

DIVINE 20!

*A fanbook on creating deities and divine creatures
for the True20 Adventure Roleplaying Game*



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Divine Characteristics

All divine characters have the following characteristics:

Divine Rank (DvR): All deities have a "Divine Rank". A Divine Rank (or DvR) is an in-game measurement of a deity's innate divine power, similar to character level. Divine Rank is important as it is added to various other mechanics described below. It is entirely possible for a deity to have a Divine Rank of 0. When figuring out "half Divine Rank", always round down, minimum of 1 (except for DvR 0, which is +0).

Divine Status and Divine Ranks

Divine Rank can be seen as a simple guideline as to the divine status of a deity.

—*DvR 0: Divine Heroes and/or Immortals.* Deities with a Divine Rank of 0, sometimes referred to as hero-deities or quasi-deities, are divine heroes and/or immortals. They may have been mortals that attained divinity, or were born as a divine creature. Creatures that have a mortal and a deity as parents also fall into this category. These deities typically have 0-10 levels.

—*DvR 1-4: Minor deities.* Minor deities, sometimes called demigods, are the weakest of the deities. A minor deity has anywhere from a few hundred to a few thousand devoted mortal worshipers and may receive veneration or respect from many more. A minor deity controls a small godly realm and has minor control over a portfolio that includes one or more minor aspects of mortal existence. They typically have 5-15 levels.

—*DvR 5-15: Lesser deities.* Lesser deities make up the bulk of deities, and have anywhere from a few thousand to hundreds of thousands of mortal worshipers and control larger godly realms than minor gods. A lesser deity controls a moderately-sized godly realm and has major control over a portfolio that includes several major aspects of mortal existence. They typically have 10-25 levels.

—*DvR 16-20: Greater deities.* Greater deities may have millions of mortal worshipers, and they command respect even among other deities. The most powerful of greater deities rule over other deities just as mortal sovereigns rule over commoners. Greater deities control the largest of godly realms, and have near-total control over a portfolio that includes one or more universal aspects of mortal existence. They typically have 20-30 levels.

Character Levels: Along with their Divine Rank, deities will have levels in a heroic role or creature type. There is no guidelines on the exact number of levels a deity of a certain Divine Rank may possess. When designing a deity give what you think is the most appropriate number of levels you think it should possess. The only limitation is that the number of levels for a single heroic role should not exceed 20, or 30 levels in total, to keep the creation process relatively easy. Levels gained from a creature type (undead, outsider, etc) should be limited to 30 as well. Typical level ranges for deities of various DvR are described under "Divine Status and Divine Ranks" above.

Starting Abilities: All deities start with an array of pre-determined ability scores of +6, +4, +3, +3, +2, +2, placed in whichever ability score. In addition they have a number of free points equal to (4 + half Divine Rank) to split among all six ability scores. Ability bonuses from having levels are added as normal.

Skills: Starting skills and skill points as figured normally. In addition, all deities add half their DvR as a bonus to all skill checks.

Feats: Deities gain feats in the normal manner, either heroic levels or creature levels. Regardless of source, deities can choose feats from any category. They also receive Armor training (heavy), Armor training (light), either Firearm Training or Weapon Training, Supernatural strike, and Supernatural weapon as bonus feats, but only if the deity is likely to make use of these feats.

—*Supernatural Powers:* Deities may choose a supernatural power in place of a feat like an adept, treating their Divine Rank as their adept level. Deities with adept levels or certain creature types (like outsider) add half their Divine Rank to find their total adept level, or use their full Divine Rank as their adept level, whichever is higher. A deity's base Power Rank is then figured as normal. The Power Check and Power Save DCs are unchanged.

Divine Power Feats: In addition to normal feats deities have access to Divine Power feats. Divine Power feats are special feats that only characters with a Divine Rank. Deities receive one Divine Power feat for each Divine Rank they possess, plus one. In no way can a deity swap a normal feat for a Divine Power feat, but can swap a Divine Power feat for a normal feat.

Combat: All deities add half their DvR to their Combat Bonus. This includes Combat bonuses to Defense scores.

—*Initiative:* Deities also add half their DvR to their Initiative. Deities are never caught by surprise, unless by a deity of equal Divine Rank or higher.

Damage: All deities can add up to half their Divine Rank to their attack damage, if they so choose. Doing this makes the attack a full-round action.

Saving Throws: Saving throws are figured as normal, plus half Divine Rank.

