

Wish

Those who are bound to the Wish word are able to assert their control over the world at large, shaping it into something that they and others want it to be rather than what it is. While other words may focus on the acts of wanting, greed, and deal-making, Wish grants the ability to make those things a reality. Miracles should be focused on such, granting one's self and others a boon within the limits of the gifts shown. Miracles that produce wide changes may be treated as Dominion changes, requiring the Dominion or Influence to be spent to make them so. Such changes should remain in line with the gifts shown below, with the storyteller being the final arbiter as to what happens. Keep in mind that the one who is bound to the word of Wish should receive the spirit of their wish, and not some twisted nightmare due to a twisting of their words—such themes should be up to the player, who may feel free to be as fickle as they see fit.

Wishes can come with a lot of unforeseen side effects, and these side effects are often the main focus of stories involving careless wish-makers finding themselves on a misadventure as they deal with the consequences of their actions. Those who are bound to the Wish word and use the gifts and miracles therein are assumed to be skilled enough at altering the world as to avoid any silly paradoxes. Also, when a wish is made, it is important to remember that the only consequences that matter are those that affect the story; every action has consequences, so focus on what is important and allow any other side effects to be played out when and if they come up. Those bound to Wish are never obligated to provide the wish unless another power is forcing such a compulsion; thus, wishes such as, “I wish you were dead,” may be safely ignored.

When fulfilling the wishes of those who live within the effect of mundus or empyrian wards, you may ignore their effects unless the Scope of the wish affects the entire region that is protected by those wards. Godbound who are bound to Wish have an additional amount of Influence equal to their Level/2, rounded up. Anywhere where a gift in this word calls for Dominion, a Godbound may instead commit Influence to enact temporary wishes, or to grant wishes that they do not have the Dominion to enact. If this Influence is recalled, then the wish is canceled as with a Dominion change.

Finally, a wish must be something that the wish-maker actually wants. Compelling somebody to say the words isn't enough. Lining up mortals who are being ordered to wish for the godbound's goals will not succeed unless those mortals truly want to be doing so. Don't make this weird.

Lesser Gifts

Gaze Upon a Star: Constant

The Godbound is acutely aware of the wishes of mortals within a radius of one mile per level, hearing their wants as soft whispers. These whispers do not help the Godbound pinpoint the location of mortals within this area. By committing effort for the scene, the Godbound may transport themselves to the one making the wish. You may not travel more than 10 miles in an hour through the use of this gift.

Penny for the Well: Action

The Godbound may reduce an Improbable change to Plausible if they spend an amount of non-conjured wealth equal to the Scope of the affected area.

Faustian Bargain: Action

You strike a deal, offering to provide a gift or service up to a plausible dominion change in exchange for a great sacrifice on par with their own life or the life of another that they care for. If the terms are met, then you may perform a plausible dominion change for the individual free of cost. This does not count as dominion being spent for the purposes of leveling up. Worthy foes may make greater requests, up to improbable in nature, if you commit effort for the day. Should they fail to meet their end of the bargain, the Godbound is made aware and may reverse the change if they desire and/or inflict 1d12 straight damage to the one who broke the deal.

A Peek at the Horse's Teeth: On Turn

Before enacting a Dominion change, you may ask the storyteller roughly how the change will play out, and the storyteller gives at least a one-sentence answer as to the problems that the change will cause. By committing Effort for the day, you may push the problems back a number of days equal to your level and attempt to handle them before they take root. This gift may be used to push any negative effects of gifts in this word, allowing a benevolent deity to protect those whose wishes they grant.

Wishbone: On Turn

Commit effort for the day, choose a target within sight which may not be yourself. The target may choose one of the following: be healed your level in hit points/hit dice without committing Effort, make one damage roll read as straight damage, or reroll one die roll. This choice must be made with their next Action, or else it is wasted, and the effort is refunded.

Petty Biting Words: On Turn

Commit Effort. One target within 200 feet is struck by a baleful wish made by you or somebody in their past. This gift may be used as an attack to inflict 1d10 damage, or, if used on a lesser foe, may be used to inflict more subtle torment as they are wracked with illness, famine, and spousal troubles. You may give the target a flash of who wished for this to happen to them, including your own image if you so choose. The source of this attack is only apparent to greater foes who make a successful Spirit save.

Desire's bounty: On Turn

You may grant a minor wish for material goods for one target within sight per round by creating material wealth, food, water, small animals, intoxicants, and other non-magical goods whose value is no greater than your level/2. This gift may not create magical goods, and such conjured materials may not themselves be used as a sacrifice for dominion, influence, and gift powers that require such sacrifice until they have existed in the world for at least one year.

Greater Gifts

Blow Out the Candles: Action

You may commit effort for the day to imbue another entity with the use of a lesser gift from another word for one day. Additionally, if the target is a lesser foe, they gain your level/2 Effort which may only be used to power this gift.

Be Careful what You Wish for

Commit effort for the day. You may enact an improbable change on a scope equal to your level/3 rounded up in order to fulfill a mortal's wish. Spend your Dominion, and the change happens in the space of an Action. If used to provide a Feature, then within the next week, a problem with a point rating equal to the Power of the affected party will arise having to do with the abrupt nature of this change. If used to hinder a faction or person, then the one who made the wish suffers your level in damage as their wish comes back to haunt them.

My Greatest Desire: Action (Smite)

Commit effort for the scene. You may target a foe who is within sight, or speak their name to affect them across any distance or barrier. You may inflict an improbable change on a subject that could include such things as their being turned to stone, turned inside out, or have never been born at all. Lesser foes are defeated instantly while greater foes take 1d8 damage per character level. Targets who are defeated by this power may be killed or forced to suffer the full effects of your wish.