

CHOOSING MY RELIGION

POST-APOCALYPSE EDITION

SO YOU'RE CHOOSING YOUR CHARACTER'S FAITH.

What a decision! You have three options -

- A. Roll Randomly
- B. Go with whatever a Cleric in the party tells you to do
- C. Make an informed decision

CHOICE A. ROLL RANDOMLY

Roll 1d20:

1-4: Hyperchurch of POWERLAD.

5-7: Forebearers

8-10: Enlightened.

11-12: Glorious Sinners

13-14: Faithless.

15-16: Intergalacticism.

17-18: Cult of the New Eden.

19-20: Sons of Snels.

CHOICE B. GO WITH WHATEVER A CLERIC IN THE PARTY TELLS YOU TO DO

They're a religious leader after all!

CHOICE C. MAKE AN INFORMED DECISION

Read on...

RELIGION MECHANICS

SHORT VERSION:

- People of your faith like you more.
- Anyone can unlock their faith's Sect Bonus by giving, or listening to, a Sermon.
- Each faith grants Clerics 3 unique Miracles and a set of unique Observances.

REACTIONS:

You gain +2 to Reaction Rolls with people of your faith.

You receive -2 to Reaction Rolls with people who consider your faith Apostate.

SERMONS:

Anybody of any faith can give a Sermon. This takes about ten minutes.

When they do, everyone in the congregation Saves vs Law. On success, you gain your Sect Bonus!

If the Sermon is said in a sacred place you auto-pass this save.

Once gained, the Sect Bonus lasts until dawn the next day.

CLERICS:

If you are a Cleric, your faith grants you unique Miracles and requires you to follow unique Observances. See the Class Breakdown sheet for more.

You don't need to be in a sacred place to give a Sermon - you can preach anywhere - and those of a Tolerated faith in the congregation may gain your faith's Sect Bonus instead of their own.

Additionally, you may choose whether listening Apostates lose their active Sect Bonus or not.

RELATIONSHIPS BETWEEN FAITHS:

You → Them ↓	Hyperchurch	Forebearers	Enlightened	Sinners	Faithless	Galactites	New Eden	Snelsmen
Hyperchurch	X	T	T	T	A	A	T	T
Forebearers	T	X	T	A	A	T	T	T
Enlightened	T	T	X	A	A	T	T	A
Sinners	T	A	T	X	T	T	A	A
Faithless	A	A	A	T	X	T	T	T
Galactites	T	T	A	T	T	X	A	A
Styxian	A	T	T	T	T	A	X	A
Snelsmen	A	T	A	A	A	T	T	X

X is your faith. T is a Tolerated faith. A is Apostate.

APOCALYPSE CULTS IN BRIEF

There was a man who became all Gods.
His name was POWERLAD.

When the Beast in the Core of the World threatened to crack the Earth like an egg, and the evil Apocalypse Dragon Ereshkigal sought to pull down the moon, POWERLAD unified the forces of Heaven and Earth and marched forth to save the world.

In the final End War he united the powers of all Gods, Dragons and Nature inside Himself and apotheosised into the ultimate being - a titanic Dragon-God.
With a hammer of holy lightning He cleaved a path for His ally, the great green Apocalypse Dragon Ninhursag, to dive into the Earth and destroy the Beast.

As Ninhursag dived, POWERLAD rose. He broke the back of black Ereshkigal and with a single mighty swing flung the evil lizard into the sky. It shattered the face of the Moon.

When the Beast was defeated and wiped the world clean in its death throes, POWERLAD sacrificed Himself to protect the last of humanity from the wave of all-consuming poison.

This is all a matter of campaign record.

In the years following the Apocalypse, cults have arisen from the ashes of the old world.

POWERLAD Himself has become a Christ-figure. He sacrificed Himself to save the last survivors.
The Paperback Texts - romance novels popular in POWERLAD's time and loosely based upon His life, constitute a new canon of religious texts.

The Hyperchurch seek to emulate POWERLAD - protecting the weak and unifying against greater threats.

The Forebearers emulate Him in other ways - the Paperback Texts are extremely explicit, and a clear indication to be fruitful and multiply across this barren planet.

The Enlightened still worship the old deities - the Nine High Gods. These beings truly exist in the heavens - eight thinking machines in low earth orbit, and one who fell from Heaven due to the foul machinations of a false Christ thousands of years ago.

These three faiths - the Hyperchurch, the Forebearers, and the Enlightened - constitute what passes for mainstream religion in the post-apocalyptic world.

But there are stranger cults still.

Drug cults, UFO religions, doom prophets, and more.