Conviction: Deities start with 12 points of Conviction. These points are gained back at a rate of 1 point per hour automatically.

—*Boost Divine Bonus:* In most cases the divine bonus the deity receives from it's Divine Rank is equal to half it's DvR. As a free-action, a deity can spend one Conviction point to apply their full Divine Rank to one roll, skill check, attack roll, or other mechanic where their divine rank plays a role. This bonus is in addition to the normal divine rank bonus they usually receive.

Reputation: Deities add their full Divine Rank to their Reputation scores.

Divine Traits

Here are all the common to all deities. Unless stated otherwise, the save DC for a deity's divine powers are equal to (10 + deity's Charisma + Divine Rank).

All divine characters have the following traits:

Alter Reality: Deities with a DvR 1 or higher can bend reality to suit its divine will. Using Alter reality requires spending a Conviction point and calls for a fatigue save with a DC equal to (10 + Divine Rank). This takes a full-round action.

Because of the sheer number of possible uses for this feat, it has potential to be abused and the Narrator is cautioned to watch it's use. Below is a number of pre-determined uses for this feat:

—*Combat Use:* If used in combat, opponents get a save against the effect. The save DC is (10 + deity's Charisma + half their Divine Rank), but the exact save called for (Fortitude, Reflex, or Will) is up to the effect itself. This takes a standard action. Any bonus or penalty the effect has, or any damage done is equal to the Divine Rank of the deity. The effect lasts for no more then a number of rounds equal to the deity's Divine Rank.

—*Create Objects:* The deity can create temporary, nonmagical objects. This works like the Divine Creation ability (including the required rest period), except that the items last one day per Divine Rank. The deity also can create permanent nonmagical objects as if using the Divine Creation ability while in the deity's own realm without a rest period.

—*Create Supernatural Objects:* The deity can create temporary supernatural objects. This works like the Divine Creation ability (including the required rest period), except that the items or creatures created last 1 hour per rank. This ability cannot create permanent supernatural objects.

—*Permanency:* The deity can render a supernatural effect permanent. The rest requirement varies with the effect: 10 minutes per adept level of the effect times the number of subjects affected, 10 minutes per total level of creatures affected, or 10 minutes per 10-foot cube affected. Use the highest applicable value.

—*Power Duplication:* Duplicate any supernatural power as an adept equal in role level to the deity's DvR. Other effect can be duplicated so long as the save difficulty of the effect is less then or equal to (10 + deity's Charisma + divine rank).

—*Reshape the land*: The deity can reshape a landscape, creating any type of terrain the deity can imagine. Each 10-foot cube of material to be reshaped requires 1 round of effort, and the deity must rest for one day per 10-foot cube shaped after the work is completed.

Damage Reduction: Deities have damage reduction equal to half their Divine Rank. This damage reduction can be bypassed by supernatural attacks.

Divine Blessing: The deity can grant divine blessing an ally, granting it a bonus to one chosen form of skill check, save (but not Toughness, see Divine Protection), combat roll, or ability check. This effect lasts for 1 minute per Divine Rank or until the deity dismisses the effect.

Divine Communication: Deities can understand, speak, and read any language, including nonverbal languages. They can speak directly to any beings it can perceive (even through divine scrying and similar effects and powers).

Divine Curse: The deity can place a divine curse on an opponent, incurring a penalty to one chosen form of skill check, save, combat roll, or ability check. This effect lasts for 1 minute per Divine Rank or until the deity dismisses the effect. The target of this effect gets to make a Will save against it (save DC 10 + the deity's Charisma + Divine Rank).

Divine Immunities: Deities have the following base immunities. Further immunities are based on a deity's Divine Rank. These immunities do not apply to powers and effects if they originate with a deity of equal or higher Divine Rank.

—*Base Immunities*: Immune to any effects or powers that alter the physical form (like flesh shaping); any shape-altering effect or power the deity possesses works normally on them. Ability damage. Ability drain. Energy drain. Mind-affecting powers and effects. Natural diseases and poisons. Stunning effects. Paralysis. Instant death effects.

—*Divine Ranks 5+*: Immune to imprisonment or banishment effects or powers.

