

DEITIES & DIVINITY

THE POWER OF GODS WITHIN YOUR WORLDS.



DIVINE RANK

Gods are broken up into 3 tiers: greater deities, lesser deities, and quasi-deities. Greater deities are far more difficult to quantify with rules, given their vast and awesome powers. Lesser deities are rarely considered "lesser" by any means, except by greater deities themselves. Lesser deities, then, are the generally referred to as deities.

Divine Rank. This is a numerical ranking system that reflects two things: power and amount of worshippers. In most cases, Divine Rank reflects the amount of mortals that worship a deity, which imbues the deity with more and more power and influence in the cosmos. Throughout this text, any creature referred to as a "deity" is a creature that has Divine Rank of at least 0.

SUPREME DEITIES

DIVINE RANK (11+)

This is a category not worth mentioning or attempt to create rules for. These are the gods that are beyond mortal understanding or even deity understanding. These gods do not exist on a plane, for they exist everywhere. The best example in Forgotten Realms of a supreme deity is Ao. Usually supreme deities stay out of mortal affairs and only once a millenia even consider their existence. They may be worshipped, but usually not directly.

GREATER DEITIES

DIVINE RANK (6-10)

These are the more powerful gods than lesser deities, but are still involved in the interests of mortals. They are concerned with their worshippers, usually. In the very least they care for their worshippers for their own existence for without them they would lose their power. At most, however, they are sympathetic and may directly involve themselves in the happenstances of the mortal world. Usually, though, this involvement is indirect.

LESSER DEITIES

DIVINE RANK (1-5)

Lesser deities are the newly ascended, even by a few hundred millenia, the aspiring god who may have little worshippers but desires greatness. These gods are the most likely to be granting spells to mortals, interfering in their affairs, or even just observing the mortal realms. Often, lesser deities are so new in their divinity that they cannot shake their interests in mortality. It may take several centuries of divinity to feel beyond it. Lesser deities are sometimes created from greater deities, as avatars or extensions of their will.

QUASI-DEITIES

DIVINE RANK (0)

Quasi-deities possess enough divinity to be spectacularly powerful, but lack worshippers, cannot answer prayers, grant spells to clerics, or control aspects of mortal life. There are different types of quasi-deities, yet all of them have a Divine Rank of 0.

AVATARS

Deities who create another being, or extension of themselves, create avatars. See the Feats of the Gods section for details on these beings. Some avatars have greater Divine Rank than Divine Rank 0.

ASCENDED MORTALS

Mortals that ascend to godhood by some awe-inspiring ritual or immensely powerful method begin at Divine Rank 0. Often when a mortal slays a deity, the latent divine energies are absorbed by the mortal, infusing them with divinity.

DEMIGODS

Born from the union of a deity and a mortal being, demigods have some divine attributes, but their mortal parentage makes them perhaps the weakest of deities. Hercules is a good example of a demigod.

TITANS

Some deities are so powerful that they may create other beings of immense strength that are filled with divine energy. These are the titans, beings that are feared by mortals.

VESTIGES

When a deity dies in a permanent way, they usually end up in the astral plane, stripped of most of their divine energy to the point that they are only a vestige of their previous existence. It is possible with old and ancient rituals to contact these beings and draw on their latent power.



DIVINE CHARACTERISTICS

Most deities are level twenty with several epic boons under their belt. Only rarely does a creature ever ascend to divinity and be weaker. That being considered, a level 1 human fighter is just as qualified to gain Divine Rank 0 as a level 20 human fighter. Granted, the two will be vastly different in their knowledge of fighting, warfare, worldly knowledge etc.

Each deity with a Divine Rank, even Divine Rank 0, has the following characteristics. Some of these characteristics require certain Divine Rank. Pay particular attention to features that only become available to certain ranks.

HIT POINTS

Damage is different for gods; it takes a lot to make you consider anything as hurtful or wounding. You receive maximum hit points for each Hit Dice you have.

Also, your divine form is infused with energy that makes you far more durable. You gain additional hit points equal to your Constitution modifier multiplied by your Divine Rank.

SPEED

Deities are far faster than any mortal could hope to be. Your speed is increased from your normal speed, based on your Divine Rank, in the following the chart below.

If you are a creature that is a quadraped, you double the divine speed bonus.

DIVINE SPEED

Divine Rank	Speed Bonus
0	+15 ft.
1-5	+30 ft.
6-10+	+50 ft.

DIVINE ARMOR CLASS

Gods are shrouded in divine energy and permeate a supremely powerful aura. Thus, you are very difficult to strike. As you grow in Divine Rank, as does the strength of this aura.

You have a divine armor class of 10 + your Divine Rank or half of your proficiency bonus rounded down (whichever is higher) + your Dexterity modifier. You may use a shield when you use this armor class. If you have a different armor class, use the higher of the two.

