



A ROLEPLAYING GAME OF DIVINE PROPORTION



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INTRODUCTION

Playing God.

Everyone takes a stab at it, time and again. From the scientist splicing genes to the humble dungeon master conjuring falling rocks on a featureless plain to kill his players, we all occasionally get the urge to act as more than we are. To smash and destroy, or to create and build, to shape the world into a better representation of our likeness. The same thing that drives us to be better than we are pushes us to play at being greater, more powerful than we are, to reach out and touch the face of the divine.

This is a game about all that, sure. It's also a game about building a world out of dust, or contesting your divine rivals in apocalyptic duels, or simply instantly transporting hapless peasants to the moon. *First Light* is a game about all these things and more, and is designed to be able to take on any number of moods, themes, or situations under the umbrella of players playing gods. This can be both a serious game for serious people, or a beer-and-pretzels bonanza with players literally throwing full-sized dragons at each other. Both can be fun, and both can be games worth playing.

Though it is a game designed to be able to fit multiple genres, *First Light* has at its core the spirit of classic swords n' sorcery games such as Dungeons & Dragons, and draws initial inspiration from Ken Hart's article in Dragon magazine 398, "*Ignorance is Blessed*," detailing gods and their creation. From this, we have crafted a full-fledged system for playing as gods in any pantheon, past, present, or future, in any scenario that you or your *Godmaster* (the *GM*) can dream up. Owing to its D&D roots, the primary die roll in *First Light* is the **d20**, or twenty-sided die, a single die which - as a verifiable fact - owes more to divine favor than perhaps any other die type.

We genuinely hope you enjoy *First Light* and all of its myriad potential worlds, scenarios, and uses. The latest, most up-to-date version of *First Light* can always be found on the web at <http://blulightrpg.blogspot.com>, and any comments, questions, concerns, or feedback about the game can be sent by e-mail to blulight.rpg@gmail.com.

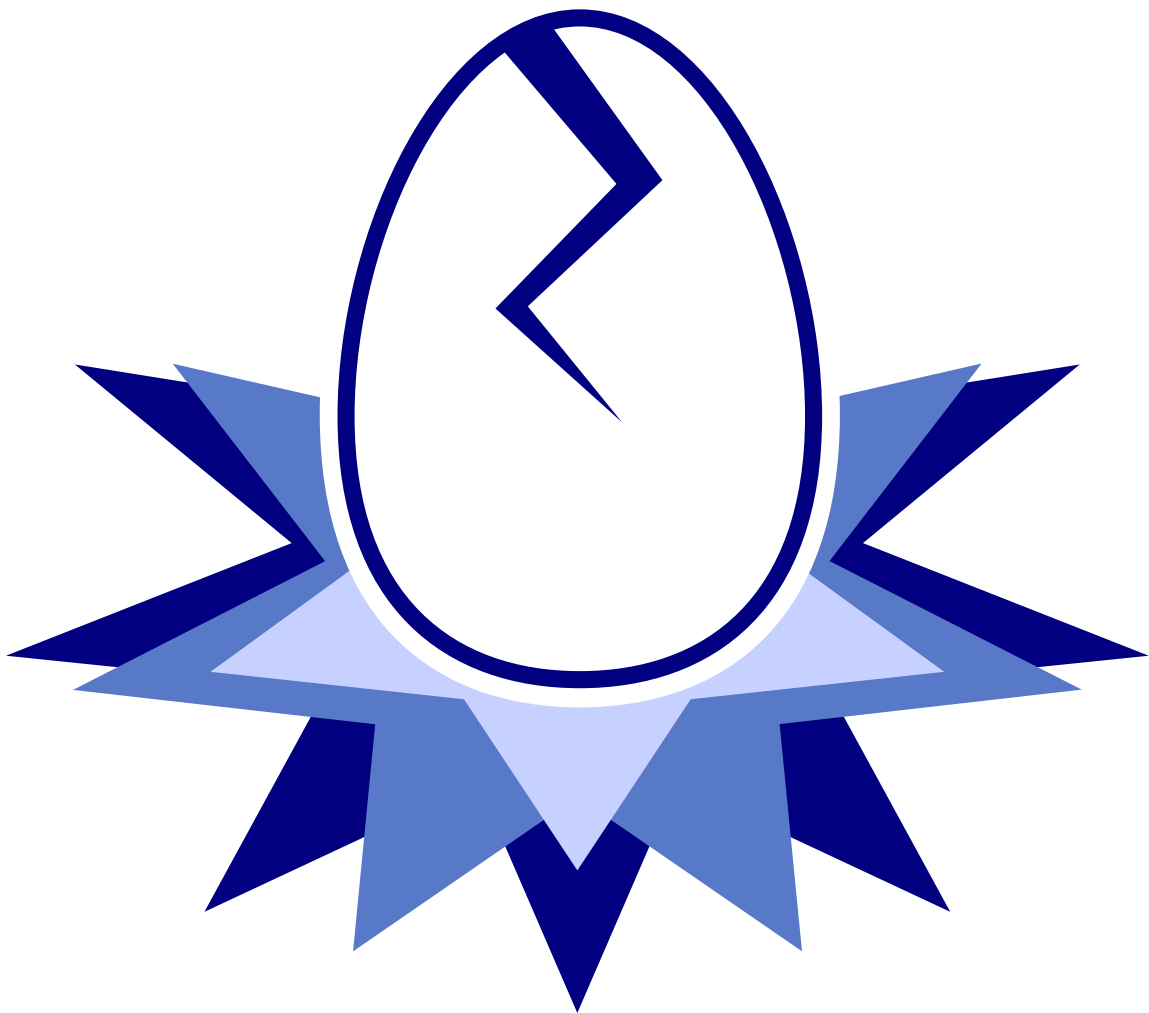
Signed, your gracious and humble game-maker,

~scribe

BluLight Games


THEOGONY

CHAPTER 1: CREATING YOUR GOD



A flash of light. A roiling cosmic fire singes the fabric of reality - a mere spark that flourishes into a wildfire, tearing a smoldering hole through what is real itself. The radiance coalesces, retracting to fill the void in All That Is, before it expands into a celestial blossoming which bursts forth with cataclysmic thunder that rings and resounds throughout all the cosmos. The radiance gradually, ever-so-slowly takes some manner of definite shape and form. Ethereal tendrils of holy fire burn away until they are the limbs, hands, and feet of a nascent being, and from the heart of this extraterrestrial pyroclasm emerges a recognizable visage.

You open your eyes, and there is light. You are born.



Gods are born whenever and wherever there is a need for them, in whatever shape or form is (or, often, is not) appropriate for their station and position. Gods can be of any persuasion or temperament, hailing from any background or people real or imaginary. The god you create here could, if you so choose, easily stand astride the likes of Jupiter, Athena, Odin, Isis, Quetzalcoatl, Shiva, or even YHWH or Allah if you're looking for a particularly controversial and challenging game. Likewise, your Godmaster (or GM) can just as easily choose to set the game in a world of his or her own creation, alongside a pantheon of their own design.

The default setting for *First Light*, however, assumes that the player characters make up the entirety of their pantheon and are the only gods in their respective universe – though there can be any number of beings lesser or even greater than gods.

Gods may find themselves formed into an empty universe in need of those to create and shape it, or an existing universe that other, previous gods have forgotten or perished in. Oftentimes, gods are born by simple human need – a tribe somewhere far out in the cold, dark world needs something to believe in, something to shield them from the harshness of the world, something to stand for what they stand for and to be larger than any one of them could ever be. They need something to fight for and die for, and something to tend their souls after they shed blood in its name. As the patron spawned of

their belief, however, you have every right to listen to or deny the wishes of those who pray to you on bended knee, and your powers are not limited in any way by those that spawned you. Be you a benevolent patron or a jealous, fickle god, your divine will is ultimately all that is important.

Building gods in *First Light* combines both random generation and point-buy. Essentially, you can all but create the exact god you want, but the more things you change from random generation, the fewer resources your god will have at the start of the game.

