

Blessing of a Goddess to be Taken to Another World

You have died, played the right video game, performed the proper ritual, or otherwise been taken into the presence of the divine. You rest on the threshold between worlds, a power that defies common reason offering you her blessing before sending you on your way to another world. She may appear in your dreams from time to time to give you guidance, a mission, or express her displeasure - if you displease her enough, she may dispose of you. She will likely give you a mission reflecting her particular values, fitting for wherever she plans to send you.

Patrons:

Select one divinity to empower you.



War

The goddess of war delights in martial valor, the conflict between men, and strength of arms.

She prefers bravery to cowardice, and wishes for her champions to protect noncombatants from the depredations of war. Her greatest enemies are tyrants and monsters that prey upon humans.



Death

The goddess of death eventually takes all things into her bosom, and she has given you the power to bring them to her that little bit quicker.

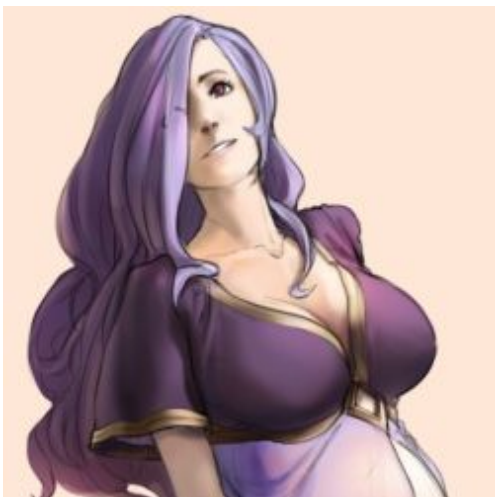
She wishes to bring a quiet and peaceful death to all, after giving them the opportunity to live a good life. Her greatest enemies are sadists and the greedy.



Artifice

The goddess of artifice is the mother of innovation, development, invention, and study.

She wishes to create and expand humanity's understanding of the world and all the things within it. Her greatest enemies are the small-minded, the petty, the bigoted, and the traditionalists.



Hearth

The goddess of the hearth believes in the compact between mother and child, between powerful and powerless, the quiet nurturing touch that brings growth without expectation of recompense.

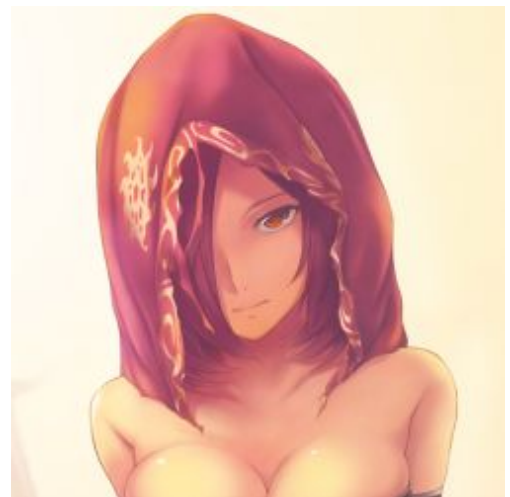
She wishes everyone to simply be happy, secure, and safe. Her greatest enemies are those who hurt others senselessly.



Law

The goddess of law is the ephemeral reality of power, and its capacity to coerce with only a word and a reputation.

She wishes to bring people together into a well-ordered society where there is a place for everyone and everyone in their place. Her greatest enemies are those who wish to break apart the current order and bring about chaos.



Trickery

The goddess of trickery plays with perceptions and feelings, the art of manipulation and social actions.

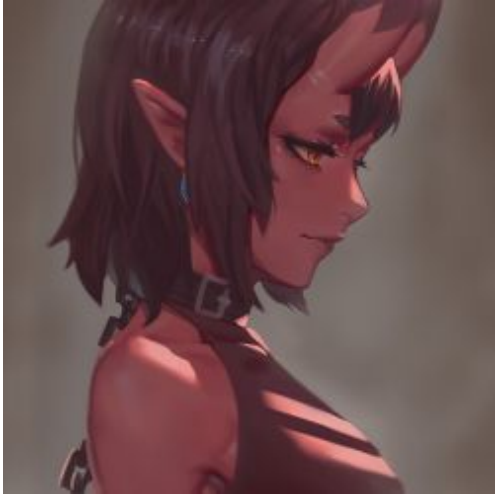
She wishes to delight in the ebb and flow of all the social dances, whether they be courtship or war. She particularly delights in betrayals, both political and interpersonal. Her greatest enemies are the protectors of the status quo, particularly those whose methods grind down others.

