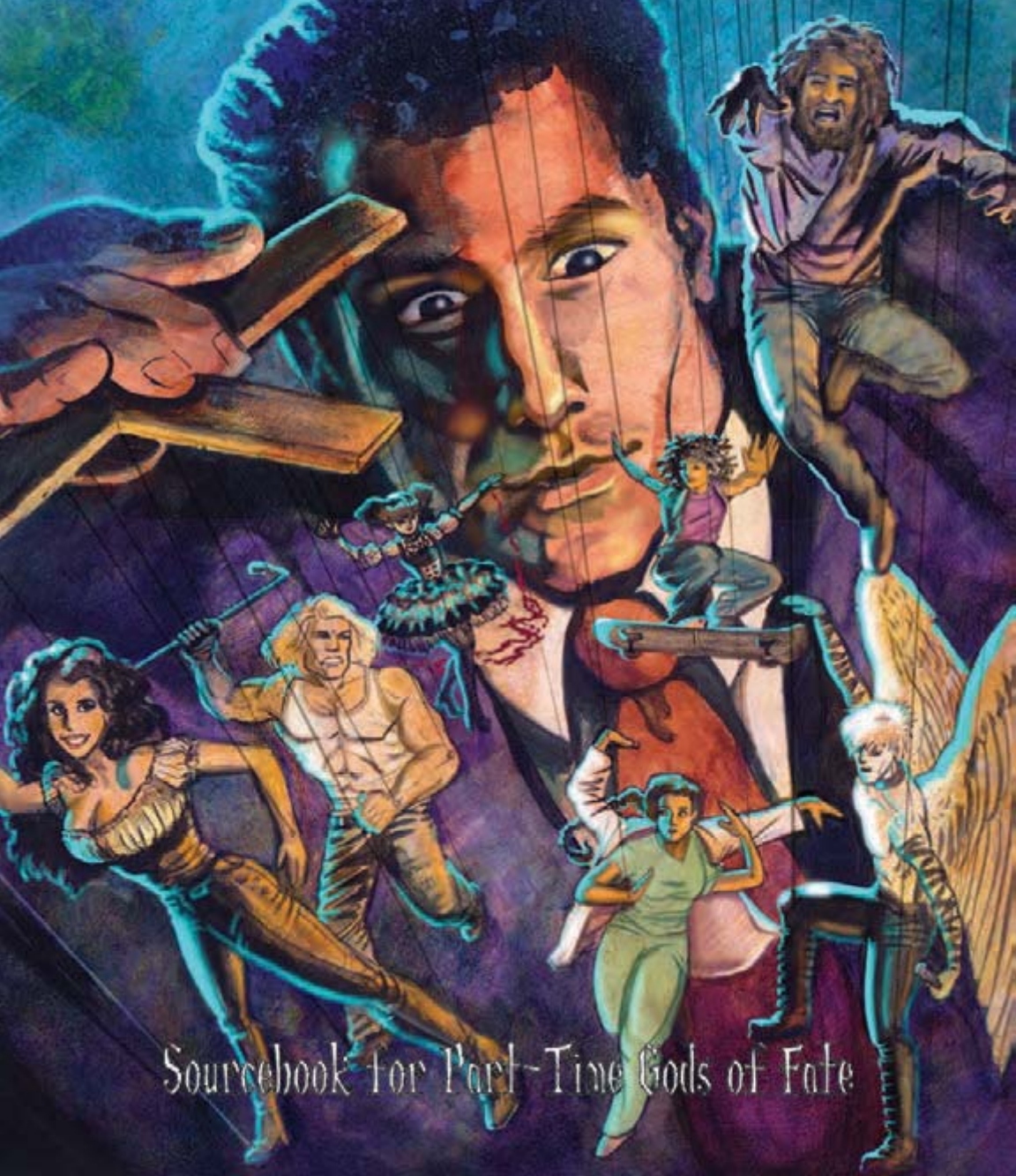


DIVINE INSTRUMENTS OF FATE



Sourcebook for Part-Time Gods of Fate

DIVINE INSTRUMENTS of FATE

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designed and developed by
Chris Sniezak, Phil Vecchione, John Arcadian, Shawn Merwin

edited by
Shawn Merwin and Robert M. Everson

layout design and typesetting
Eloy Lasanta and Tim Jones

based on
Divine Instruments by Eloy Lasanta, Brandon Aten and Matthew Orr,
and Third Eye Games

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CHAPTER ZERO: MILESTONES REVISITED

Divine Instruments is full of new options for your Part-Time Gods of Fate game, adding depth to your characters with new options for worshippers, Relics and territories. But power comes at a price. In the original Part-Time Gods of Fate rules, the main currency for powers was refresh, gained at major milestones. That was adequate for the core rules, since fewer extras existed to buy with refresh.

The designers of Fate Core intended the major milestone to occur about every 9 - 10 sessions, at the end of a major story arc. At this pace you would have to play numerous sessions over weeks, months or even years to try all the great extras available in this book. Therefore, adjustments have been made to the rules to support more frequent access to new content.

THE DIVINE POINT

To increase a player's ability to utilize the options in this book, we have created a new game element: **the divine point**. A divine point is gained at significant milestones in place of manifestation increases. The divine point can be spent on a number of different options, including raising your manifestation scores. This change increases the flexibility for a character's advancement and options without changing anything that happened in existing campaigns.

A divine point need not be spent immediately after the milestone that provided it. Divine points can be banked for future use if the player does not have an immediate need; however, divine points can only be spent after milestones that allow spending them (i.e. significant and major milestones). Unspent divine points should be tallied on the character sheet. Unspent divine points are not additional refresh--they are just unspent divine potential.

The addition of the divine point does not preclude the expenditure of refresh to purchase extras as well. A part-time god can always spend refresh (never going lower than one) to buy additional extras.



Why isn't the divine point in Part-Time Gods of Fate?

When designing Part-Time Gods of Fate, we never thought we would have the opportunity to design Divine Instruments as well. We approached Part-Time Gods of Fate as a one-time project, but thanks to the enthusiasm and generosity of the Kickstarter backers, here we are.

The biggest challenge when adding supplements to a game is giving the players ample opportunity to use the cool stuff presented. Our solution is to patch the rules, thus making acquisition of these new extras easier.



MILESTONE PATHS

Rather than amending the milestones rules from Part-Time Gods of Fate, we are presenting a fully updated milestone section. Text from the original milestone chapter is included, eliminating the need to flip between this book and Part-Time Gods of Fate. We have organized the milestones into sections pertaining to the character, worshippers, Relics, and territory to make things clear.

Minor Milestones

In Part-Time Gods of Fate a minor milestone occurs whenever the part-time gods have solved a problem, allowing the pace of the game to slow. This could occur at the end of the session or whenever the characters have a moment to catch their breaths for an extended period of time. These minor milestones are about tweaking the characters or adjusting them in response to the game's happenings, not about boosting power. Sometimes it won't make sense to take advantage of a minor milestone, especially if you don't want to change anything about your character, but you have the opportunity if you want.

gods

During a minor milestone, you can choose to do one (and only one) item from this list:

- Switch the rating values of any two skills, or replace one Average (+1) skill with one that isn't on your sheet.
- Trade any single stunt for another stunt.
- Purchase a new stunt or extra (see Part-Time Gods of Fate, pg. 44), provided you have the refresh to do so. (Remember, you can't go below one refresh.)
- Change the specialization for one of your manifestations.
- Clear one point of Bond stress, provided that you describe a scene with your Bond and show how you've helped heal damage done to the relationship. If you had a scene in the previous session with your Bond, that can be considered the scene if it helped heal the relationship.



worshippers

During a minor milestone, you can choose to do one (and only one) item from this list.

- Change the stunt of their Chosen One to another stunt.
- Clear a point of stress from your worshippers' stress track (see Part-Time Gods of Fate pg. 129).
- Rename any moderate consequences your worshippers have so they can start on the road to recovery, presuming you have not already done so.

champions

During a minor milestone, you can choose to do one (and only one) item from this list:

- Switch the rating values of any two skills, or replace one Average (+1) skill with one that isn't on your sheet.
- Trade any single stunt for another stunt.
- Purchase a new stunt or extra (see Part-Time Gods of Fate, pg. 44), provided you have the refresh to do so. (Remember, you can't go below one refresh.)
- Clear one point of Bond stress, provided that you describe a scene with your Bond and show how you've helped heal damage done to the relationship. If you had a scene in the previous session with your Bond, that can be considered the scene if it helped heal the relationship.
- Rename your free aspect (not High Concept or Divine).

god-killers

During a minor milestone, you can choose to do one (and only one) item from this list:

- Switch the rating values of any two skills or replace one Average (+1) skill with one that isn't on your sheet.
- Trade any single stunt for another stunt.
- Purchase a new stunt or extra (see Part-Time Gods of Fate, pg. 44), provided you have the refresh to do so. (Remember, you can't go below one refresh.)
- Clear one point of Bond stress, provided that you describe a scene with your Bond and show how you've helped heal damage done to the relationship. If you had a scene in the previous session with your Bond, that can be considered the scene if it helped heal the relationship.
- Rename your free aspect (not High Concept or Divine).

relics

- Break your attunement to a Relic, and any refresh or divine points you invested into attuning to the Relic returns to you as divine points.
- Spend refresh or divine points to attune to a Relic (see Part-Time Gods of Fate, pg. 131).

In addition to the item you chose above, you can also rename any moderate consequences your character has so that you can start on the road to recovery, presuming you have not already done so.

Note: You cannot swap entitlements like you can with human stunts. Entitlements are meant to be permanent. You can gain new entitlements whenever you're allowed to purchase new extras.

Minor milestones are good opportunities for you to make slight character adjustments if it seems something on your character sheet isn't quite right. For example, if you

haven't been using a stunt as often as you thought, replace it with another.

Significant Milestones

Significant milestones occur when a territory issue has been dealt with. Unlike minor milestones, which are primarily about tweaking characters, significant milestones are about gaining knowledge and power. Dealing with problems and challenges has made characters more capable.

In addition to the benefits of a minor milestone, a character of each type can do all of these:

gods

- Clear one point of Bond stress, provided you describe a scene with your Bond in which you've helped heal any damage to the relationship. This is in addition to the same benefit gained at the minor milestone.
- Change the wording of one of your Bond aspects if the relationship has shifted or changed (see Part-Time Gods of Fate, pg. 86).
- Add an additional skill point, which you can spend to buy a new skill at Average (+1) or increase an existing skill by one rank, obeying the rules for the skill pyramid.
- Gain a divine point.
- Spend divine points and/or refresh to increase one of your manifestations, following the rules for manifestation advancement (see "The Skill Chain" below) or buy any divine extras:

worshippers

- Spend divine points or refresh to:
- Increase worshippers by one rank per point spent
- Assign a worshipper type to your worshippers
- Create a Chosen One
- Purchase another stunt/entitlement for your Chosen One

champions

- Clear one point of Bond stress, provided you describe a scene with your Bond in which you've helped heal any damage to the relationship. This is in addition to the same benefit gained at the minor milestone.
- Change the wording of one of your Bond aspects if the relationship has shifted or changed (see Part-Time Gods of Fate, pg. 86).
- Add an additional skill point, which you can spend to buy a new skill at Average (+1) or increase an existing skill by one rank, obeying the rules for the skill pyramid.
- Gain a divine point, which can only be spent on Relics.
- If you have any severe consequences, rename them to begin the recovery process if you haven't already.

god-killers

- Clear one point of Bond stress, provided you describe a scene with your Bond in which you've helped heal any damage to the relationship. This is in addition to the same benefit gained at the minor milestone.
- Change the wording of one of your Bond aspects if the relationship has shifted or changed (see Part-Time Gods of Fate, pg. 86).

- Add an additional skill point, which you can spend to buy a new skill at Average (+1) or increase an existing skill by one rank, obeying the rules for the skill pyramid.
- Gain a divine point, which can only be spent on Relics.
- If you have any severe consequences, rename them to begin the recovery process if you haven't already.

Relics

- Attempt to break the connection to a Fractured Soulbound Relic (pg. 65).

Territory Improvements

- Spend divine points to purchase a Divine Improvement (pg. 87)
- If you have any severe consequences, rename them to begin the recovery process if you haven't already.

Bond Scenes

When you reach a milestone and can repair your Bonds, you must describe the scene, event or even the entire day that helped mend that relationship. Part-Time Gods of Fate is about the balance between your godhood and the people, places and things you care about that make you human. Treat these scenes as your lifeline to your humanity. They should emphasize what makes the Bond important to your character and be free from conflict. Their point is simple: it's your time to show why this person, place, or thing is so important to your character. When you're done with the scene, put a little note on the character sheet near the Bond to remind you what happened. Once you've gone through a few Bond scenes, you will have created a story showing the relationship of your character to these Bonds.

Skill Columns (Human Skills)

During character creation, you organize your human skills into a pyramid. That skill pyramid changes during character advancement. However, there's still a limitation to deal with: skill columns. You can't have more skills at one rank than you have at the rank below it. So in order to have three Good (+3) skills, you must have at least three Average (+1) skills and at least three Fair (+2) skills to support them.

The skill pyramid follows this rule already, so when you're adding skills, make sure you don't violate that limit. It's easy to forget that if you use a skill point to upgrade one of your existing skills, you might not have enough skills to "support" it at the new rank. If you have one Good (+3), two Fair (+2), and three Average (+1) skills, your skill distribution looks roughly like this:

Good(+3)	Notice
Fair (+2)	Empathy, Will
Average (+1)	Physique, Technology, Crafts

At a milestone, you might try to upgrade a Fair (+2) skill to Good (+3). That'd give you two Good (+3), one Fair (+2), and three Average (+1):

Good(+3)	<u>Notice, Will</u>
Fair (+2)	<u>Empathy</u>
Average (+1)	<u>Physique, Technology, Crafts</u>

That doesn't work: you're now missing the second Fair skill you need to be square with the rules. When this happens you have two options. You can either buy a new skill at the lowest possible rank—in this case, Average (+1)—and then upgrade it in subsequent milestones until you're in a position to bump the skill you want to the appropriate level, or you can “bank” the skill point, not spend it now, and wait until you've accumulated enough to buy a skill at whatever rank you need to support the move.

This means the further you get up the ladder, the harder it is to quickly advance your skills. This is intentional—no one can get to a point where they are awesome at everything, all the time. That's boring.

The Skill Chain (Manifestations)

Advancement for manifestations works differently. Manifestations can be advanced in their rank as long as there are no gaps in the sequence of numbers from the three with the highest ranks. There can be ties: that is, more than one skill can have the same rank, but there cannot be a gap.

Consider the following set of initial manifestations: Ruin Good (+3), Aegis Fair (+2), Shaping Average (+1). You achieve a significant milestone and wish to advance one of them. Here are some examples of what you can and cannot do:

You can:

- Raise Shaping from Average (+1) to Fair (+2) The sequence is then 3, 2, 2.
- Add Beacon at Average (+1). The sequence is then 3, 2, 1, 1.

You cannot:

- Raise Ruin from Good (+3) to Great (+4). The sequence would be 4, 2, 1.
- Raise Aegis from Fair (+2) to Good (+3). The sequence would be 3, 3, 1.

This essentially creates the need to piggy-back two or more skills at the same level, in order to eventually pass one up above Good (+3). This progression helps the character expand their array of manifestations while requiring investment to raise one to Great (+4).

Don't forget that when you are able to move your highest manifestation skill rank up, you must lose a Bond stress box (see Part-Time Gods of Fate, pg. 44).



Major Milestones

A major milestone only occurs when the final issue of the territory has been dealt with or resolved, which finishes your campaign arc or season of play.

These milestones are about gaining power. The challenges of yesterday simply aren't sufficient to threaten the characters anymore, and the threats of tomorrow must be more adept, organized and determined to stand against them. Achieving a major milestone confers the benefits of a significant milestone and a minor milestone, and all of the following additional options:

gods

- If you have an extreme consequence, rename it to reflect that you've moved past its most debilitating effects. This allows you to take another extreme consequence in the future.
- Take an additional point of refresh, which allows you to immediately buy a new stunt, buy a new entitlement, deepen a Bond, create a new Bond, or keep it to give yourself more refresh (and therefore more fate points) at the beginning of each session.
- Advance a skill beyond the campaign's current skill cap, if you're able to, thus increasing the skill cap.
- Advance a manifestation beyond the campaign's current manifestation cap, if you're able to, thus increasing the manifestation cap.
- Rename your character's human aspect if you desire.
- Clear one point of Bond stress, provided you describe a scene or sequence of scenes with your Bond, in which you've healed damage to the relationship. This is in addition to the points gained from the effects of the minor and significant milestones, for a total of three stress boxes cleared.
- You can choose to replace a Bond with a different Bond at this time (see Part-Time Gods of Fate, pg. 86).
- You can choose to create a new Bond at this time (see Part-Time Gods of Fate, pg. 86).

worshippers

- Swap your worshipper type for another worshipper type.
- Rename the aspect that defines your worshippers.

champions

- If you have an extreme consequence, rename it to reflect that you've moved past its most debilitating effects. This allows you to take another extreme consequence in the future, if you desire.
- Take an additional point of refresh, which allows you to immediately buy a new stunt, deepen a Bond, create a new Bond, or keep it to give yourself more refresh (and therefore more fate points) at the beginning of each session.
- Advance a skill beyond the campaign's current skill cap, if you're able to, thus increasing the skill cap.
- Rename your character's human aspect if you desire.
- Clear one point of Bond stress, provided you describe a scene or sequence of scenes with your Bond, in which you've healed damage to the relationship. This is in addition to the points gained from the effects of the minor and significant milestones, for a total of three stress boxes cleared.

- You can choose to replace a Bond with a different Bond at this time (see Part-Time Gods of Fate, pg. 86).
- You can choose to create a new Bond at this time (see Part-Time Gods of Fate, pg. 86).
- You may change your worshipper type, removing the benefits of the old type and gaining the benefits of the new type.

god-killers

- If you have an extreme consequence, rename it to reflect that you've moved past its most debilitating effects. This allows you to take another extreme consequence in the future, if you desire.
- Take an additional point of refresh, which allows you to immediately buy a new stunt, deepen a Bond, create a new Bond, or keep it to give yourself more refresh (and therefore more fate points) at the beginning of each session.
- Advance a skill beyond the campaign's current skill cap, if you're able to, thus increasing the skill cap.
- Rename your character's human aspect if you desire.
- Clear one point of Bond stress, provided you describe a scene or sequence of scenes with your Bond, in which you've healed damage to the relationship. This is in addition to the points gained from the effects of the minor and significant milestones, for a total of three stress boxes cleared.
- You can choose to replace a Bond with a different Bond at this time (see Part-Time Gods of Fate, pg. 86).
- You can choose to create a new Bond at this time (see Part-Time Gods of Fate, pg. 86).
- You can spend two divine points to increase your armor or weapon rating by +1.

territory

- Clear any consequences on the territory sheet, and remove any consequence that resulted from that territory consequence on your character sheet.
- You can add a divine hub, or choose an existing location on the territory sheet to become a divine hub. As your power grows, so does your divine hold on the territory.

Reaching a major milestone is a big deal. Part-time gods with more stunts and extras are going to have a wider range of resources at their disposal, making them more effective. Higher refresh means more fate points when sessions begin, which means you'll be less reliant on compels for a while.

When the part-time gods go past the skill cap, it necessarily changes the way antagonists are handled, because foes must match the characters in terms of competence. This change won't happen all at once, which gives GMs the chance to introduce more powerful enemies gradually. However, if you play long enough, eventually you're going to have gods with very high skill and manifestation ratings—that alone should give GMs a sense of the kinds of villains needed.

Most of all, a major milestone signals that things in the world of the game have changed. Some of that is reflected in territory advancement, but given the number of chances the characters have to revise their Bonds in response to the story, a different set of priorities and concerns are generally needed.



The Pup

It was a slow Wednesday night for Penelope. Hump day was always a kicking party on that side of town, which is why she made sure to be on the schedule, but alas she had already wiped down the bar a hundred times, cleaned every glass in the joint and the few people at the bar were regulars, so Penelope had already heard all their stories. Her cute outfit of a black tank top and cut-offs was going to waste. She tapped her foot nervously, bored out of her mind and still hours until close. It's hard when you just crave more, more, more.

Then he walked in. Well, walked is a strong word. Really, he stumbled in, almost smashing into a table. He was wearing jeans that hugged his ass in the nicest of ways, the first thing Penn usually notices. More importantly, he had a cut above his eye, his college varsity jacket looked torn and he reeked of a divine Spark. Following in after the first man was another with the same kind of jacket, a couple of scrapes of his own and friends cheering him on.

Things just got a lot more interesting.

Penelope screamed, "Hey! You can't be fighting in here!" She sounded like an old western, which made her giggle to herself.

"I'm just here to take this trash back outside with me." the second man said, cracking his knuckles.

The first man stood up, revealing he was of Asian descent. "Come on, Duncan. You come in second place, so why we fighting?" Penn could see he wore a wolf pendant on a chain, obviously a relic of some sort, and had a terrible accent.

That didn't seem to calm down Duncan at all, as he hurled himself forward to attack. With a quick duck and a misdirection over the bar to slam Duncan's face, the fight was over quickly. It was obvious the two had been drinking, so it was anyone's guess if someone would go down first out of sheer clumsiness. Duncan's friends picked him up and glared at him, cursing under their breaths, before they dragged him out and drove away.

The victor of the fight leaned against the bar and winked at Penelope though. "Sorry, about fight. Duncan a good guy, but very bad temper."

She smiled and unconsciously twirled her hair. "So, you're not from around here, huh?"

"I'm from China. Here on scholarship to university. I run fast," he said, pantomiming with two of his fingers in a running motion on the bar.

"You got a name?"

"Joe." He flashed his teeth, revealing they were slightly sharpened. Penn liked that.

"And, Joe, what are you doing in this neighborhood? School's clear on the other side of town. You happen to come here just to see me, did you?" Penn was kidding, of course.

"I was here to meet someone. One of my followers," Joseph said in hushed tones so no one else heard what they were talking about.

"How many followers do you have?" Penn was straight to the point and didn't try to hide it. Besides, there was barely anyone in the bar to hear their conversation.

Then, through the door walked a woman, slightly older than Penn and Joe, and very serious looking. She wore average clothes and had glasses on. "Sorry, I'm late," she said in perfect English, "Did you get into yet another fight?"

"Not my fault, Sara. It was Duncan," he defended himself. It reminded Penn of conversations she's had with her sister, having to justify every scratch or bruise so she didn't worry her.

Sara grabbed Joseph's hand and closed her eyes. "Use me, god of wolves, and I wash away your harm," she whispered as divine energy flowed from her body and Joseph's cuts vanished. Penelope handed him a wet cloth to wipe away the leftover blood from his face.

"Thanks," he said taking it, "Oh, Sara, this is my new friend... uh... I don't know your name. Sorry." He resisted the urge to bow with his apology, apparently something Americans hated.

"It's ok, I'm Penn. And I'm dying to know what kind of meeting you're here to have." Her grin belied her curiosity. "Drinks on the house, if you let me in on it."

Sara gave Joseph a "No" look.

Joseph responded with a "come on" look.

Sara rolled her eyes at Joseph.

Joseph smiled, having won that round. "Two of what on tap." He had picked up a few phrases from college, that's for sure.

Penelope poured them expertly and slid the two beers across the bar, after working her magic on them, of course. Then she leaned in to hear what was so important that had these two meeting in a darkened bar in the middle of the night on a Wednesday.

"We got a new shipment of tributes in today," Sara said, "I have them in the car, so you can have your pick."

"Can I have one too!" Penelope almost shouted. Joseph was amused. It had been awhile since such a pretty girl showed any kind of interest in him past what he could do for them as their god.

"You don't even know what they are," Sara said in a reflex. She tried hard not to be rude, but it just kind of came out.

Penelope shrugged. "Doesn't really matter. I'm a bit of a collector of things... anything."

"Follow us, then. I think you like this," Joe smiled and grabbed Penelope's hand to lead her around the bar and outside.

It was just as dull outside. Storm clouds were hanging overhead, which probably meant Benjamin was in a bad mood. Penelope wondered if a god like Joe, a college kid with a speech impediment, could fit in with her pantheon. It was never really her call, and she'd never asked for anyone to be considered for membership, but there's a first time for everything.

They walked out to the little red car and Sara swung open her backseat door. Inside were six wolf pups in a large cage. An audible "Awwwww" came out of Penelope involuntarily. "They're so cute," she cooed.

"They are Tibetan wolves, and the last of those from our old village. We were able to save them from the mass modernization that is killing their population in China," Sara explained with a proud tone.

Joseph peered into the car. "Very promising," he said and then motioned to the pups, "Which one do you want, Penn?"

"Sir, I don't mean to talk out of place, but you should get first choice. These are your tributes and are not to be given lightly," Sara protested. Not that she had anything against Penelope, but they hardly knew this bartender and it was a big deal to give away a prized pup from a litter belonging to the god of wolves.

"It's ok. I can tell she is special."

Penelope gushed and grabbed one of the whitest cubs who had just a small



patch of black on his side. "This one! This one definitely. I'll name him Fenris, and don't worry... I'm going to take great care of the little guy."

Joseph could tell that his attempt to impress her was working. He wasn't normally this outgoing, this smooth, but he also felt at ease with not having to hide his nature from her. Perhaps, if nothing were to happen with Karen, maybe Penelope could be an option. He was probably dreaming, but dreams can come true. He always made sure his follower's dreams did. The beautiful bartender's excitement left Joseph speechless, but he quickly recovered, pointing out which pup he wanted for himself to Sara as well. The other three were for his worshippers, gifts. Afterward, he leaned in and whispered something Chinese to Sara, to which she sighed.

"My lord would like to ask you out on a date," Sara didn't hide her displeasure with this at all.

Penelope took a moment and looked at Joseph one last time. He was definitely cute, maybe a couple years younger than she was, but she'd been with boys both younger and older than she was before. His naivety was almost intoxicating to a girl who loves showing people around town and teaching cultural lessons. After thinking about it, she finally made up her mind.

"You know what I have to say to that?"

But before she could complete her yes, Joseph began to glow and disappeared in a flash of light and burst of wind.

"What the hell was that?" Penelope yelled.

Sara replied, "One of his followers must have needed him. Do your worshippers not have full access to you as well?"

Penelope laughed. "Um, no thank you. I like to be there for people, but not like that. But you know what? Tell Joseph I said yes, but only if he can guarantee something like that doesn't happen on our date."

"I will tell him, as he is my god and you are what he desires, but I will also be sure to tell him of how you scoffed at his beliefs. As a member of the Phoenix Society, I would have expected more tolerance from you."

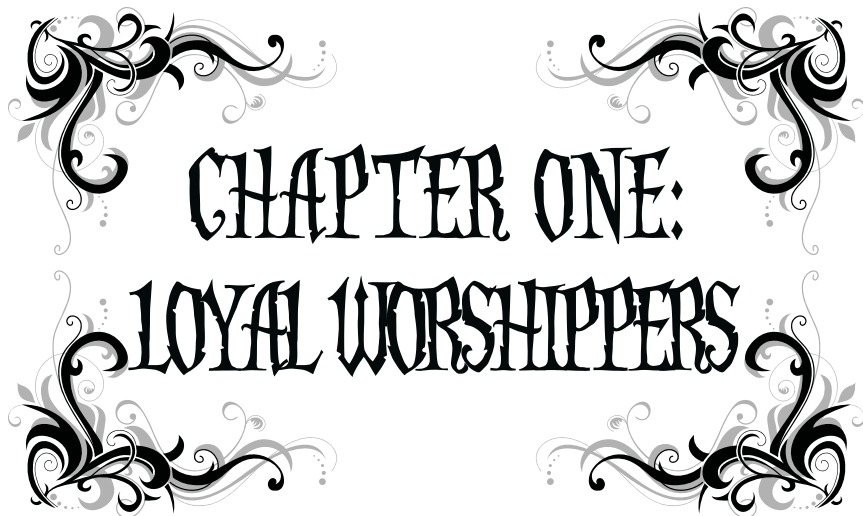
Penelope's eyes widened.

"Yes, I have been doing my research on the gods of this city and know all about you, the little homeless girl, rock star, all of you. Joseph is the god of wolves and the ultimate hunting god. I hope you learn to avoid mocking him or you will see what true power is."

In truth, she had heard many a god tell her how they are the best at everything and most of them were the exact opposite. Sara's words and her conviction, however, rang true and unsettled Penelope slightly. He already had several worshippers in the city and who knows how wide his territory was already spreading. Maybe a date was in order, with a little intel collection as the main course instead of romance. Well, maybe a little romance still.

"You tell him what you want, but also tell him to pick me up here tomorrow night at eight." She opened the bar entrance and brought her new pup in to the building, but turned back for one last thing. "And tell him I can't wait."

Sara glared as she got in her car and drove away. This was not the end of it.



CHAPTER ONE: LOYAL WORSHIPPERS

Worshippers have always been an integral part of godhood. In many ways, the gods were the first worshippers, bowing to the power of the Source. The gods went on to bend humanity to their every whim, creating religions or cults that endure today. Why did the gods do this? For the most part, collecting worshippers was for sport. It was never the number of worshippers the gods had, but rather their connection to the Source, that determined their power. By challenging each other for sway over humanity, however, they could test themselves and their power.

Remember, a god could not die before Demeter's fateful demise, so they had to find other thrills. This meant making bets on whether a loyal mortal would still follow a god if her livelihood was destroyed or cornering a young man and forcing him to speak the name of the most beautiful goddess, knowing it meant death for the mortal. Others settled arguments with plagues on a certain god's chosen people or asking mortals to kill their own children just to see if they would. The gods of old knew no empathy for mortals, and there was nothing humans could do other than to make sacrifices to these petty masters in hopes they would spare them the next time the gods needed a laugh. This is the true face of what worshippers used to be: poor mortals praying to indifferent beings to leave them alone.

As the gods' power waned near the end of the God Wars, worshippers gained a much different role: they became warriors. Fewer gods risked their own existences to settle differences, instead employing mortal worshippers to take the battlefield. While divine beings dwindled in number and power, humans staked their lives on belief in their gods.

PRAYERS

It starts with a prayer: someone down on his luck reaches out for help to overcome a problem. A prayer isn't just a mortal flippantly talking about something they want; it's an official and solemn request put out into the universe,



sometimes accompanied by meditation or kneeling to further solidify the ritual. A prayer's energy gives it weight and makes it deserving of respect. That same energy moves the words from the mortal directly to the ear of the chosen god.

Prayers can reach a god at any time, from breakfast (as a god is trying to enjoy her french toast) to a coffee break (while the god steps away from his job for a few moments). Most prayers follow the tradition of being spoken right before bedtime though, making evening a pain for the more popular gods. It can be hard to do anything other than listen to prayers as they come, which may be why some gods keep the number of worshippers to a minimum, or instruct their followers to only pray during certain times of the day.

In order for a prayer to successfully reach the intended god, it must adhere to certain criteria. First, the mortal must direct the prayer. Knowing the god's name is the most effective way to ensure the prayer gets to its intended target. Gods who have inherited their Spark may carry several names in their souls from those who held divine power before them, each just as effective in delivering the prayer as the last. The Order of Meskhenet often touts this fact as proof of a soul's lineage, which adds to their claims over some of the oldest Sparks in existence.

Without the god's name, a mortal can still direct a prayer through intent, though it is less precise in its delivery. A mortal who prays for money may simply be speaking into the wind, but a god of wealth or greed or another related Dominion nearby may receive the prayer by default. A god of life, god of disease, or another god who can attend to this type of prayer may pick up pleas for someone's health. A god can pick up wayward prayers if the mortal performing the prayer is within a range of miles equal to their highest manifestation rating.

A prayer carries more than just simple words. In an instant, the gods hear the prayers in their minds, translated to an understandable language as if someone was using telepathy to communicate. The gods also receive a feeling of the worshipper's state of mind and intent behind the prayer. For example, the god can tell if the worshipper is saying they wish for someone's health when he or she is really hoping someone would just take a sick person off life support. The god can tell if the request is selfish, altruistic, vengeful, urgent or some other emotion attached to the words.

This effect sends a ripple of energy through the god's body, freezing her in place for an instant if receiving more than one urgent prayer simultaneously. Receiving a prayer in the middle of another strenuous activity is a compel against the divine aspect of the gods, as they are interrupted and often startled by the mental bombardment.

MODERN WORSHIPPERS

Since the God Wars, the old gods died or sealed themselves away, and the remaining gods established Theologies to keep their secrets. Gods are closer to their humanity in modern times and often reach out to worshippers without realizing. Worship is much different today, as many have turned to rational thinking and thrown out the fantastical. Worshippers still have a place in the divine world, however, and the Coming Storm has made them a necessity for those gods wishing to survive. And while gods need worshippers, they do not

appear out of thin air. A god may gather worshippers to them by many methods.

