. The series not only tells a different type of story with deities whose powers dwarf those of the gods themselves, but also shows how the Endless interact with other gods and their squabbles. The series takes the reader from the endless realms of the Dreaming all the way to the bleak and monstrous realm of Hell.
- **Thor:** The classic figure of Norse mythology comes to life in the Marvel universe as the Mighty Thor, the champion of Asgard and a member of the Avengers. Though some Thor stories are simple and formulaic, several arcs over the years have told of his trials trying to fit into the modern world and forced him to face Ragnarok and watch his people be destroyed, resurrected, and then threatened to be destroyed again. The classic conflict between Thor and the mortal world around him is a good example of how gods in ***Part-Time Gods Second Edition*** may start to drift away from humanity and still attempt to keep themselves grounded through the help of their Bonds.

MOVIES

Several movies chronicle the human condition and the search for a higher power, and several show that perspective either from the mindset of a god or from mortals given extraordinary powers.

- **The Watchmen:** In *The Watchmen*, a simple physicist becomes trapped in a physics experiment that tears him apart atom by atom. Through sheer force of will he rebuilds himself until he is a god among his fellow human beings. Dr. Manhattan's story helps the viewer see an ordinary mortal lose touch with their humanity and grow apart from humankind. Dr. Manhattan's story depicts him as god-like being, one who no longer he sees himself as a human at allwith the powers he now wields.
- **Bruce Almighty:** This is a humorous take on a story of a mortal gifted God's powers for a week. Though the main character gets into funny scenes where learning to use his new powers causes hilarious consequences, it also shows how having power to do whatever you want is not as simple as it sounds. Even the simplest tasks may get out of control with a carelessly uttered word or a feat of impulsiveness.

TV SHOWS

There are a number of shows on the small screen that can serve as inspiration for ***Part-Time Gods Second Edition***, and below are two of the biggest ones

- **Almighty Johnsons:** This show, filmed in New Zealand, is about a group of brothers who inherited the powers of the long-lost Norse gods and how they balance those divine duties with their friends, family, jobs, and personal issues. Sounds familiar, right? From the moment you hit play, the parallels between *Almighty Johnsons* and ***Part-Time Gods Second Edition*** are undeniable, from the ways their powers manifest to the pantheon in-fighting to always being pulled away to handle other business. Watching a few episodes before you play can really get you in the right headspace for this game.
- **Dead Like Me:** The main character of *Dead Like Me* dies due to the strangest of circumstances but is reborn as a grim reaper. Whether she wants to or not, she's given the responsibility of harvesting souls, but none of that comes with an income, friends, health insurance or even a place to live. Like characters in ***Part-Time Gods Second Edition***, reapers have to take side gigs to pay the bills, like being a parking enforcement officer or a short-order cook. The hilarity, drama, suspense and expertly delivered acting are great compliments to anyone's watch queue.

DEVELOPING STORIES

A successful story of modern gods involves a combination of memorable characters, interesting locations, several ongoing plots that keep the drama flowing at a reasonable pace, intense conflict that mixes political and physical battles the characters must undertake, and a conclusion to leave players wanting more. Of course, this type of story takes time to develop, but the deeper players explore their characters and the setting, the quicker the group will find their sweet spot for telling stories they care about.

FINE-TUNING CHARACTERS

Players often enter into games with grand ideas for their characters and deep backgrounds that may not match the numbers on their character sheet. It's important, primarily, that all players are happy with their final choices since this leads to more fun. This may take a session or two, depending on the individual player's understanding of how the rules work in relation to their play-style. A player may find the Skills they chose to put points into really don't work with their concept all that well or think they'd have more fun playing if they switched one of the life-path Choices made during character creation. Game familiarity makes things easier overall but may especially illuminate any player to issues like this.

The GM should allow for slight tweaks to a character in the beginning stages, even if this is just in the player's mindset behind their character. Maybe they aren't that world-class artist they wanted to be, but they are certainly on their way toward it as an eventual goal. They can alternatively give all players a few extra XP to spend to make their characters slightly better.

EXTRAS

Creating interesting people for players' characters to interact with is particularly important. These people are called Extras, and include any character controlled by the GM, such as the representative of a Theology, other gods they fight beside or have alliances with, the taxi driver who's giving them a ride, or even the Outsiders they battle. Extras are there for a reason, but come in different varieties: Minor and Crucial.

MINOR EXTRAS

These Extras are fleeting. The characters may stop to ask a woman on the street a question, but it's not important to know her entire backstory. They'll answer the question (or not) and then the character moves on. A simple name and a quick personality is often all that's needed in these cases. In the same category, seldom do gods even need the name of a random mugger they stop from robbing someone.

CRUCIAL EXTRAS

These Extras are important to the story. They should be fleshed out as much as (or close to) the players' characters, with their own backgrounds, Curses, and personality quirks. The GM should first establish what role the Extra would take and the purpose they serve in the story. They could be an honored mentor for the group who gives direction when needed, or a tricky nemesis who keeps eluding the gods no matter how hard they try to defeat her. Each character also comes with their own Attachments which serve as their first crucial Extras. Together with the GM, they should come up with that contact's appearance, demeanor, personality quirks, and special abilities (if any) that fit the theme of the Extra and their relationship to the character.

Many of the greatest stories of all time come from protagonists hurdling through challenges set forth by a great reoccurring enemy. These types of Extras are better crafted organically, instead of being forced on players, and are even better if they have no idea who the enemy is until the bitter end. Often times it is an enemy the players thought they killed a long time ago, showing their face again, but coming back more powerful and clever. Dealing with this kind of threat and seeing what the enemy has up their sleeve this time becomes part of the fun.

STARS OF THE SHOW

No matter how tempting it is for a GM to create the coolest Extras with badass abilities or mysterious origins, only the players' characters really matter in the end. They are the story. Period. It is perfectly fine to have events happening in the background, but they should only come into play in as much as they affect the characters. Also, if the GM creates an Extra, but the players don't seem to be interested in interacting with it, that Extra should go away and perhaps be replaced with one more interesting or one who introduces a new plot instead.

QUICK REFERENCE NAMES

Need a name on the fly, just pick one from the following list:

- **Masculine Names:** Aleksei, Antonio, Bradley, Calvin, Carlos, Charles, Cyrus, David, Eric, Evan, Francisco, Hal, Hideki, Jameel, Jerome, Jin, Juan, Lawrence, Luis, Malik, Maurice, Mohammed, Nathaniel, Oscar, Oshiro, Pablo, Qasim, Robert, Roy, Samuel, Sharaz, Vernon, Warren, William, Zamir
- **Feminine Name:** Annabelle, Arianna, Ava, Brianna, Brooklyn, Claudia, Destiny, Diya, Emilia, Fatima, Gabrielle, Hannah, Jessa, Julieta, Kiara, Kristen, Leah, Lina, Maria, Madelyn, Nadia, Nevaeh, Noemie, Odval, Olivia, Paige, Rabina, Riley, Saanvi, Salma, Sofia, Tiana, Trinidad, Valentina, Xiaoyan
- **Surnames:** Ahmed, Anderson, Brown, Campbell, Davis, Devi, Fernandez, Garcia, Johnson, Kim, Kumar, Martin, Miller, Mohamed, Nguyen, Novak, Rossi, Silva, Smith, Torres, Wang, Wilson, Williams, Young, Zhang

SETTING

The setting of ***Part-Time Gods Second Edition*** is full of grand battles between the old gods and hidden mysteries as old magics reveal themselves to the world again, but modern gods aren't so interested in such things. The average character has things in their own city to deal with and protect, and that's where the Territory Grid comes into play, as it plots out where everything is and how long it takes to travel between points of interest.

The group should discuss where they want their game to take place and how big it is. Most stories take place in a single city, but the choice on that city can dramatically impact the tone and themes going forward. The Territory Grid is able to handle up to 100 points of interest, meaning it can be a small town, a sprawling city, or even an entire state if the players need it to do so to fulfill their story. A game set in California is much different than one in Indiana, for instance. One may have beaches and Hollywood as fun locations, while the other might have NASCAR and historical downtown districts. Picking an existing city in the US is an uncomplicated way to approach the game and may mean that the GM puts some additional points on the map to reflect these

landmarks, which the gods may or may not have control over. This choice also gives the group a wealth of history and maps to draw inspiration from, which can be great for reference material and building plots and stories based on real world events. Picking the city in which the group currently resides, and assumedly knows pretty well, is a great way to have a head start on this process.

The other option is to create a brand-new city for the gods to explore. This has a way of giving more flexibility to a story, usually by utilizing the Territory Grid to provide context clues for what kind of city it is. Things like schools and hospitals are fairly generic, but also make for good landmarks; some characters come with unique locations that can color the setting, as well. For instance, one of Molly's Bonds is the local beach, while Colt has a Bond with the local amphitheater. One denotes that the setting is likely sunny and full of beach folks, while the other may mean the city has a thriving concert/live performance scene that can often bring in a quite different type of tourist. Having a character like Manuel in the game, however, brings in a darker element of what may be present in the city, such as gangs and possible bad parts of town that would be a bad idea to travel through. All of these clues go a long way to shaping a city the group will be happy to play in, and one the GM can implant a series of mysteries into without having to resort to hours of research to make it feel authentic.

PLOTS

A plot is a series of Scenes used to tell a cohesive Story the players get to experience and play through. It is very much like collectively co-authoring a novel or filming a movie that takes place in each player's mind, with all the events leading toward one of many different conclusions. It's not the end of the characters, but for that specific story. Future stories become sequels or even prequels and help players learn more about the ongoing, changing world and the characters themselves. ***Part-Time Gods Second Edition*** plots work best using a sandbox play-style. A popular term in RPGs, sandbox games involve the GM dropping the characters in the middle of one of many different stories going on around them. The players then make the choice, through roleplay, of these stories in which their pantheon is most interested in engaging. This becomes easier and even more fun as group familiarity increases and players get the hang of adding in their own story elements on the fly.

It also involves the need to bounce between responsibilities. This creates the possibility of dealing simultaneously with orchestrating a corporate takeover, helping a child find their lost pet, accepting a prayer from a worshipper to hunt down someone who has wronged them, and the pursuit of information about a lost Relic. A single god could ask for help from their pantheon to undertake all these plots, making them group plots, or it can involve giving the spotlight to a single character in an individual Scene to advance their own stories, instead of the group's. It can be tricky and requires a lot of energy to manage multiple plot lines, so it is suggested the GM, or someone in the group, keep detailed notes to follow all the threads to their eventual conclusion when the time is right.

These stories may take different forms, depending on the makeup of the players and the type of games they are playing.

GROUP PLOTS

The GM should craft a central conflict, quest, or emergency for the entire group to pursue as the main storyline. This can be anything from an invasion from an outside force that requires the entire pantheon to deal with, fragile negotiations with neighboring gods, finding ways to expand their divine territory (an aspect that affects everyone), or even playing with the interactions between the pantheon as a whole. This should be a figurative (or literal if that's the type of story you want to tell) Sword of Damocles hanging over every god, sometimes with a sprinkle of urgency thrown in for good measure. Regardless, no more than two group plots should be going on at the same time, as they are large, world-changing events. Here are a few examples of plots the GM can craft.

- **Divine Politics:** The interaction between gods is always a delicate one. Many times, a pantheon claims their city as theirs. Sure, they understand other gods are likely operating right under their noses, but it's another thing entirely to discover this information by running into other gods doing unspeakable acts or infringing on their territory's borders. This can turn ugly quick or could be an opportunity to forge new alliances or even welcome the Extra as a new member of the pantheon if they seem worthy. Anything from Dominions to dispositions to rivaling/like-minded Theologies can play a part in these types of plots.

- **Outsiders:** Gods always inevitably have run-ins with Outsiders, as the mythological creatures may be sent to destroy the gods. Other plots may involve aiding Outsiders who just want to co-exist, possibly becoming allies in the process as the pantheon may start to trade info and resources to benefit both parties. Often times, they are just as interested in protecting their city as the gods. With Outsiders, however, it is best to start off small. Sprinkling in an Outsider here and there can start to make the game feel more alive before the GM goes into a full-on invasion.
- **Prologues:** A fun group plot to try is to run a prologue for the gods, starting before they receive their Sparks. This is a fun way to get to know the characters as people before they start to engage in divine responsibilities and makes the choices for Dominion and Theology part of the story, instead of pre-established backgrounds. To do this, the GM runs the game normally, but the players do not select Dominion or Theology during character creation. Session one can be entirely an exploration of their mortal sides, usually ending with their receiving their Sparks. Session two should revolve around learning about being a god the hard way, but also being approached by Theology representatives that hope to teach them the right way to be gods (or at least their way to be gods). Either at the end of Session two of the beginning of Session three, the players should decide on a Theology, and spend some time going through trials to become full members, adding those mechanics to their characters at the end of the Session.
- **Quests:** There are several types of quests that can band a pantheon together, whether it is in search of a ritual to strengthen their pantheon, a Relic that they can share, or a way to seal away an old god who threatens to swallow the city whole when it awakens. This can take place in their city or even bring them to other parts of the world or pocket dimensions but are definitely epic when implemented.

INDIVIDUAL PLOTS

This is a game about making hard choices between multiple ongoing responsibilities. While the pacing and mechanics of the game create the eventuality of outside elements invading the group plot, the GM should also craft stories that are important to the individual characters. This can take on many forms, but usually fall into a few types:

- **Divine Plots:** Some may believe that anything affecting a god affects their pantheon, and this is true up to a point, but there are also divine plots personal to the character. This could be something like a god of fate being approached by the god of destiny for assistance, the two of them so intertwined that bringing other members of the pantheon into the story may only cloud the outcome. Likewise, their Dominion may bring them certain challenges or enemies their way, and they are the only ones truly equipped to deal with the threat. Also, personal quests for Relics or Vassals connected to their Spark are a fun way to enhance their power and add adventure to their stories.
- **Personal Plots:** There are many things that can occur in a god's mortal life. It could be something as simple as a storyline about marital issues they are having with their partner, which only intensify as they spend an increasing amount of time chasing monsters. This can culminate in a group of scenes to see if they can save their marriage or if it goes in another direction entirely. Perhaps the god's brother is arrested, and they have to now split their time between quests for epic Relics and finding money for bail or for a lawyer to represent them. This can create scenes where the god is attempting to save money or do anything they can to get their hands on increasing Wealth, as bail may be manageable, but lawyers are terribly expensive.
- **Work Plots:** Characters with Occupations that lend themselves to ongoing storylines are a fun type of plot to add. This can be anything from a Scientist working on a new breakthrough and needing to go through several scenes to perfect their vision, a Detective chasing after a lead for their latest case, or perhaps a Priest who begins community outreach in attempts to bolster their congregation numbers. The god cares about their divine duties, but also sees the need for meaningful engagement with their job in order to keep it.

Individual plots raise the importance of a god's time management as they have to contend with the group plot, individual plots, and then any other interruptions they may have when they run out of Free Time. It is suggested that a character not have more than two ongoing Individual Plots as not to muddy up gameplay too much. If a group has more than 4 players, probably reducing that down to only 1 individual plot per character is best to ensure everyone gets the same amount of attention.

PACING

Now that the GM has crafted a number of plots for the players to engage with, it's up to the group to decide how fast they proceed along the path to the end. With so many plot threads being implemented at one time, it can become jarring to often pull the characters in different directions throughout the Session. It's the GM's job to keep the pace from being too fast, too slow, or leaving any player without anything to do for too long. To do this, an understanding of how Scenes are structured is important.

> **Scene (noun)** *A division of an act in a play during which the action takes place in a single place without a break in time. A part of a play, movie, story, etc., in which a particular action or activity occurs.*

This means that Scenes denote an event happening in one place. Once either the location or the time changes in a meaningful way, this marks the end of that Scene and the beginning of a new one. Knowing when to start and end Scenes is important to the pacing of ***Part-Time Gods Second Edition***. First, players need to spend 1 Free Time each time they change Scenes, so each one should be meaningful, since they are literally paying to take part in it.

- **Location Change:** Leonard is confronted by a goddess of pigeons in the dog park and they have a battle until she escapes. Leonard uses Manifestations to track her to her hideout at an aviary. Since there is a change in location, a new Scene starts when he arrives at the aviary.
- **Time Change:** Penelope has a conversation to get information out of a bar-goer that may help her track down a mugger. She spends one Scene for this talk but wants to set up an ambush later that night. The GM simply skips ahead in time, which marks a change in Scene, even though Penelope is at the same location.



SCENE TYPES

Also, it's helpful to vary the types of Scenes as much as possible, so players don't get bored and the Story doesn't become predictable. There are a number of different Scene types to pick from:

- **Battle:** A common Scene type, a Battle of Fists or Battle of Wits can both have a substantial drain on resources and time. These should be counted as their own Scenes, including the setup and perhaps the immediate aftermath. Too many Battle Scenes and the game is just a non-stop grind until the end, which can become very boring. Too few Battles will have players itchy to use their awesome abilities in any reasonable fashion.
- **Exposition:** Sometimes GMs need to provide information to their players quickly, but an info dump isn't nearly as fun as it sounds. A quick pantheon meeting with an informant is a straightforward way to deliver said info, but creative GMs can also create actual props like books or scrolls to hand to their players to get this information. Exposition Scenes serve a purpose, but overuse of them can bore players.

- **Intrigue:** Intrigue Scenes vary wildly, but usually involve interaction with Attachments and Extras in hopes of creating conflict or drama. A character seducing their way into a charity ball to gain knowledge of the enemy's plan is one example, while a discreet setting or an unexpected visitor who shows up to cause trouble or a reversal of expectations could be another. Too many Intrigue Scenes destroys the element of surprise, so it's best placed in the middle of seemingly mundane Scenes to increase drama.
- **Investigation:** Information gathering is especially important. This could be anything from researching a vast library, interrogating a prisoner, or searching a crime scene. These Scenes are often procedural and can be solved with a few checks for the most part. They are good for preparing for the next Scene; the characters have dug up dirt to be used in the next Intrigue Scene or the location of the enemy to push forward to the next Battle Scene.
- **Personal:** Personal Scenes are often spent with Attachments in some way, as the god attends to their Bonds or visits their Entitlements. These are often side Scenes with just the GM and one player but should be given the same attention as those with everyone involved. These are great for exploring a character's personal story, similar to a TV show highlighting an individual character to give the viewer more context for their actions and motivations. Personal Scenes often become entertainment for the whole group.
- **Pursuit:** These are a fun type of Scene to throw into the mix. Sometimes the characters are pursuing an enemy and other times they become the prey running from a predator. This kind of Scene can amp up the excitement, usually ending in either a resting Scene or a Battle (depending on how well they did). It should be noted that this type of Scene may encompass several locations, costing Free Time for the distance traveled, but since the chase itself is a single event, it can be treated as a single Scene.
- **Rest:** Not every Scene needs to be high-energy. Sometimes, the characters are at rest, whether camping under the stars or sharing a day with a friend. These Scenes may mirror Personal Scenes but are more passive than actively engaging with Extras and Attachments. These Scenes usually denote the character's natural healing rates (pg. 207), making them ideal if the gods are harmed in any way.

