

Contracts

For the powers below, any that refer to contracts involve contracts willingly made by the participants; they can be coerced with mundane inducements, but they can't be mind-controlled or magically influenced to agree. Contracts must involve an ongoing bargain; a one-time sale or purchase isn't a contract, but a tacit agreement to work together is, as is hiring someone to do a task for you.

Instantly know whenever somebody makes a deal with you in bad faith, or decides to break a deal with you. You learn the reason they chose to break a deal. Set your Wisdom to 16, or 18 if it's already 16 or better.

Lesser Gifts

Bend a Deal On Turn

Commit Effort for the scene. Change the terms of a mundane deal you or someone present has made. Lesser foes get no save as memories, contracts or other records change to conform to your wishes. Worthy foes can save versus Spirit to keep their memories and records in their possession unchanged.

Trade a Quality Action

Commit Effort for the day. Contract with someone or on someone's behalf to get an attribute score, physical appearance, personal trait, relationship with someone, or other quality that can't normally be traded. Unwilling worthy foes involved in the change can make a Spirit save to resist. Hit points, magical powers, or Effort can't be traded. The trade lasts as long as the contract indicates and as long as the relationship or other quality isn't destroyed. If a trait isn't directly swapped, the person who trades it away gets an "average" trait or score in exchange.

Dross for Gold On Turn

Commit Effort for the day. Offer anything to a person in exchange for something the person would conceivably be willing to sell. The person is convinced it is a good deal, and will develop elaborate rationalizations to explain why it was so. Worthy foes can save versus Spirit to see the situation clearly.

Contractual Revenge Constant

When someone breaks a deal with you, you get one round of free action as if you were standing next to them, automatically hitting with any attack or

offensive power and doing maximum damage. Lesser foes subconsciously sense this ability and will refuse to break deals they make with you unless faced with extreme coercion. Worthy foes get an eerie sense that breaking the deal would be a Bad Idea, but may do so if strongly tempted.

Contractual Emotions Instant

Commit Effort for the scene. Make two or more targets in sight desperately want to make a deal you define. This deal might be with you or with each other, but it can't be a bargain they'd never contemplate otherwise. Worthy foes can save versus Spirit to resist the temptation to deal. Conversely, you can make these subjects feel extremely resentful and bitter about a deal they've made, and wish to break it, going as far as they'd reasonably dare to do so.

Greater Gifts

Sense Deals Constant

You can look at somebody and just know what game-relevant bargains they've made. You wouldn't detect that the boyar hates the Iron Tsar, but you'd detect that he'd cut a deal with Istvan the Morbid, Black Academy arcanist, to blow up the Tsar's private chapel while the monarch was in it.

Cut a Deal Instant

Commit Effort for the day and make an agreement with someone or sanctify an agreement between two other people. If either of them break their word, the other is instantly aware of it and the culprit can no longer save against any power the offended party uses against them, or evade any attack the offended party launches. This curse lasts for one week per level of the Godbound who used this power.

End a Deal On Turn

Commit Effort for the day to magically break any bargain for yourself or a visible participant. Mundane bargains end as every lesser foe involved forgets they were ever made, while worthy foes can save versus Spirit to remember the deal existed. Magical bargains end with no negative consequences for breaking them, though at least one person involved needs to want them broken. This power can even break Uncreated pacts or other soul-selling bargains.

Arch-Psychic

While there are many psychics of various stripes in the realm, the Arch-Psychic operates on an entirely different level, as far above their mental powers as ordinary psychics are above the mortal-minded canaille. While some mental abilities come more easily to them than others, they can turn their unfathomable minds toward emulating any of the tricks of their lesser brethren: telepathy, teleportation, telekinesis, precognition, and the other arts traditionally ascribed to psychics.

Some gifts grant precognitive insights; these insights only address the most likely outcomes, and may well be changed by events. Other forms of precognition or telepathy might sometimes pry for information the GM has yet to prepare or that isn't relevant to the player's interest. In such cases, the GM will let the player know that there's nothing pertinent to their goals to be learned from the power. Psychic powers are usually invisible and imperceptible even to the target without some special senses, but any target that takes damage from a power or succeeds in a saving throw against it will immediately identify the power and its originator.