Start by rolling the appropriate dice on the following tables and noting your choice of the results on your character sheet in pencil. Then, after all tables have been rolled on, you may go back and change any attribute for its assigned point cost (noted on page 20).

As you roll, try and get an idea of who your god is, who you want them to be, and how they use their divine powers. Use the multiple choices your rolls give you to help narrow the scope of your god and their personality, crossing off or erasing choices that don't make sense or fit the idea of your god. Remember that after character generation you'll also have the opportunity to exchange these more narrow choices for any other choice available on the tables (or off of them, at your GM's discretion), should some elements of your god absolutely necessitate changing.

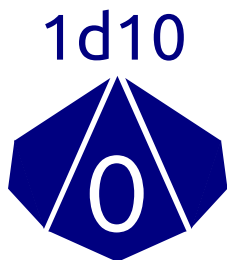
ALIGNMENT

Similar to what is found in the swords n' sorcery hacky-slashy dungeon-crawly games *First Light* derives inspiration from, Alignment determines the moral leanings of your god. Is your god kind, righteous and beneficent, or are you a wicked trickster that exists only to lead mortals to corruption? Or do you follow a third path outside that moral dichotomy as perhaps a neutral god of balance or simply a god that puts no stock in things like "morality?"

Whatever the case, think of Alignment as a good starting place for determining how your god interacts with the outside world, what sorts of followers your god attracts, and what your god sees as important in the world. A Good god is

more likely to have interests that actively avoid hindering or harming mortals, and an Evil god is more likely not to care who is crushed obstructing his or her machinations. Likewise, a Lawful god tends to play things by the book with a very specific set of rules she or he follows, whereas Chaotic gods are often more comfortable eschewing the rules entirely. There are plenty of exceptions to these rules, however, and it is ultimately up to *you* how to play *your* god.

On the following table, roll **1d10** (a single ten-sided die), pick one of the two options corresponding to your number, and write it in the "Alignment" blank on your character sheet.



1	Lawful Good / Unaligned
2	Neutral Good / Chaotic Evil
3	Chaotic Good / Neutral Evil
4	Lawful Neutral / Lawful Evil
5	True Neutral / Chaotic Neutral
6	Chaotic Neutral / True Neutral
7	Lawful Evil / Lawful Neutral
8	Neutral Evil / Chaotic Good
9	Chaotic Evil / Neutral Good
10	Unaligned / Lawful Good

Lawful Good (LG) gods are defenders of order and virtue, and typically believe in the inherent rights of all sentient beings, or at least of their favored tribe or race. These gods typically have a set of laws or rules for living that they expect adherents to conform to, and conflict between staying true to the law and doing what is ethically right is a common moral dilemma for Lawful Good gods.

Neutral Good (NG) gods are true believers in the greater good, the idea that devotion to what one believes is truly morally good should take precedence over anything else. Laws may be followed or broken, but one's dedication to what is best for others or the world must be unwavering.

Chaotic Good (CG) gods value personal freedom and the ability to help others however they may need it, whether those others outwardly desire the help or not. Often rakes or tricksters, these gods nevertheless have hearts of gold.

Lawful Neutral (LN) gods are beings of pure order, believing in law and reason above all else. Methodical and sometimes cold, these gods fight for a more ordered, consistent universe.

True Neutral (TN) gods often believe in balance and harmony, but can just as easily be entirely self-interested and non-committal. For the True Neutral god, the status quo often represents the ideal state, or at least one more desirable than disrupting the natural order of things.

Chaotic Neutral (CN) gods are avatars of free choice and true chaos, representing change and dynamism at their most unpredictable. These gods shape the world so that it allows for ultimate personal freedom, abject anarchy, or both.

Lawful Evil (LE) gods are creatures of order at its worst, the ultimate celestial bureaucrats and pact-makers that barter away men's souls for fleeting power and baser thirsts. Beings of hierarchy and rank, gods of this alignment often seek to impose their order on the world in any way, regardless of whom they harm.

Neutral Evil (NE) gods are the most self-serving of all – any action a Neutral Evil god takes is justified by them wanting to take it, consequences be damned. These gods see leaving their mark on the world as the single most important thing they can do, and those they sacrifice to make their destiny possible only grease the wheels.

Chaotic Evil (CE) gods are dedicated at a profound level to causing chaos, destruction, suffering, and/or pain to others for the simple or complex pleasures the gods derive from it. These gods seek constant stimulation, and will receive it at any price, be it torture of helpless mortals or the devastation of an entire planet.

Unaligned gods are those that, for whatever reason, fall outside of the traditional nine-point alignment spectrum. This can be for any reason at all, from philosophical differences to utter dramatic mood swings to alien ideology, and can apply to many sorts of gods. Unaligned gods can have countless different goals or methods of achieving their ends, and are free to exist outside of the constraints of the conventional alignment spectrum.



O mankind! Eat from what is on Earth, lawful and good..

~ *The Quran, English translation*

ORIGIN

Regardless of whether your god has been the master of their universe for eons or if they are merely a freshly-minted deity, all gods have an origin, some celestial home turf from which they hail and which further characterizes their appearance and opinions.

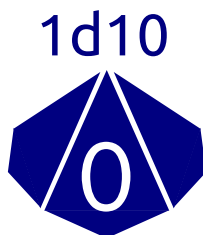
The native land of your god can mean as much or as little as you want it to mean, though it does give a good starting-off point for figuring out what kind of god you'll be playing. Remember also that the results of this or any other chart may be changed for a nominal fee at the end of character generation, so anything about your god that makes less sense than you'd like can be remedied into something more fitting for your character.

On the table below, roll **1d10** (a single ten-sided die), pick one of the options available for your number, and write it in the "Origin" blank on your character sheet.

Gods that hail from **Beyond the Stars** or are **Extradimensional** come from some truly odd surroundings, and may be Lovecraftian horrors or composed entirely of non-Euclidian mathematics. Their homelands would break mortal minds to imagine, and their motives are likewise blindingly complex and maddening.

Elemental gods are birthed of one of the four primary elements: Earth, Fire, Wind or Water, and their emotions and predilections tie strongly with which element has sired them. At their best, Fire gods are typically passionate and impulsive, Earth gods patient and stern, Air gods sanguine and flitting, and Water gods gentile and calming. Each element can just as easily be befittingly wrathful or harsh – storm gods of air and water and volcanic gods of fire and earth aren't known for their forgiving nature.

Demonic and **Infernal** gods are the demons and devils of the world, those cast out or in some way made broken and twisted against themselves. Everything these gods do carries a fell taint, twisting and corrupting anything the god touches, especially mortals. Good gods with this origin often are seeking redemption or penance, or simply trying to make their way in the world despite whichever hellhole they crawled out of.



1	Beyond the Stars / Extradimensional
2	Elemental (Earth, Fire, Wind or Water)
3	Demonic / Infernal
4	Angelic / Celestial
5	Chthonic / Abyssal
6	Fae / Natural
7	Ascended Mortal / Ascended Demigod
8	Technological / Clockwork
9	Nothingness / Temporal
10	Unknown / Other

Angelic and **Celestial** gods are beings of light, the sun and stars, always truly awesome to behold, especially for mortals. Descending from on high, these gods usually embody the perfect Platonic ideal of their chosen pursuits, be they benign or sinister. Evil gods with this origin may be skilled at hiding their true predilections, or they simply may not care and consider their ends important enough to require any means.

Chthonic and **Abyssal** gods are from the Underworld, the great yawning dead abyss either literally or spiritually below your setting. Often concerned with death, the Earth, and finality, the gods of the Underworld are a dour bunch, although the dark of the abyss does have its share of trickster deities. Evil gods frequently pursue necromantic interests, while Good gods sometimes watch over virtuous mortal souls, guiding them to the best afterlives.

Fae gods are legendary arch-beings that hail from a land of song and story, and can be mythic folk heroes, sly and malicious tricksters, fabled epic beasts, wicked overlords, or several of these at the same time. From the magical, mystical wild lands beyond the mundane forests mortals are used to, Fae gods are perfumed with an air of the fantastic, and radiate an oft-contagious larger-than-life persona. **Natural** gods are much the same as their Fae kin, but come from the more mundane yet still rugged and sublime wilderness of the real world.

