

ATTRIBUTE CHECKS

skill-less task resolution

Roll 1d20 ≥ (21 – Attribute score)

The check target is derived from the raw attribute score, not its modifier. +4 if a relevant Fact applies (Facts never stack, never apply to hit/damage). Natural 1 always fails, natural 20 always succeeds.

Only roll for feats that would still challenge a mortal and fall outside a bound Word or an applicable Fact — those are automatic successes, not checks. Penalty up to –8 for near-impossible feats; truly impossible ones need a gift or miracle instead.

ATTRIBUTE MODIFIERS

SCORE	MODIFIER
3	–3
4–5	–2
6–8	–1
9–12	+0
13–15	+1
16–17	+2
18	+3

Generate: 4d6 drop lowest ×6, assign freely — or the default array 16/14/13/13/10/8.

THE SIX ATTRIBUTES

Strength	melee hit/damage, brawn
Dexterity	ranged/light hit & damage, AC, Evasion save
Constitution	max HP, Hardiness save
Wisdom	Spirit save; rarely rolled directly
Intelligence	Evasion save; rarely rolled directly
Charisma	reactions, Spirit save, some Presence attacks

SAVING THROWS

Roll 1d20 ≥ (16 – level – better of two attribute mods)

At 1st level this is simply **15 – the better modifier**. If both governing attributes are penalties, use the less-bad (higher) one. Saves improve by 1 each level up. Natural 1 fails, natural 20 succeeds.

Hardiness better of STR/CON — exhaustion, poison, disease, transformation, physical rigor

Evasion better of DEX/INT — explosions, falls, dodgeable hazards

Spirit better of WIS/CHA — mind control, curses, sendings, enchantment

A Godbound may Commit Effort for the day to turn a failed save into an automatic success. NPC saves without stats: 15 – half their Hit Dice (min 5), ±3 if thematically (un)suited.

COMBAT — ATTACK & ARMOR CLASS

1d20 + attack bonus + attribute mod ≥ 20 hits

Attack bonus starts at +1, scales with level (+1/level). Weapon–attribute pairing: Melee (medium/heavy) → STR; Ranged → DEX; Light weapons → better of STR/DEX. Natural 1 always misses, natural 20 always hits.

AC = 9 – DEX modifier bonus (never worse than 9 even with a DEX penalty), adjusted by armor:

ARMOR	BASE AC	SAVE PENALTY
None	9	—
Light	7	—
Medium	5	–4 to one save (chosen once)
Heavy	3	–4 to two saves
Shield	–1 (bonus)	—

DAMAGE CONVERSION

DAMAGE DIE RESULT	DAMAGE TAKEN
1 or less	None
2–5	1 point
6–9	2 points
10 or more	4 points

Each die is looked up separately; the attacker's bonus applies to only one die of their choice. Godbound lose HP; other creatures lose Hit Dice. "Rolled straight" powers skip this table and use face value.

WEAPON DAMAGE DICE

Unarmed	1d2 (Str/Dex)
Light	1d6 (Str/Dex)
Medium	1d8 (Str)
Heavy	1d10 (Str)
Ranged, 1H	1d6 (Dex)
Ranged, 2H	1d8 (Dex)
Dual-wield	treat as one 2H weapon, 1d10 (Str or Dex)

Overflow: a PC's excess damage beyond what kills a target can splash to another target in range of equal/worse AC (PCs only; not vs. area attacks).

HIT POINTS

Starting HP = 8 + CON modifier

Per level: +4, plus half the CON modifier (round up).

NPCs/monsters use **Hit Dice** instead of HP — a foe can take damage equal to its HD before dying. Godbound are never treated as "lesser foes," regardless of relative level/HD.