As an innate benefit, the Arch-Psychic's Wisdom score is raised to 16, or to 18 if already 16 or higher. They have an invulnerable immunity to any effect that reads or influences their mind and can perceive any nearby psychic power use as if it were visible and audible.

Lesser Gifts

Citadel of the Mind

Constant

The Arch-Psychic reflexively avoids danger by precognition, micro-teleporting, or telekinetic nudges. Their base AC is 3. In addition, their innate mental defenses improve; they can now provide false readings or false impressions of success to any attempt to influence or read their mind. The PC automatically understands what the assailant expects to find, or seeks to unearth, or is trying to impress in their thoughts.

Walker Between Spaces

On Turn

In place of their usual movement, the PC can teleport to any physically-accessible location within 30 feet. As a Main Action, they can teleport to any location within a mile, provided they have physically been there before or there is some physical path to that location. If they Commit Effort for the scene, they can

take along up to a dozen allies within 30 feet of them when this gift is used, or up to one ton per character level of inert unattended matter. This gift cannot be used to travel more than ten miles in an hour.

Window Within

Action

The PC has complete telepathic access to a visible target's thoughts and memories. While they continue to spend an action each round, they can perceive whatever the target is perceiving, know its thoughts, and get coherent, context-supplied answers from its memory to any questions they may ask. If a question is irrelevant to the PC's interests and the GM hasn't prepared any details to answer it, the PC will simply learn that the answer is immaterial. If the PC Commits Effort for the scene while using this power, the link lasts until the PC drops it; otherwise it fades as soon as the PC stops spending an Action on it each round. PCs can have any number of links active at once but can only pay attention to one at a time. Lesser foes cannot resist this power or detect its presence; worthy foes can save versus Spirit to resist the initial contact and repeat it every round thereafter. Once a save is successful, the target is immune to this gift for the rest of the scene.

Foresight

Action

Commit Effort for the scene and indicate a particular visible person, event, or place that has been present within the current scene. Ask a question about the near-term future related to that subject, such as where a person will be going, what immediate ramifications an event might have, or when a particular event might next be happening in a particular place. The GM will give you an answer relevant to your interest, or indicate that no likely future event is relevant. The scope of this foresight extends out one day per character level. If Effort is committed for the day, it extends out one week per character level.

Arms of Will

On Turn

Commit Effort. While committed, the PC can exert as much force as a giant or dragon on any single object in sight, lifting it, manipulating it, or smashing it as appropriate. While the Effort is Committed, the PC may telekinetically fly at twice their usual movement rate. If used as a weapon against a resisting creature,

it counts as a 1d10 magical weapon doing physical damage. Creatures reduced to zero hit points can either be slain or regain one hit point and be helplessly grappled by the mental force for the remainder of the scene.

Psychic Scalpel Action

The psychic can unleash a mental assault on a visible target, inflicting an automatic 1d10 mental damage on them as they seek to overpower the victim's mind. If the blast does not reduce the target to zero hit points, however, the psychic must then Commit Effort for the scene or this gift goes inert for the rest of the scene. If the target is reduced to zero hit points by the attack, or the attack is used on a completely helpless victim, the PC gains complete control of the target's memories and behaviors, and may edit them as they desire. False memories may be added, existing ones edited, phobias and compulsions added in, and non-biologically-based mental illness cured. Lesser foes are utterly helpless to resist these changes. Worthy foes can make a Spirit saving throw to dispel the gift every time it is about to cause them to do something or think something deeply emotionally disturbing to them. A target reduced to zero hit points by this gift does not exhibit any visible distress while their mind is being edited.

Would You Kindly Action

Commit Effort for the scene and issue a request to a visible target, either audibly or via direct telepathic impression. The target will promptly carry out that request, provided it does not injure the target or something it loves, for a maximum of one day per character level. Worthy foes can save versus Spirit to resist the gift.