Accidental Worshippers

The first, and maybe least obvious, reason is simply to stop the voices. As a god hears prayers, those with popular Dominions (such as lust, wealth or safe travels) can be stirred from their sleep and kept up for nights at a time. Even monotheistic cultures have an underlying strain of paganism—praying to a certain ideal is enough to make it happen. Answering one of these pleas and letting it slip out that it was, in fact, the god himself who did it (and not just circumstance) could start a snowball effect. One prayer begets another, and then another, until the god has several worshippers disturbing her life without ever asking for worshippers at all. Of course, proceeding from there can be dangerous. Granting every prayer makes the god a slave to their Dominion and can detract from the Bonds they struggle so hard to maintain. Refusing to fulfill any prayers, however, can send worshippers away, possibly to a rival god who may be more willing to grant prayers in exchange for an army. Jilted worshippers may even attempt to spill the beans to national news agencies, which could spell horrible things for that mortal and the god if the Masks of Jana get involved.

Some gods become invisible forces in their worshippers' lives: no need to be the one in the limelight with people bowing at their feet. Gods can get in quickly, grant wishes, usually without much trouble, and get out without all the hassle. The blessed people believe someone (or something) else is pulling the strings, which leads to word of mouth, more prayers, and often a desire to connect with their patron. Their worshippers may even give them a different name or confuse the god for a saint, especially if they leave some sort of Divine Symbol (pg. 87) behind to show they've been there. A worshipper is a worshipper, though, and the god gains all the benefits of such whether or not the people know where their prayers go.

Social Circles

The most troublesome way to gain worshippers is through one's social circle. Many say coworkers become extended family (dysfunctional or otherwise) through eight hours a day of interaction. Interoffice gossip can destroy any kind of subtlety if the information gets into the wrong hands, but even a work acquaintance can turn into a loyal follower with a few well-placed words. It's never a good idea to mix social and work lives, however, as these Bonds can sev-





Dreamcatcher

Power: 1 [**Unique:** Dreamcatcher (1)]

Many believe dreamcatchers are capable of catching bad dreams mortals may experience, but they serve a more utilitarian purpose for gods. Developed by Manit, the Native American god of dreams, hallucinations and visions, dreamcatchers can literally catch the prayers of worshippers. Gods no longer need to worry about interruptions from the often troublesome pleas of mortals, as the dreamcatcher becomes a receptacle holding prayers for a number of days equal to double the god's highest manifestation rating. Prayers unheard and unanswered after that time dissolve into nothing, so a god must be careful to check their dreamcatcher regularly to keep up with important prayers. Also, if a dreamcatcher becomes attuned to another god, prayers inside are lost.



er with the loss of a job or an uncomfortable meeting with Human Resources.

Friends and family, too, may start to suspect something odd if the god isn't good at concealing his power at the dinner table or a kid's baseball game. If the god chooses to let her family in on her secret life, they may disbelieve the god at first, but only a few displays are needed to make everyone understand the situation. It is often hard for a god's spouse, who has loved them, cared for them, and worked hard on their life together as equals to accept the idea of worshipping them as a god. Gods' children rarely look at them with less than superhero-tinted glasses, but an older sibling who used to beat up the god as a kid won't be the first one to pray to a new god. Ask a god who muddies these waters why they did it, and the answer is usually "because I wanted to be able to share their deepest secrets with someone I cared for." In their search for worshippers, however, these gods have permanently altered the nature of their closest relationships for the worse, changing forever the way their loved ones ultimately view them.

Of course, not everyone responds to being in the presence of a god in the same manner. Those who are already in worship to another god, especially in countries with established religions, may cast the god out as a heathen. Pitchforks and fire can be effective against a god after all, and such a death is often an ample sacrifice to the god who truly rules that region. On the other side of the coin, atheists may simply ignore the words of a "charlatan" attempting to pass themselves off as a god with magic tricks. Some people fiercely cling to their disbelief, no matter how much proof is in front of their faces. The worst thing to happen to a god, many times, is to be locked up for rambling on about monsters and gods, their family crying to themselves and asking what they could have done to prevent this insanity.

Even if people are receptive to the idea of a regular person being a god, it's an uphill battle to convince them to perform an act of true worship. This is often the reason friends and families make terrible worshippers. It's hard to convince an older brother, used to picking on his younger sibling, to light a candle

and submit to the god's will. Even harder still, a friend who used to draw with a Sharpie on the god's face when they got drunk together may not worship easily.

Some "cults" have adopted the idea of messiahs or reincarnations of former gods, which can get anyone (even family) to accept a gods' divinity. It means changing the status quo of their lives to turn their mother into a willing slave. These kinds of arrangements all too often result in removing all worshippers from society and surviving in compounds where no one can bother them. That's never the end of it, of course, as government agencies and even other gods quickly grow suspicious of what the collective is doing in the middle of nowhere with no one watching.

Inherited Worshippers

Some gods can inherit worshippers, especially those who follow certain Theologies that venerate tradition, such as the Order of Meskhenet. The transference of the Spark from one god to create another carries with it more than just control of a Dominion. It also carries a spiritual signature connected to anyone who used to worship the previous owner of the Spark. The new god may immediately hear the calls of their adopted worshippers, never having met them before. Some families have worshipped the same god for centuries, never truly knowing that many gods have filled that role through their bloodline.

Those who inherit the Spark of a well-known god can inherit worshippers quicker than any other god. Dozens of major religions have several gods, as well as a thriving pagan population who worships combinations of new and old gods as best suits their purposes. One with the Spark of Thor or Red Horn or Vishnu or the Green Man gains an instant boost in their worshipper numbers simply by existing. The more widespread their names grow, the more those gods' thoughts must contend with the bombardment of hundreds of prayers every day.

Other Ways

More aggressive gods seldom have the time and patience for feel-good moments, or dealing with worshippers they just happened to acquire like stray dogs. These gods stalk their worshippers and wait for just the right time to strike, using their Dominion to get into their worshipper's good graces, saving them in the nick of time in some flashy, divine manner. A god of murder may use their power to create a situation where their target is helpless against a madman, only to be saved by their new deity. If they have the power to change their form, like many Ascendants do, this can help elevate them in their worshippers' eyes, as this is often a spectacular divine display.

Generally, however, carefully picking worshippers has become the norm, as revealing one's true nature can bring a terrible backlash from humanity one might not want (not to mention the attention of the Masks of Jana). It is often easier to get an individual to worship, instead of attempting to sway large groups of people who may talk each other out of the salvation a god can provide. A series of divine gifts to the worshipper and an exchange of tributes can start a habit between the two, strengthening the connection. Targeting charismatic worshippers is an investment that can often lead to more followers, as gods then have a recruiter to find new members of their flocks.





WORSHIPPER TYPES

Despite what some may think, worshippers are not just mindless slaves for a god to command. Each has its own personality and life that is often set aside, even if just for one day a week, to worship the god. Worshippers can offer much to a god beyond prayers. Finding worthy followers can be tricky for any god because of all it takes to keep several different people happy, in addition to humanity's overall unpredictability.

During character creation, a worshipper type can be applied to a god's worshippers at the cost of one refresh, but is limited to one worshipper type at Level 1, two at Level 3 and three at Level 5.

Example: *A god with Worshippers 3 could spend two refresh or divine points to take full advantage of the Beggars and Preachers among their flock.*

After character creation, worshipper types can be added at a Significant Milestone (pg. 7) and changed at a Major Milestone (pg. 10).

Beggars

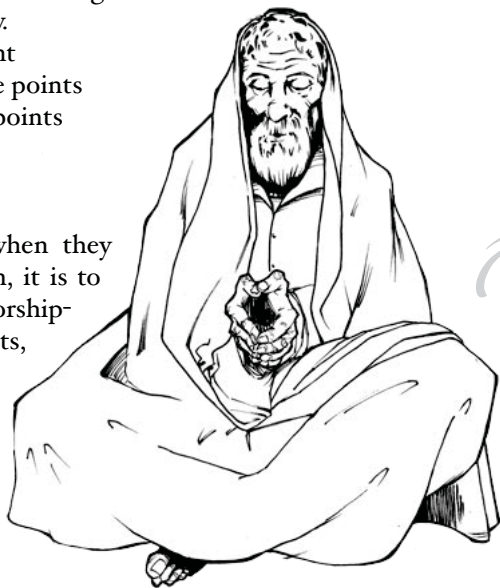
These worshippers serve a god, but only after they get something in return. Beggars are the kind of people who won't believe until the god has proven their power, and trade their prayers for divine favors. These worshippers keep them on their godly toes, as running around town to fulfill one prayer after another can be exhausting. The god learns to change their physical effort into spiritual energy in order to spend more and more. This training seeps into their everyday godhood, making it easier to take on Outsiders and other gods if necessary.

Benefits: Pushing their body beyond the natural limits has given the god the power to exchange their physical effort for more spiritual energy, in the form of fate points. When performing tasks to fulfill prayers for their followers, the god may take a consequence and gain a number of fate points as noted below.

- Mild gains one fate point
- Moderate gains two fate points
- Severe gains three fate points

Confidants

Where does a god turn when they need someone to talk to? Often, it is to the Confidant among their worshippers. Confidants have kind hearts, deemed worthy by their god to be an advisor in times of strife and danger. Whether the god can turn to their worshippers to forget their troubles by replacing them with sensual offerings or as an advisor and guide through uncertainty, it is no





doubt stressful to be a member of their god's flock. This requires worshippers to be available day and night, through rain and snow, despite holidays or other duties they might have. On the other hand, a god is most thankful when their heart and head is clear.

Benefits: Your Confidant centers you and allows you to devote more attention to the target of your Bond. When you have a scene with your Confidant before your Bond scene in which you discuss your Bond and the challenges of keeping it intact, you clear an extra box of Bond stress after resolving the Bond scene.

Givers

While some worshippers simply take, take, take from their god, demanding their prayers be answered, others become Givers. These followers are fully willing to give up their car, their home, their credit card and anything else to please their divine lord. This can elevate even the poorest god to a higher station, simply by leaning on worshippers to provide everything needed to live. In exchange for filling the god's coffers, however, the god is fully expected to fulfill an ample number of wishes. If not, the worshippers may begin to lose faith and become stingier with their wallets.

Benefits: Worshippers take a point of stress to create an advantage in the form of a gift that they could plausibly give. This is an aspect with one invocation on it. This is in addition to the Divine Assistance that worshippers can provide.

Faithful

Some worshippers signed up for one thing: to pray. Some have busy lives, carving out a small fraction of time to devote to their chosen god. Others have the time to be devoted followers, even though they rarely seek direct interaction with their deity. When they do pray, however, the intensity of their hardcore belief goes beyond other worshippers. The ritual they follow becomes second nature as they perform their prayers at the same time each day, utilizing ornaments and other objects as foci, and using specific words that hold immense power. Even if they don't realize it, they are the backbone of any group

Don't Overdo It Too Often

This worshipper ability is a good way to pick up fate points when you are running low, but be careful! Severe and moderate consequences take more than one session to clear, and you can put yourself into peril and risk getting taken out if you push yourself too hard. Remember that damage from combat, as well as Bond damage, also leads to consequences. Make sure when you are granting petitions that you take care of yourself.

of worshippers, holding prayer circles in their own homes so everyone has a place to worship.

Benefits: Having Faithful as worshippers increases the potency of their Divine Assistance. These worshippers provide an additional invoke on any successful Divine Assistance checks.

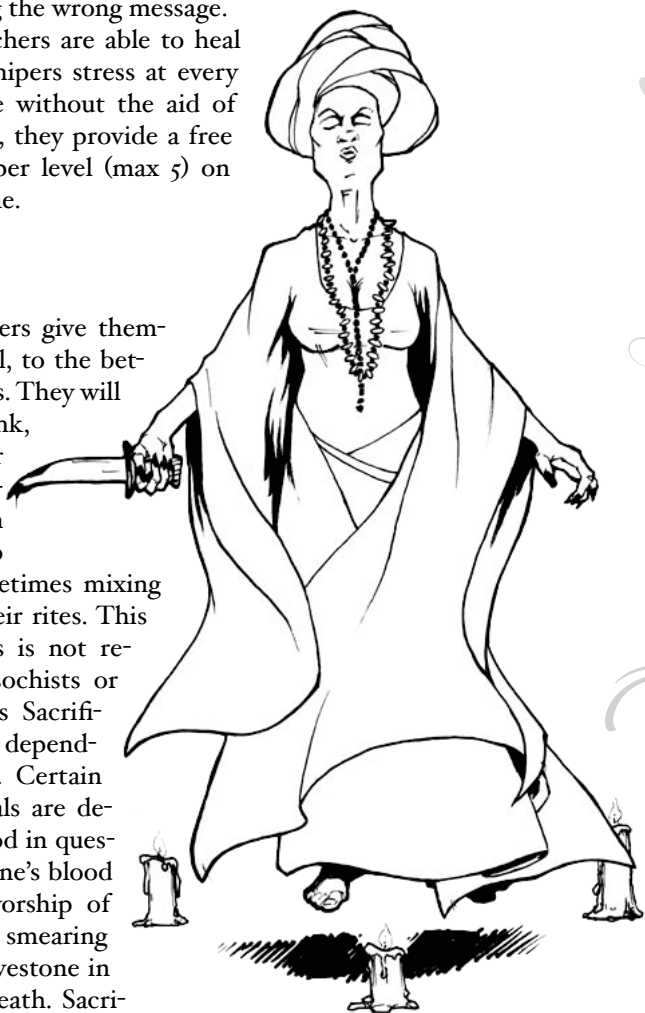
Preachers

It takes a special kind of worshipper to go out of their way to spread the word of his or her god. Preachers can be many things to a god, from a street-corner prophet letting everyone know of their god's glory to evangelists reaching out in a more private setting to share their divine love. In any case, these worshippers are very much the god's marketing team, responsible for recruiting more worshippers than the god could wrangle on their own. It's important to keep Preachers happy if you don't want them spreading the wrong message.

Benefits: Preachers are able to heal a point of the worshippers stress at every significant milestone without the aid of the god. In addition, they provide a free increase in worshipper level (max 5) on every major milestone.

Sacrificers

These worshippers give themselves, body and soul, to the betterment of their gods. They will forgo food and drink, become celibate or perform other rituals if asked, and even harm themselves to help their god, sometimes mixing bloodletting into their rites. This class of worshippers is not resigned to mere masochists or martyrs, however, as Sacrificers give differently depending on their beliefs. Certain details of their rituals are dependent upon the god in question, from pouring one's blood over a sapling in worship of the god of spring to smearing one's blood on a gravestone in honor of a god of death. Sacrificers have signed up to aid their





god in this way but aren't willing to go quite as far as Zealots.

Benefits: A god with Sacrificers among their worshippers plays a dangerous game. At the god's directive, directly or indirectly, the Sacrificers take stress damage to grant an invoke to the god's divine aspect. They can do this in a one-to-one exchange until they run out of stress. They cannot take themselves out doing this but can be taken out by something else after maxing out their stress. This stress must be recovered in the standard manner (see Part-Time Gods of Fate, pg. 130).

Zealots

Many say Zealots are just crazy worshippers who take their devotion too far. To be clear, this is exactly what they are. Zealots believe everything their god says and will do whatever their god asks, usually in the most destructive way possible. They lack the subtlety of the average worshipper, employing aggressive and overt actions instead, but they are often exactly what a god needs. Whether it involves strapping a bomb to themselves and detonating it in a crowded area or murdering someone as a holy sacrament, Zealots have their (often terrible) uses.

Benefits: If there are Zealots within a god's flock, they may engage in terrible acts like murder, arson and the like. Zealots are characters with one skill (see Part-Time Gods of Fate, pg. 46) equal to the worshipper prayer ranking (representing their fervent devotion), another skill equal to their mundane ranking and a number of stress equal to the stress of the worshippers as a whole. Once the Zealots is created they break off from the worshippers, reducing the worshipers rank by one, and become their own NPC. The Zealots are then able to carry out any destructive acts on their gods' behalf. If the Zealots survive their encounter, they can return to the worshippers in a week, raising the rank of the worshippers by one, back to its original level. If the Zealots are captured or taken out, they are lost and cannot rejoin the flock, and the worshippers remain at their diminished capacity until the god has time to regrow her flock.

Example: *The **Divine Blades of Death** contain Zealots. They are level 4 worshippers. Their god was recently attacked and wounded by a local gang leader. Their god commands the Zealots to get revenge. A group of Zealots undertake the challenge. The Zealots become an NPC with the following stats:*

Fighting +4

Stealth +3

Stress 4 + minor consequence

The Divine Blades are reduced to level 3 until the Zealots complete their task. The Zealots then go off and get revenge for their god by finding and attacking the local gang leader.



Chosen One

In addition to grooming their worshippers for certain tasks and purposes, gods have the

option of selecting a single member of their flock to become their Chosen One. This special worshipper is separate from a Champion or God-Killer, maintaining their mortal status instead of crossing over into being one of the touched. A Chosen One can be selected during a significant milestone (Significant Milestones, pg. 7).

The Chosen One is the most loved mortal of the god's followers selected from a flock of worshippers of Level 3 or higher. The Chosen One is a supporting NPC (see Fate Core, pg. 218). A Chosen One gets a human aspect, a divine aspect which is Chosen of _____ (or something similar), along with one Good (+3) skill, one Fair (+2) skill, one Average (+1) skill, and one stunt. In addition, the Chosen One gets the following entitlement:

Spark Storage (requires Chosen One): The god and their Chosen One are linked to some degree, allowing the god to store fate points within their worshipper. The god can transfer fate points to their Chosen One at will, across any distance. A Chosen One can hold a number of spare fate points equal to the number of stunts and entitlements the Chosen One has (including this one). These fate points are kept indefinitely until accessed by the god. The god can access these at any time, no matter where the Chosen One is located. Once used by the god they are exhausted, and the god must invest new points into the Chosen One at a later time.

The Chosen One can be advanced during milestones (Significant Milestone, pg. 7). The Chosen One can acquire additional entitlements from the list below only:

Walking Blessing (requires Spark Storage)

The Chosen One becomes a true representation of their god, gaining a bonus to rolls related to their god's Dominion equal to the number of fate points currently stored within them. They also grant half this bonus (rounded down) to all allies of their god within the same zone. If the god removes fate points for his or her own use, this instantly reduces the bonus the Chosen One retains.

Miracle Worker (requires Walking Blessing)

The god may gift their Chosen One with a single use of their Dominion for the cost of one fate point that the Chosen One holds. The god chooses a manifestation type and a single effect under it, determined at the time of the granting. Any action taken with this granted manifestation is done at the god's manifestation level. This ability is still limited by conforming to their god's

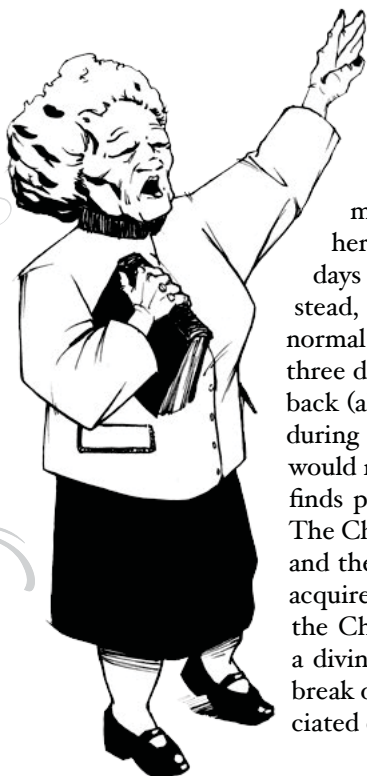
Dominion and can only be an effect the god could do, so not every effect is grantable.

Shared Senses (requires Miracle Worker)

The connection between a god and their Chosen One is strong enough for the god to share their follower's senses. By making a Good (+3) overcome check at their highest manifestation level, the god may place him or her self within their Chosen One's senses, seeing what they see, hearing what they hear, etc. This ability transcends any limitations of distance, even allowing senses through dimensions. The god may spend one fate point to take momentary control over their Chosen One for the scene, using them as a mouthpiece and making use of any of their manifestations normally. The physical abilities of the Chosen One are used, however. The god can end this trance and return to their own body any time without penalty.

Vessel (requires Shared Senses)

The Chosen One has become the one true follower, and now the god has created the perfect vessel for his or her spirit. There is a dark side to everything in the divine world, and a Chosen One at this level is now doomed to bear the brunt of this malevolent force. If the god ever dies, his or her soul is not left to wander and hide for three days (see Part-Time Gods of Fate, pg. 121). Instead, it takes over the Chosen One's body. Under normal circumstances, this only lasts for the normal three days before the Chosen One is given their life back (although who knows what the god did with it during that time). In circumstances when the god would normally be destroyed, his or her soul instead finds permanent refuge in the Chosen One's body. The Chosen One is erased from the character sheet, and the god spends one refresh or divine point and acquires two points of new Bonds corresponding to the Chosen One's old life. If the god doesn't have a divine point or refresh to spend, he or she must break one of their previous Bonds and take the associated consequence instead.



THEOLOGIES AND WORSHIPPERS

Just as a god's Theology tempers and modifies their idea of what godhood should be, so too does it affect the way they view their worshippers and followers. Some are nonchalant toward the mortals they command, while others treat worshippers with a tender hand. Individual personalities prevail, but theologies have their own approaches to handling worshippers.

Ascendants

This Theology is the most likely to seek worshippers. Their egos have a way of getting away from them, as they wish to attain true godhood. What better way to show their progress than the number of worshippers they can call upon. They often make their worshippers prove their loyalty to avoid the god's wrath, making them favor Givers and Zealots.

Cult of the Saints

Saints believe themselves to be higher servants to greater gods. Instead of being worshipped, they are cared for and protected as messiahs and prophets. Pestered by their voices with every question would be to abuse the gift, so they often turn to Confidants to sort out their conflicts, and Preachers can let others know the great gods are soon to return.

Drifting Kingdoms

Moving from place to place can be strenuous, especially for a god. A drifter, however, is accustomed to this and looks for worshippers who can put them through their paces but still believe they will be there to answer their prayers no matter what. They like to have at least a few worshippers in each town they frequent, with Beggars and Faithful most prominent among them.

Masks of Jana

Discretion is important to the Masks of Jana, and their worshippers must follow suit. Preachers rarely cross their minds, as people on street corners shouting about gods aren't great for keeping the truth under wraps. Masks require worshippers who pray in the secrecy of their homes and those willing to aid the god publicly only in times of great peril. This makes Masks target Sacrificers and Faithful most often.

Order of Meskhenet

Members of the Order are fond of choosing worshippers who can give them something of use for the Theology. These gods are incredibly self-serving and seldom make a ton of time for anything other than cursory attention to granting prayers. They often operate from afar so their inherited worshippers need not deal with the changing faces of their lords. Givers are great for at-





James Salter '13

taining more control over a community, and Preachers do the heavy lifting of interacting with the rest of the congregation.

Phoenix Society

A Phoenix's worshippers are quick to become their best friends, as these gods prefer to interact closely with their followers. They integrate themselves into their followers' lives, set up regular meetings to pray, discuss various topics and hear grievances within the group. As Society members are as hands-on as possible, Confidants and Beggars are the best worshippers for them.

Puck-Eaters

These gods are chaotic, which leads to different approaches to worshippers depending on the individual member. One may keep their followers cowering in fear, while another may force their worshippers to fight each other for his or her amusement. They appreciate worshippers who can keep up with their maniacal attitudes, making Zealots and Sacrificers perfect for a Puck-Eater.

Warlock's Fate

The Warlocks regard their worshippers as test subjects in the grand experiment they call godhood. The gods test the mortals' mettle, setting traps and seeing how they respond, but the gods are always in complete control of the situation, so as not to lose the vital asset a worshipper represents. Due to the amount of effort they require, Warlocks rarely have more than a dozen worshippers they actively track at any given time and favor those that don't get in their way, such as Givers and the Faithful.

CHAMPIONS

Champions are a breed of mortal greater than regular worshippers. These are not people who merely pray to a god and offer supplication in exchange for gifts or mercy. Champions are gods' dedicated heroes, fighting under their banner and spreading their gods' messages to others. Of course, like many things that existed during the God Wars, today's Champions are much different from their predecessors.

In the old days, a god chose a Champion who possessed something special that demanded divine attention. Aphrodite, the goddess of beauty, had many Champions who served as handmaidens, and she would attend beauty competitions disguised as a mortal to find more. Freya, the goddess of love and war, travelled the land in search of the best female warriors available to join the Valkyries and fight for Asgard. Champions were often showered with gifts in the form of wealth, Relics and influence as long as they continued to serve their god.

When gods learned they could die, Champions were sent to their deaths, battling against things the gods feared, often well beyond their mortal abilities. They were seen as expendable, like many worshippers during that period. The tradition of using worshippers as anything other than cannon fodder went away-



-and with no gods to sponsor them fully, most Champions simply vanished.

Revival

Champions disappeared from history for thousands of years. Stories of legendary warriors and heroes of the people surfaced occasionally, but many of these were attributed to mortals taking a stand. In reality, however, the Spark that fueled a Champion's abilities was simply dormant, passing from parent to child through the ages. In times of need, Champions tapped into this power and achieved more than any normal person could; however, their numbers never reached more than a dozen or so in existence at any given time. With the Coming Storm brewing, Sparks have returned to the world, creating new gods. This reemergence of divine power has also revived the ability to awaken a Champion's abilities, and now they number in the hundreds.

Though not as powerful as the gods, these beings certainly live up to their titles. Champions are stronger, faster and smarter than average people; they also have a way of inspiring others to their causes. It appears a Champion matures around fifteen years of age, allowing them to choose a god (any god) to help unlock their hidden potential. The ritual is an intimate thing between a god and Champion, involving blood and flesh. When it is complete, a Champion is born and the god has a superior worshipper to call upon in times of need.

Recruitment

The gods of today clamor to get Champions. Having someone beyond a mere mortal to do their bidding is extremely helpful. For those gods who keep their secrets well hidden, Champions offer something else to the relationship: companionship. New gods and Champions are often equally confused by their newfound power. Even though gods have their theologies to answer questions, certain issues only surface by having someone to push you.

Champions have been known to protect their streets, often as masked vigilantes, or to sell their services to the highest bidder. For some, it's just a paycheck and security, while others require payment in the form of Relics, or a god's help dealing with the Champion's personal issues. Others want the protection a god offers in the face of the Coming Storm. Many Outsiders sense the Spark inside a Champion just as easily as within a god and kill without hesitation. A Champion's Bonds are just as important as a god's.

Playing as Champions

Players taking the role of Champions can make for a fun game. In many ways, their story is similar to that of a god: they wake up one day and they suddenly have powers, are hunted by monsters, and must learn to integrate these aspects into their lives without disrupting their mortal existences. However, they are weaker than gods and must serve these gods in order to be protected. It changes the game in important ways, as it revolves more around appeasing the gods than ruling a territory.

A game of Champions working together to serve their respective gods can

be a fun way to play lower-powered campaigns or as a one-shot. Some players may want to create a Champion and play missions assigned by the gods. If one player wants to be a Champion in a game with other gods, their character should be a servant to one of the other players' gods. Note: The Champion's worshipper type is automatically applied to their god's worshippers' gift as long as the god can mechanically accept the abilities.

Example: *John is playing Zack, the god of thieves, and Tim has joined the game as a Champion, Jessica Chambers, Zack's champion. Zack has level 4 worshippers and he already has two worshipper types, beggars and zealots. Jessica has sacrificer as a worshipper type, but Zack can't use Jessica's worshipper type until he has level five worshippers, which allows him to have three worshipper types. When a significant milestone occurs, Zack could change out one of his worshipper types for Jessica's worshipper type. Until then Zack doesn't have access to the powers of Jessica's worshipper type.*

Step One: Concept, Divine Aspect, Human Aspect, and Bonds

Create a concept for the Champion and create the human aspect, a divine aspect [**Champion of (insert Dominion or god)**] and one free aspect to flesh out their character's history or interests and Bonds. Champions have eight points to spend on Bond stress boxes (instead of six).

Example: *Tim is thinking about playing Jessica Chambers, a spoiled popular rich kid growing up who didn't want to go to college. He gives her the human aspect **Privileged**. Then all her friends moved away, and she found life boring. A chance encounter with a thief turned into meeting Zack, the god of thieves, and falling for him and the exciting and dangerous life he could provide. She encapsulates that with the aspect **Attractive Enough To Claim The Love Of A God**. Eventually she becomes his Champion, sleeping the days away and breaking laws by night. She uses her free aspect to create **My Adrenaline Pumps When The Action Starts**.*

For Bonds, Tim figures Zack is a good one, since he's curious to see how their relationship plays out, so he puts four Bond stress boxes there. Jessica's parents Duncan and Millie are an interesting and possibly dramatic relationship he might want to see implode through play, so he puts two stress boxes there. Since there's a Temple for Zack's worshippers and it's a run-down building, Jessica could throw a lot of her parents' money into its renovation, so Tim puts the last two Bond points there, making the Bond aspects look like this: Zack - **My God, Whom I Love**; My Parents - **If Only They Saw That This Is My Path**; and the Temple Of Thieves - **I Bleed For This Place**.

Step Two: Stunts and Skills

A Champion has one skill at +4, two skills at +3, three skills at +2, and four skills at +1, along with one stunt.

Step Three: Natural Abilities

Champions receive the following powers:

entitlements

The Champion of [Insert God's Name]: A Champion starts each scene with a free invoke on their divine aspect.

spark abilities

- Champions have three refresh.
- **Instant Healing:** The Champion may spend one fate point to clear all stress taken and two fate points to clear any mild physical consequence.
- **Gifting:** The Champion may lend fate points to their god without limit. In fact, the god can take the Champion's fate points if they choose to, even without the Champion's permission.
- **Hardy:** Each Champion gains one additional physical stress box.
- **Resisting Manifestations:** A Champion must have one fate point to make an exchange against a god's manifestation. Without one they are powerless to withstand magical attacks and act as any human would. They can never resist their own god's effects.

worshipper type

Choose one worshipper type for the Champion, which not only defines how they expect their god to treat them, but which also augments their already impressive powers.

- **Beggars:** Spend one fate point to gain two temporary physical stress boxes for the scene.
- **Confidants:** They know their comrades, human or god, and are a shoulder for them to cry on. With this knowledge, they can be there to make sure their allies keep it together. Comrades in their zone or near them gain a +1 bonus to any overcome or defense action against fear or insanity. If the Champion is consulted before an associate attempts to deal with any Bond stress, that associate can clear one extra box of Bond stress after completing their Bond scene. The Champion does not receive this bonus themselves.
- **Givers:** The Champion's soul is open to giving their power. Gifting fate points can be done for any god, not just their own, but only their chosen god can take it by force. They may also give their health to their god. This is represented by giving their stress boxes to their god, which they don't have access to until the god returns them. This means the Champion's god can have an extra two-point or three-point stress box.
- **Faithful:** Their belief is stronger than other worshippers. They gain an extra fate point when a refresh occurs.
- **Preachers:** Known for shouting their words, this Champion can gain notice easily. By spending one fate point the Champion creates the aspect on the scene called **Center of Attention**. This aspect draws the attention of any crowd of people, be it a small roomful or a large stadium. It can be

used like any other aspect to convince the crowd to think or act as the Champion wishes. If used in a fight, each enemy uses their next action to harm or hinder the Champion in some way.

- **Sacrificers:** The Champion may take a consequence to generate fate points. A minor consequence can be transformed into one fate point, a moderate consequence into two fate points, and a severe Consequence into three fate points. (See sidebar Don't Overdo It Too Often, pg. 22 for further information.)

- **Zealots:** A fate point spent to enhance an action for violent and destructive acts grants a +3 instead of a +2. If the act is a command from their god, the spend grants a +4 instead.

Step Four: Spend Refresh

Champions can spend refresh only on stunts, gear and Relics. Any Relics possessed by a Champion were probably given to them by their god.

Advancement

Champions advance in a manner similar to gods, with some differences. They have their own entries in the milestone paths (Milestone Paths, pg. 5).

GOD-KILLERS

Legends about God-Killers flow through divine circles, and every god has heard of them. To some, they are simply bogeymen invented to keep younger gods in line. For those who have encountered a God-Killer, however, their existence is all too real. God-Killers are one of the few elements of the divine world that have remained constant. Many believe God-Killers to be the dark side of Champions, but their existence is much more sinister.

God-Killers came into being at the end of the God Wars--the beings who dealt the final blows. Maxios, the very first God-Killer belonging to Guayota, god of evil, killed Zeus as he attempted to hide among mortals. Maxios plunged his onyx blade into the All-Father's heart and proved it didn't take a god to kill another god. Maxios' family continued the tradition of god-killing, which spread to every culture and every land, striking fear into the hearts of gods the world over. After killing their target, the God-Killer absorbs the soul, not for ultimate divine glory... but rather to deliver it to the god who gave them power.

