



Premise

A 5-6 session experimental freeform where the characters are New Gods. Each session will cover an entire age for humanity, from prehistoric tribes to modern day. Characters will start as divine animal spirits, infused with one of the universal elements. They will each hold equal power in all domains. They can form pantheons, trade domains, interfere with the world and generally enjoy themselves as the world changes below them. We are curious as to what sort of world our Player Characters will make with near absolute power, and how they adapt as the world changes.

Costuming

The New Gods are aware of all past, present and future fashions and can appear however they like. Normally they will dress to impress just because they are fabulous, but it can also help them express their personality, gather mortal worshipers (or get a divine date).

Where and When

The game will run at Daramalan, under the umbrella of Pheno for insurance purposes. It will run 5-6 sessions: 16 March, 13 April, 18 May, 15 June, 20 July and 10 August. It will run in the afternoon with players turning up around 1:30 for a 2:00 start. The game will finish at 5:00 and we aim to be out by 6:00. A group dinner may be arranged if people are interested. Free childcare will be available, though you will need to let us know in advance if you will be needing it.

Freeforming etiquette

Rules of good behaviour and etiquette apply. Consider the comfort and enjoyment of other players, and play to support their stories. As always, don't be a dick. We support the use of "Yes, and..." and "Yes, but..." to build on what other players are suggesting. No physical contact without explicit permission. Props and costumes are encouraged, but no real weapons. Drugs and alcohol and their use are completely disallowed at the venue. For the safety of our players, anyone being violent or abusive will be asked to leave immediately.

Game setting

In the Beginning...

The Creators made the Universe.
They shaped the Universal Elements with the Ur-tools.
They made Heaven and Earth.
Some other stuff happened.
This time they made The Rules.
They made Humanity.
Then they made the New Gods.
Then they left.

The Rules

These Rules were laid down by the Creators at the beginning of time. Basically at the beginning, anyway. The New Gods are expected to follow them.

- 1: No mucking with time. Seriously. We're not starting this again.
- 2: Take care of the Humans till we get back. Don't let them go extinct.
- 3: Don't play with the Ur-tools. They are not toys.
- 4: Don't fall in love with each other. It'll end badly.
- 5: Always keep your word.
- 6: There is no more rule six OK.
- 7: Sorry for all the stuff we screwed up. We're sure you can handle it.

Heaven

Heaven is the main setting for the game. It is the abode of the New Gods, and contains everything they need. More or less. From Heaven you can see the **Earth**, which is where humans live. Through **Heaven's Gate**, you can go to anywhere on Earth, or indeed anywhere in Creation. Also in Heaven is the **Divine Crucible**, which allows you to sacrifice your essence to effect Fundamental Changes upon Creation, from the distant stars to the heart of the Earth.

The Creators have left their Creation to the New Gods they made, leaving only their powerful Ur-Tools and their Rules. One day, perhaps eons hence, they may return.

Earth

Earth is an important secondary setting for the game. The Creators made the Earth and populated it with humans, which have souls, and animals, which do not. The Creators clearly thought humans were important: they made it very clear that taking care of the humans was the main responsibility of the New Gods.



The Universe

The Universe is pretty big, but beyond Earth not hugely interesting. It has things that the Earth needs: the Sun, the Moon, Heaven. Beyond that, it's cluttered with things of less obvious use: stars, planets, nebulae, that sort of stuff.

But there's breathing room, at least. Or would be, if there were air.

Character Creation

Characters are New Gods. Create a *Name*, and pick a *Spirit Animal* and a *Universal Element*. All New Gods have *Divine Powers*.

Name







Pick something others can pronounce easily by reading it. Don't make it too long. It would be nice to pick something original so it doesn't create false expectations.

Spirit Animal

You are a Spirit Animal: Pick an animal and give it three positive descriptors (for example - "Fox: Cunning, Stealthy, Nimble"). You are the exemplar of this type of animal and the originator of these traits in the species. You can be a supernatural creature (minotaur, phoenix, dragon, etc) but they are far more rare and may face a greater risk of extinction. The only animal which is off-limits is "Human" (or any created race which has a soul).

Universal Element

All of the New Gods are aligned with a Universal Element. As a fundamental part of the workings of the universe you can exert some control over it. The elements are Water, Air, Aether, Earth, Lightning and Fire.