You have **thirty points** to spend on whichever benefits you so choose.

The first thing you have to decide, after being selected by your goddess, is your avenue or avenues of advancement. So long as you follow whichever paths in particular you chose, you will grow in power with time, even if you do not directly practice any of your abilities - and you will grow in power much faster than mere training could manage.

Avenues of Advancement:

One avenue of advancement comes free; each one past the first costs three points.



Domination

Each time you force another to submit to you, you will make progress towards leveling up. Forcing the submission of those who have many people under their command, or reputations of power, is much more effective; forcing the same person to submit again and again has rapidly diminishing returns.



Killing

Each time you kill a person, you will make progress towards leveling up; killing those with particularly powerful souls, or who have personally killed many people on their own, is much more effective.



Wealth

Each time you earn money, you make progress towards leveling up. Even passive methods of growing wealth, like rent extraction, will work for these purposes. Only long-term gains will enable leveling - the stochastic movement of values of stocks, for example, will not.



Salvation

Each time you save a person from death, violence, injury, disease, you make progress towards leveling up. The more people you save, and the more certain their deaths were before your intervention, the faster you will level.



Trust

For so long as you hold a position of public trust - sheriff, mayor, king, general, war chief - you will make progress towards leveling up, passively, merely by holding the position. The more people who work under you, and the greater your power over them, the stronger the effect.



Esoterica

Each time you acquire information that is unknown among the general population, you make progress towards leveling up. The rarer and more valuable the information is, the faster it will cause you to level.

You may also take on a "cheat ability" - something that will grant significant power over life and death. However, this will consume the majority of the magic your goddess has used to bless you, so you may wish to instead save those points to spend on powers. Further, you may only pick specifically the cheat ability aspected to your goddess.

Cheat Abilities:

A cheat ability costs twenty points. You may only buy the cheat ability aspected to your patron goddess.



Black Knight (War)

You cannot be slain, and experience pain only as a mild alarm. Any injury only serves as a temporary stopper on your movement; you regenerate over the course of a day or so if you're immolated to nothing but ash, and proportionately faster the less of your body has been damaged. This recovery speed is replaced by that of Rapid Recovery, if you have it.



Vampire Lives (Death)

Each time you kill a person, you gain an extra life. Whenever you are killed, after five seconds the largest part of your body instantly recovers to your full health, though it may be naked or unarmed, depending on circumstance. You can have a maximum of ten extra lives at a time.



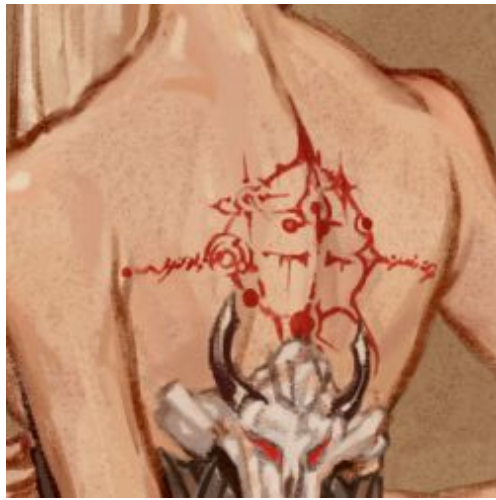
Return by Death (Artifice)

When the dawn comes, you make a "save point." If you die during that day, you are returned to the dawn, with all your memories - nobody else recalls what happened during that day, save perhaps extradimensional beings such as gods. You may return to the day's beginning only three times per day; a fourth death in a single day will see you ended eternally.



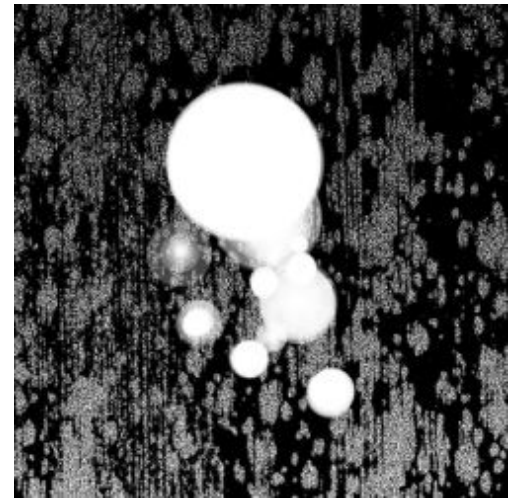
Resurrection (Hearth)

By kissing a dead person on the lips or mouth for at least ten seconds, they will return to full life and health - their body must not have passed such a state of decay that you can visually determine their mouth; cremated persons are lost to resurrection forever. This power provides no ability for you to recover from death events yourself.