CUSTOMIZE THE EXPERIENCE

Groups who like Battles may have one every other Scene, interspersed with other types. Other groups, who want to explore their characters more in depth, may have more Personal, Rest, or Intrigue Scenes, with only a couple Battle Scenes for flavor. Every group is different, so having a frank discussion before play begins about expectations can help ensure everyone has fun during the game. Regardless, however, Attachments end up taking up Scenes as well, as the gods must deal with their responsibilities.

PIT STOPS

Sometimes minor Scenes aren't as meaningful as bigger Scenes, triggering what is called a Pit Stop. For instance, what if the pantheon is on their way to investigate a haunted house, but need to stop by their divine hideout to pick up tools? This is technically two location changes, from their current location to the hideout, and then from the hideout to the haunted house. And while the GM may have the players spend Free Time if the distances on the Territory Grid are far apart, the characters aren't spending meaningful time at the hideout, so it shouldn't be counted as its own Scene as a rule. Of course, if the characters get there and then begin a series of arguments and discussion, the GM may decide it changes to a Rest Scene instead and may ask for Free Time as a result.

REMOVAL FROM SCENES

There are some Curses that remove a character from a Scene or situation. This could be the I Can't Even Curse of the Artist or even the Utterly Alone Curse of Tangible gods. When this occurs, the god doesn't take any more actions in the current Scene. This could mean they breakdown and become uncommunicative, or that they run away from the scene. GMs should finish the current Scene and then have the removed player rejoin after the core of the Scene is done, or they have the option to start a new Scene with them to account for their reaction to their Curse.

CONFLICT

Conflict drives the story forward and gives characters a reason to stay motivated. At times, conflict may be the ultimate battle between the pantheon and their sworn enemy, but not all conflict is so easily defined with a simple Battle of Fists or Battle of Wits. Sometimes it may involve moral dilemmas posed to the character, with both decisions spelling much different results. Do they rush in and save the building currently under attack by pucks, knowing they may die in the process, or do they simply burn the building to the ground, accepting the collateral damage and lives lost as the price to protect the entire city from an infestation? Likewise, surviving natural disasters or settling clashes of personality (especially with another player's character) lend to great conflicts.

When conflict arises, it's important to decide on the stakes of winning and losing. Obviously, losing in a standard Battle of Fists brings the possibility of death or dismemberment no character wants to endure. Losing in a Battle of Wits could mean losing personal connections, giving up information they didn't mean to, or even being tricked into taking actions they shouldn't. What if this Battle is against a rival, instead of an outright enemy? This obviously changes the stakes from life and death to a scale of reputation and embarrassment.

The higher the stakes, the more the characters (and likely the players) want to win, but having every situation come down to life or death takes away from the story as a whole. Good conflict comes at various levels, eventually culminating in a satisfying conclusion. Also, wonderful stories can arise from losing some conflicts, so there shouldn't be a need for the characters to win every challenge or best every foe.

CONSENT AND AGREEMENT

Part-Time Gods Second Edition gives players the tools to tell a broad range of stories. Your group can have a lighthearted game focusing on odd

GM CHEAT SHEET

START OF THE SESSION

- Put a number of Pantheon Dice in the center of the table equal to the number of players.
- Players recover 2 Fragments to replenish any spent in previous Sessions.
- Recap events of last Session and choose each god's starting location on the Territory Grid.

START OF A NEW SCENE

- Each player pays 1 Free Time to enter the next Scene. If they do not have Free Time to do so, they must Interact with Attachments (or choose not to).

END OF A SCENE

- Ask if the gods are staying where they are or moving to a new location. They can move up to 4 non-diagonal squares on the Grid for free, but must pay 1 Free Time to extend this distance by another 4 squares. Likewise, 1 Wealth adds 3 squares before needing to spend Free Time. Going to work is also an option, removing themselves from the next Scene but replenishing some Free Time and Wealth from their job.
- If a player has not done something active in the Scene, the GM should ask them if they want to before moving on. Even if not active, the god could contact Attachments to perform tasks, which may take multiple Scenes to complete.

END OF A SESSION

- Players record current Free Time and Wealth, as these do not reset between Sessions.
- The GM should grant from 3-5 XP to each player, based on roleplaying, use of Attachments and Curses to enhance scenes, and participation in the game overall.

situations being a god puts them in when they're trying to turn in those TPS reports or go more serious and grim highlighting the things that can go terribly wrong for those who have deific power. No matter what type of story your group decides to play, there should be clear and constant agreement in how you'll handle sensitive topics. Some of the powers in this book, such as Arrow of Love, illustrate just how complete control can be over others once magic is involved. To that end, the GM and players must always agree on how to handle such story elements without having the players feel uncomfortable or worse, unsafe. The GM should discuss the ramifications of the power in question and the actions allowed should be clearly and completely understood by all involved before continuing with that element of the story.

CONCLUSIONS

The final Scene of a story is its climax and leads players to the final conclusion. This can be a final climactic battle against an undeniable force or maybe an epiphany that the power they sought had been inside them all along. If it's a Group plot then the GM should work hard for every player to feel satisfied with the ending, while personal story arcs require only pleasing one player/character. The end is never truly the end. Characters can and should continue on to new stories and adventures, each time bringing more personal growth and understanding of their world.

The decisions the characters made must now be used to shape the setting. Everything changes, and their deeds should enact that change. If the pantheon travels to other dimensions, saves innocents in the crossfire between rival pantheons, or goes to great lengths to provoke their enemies, the world, and people around them should change to reflect these choices. After all, characters are given XP for personal change, so their world should change accordingly as well. No player wants a game where nothing they do actually "matters." Extras' and Attachments' opinions of the characters may have strengthened or worsened during the course of the story, as well as the characters' reputations, which could spread. Did they pick up any new Attachments along the way, or did they discover information to inform the most likely starting point for their next story?

STORY TRICKS

There are Game Masters who read the book and run a good game for their players, and then there are GMs who learn a variety of tricks to create a masterful experience for their players in the process. Getting from the former to the latter is a process of experience and trying new things. Likewise, as players get more familiar with the game, the job of GM gets that much easier. We've compiled some story tricks to use to push your story forward.

CREATING MOTIVATION

Some players may select their Blessings with mechanics in mind, but each of them gives the god a special ability that also acts as an important roleplaying cue to produce context for choices they make throughout the game. Each of these can give characters totally unrelated and varied reasons to be involved in the same plots, regardless of the fact they belong to the same pantheon.

If faced with a missing child, any one of a character's Choices can come into play as a reason for them to want to look for him or her. A Homemaker could feel a sense of responsibility and camaraderie for the child's parent and wish to help, while it's just another part of the job for a Detective. A Hero character would immediately jump into the fray, possibly without a second thought, while a Sage may do it because the child could then identity the one behind the crime.

Looking at the divine side for a moment, the child could be part of a prophecy, sure, but this is a lesser reason to act. Looking at the character's Dominion and Theology can give a lot of insight into why they may want to get involved. The child may belong to one of the god's worshipper groups, or even somehow be connected to their Dominion, such as the goddess of orphans who wants to retrieve the child or a god of murder who wants to make sure it doesn't happen. A Phoenix may have seen a vision of that child growing up to be someone important, while a Puck-Eater may want to track down the kid in the hopes of devouring the monster who took him or her. The GM can use any part of a character to personalize these obstacles as well, highlighting the choices the player has made already. If a missing kid doesn't motivate anyone, what about a failing business, a random suicide, or any other big event they could all have a stake in?

USING CURSES EFFECTIVELY

With Curses, GMs (and players) can cause trouble and conflict in a Scene. Many of them are left purposefully vague, allowing them to be used in a variety of situations. Remember that the players chose these Curses, so there is no shame or punishment in using them — by choosing them, they have asked for these to be part of the game. And since they gain Pantheon Dice for it, most players don't actually mind. Overuse of Curses (especially the same ones repeatedly) can be a drain on the story's fun, however. Think about what Curses represent: weaknesses of the character. It is fun to explore these weaknesses from time to time, but if the characters show a constant streak of weakness, it can start to frustrate players.

When used properly, a single Scene shouldn't have more than two to three total Curses uses, or the game may be derailed from the goals on the table. Curses should always be appropriate for the Scene, and not used only to generate Pantheon Dice despite not making any sense in the current circumstances. These can be activated by the player who owns the Curse or by the GM, and either can also refuse to use a Curse at any time if it really doesn't fit the Scene. An example would be during an interrogation, where the player may say they want to activate their Big Mouth Curse and blurt out secrets. The GM has the right to refuse the Curse, either because it doesn't quite fit the Scene in the first place or because keeping the secret is central to the conflict of the Scene. The GM may also give in to the Curse and see what happens.

DOWNTIME

Downtime is time that passes between two Stories. These are times for the players to spend XP to enhance their characters and reflect on how the previous Story has affected the world or the god as a whole. If the Downtime is a week or more, then the gods have likely healed all Conditions and damage. When there's Downtime during a game some excellent questions to ask are:

- Are you spending XP? What did you do during the Story or Downtime to gain those advancements?
- How did the last Story change things for you? Do you feel differently about anything, anyone, or yourself?
- What are you working on in your free time? Nothing is also a suitable answer.
- Are there any changes to your Attachments? See Relationship types on pg. 105.

If a group wants to go more in-depth with these answers, they can use small vignettes or montages the reflect their change.

- **Vignette:** A vignette is a small scene where the god in the spotlight is playing out the answer to one of the questions they just answered. This is effective when it comes to changes in interpersonal relationships or the finishing Scene of some project or longer task the god was working on.
- **Montages:** These work best when a god has a multi-stage project or training that takes more time to finish. It is suggested to create five quick Scenes that take the god through the following steps: Starting > Progressing > Hardship > Breaking Through the Hardship > Finishing. The GM can even ask for rolls at each stage, like an Extended Check, to see how well they did. You can modify these steps and add extra moments. The idea is to keep them quick, short, and moving from one moment to the next while telling a story about how the god finishes their enhancements.

HAVE FUN!

It is the GM's privilege to craft a story they and their players will all enjoy, and any game should be played with the intent of having fun more than anything else. The moment creating the story and setting becomes a chore, or players stop having fun, is the moment the game falters. If this feeling strikes, take a break (perhaps go for a food run) and regain your bearings. Everyone will have more fun if the GM is focused and having fun as well.

Bottom line: Having fun is what it's all about. Even a totally intricate story, full of twists, turns and mystery needs to take a backseat if the players are not having fun. The players may be in the mood for a fight or for a Scene to interact with their Attachments. The story could be focusing too much on the Group plot and not enough on the Individual plots. As the GM, it's helpful to be able to change course on the fly, maybe inserting a Scene type they haven't had in a while. This is a honed skill gained over time, so don't feel bad if you're not great at it to start. If you need a moment, just call for a 15-minute break while you decide how to proceed. The players will understand.

ATTACHMENT TRICKS

Gods all come with their own baggage in the form of Attachments. These Bonds and Entitlements may play a part in group Scenes, but primarily play their part in individual Scenes the gods have to attend to them, despite their other responsibilities going on. Below are a few ways to enhance these mechanics in your stories.

DEVOTING SCENES

The hardest thing for some GMs is coming up with demands Attachments may have for the gods when their Free Time runs out. GMs who pay attention to Relationship types and how the players talk about their Attachments can mine this information for some fun examples. Obviously, each type of Attachment tends to ask for different things from the character, so here are some examples for quick reference.

- **Individual Bonds:** These are often deeply personal to the player and draw a lot of inspiration from their Relationship type. A romantic Bond may request a date or some sort of gesture for the god to prove the love is still in the air, while a troubled Bond may ask for money or may be found after an overdose and require the character's help to save their life.
- **Group Bonds:** Social groups often have simple requests, like "Come and hang out with us." While that may sound simple, the type of group it is can determine a lot about what "hanging out" entails. A fraternity may require the character to run pledges through a hazing, while an academic group may ask the god to write up an entire book report and present it at the next meeting.
- **Landmark Bonds:** Beyond the advice given in Making Landmarks Pop (below), characters could receive a call from the residents of the Landmark for assistance or an urgent response. The apartment building they live in is infested, and the god needs to vacate immediately so they can fumigate, or there has been a terrible event (like a murder or burglary) that requires their attention, even if just to comfort their neighbors.
- **Vassals:** Vassals often ask their god to participate in mythic squabbles and the other duties they have when they aren't working with the god. This could be a Satyr who invites their god to a party, a Minotaur who needs help retaining his people's land from encroaching city expansion, or even a Cloak who needs help with retrieving a particularly difficult mark.



- **Worshippers:** Ask the player "What kinds of things do you promise to your worshippers in exchange for their faith?" That's the quickest way to get to the heart of Worshipper requests, be it asking the god of justice to track down a killer the law let get away or asking the goddess of love to finally meet their soulmate. These requests should be connected to the god's Dominion since few people are going to ask the god of water to set someone on fire.
- **Spirit Community (Kunitsukami):** Gods who belong to the Kunitsukami are visited by spirits regularly, and their requests can vary based on the spirit in question. An Elemental may ask for assistance in defending their land from invaders (whether human or possibly a displaced species), while a ghost may want help dealing with their last wishes before they move on to the afterlife. These requests mustn't have anything to do with who the god is or their Dominion... the spirits know the Kunitsukami are the ones to ask and they must comply.
- **Watchers (Order of Meskhenet):** The biggest thing to figure out when coming up with tasks given to the god from the Order of Meskhenet is "why did they grant the god their Spark ?" Sometimes it's simply tradition, but most of the time, the Order did so with the express intention of forcing the character to fulfill a plan they already have in progress. They may have given a god of thieves their Spark because they need something stolen, while they may have bestowed Dominion over the ocean to another because they need a specific mining vessel destroyed. Be creative, but occasionally dastardly and mustache-twirling with these requests.

HIDDEN THREATS

The divine world can also creep into the god's personal life every once and a while. That problem at work, is it really an Outsider or a rival god causing those issues? Could the man the god's sister just started dating secretly be a God-Killer or a Worshipper of a rival god or an Outsider in disguise? GMs should try to find ways to mix the mundane and the divine issues of the Bonds once and a while, but this method is more reflective of the constant paranoia gods experience since they discovered their powers. There are dangers around every corner, and soon everything begins to look like a threat, even if it isn't. A clever GM can use this to create red herring situations that may drive the characters to rash actions having terrible consequences but raising the drama and conflict in the story to new heights. It is a trick that shouldn't be overused, obviously, but in a world full of monsters and other creatures, every so often, a threat will surprise them.

MAKING LANDMARKS POP

Landmark Bonds create a precarious situation in the game. They're useful and just as important to the character as their Individual or Group Bonds but can't be asked favors or truly interacted with on a social level. The GM should do their best, however, to make it a living breathing place, usually with increased descriptors when using Landmarks in the story. These places have a special aura about them, a power to them that is drawn by the kind of place it is. When accentuating locations like this, the GM should push on what makes the location stand out and always make it noticeable. For instance, if describing Daniel's blood bank, the GM should pay special mention to the red of the blood, making them brighter, the prominence of veins and arteries, and how people there can almost hear the heartbeat of place.

This makes it easy to spot when something is wrong, even if the Landmark can't ask for help vocally. An Extra who is important to the location could be acting out of character or come up missing. "Where's Jacob? He's always around." Likewise, a resource could go missing from the location and make it more difficult to utilize. "Why can't I find volumes 5-8?" When this happens these resources, and people can be a resource, need to either be replaced, dealt with, or found. While subtle, these clues often create leads and draw the character into a new Individual Plot without even trying.

MIX SCENE TONES

Characters have a hard life in balancing their divine duties with attending to mortal concerns as well. With this in mind, GMs should think about making some of their interactions pleasant. These people are friends and family, after all, so constant conflict isn't realistic. Sometimes it's just about doing something fun with a Bond: taking in a ballgame, having dinner or lunch together, playing board games. By doing this the GM can create positive and quieter moments in the game as a change of pace from the action-packed and often negative situations that occur outside their mortal circles. It also gives the GMs a chance to delve deeper into the relationships the gods have and how they work.

This is also a tool the GM can use to implement the dreaded pacing of many horror movies. The first scene is peaceful and calm. The second scene is a little more dramatic, but still over all good. Then the show drops on the third scene, and even though the player knows it was likely, never saw it coming.

PLAYING AS EXTRAS

There are times when the characters split ways temporarily to perform solo missions, execute their part of a strategy, or possibly to handle personal business. This means one or two players are active in the Scene, but the others are not, but there's no reason why the other players should sit around twiddling their thumbs. Instead of the GM assuming the role of every other character in the Scene, they may assign certain Extras to the players whose characters are not in the Scene. This should be accompanied with a personality type and a goal. Maybe the player has to play "a surly bouncer, who can't let the character into the party but is so tired of dealing with nobles," or "the character's wife who is happy most of the time but has found out a secret she just has to reveal." This ensures everyone is having fun, and also adds a satisfying feeling of players helping another player's concepts come to life.

Some groups adopt a system of permanently assigning the roles of Attachments to other players, to enhance the fun. Maybe anytime a god's Vassal comes into play, its role is assumed by the player to their right, while their spouse is played by the player to their left. This can add some fun to Scenes but should be treated with care since Attachments are Crucial Extras important to the god. Every group should figure out the level of engagement they are comfortable with in this instance.

PRAYERS

There's nothing a god loves more than when church is over. Then the incessant ringing of prayers in their head by their worshippers can cease. Those prayers, however, are tools the GM has to prompt gods to action or create problems for them to solve.

- An impossible prayer request could be an interesting story hook.
- Temple service can mess with a god's concentration and peace of mind during an important moment when they should be concentrating on something else.
- Internal strife between worshippers can lead to a schism the god might have to deal with, otherwise they can Strain or even outright lose their worshippers.

VASSALS

Vassals are powerful companions and allies to the gods, but they can be more than that. Each Vassal hails from a dimension of their own, has its own history and culture, and obviously their own sentiment toward gods and their constant need to conquer. Some players may simply call on them when they need help, but wise gods will try to get to know their Vassal and discover that they are a font of knowledge ripe for the picking.

Their job is also to be a tool for the GM to introduce more and more divine elements into the story. The more a god interacts with their Vassal, instead of dealing with friends and family and their mortal Attachments, the more they are pulled from their comfortable home and safe job and thrust into contact with Outsiders they've never seen before and dangers they could only imagine before becoming a god. GMs shouldn't overlook this ability to introduce new elements into the game whenever the Vassal asks for the god's time.