Ascended Mortals and **Demigods** are those of mortal and half-divine parentage respectively that have clawed their way into true godhood through epic deeds, magic, science, or contrivance. These gods understand just how much their power means, and are especially driven in their use of it to achieve their ends. Gods that have ascended to their godhood usually see it as an opportunity to continue the work they did as mortals on a grander scale – the

ascended Evil magister will continue practicing cosmic dark magic, just as the ascended hero will continue to adventure and be the patron of likeminded adventurers.

Technological and **Clockwork** gods are or originate from immense, impossibly-huge machines, constructed by some forgotten race, the laws of the universe, or perhaps by themselves. Their mechanical origins can give them an ordered, simplified view of the world and a predilection for maintaining order or inspiring creative artifice, or it can just as easily drive them to forcibly convert mortals into invincible clockwork or cyborg horrors in an earnest attempt to upgrade the species.

Gods born of **Nothingness** are those that simply blip into existence, although the “blip” in this case is more cataclysmic than onomatopoeic. The cause of the god’s appearance is either obvious or mysterious – sometimes a tribe’s fervent belief crafts a god out of whole cloth to lead them, while other times the god is as confused as most mortals would be as to its origins, though few gods readily admit this. **Temporal** gods, on the other hand, are those displaced in time – either ancient gods of forgotten civilizations in the far past revived through renewed worship, or powerful entities from the far future torn from their time by choice or circumstance to accomplish whatever their goals may be in the past. Such deities could have come back to the past to avert a catastrophe, or to take over a world unprepared for a being of their magnitude.

Gods of **Unknown** origin simply don’t know where they came from. Perhaps your god’s genesis was so long ago that they merely forgot, or maybe there are more complicated or dire reasons for the holes in your god’s knowledge. Gods of **Other** origins can be from anywhere the player or the GM chooses – be creative and inventive, and you can have a perfectly unique god.



APPEARANCE

Some gods are beautiful, some gods are ugly. Some gods are 300-foot tall slimy toad beasts, and others are lithe constructs of liquid metal, one-eyed wizened all-fathers, or deadly trans-dimensional swarms of insects that think with a horrifyingly alien hive consciousness. Whatever the case, your Appearance helps you decide exactly how your god looks by giving you general terms to extrapolate upon and fill in the specifics yourself.

On the table below, roll **3d20** (three twenty-sided dice), pick one of the options available for each number you roll, and write them in the three "Appearance" blanks on your character sheet. If you roll one number twice, you may either take the second option you didn't pick the first time through, or reroll the die.

Humanoid – Your god is at least vaguely human in shape, with two arms, two legs, and a head. Further Appearances may modify this, but your god always retains a vaguely human form.

Mammalian – Your god has features from one specific mammal. Perhaps they have a lion's head, or a bear's arms. Alternatively, your god could use a mammalian appearance as their base – wolves, coyotes, foxes and so on make for excellent totemic god figures.

Insectoid – Your god is some manner of insect or spider, or has features of similar such as compound eyes, diaphanous wings, or pedipalps.

Multi-Armed – Your god has more than two arms. These can take any form, or have any placement on your god's body.



1-3	Humanoid
4-5	Mammalian
6	Insectoid / Multi-Armed
7-8	Avian / Winged
9	Reptilian / Amphibian
10	Plant / Machine
11	Ever-Changing / Deathly
12	Amorphous / Monstrous
13	Slimy / Liquid
14	Glowing Eyes / Radiant Body
15	Elemental / Piscine
16	Tentacles / Prehensile Tongue
17	Missing one or more eyes / Many Eyes
18	Child-like / Aged
19	Sharp Claws / Sharp Teeth
20	Horns / Stinger

Avian – This Appearance trait confers bird characteristics to your god, such as a hawk's head, talons, or an eagle's eyes. You may also make your god entirely avian, if you so desire.

Winged – Your god has wings. Their exact nature is up to you to determine, and they can be anything from feathery bird or angel wings to bat or insect wings.

Reptilian – Your god is a lizard, serpent, crocodile, turtle, dinosaur or something comparable, or has prominent bodily features of these.

Amphibian – Forms and features of frogs, newts, axolotls, and the like are conferred upon your god with this Appearance trait.

Plant – Anything floral, from trees to mushrooms to actual flowers are covered by this trait. Your god may be covered in hanging vines, or could be the most ancient tree in the forest primeval.

Machine – Obvious machine parts layer your god, belying their mechanical nature. Gears, circuits, tesla coils and other gizmos fall under this category, as does making your god an enormous automaton of some description.

Ever-Changing – Something about your god, or your god entirely, never stays the same. Your god is at least partially a shape-shifter, and holds whichever form he or she chooses.

Deathly – Your god may be gaunt, pale, skeletal, or diseased, or it may be an enormous undead abomination or cunning ascended lich.

Amorphous – Somehow, your god is gaseous or blob-like, defying classification and conventional shape both.

Monstrous – Something is bestial, twisted, or outright frightening about your god. When mortals see you, they instinctively run for cover.

Slimy – Your god drips strands of sticky slime, filth, or mucus. You could be a creature that this would make sense for, or your god could simply detest bathing.

Liquid – The form of your god is fluid, and your god can be made up of substances such as water, liquid poison, lava, or liquid metal.

Glowing Eyes – Whatever eyes your god may have glow with a bright inner light. Your god likely never needs a flashlight or reading lamp.

Radiant Body – The body of your god glows with a radiant aura that looks very commanding, impressive, or sinister, depending on your predilections.

Elemental – Your god is made up of or has features consisting of one of the four classic elements (Earth, Fire, Water, Air). Derivations such as Ice or Metal may also be acceptable.

Piscine – There's something fishy about your god. Fish features, such as fins, gills, scales, and gaping lips are common on gods with this trait.

Tentacles – From the style of octopi to great Cthulhu to the infamous Flying Spaghetti Monster, your god has tentacles of some sort.

Prehensile Tongue – Lithe, dexterous, or serpentine are words that could describe your god's tongue, long enough to count as a limb. Your god is assuredly very popular with other, more promiscuous gods.

Missing one or more eyes / Many Eyes – Either your god has one eye, no eyes, or eyes in excess of 2, depending on which trait you pick.

Child-Like / Aged – Your god is either eternally young or elderly, which may or may not be their natural age.

Sharp Claws / Sharp Teeth – The teeth or claws of your god are exceptionally long and pointy in some regard, and can be weaponized easily.

Horns – Large pointy horns sit atop your god's head. These can be like those of a bull, devil, triceratops, unicorn, rhino, or indeed any other horned creature.

Stinger – A large or small venomous stinger like that of a wasp, scorpion, or a sting ray is at your god's disposal.

PERSONALITY

More than anything else, gods are creatures of personality, akin to strong, dynamic forces of ego that can will the very stars to move. Great exertion can tax even the mightiest entities, though, and beings of pure ego must feed by being themselves.

Mechanically, this means that **every time your god acts as their Personality traits indicate they should act, they receive a power reward** in the form of *Potence* through a mechanic called “Playing to Type.” Performing monumental actions, or “Acts of God,” can drain this *Potence*, so it is important to constantly roleplay your character if you wish to be a truly Potent god. Further, *Potence* can make your god more durable, and even bring a dying deity back from the brink of non-existence. *Potence*, Acts of God, Playing to Type, and other associated mechanics are explained in-depth and with more clarity in the *Playing Gods* section, so don’t worry if some of the vocabulary

slips by. The important thing to know is that, roughly:

Gods must continue to act as they’re supposed to act if they wish to continue to exist.

Individual Personality traits are very much what they say on the tin, and are so straightforward as to defy explanation. Personalities as a whole are intended to give you a core idea of how to roleplay your god effectively, and like any other rolled trait may be changed in the last stage of character generation if one or two personalities run contrary to the concept of your god.

On the table below, roll **3d20** (three twenty-sided dice), pick one of the options available for each number you roll, and write them in the three “Personality” blanks on your character sheet. If you roll one number twice, you may either take the second option you didn’t pick the first time through, or reroll the die.