	Water	Rivers, rain and oceans, time, change, the cycle of life, etc. (You can't alter Time, just its effects on things: age, youth, bloom, fruit, wither, etc).	Seconds
	Air	Wind, flight, distances, size, scale, etc. (You can enlarge or shrink things, change locations, move things, etc).	Meters
	Aether	Light, darkness, luminosity, illumination, etc. (You can make things invisible, create holograms, dark, hide things or "bring them to light").	Lux
	Earth	Matter, substance, mass, properties, etc. (You change the properties of matter; weight, hardness, strength, etc, but not size, location or shape).	Tons
	Lightning	Lightning, electricity, balance, conservation, potential, etc. (You can make things attract or repel, fire lightning, control magnetism, etc).	Volts
	Fire	Energy, heat, cold, movement, etc. (You can make things heat up, freeze, change one type of energy into another, ie kinetic into heat, etc).	Joules

Divine Powers

All New God share a basic set of common powers: *Immortal*, *Physically divine*, *Mundane Immunity*, *Shapechange*, *Sanctify*, *Manifest*, *Communicate* and *Scry*.

- **Immortal**, ageless and unkillable. You recover from any injury in just a few days.
- **Physically Divine**, possessing abilities roughly ten times maximum human levels. New Gods can often lift a couple of tons, leap over a football field, etc. They do not tire or fatigue. New Gods do *not* have increased levels of intelligence or wisdom, and can be just as foolish, short-sighted and hot-blooded as mortals.
- **Mundane Immunity**, unaffected by mundane weapons, toxins, diseases, and injuries such as falling, burns, crushing pressure, vacuum, freezing cold, electrocution, etc. Similarly, being deprived of food drink, air, sleep, etc, is irritating and unpleasant, but not harmful.
- **Shapechange** to take any mundane form at will (including animals, plants, mundanes, etc). Other divine beings will still recognise you - unless you tap a "trickster" domain card.
- **Sanctify** a place, item, animal, race, person, group, etc. It can be done at will, but you have to keep track of them or they might "go bad" (abandonment can lead to desecration).
- **Manifest** in any place sacred to you or your pantheon. You can return to Heaven's Gate at will. You can also use Heaven's Gate to go anywhere on Earth, but it is much slower.
- **Communicate** with anyone regardless of language, race or species.
- **Scry** to your worshippers and sacred things to see what is going on around them. You can see and hear as if standing there. You can also sense changes in your Domain. You can choose to hear the prayers of your worshippers any time you want, but it requires focus.

Domains

You were all created equal. Everyone starts with one level of each Domain. You can trade Domains (represented by cards) with any willing God (trickery is OK, but force or failing to uphold your end of the deal is not). You can even give away Domains if you like. The effects below are confined to the appropriate Domains (creating a drought requires Sun domain, changing a desert to fertile lands needs Nature domain, etc). Domains can overlap, ie Nature and Love Domains can both help a couple have a child. Miracles operate on intent of the New God, not on the literal letter of their words.

- Domain cards can be **Burned** to create **Fundamental Changes**. Burning a card destroys it forever. This can only be done in the Divine Crucible in Heaven: you step in and burn off a part of yourself to substantially and permanently alter the world around you. **Fundamental Changes** affect the entire world or even the entire universe. They can be things like: adding a new race or species to the world (e.g. creating elves); creating a school of magic (e.g. creating pyromancy); permanently altering a region of the world (e.g. creating the Vast Spider Jungle at the North Pole), etc. These are world or country scale effects.
- Domain cards can be **Tapped** to create **Miracles**. While Tapped, Domain cards can not be used, traded or counted in any way. Tapped cards can be Untapped by the GM when the effect ends, or after suitable time has passed (often about an hour). Tapped cards can be Untapped by the user at any time, but it may cause the miracle to fizzle out or twist into something strange. Examples of Miracles would be things like: making a minor Domain effect permanent; creating a Divine Beast from a statue; obliterating an army with a huge volcano; cause a hurricane; turn a sacred mortal into a Demigod, etc. These are valley or city scale.
- Domain cards are **Counted** to give a level for use in contests between Gods or to can create various effects associated with the domain. In a contest, all Untapped cards of the appropriate domain are counted. You may add one extra point if your element is relevant, and one extra point if any of your animal traits are relevant (only one point is gained from animal traits, even if more than one is relevant). In some conflicts, more than one Domain may be relevant. For example, a naval battle among groups of worshippers might be resolved by War or Ocean cards. In this case, you could use your War total, or your Ocean total, but you do not add your War and Ocean totals. New Gods can create personal domain effects at will, without cost. Examples would be things like returning a person to life, creating a full grown tree, enchanting an item, etc. You can also create effects from your Celestial element in this way. These are personal or room scale effects.

Original Domains

These are the original Domains established by the Creators. Other domains can be created, as can sub-domains. No domain may cover Divinity, nor any of the Universal Elements. Some humans will favour certain domains in their worship.