WORK IT LIKE A JOB

A god's mortal job is the foundation for a lot of their choices and the lens through which they view the world. Seeing a robbery go down may evoke vastly different reactions from a police officer (who would likely call for backup and attempt to stop it) than it would a small-time criminal (who may try to leverage that information to grow in status). This makes the character's occupation starkly important to the game, but there are a few things that can affect their ability to do their job and a few exceptions to some rules that a GM should know.

GOING ON VACATION

If circumstances come up where the pantheon needs to travel to distant lands or even to other dimensions, they may need to put in for vacation time. This means, they alert their work and any other Attachments that they will be gone for a certain length of time. During this time, running out of Free Time doesn't mean the same thing. It could mean checking in to the family on a video call or making sure to document things and send

reports to your job, but Strain from ignoring them is not an issue, as they know the character is busy on their trip, likely living it up. This is something that shouldn't be done more than once per Story, and again, the length of time one can do this is dependent on their Occupation and may have lasting ramifications if they expend all their vacation time, only to start to be a no-show at work.

HUMAN RESOURCES

People are expected to go to work on at least a semi-regular basis in order to make a paycheck. It shouldn't be something that the GM holds over the players' heads but is definitely something to bring up if the god is ignoring their job much of the time. Going one Session without having a work Scene is fine, two even, but at three Sessions their job should start to question their whereabouts. Likewise, if they somehow lead Outsiders or rival gods back to their work, this can create terrible consequences.

This can lead to some fun repercussions:

- **Administrative Leave:** The god may be put on administrative leave without pay. This would mean that they simply cannot go to work for a number of Sessions. The GM can give the character an Unemployed Condition at 4 or 5, and when that Condition fades, they can then return to work. In fact, any Attachments connected to their work may take on Strain if they try to interact with their work while on leave, as their breach of the rules can come back on others.
- **Lost Wages:** The GM can determine that since the god hasn't been to work in some time, they lost up to 3 Wealth from lost wages, which could simply reflect a paycheck that is a bit light or actual loss of business that costs them money. This is built into the Curse for the Business Owner but is not something that only affects that type of character.
- **Reprimand:** The god may be put on reprimand, demanding that the character report to work at least every third Scene (or every other Scene if it's their second offense). If they do not work, this can mean Lost Wages, Administrative Leave or simply losing their job, since the character is obviously not doing the work they were hired to do.
- **Shut Down:** Someone's business is shut down, either from destruction caused by divine battles at the god's workplace or something the player did that their job had to pay for. The god cannot go to work if the business if shut down, meaning their primarily source of income is gone for the time being. The GM can decide on when it makes sense for the business to recover, but this would also simply result in the loss of employment if the business can't find a way to bounce back.

LOSING A JOB

If a character loses a job due to inferior performance, getting a new job will surely become a new story to follow. This not only removes their ability to go to work (the game's main source of Wealth), but so many Sessions without a job may lead to lifestyle changes they are not ready to handle: eviction notices, car repossessions, personal relationships may be Strained from the character asking for loans or not being able to provide the way they could before, and nasty rumors going around their neighborhood are just a few examples. Some may think that a god doesn't need a job, but those people have never been someone with so much and yet so little at the same time. This sort of event should be treated as an important individual plot (pg. 266) that should end in the character getting another job through hard work and effort.

HANDLING TERRITORY

The GM has a couple of ways they can leverage the Territory Grid for creating engaging storylines.

RANDOM LOCATIONS

During the course of the Story, the characters go all over the city, most of these places not being connected to them as gods. When introducing new locations, the GM rolls 2d10 and places markers at the plotted points on the Territory Grid. For instance, all the clues lead to the TV Station, so the GM rolls to see where in town the TV Station actually is. They get a 6 and an 8, meaning it will be placed at 6-8 on the Territory Grid (6 across, 8 down) and is then noted in the legend. If the gods are already in that area, then they can get there quickly, but it could just as easily force them to travel across town to get there, thus consuming their Free Time and Wealth. This is a fun way to keep the players (and the gods) on their toes, but requires a bit more on-the-fly story creation on the part of the GM.

TERRITORY CRAWL

For this play-style, the GM takes time to fill out several of the locations on the Territory Grid, creating a map the gods will discover as they explore their city and uncover the mysteries within. A Territory Crawl has the gods moving about the Territory Grid, actively investigating areas one point of interest at a time. The GM should have a mix of divine and mortal locations, obviously, and some locations that are both. Alternatively, some locations already known to the gods may have secrets within them to discover. Here's a brief example of what part of one of those charts might look like:

LOCATION	NAME	KNOWN INFORMATION	SECRET
2-8	Library	Rare books section. Matilda Shirk - Lovely old librarian who manages the rare books section	A dragon sleeps in the sub-basement of the library and Matilda Shirk knows about the dragon and cares for it.
2-9	The Iron Rack	A bar and live music venue owned by a Satyr named Jasper Teems.	No secrets here.
2-10	The Public Ice Rink	A Public Ice Rink	A group of dwarves and elves have a hockey league here on Sundays from 2 am till 5 am
3-1	Mac's Delights	A restaurant that specializes in gourmet Macaroni and Cheese	No secrets here
3-2	Kostal Park	A public park	An Outsider known as the Woodland Watcher holds court here on the 1st of every month, taking offerings from the local outsider community, listening to complaints, making judgements and declarations about how the local community of outsiders should behave. These pronouncements are listened to.

Secrets are great for revealing at critical times to create important moments in the story, but the locations are otherwise still great places to explore. They make locations deeper and help play into the mortal and divine themes of Part-Time Gods. Some GMs keep their own copy of the Territory Grid as a legend, while the players fill theirs in increasingly as the story progresses.

WHY USE THE TERRITORY GRID?

The territory grid has a number of uses to make play more engaging:

- Helps the group see where they are currently located in the game.
- It's an artifact of play to physically interact with, adding to engagement as they move around the city.
- Makes the setting a living, breathing, growing part of the story as more points of interest are recorded to reflect discovering new places.
- Travel between locations becomes a meaningful part of play as distance and location matters.
- Interaction with Free Time and Wealth makes managing those resources an integral part of the game.
- Prompts the gods to action when the GM presents new locations in need of attention, but also creates difficult choices based on the distance and how much Free Time the character currently possesses.

The Territory Grid is a useful tool, but it may also not be the right fit for some groups. In this case, it's easy to take it out of your game. Just simply don't use it. Instead, the GM can remove the distance factor from decisions on how much Free Time it takes to travel between locations, or they can simply make a determination depending on Story needs. If the group chooses this direction, the GM is recommended to keep an ongoing list of points of interest they can reference when necessary, as this is still an important part of the game and the flow of Scenes.



SOURCING THE PLAYERS

No GM is faultless, and there are times when he or she just doesn't have an idea for a new location or Extra who needs to be detailed for the story. This is when sourcing the players becomes a key skill to utilize. It should always include asking what this new story element is and adding some other important detail for the story. For instance, it can be something as easy as asking "What is the Extra's name and why is it urgent for the gods to talk to them right now?" This puts the responsibility of detailing on the players. This can likewise be done with locations, "What is this store known for selling, and why has the neighborhood become increasingly dangerous?" or with background information "What is the legendary Relic everyone is talking about, and why is it important for your pantheon to get their hands on it?"

An extreme version of sourcing the players is turning over the framing of certain Scenes if the GM doesn't know where they want to take the story. Instead of forcing it along any predetermined path, they may hand narrative control to a player, who gets to determine where the players are, what they are doing, why they are there, and what is going on around them. At that point, the GM picks up the control and runs the rest of the Scene. This is not only a quick way to frame a Scene, but also a glimpse into the types of Scenes the players want to see (otherwise, why would they suggest it?).

Either of these options brings with it a certain change to the rules as written: giving up narrative control to the players. This can be scary for GMs who like to control everything, but too much control can actually hurt a game. A group of players who trust each other with the Story, however, should have no problem letting everyone describe Extras and frame Scenes. Some groups run their games entirely in this way, while others employ these techniques sparsely. Finding the right balance for your group is key.

Note: This is not the same as spending dice from the Pantheon Pool to alter a Scene. Pantheon Dice expenditures are a way to change or alter something in a Scene after it has already been described and accepted as fact.

The bar doors opened, and Nichelle strolled into the Talon. It wasn't a night for celebration, since there wasn't anything to celebrate after losing yet another job and Luke getting picked up from a loose fingerprint he left at their crime scene. She only had a few dollars, and she was determined to spend it on a drink.

"Whaddaya havin'," the bartender asked with a smile.

Nichelle raised her eyes, "Whatever is your..." and locked eyes with another god, "...is your cheapest?"

Penelope's smile turned to a full-on grin, as she poured a few shots for her newest patron. "Don't worry about it. This one's on me. You know... since you're part of the club."

Nichelle sat stunned, staring.

"It's okay, you know. I run into us types all the time. I take it you don't."

She took her shot and winced from how strong it was, much stronger than anything she'd ever drank before. "I'm sorry... didn't mean to stare. I have a pantheon, so it's not like you're my first or anything, but I'm just not ready for a fight tonight is all."

Penn laughed. "Oh, don't worry. I'm on the clock, so no fights here. Though I should tell you about this bird lady we just had a run-in with. Now, **that** was something to shock you."

"I've got my own bird story to tell you too," Nichelle smiled back.

"Oh, you first! I'd much rather hear yours then tell mine," Penn responded, pouring another shot, and downing it herself, before heading over to another customer for a moment. "I'll be right back, and then we can dish."

Then Nichelle stopped herself as her paranoia kicked back in. Why was she taking drinks so easily from this stranger? Why didn't she inspect her drink or second guess telling stories of all the crap that brought her here? Was the bartender manipulating her? Was this the soothing aura she'd heard so much about, the thing that catches gods off guard? When she was done contemplating and saw Penelope returning, she pushed her full shot glass away and asked, "Why should I trust you?"

Penelope shrugged. "I mean, we don't have to, but I find you catch a lot more flies with honey than vinegar. And trust me, you don't want me as an enemy, so let's keep me on your good side, sweety." She ended her semi-veiled threat with a grin, and this somehow put Nichelle at ease.

"Okay, but you know what. You go first," and she downed her second shot in preparation for a night that would change both of their lives. Two pantheons finding out they were operating right under each other's noses brings up a lot of questions, but those could wait for another time.

Tonight, they would drink!

PART-TIME GODS
SECOND EDITION

Name:

God/dess of:

CONDITIONS

FAILINGS

	Level

INITIATIVE

STRENGTH

MOVEMENT

WORK FT/W

SPARK

HEALTH
Max 5 + Fortitude

PSYCHE
Max 5 + Discipline

FREE TIME
Max

WEALTH
Max

LEGENDARY ACTS

FRAGMENTS
Max Spark x3

Occupation: _____ **Age & Ethnicity:** _____

Theology: _____ **Archetype:** _____ **Dominion:** _____

SKILLS

Athletics	Influence	Perform
Crafts	Intuition	Speed
Deception	Knowledge	Stealth
Discipline	Marksman	Survival
Empathy	Medicine	Tech
Fighting	Might	Travel
Fortitude	Perception	

Make Skill + Skill combo and roll dice equal to their total value.
7-9 = 1 Success, **10** = 2 successes

MANIFESTATIONS

Aegis	Oracle
Beckon	Ruin
Journey	Shaping
Minion	Soul
Puppetry	

Manifestation + Skill
7-9 = *1 Success,*
10 = *2 successes*

Level 0 Manifestations cannot be used

XP GAINED

XP SPENT

SPECIALTIES

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BLESSINGS

Bonuses or special abilities.

CURSES

Penalties or negative traits that produce Pantheon Dice.

BONDS

Name	Type	Location	Level	Strain				
		-						
		-						
		-						
		-						
		-						
		-						

WORSHIPPERS/VASSALS

Name	Type	Location	Level	Strain				
		-						
		-						
		-						
		-						

RELICS

Name: _____

Name: _____

Name: _____

TRUTHS

“ _____ ”

“ _____ ”

“ _____ ”

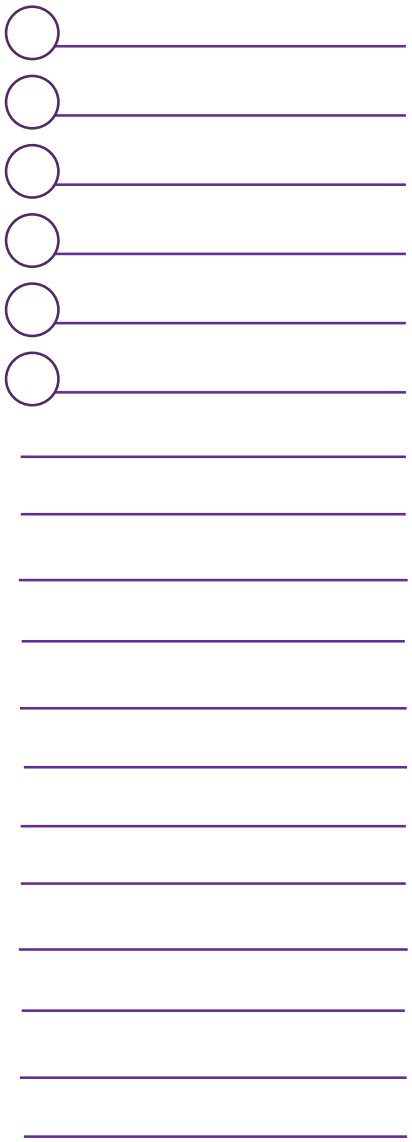
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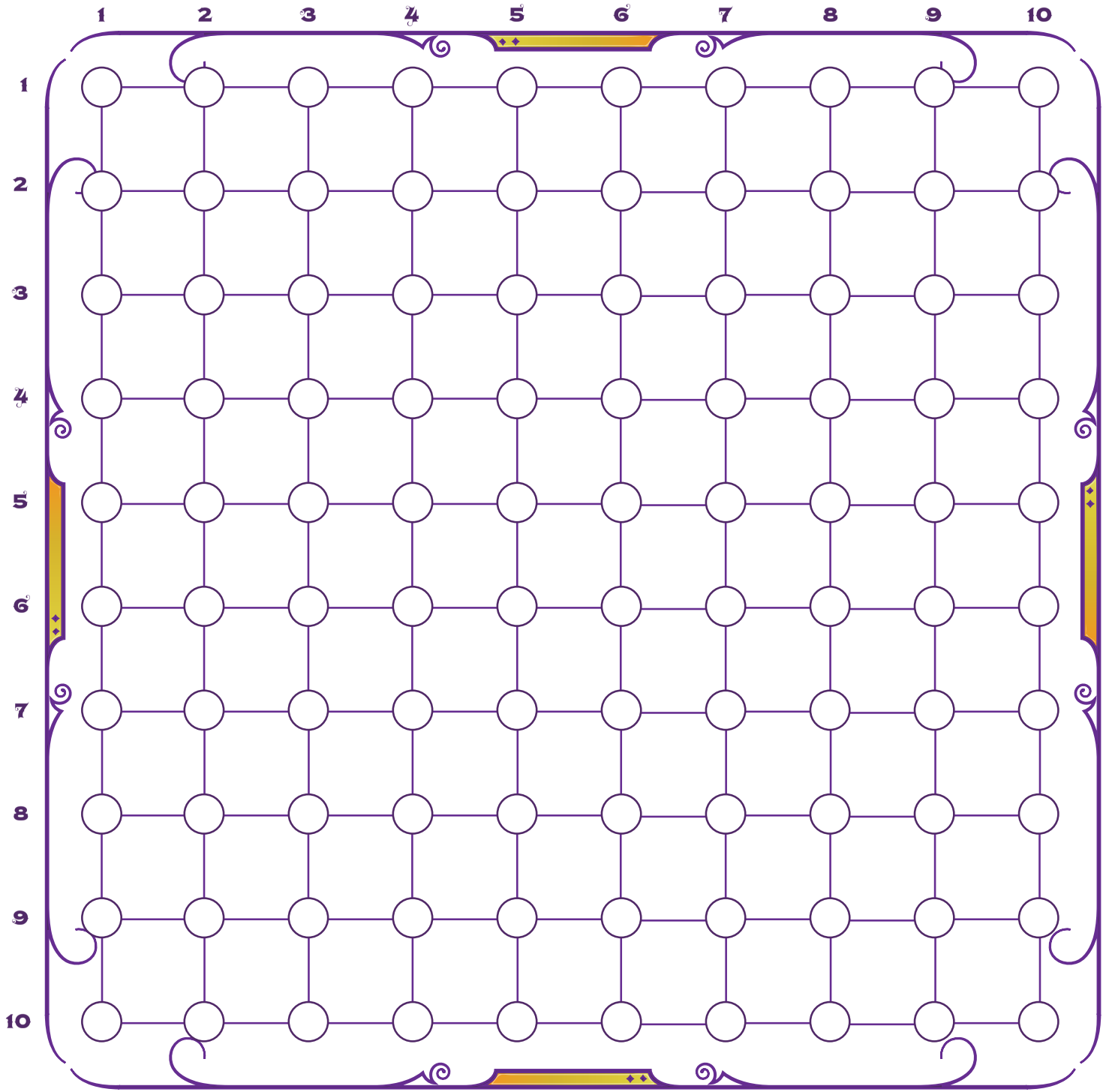
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PART-TIME GODS
SECOND EDITION

TERRITORY MAP

LEGEND





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RANDOM OCCUPATIONS

To randomly determine Occupations, roll 1d10 three times, starting with the darker rows to determine the typical class of Occupation, followed by the subtype, and a third time to determine the specific Occupation.

	1-2 REROLL						
	3-4 STRANGERS						
Subtype	1-3 Criminal		4-6 Fringe		7-9 Unemployed		10 GM Choice
Occupation	1	Roll Again	1	Roll Again	1	Roll Again	
	2-4	Big Time	2-4	Homeless	2-4	Kid	
	5-7	Sex Worker	5-7	Religious	5-7	Privileged	
	8-10	Small Time	8-10	Rural	8-10	Retired	
	5-6 LOW CLASS						
Subtype	1-3 Blue Collar		4-6 Creative		7-9 Physical		10 GM Choice
Occupation	1	Roll Again	1	Roll Again	1	Roll Again	
	2-4	Business Owner	2-4	Artist	2-4	Athlete	
	5-7	Manual Labor	5-7	Homemaker	5-7	Fighter	
	8-10	Minimum Wage	8-10	Performer	8-10	Soldier	
	7-8 MIDDLE CLASS						
Subtype	1-3 Academic		4-6 Peacekeepers		7-9 Public Life		10 GM Choice
Occupation	1	Roll Again	1	Roll Again	1	Roll Again	
	2-4	Explorer	2-4	Detective	2-4	Celebrity	
	5-7	Professor	5-7	Emergency Services	5-7	Media	
	8-10	Student	8-10	Officer	8-10	Politician	
	9-10 UPPER CLASS						
Subtype	1-4 Medical		5-8 White Collar		9-10 GM Choice		
Occupation	1	Roll Again	1	Roll Again			
	2-4	Professional	2-4	Computer Tech			
	5-7	Scientist	5-7	Executive			
	8-10	Therapist	8-10	Lawyer			



RANDOM ARCHETYPES

To randomly determine a character's Archetype, roll 1d10 five times. The first roll, marked in the darker rows, determines if you want to leave your mark on the world, provide structure, etc. Then roll a second time to determine your actual Archetype. Then roll for your Attachment, Blessing, and Curse.