3d20



1	Arrogant / Prideful
2	Coarse / Gruff
3	Cruel / Mischievous
4	Curious / Enigmatic
5	Fearful / Daring
6	Gloomy / Morose
7	Gregarious / Giving
8	Indifferent / Lazy
9	Jealous / Irate
10	Meticulous / Obsessive

11	Mocking / Jocular
12	Encouraging / Manipulative
13	Inventive / Accepting
14	Brilliant / Intellectual
15	Strict / Harsh
16	Stubborn / Persistent
17	Trustworthy / Shifty
18	Righteous / Wicked
19	Wrathful / Stoic
20	Calculating / Impulsive

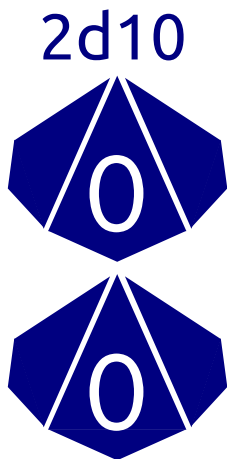
GOALS

Beings such as gods are bound to have lofty ambitions, things that should be a constant drive or nearly impossible to achieve completely, even for them. Think about why your god would want these things, what they would seek to achieve through these ends, and what that says about who your god truly is and who they are to their worshippers.

Goal traits are another of the traits that restore *Potence* through Playing to Type, but a god **must achieve or make significant progress towards their goal** in order to receive Potence from it. Keeping your mouth shut about what your god had for breakfast won't earn you any

points under the "Maintaining Secrecy" Goal trait, but it will if that breakfast consisted of the missing king of a rather large empire, and thus your secret is important. Likewise, you can't simply sit around doing nothing to gain Potence for your Goal of "Stasis" – you must actively go out and make the world a more static place.

On the table below, roll **2d10** (two ten-sided dice), pick one of the options available for each number you roll, and write them in the two "Goals" blanks on your character sheet. If you roll one number twice, you may either take one of the options you didn't pick the first time through, or reroll the die.



1	World / Planar / Universal Control
2	Creation of great works / deeds
3	Solitude / Maintaining Secrecy
4	Hedonism / Experiencing everything
5	Followers' happiness / submission
6	Dedication of followers to a specific code
7	Nihilism / Destruction of opposition
8	Stasis / Maintaining order
9	Recognition / Gaining power
10	Vengeance / Protection

INTERESTS

Every god needs a hobby, something to do in their usual downtime between conquering worlds and laying waste to all that oppose them. Interests are things that fascinate your god, though not enough to encapsulate their full attention, nor does your god necessarily have domain over the things he, she, or it is interested in.

While Goals are definitely long-term aspirations, Interests exist more in the near-term. Same as Goals and Personality, Interests generate *Potence*, but Interests are easier to gain Potence from than Goals, and **your god recovers Potence from their Interests whenever they have a significant amount of time to study, contemplate, or interact with the subject of their Interest trait.**



On the table below, roll **1d20** (one twenty-sided die), pick one of the options available for the number you roll, and write it in the “Interests” blank on your character sheet.

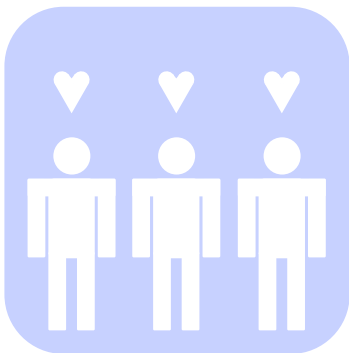


1	Art / Literature
2	Knowledge / Science
3	Bravery / Fortitude
4	Beauty / Simplicity
5	Dreams / Nightmares
6	Enlightenment / True Love
7	Discipline / Torture
8	Pious Mortals / Delicious Mortals
9	Evolution / Devolution
10	Past / Future
11	A specific type of mundane creature
12	A specific type of mythical creature
13	Nature of mortality / Doorways & Portals
14	Songs & Stories / Lies
15	Nature of belief / Nature of magic
16	Justice / Thieves & Criminals
17	Competition / Arguments
18	A specific city-sized location
19	Duels / Warfare
20	Mathematics / A specific number

GREATEST FLAW

Any being of a god's magnitude is bound to have an Achilles' heel, a fatal flaw that they just can't help but indulge in and which may ultimately be their downfall. Your god's Greatest Flaw trait represents this, and gives you an idea of exactly what sorts of mistakes your god is expected to make.

Further, your Greatest Flaw is the trait that generates the single largest amount of *Potence*, but note that it only does so **when you are acting out your Flaw in a way that is ultimately detrimental to your character**. You can't be Curious about every little thing and expect to get Potence from your Curious flaw, but when your curiosity drives you to press a button on an ancient device that cracks the world in two, you receive enough Potence to be able to slap a decently-sized patch on it.



On the table below, roll **1d20** (one twenty-sided die), pick one of the options available for the number you roll, and write it in the "Greatest Flaw" blank on your character sheet.



1	Narcissistic / Pines after mortals
2	Greedy / Jealous
3	Apathetic / Lazy
4	Overconfident / Proud
5	Overindulgent / Lustful
6	Curious / Destroys everything they love
7	Deranged / Self-destructive
8	Inferiority complex / Hates self
9	Reliance on specific item or mortal
10	Haunted by past / by visions of the future
11	Overprotective / Coddling
12	Reckless / Martyr complex
13	Senile / Slow-witted
14	Paranoid / Blindly follows certain code
15	All-merciful / All-trusting
16	Theatrical / Attention-seeking
17	Quick to anger / Bloodthirsty
18	Too friendly / Genuinely loves everyone
19	Stubborn / Impossibly Vindictive
20	Sentimental / Actively refuses to learn

DOMAINS

Gods are undoubtedly beings of supreme power, and *Domains* are the sorts of change that particular gods can affect in the world. A god can roughly do anything and everything that falls under the header of their domain, from creating the very domain in question to manipulating it or even ending it as they see fit. Domains are the trait used to determine the nature of your Acts of God, and more on how to use Domains in gameplay can be found in the *Playing Gods* section.

On the table below, roll **2d20** (two twenty-sided dice), pick one of the options available for each of your numbers, and write it in the “Domain” blanks on your character sheet. If you roll one number twice, you may either take one of the options you didn’t pick the first time through, or reroll the die.

Magic – Your god has ultimate mastery over magic and the arcane. Gods with this Domain trait can create and control which types of magic exist or are permitted within the confines of reality, as well as utilize their primacy over all matters magical to cast any number or scale of spells or spell-type effects.

Stars – All the stars in the night sky (excluding the sun) are your god’s to shape and command, as are the nature of anything that interacts with said stars, such as planetary orbits, shooting stars, and meteors.

Order – The universe is ordered by your god’s will, and your god has the power to create order out of any situation, and to directly shape which sort of order arises.

Chaos – The infinite possibilities of the multiverse are your god’s plaything, and they are able to do near anything that involves making the world a more chaotic place, no matter how mundane it may be.

Civilization – Your divine hand guides and sculpts the civilizations of mortals, and you can affect any change that deals with cultures, cities, nations, and similar constructs.

Wilderness – The heartbeat of the wild lands drums within your god’s chest. Forests, jungles, deserts, and any other land or creatures thereof removed from civilization’s light are yours to form and command.

Light – Radiance is within your god’s very being, allowing your god to create and control light in all its forms. This can be anything from blasting barrages of blinding light, to the generation of hard-light constructs.

2d20	
1	Magic / Stars
2	Order / Chaos
3	Civilization / Wilderness
4	Light / Darkness
5	Life / Death
6	Creation / Destruction
7	Strength / Battle
8	Trickery / Poison
9	Freedom / Travel
10	Time / Secrets
11	Justice / Tyranny
12	Knowledge / Science
13	Storm / Oceans
14	Earth / Fire
15	Wind / Water
16	Love / Protection
17	Moon / Sun
18	Summer / Winter
19	Madness / Torment
20	Luck / Fate

Darkness – Whether adopted by the dark or born into it, your god holds authority over darkness and shadows, bending them as they see fit.