As time went on and fewer gods made themselves known, God-Killers created secret societies of their own. Within these groups, they trained the next generation of God-Killers and then the next, each devoted to the same gods (even if the divine faces changed over time). These secrets were the foundation for many arranged marriages to keep the tradition in the family, but also to ensure no infiltrators could destroy their power bases. A God-Killer is a prized worshipper for any modern god, giving them a significant edge over divine threats. Some gods find the very idea of a God-Killer repugnant, and these are usually the first targets.



Growing Up a Killer

A father picks up his beloved daughter from kindergarten with love in his eyes, and they eat a refreshing and pleasant lunch at their favorite fast food joint, followed by knife-throwing and silent assassination practice after finishing a little coloring time. Scenarios like this are not uncommon in God-Killer families, each trained to execute effective kills from an early age. Unlike other worshippers who idly offer an occasional sacrifice to their god, God-Killers make it their job to serve their god, forgetting about living any semblance of a regular life. Sure, they may have a cover identity, but generally nothing too strenuous that would take even a moment away from their duties.

They are the perfect servants, seldom questioning a direct command from their god unless it directly affects their personal Bonds. Otherwise, a God-Killer is more than happy to kill anyone, god or mortal, who displeases their master. They are not afraid of suicide missions like the Champions of old. Without them, their god loses a vital asset—and gods know it.

Recruitment

Getting a God-Killer to serve a particular god can be tricky. Their traditions are carried down through family lines, each God-Killer serving the same god their parents did. However, there is always the odd child who shuns the hand fate dealt and strikes out on their own. Their very nature, however, calls them to serve, and they will always seek a god to fill the hole left in their soul. Gods wait and hope for an opportunity like this, but it happens very infrequently.

Taking out the god a God-Killer has served their whole lives is less likely to earn a god new, powerful allies and more likely to have a God-Killer coming after them for revenge. If the god can prove a suitable replacement and make a compelling case, a god may take the slain god's place, as long as they are able to provide suitable traditions and ideals for the God-Killer. Otherwise, the God-Killer just collects one more soul to give to the god who does eventually earn its favor.

Playing as God-Killers

God-Killers are a different sort altogether. Stories using God-Killers as characters revolve around hunting and murdering the gods to steal their Spark and return it to their god. Although most God-Killers make better “bad guys,” they are merely part of the modern divine landscape. Plenty of God-Killers serve altruistic gods who simply need a peacekeeper among their worshippers.

A group of God-Killers who serve the same god is fun, as it pits the characters against each other in a friendly competition to see who pleases their god most. However, the most malicious gods tend to bring the worst out in their worshippers, and the competition can quickly become a reign of terror. If a player wants to play a God-Killer in a game of gods, they should be ready to

prompt some well-deserved paranoia from the Pantheon, especially if the god they serve makes a wrong step and earns the distrust of the other gods.

Step One: Concept, Divine Aspect, Human Aspect, and Bonds

Create a concept for the God-Killer and create their aspects and Bonds: God-Killers have the divine aspect **God-Killer for _____** (where the blank can be a god, a group, or no one at all), a human aspect dealing with their training to fight, a free aspect to flesh out their history, and six points to spend on Bond stress boxes.

Example: *Jessie is thinking of playing Xanthus Noir, who comes from a family of God-Killers in service to an ancient group: The Pantheon of Lies. Jessica selects the divine aspect **God-Killer of the Noir Family**. She then selects the human aspect **My Onyx Blade Goes Snicker Snack**. Finally, she selects **Vengeance For Miranda Fuels My Drive To Succeed** as Xanthus' free aspect, to reflect the effect the loss of his lover had on Xanthus.*

*For Bonds, Jessie selects his home, with the aspect **It Must Stay Safe Until My Plans Are Done**, and assigns it three points. For the remaining three points Xanthus establishes a Bond with Tara, his closest friend, putting the aspect **She Will Be By My Side Until My Dying Breath**.*

Step Two: Stunts and Skills

A God-Killer has one skill at +4, two skills at +3, three skills at +2, and four skills at +1, along with one stunt.

Step Three: Natural Abilities

God-Killers receive the following powers for their characters:

negation

A God-Killer's most powerful ability is to negate the divine powers of gods, as long as they have one fate point to spend. They become immune to any manifestations directed at them, without the need to take a defend action. A God-Killer may also spend one fate point to negate a manifestation being used around them. They cannot negate the powers of the god they serve.

ONYX ARMOR

A God-Killer's body turns from flesh to a chitin-like armor, giving them an Armor rating of 2. The God-Killer cannot have an aspect or a consequence placed on them that includes bleeding, and God-Killers have an immunity to any kind of bleeding or long-lasting wound. They have the look and feel of a normal person, but if they are injured, their wound appears as a crusty black mark instead of a bleeding red wound.

onyx blade

God-Killers are also gifted with an onyx blade, specially designed to hurt the divine. The weapon takes the shape of a sword, staff or spear (chosen during creation). Give it a name, and note that it is considered Weapon 2 against any opponent with a Spark (gods, Outsiders, Champions, other God-Killers). These weapons and armor are useless against the god they serve.

soul storage

The main function of a God-Killer is to retrieve rival gods' souls after they pass. These worshippers are incapable of ever receiving a Dominion, even if they undergo a ritual to take one on, but they can store the Spark to be delivered later. The target god must be struck down with the God-Killer's onyx blade for this ability to work, and then it works the same as a Devour check (see Being Devoured, Part-Time Gods of Fate, pg. 121). They may store a number of souls equal to their highest skill ranking. Note: the God-Killer takes the negative effects of devouring a soul so their god doesn't have to.

The God-Killer does not gain any of the bonuses for devouring the spark of a god—they are merely a vessel to carry the Spark to their god. If the God-Killer is killed while holding a divine Spark, it is released into the environment (see Immortality and Death, Part-Time God of Fate, pg. 121).

spark abilities

God-Killers begin play with two refresh. Their Spark provides the following abilities:

- **Silent Spark:** Their spark does not resonate with a god's Spark Sense, hiding their divine nature, even though they are clearly much more mortal.
- **Spark Sense:** God-Killers have the same Spark Sense ability as gods, but must spend one fate point to activate its power.
- **Instant Healing:** The God-Killer may spend one fate point to clear all stress they've taken, and two fate points clear any mild physical consequence.

Step Four: Spend Refresh

The same rules apply for God-Killers, but they cannot purchase any entitlements, worshippers, or territory. Relics are the exception to this rule, as gods often give artifacts to their God-Killers to help serve them better.

advancement

God-Killers advance in a manner similar to gods, with some differences. They have their own entries in the milestone paths (Milestone Paths, pg. 5).

Jessica Chambers, Champion

Background

Jessica was born to privilege in almost every way, with a rich family who cared for her every need. Born with great looks and family influence, she was used to getting everything she wanted. When she was younger, that just meant being popular and having money to burn, cars to drive, and friends to worship her. No amount of encouragement could make her go to college, so she felt a void in her life as the majority of her friends moved away. Jessica became bored with her life and wanted a change.

Alone on a shopping trip at the mall one day, she noticed a man pocketing rings at the jewelry shops, stealing a jacket and pants at a clothing shop, and swiping food of all kinds from the vendors. He was so adept he never was caught. Jessica knew she should tell the authorities, but he intrigued her, this man dressed in dark blues with black, spiked hair. She cornered him in the food court with the pocketknife her father always forced her to carry, finding it immensely easy to handle in this man's presence. He introduced himself as Zack, a god of thieves, and she instantly fell for him, turned on by the danger this man presented.

As she devoted her service to him, they discovered that she was no mere mortal. Her blood was that of a Champion, which benefitted her new god in ways beyond other followers. He taught her how to fight, and the two became inseparable. As the days passed, Jessica found she couldn't sleep at night. She started sneaking out at night, breaking the law and feeling adventurous, then sleeping during the day.

Personality

Jessica is a cute blonde, affable with those who are on "her level." Anyone else sees the much bitchier side of her personality. She is a master with a knife, as many of her enemies have come to learn. She fights anyone to protect Zack, her god and lover.

Bonds

- **Zack:** Not only does she serve her god faithfully, she also loves him with all her heart. Anything that stands in the way of her protecting and being with Zack gets destroyed in due time.
- **Parents:** Jessica hates her normal life and fights with her parents about what she should do with her future. She lives in the now, while her parents Duncan and Millie attempt to force her into a more traditional direction.
- **Temple of Thieves:** The Temple is a rundown building where Zack's worshippers gather to pay homage to their god. Jessica has given quite a bit of her parents' money to the Temple to renovate it and keep it standing.



PART-TIME GODS OF FATE

Jessica Chambers

Name

Divine

Attractive Enough To Claim The Love of A God

Privileged

Human

Free

My Adrenaline Pumps When The Action Starts

SKILLS

Superb (+5) _____

Great (+4) Rapport

Good (+3) Fight, Resources

Fair (+2) Athletics, Burglary, Notice

Average (+1) Contacts, Empathy, Investigate, Stealth



REFRESH



DIVINE POINTS

BONDS

Object	Aspect	1	1	1	1	1
Zack	My God, Whom I love	☐	☐	☐	☐	☐
My Parents	If Only They Saw That This Is My Path	☐	☐	☐	☐	☐
Temple of Thieves	I Bleed For This Place	☐	☐	☐	☐	☐

SPARK ABILITIES

• **Gifting:** The Champion may lend their fate points to their god without limit. In fact, their god can take their fate points if they choose to, even without the Champion's permission.

• **Hardy:** Each Champion gains one additional physical stress box.

• **Instant Healing:** The Champion may spend one fate point to clear any stress they've taken and two fate points to clear any mild physical consequence.

• **Resisting Manifestations:** A Champion must have one fate point to make an exchange against a manifestation. Without one, the Champion is powerless to withstand manifestations and acts as any human would. Champions can never resist their own god's effects.

Worshipper Type: Sacrificers

Jessica may take a consequence to generate fate points. A minor consequence can be transformed into one fate point, a moderate consequence into two fate points, and a severe consequence into three fate points.

STUNTS & GEAR

• Face In The Crowd

+2 to any Stealth roll to blend into a crowd.

STRESS & CONSEQUENCES

	1	2	3	4	5
Physical	☐	☐	☐	☐	☐
Mental	☐	☐	☐	☐	☐

2	Minor
4	Moderate
6	Severe

DIVINE EXTRAS

• Relic: Zack's Dagger

Power: 2 [Summonable (1) ,Weapon:1 (1)]

Given to her by Zack, Jessica can call the dagger to her hand from anywhere in the world. It will fly through the air, circumventing any barriers it can, but does not avoid bystanders. Jessica can pay one fate point to teleport it instantly to her hands.

Xanthus Noir, God-Killer

Background

From as far back as Xanthus can remember, he has been a God-Killer. He grew up in a family of God-Killers, his parents pushing him harder and harder to be a better killer in service to their great god. The Noir family served a once-great Pantheon of gods that has not been heard from in years, known only as the Pantheon of Lies. Specifically, they taught him to pay special homage to the god of shadows, Aritimi. He soaked up all they had to teach, learning the ways of the onyx blade and mastery over a god's control of their power, but he hatched his own plan.

Xanthus discovered early on that he was adopted, given away by his birth parents to be trained in the ways of God-Killers. This life was never supposed to be his. Bullies constantly picked on him at school. He knew he had both the power and skill to kill them, but he had to hold back and focus on his training. He used his angst as a tool in his real job... acquiring souls, each kept in a repository on his family's land. When they have enough souls, they can break the seal on the magic that keeps their gods imprisoned and bring them back into this world. This all plays right into Xanthus' plan.

He was once in love, but the God-Killers had Miranda killed in order to keep Xanthus in line. This turned Xanthus' world around. He now seeks to destroy his family instead. Xanthus knows his own existence is tainted. He cares little for the small, petty people who populate the world, and he knows the return of the Pantheon of Lies spells ruin for all. He considers himself an anti-hero, willing to do terrible things, like kill other gods and steal their souls, knowing that each one puts him closer to bringing back the Pantheon of Lies—so he can kill them and end their threat to existence. He prepares himself in both body and mind for their arrival, and he hopes his will is strong enough to resist their power, as vengeance is a weapon they can use against him.

Personality

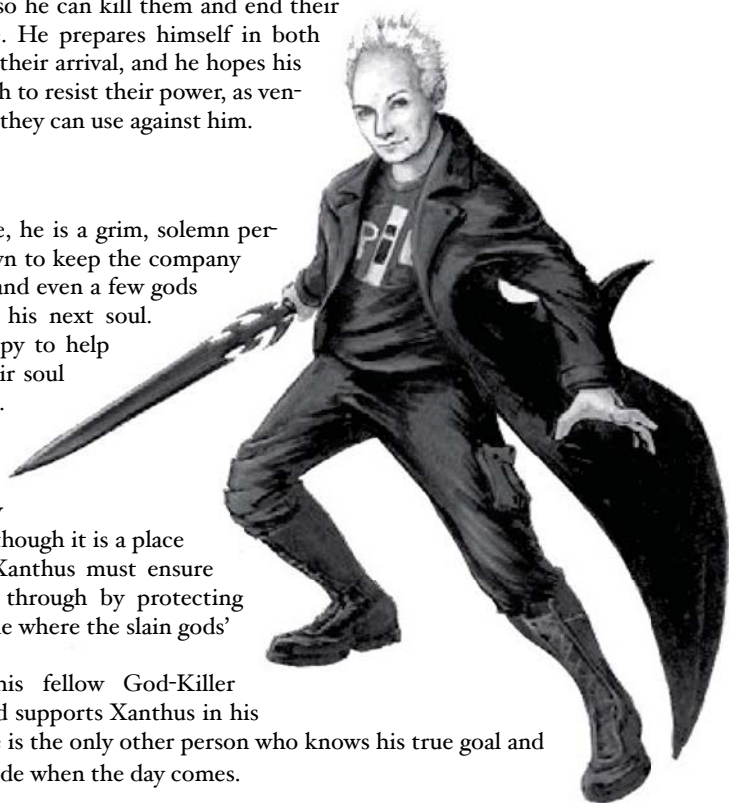
On the surface, he is a grim, solemn person, but he is known to keep the company of certain mortals and even a few gods who help him get his next soul. Most gods are happy to help him, as long as their soul isn't next on his list.

Bonds

● Family

Home: Even though it is a place of pure evil, Xanthus must ensure his plan goes through by protecting his family home where the slain gods' souls are kept.

● **Tara:** This fellow God-Killer encourages and supports Xanthus in his endeavors. She is the only other person who knows his true goal and will be at his side when the day comes.



PART-TIME GODS OF FATE

Xanthu Noir, God-Killer

Name

Divine

My Onyx Blade Goes Snicker Snack

God-Killer of the Noir Family

Human

Free

Vengeance for Miranda Drives Me

SKILLS

Superb (+5) _____

Great (+4) Will _____

Good (+3) Deceive, Fight _____

Fair (+2) Athletics, Notice, Physique _____

Average (+1) Burglary, Investigate, Resources, Travel _____



REFRESH

DIVINE POINTS

BONDS

Object	Aspect	1	1	1	1	1
Home	It Must Stay Safe Until My Plans Are Done	☐	☐	☐	☐	☐
Tara	She Will Be By My Side Until My Dying Breath	☐	☐	☐	☐	☐
		☐	☐	☐	☐	☐

SPARK ABILITIES

• **Instant Healing:** The God-Killer may spend one fate point to clear any stress they've taken, and two fate points clear any mild physical consequence.

• **Silent Spark:** A God-Killer's spark does not resonate with a god's Spark Sense, hiding their divine nature even though they are clearly much more than mortal.

• **Spark Sense:** God-Killers have the same Spark Sense ability as gods, but must spend one fate point to activate this power.

NATURAL ABILITIES

- Negation
- Onyx Armor
- Onyx Blade
- Soul Storage

STUNTS & GEAR

• Lies Upon Lies

+2 to create an advantage when Deceiving someone who has already believed one of your lies during a session.

STRESS & CONSEQUENCES

	1	2	3	4
Physical	☐	☐	☐	☐
Mental	☐	☐	☐	☐

- 2 Minor
- 4 Moderate
- 6 Severe

DIVINE EXTRAS

• Relic: Invisibility Cloak

Power: 1 [Unique: Become invisible to all digital electronic visual devices. (1)]



The Tour

The drone of the bus engine was barely audible over the voice of the television trivia game host who was apparently hard up for money and had to take a gig narrating the automated tour track of this shuttle bus. It seemed a little out of place for the small airport far below and the randomly wandering wild animals to be pointed out by a voice Eli was used to pointing out categories or telling contestants they didn't phrase their response in the form of a question. But this was California, and Eli learned long ago just to go with the flow when venturing to the West Coast from his Boston home.

After 20 minutes of being crammed into the bus, traversing a terribly curvy road with no guard rails while sitting next to an obnoxiously loud woman cursing up a storm and swearing the driver was drunk, Eli was thankful to stumble out at the foot of a wide staircase flanked by palm trees. He had been to California a few times on "business" which is what he called it when he randomly up and left while following up a lead on a possible relic, but he had yet to ever make it over to San Simeon and Hearst Castle. He always wanted to make the trip, though, and decided now was the time to take a well deserved vacation.

Eli walked up the stairs to the large courtyard directly in front of the main structure. The grounds were incredibly well-kept, which only served to distract him from hearing the tour guide. His attention was divided between the sculptures throughout the area, the lush gardens and the size of guest houses that dwarfed his house back home. Apparently, this is where all the celebrities and important people used to stay when visiting William Randolph Hearst. If Eli didn't already know any better, he would have sworn Hearst was a member of the Order of Meskhenet. As he let his mind wander and muse, all he managed to hear was the guide mention something about staying on the carpet once inside the house.

Once inside the main house, it was even easier to get distracted. The first main room was full of beautiful paintings and tapestries with sculptures and busts arranged in each corner of the room. "Sir, please stay on the carpet." said one of the docents as Eli drifted towards a neo-classical sculpture that used to belong to Napoleon's brother in law.

"Oh sorry," said Eli "I was just admiring the work of this fine..."

"That's great," interrupted the docent. "You can admire it from the carpet."

Eli, taken aback at the rudeness of the tour guide, moved through the crowded tour group to observe a few more objects. He always had a love of art and antiques and was quickly coming to believe he and Hearst would have had a lot in common, since they obviously shared the same rather impeccable taste, or so Eli believed in his mind. He was admiring the large sculpted fireplace and a bridge table as the group started to move into the dining room.

"Sir, please keep up with the group," urged the docent, "and again, please stay on the carpet." Eli looked down and saw that about half of his right foot was on the hard wood.

"Wow, you all mean business!" Eli joked.

"Just because we're in California doesn't mean we don't have rules, sir." quipped the docent. "Please don't make me ask you again."

"No problem, chief." Eli replied with thinly veiled annoyance as he deliberately strode along the middle of the carpeted path to catch up with the tour group with the docent following behind.

As he walked into the dining room, he noticed the tour group was already at the other end of the room listening to the guide talk about Heinz ketchup and natural lighting. The exact relevance was unclear as he admired the wood work in the room. About ten feet into the long dining room Eli suddenly stopped, the hair on the back of his neck stood right up on end. Normally, this would be cause for alarm, since this feeling alerted him to the presence of another god who may not be too thrilled to have Eli in his territory. But this was slightly different. As a Reliquarian, Eli had felt this many times before and, like always it stirred the butterflies in his stomach. There was a relic nearby, and a powerful one at that. It had to be in this room.

The tour group began moving on and Eli started to follow them, walking up the carpet towards the exit at the far end of the room. That is when he spotted it. On the opposite wall to his left, in a glass case was a large silver mace. He knew they were often used as symbols of civic authority during the renaissance, but this one simply reeked of Spark. It was beautifully crafted and finely polished with the silver reflecting the radiant California sun gleaming through the skylight. His eye caught movement in the reflection a split second too late, as Eli felt a blade slip between his ribs and a hand covered his mouth.

"I thought I told you to STAY...ON...THE...CARPET!" each of the docents last words were emphasized by an additional thrust of the knife. Eli was so enthralled by the relic he hadn't realized he had moved over to the glass case and was all but pressed against the glass like a kid in a toy store. He slumped to the floor, dropping his satchel and spilling its contents, gasping for breath, and saw he and the docent were alone in the large dining room but he didn't have the breath to call for help.

The man standing over him, golden blade wet with Eli's blood had a toothy grin across his face. "I knew one of you would eventually come." As he lay there, panic and fear begun to race through Eli's mind. What kind of trap had he inadvertently wandered into? "My master is going to be very pleased that I've been able to capture your abilities. He doesn't have the soul of a Reliquarian yet."

The realization that this docent was a God Killer struck him. Fear poured over him as he looked up at the Touched human who was immune to his powers and couldn't be sensed. No wonder he got the drop on him. He looked around at the spilled contents of his satchel and saw an open journal. Eli lifted one arm as if to halt the God Killer's advance while slowly moving his other to the blank pages of the notebook.

"Do you have any last words, Reliquarian?" the God Killer asked mockingly.

Eli looked up at him with resolve and blood in his gurgling voice, "STAY...ON...THE...CARPET!!!" With that, he slammed his hand onto the notebook and in a flurry of pages Eli and all of his possessions teleported away.





CHAPTER TWO: PRECIOUS RELICS

Relics have found their way into the tales, stories and legends of various groups as they recount the acts of their gods. While gods are truly powerful beings with control over facets of the world, their Relics serve to augment their already impressive abilities, often making up for areas in which the god is lacking. Many times the Relic itself is most important to the story and is the lynchpin to overcoming a particular obstacle.

Sometimes the gods' trinkets serve one small function, but the most famous stories center on a single, powerful Relic, such as Thor's Hammer or the Bow of Artemis. The variety of Relics throughout every culture is stunning considering the perceived scarcity of true Relics in modern times. This scarcity is widely attributed to the methods and techniques for creating Relics being lost after the God Wars, and the few deities who still know the secrets of Relic creation jealously guarding this knowledge.

THE CRAFTERS

Dwarves count themselves among those few beings with the knowledge to make Relics, and the dwarves were once sought as artisans by gods who wanted large stockpiles of Relics for themselves and their faithful followers. While the dwarves generally love to create, they were often relegated to nothing more than slaves during the God Wars, worked to death by evil and manipulative deities. Locked away in mountain forges which sometimes doubled as prisons, very few dwarves successfully escaped.

Dwarves who voluntarily worked for benevolent gods would occasionally ask for assistance in liberating their brethren from the clutches of these evil gods, with the promise of additional dwarven craftsmen. Not ones to pass up such a boon, many righteous gods agreed to assist the dwarves. These acts of emancipation inadvertently started a tradition honored by all dwarves to this day. In remembrance of the centuries of imprisonment and forced labor, every dwarf who agrees to craft anything, Relics included, asks for something in re-

turn, be it a favor, a trinket, or another Relic. Stories of evil dwarves asking for a finger, a gallon of blood or the first born child are not uncommon. Some ask for outlandish items just to see if they can get them, whether or not they have use for them.

Dwarves are not the only beings capable of crafting Relics, but they are universally counted among the best. Some lesser-known Outsiders can craft Relics of nearly the same quality as dwarves, but they are few and far between, and most acknowledge the superior craftsmanship of dwarven smiths. Occasionally, Relics created by these other races are found in the hands of Outsiders and gods.

An obscure Theology called the Reliquarians, whose reclusive members hunt down Relics for their own collections, is rumored to have the ability to destroy Relics in order to gain the divine mystical knowledge of their creation. If this Theology truly exists, it remains secretive, most likely in order to protect its members and their unique powerful abilities.

THE NEED FOR RELICS

Gods seek out Relics for a variety of reasons, the least of which is the power each one contains. This power is only a single facet of what Relics mean

in the societal structure and interaction between deities and Pantheons. While each Theology approaches the collection and use of Relics differently, there are five reasons why gods track these items down.



Research

Some gods study these holy and historical artifacts. Research is often required in order for one to truly understand the complete nature of powerful Relics. A user might learn the powers of a particular artifact with a successful attunement check, which may be enough for some younger gods. Older deities know viewing a Relic only as



an item of power is dangerous. Each item has its own unique history and a storied past that may grant a wielder special insight as to others who might want the Relic, secret curses, previous owners, etc. Uncovering that history is important to truly know the artifact, but some Theologies use the existence and ownership of ancient Relics as a method of substantiating or justifying their existence and authority.

Status Symbols

Relics, by their very existence, are rare and special artifacts. Even the most mundane object can hold the power to level entire cities or win the collective hearts and minds of a nation. Many gods have collected these items throughout centuries by simply finding them, through subterfuge or direct conflict with other gods. These artifacts go on to be displayed as symbols of their age, strength, importance or an attempt to elevate their social standing in the eyes of other powerful gods. This boastful attitude can be detrimental, since it often makes these gods targets of those who may covet these artifacts, but not every god is so gaudy. They may have their home littered with them but only talk about them when asked.

Presentation of a Relic is often a means of intimidation or a show of arrogance. Members of certain Theologies, such as the Order of Meskhenet, carry Relics that denote their rank within the Order and as a reflection of the inherited god's soul. Reliquarians have been rumored to display entire collections like an exhibit in order to gain more credibility in academic or Theological circles.

Increasing Power

A god may seek out a particular Relic to enhance her already formidable divine abilities. Even low-level Relics can augment how the god interacts with the world. When wielding higher-level Relics, or even Soulbound Relics (pg. 64), any god—regardless of power or age—can be a force. Wars have been swayed, kingdoms toppled, plagues ended and countless lives saved with Relics through history. The potential for death and destruction is just as prevalent as the potential for good, which is yet another reason why gods covet Relics.

Diversify Abilities

Each god's Spark grants control over very specific pieces of the world. By seeking out Relics that grant access to other realms, gods gain a greater variety of power. Use of such discordant Relics is wildly popular and helpful in making sure a god always has the right tools for a job. No one knows exactly what challenges the future holds, but the right equipment for the task will be critical during the Coming Storm.



Spontaneous Relics

The Source constantly releases fragments of Spark into the world, creating gods daily. Occasionally, a Spark fragment strikes an object instead of a person, creating a Relic instantaneously. This object can become important to a new god, as it might be part of the same Spark that imbued his or her new divinity. Almost any Power 1 or 2 Relic can be created in this manner, which explains the strange combinations that often occur, such as a plumber's drain cleaner bottle that acts as an Ever-Flowing Bottle when they become a god.



Finders Keepers

If a Relic is in the possession of a friendly or allied individual/Pantheon, the Relic is out of play for Outsiders or enemies. Effectively, "We want it so you can't have it" is a very valid reason. This might seem petty, but the practicality of this behavior is undeniable. Each Pantheon deals in different ways with Relics of little use to them, some gifting them to Champions or new members. Others simply give them to their Theology to be locked away.

Why Not?

An attitude held by many gods regarding the collection of Relics is simply, "Why not?" Often the acquisition of such items happens during other engagements, and for some it is very low on the list of priorities. If the resources needed for such a task are negligible, then what would be the harm in following leads and actually recovering a valuable item to help their Pantheon? Theologies expend significant resources when concrete or reliable information is gathered regarding specific Relics, but most are not apt to take a shot in the dark or waste their time. The risk versus reward is often the biggest hesitation, but some Pantheons throw caution to the wind.

RARITY

Many gods, and members of their respective Theologies, spend a great deal of time searching for Relics to assist them with the Coming Storm. No one wants to be caught unprepared, and many Theologies try to track down a Relic whenever rumors speak of one's existence. The amount of research that goes into uncovering true Relics is what usually prevents the gods from tracking them down, since their members usually have other pressing matters.

The creation of Relics is mostly a secret lost to the ages, so the Relics that used to be commonplace in gods' personal collections have become increasingly rare. Lesser Relics (Power 1 and 2) are fairly rare, but it is not uncommon



Sympathetic and Discordant

Relics take a variety of forms, but their relationship to the user can drastically affect how some are used. A Relic that enhances abilities a god already possess is referred to as a sympathetic Relic, while Relics which increase the variety of abilities available to a particular user are called discordant Relics. These can be compared to a solo violinist playing more loudly versus an entire orchestra playing to enrich the sound. Both have their place but serve two different roles.



for younger and even new gods to have found or acquired a Relic of this kind. More powerful Relics (power 3 through 5) are extremely rare and often require a huge investment of time to research and locate, and even then there is no guarantee the rumors are true. Many gods simply do not have the time or energy to search for these legendary items. Most who actually possess one inherited the item, stole it from a rival or simply stumbled upon it through blind luck.

The truth, however, is that many gods do not know where to look. While no one claims it to be easy, lower-powered Relics can be found in almost every city, town and village in the world. Sometimes these Relics are concealed, tucked away from prying eyes by those who covet the item, but they can be hidden in plain sight as well. Once discovered, acquiring the item is a different task entirely.

Places of Worship

Relics may be found in traditional houses of worship: cathedrals, mosques, synagogues or shrines. They may have Relics on display or in specific reliquaries, where followers pray and pay homage while focusing on the sacred item. It should be noted, with rare exceptions, that these publicly displayed Relics have little to no actual power—or may act as a Divine Symbol (pg. 87) as prominent pieces of religious and spiritual importance.

Other places may contain areas where important or blessed items are stored away from the public eye. Locked rooms with standard security are common, but in some locations heightened security is required. The more important the Relic, the more resistance a god should expect when trying to claim the Relic.

Depending on the type, its historical significance, and the material value, access to the Relics can be extremely limited and the security impenetrable. If the caretakers are devout followers of the god the Relic belongs to and know its true power, they could have it under constant guard. Occasionally Relics are hidden in walls, old musty store-rooms, or in mausoleums where they were stashed away by believers centuries ago. These security measures are usually enough to keep interested parties intrigued, but cautious enough to avoid confrontation.





Museums

Many towns have small, specialized museums as local tourist attractions. These places can be literal treasure troves for anyone seeking historical artifacts and Relics from a bygone era. They can be housed in any size museums, from local, single-roomed historical societies to huge edifices like the Smithsonian. Reliquarians, with their unique ability to sense Relics in close proximity, often get as close to exhibits as possible to see if they can sense the faintest Spark in the display, whether they are at an art gallery, antique car museum or botanical garden.

Once a Relic is discovered, acquiring it and absorbing it into a god's own personal collection may be difficult, depending on the type of museum. Many have strict policies to ensure that the items they purchase are not stolen, and meticulous processes are followed by their curators and staff. However, some corrupt curators may sell certain Relics if the price is right, while others have been swindled or convinced to "loan" the Relic to another establishment (most often a front) by a manipulative or scheming god. Some gods have no respect for places of historical preservation, especially the Ascendants, so one can expect outright theft, robberies or break-ins where extremely valuable items are left, often where a single seemingly inconsequential item is stolen.

Museum security varies greatly: some have security staff consisting of ex-military or former police officers and can even augment these security forces with private security for special events or exhibits. Smaller museums may have the equivalent of rent-a-cops whose sole purpose is to make sure people aren't leaving the museum obviously carrying a painting or antique bowl. Of course, when facing any real opposition, these guards, staffed mostly for insurance purposes, are instructed to call the authorities and avoid engaging hostile forces.

Museums lacking proper security still lock displays securely in specially designed cases or mounts. This primarily puts the burden of security on the designers of the exhibit and not on an active security force or other volunteers who staff these non-profit museums. Tracking a Relic down to one of these smaller museums or galleries is a blessing. For an honest god, bartering with those who have the power to make decisions about the collection at these locations is usually easier, and for those gods without the best of intentions, it is easier to simply walk in and take what one wishes. The kind of security used in the bigger museums can often take teams of cat burglars to retrieve the item without anyone being caught.

Universities and Archives

Colleges and universities around the world have inherited and stored Relics of ancient gods for decades (some for centuries) without being the wiser. Extensive collections, bequeathed to the educational establishment by some rich or famous alumnus or acquired slowly over the years, usually have a fairly eclectic combination of texts and, occasionally, the odd piece of art or old manuscript. Other collections are extremely targeted, covering a limited topic, like the Kenneth Orr Collection of 19th Century Proto-Science Fiction or Archives of the United Methodist Church.

Archives are very hit or miss, however. Whether a treasure trove waiting to be picked over or mundane junk, the amount of time needed to pour over the collections is often prohibitive. Some Theologies, like the Order of Meskhenet, have no problem devoting these hours, while less-organized Theologies loathe the very thought.

Archives, many open to the public, often have lax security. Private collections, like those belonging to historical societies or genealogical organizations, sometimes require membership or other stipulations, such as proving family lineage, to gain use of their archives.

Most security in these establishments is limited to metal detectors and alarms that sense magnetic strips in the bindings of texts. Security cameras and alarmed doors usually mark the most security provided. No dedicated security guards work at the archives themselves, but they may be located on a college or university campus that has its own security or police force.