	1-2 REROLL						
	3-4 LEAVING MARK ON THE WORLD						
	1-3 Hero		4-6 Rebel		7-9 Wanderer		10 GM Choice
Attachment	1-5	+2 Individual Bond Levels	1-5	+2 Group Bond Levels	1-5	+2 Group Bond Levels	
	6-10	+2 Landmark Bond Levels	6-10	+2 Vassal Bond Levels	6-10	+2 Relic Levels	
Blessing	1	Roll Again	1	Roll Again	1	Roll Again	
	2-4	I'm your Opponent Now	2-4	Disrupt the System	2-4	I Know a Shortcut	
	5-7	Made of Sturdy Stuff	5-7	Hoarder	5-7	This is my Town	
	8-10	Final Blow	8-10	Revolutionary	8-10	Testing Limits	
Curse	1-5	A Hero's Plight	1-5	Chaotic	1-5	Holes in my Pockets	
	6-10	Overconfident	6-10	Loner	6-10	Nomadic Tendencies	
	5-6 PROVIDE STRUCTURE TO LIFE						
	1-3 Caregiver		4-6 Dreamer		7-9 Tyrant		10 GM Choice
Attachment	1-5	+2 Individual Bond Levels	1-5	+2 Landmark Bond Levels	1-5	+2 Group Bond Levels	
	6-10	+2 Landmark Bond Levels	6-10	+2 Relic Levels	6-10	+2 Vassal Levels	
Blessing	1	Roll Again	1	Roll Again	1	Roll Again	
	2-4	Adrenaline Kicks In	2-4	Freedom in All Things	2-4	Authoritarian	
	5-7	Gift for the Team	5-7	Keep on Creating	5-7	Entitled	
	8-10	First-Aid	8-10	Stroke of Genius	8-10	Fate's Compliance	
Curse	1-5	I Know Best	1-5	Daydreaming	1-5	Home to Roost	
	6-10	Mess with Them and You Mess with Me	6-10	Perfectionist	6-10	Sand Through My Fingers	
	7-8 CONNECTING WITH OTHERS						
	1-3 Companion		4-6 Fool		7-9 Lover		10 GM Choice
Attachment	1-5	+2 Worshipper Levels	1-5	+2 Individual Bond Levels	1-5	+2 Individual Bond Levels	
	6-10	+2 Individual Bond Levels	6-10	+2 Group Bond Levels	6-10	+2 Group Bond Levels	
Blessing	1	Roll Again	1	Roll Again	1	Roll Again	
	2-4	Community Leader	2-4	For You	2-4	As you Wish	
	5-7	Fairness	5-7	Life O' the Party	5-7	Beyond Pleasurable	
	8-10	Making Friends	8-10	Road Trip!	8-10	Inviting Nature	
Curse	1-5	Identity Crisis	1-5	Big Mouth	1-5	I Want What You Have	
	6-10	Loyal to a Fault	6-10	Like a Grasshopper, Not an Ant	6-10	You don't Like it?	
	9-10 SEEKS PARADISE						
	1-3 Innocent		4-6 Sage		7-9 Visionary		9-10 GM Choice
Attachment	1-5	+2 Group Bond Levels	1-5	+2 Group Bond Levels	1-5	+2 Individual Bond Levels	
	6-10	+2 Landmark Bond Levels	6-10	+2 Worshipper Levels	6-10	+2 Worshipper Levels	
Blessing	1	Roll Again	1	Roll Again	1	Roll Again	
	2-4	Average Joe	2-4	All Planned Out	2-4	Make Things Happen	
	5-7	Martyrdom	5-7	Genius	5-7	Opportunity Knocks	
	8-10	Trying New Things	8-10	Outthink the Enemy	8-10	Scope Out	
Curse	1-5	Out of my Depth	1-5	All this Knowledge, For What?	1-5	Not a Mind Reader	
	6-10	Trust First	6-10	Contemplative	6-10	Remember Me?	



RANDOM DOMINIONS

To randomly determine a character's Dominion, roll 2d10 twice. The first roll will determine the Dominion's type, followed by the exact Dominion. Then roll 1d10 twice more underneath your random Dominion to determine a Blessing and a Curse.

2-4 Bestial		5-7 Conceptual		8-10 Elemental		11-13 Emotional		14-16 Patron		17-19 Tangible		20 Crossover	
2	Cattle	2	Revenge	2	Mountains	2	Mourning	2	Artists	2	Filth	2	Fashion
3	Serpents	3	Marriage	3	Thunder	3	Surprise	3	Warriors	3	Coffee	3	The Hunt
4	Monkeys	4	Wisdom	4	Flowers	4	Cruelty	4	Virgins	4	Technology	4	Death
5	Octopuses	5	Morality	5	Ice	5	Laughter	5	Thieves	5	Sex	5	Rebirth
6	Elephants	6	Celebration	6	Storms	6	Depression	6	Shepherds	6	Fertility	6	Trickery
7	Spiders	7	Justice	7	Gold	7	Envy	7	Archers	7	Bones	7	Day/Night
8	Lions	8	Hospitality	8	Forests	8	Courage	8	Librarians	8	Mirrors	8	Dreams
9	Coyotes	9	Creativity	9	Mist	9	Patience	9	Entertainers	9	Blades	9	Science
10	Foxes	10	Romance	10	Deserts	10	Anxiety	10	Taxi Drivers	10	Cars	10	Chaos
11	Eagles	11	Truth/Lies	11	Void	11	Disgust	11	Gamblers	11	Pollution	11	Sports
12	Rhinos	12	Beauty	12	Jewels	12	Rage	12	Merchants	12	Strength	12	Leadership
13	Jaguars	13	Loyalty	13	Shadows	13	Kindness	13	Journalists	13	Colors	13	Agriculture
14	Bees	14	Communication	14	Light	14	Desire	14	Lost Souls	14	Slaughter	14	Music
15	Wolves	15	Family	15	Fire	15	Reflection	15	Smiths	15	Mechanics	15	Hearth
16	Vermin	16	The Law	16	The Wind	16	Ecstacy	16	Mothers	16	Medicine	16	Luck
17	Vultures	17	Glory	17	The Ocean	17	Joy	17	Cooks	17	Sickness	17	War
18	Sharks	18	Secrets	18	The Earth	18	Trust	18	Wine	18	Hunger	18	Oaths
19	Raccoons	19	Balance	19	Sun/Moon	19	Love	19	Racers	19	Androgyny	19	Time
20	Beasts	20	Names	20	Weather	20	Fear	20	Travelers	20	Wealth	20	Season (choose one)
BLESSINGS													
1	Roll Again	1	Roll Again	1	Roll Again	1	Roll Again	1	Roll Again	1	Roll Again	1	Roll Again
2-4	Beast Tongue	2-4	Beacon	2-4	Destructive Nature	2-4	Fuel My Fire	2-4	Divinely Skilled	2-4	Call Me Master	2-4	Adaptable
5-7	Ferocity	5-7	Mental Guard	5-7	Elemental Strength	5-7	Siphon	5-7	Loved and Worshipped	5-7	Finder's Keepers	5-7	Learning from Others
8-10	Frenzy	8-10	Tongues	8-10	In My Element	8-10	Soothing Aura	8-10	Patron's Blessing	8-10	Immunity	8-10	Reactive
CURSES													
1-5	Animal Mind	1-5	Bizzaro-God	1-5	Connected to the Land	1-5	Apathetic	1-5	Fox in the Henhouse	1-5	Everything's a Nail	1-5	Prideful
6-10	Not My Kind	6-10	Led By My Power	6-10	Tech Allergy	6-10	Overcome with Emotion	6-10	Let's See What You Got	6-10	Utterly Alone	6-10	Unpredictable

RANDOM ATTACHMENTS

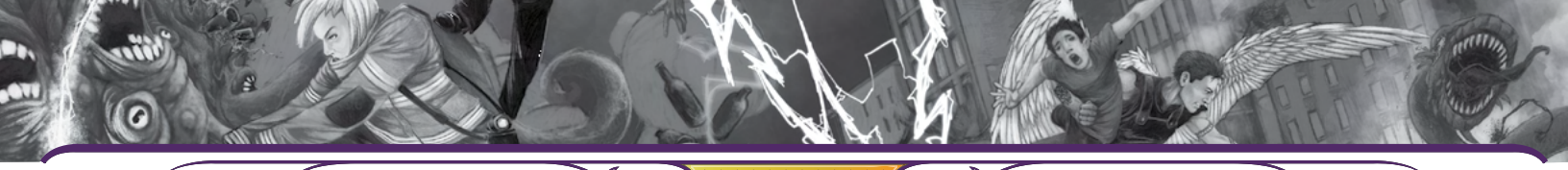
To randomly determine Attachments, roll 1d10 until all your alloted points are spent. The first roll, marked in the darker row, determines if the Attachment is a Bond or an Entitlement. The second roll determines the specifics.

1-5 BONDS		6-10 ENTITLEMENTS	
1-3	+1 Individual Bond	1-2	+1 Relic
4-6	+1 Group Bond	3-4	Vassal
7-9	+1 Landmark Bond	5-6	+1 Worshipper
10	GM Choice	7-8	+1 Truth (counts as 2)
		9-10	GM Choice

RANDOM THEOLOGIES

To randomly determine random Theology, roll 1d10.

ROLL	THEOLOGY
1	Ascendants
2	Cult of the Saints
3	Drifting Kingdoms
4	Kunitsukami
5	Masks of Jana
6	Order of Meskhenet
7	Phoenix Society
8	Puck-Eaters
9	Warlock's Fate
10	GM Choice



BACKERS LIST

1954796132
2percentright
Aaron
Aaron A. Reed
Aaron Brown
Aaron Collier
Aaron Mayzes
Aaron Pothecary
Aaron Van Dessel
Adam
Adam Boisvert
Adam Derda
Adam Everman
Adam Rajski
Adam Roy
Adam Whitcomb
admiral.naismith
Al Billings
Alex Hunter
Alex Lau
Alex Villemure
Alexander Gräfe
Alexander Prang
Alfes Thompson
Alice Peng
Amr
Ana Silva
Anders Jonsson
Andreas Sewe
Andrew Bennett
Andrew Doucet
Andrew Fones
Andrew Peregrine
Andrew Sheingold
Andrew Vandeyar
Andy Fundinger
Anestis Kozakis
Angel of the Dawn
Angela Robertson
Angelo Cislaghi
Annette Beatwell
Anthony "LibrariaNPC" DeMinico
anton.g.cox@gmail.com
Armin Sykes
Armisael
Asheesh Gulati
aurinko
b
Barac Baker Wiley
Barrett Young
Barry Cadwgan
Bavo
Ben Hall
Ben Lewis Evans
Ben Sandfelder
Benjamin Chojnacki
Benjamin Terry
Benjamin TheBuddha Hill
Benjamin Welke
Bill Robertson
Bob Clifford
Bodri Takonyweaver
Boris
Brad Osborne
Brandon Aten
Brandon Lighter
Brandon Terry
Brennan Willingham
Brett
Brett Anderson
Brett Ritter
Brett Volz
Bri
Brian
Brian Allred
Brian Bartlett
Brian Bergdall
Brian Goubeaux
Brian Isikoff
Brian Kurtz
Brian Weisberg
Bruce Alexander Marshall
Bruce Curd
Bruce E. Coulson
Bruce Nesmith
Bryan Flowers
Bryan Lott
Bryce Undy
Brynn
Caleb Frambach
Candice Bailey
Cardinal
Carl Congdon
Carl Walter
Carmen Marin
Cary Richards
Casey Huff
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Charles E Miller
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Charles Pugsley
Charles Summerhill
Charlie Hawkins
Charlotte Gruben
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CHERRIER Gilles
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Chris Jahn
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Chris Roberts
Chris Smith
Chris Volcheck
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Christopher Slager
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Chuck Cooley
Chuck Dee
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Cian
CJ Hitchcock
Clay Gardner
Colin
Colin Wilson
Conan McKegg
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Corey Smith
Corey Watson
Craig
Craig Campbell
Craig Senatore
Crystal
Crystal Groves
Cultist of Sooty
Curtis Tidwell
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CZGrey
D Howard
Dakota Peer
Dakota Pryor
Dan Souliere
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Daniel Crisp
Daniel De Bernardo
Daniel Jones
Daniel Maberry
Daniel Markwig
Daniel W. Sharp
Daniel Wilks
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David Comer
David Csobay
David Dalton
David Hayes
David Marion
David Millians
David Nebauer
David Park
David Queen
David Rego
David Rubin
David Sarachman
David Starner
David Stephenson
David Terhune
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Graham Cheshir
Grant Anderson
Greg Bell
Greg Maroda
Greg Walters
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Jacob Wood
Jacob Yohn
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Jake Mandel
James
James Blanton
James Cleaveley
James Gavin
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James Graham
James Ho
James Holt
James Jandebeur
James M
James Meredith
James Miller
James Piiparinen
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Jan Artoos
Jarad Fennell
Jared Buckley
Jared Kenjamin Fattmann
Jared Rascher
Jarod Lake
Jason
Jason Bean
Jason Childs
Jason Corley
Jason Cotton
Jason Gabel
Jason Huggins - Weresheep of Sin
Jason Kottler
Jason Smith
Jat
Jay
JC
Jean-Paul Reinhardt
Jeff Dahl
Jeff Henson
Jeff Zitomer
Jeffrey Kreider
Jeffrey Meyer
Jeffrey Morgan
Jenevieve "Tasha" DeFer
Jennifer Dulock
Jeremy Sullivan
Jeremy Tidwell
Jerry Beasley
Jerry Ozbun
Jessa Michalek
Jesse Butler
Jesse Goble
Jesse Thacker
Jesus Rodriguez
Jetstream
Jim B.
Jim Fisher
Jim Ryan
Jim Searcy
Jim Stryker
Jim_Hague
JimVincent
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Joe Cwik
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Joel Mattson
Johan Kristian Milde
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John Bookwalter Jr.
John Clayton
John D Kennedy
John Desmarais
John Dwyer
John Henry
John M. Portley
John Robertson
John Stevans
John Taber
John Thompson
John Unverferth
John Whitfield
Johnathan Darnill
Jon Martin
Jon Razo
Jon Robertson
Jon Snodgrass
Jon Terry
Jonas Rülke
Jonathan
Jonathan
Jonathan
Jonathan Ly Davis
Jonathan Morse
Jonny Hinkle
Jordan Bird
Jordan Huggins
Jordan Springer
Joseph Della Penna
Joseph Noll
Josh Boys
Josh Herreshoff
Josh Medin
Joshua James Gervais
Joshua Silberfein
Joshua Thornton
Joshua Wanisko
JR Green
Juan Meyer
Justin
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Justin Nichols
Justin Stamen
Karl Erik Larsen Hoftaniska
Karl Kreutzer
Karlen
Katherine Paisley
Keegan Bateman
Keith
Keith Robbins
Kent Jenkins
Kevin G. Nunn
Kevin Harris
Kevin Serrano
Kevin Verdenik
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Kimberly Ibeji
kirbysamus
Kirt Dankmyer
Kit
Kovács Róbert Dániel
Kristina Zimmermann
Kristopher Stein
Kristopher Volter
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Larry Schultz
Lasse Rosenkilde Olsen
Laura
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Lee Langston
Lee Nicholson
Lee Rossi
Leifur A. Haraldsson
Leonard Goulds
LESBIATHAN
Lex Larson
Liam Murray
Lightpagoda
LILIAN THEVENET
Lindsay Inskeep
Lisa Mason
Lisa Padol
LORANGE
Louis-Charles Brisson
Luthorne
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madkids
Maelstrom
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Marc Bacher
Marc Dekker
Mario Dongu
Mark
Mark Buzby
Mark H
Mark James Featherston
Mark Llewellyn James
Mark W Roy
Martin J. Manco
Matt Pauze
Matt Penn
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Matthew Adickes
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Matthew Duffy
Matthew J Weidman
Matthew McCloud
Matthew Orwig
Matthew Russo
Matthew Swetnam
Mauro Adorna
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Max Kaehn
mcargent
Megan S.
Megan Tolentino
Mehul Patel
Menachem Cohen
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Michael Blanchard
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Michael Bowman
Michael Cooper
Michael Feldhusen
Michael Harrington
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Michael J. SKelton
Michael Kusternig
Michael Maroon
Michael Murawski
Michael Pietrelli
Michael Pineda
Michael Q Anderson