Life – The secrets of life and of all living things are in your godly hands. You may generate any manner of life-form, as well as craft existing life-forms as you see fit.

Death – The dead and death itself are your playthings, as is potentially the underworld and any undead horrors your god sees fit to create.

Creation – The power to create anything and everything is within your grasp. Anything your god dreams may be created – though none of it may be sculpted or destroyed without other domain traits.

Destruction – Yours is a wrathful god, full of the power of pure destruction. You may destroy anything, but without other domain traits, the acts of creation and manipulation are utterly alien to you.

Strength – The physical prowess of mortals is important to you, and you can inspire great feats of strength in lesser creatures as well as accomplish monumental deeds of your own divine might.

Battle – Wars, combat, bloodshed, armies, and glory are the vestments of your deity. You may manipulate or instigate such things as you see fit.

Trickery – A born trickster, your divine being is well-versed in playing tricks on mortals and gods alike. You can affect any change, create anything, or influence any circumstance for the direct purpose of fooling another entity of any stature.

Poison – Your god holds ultimate sway over caustic, insidious toxins and venoms, as well as individuals or animals that employ their use.

Freedom – Believing sincerely that mortals are free to make their own choices, for good or for ill, your god may take any action that allows mortals or gods to decide their own fates. Of course, your god would be foolish not to influence their decision, but the choice is ultimately theirs.

Travel – A free spirit, your god may change the location of any object, god, or mortal, or facilitate actions which relate to things changing location, such as hastening a wagon train or safeguarding a sea ship.

Time – The wibbly-wobbly fabrics of time are raveled or unraveled by your deity. You may rewind time, speed it up, or transport yourself or others into the past or future, as well as sculpt time's very nature.

Secrets – That which no being knows, you know. Your god is able to know any secrets kept by a group or less of individuals, or no one at all, and is able to guarantee upheld secrecy.

Justice – Your god is a defender of righteousness and/or their own take on the law. You may take any action enforcing your law and scribe or bend the laws of mortals however you desire.

Tyranny – Behind every dictator, tyrant, or overlord, there is your god. You may indirectly manipulate the actions of such mortals, as well as affect any change that pushes the world further towards despotism.

Knowledge – The fruits of intelligence and the mind come naturally to you. Your god knows a great many things and is able to impart knowledge of them to whomever you choose, as well as inspire knowledge-related feats or uplift the mental capacity of races.

Science – Gods of experimentation and innovation have this domain trait, which encourages understanding of the world through non-magical means. Your god is able to formulate any change, creation, or destruction effect with a scientific or pseudo-scientific basis.

Storm – Mighty gods of air, thunder, and lightning have the Storm domain trait, and are often (rightly) feared or revered for their power. You can create and control lightning, wind, rain, thunder, and other storm-type phenomena, such as sandstorms or ion storms.

Oceans – Either brutal, bountiful, or both, gods of the seas are often fickle and unforgiving, just as they are sometimes providing and life-giving. Sea life, weather, trade winds, and the waves themselves are yours to do with as you please.

Earth – Gods of mountain, stone, iron, dirt, and mud command this domain, as do gods of harvest and the earth's providence. You have authority over all things solid and of the earth, from rocks to gems to dark caves and the quality of soil.

Fire – Like Prometheus before you, fire is your gift to the world, and you may control, shape, or stifle it in all of its forms.

Wind – From the gentle breeze to gale-force winds and the wide-open skies, air, flight, the winds of the world and all things gaseous are your domains. You may fashion and modify them at your pleasure.

Water – All that is aqueous, liquid, or fluid in the universe can flow effortlessly from your god. Water in all its forms is yours to control, as are anything else that could be described as “wet.”

Love – The bonds of mortals are yours to manipulate, strengthen, or shatter. This domain trait does not merely entail romantic love, rather any kind of mortal love, from familial affection to a dedication for one’s friends and comrades.

Protection – Your god is a stalwart champion of defense, whether of those that need it or of tyrants. Your god may take any action that entails the protection of another entity.

Moon – Any celestial body orbiting a planetoid bows to your will, and you may adjust the orbits of such or transport objects and individuals to and from them. Likewise, you control the phase of the moon, its gravitational pull on the planet, moonlight, and similar properties.

Sun – The primary star or the sun of your setting is your domain, and can be created, enhanced, or snuffed by your whim. You are able to control the orbit of all things around the sun, shed sunlight as you please, and otherwise take any action that would be related to the sun.

Summer – The warmest months of the year are auspicious for your god, and anything dealing with the months of summer, from heat to storms to insects to rainfall, are your god’s to marshal all year ‘round.

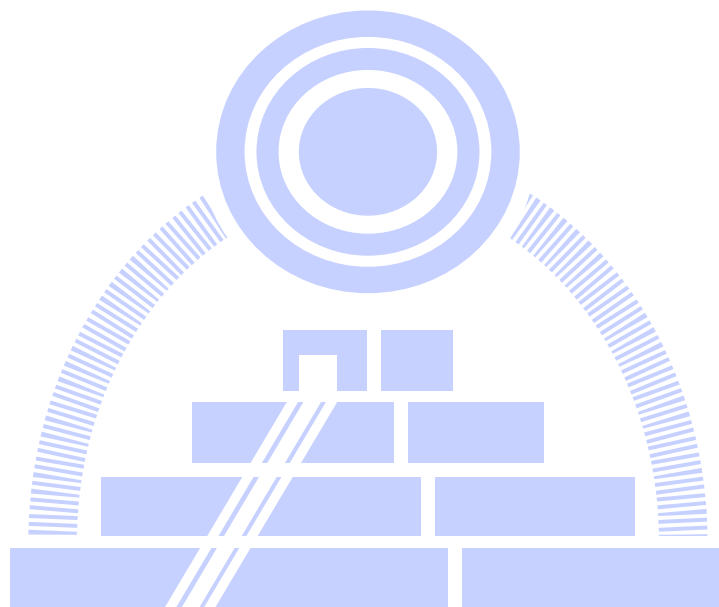
Winter – The coldest and darkest days the world knows are where your god is most at home. Cold, Ice, Snow, and winter-associated accoutrement are the means your god employs for their divine purpose.

Madness – Insanity and fevered prophecy ring true in the words of your god, and you can control or inspire madness in any and all you survey.

Torment – Pain, agony, and suffering are your god’s main fare. Whether your god inspires them in your enemies, self or followers is your own business.

Luck – For your god, chance and random happenstance are utterly flexible. Any events related to such random fortune or misfortune are yours to dictate.

Fate – The direct predestination of the stars, the mandate of heaven, or stranger things still is yours to weave and unweave. You may fate creatures or people for great or terrible things, and bend the thread of destiny as suits your needs.



CUSTOMIZATION AND MOD POINTS

Right now, you've got every blank filled on your character sheet, except two of the Domains (and possibly your Name, which you may fill in at your leisure). Your god may already stand perfect and complete on your character sheet, any and all changes being unnecessary - in which case, fantastic! You may skip this section.

However, if your god is a bit jumbled, or if there are just one or two things to fix, here's where you get to iron out the wrinkles and create the ideal deity to uphold Justice, inflict Chaos, sow Trickery, or crash the Moon into the setting.

All gods start with 10 points of Potence, which can be used to enhance *Acts of God* in-play (detailed in the section of the same name). During character creation, however, any one point of Potence that you start with can be expended to gain **5 Modification Points**, the shorthand for which is **Mod Points** or **MP**.

Mod Points can be spent to change any slot you filled by rolling to any other option on its list - or, if your GM allows it, any pertinent option you can think up (this generally costs 1 extra MP). Mod Points can also be used to purchase additional Domain slots, which must then be rolled for on the chart on the previous page, after which they are able to be changed for the appropriate Mod Point expenditure, just as any other Domain.

You can expend Mod Points and Potence thusly:

2 MP	Alignment, Origin, or Appearance
3 MP	Personality, Goals, or Interests
4 MP	Domains
6 MP	Greatest Flaw
8 MP	Purchases an extra Domain (must be rolled)
1 Potence	Purchases 5 MP

But I have 1 extra Mod Point left over! What do I do with it?