Greater Gifts

Concerted Belief Action

Commit Effort for the day. The psychic puts a thought into the air around them, whether it be a refusal to see or acknowledge the PC and their companions, a general hatred of a person or idea, a desire to cooperate with and help the PC, or any other idea that can be described in no more than a sentence or two. Lesser foes will automatically and unconsciously carry out that thought as completely as their natural

character allows, with the thought affecting all such foes in a radius of one hundred feet per character level; foes affected by it will continue to carry it out even after leaving this area until the psychic releases them or a week has passed since their last exposure to the psychic. The thought continues to propagate around the psychic for the rest of the scene. Worthy foes can save versus Spirit to resist the thought, becoming immune to this gift for the rest of the scene.

Telekinetic Storm (Smite) Action

Commit Effort for the day. The PC creates a tremendous vortex of telekinetic violence, inflicting 1d6 damage per two character levels, rounded up, on all chosen targets within one hundred feet. Targeted buildings and structures not capable of withstanding a full-force hurricane wind will be destroyed by this effect, and any enemy Mobs of creatures with one HD or less within the area of effect will be wiped out entirely.

Of One Mind Constant

The Arch-Psychic is the central hub of a web of telepathic connections that may be opened with any willing visible creature. which will then extend indefinitely and at any range until the PC drops the link. Up to a dozen targets may have "full" links, and any number may have "partial" links. A partial link allows for Instant communication between the subject and the PC and a sharing of senses when the PC chooses to do so, along with full awareness of the subject's physical and mental state and perceived location. A full link allows for all these things and grants the subject an invulnerable immunity to mind-reading or -influencing effects. Once per round, the PC may Commit Effort for the day as an Instant action to grant a target in full communion a free bonus Action on the target's usual turn. At first level, the PC is capable of maintaining up to 10 partial links. This number is multiplied by 10 at each additional PC level. While the PC cannot individually manage more links than their usual cognition allows, they can subconsciously "listen" for certain topics or persons, or send out psychic instructions to all or particular sub-groups of their linked allies. Such instructions have no special compulsory force.

Sight

Its innate power is an inability to be blinded regardless of light or ocular damage and a constant ability to see through disguises, visual illusions, or invisibility. Wisdom is raised to 16 or 18 if already 16 or higher as they can perceive things so well.

Blinded or otherwise vision-baffled foes take -4 to hit on melee attacks and can't hit with ranged attacks, barring superhuman senses in other ways.

Lesser Gifts

Command the Veil Action

Commit Effort for the scene. Blind a visible target or restore their vision, even if their eyes are destroyed. Worthy foes get a save and can be cured; lesser foes are blind until you say otherwise. Works on up to a Small Mob of lesser foes.

Pantomime of Mist On Turn

Commit Effort and completely control what a target sees. If used on a single target, the visions can be altered or controlled as an Instant action, allowing continuous control. If used on up to a Large Mob of targets, it has to be of a single event or phenomenon and can only be changed as an On Turn action. Worthy foes get a Spirit save to resist.

Share the View On Turn

Commit Effort for the scene to see through a target's eyes. They must be present or you must have seen them before with your unaided vision. Worthy Foes get a Spirit saving throw to resist your piggybacking on their sight.

Stone as Glass Constant

Commit Effort to see through non-magical materials and visually detect magic. Commit Effort for the scene to see through low-magic defenses, and Commit Effort for the day to see through anything not specifically warded by the Sight Word.

Sight Unseen On Turn

Commit Effort to turn invisible, along with your companions.

Light that Pierces All Action

immediately notice everything in the area that was intentionally concealed or hidden by someone, even if it's behind an object or buried. You also detect any particular object you might be looking for, if it's in the area.

Greater Gifts

Perfect Masquerade Action

Commit Effort for the day to change the visual appearance of a visible person, Mob or object permanently, up to the size of a castle. It must be within 25% of the same general size, but it will appear in the new form until dispelled with divine magic. The new guise does not change tactile properties, though it can conceal them. Optionally, curse a specific target to always see a particular thing or class of objects as another thing of the hero's choice. Worthy foes can save versus Spirit to resist either form of the power.