Michael Schwartz
Michael Thompson
MidnightBlue
mike bowie
Mike Carlson
Mirko Froehlich
Misha B
Momosnyx
Monica Marlowe
Monkeytopia
Morgan Weeks
multiverse16
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Nancy Feldman
Nate Ng
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Nathan Foote
Nathan Gillispie
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Oliver Peltier
Ols Jonas Petter Olsson
Omar Amador
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Patrice Mermoud
Patrick Brewer
Patrick Ryan Swann
Patrick Wallen
Paul J. Banyai
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Paul Thompson
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Pete Shaw
Peter Baldwin
Peter Dean
Peter Griffith
Peter Larsen
Peter Mazzeo
Peter Steketee
Phergus
Philip D. Mann
Philip Hendricks
philip hindley
Philip Rogers
Phillip Ames
Phillip Hartzog
Phillip McGregor
Phillip Sacramento
Pieter
PK Sullivan
Porter Williams
Preston Bruce
Preston Poland
Quincy Jackson
QuirkyAI
Rafe Richards
Ralph Mazza
Ramon Jaimez
Rasmus Thunberg
Renee B
RevenantBob
Rich
Richard Greene
richard ingram
Richard Rivera
Richard Stack
Rob
Rob Abrazado
Rob Backstrom
Rob Donoghue
Rob Knop
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Robert Daley
Robert Havrilla
robert kim
Robert Martinez
Robert Slaughter
Robert Tucker
Robin
Robin Gonzales
Robin McEntire
Robinson Fulcher
Roger Rebisz
Roger Smith
Roghn
Ron Sojourner
Ronald Lewis Jr
Ronald Whitehead
Ronnie Sanford
Ronnie Walton
Ruben Jannes
runemyth0
Russell Spillman
Russell Ventimeglia
Ryan Dukacz
Ryan Gibbons
Ryan Kaiser
Ryan Kent
Sally Burk
Sam Billington
Sam Courtney
Sam Garamy
Sam Hing
Sam Hinshaw
Sammi Hadert
Sarah Adams Marcel
Sarah Richardson
Sarah Williams
Scott
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Scott Davenport
Scottie Taylor
Sean Leventhal
Sean Murphy
Sean Tan
Sebastian Cuellar
Sergio Silvio Herrera Gea
Seth Hartley
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Shane DeNota-Hoffman
Sharang Biswas
Sharon
Shawn "Rude Wheel" Campbell
Shervyn von Hoerl
Shoshana Kessock / Phoenix
Outlaw
Simon Batchelor
Simon Jennings
Simon Laberge
Simone Maccapani
Sominex
Sophia
Sophie Lagace
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spacht
Spike Barlow
Spyros Veronikis
Stefan Schloesser
Stefanie M
Stephan Szabo
Stephen
Stephen Sing
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Steve Arensberg
Steve Dodge
Steve Donohue
Steve Flores
Steve Van Gorder
Steven Bates
Steven Humphries
Steven Lord
Steven Warble
Steven Ward
Steven Watkins
Stuart McIlwraith
Svend Andersen
Sylag
Taiga Brenerman
Tanya Lussier-Normil
Tasha Turner
Taylor Bogar
Taylor Meyers
Tera Lockhart
terrasaur
Tessara Ahlin
The Underwoods
Theodore Miller
Thierry De Gagné
Thomas Frank
Thomas Franz
Thomas Ladegard
Thomas Martin E.
Thomas Shey
Thozmp Corris
Tiara & Adrian Agresta
Tiff
Tiffany Korta
Tim Jensen
Tim Luttermoser
Tim Soholt
Timothy Forster
Timothy Whitworth
Todd
Tom Huber
Tom Shen
Travis Bryant
Trevor Curtis
Tyler Allen
Tyler Brunette
Ugo Cimone
Unholy Guy
Unruly Designs
Vele
Veronica Hamilton
Victor Serrano
Victor Wyatt
Victory Condition Gaming
Violet
W Ryan Carden
walter
Warren Nelson
Wayne Harris
Weimann
Wendy van Leeuwen
Wes Frazier
Whitt
Will Sobel
Will Triumph
Will Yeager
William Bossier
William Dixon
William E. Burns III
William Hochella
William Lamming
William P
William Staab
Wyldstar
Wyrdrune
Yodo
YoMaster
Young-hoon Lee
Zach Jeschke
Zach Miller
Zanshi Kaijin
Zargo Games



Name: **JAMES FORDHAM**

Dominion: **GOD OF DARKNESS**

INITIATIVE	STRENGTH	MOVEMENT
+4	5	10

FREE TIME	WEALTH	SPARK
5	4	1

HEALTH ☐☐☐☐☐☐

PSYCHE ☐☐☐☐☐

FRAGMENTS ☐ ☐ ☐

+3 Successes to Skill or +2 Successes to Manifestation

LEGENDARY ACTS ☐

Occupation: Private Detective (Peacekeepers)

Archetype: Wanderer

Dominion: Darkness (Tangible)

Theology: Ascendants

SKILLS

Athletics	3	Influence	1	Perform	0
Crafts	0	Intuition	2	Speed	2
Deception	0	Knowledge	1	Stealth (Shadowing)	3
Discipline	0	Marksman	3	Survival	3
Empathy	1	Medicine	0	Tech	0
Fighting	3	Might	2	Travel	2
Fortitude	1	Perception	3		

Make Skill + Skill combo and roll dice equal to their total value.
7-9 = 1 Success, **10** = 2 successes
Specialties are listed under their skill.

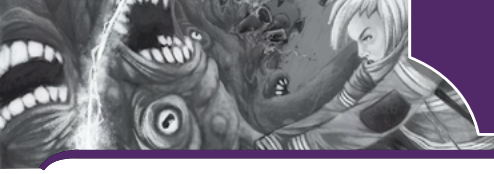
MANIFESTATIONS

Aegis	0	Oracle	0
Beckon	0	Ruin	3
Journey	0	Shaping (Shadow Form)	5
Minion	1	Soul	0
Puppetry	0		

Manifestation + Skill
7-9 = *1 Success,*
10 = *2 successes*

Level 0 Manifestations cannot be used.
Specialties are listed under their manifestation.

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BLESSINGS

Bonuses or special abilities.

Eye on the Perp: James knows how to follow a person of interest. Gain +1 Stealth to shadow someone else, always staying right outside their view.
This is My Town: James is one with his city and there is little about it he doesn't know. Gain a +1 bonus to any checks to operate in his town.
Destructive Nature: James has learned to hone the nature of his newfound power. If using his element to cause harm, gains +1 success toward the Damage Measure.
Inhuman Visage: As an Ascendant, James can use Truths to shift his form without spending Fragments (Making some Truths free to activate).

CURSES

Penalties or negative traits that produce Pantheon Dice.

Haunted: Gain 1 Pantheon Die when the current situation reminds James of a terrible case he once worked, and is caught up in contemplation instead of acting.
Holes in My Pockets: That old trope about Private Eyes being constantly near broke? Unfortunately true for James. Gain 1 Pantheon Die if he sacrifices 1 Wealth when traveling between scenes.
Connected to the Land: James is very protective of his territory, to the point of losing his cool if anything happens to it. Gain 1 Pantheon Die if a Location Bond takes Strain from an outside source.
Blood Thirsty (Failing): During battle, James suffers a -2 penalty to all Defense checks, and focuses on a single target, ignoring all others until the target is defeated. Also gains +2 Fighting to harm the target of his Blood Thirst.

BONDS

***I** = Individual, **G** = Group, **L** = Landmark, TG = Territory Grid*
Health equal to Level. Dmg for a Favor or if you ignore them.

		TG
Shawn Gunn, Apprentice (I)	☐☐	7-3
Centerpoint Station (L)	☐☐☐	6-5

RELICS

Blackened Ring (Level 2)
A ring that somehow survived many disasters, granting increased manipulation of the shadows. Grants +2 Ruin.

WORSHIPPERS

- 1 dmg for (Level)/2 in Fragments. TG= Territory Grid

		TG
Faithful	☐☐	2-5

Cause 1 Strain to receive (Level)/2 Fragments

Confidants	☐	2-3

Cause 1 Strain to heal all of one type of damage and lower all Conditions by (Level)/2, rounded up. (2-3 on Territory Grid)

TRUTHS

"The God's eyes pierce all Darkness"
James ignores the Impaired Condition if it applies to sight, and takes no penalties from other abilities that would normally cause blindness.

"The God of Darkness recovers overnight"
Between Scenes and during Rest Scenes, James heals 1 Health and 1 Psyche automatically.

"James haunts the shadows"
Spend 1 Fragment. Any mortal viewing James in this form automatically receives the Afraid 1 Condition per minute they remain in his presence. Other creatures with a Spark receive a Simple (1) Resistance check.

"The God of Darkness reveals his claws in the night"
James can reflexively bring out his claws for free (no action used), thus considered armed and receiving the Brutal 2 Quality.

James has been around the block more than a few times as a private eye who has had an eye-full of his city's underbelly. Sure there's the frequent cheating spouse case here and there, but no case changed his life more than that of the disappearance of Charles Gunn. See, he was hired by Sofia Gunn to find her brother and the trail led him to meet a dying man in Centerpoint Subway Station. The man wasn't Charles, but did possess a ring of swirling darkness, and as the man took his last breaths the ring flew onto James' finger and transferred to him the powers of the god of darkness.

Since that day, he's seen even more strangeness. His own new divine powers for one, but he's encountered an underground network of kappa in his city and crossed paths with a cloak. James hasn't allowed himself to be distracted by the wonder, however, as his cold case still hangs around his neck like an albatross. He has even taken on Sofia's son, Shawn, as an apprentice. Who better to assist this case than the nephew of the man he hopes to find, the young man who knew Charles so well. James's often violent outbursts have begun to push others away, however, making life a day-to-day struggle.

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Name: CURTIS JASPER "CJ" LIS

Dominion: GOD OF LAUGHTER

INITIATIVE	STRENGTH	MOVEMENT
+6	2	11

FREE TIME	WEALTH	SPARK
7	1	1

HEALTH ☐☐☐☐☐☐☐

PSYCHE ☐☐☐☐☐☐☐

FRAGMENTS ☐ ☐ ☐

+3 Successes to Skill or +2 Successes to Manifestation

LEGENDARY ACTS ☐

Occupation: Artist (Creative)
Archetype: Fool
Dominion: Laughter (Conceptual)
Theology: Undecided

SKILLS

Athletics	2	Influence	2	Perform (Telling Jokes)	4
Crafts	2	Intuition	2	Speed	4
Deception	2	Knowledge	2	Stealth	0
Discipline	2	Marksman	2	Survival	1
Empathy	3	Medicine	1	Tech	1
Fighting	1	Might	0	Travel	0
Fortitude	2	Perception	0		

Make Skill + Skill combo and roll dice equal to their total value.
7-9 = 1 Success, **10** = 2 successes
Specialties are listed under their skill.

MANIFESTATIONS

Aegis	0	Oracle	1
Beckon	2	Ruin (Die Laughing)	2
Journey	0	Shaping	0
Minion	2	Soul	1
Puppetry	0		

Manifestation + Skill
7-9 = *1 Success,*
10 = *2 successes*

Level 0 Manifestations cannot be used.
Specialties are listed under their manifestation.

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BLESSINGS

Bonuses or special abilities.

Pull An All-Nighter: He has spent so many long coffee-infused nights creating and focusing on projects, he gains +1 Fortitude when he spends a long time doing a single activity.
For You: The Fool is good at doing things to make others happy. Gain a +1 bonus to any check to bring a smile to someone's face, from a Crafts bonus to make them a gift to an Influence bonus to get a fair price on catering for their upcoming birthday party.
Beacon: CJ always ends up where laughter resides. By taking a Dazed 2 Condition, the player may ask the GM where the next point of interest containing laughter is and should be given the coordinates on the Territory Grid.

CURSES

Penalties or negative traits that produce Pantheon Dice.

I Can't Even: He gains 1 Pantheon Die when something stressful causes him to lash out at everyone around him, either taking him out of the situation or creating unwanted tension.
Big Mouth: Sometimes he says something he shouldn't have, like blurting out an insult or letting a secret slip. Gain 1 Pantheon Die when he has loose lips.
Bizarro-God: Large displays of CJ's divine nature can sometimes drain his connection to his Spark. Gain 1 Pantheon Die when he becomes devoid of laughter in a moment that is detrimental.

BONDS

***I** = Individual, **G** = Group, **L** = Landmark, TG = Territory Grid*
Health equal to Level. Dmg for a Favor or if you ignore them.

				TG
Silvia - My Muse/Ghost (I)	☐	☐	☐	4-10
Other Comedians (G)	☐	☐	☐	3-1
The Laugh Shack (L)	☐	☐	☐	9-5

WORSHIPPERS

- 1 dmg for (Level)/2 in Fragments. TG= Territory Grid

		TG
Preachers	☐	9-7

Cause 1 Strain to lower the cost of obtaining a Worshipper level by 1.

RELICS

Obscuring Cigar (Level 1)
Once per day, lighting the cigar creates an ensuing smoke that gives others an Impaired Sight 2 Condition (the Relic's owner is immune).

TRUTHS

"Laughter is the best medicine"
Make a Simple (1) Perform + Medicine check to heal damage to either Health or Psyche (in any combination) or lower Conditions by 1 per success gained. They may activate this Truth once per Session for free, but subsequent uses cost 1 Fragment. If using on himself, the Difficulty raises to Tough (3).

"Laughter is the best medicine" was the motto of Grandma Lis, and since his early childhood CJ took that message to heart. After all, children can be innocently cruel, so one of the first things a young CJ learned was to be the first to poke some fun at himself, disarming others before they could strike. Over time, he found that not only did making people smile and laugh make them feel better, but it also made him feel better. It gave him purpose, so he became a full-on class clown in high school, studied performance and history in college, then moved on to stand-up comedy as an adult.

As of today, his humor has become a little bit more sour, a little bit snarkier, but after all, life isn't always sunshine and rainbows (and the loss of a loved one can shove that reality in your face pretty hard). The only thing that matters is that you should "Always Look On The Bright Side Of Life," as the old wise men said, and that's exactly the purpose of CJ's show and on-stage character (The Cosmic Jester), to laugh in the face of everything life throws at you and brighten his audience's day... even if only for a couple of hours.

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Name: **TODD EBERT**

Dominion: **GOD OF RUNNERS**

INITIATIVE	STRENGTH	MOVEMENT
+3	3	9 (15 with shoes)

FREE TIME	WEALTH	SPARK
5	4	1

HEALTH ☐☐☐☐☐☐☐☐☐☐☐☐

PSYCHE ☐☐☐☐☐

FRAGMENTS ☐ ☐ ☐

+3 Successes to Skill or +2 Successes to Manifestation

LEGENDARY ACTS ☐

Occupation: Manual Labor (Blue Collar)
Dominion: Runners (Patron)
Archetype: Innocent
Theology: Puck-Eater

SKILLS

Athletics	2	Influence	1	Perform	2
Crafts	2	Intuition	1	Speed	2
Deception	1	Knowledge	0	Stealth	0
Discipline	1	Marksman	2	Survival	1
Empathy	1	Medicine	0	Tech	2
Fighting (Knife Fighting)	3	Might	1	Travel	3
Fortitude	4	Perception	1		

Make Skill + Skill combo and roll dice equal to their total value.
7-9 = 1 Success, **10** = 2 successes
Specialties are listed under their skill.

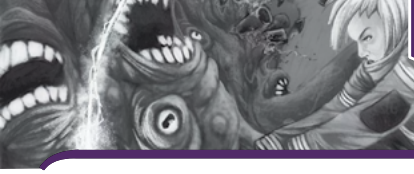
MANIFESTATIONS

Aegis (Protecting Runners from Harm)	3	Oracle	0
Beckon	0	Ruin	2
Journey	2	Shaping	1
Minion	2	Soul	0
Puppetry	0		

Manifestation + Skill
7-9 = *1 Success,*
10 = *2 successes*

Level 0 Manifestations cannot be used.
Specialties are listed under their manifestation.

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PART-TIME GODS
SECOND EDITION

BLESSINGS

Bonuses or special abilities.

Keep My Head Down: Gain +1 Discipline to ignore distractions and concentrate on current duties.
Stroke of Genius: Once per Session, when taking dice from the pantheon pool, each die taken counts as 2.
Loved & Worshipped: When devoting a scene to his worshippers, Todd heals +1 Strain to the Bond.
Cannibal Behavior: Eating the flesh of an opponent imparts special powers in exchange for an Ingesting 1 Condition. It is a Quick Action to eat a morsel Todd is carrying, and a Standard Action to take a bite out of an enemy. Effects last 1 Scene. Mortal flesh grants +2 bonus to an appropriate Skill (or +3 if the victim had Level 5). Outsider flesh steals powers (Pay-Offs) from their magical victims.

CURSES

Penalties or negative traits that produce Pantheon Dice.

Old Injures: Gain 1 Pantheon Die when Todd's injured arm causes him to fail to complete an important task.
Daydreaming: Gain 1 Pantheon Die if Todd sacrifices 1 Free Time when performing a task.
Fox in the Hen House: Gain 1 Pantheon Die if Todd's worshippers are strained by an outside source.
Unceasing Appetite: Whenever faced with a chance to eat something he's never eaten before, Todd is urged by his inner demons to take it. Make a Moderate (2) Fortitude + Discipline check to resist these urges. Each time Todd resists during the same session, the Difficulty raises by +1.

BONDS

***I** = Individual, **G** = Group, **L** = Landmark, TG = Territory Grid*
Health equal to Level. Dmg for a Favor or if you ignore them.

		TG
Truck-Lite (L)	☐ ☐	1-7
Buck Rd., (L)	☐	3-5
Mom – Wise (I)	☐ ☐ ☐	10-5
PFDs – Fun (G)	☐ ☐	Various

WORSHIPPERS

- 1 dmg for (Level)/2 in Fragments. TG= Territory Grid

		TG
Faithful	☐ ☐	10-4

Cause 1 Strain to receive (Level)/2 Fragments

RELICS

Running Shoes of Rapid Movement (Level 2)
These mystical sneakers give a +6 bonus to Movement when worn.

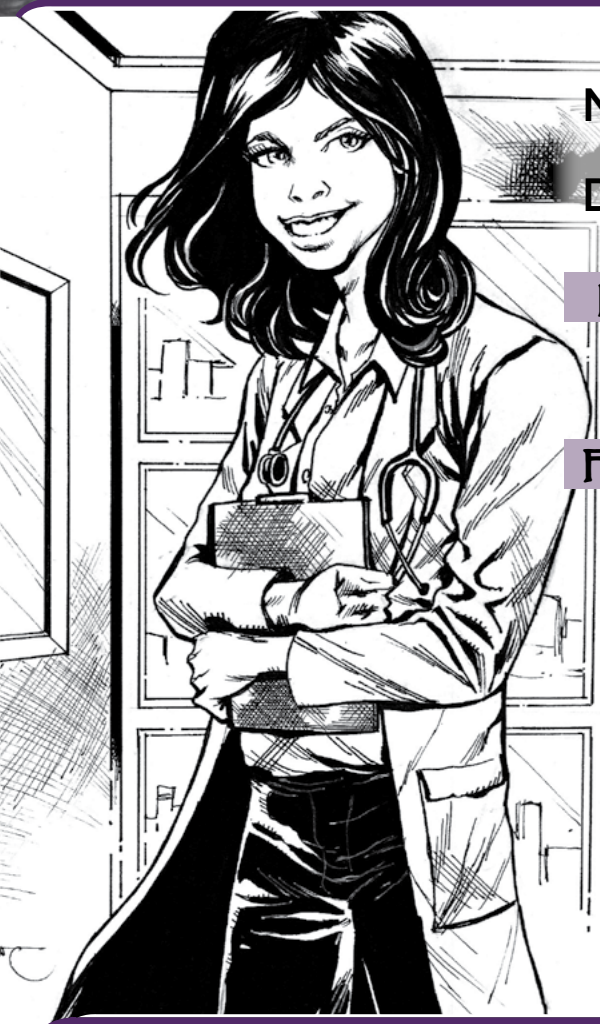
TRUTHS

"Todd can eat things that would kill anyone else"
Todd is immune to poisons.