AT 0 HP & DIVINE FURY

0 HP: gravely wounded and helpless — any further damage kills. Left alone, regain 1 HP after one hour.

Divine Fury (once, until next level-up): on being reduced to 0 HP, instead gain HP = half max (round up) and bonus Effort = level; freed from and immune to new binding for the fury's duration (rounds = level). After: 5 rounds fully helpless (gifts inactive, no actions, auto-fail saves — any capable foe can finish them). **A Godbound dropped to 0 HP during/after a fury dies instantly and cannot be revived.**

RECOVERY & DEATH (OTHERS)

A full day (or full night's sleep) of safe rest restores **all** lost HP for a Godbound. Lesser creatures heal 1 HD per full day's rest.

Magical HP healing requires the *recipient* to Commit Effort for the day (curing disease/poison/curses does not).

Non-Godbound creatures at 0 HD: dead/unconscious/subdued at the attacker's discretion; mortally wounded ones take a few rounds to die, in which window aid can save them. An attacker can declare a plausible non-lethal defeat instead of a kill.

FRAY DIE

Most heroes have a **1d8 Fray Die**, rolled each round for free (no action) against the Damage Conversion table, dealing that much damage to one *lesser foe* (HD ≤ the hero's level) in sight, no modifiers.

Useless against "worthy foes" — those with more HD than the hero has levels.

EFFORT

Represents divine power, will, and physical energy spent to fuel gifts and miracles.

Starting	2 points
Growth	+1 max per character level
Refresh	all committed Effort returns every morning, rest not required

Committing (not spending outright) ties up a point until you reclaim it or its duration ends:

Instant	reclaim anytime, even off-turn
Scene-long	held until the scene ends; can't reclaim early
Day-long	held until the next morning; can't reclaim early

Effort can also be Committed to turn a failed save into a success. A miracle mimicking a gift that would itself need day-long commitment costs 2 Effort instead of 1.

WORDS & GIFT POINTS	
Starting Words	3, bound at creation
Starting gift points	6
Lesser gift	1 point (2 if from an unbound Word, if justifiable)
Greater gift	2 points — only from a bound Word
Bind a new Word	3 points
Per level-up	+2 more gift points to spend or save
Only a hero bound to a Word can learn its Greater gifts. Lesser gifts can (with justification) be taken from any Word.	
GIFT ACTIVATION TYPES	
Constant	always on, no Effort to activate
On Turn	triggered on your turn, doesn't use your action; any number if Effort allows
Action	uses your action; only one per turn
Instant	usable anytime, even off-turn or after an enemy's roll — most defenses are this
Every bound Word also grants one free, unsuppressible intrinsic ability just for being bound (e.g. raising a governing attribute, an always-on sense or immunity).	
UNIVERSAL GIFTS	
any Word, as a lesser gift	
Divine Wrath	Smite (Action): Commit Effort, 1d8/level to one foe; not usable two rounds running
Corona of Fury	Smite (Action): 30ft burst, 1d8 per 2 levels (round up); allies may be spared, then save
Effort of the Word	Constant: +1 max Effort; once per bound Word
Influence of the Word	Constant: +2 max Influence; once per bound Word
Excellence of the Word	Constant: raise one attribute to 18; once, ever, total
EXAMPLE WORDS	
Alacrity (agility/swiftness) — intrinsic: can't be surprised, DEX → 16/18. Lesser: Flickering Advance, Mist on Water, Swifter Than the Sun. Greater: Faster Than Thought (Smite), Untouchable.	
Command (leadership/obedience) — intrinsic: CHA → 16/18, speak with any intelligent creature. Lesser: Guards! Seize Him!, Know the Inner Truth. Greater: A Thousand Loyal Troops, Thrall-Making Shout.	
Artifice (building/repairing/destroying) — intrinsic: instantly craft small mundane objects. Lesser: Faultless Repair, Hammerhand, Ten Thousand Tools. Greater: The Maker's Eyes, Transmuter.	
MIRACLES	
freeform Word-use	
When a Word justifies an effect no gift covers: describe it, GM approves plausibility, then Commit Effort (typically for the full day, even for a brief effect).	
Can mimic a bound Word's gift (lasts ≤1 scene even if normally Constant; costs 2 Effort if the mimicked gift needs day-long commitment), suppress an enemy gift, permanently dispel mortal magic/curses, or produce a scene's dramatic effect.	
Hurt One Target	1d8/level (or per 2 HD), max 10d8, no save, counts as Smite
Hurt Several	1d6 per 2 levels, max 10d6, save if allies mixed in, Smite
APOTHEOSIS	
automatic, cult-linked	
Not a selectable Word — its gifts accrue automatically by level to any Godbound running a cult (opt-out "free divinities" get automatic Dominion instead, see p.4, but no worshipers or Apotheosis gifts).	
Lvl 2: Receive the Incense of Faith. Lvl 3: Sanctify Shrine + Smite the Apostate. Lvl 4: Hear Prayer. Lvl 5: Perceive the Petitioner. Lvl 6: Mark of the Prophet. Lvl 7: Attend the Faithful. Lvl 8: To Bless the Nations.	