Your god has a thematically appropriate accessory that may manifest as a staff, a fancy hat, a puzzle-box, or any number of other objects. While it confers no bonus or penalty upon your god, your god feels better for having it.

Tell how at the first gods and earth came to be ...
and how they divided their wealth,
and how they shared their honors amongst them.

~ Hesiod, Theogony

PRIORITIZING PERSONALITIES AND GOALS

This is the very last step of character generation - congrats, you're almost there!

In the circles next to your **Personalities**, assign them each one of the numbers **3**, **2**, or **1** depending on how important and prevalent they are to your deity. Try and assign 3 to the Personality that predominates in your god, and 1 to the Personality that, while still important to who your god is, simply doesn't come up as much.

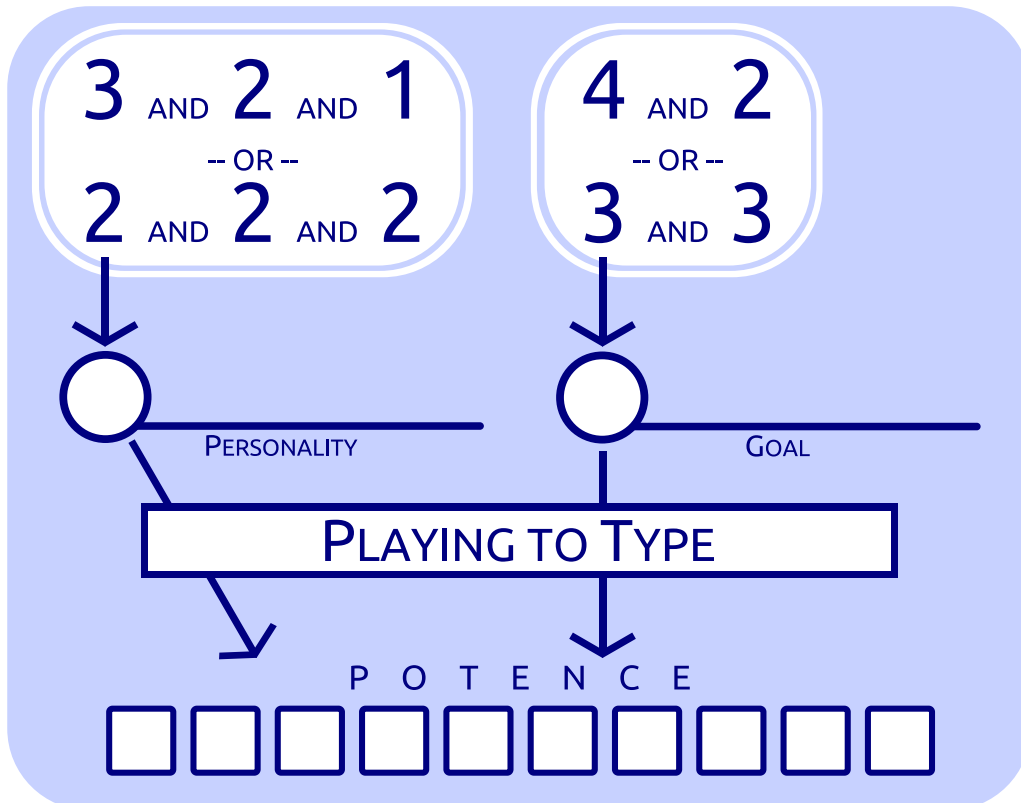
These numbers indicate the Potence that each Personality will generate when you successfully *Play to Type* (as explained in the *Playing to Type* section on page 32), meaning that you will often be roleplaying the 3 and 2-point Personalities, while the 1-point Personality will mostly be an incidental bonus.

Alternatively, you may put the number **2** in each square next to all your Personality blanks, if no one Personality is more important to your god than another.

Likewise, prioritize your **Goals** with the numbers **4** and **2**. The 4 should fall into the blank of your god's main goal, their greatest driving desire, while the 2 represents your god's secondary goal, something they have on their celestial back-burner, but still aim to achieve.

As with Personalities, if neither of your Goals are more important than the other, you may alternatively place the number **3** in both squares.

Make sure there is a number 3 in your Interests circle and a number 6 in your Greatest Flaw's circle. You are now ready to play *First Light*.



PLAYING GODS

CHAPTER 2: HOW TO PLAY



ACTS OF GOD

By now you've got your god built, and are wondering exactly what it really does - which, don't worry, is exactly by design. Or, if you're clever and are reading ahead before actually doing anything, good on you.

The **Domains** of the god you built are his or her spheres of reality, yours to control and do with as you wish. Functionally, this means your god can effect almost any direct change in the world within his Domains, although difficulty (indicated by the number your god must beat, denoted as the *Threshold Number* or *TN*) increases with scale.

First Light needs a single d20 to play, although having 3d20 may make for a simpler, quicker playing experience. The d20 is used for all **Acts of God** rolls, which is our shorthand for any measured or contested rolls the player makes to create divine change.

Acts of God are broken into five tiers based on the size of what they affect, as detailed below.

Note: Small Creatures are sized as mice or smaller, Medium Creatures from dogs to horses, and Large Creatures from elephants on up.

TIER I ACT OF GOD

Can modify, generate, or effect...	
Mortals	Up to 3 individuals
Small Creatures	Up to 10 individual creatures
Medium Creatures	Up to 5 individual creatures
Large Creatures	Up to 2 individual creatures
Magical Creatures	None
Gods & Titans	None
Area	A roughly 2-meter diameter sphere

ROLL: None (Tier I Acts of God automatically succeed)
If opposed, treat as Tier II

Examples:

- “You manifest and shift your form to a visible personage of some description so that you may walk amongst your subjects.” **(all gods may do this)**
- “You exercise your power over the **Battle** domain to cause the cowardly peasant to lift his pitchfork and charge the armored knight.”
- “Utilizing your mastery of the **Life** domain, you deftly meld a lion and a spider to make a horrifying battle chimera.”
- “Drawing upon the **Magic** inherent in your godly blood, you generate a small arcane wellspring so that the villagers may have a power source for practicing your mystical crafts.”

TIER II ACT OF GOD

Can modify,
generate, or effect...

Mortals	Up to 100 individuals
Small Creatures	Up to 250 individual creatures
Medium Creatures	Up to 150 individual creatures
Large Creatures	Up to 25 individual creatures
Magical Creatures	Up to 5 individual creatures
Gods & Titans	None
Area	A roughly 2-kilometer diameter sphere

ROLL:



1d20

Must equal or beat 5
to achieve effect.

*Note: **Magical Creatures** are powerful beings such as djinni, dragons, liches, and the like. Magical creatures that have approximately the same power as mortals (i.e. skeletons, pixies, lesser golems, etc) are governed by the same rules that apply to the generation or modification of mortals.*

Examples:

- “You dispatch an avatar of your immense power, a sacred beast or other symbol of your divine might (up to large size – roughly 10 meters in height), which you may directly control.” **(all gods may do this)**
- “In your aspect as lord of **Death** and **Torment**, your words breathe silence into the night air as one hundred prominent unbelievers in the town suffer horribly painful writhing fits, followed by slow, gradual death. Such is your dread will.”
- “The secrets of **Life** and **Magic** being well-known to you, you weave them together to birth a potent magical beast – an alabaster equine with a single spiral horn protruding from its brow. You name this creature ‘Unicorn,’ and set it to watch over all the creatures of the forest.”
- “As the icy lord of heartless **Winter**, you levy a powerful curse upon the entire town: for five years, snow will fall, and it will never feel the warmth of summer.”

TIER III ACT OF GOD

Can modify,
generate, or effect...

Mortals	Up to 5,000 individuals
Small Creatures	Up to 20,000 individual creatures
Medium Creatures	Up to 10,000 individual creatures
Large Creatures	Up to 1,000 individual creatures
Magical Creatures	Up to 25 individual creatures
Gods & Titans	None
Area	A roughly 20-kilometer diameter sphere

ROLL:



1d20

Must equal or beat 10
to achieve effect.