Divine Presence: The mere presence of a deity can deeply affect mortals and beings of a lower Divine Rank. All divine presence effects are mind-affecting, extraordinary abilities. Mortals and other deities of lower Divine Rank can resist the presence's effects with successful Will saves (DC 10 + deity's Charisma + Divine Rank). Deities are immune to the presence of deities of equal or lower Divine Rank. Any being who makes a successful saving throw against a deity's presence becomes immune to that deity's presence for one day. Divine presence extends around the deity in a radius equal to 100 ft. per Divine Rank. The deity chooses the size of the radius and can change it as a free action. If the deity chooses a radius of 0 feet, its presence effectively becomes non-functional. When two or more deities' presence cover the same area, only the presence that belongs to the deity with the highest Divine Rank functions. If Divine Ranks are equal, the presence coexist. The deity can make its own worshipers and allies immune to the effect as a free action. The immunity lasts one day or until the deity dismisses it. Once affected by a presence effect, creatures remain affected as long as they remain within the radius of effect. The deity can choose from the following effects each round as a free action.

—*Daze*: Affected beings just stare at the deity in fascination. They can defend themselves normally but can take no actions.

—*Fright*: Affected beings become shaken and suffer a -2 morale penalty on attack rolls, saves, and checks. The merest glance or gesture from the deity makes them frightened, and they flee as quickly as they can, although they can choose the path of their flight.

—*Resolve*: The deity's allies receive a +4 morale bonus on attack rolls, saves, and checks, while the deity's foes receive a -4 morale penalty on attack rolls, saves, and checks.

Divine Resistances: All deities have the following base resistances. Further resistances are based on a deity's Divine Rank. These resistances do not apply to powers and effects if they originate with a deity of equal or higher Divine Rank.

—*Base Resistances:* Acid, Cold, Electricity, Fire, and Sonic resistance of 4. Supernatural resistance of 15, plus half their Divine Rank.

—*Divine Ranks 5+:* Acid, Cold, Electricity, Fire, and Sonic resistance of 6. Supernatural resistance of 25, plus half their Divine Rank.

Divine Scrying: All deities can use the Scrying supernatural power as a 20th-level adept. They are treated as being "Present" with the subject being scryed upon. Unlike normal scrying, non-divine creatures (those not possessing a Divine Rank) cannot sense the scrying, but other deities can. This power can cross into other planes and penetrate any barrier except a "Divine shield" or an area otherwise blocked by a deity of a higher Divine Rank. Divine scrying is not fooled by misdirection attempts, effects or powers, and it does not create a supernatural sensor that non-divine creatures can detect.

—*Block Sensing:* Deities can block other deities from using their "Divine scrying" ability and other similar effects and powers. Blocking the divine scrying power of other deities works on deities of a lower Divine Rank than the deity blocking. This extends to a radius of 100 ft. per Divine Rank.

Divine Senses: Deities have incredibly sensitive perception. Such a deity's senses (including darkvision and night vision, if the deity has them) extend out to a radius of 100 ft. per Divine Rank. Perception is limited to the senses a deity possesses. A deity cannot see through solid objects without using its remote sensing ability or some sort of x-ray vision power.

Divine Travel: Deities can use the Teleport supernatural power as a 20th-level adept. A deity of Divine Rank 6 or higher also can use Plane shift power as a 20th-level adept. If the deity has a familiar, personal mount, or personal intelligent weapon, the creature can accompany the deity in any mode of travel if the deity touches it. The creature's weight counts against the deity's weight limit.

Immortality: Deities are naturally immortal and cannot die from natural causes. Deities do not age, and do not need to eat, sleep, or breathe. The only way for a deity to die is through special circumstances, like being slain by another deity or an artifact-level supernatural item.

Know Life and Death: The deity can instantly know the life of any mortal creature it looks at, as well as the time, place, and circumstances of its death.

Natural weapons: Deities are proficiency with natural weapons, and their natural attacks are treated as supernatural attacks for purposes of damage reduction.

Re-Roll: All deities can choose to treat their rolls as a "re-roll". On a result of 11 through 20, keep the result rolled. A roll of 1 through 10 however, add +20 to it and keep that result (making it become a 21 through 30 result). The only time this does not count is when confirming Critical Hits and other similar mechanics.

Divine Power Feats

The following are Divine Powers feats available to divine characters. All Divine Power feats have the [Divine] feat description. Just like other feats, many Divine Power feats have prerequisites that first must be met before the feat can be chosen. Unless stated otherwise, the save DC for a deity's divine powers are equal to (10 + deity's Charisma + Divine Rank).

Air Mastery

The deity gains a +4 bonus to all checks, saves, and attacks when both itself and its foe are airborne. Immune to electricity and sonic effects and powers. The deity has a fly speed.