Dealers

Perceptive and discerning Relic hunters absolutely love visiting antique shops, flea markets, pawn shops and peddler malls. Watching a Reliquarian at these venues is like watching a child in a candy shop, and it is a perfect illustration of how one person's trash is another's treasure. Hours are spent going through every small booth or nook and cranny of the shops, picking over each trinket. Of course, these places occasionally hold powerful Relics, but most often they play to the tendency toward hoarding—to which every Reliquarian is susceptible. They are, of course, far from the only gods with hoarding as their principal failing.

After spending so much time and money in these places, some gods go on to form strong relationships with the owners and operators, allowing them to pick up a great contact or even a worshipper. These people become friends and allies willing to keep an eye out for the occasional item of interest or one matching a specific description, while others can be minions of evil gods who tirelessly seek Relics for the ones they serve or throw other gods off the trail.

Banks

Believe it or not, when gods need to keep something safe for extended periods of time, they often resort to the same measures as normal humans. One of the safest places to store something is a bank. Many gods get safety deposit boxes or other forms of private storage to keep valued items and Relics. These boxes, along with the secured vaults and cages, ensure the item's security. Almost any branch of a bank offers a safety deposit box, so many gods have more than one throughout their territories—and possibly a few outside of them.

Banks offer various levels of security, with main branches or private banks having armed guards and multiple layers of protection. Others do not grant access to the vaults themselves, instead guiding the person to a special, secured room and having the box delivered to the room by armed guard or conveyor belt. Gods willing to go to this kind of expense are not the kind of people one would want to steal from, and many banks have a reputation to uphold—being robbed is terrible for business.





The Chrysler Building

One of the most famous divine sites is the Chrysler Building in New York City. The structure itself stands as one of the finest examples of Art Deco architecture in the world, and it was the tallest building in the world at one time. Unbeknownst to many, some of the most famous design elements of the structure are Relics themselves. On the 61st floor of the building are eight eagle heads, two per corner. Standing upon one of these eagle heads and spending one fate point allows a god to gain the ability to fly as though they have wings for one scene (See Part-Time Gods of Fate, pg. 80). No attunement role is necessary.



Architecture

One of oddest places modern gods can discover Relics is within architecture. Sincd dwarven Relic-crafters were also recruited by the gods to be engineers, designers and architects for sanctuaries and places of worship, Relics were occasionally stored in these places for later use. These Relics were kept in secret hidden compartments or passageways away from prying eyes, or were actually built into the structures themselves.

Relics have been built into structures for centuries, with some of the most powerful or holy sites having Relics hidden all over them. These Relics are often design elements, structural or even simple interior decorations, such as a particular piece of stained glass, a water feature or piece of bas-relief stonework. In almost every case, these Relics are extremely difficult to reach, protected by physical barriers or simply being concealed in obscure or illogical places, such as a door with only a brick wall behind it. The holy properties are known to only a few gods who try to keep them secret and use the Relics only in dire circumstances.

Archeological

Dashing, rugged adventurer-archeologists with whips and fedoras are what many think Relic hunters look like. For the most part, however, Relic hunters simply do not have the time or dedication to dig for a long-dead civilization with the Coming Storm on the horizon. Instead, they often search for Relics in established dig sites already in progress.

With many gods gathering powerful Relics for the Coming Storm, the race is on to get as much information as possible. Confirmed rumors launch a mad dash to see who gets to a location first, often desperately remote locations in the middle of deserts, jungles and even under layers of glacial ice. Theologies fund these expeditions regularly, with the Reliquarians being the most active, with funding levels dependent on the rumored power of a Relic. These locations offer danger, from existing guardians of the Relics to Outsiders to competition from other gods or Pantheons.

Over time, a Relic hunter may see the same people researching material or

following them. This can be dismissed as paranoia, but generally someone else is seeking the same Relic. Friendly rivalries can result, but more often aggression and conflict follow. Attempts to hastily locate and remove the artifacts serve the hunters best when trying to outpace competition, but disregarding historical preservation or care for the site or the Relic itself can lead to complications or severe consequences.

These sites contain hidden dangers of their own, protected by a series of intricate traps, dangers or unleashed Outsiders. Many adventurous (and foolish) gods run roughshod through these treacherous areas only to meet their end. Of course, the few tales of truly powerful Relics recovered by those who throw caution to the wind keep this spirit of risk and adventure alive. Concern for personal welfare may take a backseat to reason and caution.

Breaking Attunement

Sometimes a Relic needs to be destroyed or passed to someone else. Breaking attunement with a Relic is no different than attuning to it: the god needs a full day of time and concentration and then needs to make a Will overcome action with a difficulty based on the power of the Relic (see the chart below). If the god passes, they regain the power invested into the Relic as divine points. If the god fails, they can't attempt to break the attunement again until after the next milestone or the GM offers the god consequences to succeed.

If the Relic is destroyed while the god is attuned, he or she must make a Will defend action with a difficulty based on the power of the Relic. If the god succeeds, he or she suffers no ill effects. Failure means taking a consequence based on the power of the Relic. The god also regains all of the refresh and points spent on the Relic as divine points.

Power	Will Overcome Opposition	Consequence Suffered
1	Fair (+2)	Mild
2	Good (+3)	Mild
3	Great (+4)	Moderate
4	Superb (+5)	Moderate
5	Fantastic (+6)	Severe



When to Attune?

According to the rules set in this book, a god can attune to a Relic after any milestone, and it requires a day of concentration and the expenditure of refresh and/or divine points. Alternately, the GM could waive this rule and have the attunement be a part of the game within play if the GM and players think that would make for a better experience. Any instant attunement would be something odd and special to the game being played.



NEW RELICS

POWER 1 RELICS

spider rope

Power: 1 [**Aspect:** Spider Rope (1)]

This silvery, woven rope is a quarter-inch thick and one hundred feet long but can be slightly different in length depending on its weaver. Extremely strong and durable, only gods with the Colossal Size, Incredible Strength, or Superior Strength entitlements can break free if bound by the Spider Rope. By spending one fate point, the user can throw the rope, which sticks to whatever surface it hits, allowing it to be used as an improvised grappling hook for climbing, and creating the aspect *Spider Rope* with two invocations on it—making it very easy to climb.

ever-flowing bottle

Power: 1 [**Unique:** Always full of liquid (1)]

The Ever-Flowing Bottle is usually a metal or earthenware vessel that always feels and sounds empty, even when shaken. When opened and tilted, pure, cool, refreshing, potable water flows freely. The bottle never runs dry but can only be used when someone is thirsty or wants a drink, so a god cannot accidentally knock the bottle over and flood her apartment. Some appear as chalices or goblets perpetually filled to the brim with excellent tasting wine that puts drinkers in a happy, jovial state faster than other drinks (though not instantaneously). Its wine never makes one sick or causes hangovers.

horn of plenty

Power: 1 [**Unique:** Always full of food (1)]

The Horn of Plenty, or Cornucopia, looks like a large horn full of food or a woven basket with an attached lid. Like the Ever-Flowing Bottle, it provides basic sustenance in the form of foods from wherever it was created, whenever its possessor is hungry. The most common versions of these have fruits and vegetables, roasted

pork or chicken, and hard cheeses. Some from the Mediterranean produce lumps of goat cheese, figs, olives, honey, stuffed grape leaves and bits of roasted lamb, but these are rare and presumed to be the earliest versions of this Relic.

POWER 2 RELICS

perpetual flame

Power: 2 [**Unique:** Use as heat source (1), **Stunt:** use Shoot skill to shoot flames (1)]

A glowing red ember about the size of a piece of charcoal, constantly wrapped in a soft yellowish flame, is all that makes up this Relic. In its inactive state, the Relic gives off no heat, as much light as a candle, and can be safely handled and stored in one's pocket. Gods were known to use these Relics during long travels due to their versatility compared to their size. By taking an overcome action at Good (+3) using the god's highest manifestation skill, the god makes the flame act as normal, producing heat and more light and allowing the ember to be used as a cooking fire and source of warmth. Of course, the heat can start additional fires if there is an outside fuel source, such as dry leaves, kindling or flammable liquids. By spending one fate point, the god can focus and direct this heat to appear up to twenty feet away, allowing her to burn through ropes binding someone, light a fuse, or ignite a fire even if the Relic is cool and concealed. If used in combat, the god directs a flame using their Shoot skill. If the attack succeeds with style, the god can reduce the stress by one to create the aspect of *On Fire* instead of a boost.

web of lies

Power: 2 [**Aspect:** Web of Lies (1), **Unique:** Target can't tell lies (1)]

This wispy fabric resembles a spider's web but is not sticky. In fact, it can be crumpled to the size of a small marble or folded like a handkerchief and then stretched with no issue. When held over the mouth and spoken through by a user who spends one fate point, the user creates the advantage *Web of Lies* with two invokes to lie exceptionally well.

This can be used when the face is concealed, over the phone, or woven into a scarf or neckerchief to arouse no suspicion. Placing it over someone else's mouth and spending one fate point means that person is incapable of lying, as the web catches the lie and deciphers the truth.

spectacles of truth

Power: 2 [**Unique:** See invisible things (1), **Unique:** See true forms or read any language (1)]

When wearing the Spectacles of Truth (or the rare Monocle of Truth) and making a Good (+3) overcome action using the god's highest manifestation skill, the god can see invisible items or people, as well as cloaked spirits. By spending a fate point, the god can see through anyone disguising their true form or identity, such as the Beast Form entitlement or use of the Mask of Many Faces (below). For the same cost, the god can also read (but not speak) any language.



Ambrosia

The divine food and drink of the gods was a gift to sustain themselves as they went about their duties. Ambrosia was so perfect and divine in flavor, a mortal would work his entire life for but a taste, and would say it was worth the endeavor. It is believed to have been granted to the gods from the Source as a reward for their work in the early days, but after the Source was sealed away the true extent of its effects were known. To those who savored ambrosia, youthful vigor and immortality were bestowed.

A mortal who eats ambrosia is cured of all disease and poison, no matter the source, and she is left hale and hearty for the remainder of her time. A god who partakes of the divine fare is made vigorous, granting him the Regeneration entitlement (Part-Time Gods of Fate, pg. 79) for one moon's cycle and another twenty-five years is added to his lifespan (see Immortality and Death, Part-Time Gods of Fate, pg. 121).

Ambrosia comes in varied forms. To the Greek gods who called it *ambrosia*, and to the Hindu gods who called it *amrit*, it often took the form of a nectar, but more often it was cultivated in the form of fruit. Odin and the Norse gods had the apples of *Idunn* and the Chinese and Japanese Pantheons had peaches of *immortality*. Trees that bare ambrosia fruit only yield their bounties at certain times, which can be hard to determine. During other times they produce some of the best tasting, but mundane, examples of their kind of fruit.

Gaining just a small amount of ambrosia is a quest, but to control such a tree would be epic. With such a resource, however, comes trials and responsibilities. Ambrosia can only be obtained through gameplay, and the players should be mindful that it is consumable, with only so much of it to go around during the Coming Storm.



POWER 3 RELICS

golden fleece

Power: 3 [**Unique:** Comfortable in any climate (1), **Aspect:** *Immune to Cold and Fire* (2)]

The legendary Golden Fleece once worn by Hercules during the God Wars is a thick, curly ram's fleece made entirely of gold. Its monetary value is obvious, but its usefulness is truly evident in the hands of a god. When the Golden Fleece is worn like a cloak around the shoulders, the god becomes immediately comfortable even in extreme climates, whether in a frozen tundra or the Sahara Desert. While wearing the fleece, the god takes no stress from weather elements. By spending one fate point, the god gains the aspect *Immune to Cold and Fire* for the rest of the scene.

mask of many faces

Power: 3 [**Unique:** Appear as anyone (3)]

From Zulu tribesmen to the Japanese samurai, many cultures use masks for both ceremonial and functional purposes. The Mask of Many Faces is such an item. It usually appears as a wooden, leather or metal ceremonial mask worn to conceal the wearer's identity. By spending one fate point, the wearer can take the appearance of anyone they have interacted with that day, even modifying their height, weight and voice accordingly. These effects last for a scene.

flying carpet

Power: 3 [**Unique:** Flying Carpet (3)]

While not nearly as concealable as a pair of Winged Shoes (Part-Time Gods of Fate, pg. 137), the Flying Carpet is a great way to transport multiple people and equipment efficiently. Those riding on the carpet can feel the wind through their hair and the sun on their faces while acting as if on solid ground, even if the carpet goes upside down. The Flying Carpet can be any shape and size, but the largest one known was approximately eight feet wide and ten feet long. The carpet can carry up to one ton of passengers or cargo.

The carpet can be used at any time by its owner, can reach speeds up to sixty miles per hour, and as long as nothing drastic is tried will work as the god wills. Any tense or stressful situation, evasive maneuvers, distractions or other daring-do requires the god to make a Good (+3) overcome action using the god's highest manifestation skill to keep control of the carpet. If there's a failure, the GM is free to invent any kind of complication or terrible situation, especially those that happen at reckless speeds.



POWER 4 RELICS

Breastplate of Ares

Power: 4 [**Aspect:** *Immune to Ranged Attacks* (4)]

Ares, the god of war, had a number of silver and gold breastplates made for the God Wars, which he used or gave to his descendants and Champions. He relished melee combat, where he could look his enemies in the eyes, feel their breath, and smell their fear. When worn, the god has the aspect **Immune to Ranged Attacks**. Even if the attack would normally hit, it misses and strikes the ground at the god's feet, or veers off harmlessly. If the god spends one fate point, she can ensure missed attacks do not hit innocent bystanders or her allies.

pistol of the conquistador

Power: 4 [**Unique:** Damage boost to Ruin attack actions (4)]

Developed in the late 15th century and gaining fame in the 16th century, the wheel-lock pistol was hailed as a major step in early firearms development. The Pistol of the Conquistador played a major role in taking the New World. The Relic acts as a focal point or lens rather than an actual weapon. Not all gods can use this Relic, but those who can often track them down for their personal collections. Whenever the god uses the Ruin manifestation against a single target with the attack action while holding this Relic, the stress dealt is doubled. This Relic can be used once per scene for free, but costs one fate point for each enhanced shot thereafter.

Mirror cage

Power: 4 [**Unique:** Captures an individual inside in perpetuity (4)]

These mirrors, which vary in size from small hand mirrors to large wall-mounted mirrors, can be used to trap a person inside. The god attuned to the mirror speaks the name of the person he desires to capture. If that person looks into the mirror (more than merely glancing) within the next twenty-four hours, that person is instantly trapped, cannot make a sound, and cannot interact with the outside world. If the mirror is in anything but total darkness, shadowy figures and reflections of those contained inside may be seen. It can hold a number of people equal to the highest manifestation skill of the god attuned to the mirror. Prisoners can be released from the mirror by attuning it to a new god or simply breaking the mirror.

If a god knows she is being targeted by the mirror cage and has an idea of what it looks like, she can make a Great (+4) Notice defend action to take no more than a glance at the mirror and therefore resist its effects.

voodoo doll

Power: 5 [**Unique:** Voodoo curse (5)]

The Voodoo Doll has roots in a number of cultures, from West Africa and the Caribbean to the American Deep South, and is known for its more sinister uses. Each doll is made to represent a single person, which can be done by spending one fate point and pinning a photograph or drawing of the target to the head of the doll. The doll is then linked to that person for the next twenty-four hours or until it becomes linked with another target. The doll gives the user control over various aspects of the target and how the target interacts with the world. Note: Only one person can be affected by this Relic at any given time. Even then, only one of the following effects functions at any one time. Users cannot affect themselves with the Voodoo Doll.

- **Agony:** The first and most famous use is the ability to cause excruciating and incapacitating pain. By making a Good (+3) overcome action using the god's highest manifestation skill and sticking needles into the doll's limbs, eyes, or most often, the chest, the god causes sharp stabbing pains to assail the target. The onset and intensity of this pain is so fierce the victim receives the ***Excruciating Pain*** aspect with two invokes on it while in this state. The pain only subsides if the pins are removed or twenty-four hours pass.

- **Curing:** The user can use the doll to remove illness, poison, sickness, disease and curses from the target. To remove normal maladies, the god simply needs to make a Good (+3) overcome action using the god's highest manifestation skill while pinning pieces of white sage to the doll, instantly removing the illness and all of its symptoms. If the illness is the effect of a Relic, manifestation or entitlement, the user must spend one fate point in addition to succeeding at the overcome action.

- **Love Aura:** By spending one fate point and pinning a rose through the heart of the doll, the user makes the linked person more charming and desirable to those attracted to that person's sex. The linked person receives the aspect ***Amorous Aura*** with two invocations on it while under the influence of this effect, which can last up to twenty-four hours.

- **Control Luck:** When one fate point is spent and the doll is pinned with either pure silver or gold, the target sees a dramatic change in luck in the form of an aspect called ***Extraordinary Luck*** with two invocations on it. The target will seemingly be in the right place at the right time for some positive event. For example, cabs are easily hailed, which they could then take to their favorite restaurant, where they are seated immediately during the dinner rush and their favorite dish is the special of the night. The god could just as easily turn the target's luck bad, having the opposite effects.



timepiece of chronos

Power: 5 [**Unique:** Always the correct time (1), **Unique:** Rewind time once (4)]

This powerful Relic is normally seen as an elaborate pocket watch, complete with chain and decorated with etchings or engravings of an old bearded man, which many claim is the ancient god Chronos or Father Time. The timepiece is always correct no matter which time zone one is in or where the god travels.

While this is helpful, the true power of the Relic is revealed when recovering from a past mistake. If the god spends one fate point and winds the timepiece, it immediately rewinds the last three minutes of time. This can be very helpful when avoiding an ambush where a Bond was terribly injured or preventing someone from getting hit by a bus while chasing a ball into the street. The god can only rewind time in that particular instance once, so if something equally tragic or harmful happens the second time, the god must live with those final results.

wheel of fortune

Power: 5 [**Unique:** The Wheel of Fortune (5)]

It is important to note a god must have at least one manifestation of +5 or higher to even use the wheel. The Wheel of Fortune, or the Rota Fortunae, has been a fixture in classical and Renaissance texts, used to describe the finicky nature of fate. With this Relic, the god may affect the fate of many people to their liking. The god chooses a target, spends one fate point and spins the wheel (rolls 4dF). The target suffers whatever fate chooses from the options below. Very few things can erase or cancel the result of the Rota Fortunae, like the Voodoo Doll's ability to remove a curse.

- **Reinforcements (-4):** Any antagonist encounters this session have additional reinforcements added to their numbers. Add one antagonist for each god in the group.
- **Terrible Skill (-3):** For this session, all actions are made against the next highest Difficulty level: Fair (+2) becomes Good (+3), Good (+3) becomes Great (+4), etc.
- **Mistaken Identity (-2):** For the rest of the session, the god is mistaken for someone else. This can be anyone from a terrible dictator, notable terrorist, boy band member, soap opera star, plumber who has done some bad work or a kid on a milk carton from ten years ago. All kinds of people stop or harass the target, including antagonists or anyone they might be trying to hide from.
- **Relic Breaker (-1):** Any Relics used by the god stop working for the session.
- **Damage Susceptibility (0):** Whenever the god takes stress this session, add one shift to the total.
- **Tremendous Insight (+1):** The god is able to sense when things are awry, receiving a +2 to any Notice overcome actions to discern when things are awry.
- **Do the Impossible (+2):** Once this session, the god may choose to automatically succeed with style, as if he or she rolled exactly three above the difficulty, on a single task without the need of a check.

● **Great Skill (+3):** For this session, all skill checks are made at the next lowest difficulty level: Epic (+7) becomes Fantastic (+6), Superb (+5) becomes Great (+4), etc.

● **Great Fortune (+4):** For the rest of the session, if the target kills or destroys an enemy, the god may gain the creature's payoff, regardless of whether he or she is a Puck-Eater or not.

Relic Creation Entitlement (Optional)

Relic creation has been passed down throughout history by a select few, and many believe the ability to create unique Relics has been lost, with only the dwarves retaining the knowledge.

Relic Creation (A)

Costs two refresh. A god with the Relic Creation entitlement can craft new, unique Relics like the dwarves can, but at a much higher price. Whereas dwarves can (and do) make many Relics at a time, someone with this entitlement is limited as to the type and number of Relics they can make. When creating a Relic, the following rules must be followed:

● A character cannot create Relics of power equal to or greater than half their total manifestation ratings, rounded up. Therefore a god with a total manifestation rating of six can create up to power 2 Relics but one with seven points can create power 3 Relics.

● A character can only create a number of Relics equal to two times the rating of their highest manifestation skill. A god with a manifestation skill at +3 can create six Relics. To make new or different Relics, one of the others must be destroyed by the god who created it, or he must increase his highest manifestation skill.

● When creating a Relic, the god must imbue it with some of her own Spark, which costs one refresh or divine point per Relic created. In order to get the power back, the god must destroy that Relic and then regain the divine power as divine points. Most gods are very picky about to whom they give Relics, only using them for themselves, their Champions or allies in their Pantheon.

● This entitlement does not allow the god to create Soulbound Relics.

● When creating Relics, the god may craft his own unique Relics using the options in Part-time Gods of Fate (Creating Relic and Relic Effects, Part-Time Gods of Fate, pg. 132) or the new options below. He can also create one of the pre-designed Relics from either book, but only if he has previously found one of those Relics and destroyed it, unweaving the mysteries of its creation to understand how it was made. To do this the god must make a Fantastic (+6) Craft overcome action. If successful, then the god can create this type of Relic. If failed, the Relic is destroyed and the knowledge is lost. Though most Relics created will be limited to up to five refresh worth of abilities during creation, the GM may allow Relics to go beyond this point limit if it serves the story.

NEW RELIC CREATION OPTIONS

Elemental Damage

You can create any elemental damage item by using the aspect and extra damage effects with the addition of being able to use divine points (Creating Relics and Relic Effects, Part-Time Gods of Fate, pg. 132).

Example: Chris' character Eli is building a Flaming Sword for his Pantheon member Victor. Eli starts by putting the aspect **Fiery Sword** on the blade so Victor always has a flaming sword, and can use his own fate points or the invocation that comes on it to hit with more shifts or reroll his attacks with it. Eli then puts the +1 Weapon damage effect on the blade. Now Victor has a Power 2 Flaming Sword.

flaming sword

Power: 2 [**Aspect:** **Fiery Sword** (1), Extra Damage (1)]

It's a flaming sword.

Elemental Force Field

You can create any elemental protection item by using the armor rules or the resistance field effects with the addition of being able to use divine points (Creating Relics and Relic Effects, Part-Time Gods of Fate, pg. 132).

Example: Chris' character Eli is building a Relic for Penelope to help her resist lightning attacks, since she made Thor a bit angry. Eli keeps it simple this time, creating an amulet which gives Armor 2, and then gives it the flaw that it only defends against lightning to keep the attunement cost to 1.

amulet of grounding

Power: 1 [**Protection:** **Armor** (2), **Flaw:** Only works against lightning attacks (-1)]

This amulet is worn around the neck and is made of iron and rubber. It's not pretty but it gets the job done.

Elemental Blast (Stunt ~ Rules)

This Relic has the ability to send a blast of matter or energy at a target. Use your Shoot skill to take attack actions with the element. Selectable elements include, but are not limited to, fire, earth, water, wind, lightning, ice and metal. The first element costs one refresh or divine point and each additional element costs one refresh or divine point each.

Elemental Effect (Stunt ~ Rules)

This object has an elemental effect that is not a blast, damage or force field. The costs should be discussed with the GM. Here are a few examples:

fire

- **Flame Aura (Stunt - Rules):** A halo of flame surrounds the weapon or user, granting the aspect *Flame Aura* with one invocation on it. This can happen once per scene.
- **Igniting Weapon: (Stunt - Rules):** Any time you strike a target with the attack action with the Relic, the target is set ablaze creating the aspect *On Fire* on the target.

earth

- **Rock Field (Aspect):** Pieces of rock and stone surround the weapon or user, which grants the aspect *Rock Field*. The aspect starts each scene with an invocation on it.

water

- **Water Haze (Stunt - Rules):** Wispy water vapor surrounds the weapon or user. It can be used to extinguish fires with the defend or overcome actions.

wind

- **Swirling Winds (Stunt - Rules):** The weapon or user is surrounded by swirling winds and small bits of debris, making them more difficult to see and strike. The wielder gains a +2 to any defend actions when using Fight against antagonists who rely on vision to fight.

lightning

- **Taser (Stunt - Rules):** Crackling electricity surrounds the weapon or user. When your attack would create a boost, you instead create a full aspect related to electrical damage.

ice

- **Frosted Over (Stunt - Rules):** A thin layer of ice or frost surrounds the weapon or user. When successfully attacking, you create the boost *Frozen in Place* in addition to dealing stress.

Spark Stealing (Stunt ~ Rules)

This ability adds an option to the succeed with style result of attacking. You can reduce the stress dealt by three to steal a fate point from the target. If the target is another character or an Outsider who has fate points, the point is taken from the target and given to the wielder. If the target is an NPC lacking fate points, this power can't be used. This can only be done with Relics designed for melee combat, as the physical connection is needed to draw the Spark from the target. The point is removed from the target's fate point pool and put in the wielder's. This effect costs two refresh or divine points.



Devouring (Stunt ~ Rules)

Devouring is one of the most powerful Relic abilities, and most crafters do not even know how to weave this ability anymore. This Relic can steal the soul of anyone killed by it. If a god is killed in this way, the weapon gains a number of refresh equal to one-third their total manifestation ratings, rounded down. It is up to the GM to determine what limit should be set for devourers in each individual game. This effect costs four refresh or divine points.

Personal Weapon/Relic (Stunt ~ Rules)

This Relic is made for one person and can only be used by that user. For anyone else, the Relic behaves as though a normal version of that item. This effect costs one refresh or divine point.

SOULBOUND RELICS

Veiled in myth and clouded by the ages, the Soulbound are among some of the most revered and sought-after Relics. Tales tell of marvelous feats of creation, shows of power and protection of the oppressed by those wielding one of these legendary weapons, seemingly drawing power from the weapon or using it in some fantastical way. Other stories read like recollections of an apocalypse or nightmare: wielders of these artifacts are said to have raised entire armies of demons or undead minions, razed entire cities, or called down natural disasters of cataclysmic proportions. If any of these tales are true, the Soulbound Relics would be a powerful force to wield during the Coming Storm.

Soulbound Relics contain within them the soul and Spark of a god. Depending on how the god was contained and the function of the item, the manner in which the god within the Relic can interact with the rest of the world varies. It is important to note that all known Soulbound Relics are weapons, normally a sword, spear, dagger or other bladed weapon, but there have been tales of maces and warhammers that were Soulbound.

The majority of Soulbound Relics are effectively prisons or stasis chambers holding a captured god. These Relics drastically limit the deity, primarily using their Spark as a battery to fuel the tremendous abilities of the weapon itself. There are a few Soulbound Relics, however, which hold powerful gods who purposefully imprisoned themselves when it became apparent they were aging and could be killed.

These powerful Relics were originally crafted by Dwarves and Pantheon all-fathers and all-mothers, but the secrets of their creation are lost. Even though some claim they have the knowledge to do so, even the Dwarves have lost the ability to make Soulbound weapons today. (At most, the Dwarven crafters can make Relics of power level 5.)

If a Soulbound Relic is included in the game, it will have a huge impact. They are, in essence, the most powerful artifacts of Part-Time Gods of Fate. The gods within them have stories, trapped somehow within these items, and the power they give is both boon and bane. When a Soulbound Relic is introduced into the game, it is worth asking some questions:

- Who else would covet this Relic and why?
- What other troubles would this item provide to the Pantheon?
- If the Soulbound can interact with the god possessing it, what does the Soulbound want aside from freedom from its prison?

Silent Ones

A Soulbound Relic imprisoning a god against their will is often referred to as a Silent One, as the soul inside is unable to communicate with the outside world. The last thing the crafters wanted was for the powerful Relic to manipulate its wielder or reach out to former allies to free them.

This means even though gods can sense other beings with a Spark, the Silent Ones do not appear on their radar. Reliquarians are the exception, able to feel this Spark as normal. Weapons and antique dealers occasionally have these weapons in their private collections or among their wares for years until a buyer, usually someone drawn to the craftsmanship (but occasionally a Reliquarian who can sense the contained power) comes along and, one way or another, takes it off of their hands.

When held by a god, the power of a Silent Soulbound Relic floods through her like a tidal wave. The sensation is eerily similar to the first time the god was touched by the Spark, but significantly less painful. The god immediately becomes aware of the Silent One's capabilities, as though they were second nature. While fully aware of the Relic's power, they have no way of knowing, other than possibly through extensive research, exactly which god is trapped in the weapon. In these cases, the Soulbound Relic is performing exactly as intended.

The Fractured

Some Soulbound are irreparably damaged during the creation process, either by the intended prisoner's resistance or by some fluke in the Relic's construction. Since Dwarven-crafted Relics generally have no equal, it is almost always a Relic created by an inferior craftsman. These damaged Soulbound are known as the Fractured and can be as powerful, if not more so, than the Silent Ones. A Fractured Soulbound is unable to utilize the Spark of the god contained to isolate the being and keep it imprisoned. The Spark seeps out of the Relic, appearing to the wielder as a series of luminescent cracks through the weapon, like it is about to shatter from the energy inside. This means a stronger Spark is available to the wielder.

Because of the limited grasp the Relic has on the deity inside, a god near one of these Soulbound can sense its Spark and can navigate to it flawlessly without the need of a check. This range is an area ten times their highest manifestation level in feet. Once a god and Fractured locate each other, and the Relic is touched by the pursuing deity, the energy pours into every fiber of his already divine being. Unlike other Soulbound, the energy is accompanied by whispers at the edge of the wielder's mind, sounding as though they are just out of earshot and slowly entwining around the very soul of the god to allow access to the Relic's true power.

Occasionally during periods of stress, intense combat, or psychological trauma, these whispers return in an unnerving manner, still outside of the



wielder's hearing. They are filled with deep emotions from the god trapped within, which can vary based on the imprisoned god and its associated powers. This is simply resonating their spiritual echo and emotional imprint, putting the god inside one step closer to breaking free.

Every Fractured has a number next to its name. That is the number of moderate and severe consequences a god can take before the Fractured breaks free. GMs should modify this number as they see fit, keeping it hidden from the players as a secret timer that is counting down until the Fractured breaks free and creates another complication for the Pantheon to deal with. If the GM is more interested in using the Fractured Relic as a story element, the GM can allow it break free or become an Awakened Relic (see below) whenever it suits the game.

The first time a god takes a moderate or severe consequence while in possession of the Fractured, a connection is formed. The connection can only be broken by making a Fantastic (+6) Will overcome action. A god failing this check can't attempt to separate from the Fractured Relic again until a significant or major milestone (when their divine power increases with the gaining of a divine point).

Some Fractured Relics have been located by following myths of mortals who were granted supernatural abilities after encountering a particular weapon. This is interesting to note, because of all the Soulbound Relics, Fractured ones can occasionally impart a bit of the Spark to mortals (never gods) as the broken Relic loses its power. Gods with a keen eye can point to a few of these almost anyone knows about, such as King Arthur's sword Excalibur, which imparted wisdom to the king.

Awakened

The last group of Soulbounds are the most dangerous and unpredictable of Relics. The Awakened, as they're called, are Soulbound created to house willing gods, waiting to later be awakened by loyal followers or worshippers using specialized rituals. While their followers fought for their god's goals and prepared the world for their master's return, these Relics acted exactly like the Silent Ones. The chains that bound the god, however, were specifically designed to weaken over time and allow for their eventual release.

Many of these weapons have vanished throughout history, a trend gods attribute to the Awakened Soulbound Relics working exactly as designed—allowing a god to skip large periods of history. Some have reappeared later, which means the god returned to their slumber or trapped someone else. It is commonly believed by scholars that these Relics lose all supernatural ability when not housing a god.

What makes these Soulbounds particularly dangerous is that preemptive freedom can be very damaging to the mind of the deific prisoner once held inside. They are often lost by the Relic's guardians, hidden in a forgotten ruin or locked away in secluded private collections. In instances where the proper release rituals cannot be completed, the strange fluctuations of the Spark start to wear on the god's psyche, slowly but certainly driving them insane.

Like one of the Fractured, the Spark within the Relic can be sensed and tracked by a god, but only if the imprisoned deity is actively reaching out. Many lost Relics have given up entirely on being found and do not reach out, but when the Relic is held by a god, the deity contained within is instantly aware of the Spark in the wielder, linking the two beings. The voice of the Awakened rings

clearly in the mind of the wielder, which can be alarming, depending on the sanity of the Soulbound. If the god and the Relic have a disagreement, the trapped god may even refuse to let its power be used, often at crucial moments, which can lead to problems. In any case, once an Awakened has become linked to a god, their connection cannot be broken without the Awakened deeming it so.