King's Brand (Law)

You may brand a person with a touch; the process takes a few seconds and is very painful. If you successfully brand someone, then you can kill them at any time, no matter how far away they are, and when you die you can respawn in the body of an individual you have so branded (your choice who), killing them in the process.



Possession (Trickery)

When you die, you become an insubstantial and invisible spirit. You may enter a recently dead body and revive it as your own, taking on its appearance and gaining access to your host's memories. Small injuries, like stab wounds, will heal, while large ones, like amputations, will remain.

Once you have selected your avenues of advancement and decided whether or not to take on a cheat ability, then you may begin purchasing powers, the specific gifts your goddess has blessed you with, granting you with one or more of a wide variety of useful abilities that improve in efficacy as you level up.

Powers:

Powers aspected to your patron goddess cost two points; powers aspected to another goddess cost three points.



Iron Body (War)

Your body is extremely resistant to physical trauma, well beyond human norms, and this durability will only increase as your level increases.



Killing Strike (Death)

Your attacks inflict much greater damage to the target's body than they ordinarily would - flesh is cut through more easily, parts not directly at the contact point are broken as well, armor that should have resisted is pierced, and so forth. The efficacy of this ability increases as you level.



Superior Crafting (Artifice)

Whenever you make something with your hands, you quickly acquire the talent to make it to a very high degree of quality - within five attempts, you can produce a masterwork example of whatever you work on. Powerful magical enchantments, or highly complex machinery may remain out of your reach until you level further.



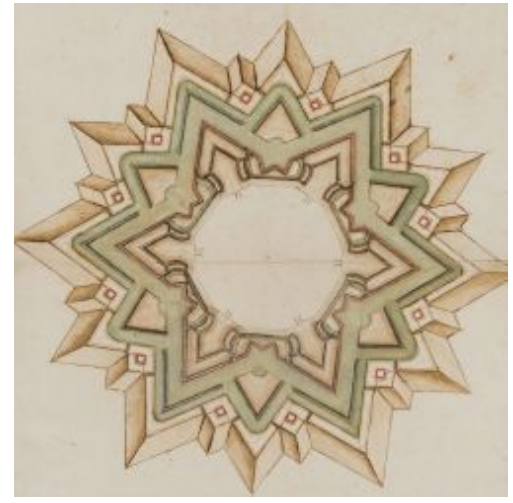
Giant's Strength (War)

You have strength several times the human baseline, and this strength will only increase as your level increases.



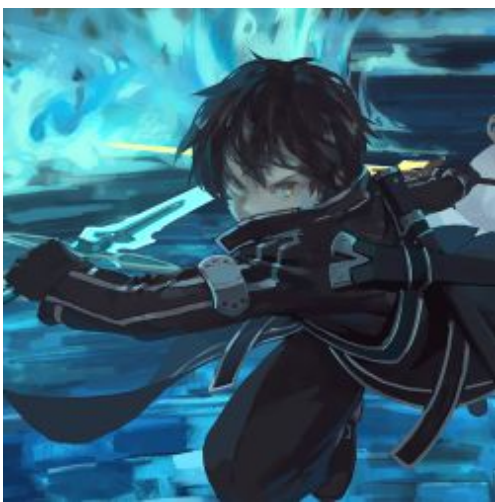
Poison Touch (Death)

If you can manage skin to skin contact with someone, you may poison them. At first, the poison cannot kill someone in less than three minutes' time - and will take longer for particularly tough targets - but as you level up, the minimum kill time will fall; you may always cause the effect to take longer.



Shape Materials (Artifice)

By pressing your hands against an inert substance, such as stone or earth, you can slowly rearrange and reshape it according to your will. The speed and quantity of materials moved increases as you level, though it will never move at a speed useful for firing projectiles.



Forceful Approach (War)

Your magic eats away the space between you and a chosen target, allowing you to instantly close to melee range with a chosen enemy. By its nature, this power works only on your enemies - it cannot teleport you to the side of a friend.



Mobility (Death)

Your body never loses purchase, and your footsteps are far swifter than an ordinary man's, with your ability to leap, climb, and run greatly increasing both initially and as you level further.