PROFICIENCY BONUS

Divine energy is knoweldge of the cosmos, of reality itself. With that infusion of energy comes proficiency at, well, anything. Because of this, as you grow in Divine Ranks, you also grow in your capabilities. See the chart below to see how much your proficiency bonus increases. For example, if you are a 20th level character with a Divine Rank 8, your Proficiency bonus would now be +9.

DIVINE PROFICIENCY

Divine Rank	Proficiency Bonus Increase
0-1	+1
2-3	+2
4-5	+3
6-8	+4
9-10+	+5



DIVINE ASCENSION

Deities can gain their divinity in many ways. Here are some general methods commonly known:

Artifact. There are some items out there that, when used or consumed, grant divine status. Ambrosia is said to be the food of the gods and, when consumed, infuses a mortal with divinity (Divine Rank 0). There may be a book out there that is infused with divine energy and, when read, imparts the reader that divine energy. Still, there may be temporary forms of divine energy, such as when a sword is wielded or a circlet is worn, the wearer gains Divine Rank 0.

Divine Extension. Some deities (Divine Rank 6 or higher), may desire to extend their omniscience to a more direct vessel, thus extending their divine energies into a mortal or avatar. Creatures who gain divine rank through this method are at the mercy of their host.

Godslaying. When one slays a creature with Divine Rank 0 or higher, that divine energy must go somewhere. Some deities purposefully kill other deities to absorb their divine energies (which isn't necessarily a transfer of numerical Divine Rank). Mortals, however, that manage to slay a god may gain Divine Rank 0, as their mortal forms are suddenly bombarded by the divine energies of the deity they slew. When a creature slays a deity, that slain deity's portfolio is absorbed along with it.

SAVING THROWS

Deities are supremely resistant. You may add half your Divine Rank (rounded down) as a bonus to any saving throw that you are not proficient in. Deities of Divine Rank 6 or higher are proficient in all saving throws.

DAMAGE RESISTANCES

If you have Divine Rank 0, you are resistant to bludgeoning, piercing, and slashing damage from nonmagical items.

If you have Divine Rank 1 or higher, you are resistant to all forms of damage, even those done by magic or magical items.

DAMAGE IMMUNITIES

Normal weapons do not even phase gods. If you have at least Divine Rank 1, you are immune to bludgeoning, piercing, and slashing damage from nonmagical items.

CONDITION IMMUNITIES

Conditions that might normally effect mortals are shrugged off by deities. If you have Divine Rank 0, you are immune to the Charmed, Frightened, and Poisoned conditions. If you have Divine Rank 1 or higher, you are immune to exhaustion.

MAGIC RESISTANCE

Divinity is a natural ward to magic. You have advantage on saving throws against spells and other magical effects.

MAGIC WEAPONS

Divine energy ripples through deities, bestowing magical energy to any weapon they wield. All weapon attacks and unarmed attacks from you are considered magical.

DIVINE FEATS

Every deity has additional power, known as divine feats. You gain divine feats based on twice your Divine Rank (a minimum of 1). Thus, a Divine Rank 0 deity would have 1 divine feat and a Divine Rank 1 deity would have 2 divine feats. In order to acquire a divine feat you must meet the prerequisites. You can never have more divine feats than your proficiency bonus.

DOMAIN POWERS AND SPELLS

Gods grant powers to mortals, and from this it's clear that they themselves have these powers. If you have Divine Rank 1 or higher, you have all class archetype features from the Divine Domain(s) that you can grant. Additionally, you know all spells that your Divine Domain grants and can cast them at will. You are limited in the number of Divine Domains you can grant mortals by your Divine Rank.

GRANT DIVINE DOMAINS

Divine Rank	Number of Divine Domains
0	0
1-3	1
4-5	2
6-8	3
9-10+	4

IMMORTALITY

All deities are immortal. You cannot die from natural causes. You do not age, eat, sleep, or breathe. You still must take short and long rests, however. The only way for you to die is through magical or physical combat.

SENSES

Deities of Divine Rank 1 or higher have incredibly sensitive perceptions. Your senses (including darkvision or normal vision), extend out to a radius of 1 mile per Divine Rank. In effect, then, a deity of Divine Rank 10 can see, hear, touch, and smell at a distance of 10 miles. Perception is, however, limited to the senses you would normally possess. If you have blindsight, for example, this extends. You can not see through solid objects without using a remote sense ability (see below) or some sort of x-ray vision or power. Any senses granted by divine feats are not affected by this increase in distance of senses.

REMOTE SENSING

Omniscience is a defining feature of divinity and you are no exception. As an action, so long as you have Divine Rank 1 or higher, you can perceive everything within 1 mile per Divine Rank around any of your worshippers, holy sites, or other objects or locales sacred to you. This supernatural ability can

also be centered on any place where someone speaks your name or title for up to 1 hour after it is spoken and at any location when an event related to your portfolio occurs (see the Portfolio Sensing section below).

The remote sensing power can cross planes and penetrate any barrier except a divine shield or an area otherwise blocked by a deity of Divine Rank equal or higher than your own. Remote sensing is not fooled by any spell or magical effect that normally prevents divination spells or effects from working. Also, it does not create a magical sensor that can be detected by other beings or magical spells or effects (as the *scrying* spell does).