Todd is nothing special, just a warehouse worker at your typical small-town factory. Having spent his life dreaming of grand things but never really following through with them, he just lacked much in the way of options. The day Todd's life changed was just a typical day. He was out supporting his brother as he ran a marathon. Not really being into it, he caught the attention of another watcher, a man by the name of Henrik, who felt Todd needed more appreciation for the sport. He left him with a pair of running shoes and his divinity.

Upon finding out that all of the scary creatures of the night were real, and would now be targeting him and his family, Todd decided to hunt them down before they could get close. This choice led him to become a Puck-Eater. He now splits his time between work, his friends, looking after the local runners, and being on the prowl for Outsiders. After all it's a god-eat-monster world now.

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Name: **TESSARA ROMANOV**

Dominion: **GODDESS OF PASSION**

INITIATIVE	STRENGTH	MOVEMENT
+4	2	7

FREE TIME	WEALTH	SPARK
3	6	1

HEALTH ☐☐☐☐☐

PSYCHE ☐☐☐☐☐☐☐☐

FRAGMENTS ☐ ☐

+3 Successes to Skill or +2 Successes to Manifestation

LEGENDARY ACTS ☐

Occupation: Medical (Professional)

Archetype: Dreamer

Dominion: Passion (Emotional)

Theology: Phoenix Society

SKILLS

Athletics	1	Influence	1	Perform	2
Crafts	1	Intuition	3	Speed	1
Deception	1	Knowledge	1	Stealth	3
Discipline	3	Marksman	1	Survival	0
Empathy	4	Medicine	2	Tech	3
Sending feelings					
Fighting	1	Might	1	Travel	0
Fortitude	3	Perception	2		

Make Skill + Skill combo and roll dice equal to their total value.
7-9 = 1 Success, **10** = 2 successes
Specialties are listed under their skill.

MANIFESTATIONS

Aegis	2	Oracle	1
Beckon	1	Ruin	1
Journey	0	Shaping	1
Minion	2	Soul	1
Fuel Passion - Bestow			
Puppetry	1		

Manifestation + Skill
7-9 = *1 Success,*
10 = *2 successes*

Level 0 Manifestations cannot be used.
Specialties are listed under their manifestation.

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BLESSINGS

Bonuses or special abilities.

My Medical Opinion: Tessara possesses a firm grasp on medical theory and jargon. Gain +1 Knowledge to accurately diagnose someone or recall drug effects and treatment options.
Keep on Creating: Gain +2 Crafts to create something that stands the test of time.
Fuel My Fire: Gain a +1 bonus to any roll made in the heat of Passion.
Linked to Humanity: All Bonds and Worshippers act as if they are +1 Level higher than normal, as her connection to them is stronger than other gods share with mortals.

CURSES

Penalties or negative traits that produce Pantheon Dice.

Call It: Regardless of effort, some patients just don't make it. Gain 1 Pantheon Die when someone under Tessara's care dies.
Perfectionist: Gain 1 Pantheon Die if the character cannot deny their urge to perform the same task again and again until they suffer an utter defeat or get a Style Boost.
Overcome with Emotion: Gain 1 Pantheon Die if the god's Passion surges through someone else in the scene, and this causes issues.
Intimacy Addiction: Any Scene without personal interaction with mortals deals Tessara 1 damage to Psyche and gives her a Level 1 Deprived Condition, as her body literally starves for human interaction. Outsiders or other gods do not count. Once she reconnects, her Condition is reduced by 1 per Scene, until gone. Damage taken this way heals normally.

BONDS

***I** = Individual, **G** = Group, **L** = Landmark, TG = Territory Grid*
Health equal to Level. Dmg for a Favor or if you ignore them.

				TG
Forensic Community (G)				
Luna Romanov (I)				6-6
Stardust - Local LGBT Performance Bar (L)				4-7

RELICS

Eternal Coffin
Gifted by the Phoenix Society so she can continue watching over humans. While sleeping within the Relic, the god's body and soul cease to age, but this also works with anything else placed into the coffin as well.

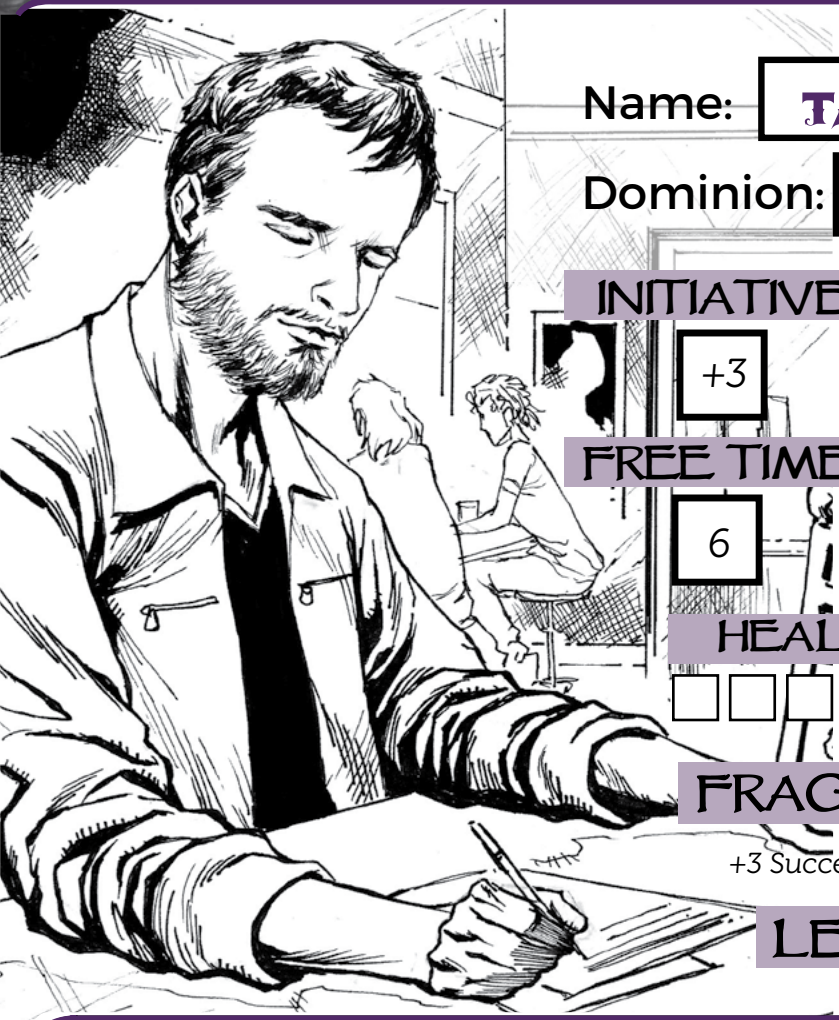
TRUTHS

"The goddess of passion is bound by no single language."
Tessara can speak all languages.

Tessara was born to a simple family in the early twentieth-century at a homestead in the Northern woods of Wisconsin. Raised to be a well-behaved daughter, and later wife, Tessara lead a quiet life until she accepted the courtship of a young man who offered her the world for her devotion. In the height of her excitement to start a new life and see what the world had to offer to her and her fiancé, she manifested as a goddess of passion.

Sadly, Tessara found herself abandoned by her fiancé and family. The supernatural was not welcome in their home, so Tessara didn't feel welcome — especially after she was driven out as a witch after her mother found a divine trinket. It was not long after that the Phoenix Society took Tessara in and taught her to control her passion and explained how her new godhood connected her to humanity. She later discovered one of her own passions, working in a forensics laboratory, to help victims in her community gain closure when they needed it most. More recently, she has been drawn to art, through which she met her newest lover, Luna. Tessara hides her true nature from Luna, still afraid of the rejection that she experienced long ago.

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Name: **TADHG (TOD) DEVANSON**

Dominion: **GOD OF PARACOSMS**

INITIATIVE	STRENGTH	MOVEMENT
+3	1	8

FREE TIME	WEALTH	SPARK
6	2	1

HEALTH ☐☐☐☐☐

PSYCHE ☐☐☐☐☐☐☐☐

FRAGMENTS ☐ ☐ ☐

+3 Successes to Skill or +2 Successes to Manifestation

LEGENDARY ACTS ☐

Occupation: Fiction Writer (Creative)

Archetype: Lover

Dominion: Paracosms (Conceptual)

Theology: Phoenix Society

SKILLS

Athletics 1	Influence 1	Perform 3
Crafts 3	Intuition 1	Speed 2
Deception 1	Knowledge 5 (Literature)	Stealth 2
Discipline 3	Marksman 2	Survival 0
Empathy 4	Medicine 0	Tech 2
Fighting 0	Might 0	Travel 0
Fortitude 0	Perception 0	

Make Skill + Skill combo and roll dice equal to their total value.
7-9 = 1 Success, **10** = 2 successes
Specialties are listed under their skill.

MANIFESTATIONS

Aegis 2	Oracle 2
Beckon 2	Ruin 1
Journey 0	Shaping 0
Minion 0	Soul 3 (Figments)
Puppetry 0	

Manifestation + Skill
7-9 = *1 Success,*
10 = *2 successes*
Level 0 Manifestations cannot be used.
Specialties are listed under their manifestation.

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BLESSINGS

Bonuses or special abilities.

Pull An All-Nighter: He has spent so many long coffee-infused nights creating and focusing on projects, he gains +1 Fortitude when he spends a long time doing a single activity.
Inviting Nature: Something about him draws others in with unintentional charm. Gain +1 Influence to seduce another or +2 Influence after spending at least two scenes with the target.
Mental Guard: Tod ignores Level 1 of any Mental Condition, but if it reaches Level 2, he feels the full penalties.
Linked To Humanity: All his Bonds and Worshippers act as if they are +1 Level higher than normal, as his connection to them is stronger than what other gods share with the mortals around them.

CURSES

Penalties or negative traits that produce Pantheon Dice.

I Can't Even: He gains 1 Pantheon Die when something stressful causes him to lash out at everyone around him, either taking him out of the situation or creating unwanted tension.
You Don't Like It?: The thought of not having his passion reciprocated constantly worries him. Gain 1 Pantheon Die if a gesture or act he performs for another is spurned or goes completely unnoticed, sending him into a depression.
Led By My Power: He gains 1 Pantheon Die when he can't help but succumb to his Dominion in the moment, becoming distracted.
Intimacy Addiction: Any Scene without personal interaction with mortals deals Tod 1 Psyche damage and a Level 1 Deprived Condition, as his body literally starves for human interaction (cannot be sated by Outsiders or other gods). Once he reconnects, his Condition is reduced by 1 per Scene, until gone. Damage taken this way heals normally.

BONDS

I *= Individual,* ***G*** *= Group,* ***L*** *= Landmark, TG = Territory Grid*
Health equal to Level. Dmg for a Favor or if you ignore them.

						TG
Lauren Lutch - Muse and girlfriend (I)						5-7
Studio Apartment - Home (L)						8-1
Cafe Staff - Nurturing (G)						
"Wanderers' Rest" Cafe and Bookstore - Social (L)						3-5
World-Builders' Writer Group - Approval-Seeking (G)						

TRUTHS

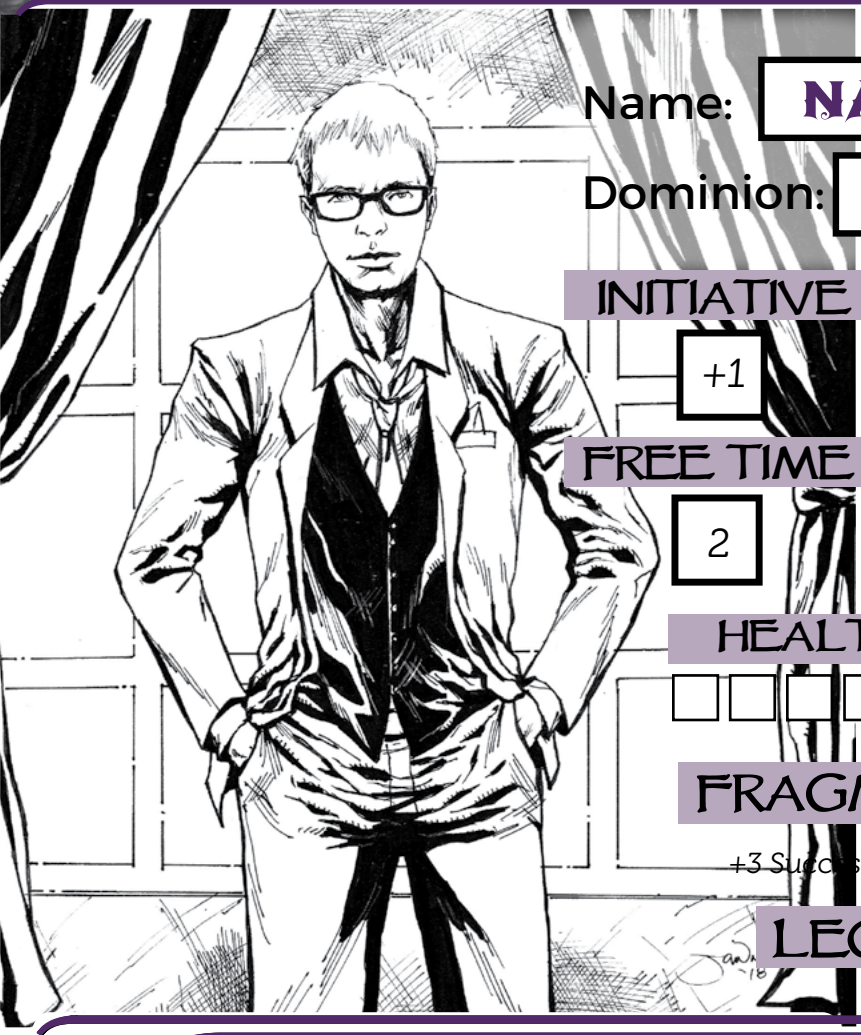
"The god of paracosms can always find the right details."
Tod gains +1 Knowledge when searching for details, and any failure or critical failure on these rolls is treated as if he gained 1 Success instead.

"The god of paracosms can't be fooled by illusions."
As one deeply ingrained with make-believe, Tod possesses the ability to see through illusions and masks of any kind. Spend 1 Fragment to sense the presence of the Source, see ghosts, and see the true faces of any Outsiders who take other guises. If he's resisting the Illusions effect he receives a +2 bonus to see through the charade.

Tadgh Devanson, more commonly known as Tod, is a Scottish immigrant who moved to the USA when he turned 18. An only child with parents who were constantly busy with work, and Tod was often left alone, which led to him turning to novels of wonderful stories and engaging worlds he could imagine getting lost and traveling within. As he grew older, he developed a hobby of writing his own stories, especially detailed and in-depth settings.

When his godhood came at the age of 19, it was without warning. In a modern world of movies, books, and games where detailed imaginary worlds (called paracosms) are innumerable, the Source seemed to decide that a new god for this new Dominion was needed. With his power to encourage others in their creations and the ability to manifest figments of such creations, Tod still delights in getting lost in such creations from great novels & role-playing games to television & a child's game of pretend. He is often found either in his studio-apartment with his girlfriend, who serves as his muse and critic of his works, or down at his favorite café/bookstore with familiar staff and a group who come to him for advice.

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Name: **NATHAN VERIS**

Dominion: **GOD OF AVARICE**

INITIATIVE	STRENGTH	MOVEMENT
+1	0	5

FREE TIME	WEALTH	SPARK
2	7	1

HEALTH ☐☐☐☐☐

PSYCHE ☐☐☐☐☐☐☐☐

FRAGMENTS ☐ ☐ ☐

+3 Successes to Skill or +2 Successes to Manifestation

LEGENDARY ACTS ☐

Occupation: Privileged (Unemployed)
Archetype: Sage
Dominion: Avarice (Emotional)
Theology: Warlock's Fate

SKILLS

Athletics	0	Influence Negotiation	3	Perform	0
Crafts	2	Intuition	1	Speed	0
Deception	3	Knowledge	3	Stealth	0
Discipline	1	Marksman	2	Survival	0
Empathy	4	Medicine	2	Tech Programming	4
Fighting	1	Might	0	Travel	1
Fortitude	0	Perception	3		

Make Skill + Skill combo and roll dice equal to their total value.
7-9 = 1 Success, **10** = 2 successes
Specialties are listed under their skill.

MANIFESTATIONS

Aegis	0	Oracle	2
Beckon	1	Ruin	0
Journey	1	Shaping	0
Minion Enchant	3	Soul	0
Puppetry	3		

Manifestation + Skill
7-9 = *1 Success,*
10 = *2 successes*

Level 0 Manifestations cannot be used.
Specialties are listed under their manifestation.

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BLESSINGS

Bonuses or special abilities.

This is My Town: They know their way around everywhere, especially where to get to the best parties. Gain +1 Survival when operating in urban environments.
All Planned Out: The Sage is great at preplanning missions and events. Gain a +1 bonus to planning rolls when sending Bonds out for Lead Follow-up or for the Portal stage when traveling to other worlds.
Fuel My Fire: The god learns to see their Emotional Dominion as a source of power. Gain a +1 bonus to any roll made in the heat of their chosen emotion.
See Connections: By spending 1 Fragment, Nathan learns exactly how two things are connected to each other. The player may also sacrifice 1 Pantheon Die per additional connection he wishes to see within the same Scene.

CURSES

Penalties or negative traits that produce Pantheon Dice.

Can't Pass Up a Deal: They often get off on gambling and initiating deals of all kinds, but sometimes things go south. Gain 1 Pantheon Die when the character makes a deal that goes sideways and causes trouble.
All This Knowledge, For What?: Gain 1 Pantheon Die when they are left feeling useless and insecure about their abilities, leading to tension and conflict.
Overcome With Emotion: Gain 1 Pantheon Die if the god's Emotional Dominion surges through someone else in the scene, and this causes issues.
Manipulators: Nathan just can't help but test his relationships. Whenever he asks an Attachment for assistance, roll 1d10. On a 1 or 2 result, cause +1 Strain. When devoting a Scene to a Strained Attachment, roll another 1d10. On a 1 or 2 result, it heals no Strain.

BONDS

I *= Individual,* ***G*** *= Group,* ***L*** *= Landmark, TG = Territory Grid*
Health equal to Level. Dmg for a Favor or if you ignore them.

		TG
My Mansion (L)	☐☐	5-4
Nicole - Sister and favorite person in the world (I)	☐☐☐	8-10
Verity - Online Gaming Guild (G)	☐☐	
Mall of America (L)	☐☐	9-7

TRUTHS

"His Divine Nature is intoxicating"
Spend 1 Fragment. Mortals who look at Nathan automatically take a Convinced 1 Condition per minute in his presence, making his words easier to accept and follow. Other creatures with a Spark receive a Moderate (2) resistance check.