Curse Item (Artifice)

You place a curse upon an item, which causes whoever carries or holds it to suffer a significant, negative, effect. To apply this ability requires a sacred ritual that lasts for one full minute. The degree of the effect, and your ability to control and shape it, increases as you level.



Goddess's Ram (War)

You can slam your foot against the ground to create an overwhelming wave of force in the nearby area, which will both knock nearby enemies off their feet, and cause disorientation and deafness from the sound. The area and power of this ability increases as you level.



Punishment (Death)

If someone attempts to inflict injury on you, you may automatically and reflexively inflict upon them a significant wound, with the amount of damage inflicted in this manner increasing as you level.



Quick Learning (Artifice)

You memorize any information almost instantly, and gain a greatly increased ability to connect disparate pieces of information into a cohesive whole. The speed and efficacy with which you do so increases as you level.



Rapid Recovery (War)

You can recover from any harm in less than an hour, including amputations. Abilities intended to warp your body will automatically revert over the course of a few minutes. The speed of regeneration increases as you increase in level.



Death's Eye (Death)

By focusing your attention on a single individual, you cause them to rapidly age, losing around a year's worth of life for every second your focus is maintained. This ability requires extreme concentration at first, and if eye contact is broken, they will recover at about one year per day.



Ward (Artifice)

By performing a sacred ritual which takes a full hour, you can consecrate a site against intruders and those with malicious intent, causing them to suffer various debilitating effects. The strength of your wards depends on your level and the power of those who bypass it.



Protective Instinct (War)

You can mark someone as your companion in a sacred ritual taking only a minute; if that person is about to be harmed, you will be aware of it, and can instantly interpose yourself between them and the source of that harm, regardless of distance. At first, you have such a ritual with a single person, but as you level, the number of



Burn Life (Death)

Grants a temporary but strong enhancement to strength, durability, and movement speed, which lasts for a few minutes; when it ends, you will feel exhausted and need to rest for a substantial period in order to properly function. The duration and efficacy of this ability increases as your level.



Unerring Course (Artifice)

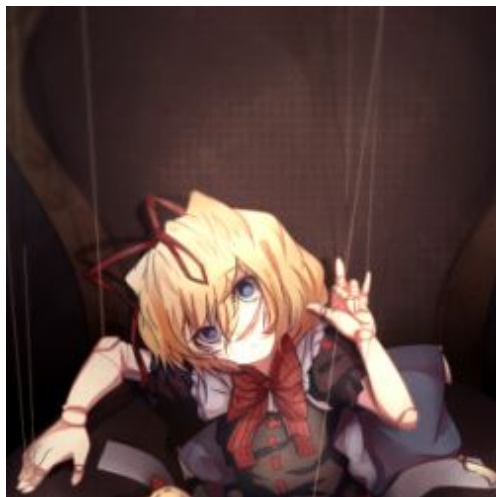
You do not need to sleep, eat, drink, or breathe. Further, you cannot be fatigued by the ordinary course of life. You have resistance to environmental conditions like heat, cold, or radiation, which increases as you level.

potential companions rises.



Heal (Hearth)

By laying your hands on another individual and concentrating, you can heal them of any injury, given time. The speed of healing increases as you level up. This cannot be used on yourself.



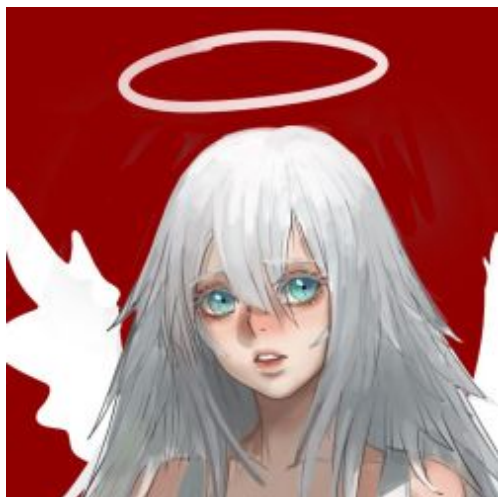
Puppet Body (Law)

By spending a few seconds touching an individual who cannot resist, you may take control of their body, puppeting it at your will. At first, this will effectively forfeit your control of your own body, and can only be used on a single target at a time, but as you level, your degree of control will increase.