Alter Size

The deity can dramatically alter its size from Fine to Colossal as a free action. It can also use this on other creatures or objects. If use on unwilling creatures, they receive a save against its effects (Will save DC equal to 10 + deity's Charisma + Divine Rank). The effects lasts for up to 1 hour per Divine Rank, or whenever the deity dismisses the effect.

Avatars

Prerequisite(s): Divine Rank 1 or higher.

An avatar serves as an extension of a deity, effectively allowing the deity to be in two or more places at the same time. The deity senses and knows everything the avatar senses and knows and vice versa. An avatar is a less powerful version of a deity, with each avatar having it's own Divine Rank and statistics, and possibly a totally different form. Avatar cannot have any "divine scrying" or "divine communication" powers.

The deity can have any number of avatars so long as the total number of Divine Ranks among them is equal to no more than half the deity's full Divine Rank. For example, a Divine Rank 8 deity can have two Divine Rank 4 avatars, or one Divine Rank 4 avatar and two Divine Rank 2 avatars, or any combination so long as the total Divine Ranks among them is equal to 8. Deities with a Divine Rank of 1 can have up to two avatars, each with a Divine Rank of 0.

Banestrike

Prerequisite(s): Favored opponent.

Any weapon the deity wields gains a bonus of +2 on attack rolls and deals an extra +4 damage against the designated foe. The bonus and extra damage stack with any other properties the weapon has.

Battlesense

Prerequisite(s): Combat Sense power.

The bonus from the Combat Sense power is not split between attack and defense, but is a straight bonus added to both.

Divine Attack Focus

Prerequisite(s): Attack focus (chosen attack), Greater attack focus (chosen attack).

The deity adds an additional +2 bonus on all attack rolls with the chosen attack.

Divine Attack Specialization

Prerequisite(s): Attack specialization (chosen attack), Greater attack specialization (chosen attack).

The deity adds an additional +2 bonus on damage with the chosen attack.

Divine Armor Mastery

Prerequisite(s): Armor training (light), Armor training (heavy).

The deity ignores all armor check penalties associated with armor.

Divine Battle Mastery

Prerequisite(s): Determination core ability.

The deity adds its full Divine Rank to all attack rolls and up to its full DvR to damage, instead of half its DvR as normal.

Divine Blast

The deity can attack with a blast of divine energy. This is treated as a normal ranged attack with a range increment of 50 ft. and deals +1 damage per Divine Rank. This damage is supernatural in nature and bypasses any Damage Reduction, except those of a deity with an equal DvR or higher. This is a full round action.

Divine Burst

The deity can create an emanation of a divine energy with a radius of 10 ft. per Divine Rank. Anything in the area takes (4 + half Divine Rank) supernatural damage. Damage is halved for those who make a successful Reflex save (DC 10 + the deity's Charisma + Divine Rank).

Divine Companion

Prerequisite(s): Companion or Familiar feat.

Your Companion or Familiar has a Divine Rank of 0. Your companion's and/or familiar's ability scores increase by +2, but does not gain access to Divine Power feats, increased skill points (beyond for an increased Intelligence), nor any other benefit or ability granted by having a Divine Rank.

Divine Compulsion

Prerequisite(s): Suggestion power.

The deity can place a supernatural compulsion on a mortal to carry out some service or to refrain from some action or course of activity, as desired by the deity. The mortal must be able to understand the deity for the effect to work. While the compulsion cannot compel a mortal to kill itself or perform acts that would result in certain death, it can cause almost any other course of activity.

The mortal must follow the given instructions until the requirements of the compulsion are completed, no matter how long it takes. If the instructions involve some open-ended task that the recipient cannot complete through his own actions, the effect remains in effect for a maximum of one day per Divine Rank. A clever recipient can subvert some instructions.

If the subject is prevented from obeying the compulsion for 24 hours, it takes a -1 penalty to each of its ability scores. Each day, another -1 penalty accumulates, up to a total of -4. No ability score can be reduced to less than -4 by this effect. The ability score penalties are removed 24 hours after the subject resumes obeying the compulsion.

The compulsion can only be removed by the original deity, or by a deity of a Divine Rank equal to or higher than the original deity.

Divine Crafter

Any object the deity creates is treated as a masterwork item, but uses the base item cost to determine time and cost required to create it. Any item the deity creates also has twice the hardness it would normally have, and its break DC is increased by +10. These benefits apply to walls, doors, and other components of buildings the deity creates, as well as smaller items.