INFLUENCE

Influence = 1 + character level

Plus +2 per Word bound with the *Influence of the Word* gift. Committed, not spent, like Effort — represents ongoing off-screen attention to a situation.

Committing Influence keeps a change stable; withdrawing it lets the situation decay back toward baseline over time (faster for simple things, slower for complex ones). Influence-driven change is temporary — it only lasts as long as it stays committed.

DOMINION

Starting Dominion: **0**. Gained from mighty deeds, cult worship, and celestial-relic assimilation — roughly 1/ session for heroic play, +1 more for acting strongly in-Word.

Free divinities (no cult): automatically gain 1 Dominion/month from 2nd level, +1 more per 3 full levels, but get no Apotheosis gifts or worshippers.

Unlike Influence, Dominion changes are **permanent** until an opposing force spends equal-or-greater Dominion (or violence) to undo them.

ADVANCEMENT XP & Dominion to level		
LEVEL	XP	DOMINION SPENT
2	3	2
3	6	4
4	12	10
5	24	22
6	48	38
7	72	57
8	96	76
9	130	95
10	170	124

COST OF A DOMINION CHANGE	
Cost = Scope base × Difficulty multiplier	
SCOPE	BASE
Village (~1,000 people)	1
City (~100,000)	2
Region (~1 million)	4
Nation (~100 million)	8
Realm (whole world)	16
PLAUSIBILITY	×
Plausible	×1
Improbable	×2
Impossible	×4
Impossible changes generally also require a full Mighty Deed (an adventure), not just the Dominion cost.	

WARDS & OPPOSITION

Mundus Wards (rated 1–20) add their rating to the base scope cost before the multiplier; most surviving city wards run 1–4, a well-defended nation's 10+.

RIVAL RESISTANCE	PENALTY
Minor spirit / lesser undead / angry priest	+1
Skilled mage / strong local ruler	+2
Eldritch hulk / major bestial thing	+4
Minor parasite god / new NPC Godbound	+6
Major parasite god / veteran NPC Godbound	+8

Multiple wards: use the highest only. Multiple resisters: worst rating +1 per additional resister.

SHRINE

Gained via the Apotheosis *Sanctify Shrine* gift (3rd level). Worshipers consecrate a temple/shrine; the Godbound can then perceive/act within its precincts, and their first gift/miracle use there each day is free.

Consecration cost: Wealth equal to the Godbound's level (rises with level). Desecration requires full re-consecration.

QUICK REMINDERS

- Natural 1 always fails, natural 20 always succeeds, on any d20 roll (checks, attacks, saves).
- Effort is *committed*, not consumed — it refreshes fully every morning regardless of rest.
- A Godbound is never a "lesser foe" for another creature's abilities, regardless of level/HD comparison.
- Divine Fury can only be used once between level-ups, and dying during/after it is final.