"Nathan speaks to the greed in the hearts of all people"
He can speak any language automatically.

WORSHIPPERS

- 1 dmg for (Level)/2 in Fragments. TG = Territory Grid

	TG
Faithful ☐	2-5

Cause 1 Strain to receive (Level)/2 Fragments

Nathan always had a mind for technology and a love of puzzles, but not a lot of money to get where he wanted to ultimately end up. To pay his way, he joined the Navy right out of high school, earned a degree in programming, and promptly completed his service. Nathan always went after what he wanted, and wasn't afraid break the rules to do it. He participated in an augmented reality scavenger hunt for a very large prize, and not only hacked the systems to win, but also sabotaged the other teams. He's often looked back with regret, but the money was great! Spontaneously, he was granted the Spark of the god of avarice!

His calculating mind took easily to the lessons of the Warlock's Fate. When Nathan looked at people, he couldn't help but think about what they would do to achieve the things they crave and how he could use his newfound powers to test his theories. He lives in a huge home, often playing MMOs to pass the time, but also constantly on the lookout for his next target.

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Name: **EDEN HARRINGTON**

Dominion: **GODDESS OF SECRETS**

INITIATIVE	STRENGTH	MOVEMENT
+5	3	10

FREE TIME	WEALTH	SPARK
5	4	1

HEALTH ☐☐☐☐☐☐☐

PSYCHE ☐☐☐☐☐☐☐

FRAGMENTS ☐ ☐ ☐

+3 Successes to Skill or +2 Successes to Manifestation

LEGENDARY ACTS ☐

Occupation: Sex Worker (Criminal)

Archetype: Tyrant

Dominion: Secrets (Conceptual)

Theology: Cult of the Saints

SKILLS

Athletics	2	Influence	3	Perform	2
Crafts	0	Intuition	2	Speed	3
Deception Seduction	3	Knowledge	2	Stealth	1
Discipline	2	Marksman	2	Survival	1
Empathy	2	Medicine	0	Tech	0
Fighting	0	Might	1	Travel	0
Fortitude	2	Perception	2		

Make Skill + Skill combo and roll dice equal to their total value.
7-9 = 1 Success, **10** = 2 successes
Specialties are listed under their skill.

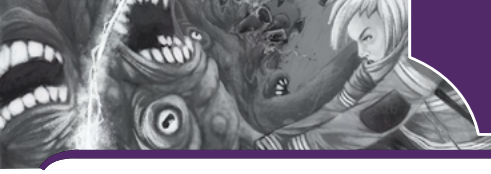
MANIFESTATIONS

Aegis	0	Oracle	0
Beckon	1	Ruin Mum's the Word	2
Journey	0	Shaping	0
Minion	2	Soul	2
Puppetry	3		

Manifestation + Skill
7-9 = *1 Success,*
10 = *2 successes*

Level 0 Manifestations cannot be used.
Specialties are listed under their manifestation.

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BLESSINGS

Bonuses or special abilities.

Spot the Creep: Gain +1 Empathy to tell if someone has dangerous intentions upon meeting them.
Mental Guard: Eden ignores Level 1 of any Mental Condition, but if it reaches Level 2 she feels the full penalties.
Divine Words: Spend 1 Fragment to ask the GM a question (+1 question per sacrificed Pantheon Die - up to 3 times). The GM must answer truthfully, but the answer's clarity may vary. Some may be cloudy, while others are absolutely clear.
Guide My Sword: In a Battle of Fists, she asks for divine intervention against an enemy. For 1 Fragment, Eden can use her Quick Action to pray and receive a +5 bonus to the next attack. This can only be done once per Battle.

CURSES

Penalties or negative traits that produce Pantheon Dice.

On the Brain: Gain 1 Pantheon Die if/when the character acts overly sexual and increases the tension/conflict in a social situation
Home to Roost: Gain 1 Pantheon Die if someone who was manipulated by Eden comes back to cause problems.
Bizarro-God: Large displays of Eden's divine nature can sometimes drain her connection to her Spark. Gain 1 Pantheon Die when she becomes devoid of secrets in a moment that is detrimental.
Follow the Voices: The Higher Power (GM) may ask the Saint to perform one act in its name per Session. If they perform the act, the Curse is done. Resisting requires a Moderate (2) Discipline + Intuition check (or Challenging (4) if she has used Divine Words in the same Session). Failure means the Saint's body acts on its own to fulfill the task, regardless of their desires.

BONDS

I *= Individual,* ***G*** *= Group,* ***L*** *= Landmark, TG = Territory Grid*
Health equal to Level. Dmg for a Favor or if you ignore them.

			TG
Ekaterina Zhukov - Muscle (I)	☐	☐	2-7
Brothel - doubles as temple (L)	☐		1-8

WORSHIPPERS

- 1 dmg for (Level)/2 in Fragments. TG = Territory Grid

		TG
Confidants	☐	7-8

Cause 1 Strain to heal all of one type of damage and lower all Conditions by (Level)/2, rounded up - Monica Addison

Givers	☐	2-10

Cause 1 Strain for Worshipper Level in Wealth.

Temple Keepers	☐	10-8

Cause 1 Strain to receive a bonus to a Manifestation check equal to (Level) x2.

VASSALS

Lilith (Succubus)	☐	☐	☐	☐	

Gains +2 bonus for seduction and Lilith recovers 1 damage per damage in close combat or may reduce a Condition by 1 for every 2 damage dealt.

TRUTHS

"The Goddess of Secrets Draws Others In with Ease"

Spend 1 Fragment. Mortals who look at Eden automatically take a Convinced 1 Condition per minute in her presence, making her words easier to accept and follow. Other creatures with a Spark receive a Moderate (2) resistance check.

"Owls reflect the power of secrets"

Spend 1 fragment to transform into an Owl, gaining Perception +1, Speed +2, Stealth +1 in this form.

Eden was once a hopeful student, but later became a high-class escort and madam to pay the bills. A favorite client desired to get closer, and Eden agreed. The two went to a hotel room and while she was in the bathroom freshening up, a couple mobsters whacked her client. Eden felt a surge of power and managed to turn into an owl and fly away before the gunmen got to her too. Over time, she became well-acquainted with a large number of secrets from the wealthy, powerful men who seek her favor. However, secrets aren't useful if one just sits on them. No, Eden uses the secrets she uncovers to influence others, usually those who hold power, to her way of thinking.

She didn't immediately accept her godhood, however. Eden is a pagan, believing in a nebulous Goddess. Her belief is that physical intimacy isn't chastised, but rather celebrated. She's opened her own secret brothel, which also serves as the site for her cult's meeting place. Ekaterina Zhukov acts as muscle for Eden, who once was beholden to a crime family, but was granted to Eden in exchange for services rendered. The two actually see each other as friends, though Ekaterina feels uneasy with the cult Eden is making. He doesn't get along with her Lilith, however, the succubus who hangs around Eden most of the time, though her true agenda has yet to be revealed.

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Name: **LUKE EDWARDS**

Dominion: **GOD OF NIGHTMARES**

INITIATIVE	STRENGTH	MOVEMENT
+2	3	8

FREE TIME	WEALTH	SPARK
7	2	1

HEALTH ☐☐☐☐☐☐☐

PSYCHE ☐☐☐☐☐☐☐

FRAGMENTS ☐ ☐ ☐

+3 Successes to Skill or +2 Successes to Manifestation

LEGENDARY ACTS ☐

Occupation: Kid (Unemployed)

Archetype: Hero

Dominion: Nightmares (Crossover)

Theology: Phoenix Society

SKILLS

Athletics	2	Influence	1	Perform	2
Crafts	1	Intuition	1	Speed	1
Deception	2	Knowledge	1	Stealth	2
I'm Just a Kid					
Discipline	2	Marksman	1	Survival	2
Empathy	2	Medicine	1	Tech	2
Fighting	2	Might	1	Travel	1
Fortitude	2	Perception	1		

Make Skill + Skill combo and roll dice equal to their total value.
7-9 = 1 Success, **10** = 2 successes
Specialties are listed under their skill.

MANIFESTATIONS

Aegis	3	Oracle	3
Beckon	0	Ruin	1
Journey	0	Shaping	0
Minion	0	Soul	2
Puppetry	1		

Transfer Nightmares

Manifestation + Skill
7-9 = *1 Success,*
10 = *2 successes*

Level 0 Manifestations cannot be used.
Specialties are listed under their manifestation.

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BLESSINGS

Bonuses or special abilities.

Hide and Seek: It's easy to hide when you're smaller than everyone else. Luke gains +1 Stealth to hide from others, usually finding places big folk never get to.
I'm Your Opponent Now: Luke gains +1 Fighting when taking on a battle to protect someone else. This bonus rises to +2 Fighting if he is protecting perfect strangers.
Frenzy: As a God of Nightmares, Luke is empowered by his own fear. Once per Battle, he may sacrifice 1 Pantheon Die to add a bonus to his next attack equal to the total damage he currently has recorded. This does not include Conditions.
Linked to Humanity: As part of the Phoenix Society, Luke is receptive to new ideas and easier to befriend. All of his Bonds and Worshippers act as if they are +1 Level higher than normal, as his connection to them is stronger than what other gods share with the mortals around them.

CURSES

Penalties or negative traits that produce Pantheon Dice.

***Blush*:** Nothing is worse than being embarrassed. Gain 1 Pantheon Die whenever something happens that completely embarrasses Luke, leaving him mortified and fleeing from the scene.
Overconfident: At times, Luke acts foolhardy and full of himself, believing he can overtake any obstacle set before him — even if it is obviously wiser to turn away. Gain 1 Pantheon Die when he walks into the jaws of obviously overwhelming danger without a second thought.
Prideful: Crossover Dominions are sought by many gods for their immense power, and Luke knows it. Gain 1 Pantheon Die if his pride or arrogance gets the better of him and causes conflict or friction.
Intimacy Addiction: Any Scene without personal interaction with mortals deals Luke 1 Psyche damage and a Level 1 Deprived Condition, as his body literally starves for human interaction (cannot be sated by Outsiders or other gods). Once he reconnects, his Condition is reduced by 1 per Scene, until gone. Damage taken this way heals normally.

BONDS

I = *Individual,* ***G*** = *Group,* ***L*** = *Landmark, TG = Territory Grid*
Health equal to Level. Dmg for a Favor or if you ignore them.

				TG
"The Central High School Year 7 Cohort" (G)	☐	☐		
"Neil Keller, Best Friend For Life" (I)	☐	☐	☐	10-9
"Wise Pennies Cinema, Home of the Midnight Scare-a-thon" (L)	☐	☐	☐	8-2
"The Rescuers", a group of wannabe teen heroes (G)	☐	☐	☐	

WORSHIPPERS

- 1 dmg for (Level)/2 in Fragments. TG = Territory Grid

		TG
Faithful	☐	8-9

Cause 1 Strain to receive (Level)/2 Fragments

Confidants	☐	7-4

Cause 1 Strain to heal all of one type of damage and lower all Conditions by (Level)/2, rounded up.

RELICS

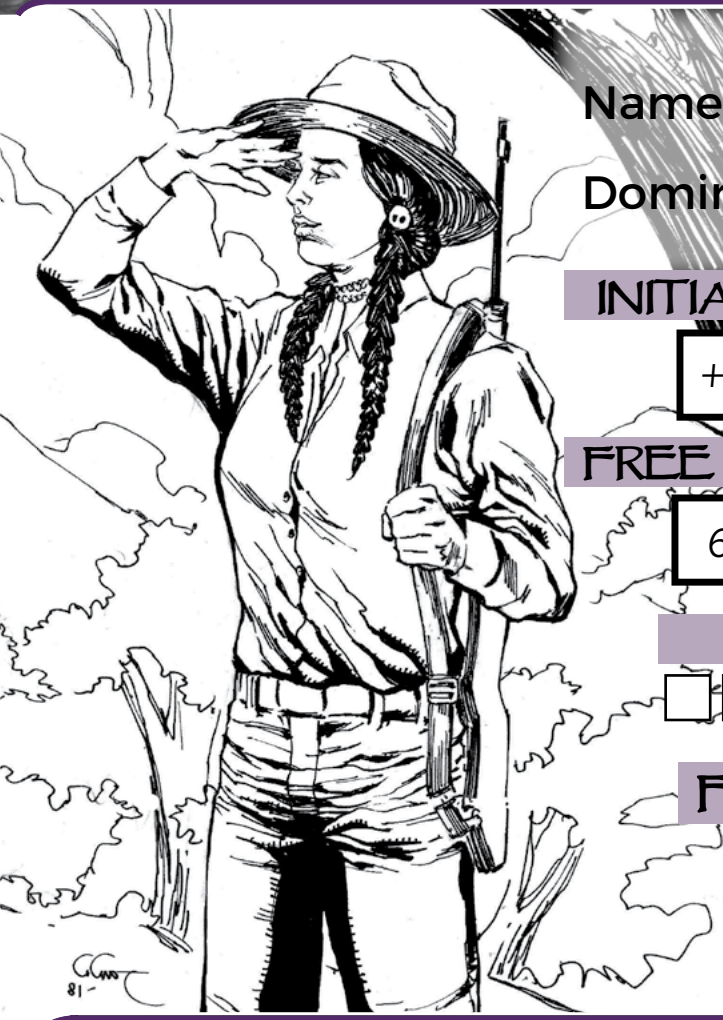
Luke's Security Blanket (Level 3)
His blanket can make him completely invisible to the eye for 1 Fragment. This does not stop him from being detected by sound, smell, or other senses however.

TRUTHS

"Luke only sleeps when he wants to"
Luke requires no sleep and never suffers the Deprived Condition from lack of sleep.

Luke was an awkward 12-year-old when the nightmares began. They haunted him every single night, making sleep a source of terror. Without proper restful sleep, Luke was perpetually tired, unable to function at school, and largely unsure what was real. His family tried everything... therapy, drugs, even prayer. To his surprise, it was the latter that actually worked. The very next time his sleep was invaded, a woman appeared in his dream who claimed to be a goddess. She summoned the source of his nightmares, a rival god, and they battled as he watched with wide eyes and fear. Both gods died that night, and as Luke drew in breath to scream himself awake for the last time, he absorbed their Sparks. Their Dominions of Fear and Dreams fused together, spawning a God of Nightmares. Luke has sworn to use his godly might for good, and tries to help others whenever he can. Joining the Phoenix Society was a natural step, and he keeps in regular contact with like-minded people (mostly other kids) all over his home city. He is still new to the divine game, having only had his Spark for a year so far, but is already making a name for himself as a brave (if over-enthusiastic) protector of humanity.

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Name: **DANIELLE CASSIDY**

Dominion: **GODDESS OF WINTER**

INITIATIVE	STRENGTH	MOVEMENT
+6	4	10

FREE TIME	WEALTH	SPARK
6	4	1

HEALTH ☐☐☐☐☐☐☐

PSYCHE ☐☐☐☐☐☐☐

FRAGMENTS ☐ ☐ ☐

+3 Successes to Skill or +2 Successes to Manifestation

LEGENDARY ACTS ☐

Occupation: Officer (Peacekeepers)

Dominion: Winter (Crossover)

Archetype: Wanderer

Theology: Masks of Jana

SKILLS

Athletics	2	Influence	1	Perform	0
Crafts	0	Intuition	1	Speed	3
Deception	1	Knowledge	3	Stealth	2
Discipline	2	Marksman	3	Survival (Tracking)	3
Empathy	0	Medicine	0	Tech	0
Fighting	3	Might	2	Travel	1
Fortitude	2	Perception	1		

Make Skill + Skill combo and roll dice equal to their total value.
7-9 = 1 Success, **10** = 2 successes
Specialties are listed under their skill.

MANIFESTATIONS

Aegis	2	Oracle	0
Beckon	2	Ruin (Numbing Cold)	2
Journey	0	Shaping	2
Minion	0	Soul	2
Puppetry	0		

Manifestation + Skill
7-9 = *1 Success,*
10 = *2 successes*

Level 0 Manifestations cannot be used.
Specialties are listed under their manifestation.

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BLESSINGS

Bonuses or special abilities.

Subdue the Perp: +1 Fighting to wrestle/pin someone to ground
I Know a Shortcut: When traveling, the Wanderer only need spend Free Time in increments of 5.
Forgotten: Spend 1 Fragment to remain unnoticed by mortals. If she comes into contact with them, this effect drops until they let go. Players can sacrifice 2 Pantheon Dice to make the target forget after the fact.
Hide in Plain Sight: If in pantheon Territory, spend 1 Fragment to hide divine magic and creatures from mortals' sight.

CURSES

Penalties or negative traits that produce Pantheon Dice.

Always on the Job: Gain 1 Pantheon Die if sacrificing 2 Free Time after taking a Scene to Go to Work.
Nomadic Tendencies: Gain 1 Pantheon Die if their constant need to be on the move puts them or group in danger
Unpredictable: Gain 1 Pantheon Die when the god's nature feeds into others' perception of them
Disconnection: Danielle's secretive nature makes it hard to get close to others anymore. Her Bonds and Worshippers always count as -1 Level when determining dice pools or effects.

BONDS

***I** = Individual, **G** = Group, **L** = Landmark, TG = Territory Grid*
Health equal to Level. Dmg for a Favor or if you ignore them.

				TG
Brittany Adamas - Best Friend(I)				5-4
Ranger Service (G)				
State Park (L)				7-8

Danielle was always a bit of a loner, but she always felt at home most in nature. School trips or family vacations always involved national parks, making her childhood a happy one, and leading her to her eventual occupation as a park ranger. No one's life can be all about nature, though, and Brittany is just the friend to try to break Danielle out of her social shell at times, even setting her up on dates.

Brittany recently went on a skiing trip in the dead of winter, but much to Danielle's dismay, her best friend went missing. In an instant, Danielle gained her Dominion over winter, allowing her to easily search the camp site and track Brittany down in the clutches of a menacing Wendigo. Danielle summoned her newfound power to put down the beast, but this left her friend traumatized. Joining the Masks of Jana was an easy choice, as only they gave her the tools to wipe her friend's memory and clear her trauma. Now, Danielle also acts as a wilderness specialist to anyone in need, be they Outsider or god.

RELICS

Winter's Kiss (Level 2)

The goddess can summon snow and cold by kissing this statue. She can sacrifice Pantheon Dice for additional effects, like hail or sleet to make it dangerous to travel in the storm. By spending 2 Fragments, however, they summon up violent blizzards or avalanches.