Divine Creation

The deity can create any permanent item, mundane or supernatural in nature. Deities can create supernatural and mundane items. The maximum item cost a deity can create is equal to its Divine Rank, plus 20. The item's cost and creation time remain unchanged, but the deity is free to undertake any activity when not laboring on the item. If the item the deity wishes to create is related to its portfolio, the cost, creation times, and rest period are halved. After creating an item, the deity must rest for one hour per 5 points of the item's cost.

Divine Defense

Prerequisite(s): Dexterity +6 or higher, Improved defense.

While in combat all attacks against the deity has a 20% (4-in-20) miss chance. Any attack roll of 1 to 4 will automatically fail against the deity.

Divine Defense Mastery

Prerequisite(s): Dexterity +10 or higher, Improved defense, Divine defense.

While in combat all attacks against the deity has a 50% (10-in-20) miss chance. Any attack roll of 1 to 10 will automatically fail against the deity.

Divine Empower

Prerequisite(s): Adept levels.

The deity can add the Empower adept feat to any of its supernatural powers without adding to its Fatigue save DC.

Divine Endurance

Prerequisite(s): Constitution +6 or higher, Endurance.

The deity automatically makes any Constitution checks.

Divine Glibness

Prerequisite(s): Fascinate, Suggestion, Mass suggestion.

As a full-round action, the deity can speak and convince others to take some course of action. This works like the Suggestion power used by an adept whose level is equal to 10 + the deity's Divine Rank. It also can affect a number of targets up to the deity's Divine Rank plus 10, no two of which can be more than (10 × divine rank) feet apart. The save DC is 10 + deity's Charisma + Divine Rank.

Divine Health

Prerequisite(s): Constitution +6 or higher.

The deity adds half its Divine Rank to all recovery checks.

Divine Inspiration

Prerequisite(s): Charisma +6 or higher, Inspire feat or Heart shaping power.

The deity can enchant creatures to create a specific emotion. The deity can affect one creature per divine rank at once, and up to the same number each day. All must be within the deity's line of sight when first affected. The specific effects depend on the emotional state induced.

—*Courage:* The enchanted creatures become immune to fear effects and receive a +2 morale bonus on attack rolls, weapon damage, skill checks, and Will saves.

—*Despair:* The enchanted creatures are affected as by an improved version of the crushing despair spell: affected creatures suffer a -4 penalty on attack rolls, -2 to damage, saves, and checks unless they make a successful Will save (DC 10 + deity's Charisma + Divine Rank). The effect lasts one day.

—*Dread:* The enchanted creatures must make successful Will save (DC 5 + Divine Rank) to attack or fight. If the check fails, the creature flees in panic for two rounds. If the check succeeds, the creature does not have to check again for 10 minutes. The enchanted creatures also suffer a -2 morale penalty on attack rolls, weapon damage, skill checks, and Will saves.

—*Frenzy:* Frenzied creatures spend themselves in drinking, feasting, and dancing unless provoked or incited to violence. Frenzied creatures turn violent if they are attacked or perceive a threat to their safety. Frenzied creatures receive a +2 morale bonus to Strength and Dexterity, a -2 penalty to

Wisdom, and a -2 penalty to Defense. Subjects can attempt Will saves (DC 10 + deity's Charisma + Divine Rank) to resist the effect. This is a mind-affecting compulsion.

—*Hope:* The enchanted creatures gain a +4 morale bonus on saving throws, attack rolls, ability checks, skill checks, and +2 weapon damage.

—*Rage:* The enchanted creatures receive a +2 morale bonus to Strength and Constitution scores, a +2 morale bonus on Will saves, and a -2 penalty to Defense. They are compelled to fight heedless of danger. Subjects can attempt Will saves (DC 10 + deity's Charisma + Divine Rank) to resist the effect. This is a mind-affecting compulsion.

—*Love and Desire:* A love effect causes the target to fall in love with the specified creature, seeking every opportunity to be near that creature and making every effort to win the creature's affection. A desire effect is similar, but the target seeks any opportunity to become physically intimate with the specified creature. Subjects can attempt Will saves (DC 10 + deity's Charisma modifier + Divine Rank) to resist the effect. This is a mind-affecting compulsion effect.

Divine Marksman

Prerequisite(s): Precise shot, Far shot.

The range increment of any ranged weapon/attack is equal to 100 ft. per Divine Rank the deity has. If the weapon/attack the deity is using has a greater range increment, add +100 ft. to it instead.