An Awakened Soulbound can only be quieted by a god by touching the Relic and willing it to be so, otherwise the Awakened can speak into the god's mind as often as it chooses. The other threat posed by the link between the Awakened and the god: if the god doesn't keep the Awakened close, they can start to deteriorate as the Awakened feeds off the god's power. After one day the god takes a mild consequence, after one week the god takes a moderate consequence, after one month the god takes a severe consequence. Any time after the severe consequence is taken, the Awakened can take out the god if it wishes to.

If sane enough, the constrained soul within the Relic may instruct the wielder on how to complete the ritual to free the deity, even tricking the wielder into undergoing an epic quest. Most often when discovered, however, they are too far gone to offer any real guidance. Deranged ramblings of an insane deity are heard constantly and may go on to drive the wielder mad as well. Some wielders have been rumored to trick the Relics into temporarily breaking their link, so they can pawn the weapon off on some other poor, unlucky fool.





Powers of the Soulbound

Though each of the Soulbound Relics is a unique creation, forging techniques used to make these Relics are all very similar. Every Soulbound has a number of fate points that can be used normally by its wielder, usually three to five (the remainder of the power of the god is being used to maintain its prison). These fate points are recovered when there is a refresh, in the same manner as any other character. The Soulbound also has an aspect which is its name, and this can be invoked by or compelled against the wielder of the Soulbound. Each of these powerful Relics also has at least one Dominion (sometimes more, depending on the power of the god contained) with access to three manifestations, usable by the wielder as if it were their own. Soulbound may have more powerful abilities that are unique to the weapon (GM discretion). When used as melee weapons, Soulbound can be particularly dangerous. Even the smallest and most unassuming of these Relics has a Weapon 3 rating, and others may do more depending on the nature of the weapon.

Soulbound of Renown

Triton the god of the sea

This beautiful trident is molded out of coral, shells and barnacles with a mother-of-pearl grip along the shaft. Triton is one of the Silent Ones and has been spoken of for centuries, believed to be the oldest Soulbound Relics in existence, created by Poseidon in an attempt to rein in his rebellious son. According to legend, Triton, who had long worked with his father as a god of the sea and a divine messenger, grew tired of taking orders and took out his aggression on the seafarers of the Mediterranean and Aegean Seas, dashing countless ships into cliffs or destroying them with waves. When Poseidon discovered this, he confronted his son and gave an ultimatum: cease these childish actions or face the mighty god's wrath. Triton publicly yielded to his father but secretly continued his rampage against the mortals.

Poseidon's vengeance was quick and furious. He sent his minions to capture his son, much against the wishes of his wife Amphitrite, and imprisoned the lesser god in his golden palace while he forged this Soulbound. The weapon was crafted using pieces of Triton's conch shell, a powerful Relic used to control the wind and waves. Triton, as his Soulbound weapon, was used by Poseidon for hundreds of years before it was lost to the ages.

Present Location: Lost for hundreds of years and passed around by a number of collectors, thinking it a decorative piece, the Triton is currently located in a small museum in an Atlantis-themed casino in the Caribbean. This powerful Relic decorates the gaudy casino alongside poor recreations of classical sculptures.

Type: Silent One

High Concept: Triton, the God of the Sea

Dominions and Manifestations:

- **The Sea:** Beckon (+3), Journey (+3), Minion (+3)

○ **Ocean Storms:** Beckon (+2), Aegis (+2), Ruin (+1)

Fate Points: 4

Weapon: 3

Unique Abilities: If a successful Legendary (+8) Beckon overcome action is made using the highest manifestation skill available to the god, Triton's wielder can summon a wave created from dozens of sea-foam horses. This stampede tramples anyone in a one-hundred-foot area, dealing six stress. The wave carries them up to one hundred miles, as long as it is in the same body of water.

musashi the god of swordsmen

While it is unknown whether the katana known as Musashi has any historical connection to the master strategist, painter and duelist Miyamoto Musashi, stories attributed to the Relic began appearing around the time of his death in 1645. Almost all the tales depict death delivered by the hand of peasants or untrained warriors wielding a beautifully crafted blade that moved with immeasurable grace.

This Relic is said to be perfectly balanced and exquisitely crafted, a weapon whose equal has never been seen. Its handle is wrapped in the purest white silk that could never be stained, and the brightness of the white sheath is almost blinding. The polish on the blade itself is a thing of beauty, so sheer that the blood of the fallen cannot even stay on it, instead dripping freely from the masterwork weapon. Whatever god actually does inhabit this Soulbound, it is definitely a masterpiece on many levels.

Present Location: Reliquarians have followed tales of this blade. Some say it is a national treasure of Japan, hidden away from the public. Others believe it disappeared or was stolen at the end of World War II. Presently, unbeknownst to anyone, the blade resides in a small monastery in the Soshu province of Japan.

Type: Silent One

High Concept: Musashi, the God of Swordsmen

Dominions and Manifestations:

○ **Swords:** Ruin (+5), Aegis (+5), Oracle (+5), Journey (+5)

Fate Points: 2

Weapon: 5

Unique Abilities: If a successful Legendary (+8) overcome action is made using the highest manifestation skill available to the god and one fate point is spent, the wielder can create the Sword Master Musashi aspect on themselves with five invocations! This lasts until the end of the scene. This aspect can only be reinforced by taking the unique ability action again. A god may only spend one invocation per exchange. While the aspect exists, the god can spend an invoke to do the following:

- Successfully defend with any action that uses a sword
- Move up to five zones
- Gain a +4 to defend against any action
- Gain a +4 to any attack made with a sword

Ba'al the godking of torment (6)

Ba'al is a perfect example of a Soulbound Relic used to remove evil from the world. The god Ba'al was a malevolent deity that tormented the Middle East over three thousand years ago. For centuries, he ruled a number of Middle Eastern city-states, such as Tyre and Carthage, where he had many names. He tortured and tormented his followers, demanding loyalty under threat of death. As terrible as this method sounds, it was a frighteningly common practice among his contemporaries, but Ba'al turned it into an art form.

The god insisted on having temples erected to him throughout his territory, including in a number of extremely remote spots, often at the cost of many human lives. He regularly used his Dominion of Loyalty to get his followers to do as he instructed. Once these holy places were established, he urged his followers to participate in gruesome rituals, including human sacrifice. Cities that refused were beset by plagues or invasion. This was a sign that Ba'al had grown tired of his human playthings in a particular region, as he would move to some new place in the region and start over.

It took an alliance of Pantheons to bring Ba'al down and capture him with in a Soulbound Relic. Of course he resisted with all the might of an elder god, which cracked the blade he was trapped in. Some believe he was the very first Fractured Soulbound Relic.

Present Location: Ba'al is presently in the possession of a very wealthy antique collector and weapon aficionado in the United States. This collector also happens to be one of the primary shareholders in numerous technology firms and a variety of other significant investments. The Relic is kept secured in one of his many personal collections, protected by the most advanced security systems. It is believed this man is a god himself, but he only has a few close, devoted associates.

Type: Fractured

High Concept: Ba'al, the Godking of Torment

Dominions and Manifestations:

- **Blood:** Ruin (+4), Vessel (+4)
- **Loyalty:** Minion (+3), Puppetry (+3)

Fate Points: 5

Weapon: 3

Unique Abilities: Once per day, the wielder of Ba'al can make a Legendary (+8) Minion overcome action and spend two fate points to cause every mortal within one hundred feet to instantly become a loyal follower for twenty-four hours. If a person falls victim to this attack three days in a row, this duration becomes indefinite (to a maximum of ten permanent targets). While enthralled, these followers do anything asked of them by the wielder, even if it puts them in harm's way. This power does have its limits, however. While the followers work themselves to exhaustion or leap in front of a gunman's bullet, they cannot simply be told to jump off a bridge to their deaths or blatantly commit suicide. A request of this nature or with this intent instantly causes the effect to be broken.

The great and powerful steve

This Relic is a product of deceit and treachery, with a terribly tragic story. Created about a century ago, when the creation of Soulbounds was thought to have been long gone, no one knows who created the Relic, but it is evident the weapon is a mockery of a true Soulbound. Almost all of these powerful Relics are beautiful and intricate weapons, but The Great and Powerful Steve is little more than a wooden club with long, metal spikes driven through it like a glorified nail bat.

The god within refers to himself as Steve the Magnificent, Steve the Destroyer, The Steve to End All Steves, the Almighty Steve or most frequently, the Great and Powerful Steve. Over the past few decades, it has become synonymous with a cruel joke among Relic hunters. Whoever possesses the weapon has access to the immense power the Soulbound brings, but the price at which that power comes is more than most can handle. It has been passed from one god to another, often through trickery, in an effort to simply break the link each owner has with the Relic.

The Relic was originally created by the goddess by the name of Apaté, a member of the Order of Meskhenet with the Dominion of Lies, as part of one of her greatest plans of deceit and manipulation ever. The Relic's very pedestrian appearance is a symbol of its deceitful nature, as a vessel for her very own spirit. The goal was to pour herself into the weapon, and to then lure and trick a god to imprison themselves within the weapon instead for her to wield. She purposefully made it an Awakened Relic so she could communicate with the outside world during this time, and she spent a few years spreading rumors of a powerful weapon with a description matching exactly what she had envisioned.

A few decades after Apaté thrust her essence into the weapon, a young random god was intrigued by the bits of information she had spread into the world. Steve, the god of homework, tracked down the Soulbound and immediately became a slave to its power. He loved the feel of the weapon and the power it granted, and he started taking his long-repressed anger out on those that had harassed him for years. Meanwhile, Apaté wove her lies into the very fabric of his mind, telling Steve she could make him even stronger and more powerful than he could ever believe. Steve and his Soulbound were the end of many mortals and gods alike, eventually elevating him to Steve, the god of study. He used his new Dominion to carefully and methodically research his prey before mercilessly slaughtering them when they least expected.

When other gods began assembling to take Steve out, Apaté carefully directed Steve through special rituals that drew him into the weapon and released the goddess of lies. Apaté, pleased that her long con had gone so well, and still getting used to her earthly form again, was taken by surprise when she reappeared. An ambush by a Pantheon caught her off guard and drove her away from the Relic she waited so long to have. The Great and Powerful Steve, so enraged he had been tricked, did nothing but yell obscenities and hurl insults at anyone who picked him up. The Relic was then passed from god to god, often finding a new owner for short periods of time where the owner would only briefly be able to stand the enraged babbling of the weapon. Occasionally, an owner empathizes with the captured child-god, but it is usually short lived as Steve demeans and insults everyone. Needless to say, Steve very rarely lets his wielder use any of his powers unless he is convinced he is fighting a bully.



Present Location: This Soulbound is presently in the possession of a cosplay weapon merchant who frequents gaming conventions around the United States. Any gods who attend these events have a fairly high chance of encountering the dealer and his wares in whatever hall or room the vendors are located.

Type: Awakened

High Concept: The Great and Powerful Steve

Dominions and Manifestations:

○ **Study:** Shaping (+3), Oracle (+3)

○ **Hate:** Ruin (+3)

Fate Points: 3

Weapon: 3

Unique Abilities: The Great and Powerful Steve may also (rarely) allow his wielder to use his power, but when he does it can be a brutal sight. By spending two fate points and making a Legendary (+8) overcome action using either Shaping or Ruin, the user is instantly aware of his surroundings, as well as their opponents' plans, and they become a hulking brute, adding two feet of height and two hundred pounds of muscle. This is a temporary gain of the Colossal Size entitlement (Part-Time Gods of Fate, pg. 74) and the Weapon rating from Colossal Size is added to the Great and Powerful Steve's Weapon rating.



"But He's MY Nerd!"

Apate is constantly searching for her Soulbound. She worked far too long to simply lose the weapon like she did (and it is becoming a bit of an obsession for her), so she has been hiring gods to research and investigate its whereabouts, rewarding other gods for any tidbits of information, and following any leads herself. Apate has heard the rumors and whispers about the weapon's reluctance to be wielded by another, and she is convinced she can prove to the Great and Powerful Steve that the life he has now is one of true strength and power. After all, she was his best friend during some of the most trying times of his life...



Thorbjorn the godhand

This large two-handed, double-bladed battleaxe is forged from steel, with very intricate silver and gold inlays of Norse dragons and runes along the shaft and blade. The earliest mentions of this Relic trace back to 1064 A.D., before the Norman conquest of England, in at least three ancient writings. The weapon was forged for a Norse prince as a reward for extreme honor in battle and became an ever-present sight at his side. The smith who forged the weapon was a Champion of Odin. The powerful axe wove its way through many myths and appeared in over a dozen historical accounts of battles but suddenly disappeared around the same time as the presumed death of the warrior prince.

In actuality, the young warrior prince Thorbjorn still lives, to some extent.



While retreating from one of many raids, one that ended particularly poorly with the loss of many men, Thorbjorn's encampment was overrun by enemy pursuers. Thorbjorn valiantly defended his men, but his fate was sealed. His wounds were far too many for his exhausted body to take, and he collapsed, confident the Valkyries would be on their way to take him to Asgard. With his last breath, a flash of lightning struck the axe and immediately pulled his soul into the Relic he had wielded for so long.

Many seek this Relic, believing it may be key to surviving the Coming Storm, as Thorbjorn the Godhand is a steadfast defender of honorable warriors.

Present Location: Thorbjorn the Godhand was lost over eight hundred years ago during a terrible storm in the Baltic Sea while the Relic was being transported by ship to northern Europe. Only recently has the shipwreck been discovered, but the contents of the ship, among which the Soulbound is counted, have not been investigated or cataloged. When they are made public, many gods will know exactly what the Relic is and will make a mad dash to retrieve it for their Theology or Pantheon.

Type: Silent One

High Concept: Thorbjorn the Godhand

Dominions and Manifestations:

○ **Valor:** Aegis (+5), Minion (+5)

Fate Points: 3

Weapon: 3

Unique Abilities: Whenever the wielder of Thorbjorn the Godhand is defending innocents or her allies from imminent danger, she can spend two fate points and make a Legendary (+8) Aegis overcome check to make all attacks for the rest of the scene target her. During this time, the wielder's Athletics and Fight become Fantastic (+6) (but do not fall if already higher than that), she gains two extra physical stress boxes and an extra minor consequence slot, gains an Armor rating of 3, and gains the aspect ***Invincible to*** _____, the blank being filled in with one type of weapon (bullets, swords, fists, etc.).

Lifebringer (5)

Lifebringer has been one of the most sought Relics for centuries. The Relic is a pure silver flanged mace crafted from one solid piece of highly polished, almost sparkling, metal. It was originally found in historical texts dating to the mid-14th century, where it appeared as a symbol of authority for the Medici family in Florence, Italy. The Patriarch, Cosimo de Medici, kept it at his side until his death in 1464, when it disappeared from historical texts and documents until the elevation of Pope Leo X in 1513. Its historical path can be then be traced to many other members of the Medici family. Very few historical documents discuss supernatural abilities of the Relic or anything that could be considered divine, with the exception of a minor miracle during its stint with the Papacy. The one constant attributed to each wielder is extreme wealth.

Details of its creation or the deity contained within are nonexistent. Its status as a Fractured Soulbound Relic is assumed based on two historical accounts from Medici family journals of owners hearing voices when near it, and one account of it being used to fend off brigands and appearing cracked in the encounter.

Present Location: The Relic is presently located in a sealed glass case in the dining room of Hearst Castle in San Simeon, California. The estate itself is remote, and since it is operated by the California Parks Department, a ticket must be purchased to enter the estate. The Lifebringer is pretty much out in the open for anyone to see, but it is kept out of reach of the tour path to ensure its safety.

Type: Fractured

High Concept: Lifebringer

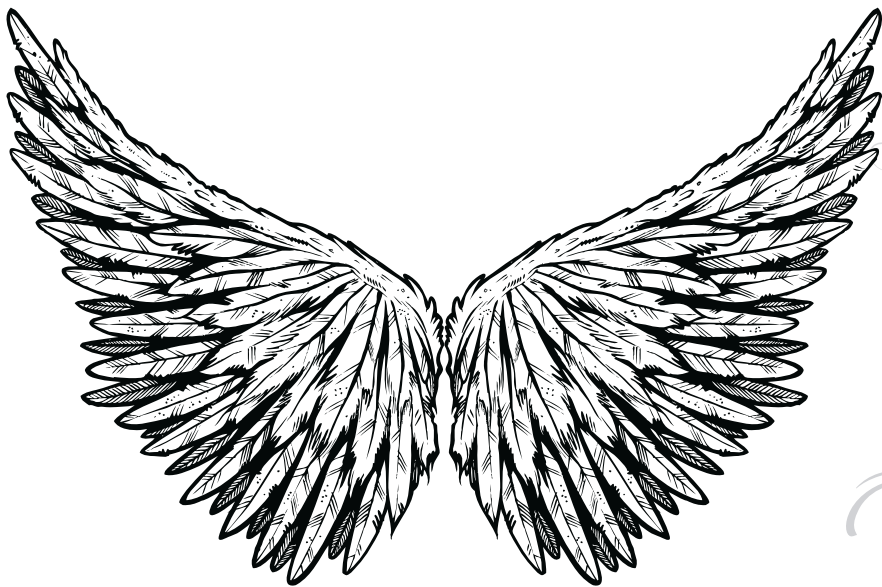
Dominions and Manifestations:

- **Life:** Puppetry (+4), Minion (+4)
- **Prosperity:** Beckon (+4)

Fate Points: 5

Weapon: 3

Unique Abilities: By spending two fate points and making a Legendary (+8) Minion or Beckon overcome action, the Lifebringer's wielder can summon up to ten undead minions to assist him in battle (use Thug stats in Part-Time Gods of Fate, pg. 180). There is no historical record of this ability ever being used by the Medici or any other owner in history, but it should give an impression of the nature of the deity contained within.



The Meeting

Robert shifted his weight uncomfortably from foot to foot as he waited outside an apartment building in the old part of the city. Beside him, Sawyer was telling him the newest gossip about Penelope's on-going romantic complications, but he wasn't really listening. Night was beginning to come in, the street lights above buzzed and flicked on on cue and it was getting a little colder. "Remind me again why we are hanging around out here?" he cut into the girl's story.

Sawyer stopped mid-sentence and smiled patiently, "For the tenth time, Benjamin met a new goddess at one of his wine and dine things. He told us to go meet her."

"Ah, right. Let me see that card again." Sawyer silently passed over the business card Benjamin Lowe, All-Father of the pantheon, had given them. It read:

Sharon Dershowitz.

Project Manager. FirmTech.

Innovation for the Future.

Robert could feel dread rising in the back of his throat like bile. As much as he liked to travel, he hated meeting new people. He tried to breathe deeply. "Well, she must have gone somewhere else tonight," he announced. "Anyone else would be home by now." He nodded upwards to the darkening skies.

"I think some people just work late," offered Sawyer.

Robert shoved his hands deep into the jacket pockets and turned away. "Maybe."

"Besides," Sawyer said matter-of-factly, "we can both see this one building is someone else's territory."

Robert couldn't argue with that. The apartment building in front of him seemed to shimmer and shift at the edges, like it was wrapped in cellophane. It was now outside the border of their pantheon, for sure. Sawyer then called his attention to a woman approaching down the block. "You think that's her?," he asked.

Robert squinted at the approaching lady. "Well, she's definitely a goddess."

"Must be her, then," Sawyer concluded. The sun had still not quite set but the street was dark. As the woman reached the front of the building and started to turn aside to ascend the front steps, Robert addressed her with, "Good evening, ma'am," his best impersonation of a charming person. As soon as he heard his voice, he could have kicked himself. It was the tone beggars used to start a sob story, and she was likely to assume the two of them were vagrants.

Instead, she immediately offered her hand to Robert and introduced herself. "Good evening. I'm Sharon Dershowitz. Very pleased to meet you." She took command of the conversation. "You are the associates of Benjamin Lowe, I take it?" Sharon was a fairly young, somewhat plump woman. She was professionally dressed in black slacks and a cream blouse with ruffled hems, her dark blazer and leather shoulder bag slung behind her.

As they shook hands, Robert noticed she was a lot stronger and more graceful than her exterior might indicate. He was thrown off his game. "Um. Yes, ma'am. I'm Robert Howell," he stumbled. "We do have some business to discuss with you."

Sharon turned her attention to Sawyer and shook her hand as well. "I am ready to begin this interview at your convenience." She winked at Sawyer and the girl almost laughed as she announced her own name.

"Wait, just so we are completely clear. Who do you think we are?," asked Robert.

Sharon shifted her weight to one leg, "Yes. Let's not pretend." She gestured at the two of them, "You are obviously the delegation from the local pantheon here to find out about the new goddess in town." She pointed at herself.

Sawyer cut in, "If we are going to speak that plainly, can we take this conversation somewhere else?" She was glancing around at the few others on the street nervously.

"An excellent idea, Ms. Devereux. I am always ready to host an official pantheon delegation." She nodded politely.

"Oh, I wouldn't call us a delegation," said Sawyer. "We don't really do anything so formally."

"Really? Let's just say this is a preliminary visit, then. Please, you are welcome to come up to my apartment." Without waiting for them to respond Sharon walked up the steps to the front door of the building. Robert looked at Sawyer; she shrugged and he smirked.

The interior of her building looked the same as the rest of the world, but he knew going inside was stepping into someone else's territory. He always felt duller outside of his own turf. As the three gods ascended the stairs and progressed down the second floor hallway, Sharon asked Sawyer polite questions about her life. Sawyer soaked up the attention, giving exaggerated accounts of her exploits, but carefully leaving out all the verifiable elements. Smart girl she was.

Finding someone else's domain right here in the middle of the city had Robert on edge. He wondered why he hadn't noticed the border change. He could chock it up to being out of town, but Sawyer hadn't noticed either. Had something been concealed from them somehow? Every dark corner and blind spot in the stairwell and hallway made him nervous. What else was he missing? He felt nervous and he felt hungry.

As they stepped into her apartment, Sharon said, "Let me get changed and you can feel free to make yourselves at home. I baked some cookies, they are there on the table." Without saying anything more Sharon walked down the hall and disappeared into what was presumably her bedroom.

It was one of the homelier apartments he had ever been in, with pillows and lush blankets on most of the furniture. Stacks of paper covered many of the flat surfaces and there was a large desk covered with computer monitors and multiple keyboards where anyone else would have a home entertainment system. Despite the amount of stuff in the apartment, it was all straight and tidy. On the walls were posters of famous Renaissance scenes, modern public murals and photographs of found graffiti. The only thing out of place was the large number of paint cans stacked beside the door. The walls of the apartment were standard off white so the paint hadn't been used here. Sawyer was looking at the art on the walls and at the large desk set up. Robert unwrapped the foil from the plate of cookies, oatmeal-raisin, his favorite. He took two with one hand and another with his other. He certainly didn't need to deal with Bane at a time like this.

Sharon came back into the room with paint-splattered jeans and a dark long-sleeved tee-shirt and sat down at on a bench by the door to put on a pair





of boots. "Sorry for the rush. I'm sure you know how it is. Always checking on your domain and meeting with worshipers. All that on top of my career and caring for my ill father. You two can ask whatever questions you have for me while we walk over to see what I'm working on and maybe kill two birds with one stone that way."

Robert swallowed memories of his own lost family and just followed. Sawyer was excited about something else. "You already have worshipers?"

Sharon shrugged and half laughed, "Oh, you know. Just a few. They were really starved for some creative support in this town. No temple as of yet, but that's the plan. If you come along, I can show you the spot I've picked out." She stood up and added, "Maybe you can tell me if anyone has already claimed it."

She led them down to the rear exit of the building and out into an alley. Robert could feel the hair on his neck stand up as the familiar adrenaline pumped into him. The city streets at night could be dangerous. He took up a position behind Sawyer and kept his head in motion trying to spot any problems before they could appear. Sharon didn't seem worried.

Just a block or so away she stopped and turned to them. "This is it." she announced, indicating a dilapidated gate between two buildings but there was so much ivy growing on the buildings, and across the gate it was hard to even guess what was on the other side.

"Here?," Sawyer asked. This didn't look like the place where a young urban professional like Sharon would be spending her nights.

"Please, just take a look." Sharon directed them into the space beyond. On the other side of the fence was an unusually wide alley between a brick building and one made of poured concrete. It was surprisingly free of trash, and it looked as if someone had been keeping it clean. Ahead Robert could see Sawyer looking up at the vast work of art on the concrete wall. It was a mix of jumbled figures drawn in various styles. They were dancing or jumping or possibly marching in protest. Their intent was unclear, but these figures were going about their task with intensity. It made Robert think of moving and travel and far away places, but it felt familiar too. He felt a desire to see himself among the dancers, each one was surrounded by a halo of names painted on with tiny brush strokes.

"Sharon," Sawyer said, "What are these names?"

The older woman smiled, "Just people who have visited here and felt like leaving their mark."

"Can I leave my name?"

"You most certainly may."

Robert felt like leaving his name too. It was a strong desire, stronger than it should have been. He wasn't sure they should. Sharon had claimed this alley, she told them so. She knew about them, quite a lot about them. Writing their names on her wall might take things too far. It might give her some kind of power over them. Sharon was rummaging around on a shelf for paint and some brushes. "I don't think we should, girl. This place doesn't feel right."

Sawyer blinked. Once he had called her attention to it he could tell she could feel it too. The pull of the place was subtle, but definitely there. Robert was in full paranoia mode, now, glancing around and clenching and unclenching his fists. "I think we should go," she said quietly.

"Yeah. Yeah." Robert said nodding. "Let's go right now." He led Sawyer back toward the gate. As they approached, Sharon looked at them with questions on her face.

"Nice place you have here." Robert said trying to sound smoother than he felt.

"You aren't going to stick around to add your names to my wall?," Sharon asked. She sounded a little hurt, maybe a little worried.

"No. Not right now," Sawyer peeped.

Sharon's eyes narrowed. Worry flushed into frustration. "You don't have to play that game with me. I met your All-Father and I know what this is. This is pledge week. You are here to evaluate me. So give it to me straight. Am I in or what? I need to know what kind of people I'm going to be tied up with for all eternity, or until the Storm breaks or whatever. I'm from this town and I want to settle down here, but I've got to know that I can trust you all. If you don't want me, that's fine. I know how to form my own team, if it comes to that." She swung her hands wildly. "I'm sure we can work out some kind of deal, but either way I have to know where I stand."

Robert was taken aback. He thought this lady had her head on straight, but maybe not. No adult should act that way. It set a bad example. He held up his huge hands defensively and tried to speak clearly and forcefully. "I don't know what you think is going on, but I can tell you when I say I just want to meet you I mean what I say. We're not here to hand out merit badges or fill out score cards."

"That's the real deal," chimed in Sawyer. Fear sparkled in her eyes.

Sharon looked at them intently and then quietly asked, "Surely you have some sort of policy in this situation..."

"No more," Robert cut her off. "This is a lovely little place you have here, but we are going now." He moved again toward the gate steering Sawyer along in front of him.

"I just wanted to make a good impression," Sharon called after them. "I hope I haven't shot myself in the foot."

Robert didn't have anything else to say.

When Sawyer stepped up onto the chain she paused and called over her shoulder, "Don't call us, we'll call you," then she hopped down on the other side.

Robert turned away from the youth and began to retrace their steps back to the apartment building. Beside him Sawyer whispered, "That place seemed real nice at first. I was totally into it. You think she was really trying to control us?"

"I don't know," Robert whispered back. "We just need to report what we saw. I'll bet Benjamin will know more about what's going on." As they reached the sidewalk along the main road they turned to look back down the alley. Two boys barely older than Sawyer were with another kid by the gate. All three stepped through the gap in the fence and into Sharon's graffiti gallery. Robert had to admit he didn't know much about youth culture, but Sharon clearly knew what she was doing. For good or ill, she was the undisputed mistress of this little corner of the world.





CHAPTER THREE:

DIVINE TERRITORIES

Gods hold sway over their Dominions at all times and in all places, but they hold more influence in the places they frequent. Gods cannot walk through the mortal realm without their Spark rubbing off on everyone and everything they touch. The offices and street corners where they spend their working hours, the train lines and roadways they commute on, the church basements and bars where they have meetings, the apartments and houses where they live and sleep: all of these locations become linked to the gods who inhabit them. They become a god's territory.

Holding a decent amount of territory may be the most important part of being a god. Gods want worshippers, and Relics certainly make the job easier, but territory is where a god actually does his or her divine work. There is no better way to express their Dominion than to customize the world itself. A god starts to feel at home when their influence becomes so obvious no one can mistake it.

STARTING OUT

When mortals become gods, they have no real territory since their Spark has not had any time to soak into the places around them. Within twenty-four hours their Spark integrates fully with their soul and begins to exert influence beyond the body of the fledgling god, manifesting the beginnings of their territory. At first, a god's territory is limited to just one building the god has a close association with from her human life. This is almost always a home, but can be a workplace, a school or even a vacant lot. This physical space is one of the most important places in the god's new life.

Once a god has a territory, other gods know it. Gods sense the size and shape of their own territory as easily as mortals know the size and shapes of buildings. Unless no gods currently possess the area, every new god's territory takes a bite out someone else's. This is the first truly dangerous moment, especially for those unprepared to take up the mantle of divinity. Their presence is known, their territory is small, and they are easy to find. Gods who have taken a chunk from



Territory and Character Creation

Players should start thinking about territory right from the beginning. When developing a mortal concept, ask yourself a few questions: “Is my character the type to get out of the house and meet the neighbors?” “How would he respond to a home invasion?” or “How willing is she to work with others?” The answers should tell you what you need to know about how your god will manage divine territory. If your human aspect would have a beat, a turf, or a home base like being a criminal, a detective, a business owner or a homemaker, these are obvious choices for a territory-focused character, since they start with a strong connection to a particular place.

Remember, territory is not necessarily the same thing as a place Bond! A god can have territory in and around a place Bond if you want, but she could also have territory surrounding wherever an individual Bond lives. The aspect linked to a Bond in the territory is also important to consider. Aspects that describe protection and devotion are great for defending a territory that contains a Bond. Linking a rival’s aspect to a place Bond sets up characters who define their own territory in opposition to someone else’s. However you use them, use Bonds and aspects to your characters’ territorial advantage.

Lastly, consider your character’s Theology. While all gods claim territory, their Theology can influence exactly why and how they go about it. The Ascendants and the Order of Meskhenet are solid choices for a straightforward, power-hungry land grabber. Followers of the Warlock’s Fate and the Masks of Jana are more likely to be concerned with what they can do in their territories (either uncovering secrets or creating them). Theologies that focus more on humanity, like the Phoenix Society and the Cult of the Saints, want territory because of the people who live there.



a powerful or vindictive god’s territory are most at risk. Gods once ruthlessly wiped out other gods in their territories, and it is still this way in some places.

In the days of the Coming Storm, however, new gods are appearing constantly. Older gods have gotten used to it now, since it is a hassle to rush off in full battle regalia every time a dimple appears on the surface of their territory. Most are willing to let the newcomers get on their feet before they have a chat. What happens after this meeting depends on the specific personalities of the gods in question.

This first chat may be when new gods find out they are, in fact, gods. The older, more experienced god often tries to convince the younger deity to adopt a certain Theology and may offer the god a minor position in an established Pantheon. If new deities find the terms acceptable, or are able to negotiate for better ones, they join the ranks of their fellow divine beings. If newcomers present

themselves as belligerent or disrespectful, they may talk themselves into a fight.

Assuming young gods survive their first divine conversation, their territory continues to expand outward from their central base of power. Territories don't have to be perfect shapes, and usually aren't. They wiggle and stretch and bulge to reflect the daily travels of the god. Over the course of a few weeks, the basic territory of a god is established. How many other gods' toes the newcomer steps on determines what happens next.

SPHERE OF INFLUENCE

Within a week or two, a new god's Spark works its way into the fabric of reality out to a radius of one mile. The territory expands slowly and constantly until it reaches a radius in miles equal to the god's highest manifestation skill. For example, a god with a Ruin of +4 as their highest manifestation skill can have a territory eight miles across, extending four miles in all directions from the center point of the god's domain. This sphere of influence is literally spherical, as it extends above and below the ground also. Most gods care little about or take notice of what is going on three miles underground or out on the edge of the atmosphere, but some do. Ideally, territorial boundaries should be treated as flexible. Things start to get more complicated (and more exciting) as borders bend and expand around each other, no longer perfect spheres as they mash and warp to conform to the available area.

Borders between territories are never actually physical barriers. Gods, Outsiders, wind, water, light and mortals pass freely into and out of all territories. People can cross several gods' territories in the course of their everyday lives.

The following chart shows how much territory gods can control based on their highest manifestation skill. Not all gods control their maximum.

