POWER OF THE DEITIES

Deities are powerful entities that are tasked with promoting certain things that are considered in their scope of influence. Their scope of influence determines their domains, edicts, and anthema.

DIVINE HIERARCHY

Not all deities are created equal. Some are more powerful than others. The difference in power between them is call their echelon level. Similar to character level, the Echelon Level (EL) determines their strength, the abilities they get, and what divine category they are in. They are described below:

EL 0: These are fledgling deities. They don't grant spells and don't have many of the abilities that other deities have. This does not describe normal characters, normal characters don't have an EL at all so gain nothing.

EL 1-5: These are the apetor deities. They are the weakest of beings who can be considered true deities. They are able to grant spells to worshipers and gain divine abilities.

EL 6-10: These are the elitin deities.

EL 11-15: These are the magestin deities.

EL 16-20: Finally, are the supremor deities. They are the most powerful deities with the most worshipers, and the greatest number of divine abilities.

DIVINE CHARACTERISTICS

Deities gain bonuses for various things. These are deific bonuses, and they stack with other types of bonuses.

Abilities: Deities gain a bonus to their abilities scores equal to their EL. Additionally, they select two Divine Ability scores associated with them due to the Raised by Belief feat. They gain an additional bonus to these two ability scores.

Skills: Deities gain a bonus to skill checks equal to their EL. Deities with an EL of at least 1 select a skill that they are associated with. Apator deities automatically have trained proficiency in this skill, elitin deities automatically have expert proficiency in this skill, magestin deities automatically have master proficiency in this skill, and supremor deities automatically have legendary proficiency with this skill.

Senses: Deities gain a bonus to Perception checks equal to their EL.

Deities can also extend their senses up to a mile for each EL they have. Deities that have at least EL 1 can spend an action to see and hear around any worshiper, holy site of the deity, or when someone mentions their name up to a distance equal to their EL in miles. This enhanced sensing can be blocked by deities of a higher EL if they spend an action to do so. They can sense a number of locations equal to their EL.

Languages: Deities gain knowledge of additional languages equal to their EL. Many also have *tongues* on them permanently as well.

Armor Class: Deities gain a bonus to their armor class equal to their EL.

Saving Throws: Deities gain a bonus to saving throws equal to their EL. Deities of EL 1 or higher treat a critical failure as just a failure.

Hit Points: Deities gain 5 extra hit points plus 5 additional hit points per EL.

Immunities: Deities have the following immunities, unless the attacker is of equal or higher EL.

Transmutation: Immune to any effect with the polymorph trait, unless they choose to change.

Ability Score Conditions: Immune to clumsy, drained, enfeebles, and stupefied conditions.

Mental Effects: Immune to anything with the mental trait.

Others: Deities of EL at least 1 are also immune to cold, electricity, acid, stunning, sleep, paralysis, disease, poison, death effects, and disintegration; deities of at least EL 6 are also immune to any effect that can banish or imprison them.

Resistances: Deities gain the following resistances.

Energy: fire resistance equal to twice their EL.

Physical Damage: Equal to their EL.

Speed: Deities gain a 5ft bonus to all movement speeds that they have with an additional 5ft per EL they have.

Attacks: Deities gain a bonus to melee, ranged, and spell attack rolls equal to their EL.

Spell DCs: Deities gain a bonus to spell DCs equal to their EL.

Maximized Roll: Supremor deities always get the maximum roll for any dice they need to roll.

Domains: Deities have a number of domains associated with them. They gain a certain number based on their EL. Fledgling deities gain 1, apetor deities gain 4, elitin deities gain 5, magestin deities gain 6, and supremor deities gain 7. They are able to cast the domain spells associated with their domains at will as innate spells.

Spells: Deities of at least EL 1 are able to grant spells to their worshipers. They also select 3 spells that are granted to their clerics. They are able to cast these three spells at will as innate spells.

Spontaneous Casting: Deities of at least EL 1 who have levels in a divine spellcasting class is able to spontaneously cast the divine spells associated with this class.

Immortality: Deities are immortal and do not die of natural causes. They do not age. Deities of at least EL 1 do not need to eat, drink, or breath.

Scope of Influence: Deities gain a number of scope of influences equal to the number of domains that they get, and which are associated with those domains. Fledgling deities are able to sense major events involving their scope that involve 10,000 people or more, apetor deities are able to sense an event associated with their scopes if it involves at least 1,000 people, elitin deities are able to sense events involving their scopes that involve 500 people, magestin deities are able to sense events involving their scopes regardless of the number of people and they can sense them a month into the past as well, supremor deities are able to sense their scopes of influence a year into the past or a year into the future regardless of the number of people it involves.

Commune: Deities of at least EL 1 are able to communicate with their followers in various ways. As a single action, they can speak to a worshiper, or anyone within 1 mile per EL of a site dedicated to the deity. The communication can be telepathic or be issued around the person so others can hear. Once established the deity can maintain communication as a free action. Alternatively, they can communicate through an omen (shaft of light, gathering of animals, change of weather, etc). They can maintain a number of communications equal to their EL.

Aura: Deities of at least EL 1 have an aura that affects mortals and other deities of a lower EL. The type of aura is chosen by the deity. A deity can choose to make its followers immune to the aura as a free action. Once an individual makes the save they are immune for a day. The deity can choose to decrease the radius of the aura to less than their maximum if they choose (even down to 0 feet). The Will DC to negate and the maximum emanation distance is determined by the EL of the deity according to the following chart:

Deity EL	DC	Max Distance
1-5	15+EL	10 ft./EL
6-10	20+EL	100 ft./EL
11-15	25+EL	1000 ft./EL
16-20	30+EL	1 mile/EL

The types of auras are:

Daze: The subject gains the stunned 2 condition (which is not reduced) while in the aura.

Fright: The subject gains the frightened 2 condition (which is not reduced) while in the aura.

Mindless: The subject gains the stupefied 4 condition (which is not reduced) while in the aura.

Resolve: The allies in the area gain the strengthened 1, graceful 1, and fortified 1 conditions, while enemies gain the clumsy 1, drained 1, and enfeebled 1 condition.

Divine Realm: Deities of at least EL 1 control an area that they designate as their home. They are able to have control over the environment like temperature, landscape, smells, and sounds that would be within the norms for the plane that they are on. Deities of at least 6 EL can control the astral links in their realm thereby negating teleportation and similar effects. Deities of at least 11 EL can apply enhanced magic effects in their domain. The size of their domain is determined by their EL and plane as per the chart below:

	Radius of effect			
EL	Cardinal	Reflective	Creative	Deific
1-5	100ft/EL	100ft/EL	100ft/EL	100ft/EL
6-10	100ft/EL	100ft/EL	100ft/EL	1 mile
11-15	100ft/EL	100ft/EL	1 mile	10 miles
16-20	100ft/EL	1mile	1 mile	100 miles

Actions: Deities gain a number of free actions each round equal to their EL. Deities are able to perform skills associated with their scope of influence as a free action if the DC is less than 10+their EL.

Triumphs: Deities gain special deity abilities called triumphs. They gain a number of triumphs equal to their EL. Deities also gain additional triumphs based on their hierarchy. Apetor deities gain one additional triumph, elitin deities gain two extra triumphs, magestin deities gain three extra triumphs, and supremor deities gain five extra triumphs. See next section for the selection of triumphs.

DIVINE TRIUMPHS