Divine Memory

Prerequisite(s): Eidetic memory.

The deity remembers every event of a certain type that has ever occurred. The type of event is specified in the deity description.

Divine Protection

The deity can create a protective divine blessing on itself or an ally, grants a bonus to its Toughness saves equal to half its Divine Rank (minimum of 1). This effect lasts for 1 minute per Divine Rank or until the deity dismisses the effect.

Divine Radiance

Prerequisite(s): Purifying light power.

The deity can shed light in a (10 ft. per Divine Rank) emanation from its body. This light counters and dispels all darkness effects (unless created by a deity of an equal or higher

Divine Rank) and causes pain and damage to undead and creatures with the [Vice] subtype, who take +4 damage per round. As a full attack action, the deity can generate up to three rays of scorching light that can strike targets up to 50 ft. away equal to the deity's Divine Rank. Each ray deals +1 of damage per two Divine Ranks. Undead and creatures with the [Vice] subtype take +2 damage per two Divine Ranks.

Divine Rage

Prerequisite(s): Rage.

This ability is similar to the Rage feat. The deity can activate this ability only after suffering damage from a weapon, and can use it a number of times per day equal to its Divine Rank. Once used, the ability lasts 1 hour (though the deity can end the rage at will). While raging, the deity gains +5 to Strength, +5 to Constitution, and a +5 morale bonus on Will saves. The deity's supernatural resistance increases by +10 and energy resistances each increase by +4. The deity also can make one extra attack, at its full attack bonus, whenever it uses the full attack action. While raging, the deity suffers a -5 penalty to Defense and cannot perform acts that require patience and concentration, such as moving silently, using supernatural powers, and using divine powers.

Divine Save

Prerequisite(s): Great fortitude, Iron will, or Lightning reflexes.

The deity adds its full Divine Rank to one selected save.

Divine Shadow

Prerequisite(s): Corrupting shadow power.

The deity can spread darkness in a (10 ft. per Divine Rank) emanation from its body. This darkness counters and dispels all light effects (unless created by a deity of an equal or higher Divine Rank) and causes pain and damage to creatures with the [Virtue] subtype, who take +4 damage per round. As a full attack action, the deity can generate up to three rays of freezing darkness that can strike targets up to 50 ft. away equal to the deity's Divine Rank. Each ray deals +1 of damage per two Divine Ranks. Creatures with the [Virtue] subtype take +2 damage per two Divine Ranks.

Divine Shape

Prerequisite(s): Self-shaping power.

The deity can take the form of any mortal creature. The deity can stay in the assumed form indefinitely and it works like the Self-shaping power.

Divine Sight

Prerequisite(s): Second Sight power.

The deity can always see as if under the Second Sight power, and can see illusions, transmuted creatures and objects, and supernaturally-disguised creatures or objects for what they really are, provided they are within 10 feet per Divine Rank of the deity. This ability is similar to the Second Sight power, except that it does not foil mundane disguises.

Divine Skill Focus

Prerequisite(s): Skill focus (chosen skill).

The deity adds an additional +4 bonus on all skill checks with the chosen skill.

Divine Skill Mastery

Prerequisite(s): Expertise core ability.

The deity adds its full Divine Rank to all skill checks.

Divine Sneak Attack

The deity can use its Stealth skill check in place of the normal attack roll when making a sneak attack.

Divine Speed

Prerequisite(s): Dexterity +6 or higher, Improved initiative.

The deity adds its full Divine Rank to initiative checks.

Divine Storm

Prerequisite(s): Divine Rank 11 or higher, Divine burst.

The deity can surround itself with a vortex of holy or unholy force that manifests in different forms depending on the deity. This aura deals (4 + half its Divine Rank) supernatural damage to anyone within (10 ft. per Divine Rank) of the deity. This is a full round action and the storm can be sustained, dealing damage per round, for as long as the deity concentrates on it. Any allies within the radius are immune to the damaging effect.

In addition, the force expels creatures who on

the ethical level is opposite the deity's (Narrator's judgment). Affected creatures in the area must make Fortitude saves (DC 10 + deity's Charisma + Divine Rank) or be picked up and thrown out, regardless of size. Such creatures suffer +2 bludgeoning damage for each 10 feet they travel. Creatures that make successful saves are not affected by the vortex for one day. Creatures that fail their saves can attempt to reenter the area, but must attempt new saves.

Divine Subtle Power

Prerequisite(s): Adept levels.