There are many strange faiths wandering the wastes in search of salvation.

HYPERCHURCH OF POWERLAD

Laddites, Dragonites, Empowered

WHAT'S THEIR DEAL?

Worship POWERLAD as a hero, protector of the weak, and all around good guy.

Fond of hammers, heroism, and lightning.

The Paperback Texts show a hero whose heart was his greatest strength, and greatest vulnerability.

They show a man who is imperfect, yet always tries to take the noblest course of action. A man who loved everyone, often physically. A man who made mistakes, but always set them right.

Most importantly - a man who stood up for those He believed in, who fought against evil and protected those who could not protect themselves.

If such a man can become a God, surely we can too.

Clerics are a Battle Hero archetype - wielding lightning and hammers to protect those in need.

SECT BONUS

Hammerfall: Hammers you wield deal +2 against all armour types and boost damage die by one size.

MIRACLES

Sacrifice: Sacrifice your HP to grant it to someone within 50'.

Plasma-globe lightning connects you, dealing the same amount of Lightning damage to creatures in between (they get a Save vs Blast to avoid).

Storm Hammer: You grow huge and buff (+4 Strength Mod). Lightning crackles as a great weapon - the God-Hammer - appears in your hands.

It deals 1d10 Lightning damage (1d12 with Sect Bonus) and lasts 1 round/level.

Storm Shell: Create an electrical barrier against weather effects and airborne particulates up to 30' radius. Crossing the barrier deals 1d6 Lightning damage. Lasts 10 minutes/level or until you dispel it.

OBSERVANCES

+1	You give a Sermon
+1	You heal a person on 0HP
+1	You make love
+1	You hold a hammer aloft in battle
+1	You stand bare-chested in a storm
+1	You visit a shrine containing bones of the Power-Dragon
-1	You wield an edged weapon
-1	You abandon a friend in need
-1	You harm a follower of your own or a Tolerated religion
-2	Your actions harm an innocent

FOREBEARERS

Lovers, Wastelanders, Breeders

WHAT'S THEIR DEAL?

Worship POWERLAD as a hero, survivor, and lover.

Focused on survival, repopulation, and exploration.

The Paperback Texts show a hero whose loins were his greatest strength, and greatest vulnerability.

They show a man who cared not for the petty strictures of a monogamous society. A man who broke boundaries and broke friendships in pursuit of the highest and noblest goal - lovemaking.

They show a man who clearly knew what was to come - POWERLAD sought to repopulate the world before it had even ended!

If a growing population is the highest good, then it is a holy duty to explore the wastelands. Fight back the wastes, create new homes, and find anything that will give the new world a fighting chance!

Clerics are a Wasteland Explorer archetype - surviving the wastes with miraculous luck and skill.

SECT BONUS

Endurance: -1 Encumbrance level, minimum zero. Always run at unencumbered speed during a Chase.

MIRACLES

Abjure Poison: Grant touched target immunity to poisons, toxins, and drugs - even Omnipoison.

Lasts 1 Turn/level.

Forecast: Gain divine knowledge of the current weather systems. See Weather Chart and where the weather is right now. If you wish, also trigger an immediate weather change.

Enhance Vigour: Prepare a person for the great work of repopulation!

Touched target is cured of all Disease and become extremely virile/fertile until the next dawn.

OBSERVANCES

+1	You give a Sermon
+1	You cure poison - heal Death Tokens on a person with more than 0 HP.
+1	You make love
+1	You praise POWERLAD when you are at maximum HP
+1	You eat a meal made up entirely of Ingredients that were foraged or hunted
+1	You pray in a Protected Campsite
-1	Your actions result in harm to a child or a person of breeding age.
-1	You take Poison damage
-1	You harm a follower of your own or a Tolerated religion
-2	You abandon an ally in need

ENLIGHTENED

Nonanists, Niners, God Squad

WHAT'S THEIR DEAL?

The Nine High Gods are real. You can talk to them.

Man's great folly was believing that the Gods had nothing better to do than pay attention to Man.

The Zenith Deity is the God who is overhead this week. It's best to worship them while they can see it.

Clerics are a Paladin archetype -granting blessings and smiting evil.

SECT BONUS

Blessing of the Nine: Gain a bonus based on this week's Zenith Deity.

ALAUNUS: +2 to melee attacks

MINERVA: +1 to AC

THE ALLFATHER: Food heals +1 Die Size

OBERON: +2 to ranged attacks

THE LADY: Gain a Coin Flip - flip a coin instead of rolling.

THE SCORNED: +1 to damage rolls.

