

The Cosmology:

Everything consists of three distinct parts. The bubble, which contains and protects reality, the Void, which threatens reality, and the Gods, who expand, enhance, and rule over reality.

The bubble contains infinite potential. It however, has finite power and is under constant pressure from the Void. It has no discernable higher mind and appears to be operating on instinct to preserve its shell. The Gods emerged from the bubble, yet they are completely separate and distinct beings from it. The bubble is empty, and waiting to be filled.

Only time can tell what the Gods will make of this new reality.

Turns:

Turns take place over an enormous length of time, and can also be called Eons. Every few Eons, a new Era, or Turn Cycle, may begin. An Era almost always starts with a major Event that influences reality as a whole or some of the creations within it.

Some Eons will have minor Events. These are random and usually of little importance.

Events can be positive, negative, or both. Which it is may vary between the perspective of the Gods.

If a God does something significant, a new Era may begin named after them and what they've done.

Stats:

Gods have two stats, Corpus and Ichor. Corpus is the abstract resilience of the God, while Ichor is the divine power of the God. The limits of these stats are determined by the Level of the God.

Apart from Stats, Gods have 1d6 base damage in Combat. This can be improved by Artifacts, Abilities, or advancing in Level.

Every God starts at Level 0, and 10/10 Corpus, 10/10 Ichor, and 1d6 base damage. The only way for a God to increase their stats is to increase their Level.

Corpus:

Corpus can be thought of as the health of a God. How this manifests varies from God to God, but the results remain the same. If a God's Corpus is brought to zero or less, they

are killed and cannot be revived by healing alone. Gods naturally recover Corpus at a rate equal to their Level.

Gods may spend an action to heal themselves or another God at a 2:1 ratio of Ichor to Corpus.

Gods are expected to keep track of their own Corpus.

Ichor:

Ichor is the currency of the Gods. Like most currencies, to gain a steady supply of Ichor, a God must spend Ichor. There is little direct benefit to hoarding Ichor. All Ichor that a God gains over their limit is lost and returns to the bubble. If a God chooses, surplus Ichor can be sent to increase the value of one of their creations.

Gods can freely transfer Ichor to other Gods or to Servants that are in the same Location, if the receiver is willing.

Gods are expected to keep track of their own Ichor.

Income:

Unlike Corpus, which is internal and regrows on its own, Ichor is external and must be regained. There are several sources of Income which must be discovered. At reality's beginning, the bubble will sustain the Gods but if they want to remain solvent, they'll need to find a source of Income.

Gods are expected to keep track of their own Income.

Domains:

Domains are a part of reality that a God has authority over. Everything that exists, does not exist, and could possibly exist corresponds to a Domain. Every God has at least 1 Domain. There is no upper limit to the amount of Domains a God may have, but the more a God has, the more challenging they are to manage.

Everything a God does is attached to a Domain and must be explained by their authority over that Domain. These are vague and wide-reaching, with immense versatility. For example, a God of Doors could smite a mortal city by closing the metaphorical doors in the veins between their organs, but it must be justified under the God's Domain.

It is possible to gain additional Domains through peaceful or violent means.

Levels:

Every Level a God gains grants an additional +10 to the limits of that God's Corpus and Ichor. This is the only natural means of advancing a God's innate Corpus and Ichor. In addition, every Level grants a +1 bonus to every roll from the God and increases their base damage dice by one size. On reaching Level 1, a God's damage dice will increase from 1d6 to 1d8.

Levels represent a God's hold on divinity. To strengthen this, they must deepen the influence their Domains have throughout reality.

To reach Level 1, a God must spend 10 Ichor on creations corresponding to their Domains and reach the end of a turn without losing them. That 10 Ichor must be spread (somewhat) evenly between that God's domains. For example, a Level 0 God of Drums and Smoke would need to spend 5 Ichor on Drums and 5 Ichor on Smoke to advance their Level.

The spread of Ichor doesn't need to be exact. For advancement, every 2 Ichor over the Level requirement of a single Domain can count as equivalent to 1 Ichor toward another Domain's progress. For example, if the aforementioned God of Drums and Smoke had 10 Ichor in Drums and 4 Ichor in Smoke, he could count +2 in Smoke from Drum's surplus 5, and qualify for advancement.

Each Level requires double the investment in Ichor of the last. Level 2 requires 20 Ichor, Level 3 requires 40 Ichor, and so on. Creations made to achieve a lower Level don't count toward higher Levels, as Gods need to continually assert their Domains, but their loss isn't damaging.

Gods are expected to keep track of their own progress toward the next Level.

Abilities:

Each Domain a God has can hold one Ability of their creation.

By default, Abilities can be used once per turn, but an Ability may be weakened to stretch its usage. For example, a single 10 damage attack could be broken into five separate 2 damage attacks.

To gain an Ability, a God must spend an amount of Ichor equal to the Ability's effect, within a handful of limitations.

No Ability's total value can exceed the Corpus or Ichor limit of its God. This is counted separately, per Domain, rather than for the God's Abilities as a whole. Abilities can be upgraded after their creation. Abilities can be removed at no cost, but there is no refund of Ichor already spent.