The deity can add the Subtle Power adept feat to any of its supernatural powers without adding to its Fatigue save DC.

Divine Supernatural Focus

Prerequisite(s): Supernatural focus (chosen power).

The deity adds a +4 bonus on power checks with the chosen supernatural power.

Divine Talent Mastery

Prerequisite(s): The Talent core ability.

The deity adds +1 to all its Power Rank, Power Bonus, and Power Save DCs.

Divine Toughness

Prerequisite(s): Constitution +6 or higher, Tough.

The deity adds its full Divine Rank to Toughness saves.

Divine Widen Power

Prerequisite(s): Adept levels.

The deity can add the Widen Power adept feat to any of its supernatural powers without adding to its Fatigue save DC.

Dominate Creature

Prerequisite(s): Dominate power.

The deity can command some kind of creature as noted in the deity's description. This ability is similar to the Dominate power, but it is not a mind-affecting ability (the deity seizes direct control over the creature's body). Each day the deity can attempt to control a number of creature equal to its Divine Rank. The deity can attempt to take control of that number all at once, or in smaller numbers. All creatures to be affected must be perceived the deity's in some fashion when first affected. Once control is

established, distance is not a factor and the deity can maintain control remotely, even across planes and through wards or barriers (except divine shields and the ward power used by deities of higher DvR than the deity using the ability). The subject is allowed a Will save (DC 10 + the deity's Charisma + Divine Rank) to resist and is allowed a new save if the deity commands the subject to do something against its nature. At any given time, the deity cannot have more creatures under its control than 10 times its Divine Rank. If the deity already has the maximum number of creatures under its control, it can still attempt to take control of other creatures, but must first release one or more creatures already under its control.

Earth Mastery

The deity gains a +4 bonus to all checks, saves, and attacks when both itself and its foe are on the ground. Immune to acid effects and powers. The deity has burrow speed.

Energy Immunity

The deity is immune to the chosen energy type.

Fire Mastery

The deity gains a +4 bonus to all checks, saves, and attacks when both itself and its foe are touching fire or using fire-based attacks. Immune to fire effects and powers. Can sense the location of living creatures within 10 ft. per Divine Rank by the heat their body gives off.

Gift of Life

The deity can instantly resurrect a mortal creature who has died, either naturally or by other circumstances. The condition of the body (if there is any) and the time since death are no concern. The deity cannot bring a mortal back to life if the deceased was killed by a deity with a Divine Rank equal to or higher than the deity trying to raise the dead.

Hand of Death

The deity can instantly kill a mortal within line of sight. Any mortal killed in this way cannot be brought back besides another deity using the "Gift of Life" divine power and is of equal Divine Rank or higher than the deity who killed the mortal.

Increased Energy Resistance

The deity has a greater resistance against a specific energy type. The deity's resistance against the chosen energy type is increased by +4, up to +8.

Increased Supernatural Resistance

The deity has a greater supernatural resistance. The deity's supernatural resistance is increased by +5. Can be taken multiple times, up to +20.

Indomitable Strength

The deity gets a +10 bonus on all Strength checks, grapple checks, and any check or roll that requires brute strength. This does not affect melee damage of any type.

Possession

The deity can possess any mortal in any location the deity can sense. Unwilling mortals can attempt Will saves (DC 10 + the deity's Charisma + Divine Rank). The possessed mortal effectively becomes an avatar of the deity, but with a Divine Rank of 0. The deity can draw on all the possessed mortal's memories, and the deity senses what the mortal senses. While in the body of a mortal the deity uses all the statistics of the possessed character, except as follows:

—*Saves*: Fortitude, Reflex, and Toughness saves are all the same as that of the mortal, but the Will save is that of the deity.

—*Skills*: The deity can use the skills of the mortal and its own skills normally. If the mortal and the deity have the same skill, use the skill of whichever has more ranks in the skill. Use the mortal's effective physical ability scores to determine skill modifiers.

Rejuvenation

Prerequisite(s): Divine rank 11 or higher, Divine health.

When the deity suffers an attack that should destroy it, it simply disperses and reassembles later. Roll the D20 five times, and the total result is the number of days before the deity returns. If the deity is killed in its own realm, subtract the deity's Divine Rank from the number of days it takes to return.

Summon

Prerequisite(s): Summon creature power.