TRUTHS

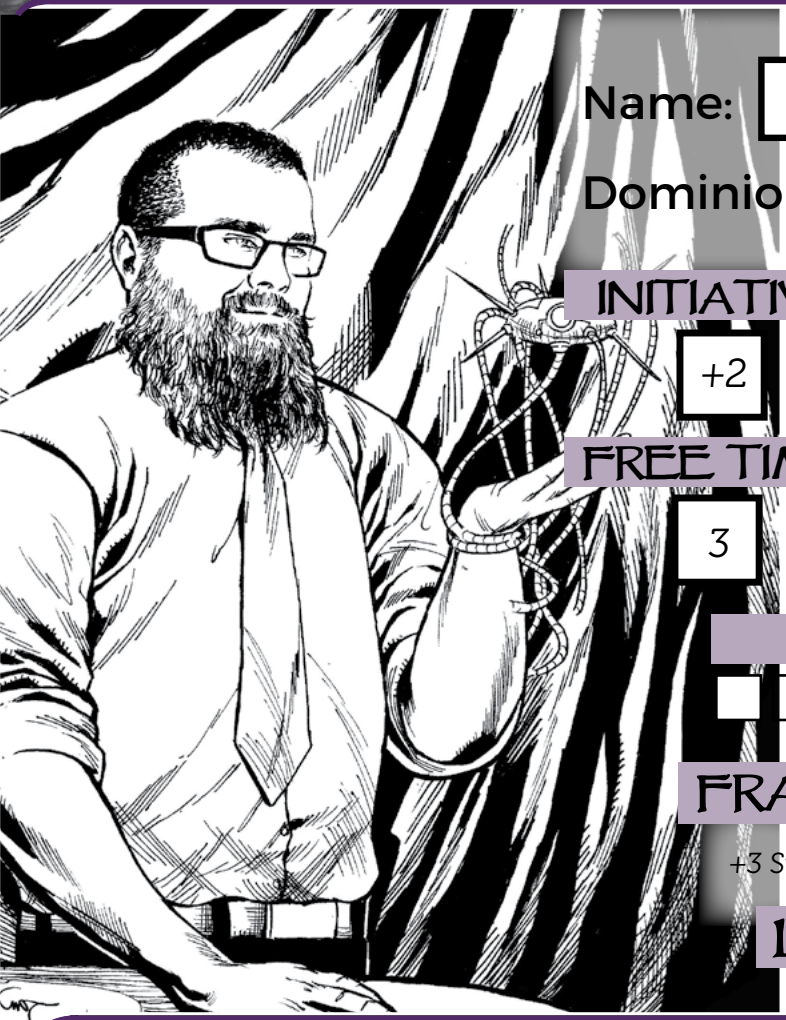
"Danielle isn't fooled by tricks"

Spend 1 Fragment to sense the presence of divine power in the area, see ghosts and spirits, and see the true faces of Outsiders who take other guises.

"The Goddess of Winter never feels her own chill"

Danielle is immune to any damage or negative effects from cold.

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Name: **MICHAEL BRIGHTBILL**

Dominion: **GOD OF TECHNOLOGY**

INITIATIVE	STRENGTH	MOVEMENT
+2	3	8

FREE TIME	WEALTH	SPARK
3	6	1

HEALTH ☐☐☐☐☐☐

PSYCHE ☐☐☐☐☐☐

FRAGMENTS ☐ ☐ ☐

+3 Successes to Skill or +2 Successes to Manifestation

LEGENDARY ACTS ☐

Occupation: Executive (White Collar)
Archetype: Tyrant
Dominion: Technology (Tangible)
Theology: Masks of Jana

SKILLS

Athletics	1	Influence	3	Perform	0
Crafts	3	Intuition	0	Speed	2
Deception	3	Knowledge	3	Stealth	1
Discipline	1	Marksman	1	Survival	1
Empathy	1	Medicine	2	Tech	4
				Code-Breaking	
Fighting	0	Might	2	Travel	0
Fortitude	1	Perception	1		

Make Skill + Skill combo and roll dice equal to their total value.
7-9 = 1 Success, **10** = 2 successes
Specialties are listed under their skill.

MANIFESTATIONS

Aegis	2	Oracle	0
Beckon	4	Ruin	0
Journey	0	Shaping	1
Minion	2	Soul	0
Instill Life			
Puppetry	1		

Manifestation + Skill
7-9 = *1 Success,*
10 = *2 successes*

Level 0 Manifestations cannot be used.
Specialties are listed under their manifestation.

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BLESSINGS

Bonuses or special abilities.

Brown-Nose: Executives are great talkers and con artists. Gain +1 Empathy to read someone and figure out what they want to hear.
Authoritarian: It is particularly difficult to say no to Michael. Gain +2 Influence to give a member of his gang an order, or +1 Influence against others.
Call Me Master: When interacting with their Dominion, the Tangible god gains a +2 bonus to all checks.
Forgotten: Spend 1 Fragment to remain unnoticed by mortals. If he comes into contact with them, this effect drops until they let go. Players can sacrifice 2 Pantheon Dice to make the target forget after the fact.
Hide in Plain Sight: If in pantheon Territory, spend 1 Fragment to hide divine magic and creatures from mortals' sight.

CURSES

Penalties or negative traits that produce Pantheon Dice.

Coming In on Saturdays: Gain 1 Pantheon Die when no one is around to delegate to, and the character is forced to do a terrible job at an important task themselves.
Home to Roost: Not everyone likes the feeling of being controlled. Gain 1 Pantheon Die if someone Michael manipulated in the past comes back and their quest for revenge causes problems for him or his pantheon.
Everything's a Nail: Michael often convinces himself that everything can be solved with his Dominion. Gain 1 Pantheon Die when he uses a Manifestation and makes things worse during a Scene.
Disconnection: Michael's secretive nature makes it hard to get close to others anymore. His Bonds and Worshippers always count as -1 Level when determining dice pools or effects.

BONDS

I *= Individual,* ***G*** *= Group,* ***L*** *= Landmark, TG = Territory Grid*
Health equal to Level. Dmg for a Favor or if you ignore them.

					TG
MBTech Offices (L)					2-9
MBTech board of Directors (G)					
MBTech Janitors (G)					
DARPA (G)					

RELICS

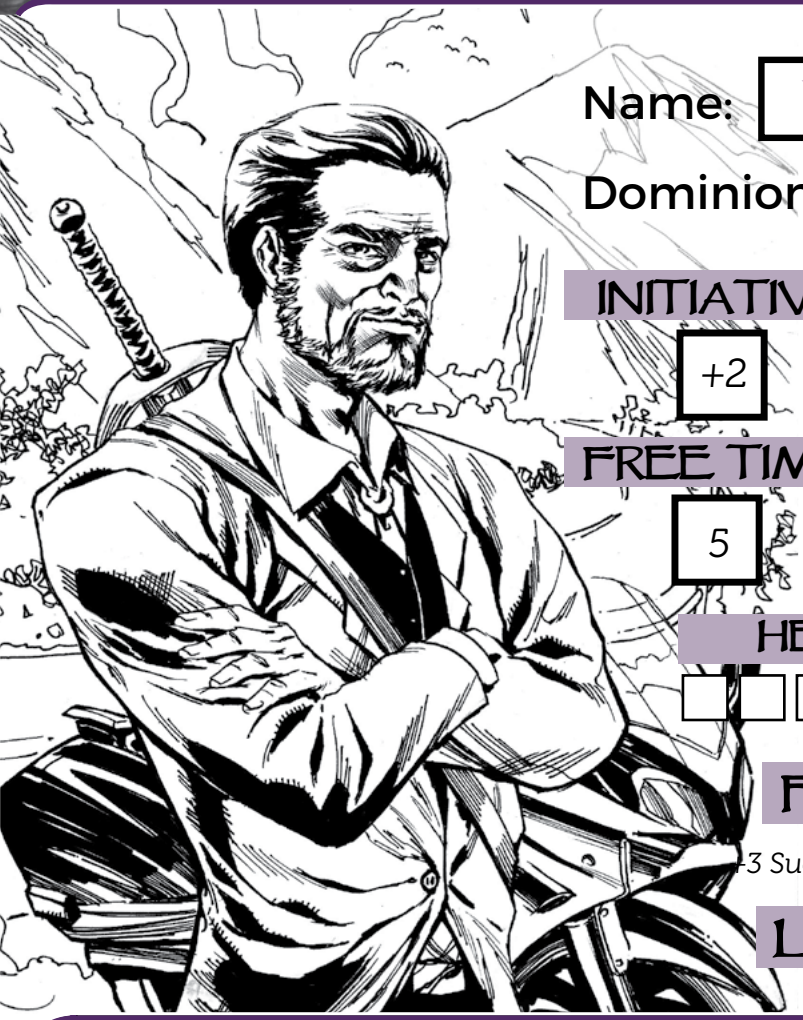
The Key-Card (Level 2)
Gain magical access to any systems security.

TRUTHS

"Michael is a friend to machines"
The god of technology can speak to machines and computers as if they were people. Like with animals, the GM should give each machine a personality of its own.

Though it seems like a lifetime ago, Michael once owned a tiny electronics repair shop in the suburbs where he crafted systems and machines from the treasures others saw only as garbage. He gained the nickname "Old Man" as he was always the oldest god. At least he looked the oldest; and since a number of gatherings began converging at his shop over time, this is where Michael learned how to become more of an information broker. This allowed him to amass an amazing amount of wealth and start his own tech company, MBTech, which has gone a long way to revolutionize technology itself, but has also handed the world's private information to him on a silver platter. This 33-year-old now makes a number of devices for government and private-sector contracts alike, and Michael makes sure to see every moment to its fullest extent. Sadly, he has very few friends besides his creations, machines given life for his amusement, but he is careful to limit his social circle lest his secrets will get out.

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Name: **PHILIP MANN**

Dominion: GOD OF WARRIOR POETS

INITIATIVE	STRENGTH	MOVEMENT
+2	3	8

FREE TIME	WEALTH	SPARK
5	4	1

HEALTH ☐☐☐☐☐☐

PSYCHE ☐☐☐☐☐☐☐

FRAGMENTS ☐ ☐

+3 Successes to Skill or +2 Successes to Manifestation

LEGENDARY ACTS ☐

Occupation: Soldier (Physical)

Archetype: Companion

Dominion: Warrior Poets (Patron)

Theology: Drifting Kingdoms

SKILLS

Athletics	1	Influence (Oration)	4	Perform	3
Crafts	2	Intuition	0	Speed	2
Deception	0	Knowledge	0	Stealth	0
Discipline	2	Marksman	3	Survival	0
Empathy	1	Medicine	2	Tech	2
Fighting	3	Might	2	Travel	2
Fortitude	1	Perception	0		

Make Skill + Skill combo and roll dice equal to their total value.
7-9 = 1 Success, **10** = 2 successes
Specialties are listed under their skill.

MANIFESTATIONS

Aegis	2	Oracle	0
Beckon	0	Ruin	0
Journey	2	Shaping	1
Minion (Bestow)	3	Soul	2
Puppetry	0		

Manifestation + Skill
7-9 = *1 Success,*
10 = *2 successes*

Level 0 Manifestations cannot be used.
Specialties are listed under their manifestation.

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BLESSINGS

Bonuses or special abilities.

Carry On: He has pushed himself beyond his limits. Gain +1 Fortitude vs. Pain.
Fairness: Philip believes in fairness and equality and gains +1 Influence when making an argument against inequality, injustice, or fighting for fairness.
Patron's Blessing: Grants a +2 bonus to rolls associated with Warrior Poets for others within Near Range. They may affect a number of targets up to their Spark level.
Instant Domain: Spend 1 Fragment to create an instant Level 1 Landmark Bond for the Scene. This carries with it the normal bonuses and effects from Landmarks, but only for Philip (not the others in his pantheon).
Knows A Shortcut: Philip can move diagonally on the Territory Grid.

CURSES

Penalties or negative traits that produce Pantheon Dice.

Yes, Sir!: Philip's impulse to carry out commands is instinctual at times. Gain 1 Pantheon Die when he follows an order without thinking and the result is bad.
Loyal to a Fault: He is undyingly loyal, but sometimes loyalty to one may betray the loyalty to another. Gain 1 Pantheon Die when he must make a choice between loyalties, losing something in the process.
Let's See What You Got: His reputation precedes him, causing other gods and Outsiders to challenge Philip to prove they deserve their mantle. Gain 1 Pantheon Die when taking on this challenge leads them into terrible danger.
Wanderlust: Anytime Philip starts a new Scene in the same location as the previous Scene, suffer 1 damage to Psyche and a Confused 1 Condition. Staying too long in the same place is mentally stressful. Once he moves on, the Condition reduces by 1 per Scene, but damage heals normally.

BONDS

I *= Individual,* ***G*** *= Group,* ***L*** *= Landmark, TG = Territory Grid*
Health equal to Level. Dmg for a Favor or if you ignore them.

		TG
Fellow Soldier (I)	☐☐	8-8
My Office (L)	☐☐	7-2

WORSHIPPERS

- 1 dmg for (Level)/2 in Fragments.

		TG
Faithful	☐☐	7-1

Cause 1 Strain to receive (Level)/2 Fragments

Zealots	☐☐	1-1

Cause 1 Strain and make an Influence + Skill check. Task completes in (5 - success) Scenes. Roll 2 dice to rate success. Can deal +1 damage to Bond for a +3 bonus to the Execution roll.

Chosen One	☐☐	2-9

Cause 1 Strain for Sandra to become a vessel for Philip, allowing him to see through their eyes and use Manifestations through them. Also, instead of becoming a spirit when dead, Philip takes over Sandra's body until the time when he can return to his own, dropping his Level by 1.

There is nothing boring about Philip, a definite modern day warrior poet. This mid-40s, tall, muscular bodybuilder serves as trainer for the Federal Aviation Administration (FAA) by day and is an online college professor by night. He's had dozens of other jobs through his life, each one a learning experience, but he has also made time for the finer things in life. He's a fan of martial arts, reading, roleplaying games, cats and the various memes around them, and his girlfriend of many years. Philip always made sure he kept himself busy, which spontaneously granted him his divine power.

It was the Drifting Kingdoms that helped him add yet a third aspect of his life, his new divinity, to his already stuffed list of responsibilities. Their reliance on balance and their love of travel called to Philip, and his new ability to interact with warrior poets of the past had made his life even more interesting. He has taken on a student named Sandra Cruz who believes she can be the next great warrior poet.

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PART-TIME GODS
SECOND EDITION



Name: MARCELIUS

Dominion: GOD OF THE AXE!!!

INITIATIVE	STRENGTH	MOVEMENT
+2	5	8

FREE TIME	WEALTH	SPARK
5	4	1

HEALTH ☐☐☐☐☐☐

PSYCHE ☐☐☐☐☐☐

FRAGMENTS ☐ ☐ ☐

+3 Successes to Skill or +2 Successes to Manifestation

LEGENDARY ACTS ☐

Occupation: Rural (Fringe)

Archetype: Hero

Dominion: Axes (Tangible)

Theology: Kunitsukami

SKILLS

Athletics	2	Influence	3	Perform (Bravado)	2
Crafts	3	Intuition	1	Speed	1
Deception	0	Knowledge	0	Stealth	2
Discipline	1	Marksman	0	Survival	2
Empathy	1	Medicine	2	Tech	1
Fighting	4	Might	3	Travel	0
Fortitude	1	Perception	1		

Make Skill + Skill combo and roll dice equal to their total value.
7-9 = 1 Success, **10** = 2 successes
Specialties are listed under their skill.

MANIFESTATIONS

Aegis	0	Oracle	1
Beckon	2	Ruin	2
Journey	0	Shaping	1
Minion	0	Soul	2
Puppetry (Flying Axes)	2		

Manifestation + Skill
7-9 = *1 Success,*
10 = *2 successes*
Level 0 Manifestations cannot be used.
Specialties are listed under their manifestation.

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BLESSINGS

Bonuses or special abilities.

Stand My Ground: Gain +1 Marksman when defending their land or territory.
Made of Sturdy Stuff: Once per Battle, the Hero can make a reflexive Fortitude (only) roll when taking physical damage. For each success, they negate 1 damage from that incoming attack.
Finder's Keepers: Marcelius seems to find axes just about everywhere, by sacrificing 1 Pantheon Die.
Eight Million Spirits: The Kunitsukami understand their place within the spirit hierarchy. Spend 1 Fragment for Marcelius to communicate/interact with spirits of any being, animal, or object, ignoring any language barriers. May also sacrifice Pantheon Dice to force compliance with spirits (1 to 3, depending on request).

CURSES

Penalties or negative traits that produce Pantheon Dice.

Missed the Cues: They have a way of saying what they mean, and they miss (or ignore) a lot of the etiquette in a metropolitan setting. Gain 1 Pantheon Die when their curt or blunt behavior has a negative impact on the group.
Overconfident: Gain 1 Pantheon Die when they walk into the jaws of obviously overwhelming danger without a second thought.
Everything's a Nail: Marcelius often convinces himself that everything can be solved with his Dominion. Gain 1 Pantheon Die when he uses a Manifestation and makes things worse during a Scene.
In the Middle: The "Spirit Community" Bond is important to his godhood. Each Strain dealt to this Bond creates a Level 1 Broken (Influence) Condition. If the Bond level drops, he permanently loses 1 Influence (in addition to the normal consequences).

BONDS

***I** = Individual, **G** = Group, **L** = Landmark, TG = Territory Grid*
Health equal to Level. Dmg for a Favor or if you ignore them.

					TG
My Territory (L)	☐	☐	☐	☐	6-1
Favorite Club (L)	☐				10-8
Spirit Community (G)	☐	☐	☐		

A friend of men and a lover of women, Marcelius Domitario Versaleus is what is known as a gentleman barbarian, and he believes one must live life to the fullest every day. He believes it is vital for one to take life straight on, with an axe in hand, and help those in need, particularly if they happen to be damsels in distress. While such judgement clouds his mind at times, he uses his glistening body of pure muscle, flowing dark hair, brown-red eyes, and charming personality to resolve matters, always hoping to make new friends. If that doesn't work, though, he reaches for his axe and handles his business. Marcelius truly believes he can tackle any job alone, but will never turn down an ally willing to face the jaws of death alongside him. That is true bravery after all! Love, battle, and camaraderie are aspects he holds the highest, making him come off as cartoonish or naive to those who don't take the time to really know him. And if one cannot always be good or abide the law, as long as you face things head on, then that is the manliest gentleman thing to do.

RELICS

Axe of Truth (Level 3)
Summonable, +2 Damage, +2 Fighting

TRUTHS

"The God of the Axe is immune to sharp blades"
Takes no damage from bladed weapons. Does nothing against blunt weapons, falls, explosions, bullets, etc.

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