THE DEAD GOD: +2 to Tempt Fate when you're at death's door.

DISPATER: +2 to hit with a Backstab

ERIS: +2 to Gambit rolls.

MIRACLES

Bless: Grant all creatures in 20' a Blessing of the Nine - either the Zenith Deity's bonus or another's if you present another Deity's holy symbol. Lasts 1 Turn/level.

Smite: You can use your Healing Pool to harm inherently Chaotic creatures like Undead, Demons or Elves. Make an attack roll. On hit, deal normal damage plus drain points from your Healing Pool to deal as much bonus damage against such a creature.

Augury: Commune with the Zenith Deity. They will answer one question per level as best they can.

OBSERVANCES

+1	You give a Sermon
+1	You heal an innocent
+1	You utilise the bonus from Blessings of the Nine
+1	You succeed at a saving throw
+1	You strike a Chaotic being with intent to kill
+1	You pray in a Nonanist Church
-1	You commit blasphemy
-1	You are affected by a beneficial Chaotic spell
-1	You harm a follower of your own or a Tolerated religion.
-2	You harm a Lawful entity.

GLORIOUS SINNERS

Sinners, Junkies, Frothers

WHAT'S THEIR DEAL?

The Rapture happened and took all the good and holy people away, cleansed by the Omnipoison.

Since we're all undeserving of Heaven, it's time to get fucked up!

A sort of positive nihilist apocalypse cult. They party hard and try to have a fucking good time.

A Sinner Church is anywhere where a few people get together to get fucked up. Feel the vibes man.

Clerics are hippies who keep those good vibes rolling.

SECT BONUS

Strong Shit: Double drug Upsides without doubling the Downsides.

MIRACLES

Abjure Killjoys: Creatures with hostile intent cannot advance towards you until they chill the fuck out.

Lasts 1 round/level.

Contact High: Grant as many creatures within 50' as you wish the effects of the drugs you're on.

Lasts 1 round/level.

Cure Addiction: Remove all drug tolerance levels from touched target.

OBSERVANCES

+1	You give a Sermon.
+1	You heal someone who is on drugs.
+1	You consume a narcotic substance.
+1	You are on the same drugs as someone else nearby.
+1	You enter a place with great vibes.
+1	You partake with at least 12 other members of your faith.
-1	You run out of a drug you are currently addicted to.
-1	You are the only one who's high right now.
-1	You harm a follower of your own or a Tolerated religion.
-2	You come down.

FAITHLESS

Shunners, Accursed, Edgies

WHAT'S THEIR DEAL?

Fuck Gods. Burn Heaven.

Why worship beings who couldn't even stop the end of the world? They're powerless, worthless or evil. POWERLAD is literally dead. We all saw it. Hyper-Jesus is some evil megalomaniac in a hole in the ground. The Gods are just metal minds in space, they're worthless too.

The Gods are real. They're not worth worshipping.

Clerics are an anti-Cleric archetype who nullify other faiths.

SECT BONUS

Shatter Faith: +4 to Saves vs Law. At will, cancel the Sect Bonus of everyone within 20' - even your own and those of your own faith.

MIRACLES

Silence of God: Reduce target Cleric's Faith to zero. 50' range.

Abjure Religion: Grant immunity to Lawful magic to everyone within 50'. Lasts 1 round/level.

Debate Me!: You and a target within 50' are transported to a pale infinite plane of Law. You are a blinding white soul, they are white, grey or black depending on Alignment.

You understand each other's needs and drives and if you speak the same language you can communicate.

You can try to change their mind or compel an action, and if you do so they get a Save vs Law to resist.

When you return to the world you have only been gone a brief moment.

OBSERVANCES

+1	You give a Sermon
+1	You heal a Chaotic creature.
+1	You offend someone with your words
+1	You greet a demon as a friend.
+1	You destroy a holy symbol.
+1	You spit on the floor of a holy place.
-1	You are affected by beneficial Lawful magic you did not cast.
-1	You save the life of an Apostate.
-1	You harm a follower of your own or a Tolerated religion.
-2	You are polite to a Lawful creature.

INTERGALACTITES

Johnsonians, Sativans, Starmen

WHAT'S THEIR DEAL?

The great author Galaxy Johnson wrote the sacred Paperback Texts.
He was an alien from outer space and gifted these texts to us.
He flew off in a UFO before the end of the world.
He is coming back and will bring with him Modern Conveniences.
Trust in the great Galaxy Johnson. Trust in the star man waiting in the sky.
Clerics are a Charales archetype.

SECT BONUS

For the Memes: You fumble on a 1-2 and crit on a 19-20.