The kind of creature the deity can call is noted in the deity's description. Each creature called can have no more levels than the deity has Divine Ranks, and the deity cannot have more creatures serving it at any given time than the deity has Divine Ranks. The creatures are transported to the deity's presence through an interdimensional connection similar to the teleport power. The creatures willingly serve to the best of their ability. The summoning effect is otherwise similar to the teleport power.

Water Mastery

The deity gains a +4 bonus to all checks, saves, and attacks when both itself and its foe are underwater. Immune to cold effects and powers. The deity has a swim speed.

Athena

 (Divine Rules: v1.0)

Greek Goddess of strategic warfare, wisdom, and heroic endeavour. Patron goddess of Athens

14th-level Lesser Deity (Warrior 14)

Divine Rank: 8 (Divine Bonus: +4).

Size: Medium.

Speed: 30 ft.

Abilities: Str +4, Dex +8, Con +4, Int +7, Wis +11, Cha +6.

Traits: Alter reality, Determination, Divine characteristics, Divine traits.

Conviction: 12.

Reputation: +11.

Skills: Climb 8 [+16], Concentration 9 [+24], Craft (pottery) 16 [+27], Craft (sculpture) 16 [+27], Craft (stoneworking) 16 [+27], Craft (weaving) 16 [+27], Diplomacy 12 [+22], Handle animal 8 [+18], Jump 8 [+16], Knowledge (history) 8 [+19], Knowledge (life sciences) 8 [+19], Knowledge (physical sciences) 8 [+19], Knowledge (supernatural) 8 [+19], Knowledge (tactics) 16 [+27], Knowledge (theology/philosophy) 16 [+27], Medicine 8 [+23], Notice 16 [+31], Ride 8 [+20], Search 8 [+19], Sense motive 8 [+23], Swim 8 [+16].

Feats: Accurate attack, Armor training (heavy)*, Armor training (light)*, Assessment, Attack focus (shortspear), Blind-fight, Cleave, Imbue item, Improved critical (shortspear), Improved defense, Improved disarm, Improved initiative, Improved strike*, Master plan, Powers 3, Shield training, Vehicular combat, Weapon Training*, Quick draw. * Bonus feat.

— **Powers (Wis-based; Adept level: 8; Power Rank 12; Power Bonus +23; Save DC 25):** Calm, Combat sense, Supernatural strike*, Ward. * Bonus feat.

Divine Powers (Save DC 20): Avatar, Battlesense, Divine armor mastery, Divine blessing, Divine crafter, Divine creation, Divine defense, Divine presence, Divine protection.

Initiative: +16 (+8 Dex, +4 divine, +4 feat).

Combat: (Base Combat: +14)

— **Melee Attack:** +26 unarmed (+8 Dex, +4 divine), +28 shortspear (+8 Dex, +4 divine, +1 feat, +1 item)

— **Ranged Attack:** +28 shortspear (+8 Dex, +4 divine, +1 feat, +1 item)

Defense: (Base Combat: +14)

— **Dodge:** 39 (+8 Dex, +4 divine, +3 shield).

— **Parry:** 35 (+4 Str, +4 divine, +3 shield).

— **Flat-Footed:** 28 (+4 divine).

Damage: (Can add extra +4 damage once per round)

— **Melee Damage:** +4 unarmed (+4 Str; 20/+3), +6 shortspear (+4 Str, +2 weapon; 19-20/+4), +9 vs Vice-subtype

— **Ranged Damage:** +6 shortspear (+4 Str, +2 weapon; 19-20/+4; 20 ft. rng. inc.), +9 vs Vice-subtype

Saving Throws:

— **Toughness:** +8 unarmored (+4 Con, +4 divine), +14 w/ armor (+4 Con, +4 divine, +4 armor, +2 item)

— **Fortitude:** +17 (+9 base, +4 Con, +4 divine)

— **Reflex:** +16 (+4 base, +8 Dex, +4 divine)

— **Will:** +19 (+4 base, +11 Wis, +4 divine)

Equipment:

— **Aegis** (supernatural large shield (+3 defense, -1 armor check penalty); +2 toughness; can paralyze one opponent within 150 ft. (Will DC 25) once per round as a free action)

— **Athenea's Armor** (supernatural breastplate; +4 toughness, -2 armor check penalty)

— **Athenea's Helm** (supernatural helm; grants supernatural resistance +10 to self and allies within 150 ft.)

— **Athenea's Shortspear** (supernatural spear (+1 attack; +2 piercing damage; 20/+4; 20 ft. range inc.); extra +3 damage against creatures with the [Vice] subtype)