Examples:

- “You dispatch a greater avatar of your immense power, a sacred beast or other symbol of your divine might (up to colossal size – roughly 0.5 km in height), which you may directly control.” **(all gods may do this)**
- “Intertwining your domains of **Knowledge** and **Travel**, you ensure that scholars and wise men from all over the world will journey to your chosen city, transforming it into a burgeoning hub of wisdom and learning.”
- “Invoking your power over the **Stars**, you summon an immense meteor to strike the face of the planet, utterly annihilating the heathen city that dared oppose your will.”
- “You extend the mantle of your divine **Protection** to five-thousand mortal soldiers so that they might shrug off the blades and arrows turned against them – an invincible army crusading in your holy name.”
- “Amalgamating **Order** and **Nature**, you arrange wolves into packs, birds into flocks, and fish into schools. Thus it is, and thus it shall always be.”



TIER IV ACT OF GOD

Can modify,
generate, or effect...

Mortals	Up to 100,000 individuals
Small Creatures	Up to 1,000,000 individual creatures
Medium Creatures	Up to 150,000 individual creatures
Large Creatures	Up to 25,000 individual creatures
Magical Creatures	Up to 1,000 individual creatures
Gods & Titans	One individual God or Titan
Area	A roughly 500-kilometer diameter sphere

ROLL:



1d20

Must equal or beat 15
to achieve effect.

*Note: A Tier IV Act of God attack on another God or Titan does 1 **Godhead** worth of damage, should the attack be successful.*

Examples:

- *“With a great sacrifice sealing a momentous rite in your name, you blend **Darkness**, **Civilization**, and **Torment** to lay a horrific curse upon the entire kingdom: Each night, every night, slowly the shadows of their cities and towns will consume them, until none remain.”*
- *“The web of **Fate** at your fingertips, you weave a bright and fruitful future for your chosen people.”*
- *“As the arctic patron of **Storm** and **Winter**, you sweep your frozen cloak across the land, summoning a powerful blizzard to convert the kingdom into a lifeless tundra.”*
- *“You entwine **Creation** and **Love**, enrapturing your faithful and inspiring them to produce even more offspring for your followers’ ranks.”*

Originator of the heavens and the earth.
When He decrees a matter, He only says to it, "Be," and it is.
~ The Quran, English translation

TIER V ACT OF GOD

Can modify,
generate, or effect...

Mortals	Unlimited
Small Creatures	Unlimited
Medium Creatures	Unlimited
Large Creatures	Unlimited
Magical Creatures	Up to 10,000 individual creatures
Gods & Titans	Up to three Gods or Titans
Area	Unlimited

ROLL:



1d20

Must equal or beat 15
to achieve effect.

Must spend 1 Godhead to roll

*Note: A Tier V Act of God attack on another God or Titan does **3 Godhead** worth of damage, should the attack be successful. If attacking multiple Gods or Titans, this damage must be split between the targets as the attacking God sees fit.*

Examples:

- “You manifest your full, true self, standing astride the nation/continent/planet/galaxy in all your radiant glory, able to act fully and freely in any way you see fit.” **(all gods may do this)**
- “First, there was nothing. Then there was **Light**.”
- “With a single blow from your mighty palm, the wounded God who dared oppose you instantly experiences the first **Death**.”
- “Your simple potter’s wheel begins to spin as you drum out a rhythm with one of your many feet. You pick up a lump of damp clay, set it upon the wheel, and begin to sculpt the **Earth**.”
- “You flex the muscles in your mighty arms and exert your divine **Strength** – your hands wrench an entire galaxy free from the heavens, and hurl it at those unwise enough to oppose you.”

POTENCE

Potence is the power or will of a supreme being, the fuel your god has to burn, drawing from their personas, egos, and legends. A rough amalgamation of your god's total presence in the world, Potence waxes and wanes with how

fulfilled your god is, how many of their goals or interests they accomplish, or how much they just generally act like themselves. Potence caps at 10 (the maximum number of dots in the Potence meter) and can be spent in the following ways:

Potence

1 Potence	Reroll an Act of God (up to twice)
1-2 Potence	Add 1-2 d20's to your Act of God, use the best
1 Potence	Roll a d20 alongside another God's Act of God, use the best
10 Potence	Regain 1 Godhead

Rerolling

If your god fails to achieve an Act of God successfully, you may spend **a single Potence** to reroll the roll. Your god may do this a maximum of twice for any given roll for a total of three potential rolls for any given Act, unless of course another Act of God is undertaken successfully to rewind time or similar. Note that any Potence expended on failed rolls stays expended. Should the rerolling become tedious, other player or non-player gods are openly invited and vocally encouraged to interfere.

Supremacy

A god undertaking an unopposed Act of God may burn **one to two Potence** to roll an additional **one or two d20's** (one per spent Potence), up to a maximum potential dice pool of 3d20 for one Act. Out of these 2 or 3d20, only the die with the best result is used by the player. Supremacy greatly increases a god's chance of success on any given Act, but such success is still (incredibly tragically) tied to the fickle whims of luck and possibility.

Collaboration

If your god wishes to assist another god's Act of God, you may ask them if they desire assistance. The asked god may turn down your offer, but if they accept, you may burn **one Potence** and roll **1d20** alongside their roll, whether they are rolling with Supremacy, Instability (see *Bid for Supremacy* on page 31), or with no effect on their dice pool at all.

Even if the god you are assisting fails his or her roll, if your roll beats the threshold number of the Act of God, the Act succeeds. If your god fails to meet the TN, your roll has no effect on the active Act of God. If your god beats the TN, even if the Acting god would've succeeded anyway, you may attach a Rider, or limited effect approximately one tier (minimum 1) under the Acting god's effect. This effect can be a subtle alteration of the Acting god's effect or a lesser effect that exists in tandem, and in either case is declared after your success. The GM is the final arbiter of what is and is not allowed through Riders.

Regaining Godhead

If your god has an entirely full bar of Potence, they can expend all **10 Potence** points of it at *any time* to regain a single Godhead. This can even be spent *immediately* after your last Godhead is depleted to prevent the death of your god, even if the initial attack against your god does more damage than your god had Godhead remaining.

Bid for Supremacy

Potence is also used at length during Bids for Supremacy. This is covered in depth in the section of the same name, on the following page.

GODHEAD

Godhead is the internal life-force of your god, the very material of their being. When other gods or celestial entities attack your god, they do damage directly to Godhead, which runs on a five-point track. If your god ever reaches zero Godhead, they dematerialize and die, the exact

nature of their death being left up to both the Godmaster and the player that dealt the killing blow. Aside from simply its function as your god's life-force and fuel for Tier V Acts of God, Godhead can also be spent as a resource in a few other different ways:

Godhead

1 Godhead	Regain 10 Potence
1-2 Godhead	Decrease difficulty of Act of God by 5 per Godhead (minimum difficulty of 5)

Regaining Potence

Conversely to Regaining Godhead, above, your god may burn **a single Godhead** to refill **10 Potence** to your Potence meter. Remember that Potence gained above the hard maximum of 10 are lost.

Giving of the Self

On any Tier III or greater Act of God, your god can burn **one or two Godhead** to reduce the actual number of the TN by five for each Godhead burned in this way, to a possible TN of 5 on a Tier IV or V Act. This number cannot be

decreased past 5, so burning two Godhead on a Tier III Act is ill-advised.

Tier V Act of God

Any Tier V Act of God requires **one Godhead** to be spent with its roll, whether or not the roll is successful.

Health

Acts of God directed against your god can do damage to your Godhead as health. A god with no Godhead remaining dissipates, and his or her ultimate fate is entirely up to the GM.

BID FOR SUPREMACY

While any god can gain Supremacy by spending one or two extra Potence on an Act, if your god opposes an Acting god, you may announce that you wish to thwart their efforts *after* the Acting

god spends Potence (or not) on improving their roll, but *before* the Acting god makes his or her actual Act of God roll. The two of your gods then enter a **Bid for Supremacy**,



The zero-to-two Potence the Acting god has spent are expended, and put up against your Potence points. You list an amount of Potence points you wish to bid to hinder the Act of God roll, then the Acting god attempts to bid a higher point total (cumulative with his already-spent Potence) to regain Supremacy, then you attempt to throw in more points to beat the Acting god's bid (cumulative with your previously-bid points), and so on and so forth until one of you cannot or will not bid Potence against the other.