- **Sun** (solar, seasons, day, *desert dwellers*, pillars of flame etc)
- **War** (combat, fighting, *armies*, stone fortresses etc)
- **Love** (marriage, emotions, *children*, etc)
- **Death** (endings, afterlife, soul guides, *murderers, undertakers*, caverns, etc)
- **Nature** (fertility, animals, plants, *forest dwellers*, groves etc)
- **Ocean** (water, seas, rivers, ice, *seafarers*, undersea palaces, etc)
- **Sky** (stars, moon, night, fate, destiny, *soothsayers*, observatories etc)
- **Trickster** (secrets, breaking rules, *thieves, swindlers*, gambling halls etc)
- **Storm** (weather, wind, thunder, *kings, mountain dwellers*, mountain fortresses, etc)
- **Wisdom** (learning, intelligence, knowledge, *scholars*, academies, etc)
- **Smith** (civilisation, item creation, mining, *blacksmiths*, forges, etc)
- **Path** (travel, messenger, gateways, doors, *traders, nomads*, caravanserais etc)
- **Place** (cities, hearths, valleys, *townsfolk*, etc)

Determining Other Skills and Abilities

Skills are determined by how many appropriate (Untapped) Domain cards you have, with the higher number winning contests. For example, skill in combat is given by how many levels of War domain you have. Even without a Domain card, the New Gods are still very skilled in many things. A New God with no War Domain cards will still easily defeat a dozen trained soldiers in combat.

Limitations of New Gods

New Gods are not omniscient (all seeing), omnipresent (everywhere at once), omniscognisant (all knowing) or in any other way omnipotent (all powerful). They are powerful, but limited to being in one place at a time, bound by the flow of time, subject to physical laws, etc.

Conflicting Miracles

If New Gods' Miracles or Fundamental Changes come into conflict or cause a paradox, the clash creates unexpected side effects. Neither God can control these side effects. They are normally inconvenient to the intent of both Gods.

***For example:** A New God taps a war domain card to create a miraculous Sword which always hits its target. Another New God taps a smith card to create a miraculous Shield which blocks all attacks. Later some mortals use these divine items against each other, causing a paradox. The Sword and Shield both vanish, and somewhere else a divine Bladed Shield appears which has both miraculous properties. Unfortunately the newly merged item has awakened as a malevolent intelligence, bent on manipulating its wielder and spreading conflict and bloodshed.*

Domain Renewal

New Gods will get to pick new Domain cards at the start of each Age. Each Age can bring new and different Domains (God of the Internet, Goddess of Antibiotics, etc). If you have less than 10 cards, you automatically get two (2) new ones. If you have less than 13, you automatically get one (1) new card. New Gods with 13 or more cards do not get any new cards. These are added before any Domains gained from Worshippers.

Pantheons

New Gods can form pantheons with other like-minded gods. These are normally people you trust to trade domains with freely. A God can only join a Pantheon if all gods in the pantheon unanimously accept them. Similarly a God can be banished from a Pantheon if all other Gods in it unanimously decide to do so. Worshippers of a pantheon provide a domain card to each god in the pantheon at the end of a session. (Mechanically, this gives a big boost to large pantheons with few worshippers. It is a lot less helpful to small pantheons with many worshippers.)

Worship

People can help give you more power. A tribe/city/etc worth of people who worship you through the end of an age can grant you an extra domain. (Mechanically, if you keep them alive and safe for a whole session, you get an extra domain card at the start of the next game.) The Domain cards created this way can need not be one of the original Domains, and can be whatever the people prayed to you about. New Gods can prank other gods by contaminating or re-directing belief. The god still gets their new Domain card, but it may not be exactly what they wanted. Having multiple cities, tribes, and so on allows you to gain multiple new domain cards. Your worshippers will expect you to help them sometimes, and even answer prayers. If you don't help, they may stop worshipping you - humans can be so fickle!

Only entities with souls can worship. Giving souls to another species or race (so they can worship you) is a Fundamental Change. You can create a new race or species which has a soul but they will start as less populous than a similar race or species which did not have a soul.

Cosmology

In the Beginning...

The Creators made the Universe.

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Heaven

Heaven is a Beautiful Castle or Palace or Temple (depending how you look at it). Most of the rooms were workshops or quarters of the Creators, now stripped bare. The heart of the Castle is the Divine Crucible where the fire of creation burns. New Gods can step into the crucible to burn a Domain to create fundamental change.

Around the Castle is The Garden (about the size of Belgium). Around the Garden is the Great Wall, made of a mix of Adamantium and Ur-metal. There is no way through it, and nothing beyond it; no space, no time, no vacuum; nothing. The sky fills the top of the wall and the ground fills the bottom of the inside of the wall.