Highest Manifestation Level	Territory (square miles)	Example City
1	3	Buxton, North Carolina
2	13	Henderson, Kentucky
3	28	Medford, Oregon
4	50	Stonington, Connecticut
5	78	Fort Wayne, Indiana
6	113	Tampa, Florida
7	153	Aurora, Colorado
8	201	California City, California
9	254	El Paso, Texas
10	314	Memphis, Tennessee



No Territory, No Glory (Optional)

For a territory-focused game, players may elect to make the highest manifestation skill available dependent on the amount of territory controlled instead of the other way around. If using this rule, a god's territory does not expand automatically based on the highest manifestation skill. Instead, gods must work to build up their territories and achieve influence over the large areas first before they can increase their manifestation skills to match. In addition to the normal milestones reached, control over the amount of area listed in the chart above is also required. With so much at stake, improvements to territory become absolutely necessary and Pantheons become all the more important.



If the numbers given above seem small compared to the vast swaths of territory commanded by the gods of the past, they are. The old gods were able to achieve things impossible for today's gods, but they also rarely did it alone, building huge territories by banding together into Pantheons. That option, at least, is still open to the gods of today.

DIVINE CONTROL

The level of control gods have over their territories can be measured by their impact on the land and the people who live there. It is a measure of every conversation with the mail carriers, every trip to the movie theater, and every shakedown. In short, every action the gods take (or don't take) impacts the world and their territories. This abstract impact can be represented with a Control Rating, which measures the gods' investment in time and energy (and refresh and divine points) into their territories.

At first, a god's Control Rating is equal to their highest manifestation skill. Some very powerful gods choose to hold their own without investing directly into the lands they rule. Most gods, however, invest a lot of effort in getting to know how their neighborhoods work. Gods with divine improvements (pg. 87) have a Control Rating equal to their highest manifestation skill plus the total refresh and divine point cost of all their improvements.

A very careful god can build strong territorial control and still remain hidden, while a reckless god could stir up a lot of trouble without any Control Rating at all. In general, the Control Rating should be used as a guideline for what a territory looks like or as a way to quickly compare two different territories. The Control Rating is also connected to the god's divine aspect. The GM can compel the god's divine aspect to bring any of the issues a Control Rating effect might produce. Use the chart below as a guide:



Control Rating	Effect
1-3	No effects. Gods remain under the notice of humans and most other gods.
4-5	Other gods cannot help but notice. Outsiders begin to appear. Humans begin to feel the influence of Dominions.
6-7	Reality begins to change to reflect Dominions. Small and infrequent appearances of Dominion-related events (freak weather, animal migrations, shoot-outs, political movements; as appropriate).
8-10	Larger, but still infrequent, manifestations of Dominions. Worshipers begin appearing. Other humans begin to suspect “something is going on.”
11-15	Dominions manifest themselves frequently and disruptively. Outsiders tend to be a serious threat by this point.
16-20	Major Dominion events occur frequently but are still recognized as separate from baseline normal. Everyone knows “something” is happening.
21+	Dominions have become the new baseline and are in constant evidence. Gods have likely become publicly known as gods. This used to be the norm, but the Masks of Jana work to ensure no god gets to this level nowadays.

THE LAND REMEMBERS

When gods establish divine territory in a certain area, the land is marked by their presence. Not only does it create an active territory, but evidence of that god’s presence burns through the land like fire. As gods move around their territories visiting friends, going to work and fighting Outsiders, their Sparks continue to influence the area and maintain the territory. Like fire, however, territory can be unstable. It collapses if the god who created it is gone too long.

Without the presence of an active Spark, a territory cannot maintain itself for long. When there are improvements in a territory, however, a bit of the gods’ Spark remains to help maintain the territory for much longer. Gods can leave their territories for a number of weeks equal to their Control Rating or their highest manifestation rating, whichever is higher.

Example: *Juanita’s highest manifestation skill is +3, but she has yet to make any improvements to her territory. She can safely take a three-week vacation with her sisters before her territory shrinks. Max also has a manifestation skill at +3 but has a total Control Rating of 8 due to several Shrines. He could go on an out-of-town assignment for eight weeks before his territory is affected.*

Of course, territory doesn’t disappear all at once. It shrinks until either the god returns or the territory disappears. Once the territory starts to shrink it loses two Control Rating points per week until it reaches zero, when the territory goes dormant.





Gods are always creating territory around themselves, so by the time one territory decays completely, another has most likely been established somewhere else. Just like mortals, gods are likely to make one or two major moves in the course of their divine lives. When they do, building another territory is just part of building a new life in a new place.

Like the ash and char of old campfires, lingering divine influence can be sensed long after it is gone. The land's far-reaching memory is why some places in the world still feel like the sacred spaces of old. To detect the presence of a former territory, characters must make an overcome action using their highest manifestation skill with the difficulty based on how long it has been since the territory went dormant.

Difficulty	Length of Time
Fair (+2)	Years or less
Great (+4)	Decades
Fantastic (+6)	Centuries
Legendary(+8)	Millennia

WHY EXPAND?

The territories gods control expand naturally up to the limit of their power (See Sphere of Influence) without any effort. For some, this is more than enough, but others take a more active interest in their territory. Like everything else about being a god during the Coming Storm, an individual god's reasons for wanting to acquire more territory vary greatly.

- **Dominion Reasons:** Gods generally want to associate with (and control) physical places where their Dominion is prominent. For a god of coal, this could be a coal mine or perhaps a coal-fired power plant. A god of leisure might want control over every store which sells hammocks in the city.
- **Personal Connections (Bonds):** If one of a god's Bonds is closely connected to a specific place, it becomes a no-brainer to acquire that territory.
- **Human Reasons:** There could be reasons to control a certain territory related to the human side of a god's dual life. Locations that offer good business opportunities, parts of a supply chain or even just the family homestead can all become targets of a god's expansion plans.
- **Spite:** Gods don't always have the best intentions. Sometimes they seek to control territory just so someone else cannot have it.
- **Clout:** Plenty of ruins, graveyards, temples, doorways to the divine realms and other ancient sites remain from the glory days and the God Wars. Control of these places can provide a certain caché to the careers of modern gods.
- **Worshippers:** Many gods live close to and even among their worshippers.
- **Relics:** If gods are particularly interested in Relics, it doesn't hurt to make sure they have a few likely hiding places under their control.
- **Defenses:** Having a territory lets a god fill it with defenses. Whether building a fortress to withstand an attack, a maze to hide their soul from the minions of the Realms of the Dead or a safe place for their body to

lay during astral projection, many gods have need of well-defended places.

- **Hunting Grounds:** Part of a god's duty is to keep the world free from the minions of the Source. Some gods, like the Puck-Eaters, carve out their own special place to hunt (and sometimes eat) their prey.

- **Ego Trip:** In the end, it is often about power, plain and simple. The gods of old certainly lorded their power over the masses, and gods today may aspire to the same. The more lands under their sway, the more powerful these gods feel.

DIVINE IMPROVEMENTS

While it is possible to carry out divine missions without making improvements to their territory, it is usually better to set up at least a few Shrines, Guardians and Temples, which gods can erect to give them access to worshippers, better defenses and a more prominent Dominion. Divine improvements can only be placed within a god's own territory, but their effects reach across borders, making strategic placement very important.

These divine improvements cost the god some combination of divine points and refresh. It's important to note that any points spent in this manner can never be recovered. The god has invested their power into the places and objects of the territory, making the power related to, yet separate from, the god.

Divine Improvements Format

- **Name:** Simple game term for the improvement. In parentheses is noted the refresh and/or divine point cost of the object.
- **Description:** A detailed explanation, how it works and examples of the different ways it can show up in a game.
- **Additional Cost:** A description of additional costs or special rituals associated with the improvement, if any.
- **Upgrades:** A list of possible upgrades (and further costs) which can be added to the improvement after it has been set up.

divine symbols (o)

Most gods become associated with some kind of symbol, anything from a simple geometric shape or a certain song to a particular odor or specific colored flag. These days, gods can jumpstart the process by hiring artists or marketing firms to design images and symbols for them. Divine Symbols allow gods to claim their territory, announce their presence and serve notice to other gods. To the gods, all Divine Symbols stand out, glowing at night and attracting the eye. Gods are free to put up as many copies of their symbol as they want, but the idea is to inspire their worshippers to put up the symbols. To other humans, they are part of the sensory clutter of modern life. Mortals must make a Great (+4) Notice overcome action to even notice unfamiliar Divine Symbols.

Additional Cost: Varies depending on the cost of materials. Symbols can range from pen line on paper costing essentially nothing, to fine jewelry requiring a Good (+3) Resources overcome action.

Upgrades: None.



shrines (I)

A Shrine is a small object or statue arranged as an overt display of a god's activity in a territory. Most Shrines are about one-foot square (i.e. the size of a two-liter bottle, desk lamp, tea pot or bookend), but they can be smaller or larger depending on the situation. They can take any form but are usually made from durable materials like stone, metal, concrete, plastic or wood. Gods notice each other's Shrines automatically, but humans need to succeed at a Fair (+2) Notice overcome action to see them. Shrines are used by all types of gods, but those with tangible Dominions tend to use them the most.

Shrines do several minor things at the same time. First, a Shrine is the easiest way for a god to increase their Control Rating, which is why many gods set one up in their backyard or in the courtyard of their apartment building within days of their ascension. Second, Shrines extend the territory of their god by a range of about one hundred seventy-five feet, or one city block. All of this area not already under the god's control is added to the god's territory. Lastly, Shrines make the Dominion of the god who set them up more prominent within their range, granting an invocation they can use with their divine aspect while in range of one of their own Shrines. These invocations recharge after a minor milestone.

Shrines also mean the god's Dominion is more noticeable to humans in the area, increasing the effects of their Control Rating by one level. Overlapping Shrines do not provide additional invocations, but they do make the Dominion of the god more palpable to mortals. Even a dedicated pacifist may feel the sudden urge to murder in the presence of too many Shrines to a violent god.

Additional Cost: Cost depends on the materials used. Shrines can be made of found objects (driftwood, abandon bicycles) or crafted from raw materials (clay sculpture or cast bronze). Gods who opt to make their own Shrines can do so with Crafts if they want them to look halfway decent, but its aesthetic quality does not affect its divine function. Alternately, the object to be made into a Shrine can be purchased, using the character's Resources instead.

If stress and armor values of an item are needed, the fiction of the game can assist in deciding what makes sense. If a god is trying to break a tombstone, attacking it with fire probably won't work unless it's an intense fire. Heating the tombstone and then rapidly cooling it can crack it or make the stone easier to break with a hammer. In fact a sledgehammer is probably more effective in this instance. If that's a little too vague, the Shrine can also be given a stat block just like anything in Fate.

The ritual turning the mundane object into a Shrine must cost the god something. When undertaking the ritual, the god must take a moderate consequence from the bloodletting and energy put into the Shrine. This consequence heals as normal.

All Shrines are more durable than their non-divine counterparts, providing more stress boxes (and possibly consequences) than would be expected from a normal item of its ilk. They can, however, still be destroyed. When determining the number of stress boxes and/or consequences for a Shrine, GMs and players should use common sense regardless of the form the Shrine takes.

Tombstone

Aspects: *Dead Stone, Shrine of the God of Death*

Stress: four boxes

Consequences

2 -

4 -

Teddy Bear

Aspects: *Stuffed Animal*

Stress: two boxes

Upgrades: Once a Shrine is created, it can be enhanced up to five times. Nothing stops a god from putting up several Shrines right next to each other if they want additional effects in that location. All of the upgrades listed below cost one divine point and/or refresh each.

● **Increased Range:** For each divine point and/or refresh spent, the radius of a Shrine's effects increase as follows: to eight hundred feet, to two thousand feet, to one mile, to two and a half miles, to five miles. This type of Shrine is sometimes called a pylon.

● **Fate Point Storage:** For each divine point and/or refresh spent on this upgrade, the Shrine can generate and store one fate point for the god, but this can only be purchased a number of times equal to the god's highest manifestation skill. To extract the fate points, the god must be in range of the Shrine and make a Good (+3) overcome action using their highest manifestation skill, with no limit to how many they can extract in an instant. Within a conflict, this process requires one action. The Shrine replenishes one fate point per day. Shrines with this upgrade are often called batteries.

● **Manifestation Damper:** Shrines can create magical noise or interference to reduce the ability of other gods to perform manifestation checks. For each refresh or divine point spent on this upgrade, the Shrine has two invokes on an environmental aspect in the area called *Divine Dampener*. These invocations can be used by the god who set up the Shrine, as well as other gods in the same Pantheon, to defend against manifestations. Shrines with this upgrade are sometimes called jammers.

● **Increased Durability:** This upgrade infuses the Shrine with strength to make the materials even more durable. For each refresh or divine point spent on this upgrade, add one of the following cumulative bonuses:

- Two additional stress boxes
- One minor consequence (a second if one exists)
- Add two more stress boxes (this is in addition to the ones gained from #1)
- One moderate consequence (a second if one exists)
- Indestructible except for its one weakness, which only the god who created it knows

● **Spirit Anchor:** If a god happens to die, the Shrine can safely house the god's soul while the body regenerates. The spirit of the dead god immediately moves into the Shrine from anywhere in the Shrine's range. The



Shrine is effectively a pocket dimension where the god can wait indefinitely, unless the Shrine is destroyed. While not exactly posh accommodations, at least the god doesn't have to spend three days on the run from Cloaks, who cannot see them or get to them while they reside within the Shrine. Likewise, the god's spirit cannot interact with anything outside the Shrine, though they can leave the anchor at any time and know when their body is ready to be reanimated. If the body is also within the range of the Shrine, they can move there instantly. Otherwise, the spirit must still survive the trip back to the body.

guardians (2)

An inanimate object (usually a statue) can be empowered to act as an agent for the god. The basic Guardian allows a god to experience the world through the “eyes” and “ears” of the statue. More than just sights and sounds, the god gets a “feel” for what things are like in her territory and knows if anything is wrong. She can check in with their territory even when away (or on the other side of a large territory). If you have ever felt like the stone lions outside a bank or the gargoyles on the roof of a church were watching you, they probably were.

A god can focus on a Guardian from anywhere on earth, one of the most valuable benefits of Guardians. The communication is usually one-way; that is, a god only sees through the statue when he is actively thinking about it. In an emergency, however, Guardians can break into a god's thoughts to send a warning if something seriously wrong happens within the territory.

Additional Cost: Requires the cost of materials and labor for new objects, generally a Resource overcome action at Good (+3) or Great (+4). Nothing for found objects. The ritual to create a Guardian requires a human skull, mystically transposed into the head of the statute (or into the body of a Guardian without a head). The skull becomes the seat of the Guardian's awareness. **Note:** Strikes to the Guardian's head do not destroy it instantly. It still must be taken out.

Upgrades: Guardians can be upgraded up to three times from the following list, each one costing one divine point or refresh.

- **Messaging:** The god gains the ability to project his voice through Guardians to communicate with loved ones and worshippers (or to scare passers-by). Some gods have been known to manage their territory completely through Guardians. Conversely, messages whispered (or shouted) in the Guardian's ears are heard by the god directly. These direct messages are similar to prayers (pg. 15), but anyone (including non-believers, enemies and stray animals) can communicate without having to know the god's name.
- **Aura of Menace:** The Guardian gains an aura that projects a Good (+3) Fear effect. Each additional time purchased adds one to the Guardian's Fear rating.
- **Wall of Force:** The Guardian projects a barrier with a four foot radius, usually one zone, around itself. Two Guardians with the same upgrade placed twenty feet apart or less can create a wall between them, and three or more can create a secure perimeter. The wall of force is not a tangible, physical barrier, but a person (or god) who wants to cross the barrier must make a Great (+4) Will overcome action. Failure means the character can-

not move through the barrier. The Guardians can raise or lower the barrier at their god's command or can be left with simple instructions, such as "let no one pass" or "only allow passage to anyone who bears my Symbol." This enhancement can be taken multiple times with the strength of the barrier increasing from Fantastic (+6) to Legendary (+8).

● **Manifestation Focus:** An upgraded Guardian becomes an extension of the god, allowing her to focus one manifestation to use from anywhere, though it increases the difficulty of manifestations by +1. Trying to project manifestations through more than one Guardian at a time increases the difficulty of the manifestation by a cumulative +1 for each Guardian. While more difficult, having Guardians that can shoot energy blasts, create illusions and briefly become indestructible can come in handy in certain situations. Taking this upgrade multiple times allows a god to link more than one manifestation to the Guardian.

● **Animated Guardian:** Guardians are usually inanimate and aware of their surroundings, but unable to move or take physical actions. Guardians with this upgrade become mobile and autonomous, capable of acting without a god needing to manage their activities. They appear as normal statues or structures until they actually move. They can be given instructions to attack intruders, protect loved ones and perform simple tasks. Animated Guardians with other upgrades are free to use them as they see fit, and those with the messaging ability can speak for themselves. If purchased a second time, add the following bonuses to the animated Guardian:

- An extra stress box, another skill at +1, add +1 to an existing skill following the ladder rules, Armor +1 or Weapon +1.





Animated guardians

Stress: 2

Fate Points: 1

Aspects: one aspect related to the Guardian type (*fu dog, gargoyle, robot, golem*, etc.)

Skills: Average (+1): 3 skills; Fair (+2): 2 skills; Good (+3): 1 skill

Stunts

- **Weapon:** 1
- **Armor:** 1
- **Limited to other upgrades.** If an animated Guardian has become a manifestation focus, it can use the linked manifestation as if it were its own (at full potency). Use the god's manifestation level for the check.

Payoff: Puck-Eaters can hear everything said by the god who created the Guardian for as long as the duration lasts. They do not hear what the god hears.

Other Notes: Gargoyles, fu dogs, robots, and golems have all been used as animated Guardians.



temples (3)

Even though gods are everywhere, sacred rituals and worship are best done in Temples. A Temple provides an official place for a god's worshippers (and prospective worshippers) to gather to sing songs, engage in rituals, discuss their beliefs or just hang out. It's a place for mortals to revel in the Dominion of the Temple's god. Depending on the god, the revelry can take many forms. It might be the quiet and isolation of a run-down bar for a god of sorrow, the noise and crowds of a stadium for a god of sport, or something else entirely. Temples are favorite improvements of patron and emotional gods. Humans may not immediately connect a Temple with divine activity, but they immediately realize people go to that place for a specific purpose. Gods always know a Temple when they see one. Because they stand out, the decision to establish a Temple should not be taken lightly.

Temples affect both gods and worshippers. Since people usually come to a Temple for the purpose of encountering the divine, gods receive a +1 bonus to all manifestations while on the grounds of their own Temples. When in another god's Temple, gods suffer a -1 penalty to manifestation checks (in addition to the normal -1 penalty for being in the other god's territory). This penalty applies even to gods in the same Pantheon! Worshippers in their god's Temple receive protection from other gods and can attempt manifestation resistance, using the highest manifestation score of their god for their defense action. The god of the Temple does not have to be present for this protection to take effect, nor is the expenditure of fate points required. Mortal non-worshippers targeted by manifestations while they happen to be in a Temple do not get to make a resistance check. It is a person's belief which invokes the protection of the Temple.

Additional Cost: When gods want to establish Temples, they can either claim a small to medium-sized building or plot of land somewhere in their territory (i.e. a church, a gun range, or a cemetery) or have one specially constructed, which requires at least a Resource overcome action at Good (+3) or Great (+4). Next they must bury the body of one of their worshippers somewhere on, in or under the premises to bless the space. The follower doesn't have to be sacrificed (although sometimes they are); they just have to be willing for their body to be used. Elderly followers or those with terminal illnesses are often courted for this honor prior to their deaths. The burial has to be accompanied by at least a few words from the god declaring the purpose of the burial.

Upgrades: None, although Shrines and Guardians can be set up in and around the Temple to work in concert.

Land Bind (2)

Territory slowly integrates with the Dominion of the god who controls it. This process requires no effort but can take decades. Gods looking to speed this up or tailor their territories can create a Land Bind. Their territory literally becomes an expression of their thoughts, hopes and desires. In turn, the god becomes the embodiment of the territory. Once a Land Bind is established, the territory and the god affect each other. It becomes hard to say if the sky is dark because the god was sad that morning, or if the god feels down because of the clouds, but the connection goes deeper than ups and downs of weather and mood. Disease and illness that affect the god can cause damage to the land (perhaps it dries out or mushrooms sprout everywhere). In turn, natural disasters afflict the god as well (pain, rashes and even madness). Wholesale destruction from fires, explosions, implosions and demolitions can leave a god horribly scarred or maimed.

With these possible side effects, some ask why anyone would want to bind themselves to the land. This improvement is actually a favorite of certain types of gods. Elemental gods may want to be so close to the land they love that they become one with the place. Conceptual gods focus on the other part of the relationship, reveling in the idea they are molding a place into their own perfect ideal.

Additional Cost: As a symbol of the joining of god and territory, a god must eat a handful of dirt, swallow a stone or two from the area, drink from its water and perform a five-day ritual at its highest points to breathe its freshest air. When they emerge, the two entities are bound.

Upgrades: After a Land Bind is created, any changes to either the god or the territory are permanent in both directions. This allows gods in a Land Bind to alter their bodies in order to remake the landscape. Once a specific change has been planned, gods focus on the change they desire and make some kind of modification to themselves. Reality changes in response. Players should discuss with their GM the kinds of changes they desire and what is likely to occur. Body alteration of all kinds has been practiced by various cultures throughout history. By far, the most common type of body modification for gods today is tattooing.



● **Simple Changes (no cost):** A single tattoo can make a small change. The change is so small few people notice, at least at first. A tattoo of a certain type of animal or plant can cause those species to appear if they were not present in the territory before. A tattoo of a sun can increase the number of sunny days in a year. Gods could also shave their head in order to cause a tree to lose its leaves.

● **Moderate Changes (one divine point or refresh):** More change gets a bigger result. A tattoo sleeve depicting a story of gangster revenge or triumph over poverty could make those events play out. A god willing to cut off a finger would be able to cause a building to collapse. These events are more immediate or short term in how they play out, and once they've accomplished their goal, the divine energy has played itself out. Here's the procedure for using this ability:

- Define a goal with a specific endpoint within your Dominion and territory.
- Get the body modification, which may require the expenditure of resources or taking a moderate or greater consequence.
- Spend the refresh or divine point.
- Watch the thing you just paid for happen.

● **Major Changes (two divine points and/or refresh):** A large change can make almost anything happen. A back piece worth of tattooing might alter long-term weather patterns. There are limits, though. Gods cannot add a whole mountain or river to a territory any easier than a mortal can grow a new limb (although some gods can do even that). This ability has a greater reach and more permanent influence on changing the territory. Here is the procedure for using this ability:

- Define your goal with the only constraint being your Dominion and territory.
- Get the body modification which may require the expenditure of resources or taking a moderate or greater consequence.
- Spend the refresh or divine points.
- Watch the thing you just paid for happen. This could include a new aspect on the territory, a new stunt that applies for anyone in the territory, or a new rule that applies to that territory.

These abilities are powerful but localized to your territory, especially the areas surrounding your divine hubs. Due to the open-ended possibilities of these powers, a discussion about what makes sense when using them needs to happen in order to keep the game enjoyable for everyone.

sanctums (2)

Most gods have a residence to serve as the center of their human lives. As gods become more powerful, they often find it necessary to establish a center for their divine lives. Temples are mainly for worshippers, and Divine Courts are for groups of gods, but a Sanctum is only for the one who created it. Unlike a divine hub, where a god can go to rest, a Sanctum is where a god goes to do serious work. It is common to find libraries, laboratories and even machine shops



serving as Sanctums. This location creates a permanent bubble inside of which everything a god does is more efficient. A Divine Hub can be set up anywhere, and a god can have more than one of those, but a god can only have one Sanctum – ever! If the Sanctum is destroyed or lost, the god cannot make another. It would be too painful (emotionally and physically). Gods with a Sanctum rarely leave its vicinity for very long.

Linking one's self, body and soul, to a place is taxing and dangerous, but the risks are worth the rewards. Gods at work in their Sanctums can refresh their fate points after just one hour of rest. In addition, they receive a +1 to any actions taken while inside.

Additional Cost: Once a god has a manifestation skill rated +4 or higher, they may attempt to establish a Sanctum. A place in one of their divine hubs is selected (i.e. a quiet grove, an upper room, a family crypt), they enter a trance state and perform a ritual inflicting a moderate consequence on themselves. After this, the god takes a Fantastic (+6) overcome action using their highest manifestation skill to create the Sanctum. If the action fails, nothing happens. The refresh or divine points are still spent and the consequence is still taken, but the god receives an invocation on their divine aspect to be used if this is attempted again. If the action is a failure but the god chooses to succeed with a consequence, the god's energy has been damaged in some way. The Sanctum is created but has some adverse effect, which the GM can impose at a later time.

Penelope decides to create a Sanctum in Club Trinity in the storage room where they keep the unopened cases and bottles of liquor. The ritual is performed, but the overcome action fails. The player doesn't have enough fate points to invoke aspects to succeed. The player decides to succeed with a consequence. The GM decides that Penelope's manifestation ratings are all one lower until the next significant milestone. The Sanctum is created and functions as normal, but the GM notes the results. The Sanctum is also a gate to a pocket dimension of another god, and the god who lives there knows it exists. The GM can use this information to make Penelope's life more difficult in a future session.

Upgrades: None, although Shrines and Guardians can be set up to work in concert with the Sanctum.

divine court

(one divine point or refresh from each pantheon member)

Many Pantheons find it advantageous to create a central location to meet and discuss the administration of their collective realm. Some of the most famous Divine Courts of all time include Mount Olympus, where Zeus held court with the rest of the Greek gods, and Pushpaka, the floating palace of Kubera. These days, a Divine Court is more likely to be a local pub where all the members of a Pantheon are regulars, the gazebo in the local park, a notoriously dangerous alley or even the boardroom of a law firm. Since it is a meeting place for the entire Pantheon, all members must feel at home there. Whatever the physical location of the Divine Court, it serves in some way as the cultural heart of the community. Is that because gods want to be right in the midst of their people or because the presence of so many gods makes the surrounding area that much more vibrant? Probably both. Due to their influence, Divine



The All-Father or All-Mother

The All-Father or All-Mother is only a position in the Pantheon if there is a Divine Court created. The All-Father/All-Mother is the leader of the court, and in disputes he or she is the one who hands down judgments among members of the court. If they are one of the parties in the dispute, then the members who are not part of the dispute decide who will adjudicate. The All-Father or All-Mother may cede territory to another god or Pantheon without the other members' permission and can open and close an oubliette if the Divine Court has one.



Courts are often conveniently located close to the All-Father or All-Mother's Sanctum (if he or she has one).

The Divine Court of a Pantheon offers enhanced physical defense. The walls enclosing the Divine Court are mystically strengthened, making any attempt to physically breach the walls require a Legendary (+8) rating. The walls have six stress boxes, making it a protected space where all the members of the Pantheon can rest easy. The Divine Court serves as a Divine Hub for all members of the Pantheon, providing some bonus recovery. If they rest there for a least five hours, any consequences taken are automatically on the road to recovery (not always an easy task depending on the Court's location). Furthermore, gods not part of the Pantheon who enter the Divine Court for any reason feel jumpy and itchy, like they are being regarded maliciously by the space itself (which they are), giving the location the aspect **Outsiders are Unwelcome**. This aspect has an invoke on it that can be used by any member of the Pantheon who is part of the court. Any member may grant an individual visitor immunity to this aspect for the scene.

Additional Cost: Negotiations abound between Pantheon members when establishing a Divine Court, and sometimes there is arguing about the furniture. It is a major investment of time and energy for everyone involved, and all the members must participate. The total value of refresh and divine points spent among all members is added to each god's Control Rating. Any other divine improvements created by individual members within the area of the Divine Court benefit all members as well. Gods who want to join a Pantheon which already has a Divine Court are expected to contribute to its spiritual essence, in addition to whatever other trials may be required. New members must spend two divine points and/or refresh each, so it's worth it to get in on the ground floor.

Upgrades: The following upgrades cost one divine point or refresh from each of the Pantheon members. They all receive the benefits and must all pay the costs.

- **Gate:** When gods want to limit access to their Court, there is nothing better than a locked door. Gates remain closed at all times, but have no locks, handles or hinges. Instead they open automatically with a key created at the same time as the gate, and can take just about any form. A secret



or magic word is often chosen as the key, so everyone in the Pantheon can come and go as they please. Famous spoken keys include “friend” or “open sesame.” Less commonly, a unique physical item serves as the key. Mortals can use keys as easily as the gods, so it is a good idea to keep them secret! Gates have a Fantastic (+6) toughness and eight stress boxes, so they can be destroyed by anyone powerful and determined enough.

- **Beacon:** Gods sometimes need to get home in a hurry. Once a beacon is erected, all gods in the Pantheon can use it like a compass to determine direction. In addition, gods with the Journey manifestation get a free invoke on their divine aspect when teleporting if the beacon is the starting point or the destination.

- **Oubliette:** When a mortal displeases the gods, getting revenge is not really an issue. When gods displease the powers that be, stronger methods are needed. What kind of prison can hold a god? That’s what oubliettes are for. They are dark, horrible little holes in the universe. Gods (and very rarely, mortals) thrown into an oubliette can be safely forgotten about. They cannot escape nor speak to other prisoners. Once inside they experience only darkness and loneliness. An oubliette can hold a number of prisoners equal to half (rounded down) the number of gods in the Pantheon. Any prisoner can be pulled out at any time without risk of others escaping. When an oubliette is created, one member of the Pantheon must be assigned as the gaoler. Only the gaoler and the All-Father/All-Mother can open and close the oubliette. An oubliette has a Superb (+5) toughness and twelve stress boxes, so it can be destroyed from the outside if located.

BREAKING CONTROL

Few things in this life are forever, including territory. Borders change as new gods appear, older ones perish, wars are fought and Pantheons rise and fall. The most effective way to separate a god from his territory is to kill him and devour his Spark so he can’t return. If you are going to try to take out a rival god, especially a well-established one, be sure to bring along the right firepower. It pays to do reconnaissance on the territory’s divine improvements and the god’s abilities, domains and manifestations. Even if the god simply flees, the territory is still up for grabs. Other gods can walk in and claim it, but they may need to wait for the previous owner’s influence to decay. The conqueror is not without options, however. The existing divine improvements can be found and destroyed, preparing it for the ritual of cleansing.

If the full frontal assault isn’t your style, diplomacy is war by other means. Careful placement of your own divine improvements can extend influence into other gods’ lands. You can even get other gods involved, playing a “good cop, bad cop” routine with a mutual enemy. In short, you have to apply just the right kind of pressure. All gods can willingly withdraw their influence from certain places or restrict their territory from growing again. Once a week, gods who want to keep their territory within defined limits must take action to do so. You just have to find what a rival values more than unlimited expansion. It could be the safety of Bonds, protection or maybe simple wealth. This kind of

negotiation can be extremely one-sided, or it can be a mutual give-and-take process. A mutually beneficial deal could be the first step to establishing a new Pantheon.

Whatever method you use to expand, the experience is traumatic for any god forced to cede territory. When gods are defeated in a conflict over territory but not killed, they face the same emotional turmoil as gods who lose Bonds. The level of emotional stress depends on how long they possessed the territory, how important it was and how much they had invested in it. If the GM deems it appropriate, gods who lose territory in sudden or violent ways could even take consequences.

Ritual of Cleansing

If the new possessor of a territory doesn't feel like waiting for the old god's influence to vanish (which can take a while), they can perform a ritual of cleansing to reduce the area's memory. It also negates the influence of any remaining divine improvements. The Shrines, Guardians and Temples remain unless they are physically destroyed, but once they are cleansed (some might say desecrated), they go dormant and no longer function.

A cleansing ritual involves either a symbolic washing of the area or pouring one fluid out of a vessel and replacing it with a different fluid. The exact details depend on the Dominion, Theology and personal taste of the god performing the ritual. This ritual is done, during the game session, and can be performed only once per day. Whatever its form, the ritual costs a number of fate points (not refresh nor divine points) equal to the Control Rating of the territory's former owner. If a particularly high Control Rating is being challenged, it may take more than one ritual cleansing to negate all of the previous influence.