Unseen (Trickery)

While using this ability, you cannot be detected by ordinary senses, your presence masked by a field of disinterest. At first, you must move slowly and not commit any obvious actions like attacking or breaking things to retain this degree of subtlety; as you level, you can act more and more freely.



Blessing (Hearth)

You can bless an ally with a boost to speed, acuity, strength, or a similar base physical characteristic. At first, you may only bless a single person at a time, but as you level up, you can bless more people.



Royal Decree (Law)

You may pass a rule that covers a large area; those who violate it will be punished by pain and eventually injury, the longer they do so. The longer a single action can be considered in violation, the faster the effect grows - for example, banning entering certain spaces will increase so long as the person is in them, while banning harming someone will only increase with each successive strike.



Phobia (Trickery)

You can intimidate others with an overpowering sense of your own power and strength, even if that power and strength don't actually exist. Sufficiently strong-willed or stubborn foes may resist the sense of overwhelming dread that comes from this ability, but even they will find it harder as you level up.



Share the Pain (Hearth)

By performing a sacred ritual taking one minute, you can develop a supernatural bond with another individual, which causes any harm they



Aura of Debilitation (Law)

While active, those opposed to the user will suffer a general sense of enervation and weakness, with damage and fatigue taking effect much more



Charm (Trickery)

You can make someone well-disposed to you with this magic, creating a sort of false friendship where your actions are viewed in the most positive

suffer to be spread across you and any others who are also party to the link, reducing its efficacy in proportion to the total number of people and their overall individual durability. The number of individuals that can be linked at once increases as your level rises, and an increasing percentage is taken off to no effect.

quickly, and a general malaise overtaking them. The area and strength of this increases as you level.

possible light, though acting sufficiently poorly or cruelly may disrupt this effect. The strength of this false friendship increases as you level.



Aura of Succor (Hearth)

While active, those allied with the user will experience an increase in energy, health, and general strength and physical vitality. At first, this applies only in a close range of the user, though with sufficient levels, it may stretch out over a whole battlefield.



Silence (Law)

By staring at an individual, you may shut down their ability to access magic, any technology they carry, or similar source of power. Sufficiently powerful sources of power may only be hampered or reduced in strength by this ability, until you level enough.



Scent of Deceit (Trickery)

When others lie to you, you can smell it on the air. At first, this ability can only be effectively used on those speaking to you face-to-face, while indoors or downwind from them; as you level, the distance increases, until you can catch the scent even over an interstellar phone call.



Force Field (Hearth)

With a touch, you can produce on someone else a shield that absorbs and repulses a single attack before 'popping' and needing to be refreshed. At first, sufficiently strong attacks may break through without being significantly impeded, and even very weak ones can cause it to pop; as you level up, the maximum strength that it can handle increases, as does the minimum strength necessary to make it pop.



Freeze (Law)

By staring at an individual, you may prevent them from moving, rooting them to the spot and leaving them unable to attack. Sufficiently strong individuals may only be hampered by this ability, until you level enough.



False Presence (Trickery)

You create the image and impression of a thing that isn't real, in terms of sight and sound and even other sensations. As you level up, these illusory constructs can become more detailed, complex, and convincing.



Carry Over (Hearth)

By touching someone, you may temporarily remove any injuries or continuous debilitating effects (such as being turned into an animal) from them for a short period; if you can touch another person quickly enough, they will suffer all such deleterious effects instead. If not, it will be inflicted upon you. The duration that the negative effect can be held starts at around a minute, and increases as you level.



Doom (Law)

By concentrating on an individual for a few seconds, you may doom them to die; if they do not escape your presence or kill you within a few minutes, they will die, and they know it. For very tough foes, the effect may take longer to kill them, with the duration necessary reducing as you level.



Shapeshifting (Trickery)

You may adopt other shapes. At first, this simply allows you to look like a different person, perhaps changing race or other obvious features, while being unable to effectively emulate anyone in particular. As you level up, you can eventually take on forms such as animals or strange monsters.

Notes:

- Whenever this CYOA calls something "a person," it refers to an ensouled being - generally, anything sentient, whether it be human, demihuman, alien, magical beast, true AI, spirit, or otherwise. As a rule of thumb, if it can talk and isn't just a chatbot or a parrot, it's a person.
- This CYOA is intended to either be coupled with some other CYOA to determine the specifics of the setting, or used on its own for a self-insert into a predetermined setting. The goddesses' personalities are intended to provide an extra nudge to push the protagonist into whichever relevant conflicts the setting might have. The avenues of advancement are intended to help draw him into conflict.