The Watchful Eye On Turn

Commit Effort for the scene to see anything known to you or any place you can geographically identify. You see it as if you were standing next to it, and can observe the surroundings freely. When searching for a specific object or person, you must know their name, have seen them before, or otherwise have some identifying knowledge of them. You can't use other senses in the vision, but can see well enough to lip-read. This sight penetrates anything short of divine wards fueled by the Sight Word.

A Shelter of Brass Constant

You and your companions cannot be scryed or visually detected with magic, nor can your location be fixed by any such power. You sense when others are attempting to use this ability on yourself or a companion, and can tell who is searching for you. You may return false readings to such scryers.

Blood

The Word's innate benefit is a Constitution of 16, or 18 if already 16 or better. They can't die unless someone spends out-of-combat time chopping them apart, burning them to ashes, or otherwise butchering their unnaturally-vital forms, though they go unconscious at zero hit points as usual.

Lesser Gifts

Scarlet Edge Constant

Gain a vitality-draining weapon booster that makes your attacks do 1d10. Anybody you attack with this does one fewer point of damage to you on any attacks they make against you that round, non-stacking.

Sanguine Shield On Turn

Commit Effort to gain an AC 3 booster that fuels you with unholy vigor, allowing you to shrug off most blows. While active, your companions don't bleed out at zero hit points due to the ambient vitality you exude, though they're still unconscious.

Avatar of Gore (Smite) Action

A vampiric Divine Wrath Smite equivalent that only does half damage, rounded up, but gives it back to you as healing. It can't heal more damage than it takes to kill the target.

The Thrill of Violence Constant

A Constant life-eating benefit that heals you for 2 points of damage every time you inflict damage on something living.

Ichorous Feast Instant

Commit Effort for the day to consume a particular gift, spell, or power that's used offensively against you. The power affects you normally, but it leaves the wielder unable to use it again until the target Commits Effort for the day too and makes a successful Hardiness saving throw, which they can attempt once a round starting the round after the power's "eaten".

Lash of Blood On Turn

Commit Effort for the scene to animate your own blood to create tentacles, other limbs, or other

appendages that can stretch up to sixty feet and can support your own weight. These appendages can be cut by damage equal to your level, but doing so doesn't harm you, and you can recreate them as an On Turn action.

Greater Gifts

No Sweeter Flavor Constant

A Constant power that allows you to forever after know the exact location, emotional state, and physical condition of anyone whose freshly-spilled blood you've ever tasted. You can speak to them through the blood, and they can reply. You can Commit Effort for the day to compel an affected lesser foe perform any action that takes a scene or less to perform, even if it's suicidal. Even a pinprick worth of blood is sufficient for this power, if it's been shed within the last 24 hours.

Cruelty Eternal Instant

Commit Effort for the day to become a volcanic reactor of vital force, gaining an invulnerable defense against physical harm until the end of your turn.

Bloodwalker Constant

As a Constant ability, you're able to emerge from any pool of blood no smaller than a mouse within 60 feet of you in place of a move action. This includes the blood in living creatures—you erupt from them in a way that may disconcert them, but does not harm them. You are constantly aware of the exact location of all blood sources in that range. By Committing Effort for a scene, you can use this power as a Smite equivalent to a Divine Wrath hit against the target you emerge from.

Memory

Those bound to the Word of Memory have perfect recall and an invulnerable defense against memory alteration. They may set either their Wisdom or Intelligence to 16, or to 18 if the attribute is already 16 or higher.

Lesser Gifts

Touch of Lethe

Action

The Godbound selects a single topic, which may be an intellectual skill, an event or type of events, a duty, a relationship, or some other specific matter. A target within sight immediately forgets everything about the topic until the effect is dispelled or the Godbound releases them. Up to a Large Mob of lesser foes may be affected by this power, or a single worthy foe. Worthy foes may save versus Spirit to resist this ability for a scene. Magical powers and combat skills cannot be effaced by this gift.