The Heaven's Gate is at the southernmost point of the Great Wall and leads to anywhere on Earth.

Earth

Currently (1st session) Earth is very much like the real world was in 10,000BC. Early humans are about, but are still a bit dazed and confused from being so recently created. Fire, the wheel, cities and such are not yet on the scene. There is nothing supernatural (yet), no afterlife, no religions, no writing, no civilisations. If untouched it will develop along similar lines to Real Life Earth (eventually).

Divine Materials

These are some of the left over bits from when the universe was created.

- **Adamantium:** A clear diamond-like substance that is unchanging and indestructible. Creating it is a Miracle of the Smith Domain. Altering or destroying adamantium is a Fundamental Change and requires burning a Smith or Death Domain.
- **Ambrosia:** A divine liquid which can deify a mortal or animal who consumes it. Also a popular drink for New Gods, as it will actually get them pleasantly drunk (normally riotously drunk after two glasses, pass out drunk after three). Creating it is a minor miracle requiring two domains. Mixing Nature and Wisdom gives a divine wine flavour; Smith and Trickery make holy coffee flavour. Other recipes may exist.
- **Cryptonite:** A secret crystal which resists all Divinity. It can be used to hurt Gods, is immune to miracles, etc. The Creators uses it to make special containers to protect dangerous or sensitive projects. It can only be created or destroyed by Burning a Smith or Wisdom Domain.
- **Septonite:** A leftover piece of pure creation, combining all of the pure elements. These pieces can be used to make things on par with a Miracle, depending on the size of the piece (a good sized handful of this material was used to make humanity). No more can be created.
- **Ur-metal:** The metal the Creators used to make their tools for shaping the Universe. These Ur-tool acts as *at least* a level of domain in the tool's use. Most of the tools were used up in creating the universe, but some were left as generators to power different aspects of reality. Others were lost or forgotten about. These tools can be altered by a Burning a Smith Domain, but nothing can create or destroy them.

Divine Offspring

If you mate with someone you *will* beget children, due to your Divine Fertility. It doesn't matter what form or sex you are, nor what form or sex they are. If you mate with a mortal the child will be a Demigod. If you mate with anything other than a mortal (such as an animal, the wind, a plant, daylight, a rock, etc) the child will be a Divine Beast. If you break Rule 4 and mate with another New God, the child will be a Scion.

The only things you can control is *who* gets pregnant, *how long* the gestation lasts, and some traits of the Offspring. Each parent may pick two traits of the Offspring, for a total of four. Domain cards can also be gifted to Divine offspring at conception, giving them a permanent link to those Domains.

Demigods

These are mortals with two divine powers (Ageless, Physically divine, Mundane Immunity, Shapechange, Sanctify, Manifest, Communicate or Scry). If Ageless they age normally till adulthood and then stop. If not Ageless they age and die at the normal rate. The Divine parent can pick two of the child's traits. Divine powers can be among those two traits, but that leaves personality and such to chance. Otherwise choosing the trait *Heroic* or *Loyal* or *Loving* may ensure the Demigod fulfils the role the divine parent wants for their child, but means their powers are left to chance. Demigods with the divine power to *Scry* are often called Prophets. They are inferior to New Gods in that they have fewer divine powers, no universal element (unless one is chosen by the parent as a trait), no domains (unless some are gifted to them) and don't benefit from Worshippers. They do, however, have a mortal soul.

Divine beasts

All of these beasts have the divine powers *Ageless*, *Physically Divine*, and *Mundane Immunity*. The Divine parent can pick two traits, which can be other Divine powers, or traits such as the type and size of the beast. Divine beasts may be mindless or cunning, but most are of roughly trained-animal level intellect. They can be created to be loyal mounts or fierce guardians or to fulfil any number of other purposes. They may also be created accidentally. Like Demigods they have no universal element (unless one is chosen by the parent as a trait) and no Domains (unless some are gifted to them), and don't benefit from Worshippers. Further, they have no soul.



Scion

These are the forbidden offspring of two New Gods. Nothing is known about them, as none of them have been conceived yet. It is assumed they would have all the Divine powers, but what other traits they have is still uncertain. It is not known why they are forbidden, nor what happens if Rule 4 is broken.

Oathbroken

If you break Rule 5 (without tapping a Trickster domain) you become "Oathbroken". This means any miracles you perform will be "twisted" by the jagged edges of the broken oath. Tapping a Trickster domain can stop you from becoming Oathbroken, but only a tapping a Wisdom domain can make an oathbroken miracle come out the way you want.