Example: *Gregg is cleansing the (former) territory of Sheila, who had a Control Rating of 15. Since she had erected both Shrines and Temples, her influence would not decay naturally for almost four months. The influence is too much for Gregg to negate all at once, because he only has refresh two and can only refresh two fate points per day. For five days in a row, Gregg performs a ritual of cleansing and spends two fate points each time. At the end of this exhausting week (it is also audit season in the accounting department where he works!) he has spent ten fate points, reducing Sheila's influence down to a mere five weeks. When this time expires, Sheila's influence is gone and his Spark begins to infuse the territory.*

FACING THE STORM TOGETHER

Some gods just don't like sharing their toys. They won't merge their territory with others and would rather die than join a Pantheon. That way they only have to worry about how their own Dominion affects things. They don't have to ask anyone's permission for anything and have no one to answer to. Unfortunately, they have a hard road. Loners, by definition, have fewer resources and no allies. Even with a Guardian or two, it is hard to protect every corner of one's territory. Sometimes the loner is fine with this arrangement, and other times they become bitter and terribly vengeful. No matter what the loners say,



The Importance of Territory

Hiroko Nakamura (Ascendants): *Power begets power. If you start with a strong base, you will be a strong goddess. I deserve power, and I am going to have it! That's why I almost live in the clubs. Those are my people. That is my space. I have made it my own. Now, watch how far I go!*

Amala Ali (Cult of the Saints): *Every place on the Earth is sacred. Of course, some are more sacred than others. I have tried to safeguard them when I find them and keep out the evil influences of this selfish society. I try to foster the ability of people to get in touch with the true gods and make quiet spaces where others can hear the chorus of divine voices that guide my work.*

Robert Howell (Drifting Kingdoms): *Territory is definitely important, but it comes and it goes like everything in life. I get the appeal of staying in one place, that feeling of satisfaction when you know every little detail of a town or neighborhood, but when you heal just a little bit of pain in a place, that's when you know it's time to move along. If you stayed any longer, all the things you can't fix would start to get to you. Nothing can last forever, but I know how to put down roots anywhere, so I'm not that worried about it.*

Sawyer Devereux (Masks of Jana): *It's a real management challenge, I tell ya'. A lot of the other Theologies have their own reasons for keeping themselves secret, but sometimes even their defenses get too obvious! So many times I've had to veil over-ambitious Guardians. I keep telling everyone to use a light touch, not that anyone ever listens. What happens if a real turf war breaks out? It'll be a lot of work for me, that's what!*

Colt Bastian (Order of Meskhenet): *A new god, some music industry suit, an outbreak of pucks: whatever storm you got, I can handle it. I have foundations. So what if it's inherited? What I have is mine now, and I use every resource to get my message to the people. When the time comes, the next generation can do what they want with what I leave behind. That's how the world goes.*

Penelope Rivera (Phoenix Society): *I can't imagine staying in one place all the time. You would never meet anyone new! That's why I have a Shrine in most of the pubs, bars and clubs in the city, not just the one where I work. When the party goes flat at one, it's time to move to the next. People think I bring the party with me; they don't realize the party is already there.*

Victor Resnick (Puck-Eaters): *Seems like a lot of trouble if you ask me. I'm not going to spend my time running around spit-polishing a buncha' statues of myself. Just not going to happen. The others can go on about refinement and perfection, but who cares? There's no wrong way to have a lot of fun and bust a buncha' heads! If I want something done, I'll do it myself. See, I actually enjoy being a god.*

Benjamin Lowe (Warlock's Fate): *Making a secret place to retreat to is one of the most important things gods can do for themselves. We all need private time to let our guard down without showing the world our true faces. To clarify, if we want the respect of the people, we have to appear as the perfect gods they imagine. We cannot let them see the still-human parts of us. I always feel much more focused after I have been in my Sanctum for a few hours.*

the storm brewing will affect everyone.

The best way to face the Coming Storm is as a Pantheon, but this creates complications where territory is involved. Improvements, borders and Control Rating all work the same way. Although everything happens all at once for all the gods involved, things can get confusing. Territory is not only yours—it now belongs to the Pantheon that must work together to defend it. When a Pantheon is first formed, all the territory controlled by each god becomes part of the Pantheon's collective territory. They can all see and feel the new, larger boundaries of these changes. Somewhere within the territory is the center point of the Pantheon's domain, from which their influence extends in all directions to a number of miles equal to the highest manifestation levels of all members of the Pantheon added together. Shrines that extend a god's territory now extend it for the whole Pantheon. The Control Rating of the Pantheon is the collective Control Ratings added together, then split evenly between all members. When it comes to giving territory away, the Pantheon can meet and come to a decision together, or the All-Mother/All-Father can act alone and give away territory if you've created a Divine Court. Of course, any leader who cedes territory without consulting the others better have a good explanation or the strength to win the inevitable battle.

Unless otherwise stated, divine improvements benefit only the god who built them. For example, fellow Pantheon members can still be stopped by a wall of force and cannot draw fate points from each other's Shrines. Shrines and Land Binds continue to exert their Dominion influence, just as they did before. Since they are now in the same territory, however, these influences can overlap in ways they couldn't before. Both exert influence, but do not cancel each other out. One place can simultaneously inspire love and hate, the sky can be both raining and sunny, and cats and dogs can live together harmoniously.

EXCEPTIONS TO EVERY RULE

Enclaves

Though rare, one god's territory could be an enclave completely inside another god's territory, or perhaps inside the Pantheon's collective territory. This can happen when a single powerful god maintains their own personal territory while weaker (usually younger) gods fight or consolidate around them, when a god has such a seemingly mundane Dominion that no one bothers them, or when an entirely new god comes on the scene in the midst of other gods. No special rules apply when dealing with an enclave, but the unusual territorial arrangement could provoke a variety of reactions and might require slightly different solutions than a typical border conflict.





Exclaves

By careful application of one's divine influence it is possible to maintain two (or possibly even more) sections of territory which do not touch each other, the smaller territory becoming an exclave of the larger. Many exclaves are enclaves in other god's territories. This can occur when a god travels a lot between two cities for work or perhaps if the god maintains a life in the city, but frequently visits family in a rural hometown. There are no special rules for maintaining an exclave, but obviously Shrines and Guardians become important when trying to maintain noncontiguous territory. It is also worth noting that when a member of a Pantheon is part of the Drifting Kingdoms Theology and creates an Instant Domain, that Domain becomes an exclave of the whole Pantheon's territory.

Neutral Territory

Very simply, neutral territory is without any active controller. There are many reasons for places to be left alone, and some sites may be actively maintained as neutral by caretakers who limit access and regularly perform cleansing rituals. Many of these places are considered holy ground and not claimed by the new gods out of respect for their connection to the ancient gods. Others are considered cursed or haunted, and no one wants to go near them. Some places are kept as neutral meeting places so rival gods can discuss their differences without one having the upper hand. A more recent phenomenon is the appearance of vacation spots and even resorts on neutral territory, allowing gods to suppress their Spark for a week or two so they can enjoy time with family and not worry about attacks from rival gods or Outsiders.

Inheriting Territory

Gods who receive their Spark from another god, either as part of a ritual or randomly when a god dies, have a chance to inherit the old god's territory along with his or her Dominion. This can be a great asset for a new god, if he or she knows how to take advantage of it. Gods who receive their Spark spontaneously are not eligible to inherit territory, for obvious reasons.

- **Ritual:** When a Dominion and its Spark are passed through a ritual, all the territory amassed and maintained by the older god is automatically passed to the new god at no cost to the new god. Divine improvements placed in the territory are not automatically passed on, however, and more powerful improvements (Land Binds, Temples and Sanctums) cannot be inherited at all. These important personal and community centers do not become useless and can become sacred spaces again and again. The ancient Egyptians are well known for re-dedicating the same Temple over and over again as each new ruling god-king came to power. The lesser, but more versatile, improvements (Shrines and Guardians) can sense the Spark that created them in the body of the new god and are immediately connected to that creative force.





To claim a Shrine or Guardian built by a divine ancestor, a character must make a Good (+4) overcome check using their highest manifestation skill and spend a fate point to win control of the improvement. If the check is successful, the Shrine or Guardian is attuned to the new god and functions just as it always has, providing all of its benefits to the new god. It can even be further improved (for the regular refresh or divine point costs) if it has not yet reached its maximum upgrades. Making sure to claim all the old god's improvements is particularly important if the size of the old god's territory was maintained by Shrines. New gods have a number of days equal to the old god's Control Rating to claim improvements before the connection is lost.

● **Random:** If a god receives a Spark randomly, they do not automatically inherit any territory. It builds around them as with any other new god, but they can still claim Shrines and Guardians built by the last god if they act quickly and know where to look. Since these random gods were not ritually prepared beforehand, claiming improvements is harder: a Fantastic (+6) overcome check is needed instead of Good (+4). This may make it impossible for the new gods to claim old improvements, at least at first. They may have to wait to build up their own power, but waiting too long may cause the improvements to go dormant. How could they guess that a statue they walked past twice a day for years would respond to their commands today if only they gave it a try? No one ever told them.

Long-Dormant Improvements

As long as divine improvements (Shrines and Guardians specifically) are not physically destroyed when territory is taken, they can be recovered and reactivated if the god moves quickly. There is a chance, however, that gods exploring long-lost ruins on the other side of the world can uncover improvements built by long-forgotten gods who possessed their same Spark thousands of years before. Gods attempting to wake and claim long-dormant improvements (Shrines and Guardians only) must spend a fate point and make an overcome action using their highest manifestation skill. The Difficulty depends on how many “generations” of gods with the same Spark have passed between the time the improvement was made and when the current god gained the Spark. If the Spark hasn't changed bodies at all, the challenge is Great (+4). This usually happens when gods have temporarily fled a territory and are returning, or have traveled to a dimension where time moved much faster. The challenge increases by one step for each time the Spark has moved from one god to another, which makes Spark transfer rituals quite appealing. Learning that the Guardian now blocking your way actually belonged to your soul millennia ago is the stuff of legends, after all.



Playing With Maps

It is by no means required for you to use a map to keep track of which characters control what areas of the city, but it can be fun. As long as drawing and redrawing borders on an actual map doesn't get in the way of the story, these details can actually help to enhance gameplay and give players a frame of reference for their territory.



Non-Urban Territory

A god's territory is a physical space, but the presence of the people who live there is what makes it important. Most gods want their work to be noticed. When dealing with territories in rural communities or wilderness areas, the range of territory effects and Shrines should be greatly increased. A Shrine starts with a mile range when placed in the countryside but the GM can modify this to fit the needs of their game, including how far the range can be increased from there.

EXAMPLE GODS AND THEIR TERRITORIES

Jeremy fletcher

In a little house with a small yard on the edge of a Victorian neighborhood in Springfield, Illinois lives Jeremy Fletcher. He's a single father with two daughters, working from home as a financial consultant. His primary hobby is gardening, and Jeremy has turned his yard into a garden of fragrance and color, filled with feeders and bird baths. Since he also happens to be the god of songbirds, this is perfect for him. The bushes and trees around his property are full of tweeting and chirping all day and into the night. His house and the people who live there are at the center of Jeremy's world, so he almost never leaves his property, even paying extra to have groceries delivered weekly. Since he spends all of his time in his nest, his Spark has had a lot of opportunity to seep into his little corner of the world. In addition, Jeremy has invested his divine power into two indestructible Shrines, and four more which store fate points but none to increase the size of his territory. In fact, he actively limits his territory to just the house and yard he owns. Two Guardians keep constant watch over the front of the house, and Jeremy's Sanctum can be found under a spreading chestnut tree. His life is spent sitting on his patio, watching his girls chase each other around the yard and listening to his birds sing. He has no interest in meeting other gods and has repeatedly refused to join anyone's Pantheon. Jeremy feels he has set up a secure parameter and he intends to stay safe behind his own walls.



the sunshine club

Right in the heart of downtown San Francisco resides the Sunshine Club. The club is a Pantheon of four gods who together exercise broad influence over their chosen few blocks. These gods are Alyssa Quinn, an old Black Panther and goddess of dogs; Tommy Twain, an old gay man and god of diction; Gayle Smarts, an old hippie and goddess of sunsets; and Clayton Ono, an old ham radio operator and god of checkers. They have been active in the neighborhood together since the 1960s, so they have had time to really customize the place. There is a Shrine of some sort in nearly every house, and each of the members of the Pantheon has a Temple there. The neighborhood is known as the most egalitarian, politically active, socially conscious and environmentally responsible area of the city. The neighborhood pulses with energy, health, opinions and goodwill and is full of well-spoken pet owners who get together in the evenings to play games. Everything (and everyone) comes together at the Sunshine Club Community Center, which serves as the Pantheon's Divine Court and a facility for education and activism for the people. They are most famous for holding weekly, open mic poetry slams. Lately, folks have taken notice of the number of times images of dark clouds, stormy weather and approaching fog show up in the poetry. Try as they might to avoid it, the same words are creeping into everyone's flow. No one knows why, at least none of the mortals. The gods know the Sunshine Club is being threatened.

king lumber

Across northern Louisiana and southern Mississippi, King Lumber owns many forests, tree farms, paper mills and lumber lots. The pine forests are one of the area's major resources, and King Lumber is a major player in the market. The company head is Cornelius King, a man who possesses business acumen, a corpulent body and the Dominion of respect. He is scrupulous about his personal habits, never drunk, and always well-dressed. He just inspires respect: always has and always will. However, King has not aged well, and these days he cuts a fearsome figure. He not only manages the company he founded with an iron first, he runs the whole countryside as his personal fiefdom. King has relatively little invested in his territory, preferring instead to increase his Spark and entitlements. The company logo (a "K" with a pine tree for the upright line) doubles as King's Divine Symbol, and it can be seen everywhere. He has pylon Shrines on both sides of the Mississippi River and animated Guardians at his home, but nothing else. Despite this, King holds the largest territory still run by just one god in all of North America, and is ruthless in administering his kingdom. When a new god appears, he knows about it immediately thanks to the Outsiders in his employ. He strikes quickly, sometimes before the new god even realizes they have received a Spark. Even mortal authorities in the area are under King's influence and can create all kinds of trouble for residents. With the Coming Storm, things are starting to slip out of King's control, with gods appearing faster than he can respond. The King is becoming desperate and is in danger of doing something rash. Well-established gods who find themselves traveling in his neck of the woods are encouraged to pay their respects and then move along.

uber alles

Years ago, a Pantheon formed at the Hind's Head beer hall in the suburbs of Pittsburgh, Pennsylvania. These gods less than half-seriously called their association Uber Alles, German for "over all," but their meetings were little more than an excuse to drink beer together. Everything changed four years ago when they admitted Robin Stein to their club. As the goddess of beer hall maidens, she seemed an obvious choice, but unlike her drinking pals, Stein took her divine appointment quite seriously. She styles herself as a latter-day Freya and has assumed the position of All-Mother within the Pantheon. Stein is young, energetic and incredibly ambitious. As All-Mother, she recruited many other young gods and goddesses to take up mantles in her idealized version of the old Norse Pantheon. She has expanded the Pantheon's territory toward the city and far out into the country, bringing everyone together under a veneer of Germanic culture. The most important recruit so far is Lawrence Turner, a jazz pianist and the god of hammers who now serves as Stein's right-hand man. Turner is practically a genius when it comes to finding ways for every Dominion, no matter how minor, to benefit the Pantheon. Uber Alles holds onto its rapidly growing territory by sheer weight of numbers. The Pantheon currently has twenty-five members, all of whom are encouraged to build as many divine improvements as possible. They also all attend regular meetings at the Hind's Head, which has become their Divine Court. Not all of the old guard is happy with the new direction of things, however. Some of the newer members want to expand the Pantheon into a full-fledged Theology. Others feel they were pressured to join Uber Alles and now want out. Keeping themselves "over all" is getting harder for Stein and Turner.





Prayer Tenders

Other Names: Cultivators, Genies, Legendaries
Stereotypes: Rabble-Rousers, Territorial, Delusional

History

Prayer Tenders have been around as long as humans have needed someone to tell them what to do. While the Theology as a whole did not codify its concepts or see itself as allies until the God Wars, they have maintained a steady presence across the globe ever since. They eschewed the separate dimensions of cowardly gods who fled, preferring to find ways to make this world a viable place for survival. Many urban legends not directly attributed to other creatures are often a Prayer Tender in disguise. The legends of Bloody Mary, and other cultural phenomena, are examples of a god cultivating an extended legend to inspire their worship in the hearts of mortals.

Their numbers have included many famous cult personalities and luminaries of many religious institutions. There are rumors that Scientology was a Prayer Tender creation, successfully creating an ideology based on books and the pliability of humanity. Most believe it has fallen to them to lead humanity on a path to improvement. What that improvement is can be left up to the needs of the specific god.

In modern times these gods feed on the confusion inspired by the Coming Storm, offering their services to supplicants in return for guarding them against the dangers that have returned. Humans have never lost the urge to be told what to do, as swaths of the populace seek out even the most egotistical among them to lead. Cultivators have little problem gathering acolytes with a brief show of power or a daring rescue at the right time. Others shape new identities from myths, legends and even previous names of lost gods. Some suspect that particularly inhuman Pucks might have once been Prayer Tenders who lost touch with their Bonds – and themselves.

Lifestyle

A Prayer Tender is tied to humanity in ways that only the Phoenix Society can match. While the Phoenixes seek to remain human with their power, however, Cultivators latch onto humanity in symbiotic relationships. Some gods may use fear to keep their followers in line, but more tend to try a partnership where the prayers and adulation granted by mortals is tempered by those prayers actually being answered. Cultivators often use their influence to make the lives of their worshippers luxurious and safe, sometimes to the detriment of their own well-being.

Creating cults is a typical strategy for this Theology. Gods mimic aspects of legends, parade their power in new tent revivals or promise the darkest desires of those who pledge their service. Though they all share a dependence on worshippers, each god handles followers differently. A god of suicide may see humanity as a constantly replenishing source of Spark, while a god of love might start a matchmaking service with an impossible rate of success.

Prayer Tenders have a pragmatic look upon Bonds. Walking amongst people who view you as a god can work to their disadvantage, as the awe and reverence given can quickly erode. Inevitably, a Cultivator is left with Bonds to people who see them as something superior to the norm, adding to the inhumanity the god feels. Most inevitably pick a single member of their flock they

are fond of to help them cope with their godhood.

Prayer Tenders are some of the most territorial gods out there. They guard their worshippers with a jealous eye, making sure no other god tries to sway them. The primary method employed is to answer as many prayers as possible, filling many hours with this task. Individual Prayer Tenders respond to their worshippers in myriad ways but always answer the pleas (whether desperate or not), while giving just enough lip service to the middling desires of their cultists to seem benevolent.

Pantheon Roles

Prayer Tenders fit well into a role of leader or follower. The sheer number of humans in their lives puts them in good graces with the Phoenix Society and Drifting Kingdoms, while drawing side glances from the Masks of Jana and Ascendants. They are typically a good buffer for other gods in the Pantheon, using their ties diplomatically or in guerrilla fashion. As a leader, their Pantheon may find them creating rifts in society, where the Prayer Tender's worshippers generally end up on the winning side. The Prayer Tender may cause a little friction between other members and mortal worshippers, as they tend to steal followers from time to time.

Character Creation

Aspect Ideals: Your Prayer Tenders aspect can be invoked or compelled in these situations: when commanding others, making a show of power, tending a follower's needs, or protecting your flock from outside influence.

Special Gift – Craving Adulation: Prayer Tenders have found ways to better utilize the drifting prayers and thoughts aimed at them by devotees. A Prayer Tender's flock automatically loves them more and fears their wrath, allowing the god two free refresh during character creation to spend on worshippers or worshipper types.

Drawback – The Call: All Prayer Tender's are innately tied to those who worship them, and all members of their congregation have a ritual specifically designed to grab their god's full attention. A Prayer Tender can be summoned by their worshippers whenever the people need them. **The GM can ask for a Good (+3) overcome check using the god's highest manifestation skill to ignore the call of a worshipper, though Prayer Tender's rarely choose to resist.** A success means the god can avoid checking in on what the worshipper wants for the scene, but the god is constantly tugged by the spiritual energy and suffers one mental stress, which persists until they have answered the call. A failure to resist physically teleports the god to the ritual site used to call them, which can leave their Pantheon in a tricky predicament at the wrong moment.

If the Prayer Tender is ever without followers or worshippers, they develop an obsession for obtaining them, picking up the consequence ***I am Incomplete Without my Flock*** in their lowest open consequence slot. This consequence persists until they regain followers or worshippers. This can make them quite unhealthy and uneasy to be around, which then makes the divine life that much harder.

Joseph Cheung, God of Wolves

Background

Joseph, previously Cheung Gen, grew up in the small farming village of Binghu in Hubei province of China. As a child, he helped collect trash and kept the town clean, and he graduated to full-fledged farming as he matured. Every moment of his life he remembers the wolves, always on the edge of town as they guarded the residents from harm. A day never passed where he didn't see one, and this made him feel secure.

Over the years, however, the modernization of his town became a reality as China instituted several new laws that urbanized the rural town, building apartments and other large buildings atop the farmland and small family homes he knew since childhood. He noticed the wolves came less, making it clear this urbanization was a bad thing. As crime made its way to Binghu as well, someone shot a woman in front of a large crowd in the center of town. It was traumatic and truly captured the state of his beloved town, but above everything else, it was the day Joseph became a god. He started seeing the wolves more often, closer and closer to his home. That's when he met Sara Luo, the murdered woman's lover. She explained to Joseph his new station in life and taught him everything she knew about the Prayer Tenders, even eventually connecting him to a representative of the Theology.

After such an atrocity, Joseph's parents shipped him to America, hoping he would find better opportunities there. Sara decided to come along, and the two of them found a small home in the big city. As their money dried up, the local university discovered Joseph's amazing running speed. They gave him a full scholarship and visa to remain in the country. Now, everything seems to be going right in Joseph's world. He's even picked up some followers at the university, his favorite receiving a rather wolfish looking puppy as a gift from their god, bred by Sara. She acts as his friend and translator when needed.

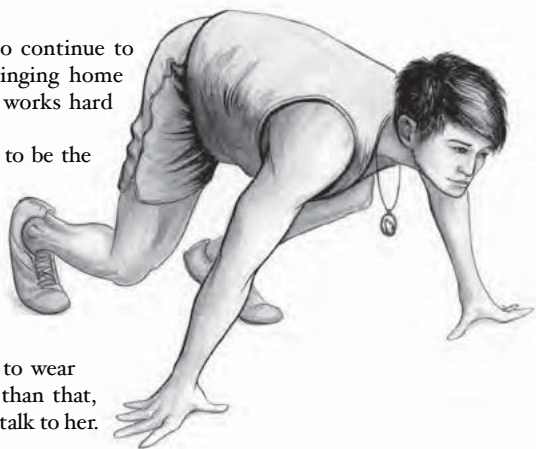
He's easy to get along with but isn't fluent enough at English yet to carry full conversations. Joseph likes talking to his wolves, who always understand him, much more than any human. He gets along easily with others who are outdoorsy and active.

Personality

Joseph is happy to be in America, where his talents are appreciated. He is a shy, quiet lad who can be full of spunk within the correct social group. He's not the kind to pick fights or bother anyone—instead he's more likely to apologize to avoid conflict, even if he actually did nothing wrong. He wears a wolf pendant around his neck and loves to go on hikes in the forests, where he can commune with nature and his wolves easier. Of course, the number of wolves around the city has gone up since his arrival.

Bonds

- **University:** Joseph needs to continue to perform for his university by bringing home championships and trophies. He works hard to keep himself in top shape.
- **Duncan Clay:** Duncan used to be the leader of the pack before Joseph arrived and started breaking his records. Duncan wants to bring down Joseph, even though the god believes it a friendly rivalry.
- **Karen:** The cutest blonde girl Joseph's ever seen on campus. She's a Sociology major and likes to wear butterfly clips in her hair. Other than that, he has yet to get up the courage to talk to her.



PART-TIME GODS OF FATE

Joseph Cheung	Name	Divine	The God of Wolves
The University's Number One Track Star	Human	Theology	Prayer Tender for the Unheard

SKILLS

Superb (+5) _____

Great (+4) Athletics _____

Good (+3) Fight, Physique _____

Fair (+2) Empathy, Travel, Will _____

Average (+1) Investigate, Mythology, Notice, Provoke _____



REFRESH

DIVINE POINTS

BONDS

Object	Aspect	1	1	1	1	1
University	I Will Bring Home the Title!	☐	☐	☐	☐	☐
Duncan Clay	A Friendly Rivalry, On My side...	☐	☐	☐	☐	☐
Karen	I Will Someday Talk to the Cutest Girl I've Ever Seen	☐	☐	☐	☐	☐

MANIFESTATIONS

	Rank	Specialization
Aegis	+1	Summon a furry guardian who watches their ward
Beckon		
Journey		
Minion	+3	Call and command the wolves that hide in the shadows
Oracle		
Puppetry		
Ruin		
Shaping	+2	Bring out the aspects of the wolf inside a person

STUNTS & GEAR

• Support Of The University

Though he hasn't fully mastered English, _____

Joseph is well liked by his University. When _____

asking for aid from faculty, staff, or students, _____

Joseph has a +2 to Rapport. _____

STRESS & CONSEQUENCES

	1	2	3	4
Physical	☐	☐	☐	☐
Mental	☐	☐	☐	☐

2 Minor _____

4 Moderate _____

6 Severe _____

ENTITLEMENTS & DIVINE EXTRAS

- **Beast Tongue (P)** – Can speak with wolves as if they were people.
- **Masterful Speed (P)**
- **Worshippers – Joseph's Zealous Fan Club - Beggars**
(Rank 2; 12 worshippers, Prayer +2, Mundane +1, Stress 3)
- **Special Gift - Craving Adulation**
- **Drawback – The Call**
- **Relic: Dream Catcher**

Power: 1 [Unique: Stores the prayers of worshippers and translates them. (1)]
The dreamcatcher stores all prayers sent to the god by worshippers for a few days. The dreamcatcher stores and translates these prayers for the god and grants them extra understanding and insight into what the worshipper is seeking and their intent. This helps the god from being overwhelmed by the prayers of their worshippers and allows novice gods a helping hand in granting boons.

Grants the aspect **I Understand Your Need** with an invocation on it which can be used to help in the granting of any prayer a follower has asked for.



Reliquarians

Other Names: Bookworms, Relic Hunters, Jonesies

Stereotypes: Learned, Cerebral, Absent-Minded

History

The importance of Relics to members of any Pantheon is obvious, and their value has only increased since the Coming Storm. The Reliquarians pride themselves on knowing the value of Relics beyond simple status symbols or vain decorations. Many have claimed to be the true creators and masters of all things pertaining to Relics for generations, using their historical knowledge and affinity for craftsmanship as evidence. While many Reliquarians had a hand in creating powerful Relics throughout history, their abilities, though passed down for millennia, are a far cry from those who fought during the God Wars.

Long ago, jealousy eroded the relationships between the gods and the other entities who taught them the secrets of Relic crafting. The God Wars were barely over, and distrust still weighed on everyone's minds. It was believed these gods and creatures were secretly hoarding the knowledge to create the most powerful and useful Relics, but to what end? Were the Outsiders anticipating some sort of betrayal, a thought which offended many Pantheons to their core? The breach of trust struck deeply, and the pupils and students of these Relic crafters and the primary labor force simply cut all ties to make their place in the world on their own. They called themselves Reliquarians.

When the Reliquarians left with the lessons they had learned, their teachers took this as theft. The other gods believed it to be the betrayal they had been expecting all along. The Reliquarians were hunted down and devoured or enslaved. Those who survived spread around the world or took refuge with other gods and Pantheons who promised protection. The Outsiders and gods who pursued them were eventually taken out by protectors or they gave up entirely, as the Reliquarians became quite good at hiding.

In the centuries since this battle, Relics have become scarce, because those with the knowledge to truly craft Relics are thought to be eradicated. Reliquarians have very strict limits on what they can actually craft, using their unique knowledge and abilities to assist their Pantheons, to which they owe a great debt. They have a strong tradition of scouring the globe and following any lead to track down Relics to help during the Coming Storm. It is said that many of the best historians and archeologists are Reliquarians.

Lifestyle

The most important thing to a Reliquarian is the collection of Relics that can assist them and their Pantheon. By the time these objects are needed, the Reliquarians hope to have extremely versatile arsenals that will be instrumental in fending off the Coming Storm. It doesn't matter if the Relic is a simple Ever-Flowing Bottle or an insanely powerful Soulbound: these gods believe no benefit can be discounted. They are known for collecting mundane artifacts with no actual Spark, such as lucky charms or totems, just in case they actually have hidden powers.

When not actively chasing a Relic at some obscure corner of the globe, most Reliquarians can be found poring over archived records and texts in libraries or in their own personal collections, trying to find the next lead. Once

discovered, they almost immediately jump on a plane, dropping everything and neglecting most social responsibilities. This has earned many Reliquarians a place in the unemployment line, a reputation of absent-mindedness, and a very negative impact on their Bonds, especially family, friends and employers.

Some Reliquarians use their talents to assist them with their employment woes, taking jobs as online professors or adjunct faculty in local colleges and universities when traveling abroad. Others take on careers as freelance writers for historical or travel journals, for which they can write whenever they get a spare moment as a by-product of their copious research.

Their territories often sport a large number of pawn shops, thrift stores, antique dealers, book stores and flea markets where people can literally go through piles of items in the hopes of finding one rare treasure. It is also likely there will be at least one museum and library where the god can often be found when not at home. Otherwise, Reliquarians rarely care what is going on and leave most of the heavy lifting of protecting their claim to their Pantheon.

Pantheon Roles

Reliquarians can fit into any Pantheon easily and are usually welcomed with open arms if the other gods understand their calling. The knowledge of potential locations of Relics they bring to the table is virtually unmatched, and they may even bring a number of Relics as gifts into the Pantheon, which is a bonus. Since creating Relics is a very limited talent, Reliquarians are a highly sought commodity. If it becomes common knowledge that one is on the outs with his Pantheon, other Pantheons wait in the wings, willing to take out everyone in the Pantheon except for the Reliquarian in hopes he or she will rally under their banner instead. Many Reliquarians try to live as off the grid as possible for this reason.

Character Creation

Aspect Ideals: Your Reliquarian aspect can be invoked or compelled in these situations: when seeking a Relic, when discovering knowledge about an Outsider, when helping other gods obtain knowledge, when a Relic or knowledge lies just outside your reach.

Special Gift - Relic Blessed: The Reliquarians are so in tune with the nature of Relics that they can sense them in a manner similar to Spark Sense. Reliquarians can sense the presence, general direction, and power level of any Relic within a one mile radius. No roll is needed for this. The power level of a Relic is its cost in divine points and/or refresh. The most coveted power of the Reliquarians is to turn any item into a temporary Relic. With this, they can spend one fate point and add one Relic effect to a mundane item. It acts as a Relic in every way, but only lasts for a single day. If the GM is allowing the optional Relic Creation Entitlement (pg. 61), then the Reliquarian can select it for the cost of one refresh (instead of two).

Drawback - Hoarding: Reliquarians are obsessive hoarders who collect everything from magazines and newspapers to scraps of notebook paper and cocktail napkins with notes scribbled all over them. They are also notorious hoarders of Relics themselves, claiming they will distribute these Relics when the time comes. Some speculate, however, that when push comes to shove, the Reliquarians will be very reluctant to part with the fruits of their labor. During character creation, they begin with two fewer points for Bonds, and one of their Bonds must relate to their Hoarding of some object.

Eli White – God of Learning

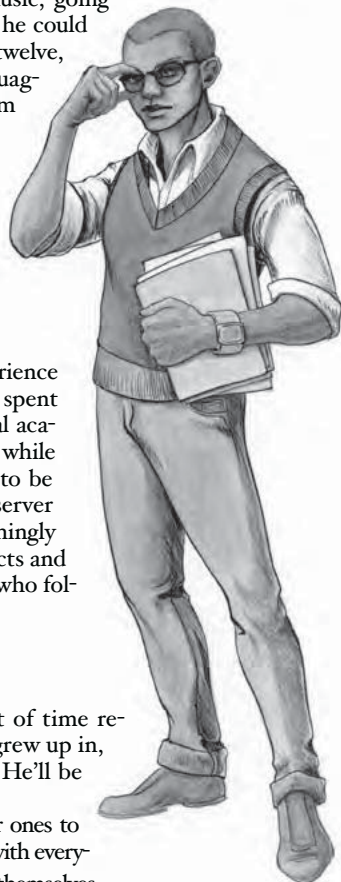
Background

Eli White has always been a bookworm. Since childhood, Eli has taken in every word he could and enjoyed everything from science fiction to voluminous academic texts to historical tomes. His desire to learn everything he could extended to the classroom, where he regularly challenged his instructors with a level of comprehension beyond his years. Though he had supportive and university-educated parents, Eli's thirst for knowledge came from his grandfather, Kenneth, who was an IT professional by trade, but also a well-respected academic and theologian.

When Eli was in middle school, his grandfather began tutoring him in Greek, Latin, Aramaic and Sanskrit. The two spent many days poring over various ancient texts as the words quickly became clear and intelligible. Soon, they regularly had conversations in “dead” languages, often switching dialects or languages mid-sentence just to keep the other guessing.