Other players may throw as many Potence points in as they'd like on one side or another (even in addition to spending them on Collaboration) at any time, although this confers no direct benefit upon them, nor does it allow the other players to attach Riders. When the Bid ends, all Potence bid by all players is spent, whether they win or lose.

If the Acting god wins the bid by one or two Potence points, he makes the Act of God roll with Supremacy, plus one die per point. If the Acting god ties the bid with you, he or she makes a single d20 roll for their Act and takes the result. If, however, you win the bid by any amount of points, the Acting god's effect is afflicted with **Instability**, which causes the Acting god to roll **2d20** for the Act of God roll, and to take the **worst** of the two dice as the result. Thus, success is possible even if you've lost the Bid for Supremacy, but it requires expending many resources, help from friendly gods, or a whole lot of luck.

Gorbog is Acting god

Nalmute is opposing god

Bidding for Supremacy starts

Gorbog has spent 2 potence on Act

3 Nalmute bids 3 potence

Gorbog bids 2 potence

Other player bids 2 potence on Gorbog

7 Nalmute bids 4 potence

Gorbog bids 2 potence

9 Nalmute bids 2 potence

Gorbog admits defeat

Result:

Nalmute wins, Gorbog rolls Act with Instability (2d20, take worst)

All Potence bid by all parties is spent

PLAYING TO TYPE

By now, you've heard a great deal about Potence and how you put it to good, responsible use as a deity of whatever things exactly your deity is about. You might be wondering how you generate more delicious Potence for your god to burn away on grandiose schemes – which is done, as we've obliquely mentioned several times thus far, by Playing to Type.

Playing to Type is a system that motivates your gods to act as the traits on their character sheet say they should by rewarding your god with Potence when they do something that bolsters their self and their legend. Thus gods are encouraged to actively roleplay to achieve more Potence to allow themselves, in turn, to continue to stay active or alive. A passive god is a dying god, and only gods with the will to act achieve a lasting stamp on history.

As an in-game explanation, gods are the essences of What Will Be made manifest. They

are the forces of their own future acts personified, and their power and reach equal only to their respective forces of will. Playing to Type makes a god feel more attuned to their inner nature, more at one with what they ultimately are. Doing so bolsters their will, which in turn generates the Potence they need.

Different traits gain you points for Playing to Type in different ways – look at the chart below for the specific ways each trait earns you Potence.

Any time you feel your god has Played to Type, bring it to the immediate attention of the GM. The GM then tells you whether or not he or she grants you Potence for the trait being well roleplayed within the parameters, and you gain Potence equal to the number next to the trait, not surpassing 10 total. The GM never gives out Potence for Playing to Type unless you bring it to his or her attention – so remember to ask!

Trait...	Generates Potence...
Personality	...any time you act out your personality
Goals	...when you achieve your goal or make significant progress toward it
Interests	...when you take time to study, contemplate, or interact with your interest
Greatest Flaw	...when you act out your flaw in a way ultimately detrimental to you

You are the primal God, the most ancient Person.
You are the ultimate resort of all the universe.
You are the knower, the object of knowledge, and the supreme abode.
The entire universe is pervaded by You, O Lord of the infinite form.

~ Arjuna, The Bhagavad Gita

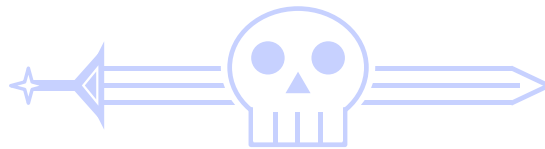
IMMORTAL COMBAT

Gods in *First Light* are, while not entirely invincible, still intensely durable. Nothing aside from a Titan, another god, or a sufficiently armed and blessed heroic mortal or demigod can even dream of harming a god. Yet, when harmed, it does not take much additional harm to cause serious injury or even death to a god. Like the Greek god Ares fleeing after being struck by Diomedes' empowered spear, it is often remarkably easy for gods in fear for their own lives to abandon the field of conflict after the first blow is struck. After all, godhood is a terrible thing to waste.

When gods collide, the carnage can be immense. Often the loss of a Godhead is accompanied by the shattering of some of the wounded god's great works. Mighty mountains crumble, flourishing cities fade to ash, roaring seas wither and retreat into the earth – the exact extent of collateral damage to the damaged god's efforts is subject only to the whims of the GM.

An Act of God is necessary for a god to cause damage to another god or divine-level entity such as a Titan, and any Tier IV or higher Act with any Domain can be directed towards another god to cause damage. Not all damage to Godhead is physical – while a god of Winter could freeze another god to death in an enormous glacier, a god of Civilization might cause a widespread rejection of the attacked god amongst the god's own worshipers. Gods are not solely physical beings – thus, attacks against them aren't necessarily attacks in the most literal sense.

Regardless of the exact nature of the Act of God, a Tier IV Act causes **one Godhead** of damage to any one god or divine-level entity, while a Tier V Act causes **three Godhead** of damage, divided amongst up to three gods or divine-level entities.



THE DEATH OF GODS

When a god in *First Light* loses his last point of Godhead, death occurs. For mortals, this is a simple affair involving groaning, blood, regrets, and perhaps last words. For gods, however, death is a few magnitudes larger.

Gods die in a number of ways, depending on the circumstances of death and what sort of god they are. Some erupt in a final act of violence,

some fade away into obscurity – even expunging their names from the cosmos. Some find themselves transported to mortal flesh and blood, others morph into stranger creatures still – entire ecosystems may arise from the blood of a fallen god. Whatever the case, when your god hits zero Godhead remaining, your god's ultimate fate is entirely up to the GM.

God is dead. God remains dead. And we have killed him.
Yet his shadow still looms.

~ *Friedrich Nietzsche*

DIVINE INITIATIVE

Though time is subject to the whims of gods, even gods require some semblance of temporal order to keep things flowing. Whenever anything happens wherein multiple gods or god-level creatures wish to act before each other (such as, say, Combat), Initiative is rolled.

Each god or NPC involved rolls a d20, and takes their turn in order of highest result to lowest result. If two entities roll the same number, they then reroll, and the higher of the two goes first.

Potence may be spent to gain Supremacy on Initiative – **one to two Potence** can be spent alongside the roll to gain **one to two extra d20's** (corresponding to the amount of Potence spent) for a potential maximum dice pool of

3d20. As with Supremacy during Acts of God, only the highest result counts, though it is still vastly more likely to achieve a favorable result on 2 or 3d20 than on a single twenty-sided die. Bidding for Supremacy, however, is not allowed on Initiative rolls, unlike Acts of God.

Gods may, on their turn, attempt to effect the Initiative order with an Act of God with an appropriate domain (most likely Time, though creative uses of other domains are possible). If the Act succeeds, increase the god's place in the Initiative order (or adjust another god's place in the order) by 2 if the Act is Tier IV, or 4 if the Act is Tier V. As always, Acts under Tier IV cannot affect gods, and thus cannot change the Initiative order.

INITIATIVE

ROLL:



1d20

OR:

Spend 1 Potence



2d20

Keep best result

OR:

Spend 2 Potence



3d20

Keep best result

GOD COUNCIL

At any time when the Initiative order is not active, one or more gods can call a God Council and convene with their fellow gods to discuss matters of celestial policy. Any god can accept or decline an invitation to God Council, but all gods are invited, regardless of whether the god initiating the Council desires their presence.

The God Council usually takes place in a central location for the gods, such as the Gates of Heaven, Mt. Olympus, Paradise, or similar, and allows gods a (mostly) peaceful place to hash out their differences. Fighting at a God Council is usually frowned upon, but it is up to the gods present to decide if they wish to enforce this.

GODMASTERING

CHAPTER 3: RUNNING A GAME