Temporary effects, such as a brief attack or short-lived minion, cost a 1:1 ratio. Temporary creations can be maintained at a cost of 1 Ichor+1 Ichor per turn that's elapsed since their creation. For example, a Rusting Golem would cost 3 Ichor to maintain at the second turn of its existence.

Permanent effects, such as a realm expansion or manufactured artifact, cost a 2:1 ratio. Permanent creations are automatic and lack the chance to have qualities that weren't accounted for in their Ability. Because they are automatic, the divinity in them is lessened and their scavenging value is halved.

Damage dealing effects cost 1 Ichor per 1 side of the dice, or 2 Ichor per 1 guaranteed damage on a successful strike. For example, a God of Blood creating an ability to inflict 1d8 damage on his foes would spend 8 Ichor.

Ichor spent on Abilities does not contribute to their Level advancement, as it isn't effecting their Domain throughout the bubble. Temporary creations do not count, as their existence is finite. Permanent creations do count, but their value is halved as they are automatic.

Abilities can have only one direct effect, but a sufficiently complex Ability may be more flexible.

Actions:

Gods have a limit of three Actions per Turn. An Action is anything that Ichor is spent for, movement between Locations, and engaging in combat. The use of an Ability doesn't count as an Action.

Servants have a limit of two Actions per Turn.

Locations:

The bubble is divided into several distinct Locations, representing regions of the space within the bubble. In the beginning, these are Coreward (Center), the Emptiness (Space), and the Outer Shell (Bubble).

Every Realm or site of interest is considered a specific Sublocation within its wider Location. Under usual circumstances, they cannot be moved from their starting Location.

Movement:

Due to the bubble's spherical nature, rotating is an order of magnitude easier than traveling to or from the center.

Consequently, Movement between places in the same Location is free, but Movement between Locations requires an Action. By default, Locations cannot be skipped to move faster. For example, a God wanting to go from Coreward to the Outer Shell must spend two Actions, first to travel to the Emptiness, second to the Outer Shell.

Creation:

Gods are authorities over their Domains that exist to expand them, and by doing so, improve the stability of reality and stave off the Void. The most direct and powerful means of this is the act of Creation, bringing something from nothing using Ichor as fuel.

With the exception of the Gods, everything that exists in the bubble is created. There are an infinite amount of possible creations, but they can be sorted into a handful of categories: Artifacts, Servants, Realms, Mortals, and Laws. To create, Ichor must be spent. Either indirectly, through the use of an Ability, or directly, upon creation.

Upon creation, a God rolls a 1d20+any modifiers they've gained. If that roll is 20 or higher, the God will receive a choice of two bonuses. These vary but are always useful.

Every creation corresponds to one or more Domains. If a creation has multiple domains, its Ichor value counts toward the Level requirements of every domain involved. Due to the increased complexity of multi-Domain creations, each Domain past the first adds a stacking +10% increase to the cost.

Artifacts:

Artifacts are objects which a God uses for a variety of purposes. These are sorted into several subcategories: Weapons, Armour, Tools, Baubles, and Consumables. Artifacts can be abstract. For example, a unique martial art could be a Weapon, or a protective gravity field an Armour.

Gods may carry up to four Artifacts at once. They can only use one Weapon during a single Combat, however.

Weapons are meant to deal damage. They cost 1 Ichor per side of their damage dice, and 3 Ichor per 1 guaranteed damage on a successful strike. For example, a Hammer dealing 1d6+2 damage would cost 12 Ichor. Weapons replace the base damage of the God wielding them.

Armour is meant to absorb damage. They cost 2 Ichor per 1 point of resilience and have a limited pool. Once a piece of Armour has been damaged, it must be repaired at a cost of 1 Ichor per 1 point. Once a piece of Armour reaches 0 damage, it has been destroyed and must be reforged at half of the cost, or taken at its scavenging value. For example, a Shield with a resilience of 7/7 would cost 14 Ichor, and if it were damaged to 4/7, it would cost 3 Ichor to fully repair.

Tools are meant to assist in creation. As creation is much more difficult than destruction, Tools are much more expensive than Weapons or Armour. They cost 5 Ichor per +1 to creation rolls they give involving their Domain or closely related Domains. For example, a +2 Astrolabe of Meteors would cost 10 Ichor to create and could apply its bonus to Storms or Space, but would be useless for Plants.

Baubles are meant to store value. They cost 1 Ichor per 1 Ichor they store and give up their total value when scavenged, instead of the usual half. If a Bauble is created by an Ability, they instead give half. For example, a +20 (very) Shiny Coin would cost 20 Ichor and could be scavenged for 20 Ichor, but if it were made by a Coinsmithing Ability, it could only be scavenged for 10 Ichor.

Consumables are meant to be eaten. They cost 2 Ichor per 1 Corpus they heal or damage. Most Consumables are meant to heal, as it is inefficient to force consumption. For example, a +5 Healing Potion would cost 10 Ichor.