Seamless Certainty

Instant

The Godbound effortlessly molds a visible target's immediate memory, controlling what they remember having happened during the current scene. A guard may think his superior's just ordered him off duty, or an offended waitress may suddenly forget an insolent remark. The power affects up to a Large Mob of lesser foes at once plus a single worthy foe. Lesser foes get a saving throw if the situation is drastically out of line for the memories or they are specifically made to think further back than the immediate present. Worthy foes may get a Spirit saving throw to resist the gift for a scene.

Stolen Moments

Instant

The Godbound can instantly draw forth memories on any desired topic from a visible target, learning all they can remember about the matter. Worthy Foes can save versus Spirit to resist this gift for a scene, and require the Godbound to Commit Effort for the scene. Victims experience the power as a sudden, strong reverie of recollection on the topic; those wise in magic may realize something unnatural is happening.

Cage of the Dead Past

Action

The Godbound can put a visible target into a fugue, reliving a past event in their mind. The Godbound can nominate a specific event, or just choose a general type of memory. The victim is completely paralyzed and oblivious to their surroundings while in the fugue, which lasts or loops as long as the Godbound wishes, even to the point of dehydration or death. The Godbound can see clearly the memory that the victim is reliving. Worthy Foes get a Spirit saving throw to resist this ability for a scene.

A Crumb of Iron Rations

On Turn

The Godbound can remember a particular object or domestic animal so well that it becomes tangible in their possession. Objects or animals must be no larger than a cart, and continue to exist so long as they remain in the PC's presence. Items eaten or otherwise consumed nourish people or otherwise function normally. Magical items can be remembered in their physical appearance, but lack the enchantments of the real thing.

Painful Memories

On Turn

Commit Effort. The Godbound overwhelms a victim with the memory of physical pain or emotional agony, fresh as if it were in the moment. Their gaze becomes a weapon with a 200' range doing a 1d10 damage die against thinking creatures, including animals, save for those who have never actually experienced suffering. Against humans and other sentient life, it always does at least 1 point of damage, even on a miss. A target reduced to zero hit points may commit suicide or simply collapse in helpless agony; the power alone cannot kill.

Greater Gifts

Remember Me

Constant

The Godbound can choose a number of targets known to them up to their level, changing them as an action. Regardless of distance, whenever one of the targets purposefully thinks of or remembers the PC, the PC may Commit Effort for the scene to take a single action as if they were there with the target, though they cannot be affected or harmed by anything and only the target can sense them. Optionally, the PC may choose to simply communicate

with the target at no Effort cost. A target can avoid thinking of the PC clearly enough to trigger the power, but only by carefully avoiding any plots, plans, or accounting for the PC in their actions. This ability cannot be used if the PC is already in the target's presence.

Infectious Forgetfulness Action

Commit Effort. The Godbound can nominate a particular event, person, or relationship known to them. Everyone in their presence forgets entirely about the matter, though worthy foes can save versus Spirit to become personally immune to that particular use of the power. Furthermore, every affected person becomes a vector for this forgetfulness, causing others who see them to also forget about the topic. So long as the Effort remains committed, affected targets cannot remember it, even if reminded by someone or something. If forced to confront the person or topic, they will rationalize it as something else, or even hallucinate an analogous situation.

False History Action

Commit Effort for the day. The Godbound can insert a particular event or idea into the memories of every person within a region or Faction equal in size to half their level, rounded up. Thus, at first level, they could affect a village, at third, a town, at fifth, a province, at seventh, a nation, and at ninth, they could theoretically falsify a memory shared by a realm. Emphyrean Wards on an area increase its effective size by half the Ward's rating, rounded down, however. Worthy Foes can save versus Spirit to resist this effect. People will deal with this memory in any way that is characteristic to them, but they will rationalize away any evidence to its contrary unless the proof is overwhelming. This gift cannot be used as a miracle.