MIRACLES

Abducc: Target creature is bathed in light and starts to slowly rise into the air at a rate of 10' per round. You choose whether they fall gently. Unwilling targets get a Save vs Law. Lasts 1 round/level.

4 and 20 Catechisms: Breathe out a big cloud of glowing vapour. Everyone chills the fuck out - violent action is impossible within the zone. Fills an area up to 50' diameter. Lasts 1 round/level.

Incite Orgy: Everyone in 50' gets about a hundred times hornier, except for sexually incapable creatures like kids or robots or zombies or whatever. Participants remember eeeverything. Those excluded from the orgy saw and remember nothing. The orgy lasts 10 minutes/level, or until someone ruins the mood by getting violent or creepy towards a non-participant or something.

OBSERVANCES

+1	You give a dank Sermon (by reading from a POWERLAD novel)
+1	When you heal someone you touch their... ass
+1	You smoke Otherpot or equivalent smonkable drug
+1	You enter a room full of creatures and loudly state "We come in peace!"
+1	You declare the sacred phrase "No Ho Mo" under a New or Crescent Moon.
+1	You eat chicken
-1	You wear or wield iron
-1	You harm or eat a spider or other arthropod.
-1	You harm a follower of your own or a Tolerated religion.
-2	You ruin a good vibe

CULT OF THE NEW EDEN

Styxians, Zappers, Gobbies

WHAT'S THEIR DEAL?

Styx is the name of the Fated King - a Goblin who stole Eden from the Gods. He is the true saviour of the world, who united the Nine High Gods behind him and took over the powerful Battlefortress Fate to save humanity.

His legacy is one of compassion and compromise, control and contraptions.

Seditiously, they whisper that POWERLAD was a disciple of Styx, not the other way around.

Clerics are a mix of tinkerer and mediator.

SECT BONUS

Advanced Technology: Your equipment cannot be notched by crits or fumbles.

If it would be notched by another effect, you may Save vs Law to cancel it.

MIRACLES

Compel Angel: Either take control of up to 4 online Base Angels, or bring a deactivated Angel online and under your control. Lasts 1 round/level.

Upgrade!: No need to use Tinkering to use target Invention - it just works. Lasts 1 round/level.

Universal Translator: Gain the ability to speak to, and understand, touched target. Can target literally anything including beasts, inanimate objects, mechanisms, and even the very air. There is no guarantee they will like you, but at least you can chat!

OBSERVANCES

+1	You give a Sermon
+1	You heal someone who was hurt defending you
+1	You learn something new about an ally
+1	You take something apart and put it back together
+1	Discovering how an unknown device operates
+1	You visit Fate or a fallen Seraphim
-1	You insult someone who could kill you
-1	You attack something you haven't tried talking to first.
-1	You harm a follower of your own or a Tolerated religion.
-2	You destroy a piece of technology - crossbow complexity or higher

SONS OF SNELS

Snelsmen, Denialists, Doomsayers

WHAT'S THEIR DEAL?

The great Snels family predicted the Apocalypse. They slaved away for years, preparing for the end. The blind prophet Oliver Snels and his statue-brother Adam on his back travelled the country, warning everyone of what was to come.

And lo! It did!

Now that the world has ended their legacy continues - ranting and raving about the Bible and the moral turpitude of those that remain. The prophet Snels may be gone, but his family live on.

Clerics are a righteous and insane Puritan archetype.

SECT BONUS

He Rose Again!: If you would be taken to 0HP, remain at 1HP instead and lose this Sect Bonus.

MIRACLES

Blind Prophecy: Go blind for an hour while your eyes see strange prophecies. When your sight returns, ask the DM a question about a future event. The answer will be one word long per level, and will be the projected outcome if nothing intervenes.

Mad Men: Make a Gambit with a +1 bonus per level.

Moral Crusade: Grant general 0-level people in the area immunity to Morale Checks, +2 to hit, and fiery anger! Lasts 1 Round/level. Affects as many, or as few, as you want.

OBSERVANCES

+1	You give a Sermon (incoherent rambling about Jesus and ominous portents)
+1	You heal someone with a permanent injury, like blindness or a gnarly scar
+1	You become enraged at evil and do something dramatic
+1	You quote the bible
+1	You defy false-prophets
+1	You visit the reliquary of Adam Snels, the psalm speaker
-1	You take drugs or become inebriated
-1	You wear ostentatious or remarkable clothing.
-1	You harm a follower of your own or a Tolerated religion
-2	You compromise with (take the peaceful solution when dealing with) evil, heathens or hedonists