Three days after his ninth birthday, Eli went to his grandfather's house as he did every weekday. He was excited since his grandfather had promised to show him something special as a belated birthday present. When he got to the house, the door was ajar and the entire place ransacked. Eli found his grandfather lying under two fallen bookshelves, his breathing labored. With tears streaming down Eli's face, his grandfather reached out with his one free hand and gently touched Eli's face. “Here is your gift, child. Never forget the value of knowledge,” said his grandfather with his last, forced breath as he passed his Spark to the boy.

From that point on, his hunger for knowledge was greater than ever. Every waking moment was consumed with reading, listening to music, going to museums or national parks, or anything else where he could soak up information. He graduated high school by age twelve, earned Bachelor's degrees in History and Ancient Languages by fifteen, and received a Masters of Theology from Oxford by seventeen. He returned to America and started his PhD work in History & Culture studies at Drew University, where he also teaches as adjunct faculty. At twenty-two, he is only a dissertation away from completing his degree, but the other obligations of his divinity have prevented him from finishing.



Personality

Eli is a free spirit who loves adventure. Every experience is another opportunity to learn, so almost every dime is spent on trips or obscure texts. He dresses as a stereotypical academic, with the sweater vest under the corduroy blazer while on campus or while doing research. He wants things to be ordered in his office and at home, but to the casual observer it always looks like a cyclone has been through: seemingly random piles of books, loose papers, half-started projects and the occasional comic book. He gets along with people who follow plans and know the value of personal space.

Bonds

- **Grandfather's House:** Eli has spent a lot of time restoring and keeping up the house he practically grew up in, storing in it all the books and Relics he hoards. He'll be damned if anyone wrecks it again.
- **Academic Community:** Academics are never ones to sit and agree with each other. It's a dog eat dog world with everyone wanting to disprove the other to make a name for themselves.

PART-TIME GODS OF FATE

Eli White	Name	Divine	The God of Learning
Academic	Human	Theology	Reliquarian Knowledge Seeker with an Endless Thirst

SKILLS

Superb (+5) _____

Great (+4) Knowledge _____

Good (+3) Investigate, Mythology _____

Fair (+2) Notice, Technology, Will _____

Average (+1) Contacts, Crafts, Rapport, Stealth _____



REFRESH

DIVINE POINTS

MANIFESTATIONS

	Rank	Specialization
Aegis		
Beckon	+2	The books always find their way to my shelves
Journey		
Minion		
Oracle	+3	If the vessel holds the answer, I will find it
Puppetry		
Ruin		
Shaping	+1	I can teach you such things

BONDS

Object	Aspect	1	1	1	1	1
Grandfather's House	The Safe Place I Will Always Protect	☐	☐	☐	☐	☐
Academic "Discourse"	If They Can't See That I'm Right, I'll Have To Show Them	☐	☐	☐	☐	☐
		☐	☐	☐	☐	☐

STUNTS & GEAR

- Information Wants To Be Free** _____
Gain a +1 to overcome and create an advantage with _____
Technology or Knowledge rolls when finding restricted _____
or unavailable information. _____

STRESS & CONSEQUENCES

	1	2	3	4
Physical	☐	☐	☐	☐
Mental	☐	☐	☐	☐
2	Minor			
4	Moderate			
6	Severe			

ENTITLEMENTS & DIVINE EXTRAS

- Skill Excellency: Knowledge** _____
- Relic Creation (A)** _____
- Relic Blessed** _____
- Drawback – Hoarding** _____
- Relic: Library Book** _____

Power: 3 [Indestructible (1), Unique: Spend one fate point to return to Eli's library from anywhere in the world. (2)] _____



HEARTHFIRE SOCIETY

Other names: Web-Spinners, Architects, Gardeners

Stereotypes: Scheming, Meticulous, Observant

History

Many wonder why humanity decided to congregate in sprawling, crowded cities. What inspired everyone to leave behind nomadic ways and band together to build civilizations? The Hearthfire Society knows the answer to this question. Scholars within the society trace its origins back to the great cities of Mesopotamia, each city-state constructed under the watchful eye of a god-king. In fact, some members even claim Gilgamesh himself was a member, with his wild-man friend Enkidu serving as proof the Drifting Kingdoms had already set out on their own path. Make no mistake, the two Theologies are related: two sides of an argument from some long-forgotten past.

The Hearthfire Society understands one important truth: cities have their own rhythms, their own buzz of energy, even without their residents. By managing this energy, by carefully nurturing zones of influence and by whispering in the right ears, it's an energy which can be directed towards the Society's own goals. Unlike the Order of Meskhenet, the Hearthfire Society doesn't seek to rule human society. Rather than nobility, they style themselves humble gardener's, shaping the tree of human progress with measured care and an unyielding touch, and taking great pride in their product.

Across history, in every major city, the Hearthfire Society has been there, working from behind the scenes to spin their web of control, influencing the very hum and bustle of the cities themselves. The Society's golden age was called the Industrial Revolution by historians. Factories drove humanity to the cities, and corporations and banking cartels kept them there. The Architects were there to shepherd the flock during this unprecedented period of urbanization. The rush to grow and colonize led to atrocities among the poor. Horrible living conditions, illness and racism were rife. This nearly led to conflict with the Phoenix Society, who were acting as social workers, suffragettes and labor reformers – looking after humanity, while the Hearthfire Society watered the tree of progress.

There's still an uneasy truce between the two Theologies, and they too often clash in the streets. Everyone understands the Web-Spinners' goals, even if they disagree with their methods, but they often go too far. With the Coming Storm, however, knowledge of how to build and fortify is going to be very important for the gods to survive.

Lifestyle

The Hearthfire Society and the Drifting Kingdoms both concern themselves with civilization and divine territory, but where Wanderers build communities just to abandon them, the Society remains in place to tender guidance. The Theology's members tend to gravitate towards roles of authority where

they can help guide the development of their city: bureaucrats, urban planners and law enforcement officials are all well represented in the Society's ranks.

Whatever their occupation, Web-Spinners have a reputation for being analytical, big-picture thinkers. Their methods can sometimes be seen as heartless or cruel, but the Society always believes it is acting in the greater good. They are not afraid to cut the cancer out if it stifles the growth of their domain, even if that cancer is a community center or a particular activist causing political problems.

Unsurprisingly, the Hearthfire Society itself is a highly structured organization. Much like the communities they construct, the Gardeners love to build committees and conclaves. If there's a divine bureaucracy, you can be sure they built it, likely for their own benefit. However, it would be a mistake to write them off as mere pencil-pushers. They can get their hands dirty when the need arises, and their enemies often find themselves facing down the very web of influence they mocked.

Pantheon Roles

It's rare for Architects to take up the mantle of power in the mortal world. Among fellow gods, it's no different. They tend to act as trusted advisors, offering guidance and counsel to their Pantheon. This can cause friction, as not everyone agrees with the Society's goals. However, it's a foolhardy Pantheon which excludes members of the Society for their manipulative ways. After all, these same schemes give them unparalleled mastery over their territory. Like a spider sitting at the center of its web, an Architect is acutely aware of everything happening within the Pantheon's holdings.

Character Creation

Aspect Ideals: Your Hearthfire Society aspect can be invoked or compelled in these situations: building a permanent tie to something within your city, creating a shared space, interacting with a community, creating organization from chaos, and dealing with a messy situation.

Special Gift – Community Resources: Because of their skill at bringing people together for the common good, Architects are always able to find someone willing to contribute what a project needs. When successfully using Resources to create advantage within their community, they gain an additional free invoke. This resourcefulness also extends into the divine realm. Whenever Hearthfire Society members spend refresh or divine points on divine improvements, the cost is one less than listed (a three refresh or divine point divine improvement costs two refresh or divine points).

Drawback – Own Worst Critic: The driven and success-minded people who are drawn to the Hearthfire Society do not take well to failure. Whenever they receive physical or mental stress, they receive an additional point of mental stress. If they receive two mental stress, they actually receive three. They beat themselves up over minor issues, possibly causing further damage to their Bonds. A major loss could even leave them completely inconsolable.

SHARON DERSHOWITZ – GODDESS OF GRAFFITI

Background

Sharon was growing up just as personal computers and the Internet became commonplace. She was always a tech geek, and her interests were encouraged by her father, Maxim. Her father first taught young Sharon the value of loyalty. When she went away to one of the best computer science colleges, no one was surprised.

During college, Sharon ran with a rough crowd, taking surprisingly well to thuggish boyfriends, drinking all night, and getting into criminal mischief. She became involved with Wayne and his crew of “activists,” who painted political slogans on blank walls, while Sharon posted photos of their tags on the Internet. When they were alone, Wayne ranted about cosmic struggles. He used any and all drugs he could find to escape his apocalyptic visions. One particularly bad night Wayne overdosed. Sharon awoke to find him cold and lifeless, but she seemed strangely more alive. Unknown to her, Wayne had been the god of graffiti, and his Spark passed as he died in his sleep. Soon, it became clear the whole crew was in a Pantheon, and they expected Sharon to take Wayne’s place. Instead, she decided to straighten her life out and managed to postpone her initiation long enough to complete school and start a programming job in another city. She knows if she ever returns, her former friends will enact some kind of revenge.

Sharon did a lot of growing up and has worked her way up the ranks at FirmTech. She has accepted her godhood, making graffiti a part of who she is now. She listened to each Theology’s pitch and identified with the Hearthfire Society more than any other for their urban sensibility and their focus on doing, not just on dreaming.

Very recently, Sharon learned her father has cancer, and she moved home to take care of him. Fortunately, this move coincided with her company opening an office in the city, so she took a promotion at the same time. These days Sharon feels she has managed to integrate all the aspects of her life. Watching her father dying is hard, but at least they can be together. Through her various business relationships, she has met with many influential people across the city, constantly spinning her webs and laying her plans. She is also the patron of a group of graffiti artists who know her by her street name: “Shine.” During her nighttime adventures, she has the potential to run into any other gods who frequent bars, clubs and other social gatherings. Everything she does furthers her desire to foster the living spirit of the city, not just its residents. By the time she gets into bed at night, she is exhausted but very satisfied.

Personality

Sharon feels she is a self-made woman and comes off as all-business, until you get to know her sweet bubbly side. She has worked hard to achieve what she has and will work even harder to keep it. She has big plans for her Dominion and is looking forward to working her way into the local divine scene. She feels like a few allies is all she needs before she paints the town red, quite literally.

Bonds

- **Maxim Dershowitz:** From going with him to synagogue as a child to taking him to chemotherapy now, they have always been there for each other.
- **FirmTech:** Sharon has been quite successful rising through the company ranks, but there is still plenty of room for advancement. She just needs to keep everyone in the black and she’ll get there.
- **Graffiti Alley:** Under the alias Shine, she has turned the alley from a trash-filled causeway into a museum of human expression. Like a museum, the alley is now full of precious works of art which need a defender.



PART-TIME GODS OF FATE

Sharon Dershowitz	Name	Divine	The Goddess of Graffiti
Computer Tech	Human	Theology	Painter of the Bricks of the Hearth

SKILLS

Superb (+5) _____

Great (+4) Rapport _____

Good (+3) Fight, Technology _____

Fair (+2) Crafts, Empathy, Stealth _____

Average (+1) Athletics, Burglary, Contacts, Mythology _____



REFRESH

DIVINE POINTS

BONDS

Object	Aspect	1	1	1	1	1
Maxim Dershowitz	Always There for Family	☐	☐	☐	☐	☐
FirmTech	I'm Not at the Top, So I'm Not Done Yet	☐	☐	☐	☐	☐
Graffiti Alley	My Museum of Graffiti Needs Protection	☐	☐	☐	☐	☐

MANIFESTATIONS

	Rank	Specialization
Aegis	_____	_____
Beckon	_____	_____
Journey	+2	I can move between doors I've tagged
Minion	_____	_____
Oracle	+1	The writing on the walls speaks volumes
Puppetry	+3	I temporarily pull things off the walls
Ruin	_____	_____
Shaping	_____	_____

STUNTS & GEAR

- **Speaks To The Soul** _____
 When you create an advantage by making or
 utilizing an already created work of art that
 conveys a feeling, emotion, or concept, you can
 use Rapport instead of Craft.

STRESS & CONSEQUENCES

	1	2	3	4
Physical	☐	☐	☐	☐
Mental	☐	☐	☐	☐
2	Minor			
4	Moderate			
6	Severe			

ENTITLEMENTS & DIVINE EXTRAS

- **Otherworldly Sight** _____
- **Divine Protection** _____
- **Worshippers – Beacons of Shining Light** _____
 (Rank 1; 4 worshippers, Prayer +1, Mundane +0, Stress 2)
- **Special Gift: Community Resources** _____
- **Drawback: Own Worst Critic** _____



ADVENTURE: THE ASSAULT

This adventure introduces players to the perils of keeping divine territory from the other gods' covetous grasp, the importance of worshippers (on either side of a battle), and the power of finely tuned Relics. It puts the characters face-to-face with a sadistic war god hell-bent on taking their city from them in a blaze of glory. *The Assault* is perfect for beginning gods and veterans alike, with Pantheons of anywhere from two to six members. While taking worshippers, Relics and divine improvements aren't necessary for survival, these Extras make the characters' chances for survival that much better.

Scene One: Meeting with Tazio

The Pantheon receives a desperate call from one of their local informants, prompting them to call an emergency meeting. They meet at their usual spot, Rita's Café, located in the city slums. It's close to all of them, and their usual table is open.

The characters can take a seat and order some food, possibly one of the café's signature lemon bars. The informant soon arrives. He is a young "man" wearing party clothes and sporting glow-sticks around his wrists and horns. His name is Tazio, and he's a Satyr. His jacket is slightly torn, his lip is bleeding, and he is breathing heavily. As he approaches the gods, the sound of a car crash and screams can be heard from outside.

"Thank you for meeting me so quickly. I didn't think it'd get this bad this quickly. One of your kind was found murdered, impaled on a giant steel spike in the center of town. I called you as soon as I found out. I've done some digging, and there's no telling who did it. No witnesses. Before I could get too deep, riots started popping up all over town." Tazio pulls out his cell phone and texts a picture to someone in the Pantheon. "I snapped one picture before the body was hauled off. My thought? It's obviously some kind of message to you guys."

The gods recognize Prince Bradbury, the god of celebration, a member of a three-god Pantheon with territory to the east of the city. The Pantheon is fairly innocuous, and dealings with them were courteous the few times the charac-

ters crossed paths in the past. Matthew Woodward, god of chefs, and Sandra Cochran, goddess of shadows, are the other two members of that Pantheon.

Tazio remains with the characters to answer general questions, but at a certain point he gets a scared look. “That’s all I know right now, but I’ll keep poking around if I can make it past the riots. I’m leaving out the back door if that’s OK with you,” Tazio swipes a random jacket from the back of a stool and helps himself to a lemon bar as he enters the kitchen.

Scene Two: Surviving the Riot

Moments after Tazio exits through the kitchen, a park bench flies through the café’s window, sending shards of glass flying. The yelling outside grows louder. The riot is obviously approaching, consuming everything in its way in fire and destruction. It is that much more dangerous since this part of town contains a number of liquor and gun stores. For a riot to come into being in such a short time and with such intensity, it is likely the work of another god—or perhaps an Outsider.

The gods see that an angry mob—many wielding baseball bats, pieces of pipe, and other makeshift weapons—is marching toward the café. One particularly violent looking guy randomly fires a shotgun into the air. Standing in the street, directly in the mob’s path, is a young father. He struggles with a dual-seated stroller, trying to get his twin infant girls into their seats and out of the way of the mob. It looks like the stroller is broken.

At this point the gods must decide how to handle the situation.

- **The Father and Twins:** Some gods may want to rescue the family in peril. To up the stakes, replace the people in danger with Bonds or worshippers of the gods. This adds more incentive for the gods to act. Better yet, put multiple people in danger, forcing the gods to make a choice. If people at risk are reliant on the gods for their rescue, it gives the gods more impetus to put themselves into harm’s way. This is a great time to compel an aspect that has to do with saving people or humanity.

- **Clear a Path:** Some gods may take the riot on full force, using their powers, or even just their natural skills, to interact with the crowd. Stronger characters may start grabbing people and throwing them to the side, while sneakier gods may just slink their way through and avoid everyone. For most of these tasks, they can be accomplished with an overcome action at Good (+3).

- **Sneak Out the Back:** Following Tazio out the back door is a great way to avoid the brunt of the violence, but it takes the Pantheon away from the innocent people in the path of the riot. They could climb the fire escape into the next building and hide there for a bit, head to the roof if they have an aerial escape route, or they can skip all of that and hit the sewers, since there happens to be access in the alley. Of course, the third choice involves a romp through the dirty underbelly of the city, which is not without its own chaos. The gods can see rats and other sewer creatures fighting each other as well, and they should need to leave quickly for fear of being next on the menu for an army of rats or roaches.



- **Calming Effects:** Gods who attempt to use calming effects like the Soothing Aura entitlement, or those with a Dominion like peace or love, find their divine powers repelled instantly. Players do not lose any fate points spent to use these powers, as whatever affects the rioters simply won't let any calming or peaceful powers work against it. This indicates a powerful god's involvement. Gods using those powers, however, draw the attention of the rioters—a mass of enraged people start toward that god to attack.

- **Journey Manifestation:** Those with certain Dominions may be able to navigate a riot without much effort. Gods of riots, chaos, anger and other similar aspects can use Journey to simply walk through the crowd without a scratch and get to their vehicles, or just hoof it to the nearest safe house.

Scene Three: Research the Death

After the Pantheon escapes the riot, they can try to figure out what the hell is going on. The first step is to research the last god killed. Depending on each character's strengths, they may collect information in different ways. GMs need not reveal everything below to maintain the mystery, but each source gives information from different angles.

The hospital

Since Prince Bradbury's death is recent, his spirit hovers near his body. Getting inside the hospital is easy enough, as most anyone can walk in, but getting to the morgue is another story entirely. A receptionist closely tracks everyone's comings and goings for that area, and the security in the area includes closed circuit cameras. Two uniformed police officers also keep watch of the morgue, since the murder was public and recent. Characters whose normal lives would give them access to the hospital morgue can simply show ID and enter. Other gods may need to get crafty.

The morgue is a dreary place. Gods with Otherworldly Sight can see any spirits in the room, and there are a couple, but none of them are Prince. A god of death or the dead can always perform a seance to draw Prince's ghost into the open. Prince's spirit is understandably reticent to appear, but he can be coaxed to appear with some persuasion—and a Good (+3) result on a Rapport overcome action.

Someone with knowledge of medicine, anatomy, biology, or other similar science can also gather information by examining the body and reading over the medical charts with an Average (+2) result on a Knowledge overcome check.

Information garnered from the hospital or from examining the body:

- Prince Bradbury was found impaled five hours ago, but his time of death was more than two days ago.
- His body had lacerations all over the arms and legs, and he was missing three fingers on his left hand. He was impaled through his stomach and through his chest, but he also had three other stab wounds in his chest seemingly made with a weapon like a lance, long and cylindrical.
- Below his feet while impaled was a pool of blood, the majority of which did not belong to him. As many as six separate DNA samples have been found within the pool.

If they have some way to speak with Prince's spirit, the gods can learn even more information:

- He is jittery and scared, and his spirit appears in the same condition as his corpse.
- He screams that he'll tell the Pantheon whatever they want to know as long as they don't hurt him anymore. He just can't stand the torture.
- He describes a young Asian fellow with several tattoos and piercings as his killer, but not before the man killed the other gods in Prince's Pantheon. Prince was forced to give up their location, and he would kill himself if he weren't already dead.

crime scene

Little can be learned from the crime scene by someone with an untrained eye. The scene has long been cleared of any evidence about the case, but one very important thing becomes clear when they arrive: this part of the city is no longer part of that Pantheon's territory. Whatever happened here filled the area with the energy of another god who is slowly eating away at their territory.

media connections

Characters with sources in the media could use a contact to learn more—generally the same information that is available at the hospital (but not talking to the spirit).

- The current riot is a response to this guy's death being so blatant. It not only scared the populace, but it made many of them angry (and opportunistic).
- At least two other murders occurred under similar circumstances in nearby cities in the same state. Getting any kind of details about them is proving difficult, however.
- Surveillance footage from that night was taken by an old VCR recorder in one of the convenience stores nearby. The quality is terrible and the police aren't making it public until they have a chance to clean it up. The media contact bribed someone to get a copy. The video definitely shows four figures in red robes carrying Prince Bradbury into the park square and impaling him there, then dousing him in gallons of blood.
- Even though there were clearly people in the area, none of them noticed their presence until they were already gone, but the camera does not lie.

theology contacts

The Order of Meskhenet has information on this situation. They freely give it to members of the Order, but to non-members they may turn over information in the form of riddles or cryptic snippets of information. They offer the following: the type of display at the murder scene is reminiscent of a god known only as Zhanzheng (or War) in China. This terrible god is known for devouring many a god's soul to cleanse their territory and then displaying that god as a warning to the next god. He has not been active for over 60 years, but as the Coming Storm approaches, many old gods are dusting off their Dominions.



Law enforcement contact

The violent and public nature of the murder—and then the subsequent riot—has all law enforcement and political entities on full alert. Local authorities, state police, FBI, Homeland Security, and even the National Guard are present in force in the city, trying to reduce the violence and defend innocents, while the others are bringing in the most violent offenders. Holding cells are at capacity.

After spending any amount of time in the company of law enforcement listening for news of the death, the Pantheon detects squabbling over jurisdiction between the various agencies. Using wiles to convince someone to let them peek at any current police reports requires only an Average (+2) overcome action. The following information can be gleaned:

- No witnesses saw the murder even though at least 30 people should have seen it. The witnesses all say something similar: they saw a strange light spectrum, like the Aurora Borealis, and they were completely mesmerized. None of them says why they were so entranced, just that it was so beautiful.
- Prince Bradbury was found about five hours ago in the center of the city. A Great (+4) Knowledge overcome or other divine power reveals the spot of the murder was the exact geographical center of the city.
- From photos in the file, the blood below the victim's feet had three symbols drawn in it. A Great (+4) Knowledge overcome or other divine power is required to recognize the three symbols as Chinese characters: Fury, Death and Righteousness - obviously signs of some kind of ritual.

Scene Four: Attack of the Hell Hounds

When the Pantheon is done with their research (or in the middle of it if they are waiting for calls back from sources), they feel the tingling of someone entering their territory. Within seconds they hear a loud growling and a few barks that seem to echo much louder than a normal dog.

Hell Hounds (one for every two gods in the Pantheon), standing full grown at fifteen feet tall each, are hunting the gods. If the gods are inside a building, the dogs tear apart the structure to get to them. Statistics for Hell Hounds are on pg. 189 of Part-Time Gods of Fate.

Scene Five: Researching the Symbols

After the Hell Hounds are put down, the gods notice that the collars on each of the dogs three heads bear three Chinese characters. A Great (+4) Knowledge overcome or other divine power is required to recognize the three symbols as Chinese characters: Fury, Death and Righteousness.

Moments after the beasts are downed, their collars disappear and their bodies dissipate to ash. As this happens, the Pantheon feels their hold over this territory evaporate: they now stand in another god's territory! Is this some strange ritual involved with stealing territory? Was it an accident the Hell Hounds attacked this spot specifically, or was it by design?

Their best bet is to figure out if any god is connected to the symbols in question. This becomes a challenge to see how long it takes to find each piece of information. All the information will be discovered, but each failed action will give Zhanzheng an invoke on an aspect called **Zhanzheng's Intel on the Pantheon**, since he's had more time to research them as they research him.

Skills like Investigate, Knowledge, Mythology, or Technology can be used with a Good (+3) overcome action to find the first two pieces of information below, but Technology at Fair (+2) is the only way to navigate the website TrueGloryofWar.org to find the meeting time, since it's a convoluted website. The information found is listed below:

- These three symbols appear together many times in China's history, usually connected to plagues and crumbling empires.
- The website TrueGloryofWar.org seems to have these three symbols within their charter. It lists addresses where they hold meetings, but no information is provided on what they actually speak about at these meetings. The site constantly refers to "the glory of war and how everyone is a soldier in the Coming Storm."
- A meeting is currently taking place at a warehouse in the seedier part of the city.

Scene Six: Fight the Cult

The next meeting was set for later the same evening at a warehouse on the other side of the city. Finding the right warehouse is easy enough from the directions on the website, but when they get there, they again realize their hold on this part of their territory is waning. Divine Symbols (pg. 87) of another god adorn the sides of many of the warehouses. The hub of activity is Warehouse 437, from which loud chanting can be heard. The windows are either boarded over or blackened, restricting viewing from the outside.

The cultists here put up a fight if disturbed. Stats for Cultists are on pg. 178 of Part Time Gods of Fate.

Inserting a Bond

If one of the gods has neglected a Bond or worshippers for too long, the GM should make that Bond the sacrifice whom the cultists have captured. This is a lesson to the god of what happens if they leave their Bonds or worshippers unattended for too long, and heightens the intensity of the scene.

Bursting in the front door

Knocking down the front door is definitely an option (quite literally, if they use divine powers). This immediately begins combat, as the cultists (two cultists per god in the Pantheon) are guarding a stripped person, an unwilling sacrifice to their god. The gods are obviously intruding on yet another ritual to take away their territory, so they must stop it or else.



sneaking in through the roof

There is a ladder to the roof on the right side of the warehouse. The roof is unoccupied but contains a skylight (the only window that isn't blackened in this place). The moon is currently shining down on cultists in dark red robes (two cultists per god in the Pantheon) performing a ritual with a very scared, naked sacrifice in the center. The Pantheon could crash through the skylight, but the falling glass may hurt the sacrifice (which, of course, is not a factor for some gods). If they do this, they must make a Superb (+5) Athletics overcome to avoid taking damage. On the other hand, the sacrifice and all the cultists take two stress from falling glass unless the gods mitigate it in some way.

Scene Seven: Setting Terms

As the last cultist falls, a puff of smoke fills the warehouse. Three figures emerge to stand before the Pantheon, two of them giving off a very powerful Spark vibe. The third, even more worryingly, gives off a strange nothingness. The most imposing of the figures is an older Asian gentleman in a business suit, holding a cane with a dragon on its handle—the three now-familiar Chinese symbols run down its length. Beside him stands a younger Asian man with countless tattoos and piercings. Their shared features suggest they may be father and son. An Asian woman with long black hair and a tight leather dress holds the younger man's arm and smiles mockingly at the gods. The older man speaks first in slightly broken English. Even when his words are unintelligible, the gods still feel the meaning in their minds.

"So, you are the gods who rule this territory. A strange bunch you are, and a beautiful city you have kept, but we'll be taking it for ourselves now. You see, we were visiting this country for a brief stay. We need a place to call our own. It is not personal, what I do, but my son needs his own territory. He shall have this one."

The Pantheon has two choices at this point: talk to the gods and hope for a peaceful resolution, perhaps adding the old man's son to their Pantheon or agreeing to split the territory as long as there are no more deaths and no more territory is stolen.

If there are five or more members of the Pantheon, or if they are offered some kind of tribute (a big one), Zhanzheng may reluctantly agree to this, seeing that he may have found gods who might serve his purposes greatly.

If the Pantheon would rather simply duke it out with the trio, they may also do that, but it will not be an easy fight:

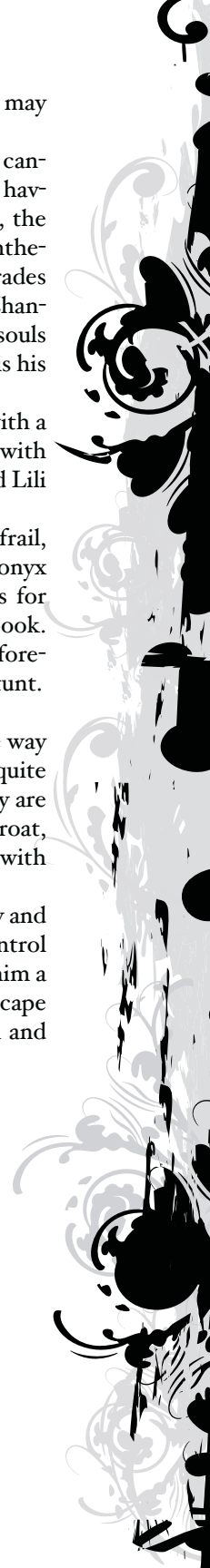
- Zhanzheng is actually present only as an Astral Projection, so he cannot be harmed. However, he will use his Dominion of War to wreak havoc during the fight. With a +6 to his Puppetry Manifestation check, the old man fills his target with an intense rage toward one of their Pantheon-mates. If the target fails to resist, that god can only target comrades with their attacks (and they cannot hold back). The thing about Zhanzheng is the GM can give him almost any power. He's been devouring souls for about two centuries and has around a dozen Dominions, but War is his favorite.

- His son, Bao, is actually the god of ice and shadows, using Ruin with a +4 to throw ice spikes, Aegis with a +4 to create ice shields or Shaping with a +3 to turn himself into shadows. At any point he can turn himself and Lili into a shadow and simply disappear into the night.

- Lili is the third member of the trio. Though she looks small and frail, her dress turns to a black body armor and from her hand springs an onyx sword. She is a God-Killer and is quite formidable in combat. Stats for God-Killers can be found on pg. 181 of the Part-Time Gods of Fate book. She has three fate points instead of one, and she defends Bao first and foremost, negating the powerful attacks against him with her Negation stunt.

In the end, the Pantheon has cleared the threat to their territory one way or another. If it ends in peaceful conversation, they may have earned a quite old, quite powerful ally and possibly his son, Bao, joins the Pantheon. They are experts in taking over other god's territory. If the Pantheon is just as cutthroat, they could easily use this expertise to their advantage, go on the offensive with other gods, and expand their own territory.

If they make the trio retreat from battle, they have lost a potential ally and their territory left behind must be cleansed and acclimatized to their control (pg. 98). Zhanzheng backs off for now, but he may try again later, making him a great recurring enemy for the Pantheon. If Lili is killed before Bao can escape with her, then Bao also becomes obsessed with destroying the Pantheon and everything they hold dear.



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PART-TIME GODS OF FATE

	Name	Divine	Aspect
--	------	--------	--------

	Human	Theology	Aspect
--	-------	----------	--------

SKILLS

Superb (+5)	
Great (+4)	
Good (+3)	
Fair (+2)	
Average (+1)	

MANIFESTATIONS

	Rank	Specialization
Aegis		
Beckon		
Journey		
Minion		
Oracle		
Puppetry		
Ruin		
Shaping		



REFRESH

DIVINE POINTS

BONDS

Object	Aspect	1	1	1	1
		☐	☐	☐	☐
		☐	☐	☐	☐
		☐	☐	☐	☐

STUNTS & GEAR

STRESS & CONSEQUENCES

ENTITLEMENTS & DIVINE EXTRAS

1 2 3 4

Physical ☐ ☐ ☐ ☐

Mental ☐ ☐ ☐ ☐

2	Minor
---	-------

4	Moderate
---	----------

6	Severe
---	--------

PART-TIME GODS OF FATE

DESCRIPTION

BACKGROUND

NOTES

PART-TIME GODS OF FATE

Name

Divine

Human

Free

SKILLS



Superb (+5) _____

Great (+4) _____

Good (+3) _____

Fair (+2) _____

Average (+1) _____



REFRESH

DIVINE POINTS

BONDS



Object

Aspect

1 1 1 1 1

Worshipper Type:

SPARK ABILITIES



• **Gifting:** The Champion may lend their fate points to their god without limit. In fact, their god can take their fate points if they choose to, even without the Champion's permission.

• **Hardy:** Each Champion gains one additional physical stress box.

• **Instant Healing:** The Champion may spend one fate point to clear any stress they've taken and two fate points to clear any mild physical consequence.

• **Resisting Manifestations:** A Champion must have one fate point to make an exchange against a manifestation. Without one, the Champion is powerless to withstand manifestations and acts as any human would. Champions can never resist their own god's effects.

STUNTS & GEAR

STRESS & CONSEQUENCES

DIVINE EXTRAS

Physical

1

2

3

4

5

Mental

1

2

3

4

5

2 Minor

4 Moderate

6 Severe

PART-TIME GODS OF FATE

Name

Divine

Human

Free

SKILLS

Superb (+5) _____

Great (+4) _____

Good (+3) _____

Fair (+2) _____

Average (+1) _____



REFRESH

DIVINE POINTS

BONDS

Object

Aspect

1 1 1 1 1

NATURAL ABILITIES

STUNTS & GEAR

STRESS & CONSEQUENCES

1 2 3 4

Physical

Mental

2 Minor

4 Moderate

6 Severe

DIVINE EXTRAS

SPARK ABILITIES

• **Instant Healing:** The God-Killer may spend one fate point to clear any stress they've taken, and two fate points clear any mild physical consequence.

• **Silent Spark:** A God-Killer's spark does not resonate with a god's Spark Sense, hiding their divine nature even though they are clearly much more than mortal.

• **Spark Sense:** God-Killers have the same Spark Sense ability as gods, but must spend one fate point to activate this power.