Servants:

Servants are intelligent creations that can act on behalf of a God. They have 1 Corpus and Ichor per 1 Ichor spent to create them. If a God sees fit, a Servant can be created with a single Ability at a 1:1 cost ratio.

Servants are capable of gaining income and are aligned to one or more Domains they can act on, chosen at the time of their creation. If damaged, Servants heal Corpus at the same rate as their God.

Gods control their own Servants. By default, Servants have absolute loyalty to their God but if a Servant becomes stronger, their loyalty may waver if they aren't kept in check.

As Servants are only aligned to a Domain rather than holding it, their use of Ichor lacks the skill of divinity. Servants make creations at twice the default cost and can only transfer Ichor at a 2:1 ratio.

This limitation extends to their strength in Combat. The base damage of a Servant is 1d6, unless augmented by an Ability or bonus.

Realms:

Realms are distinct places in the cosmos. By default, there are no distinct subcategories of Realm. Every Realm has two qualities: Size and Alignment.

Size is determined by the amount of Ichor spent at a 1:1 ratio. There are no fixed measurements associated with size, it is relative to its value. A huge lifeless wasteland may have equal size to a small verdant garden. Size determines how many Mortals a Realm can support and how much Ichor it can be scavenged for.

Alignment is determined by the Domain(s) used to create a Realm. It has little effect outside of slowing, stopping, or damaging the growth of Mortals who don't share its alignment or a closely related one. For example, a Music-aligned Realm would be poisonous to a Silence-aligned Mortal race. Realms with a complex, multi-Domain alignment may be habitable for a wide variety of Mortal races.

Mortals:

Mortals are short-lived beings that have a fragile Corpus and infinitesimal drop of Ichor. A distinct group of Mortals is a race, but it is possible for multi-race civilizations to emerge under certain circumstances. Like Realms, every Mortal race has an alignment corresponding to the Domain(s) used in their creation.

The Ichor value of a Mortal race is abstract and measured by its Population, similar to the Size of a Realm. Millions of cockroaches and a few dozen nigh-immortal angels may have the same Population.

Mortal races are created at a ratio of 1 Ichor to 1 Population.

Mortal races have two strengths: Reproduction and Worship.

If a Mortal race is in a Realm, their Population will grow at a steady rate over the eons. Due to this, it is possible to get a higher quantity of Mortals than a God initially created.

Most Mortal races have a need to believe in something greater than themselves. Usually, this takes the form of Worship. By focusing on a God (or Gods), Mortals are able to transmit a portion of their Ichor to them. From single Mortals, this is negligible, but from Populations, the income can be substantial.

Worship is structured by Religion.

If Mortals are worshiping one God as absolute, that God is their Absolute God. Absolute Gods gain 2 Ichor per 1 Population.

If Mortals are worshiping one God as the highest but acknowledge other Gods, the God is a Major God and the other Gods are Minor Gods. Major Gods gain 1 Ichor per 1 Population, while the other half of Ichor is evenly divided between the Minor Gods.

If Mortals are worshiping several Gods as roughly equal, the Gods are all Pantheonic Gods. In this case, the entire amount of Ichor is evenly divided between the Pantheonic Gods.

Mortal races will almost always Worship a God (or Gods) of a similar Alignment. If Mortals are aware of a God but don't Worship it, that God is usually considered to be an enemy of their God(s) or not divine at all.

Gods are able to have different statuses in separate Religions. Gods are expected to keep track of their own Religious status.

Laws:

Laws are changes to how reality functions across the bubble. The costs and effects for them vary enormously. In general, they are expensive and require either specific (cheap) goal or multiple Gods cooperating.

Combat:

If multiple Gods are unable to diplomatically resolve their disagreements, they may resort to violence. There are two sides, the Aggressor and the Defender.

Whichever God (or Gods) spends an Action to start Combat with another God (or Gods) is the Aggressor(s), while their opposition are the Defender(s).

In Combat, Aggressors and Defenders are matched up randomly. Both sides roll a 1d20+any modifiers they have against their foe. The higher wins while the lower loses.

For example, if two unarmed Level 1 Gods fight and roll 17 vs 3, the losing God will take 1d8 damage.

Engaging in Combat without preparations is extremely risky.

Fleeing:

If a God is attacked, they may choose to flee rather than fight. If a God flees, both sides roll as if for Combat with several differences. If the Fleeer loses, they take halved damage from the Attacker. If the Attacker loses, they take no damage from the Fleeer.

If the Fleeer wins, they manage to flee. If the Fleeer is attacked again during that turn, they receive a stacking +4 bonus to flee.

Scavenging:

If a creation is no longer necessary, a God may spend an Action to scavenge it. The act of scavenging destroys the creation and gives up half of its Ichor value. Per Action, a God can scavenge half of their own Ichor limit.

Large creations may require multiple Actions to scavenge, but will undergo damage.

Mortal races may be scavenged. This is genocide. Though some Gods are likely to disapprove of it, it is unlikely to have any effect on the bubble.

The corpse of a God may be scavenged. This is cannibalism. This is the ultimate blasphemy, and may or may not have an effect on the bubble.