You can extend your locations to 2 places or more simultaneously, depending on your Divine Rank.

REMOTE SENSING LOCATIONS

Divine Rank Number of Remote Senses

1-5	2
6-8	Half your Divine Rank (rounded down)
9-10+	1 per Divine Rank

Once you choose a location to sense, you automatically receive sensory information from that location until you choose a new location, dismiss it, or until you cannot sense it any longer (when the 1 hour elapses, for example).

BLOCK SENSING

Deities are capable of blocking the senses of other deities. As an action, if you possess Divine Rank 1 or higher, you can block the remote sensing abilities of other deities of your Divine Rank or lower. The power to do so extends for a radius of 1 mile per your Divine Rank, or within the same distance around a temple or other locale sacred to the deity, or the same distance around a portfolio-related event. You can block two remote locations at once, plus the area within one mile of itself. The blockage lasts 1 hour per your Divine Rank.

PORTFOLIO SENSING

Every deity with Divine Rank 1 or higher has at least limited knowledge and control over some aspect of mortal existence. This is reflected in portfolios. A deity's connection to its portfolio gives it a number of powers, one of which is to sense the area around events related to it. Additionally, they may choose, when they sense the event, to apply a remote sensor to it to ascertain the details or intervene in some way. Divine Rank increases this portfolio sensing ability.

Depending upon your Divine Rank, you may sense events related to your portfolio and apply a remote sensor, but you may only apply the sensor if there are a certain number of mortals, worshippers, or creatures involved. Thus Poseidon knows when a storm is over the ocean and may view it if he wishes. He may not, though, know when an avalanche is falling along a mountain. Mountains are beyond his portfolio sensing abilities. When a deity senses an event, it merely knows that the event is occurring and where it is. The deity receives no sensory information about the event. Thus Poseidon may know that a storm is over an ocean and where at over the ocean, but may not know how bad the storm is or what direction it is headed from or to, that is, until he uses his remote sensing power to perceive the event.

Divine Rank 1-3. Most lesser deities can only sense the most significant of events. You automatically sense any event that involves one thousand or more people. Thus, if no creatures are involved in the event, it cannot be sensed. This ability is limited to the present.

Divine Rank 4-5. As deities grow in strength and worshippers, their omniscient powers grow. You automatically sense any event that involves your portfolio that affects twenty or more people that is taking place in the present.

Divine Rank 6-8. Greater deities can sense many things, even when not tethered to creatures. You automatically sense any event that involves your portfolio, regardless of the number of people involved. In addition, your senses extend one week into the past for every Divine Rank you have. Thus, you may look into the past and perceive what occurred regarding your portfolio.

Divine Rank 9-10+. Some deities become the epitome of omniscience. You automatically sense any event that involves your portfolio, regardless of the number of people involved. In addition, your senses extend one week into the past and one week into the future for every Divine Rank you have.

EFFORTLESS CHANCES

Greater deities are immensely powerful and are not under the same sway of chaos that mortals are, let alone weaker gods. If you have Divine Rank 6 or higher, whenever you roll below a 10, count that roll as if you had rolled a 10 on any check, saving throw, or attack roll. Also, maximize your damage rolls instead of rolling for them when damaging a creature that is lower Divine Rank than you. Calculate successes, failure, or other effects accordingly. You should roll a d20 anyway and use that roll to check for automatic success, failures, or critical hits.



DIVINE AURA

The mere presence of a deity of Divine Rank 1 or higher can deeply affect mortals and beings of lower Divine Rank, who might find the experience either uplifting, or unsettling, depending on the deity's mood and their relationship with the deity.

Mortals and other deities of lower rank can resist your divine aura's effects with a successful Wisdom saving throw DC is 12 + your Divine Rank + your Charisma modifier. Deities are immune to the auras of deities of equal or lower Divine Rank. Any being who makes a successful saving throw against your divine aura power becomes immune to your aura for 24 hours.

Divine aura is an emanation that extends around you in a radius that is reflected by your divine rank. You may choose the size of the radius and can change it at will. If you choose a radius of 0 feet, your divine aura is effectively non-functional. When two or more deities' auras cover the same area, only the aura that belongs to the deity with the highest Divine Rank functions. If Divine Ranks are equal, the auras coexist. The higher the Divine Rank, the greater the radius of the divine aura:

DIVINE AURA

Divine Rank	Radius of Divine Aura
1-5	10 ft. per Divine Rank
6-8	100 ft. per Divine Rank
9-10+	1 mile per Divine Rank

You can make your own worshippers and beings of your alignment immune to the effect of your divine aura. Once affected by an aura power, creatures remain affected as long as they remain within the aura's radius.

Choose from the following effects of your divine aura each round to apply to those who failed their saving throw: Blinded, Charmed, Frightened, or Stunned.

WARLOCK PACTS

Deities with Divine Rank 1 or higher are usually disinterested from warlock pacts, considering it is usually the in between bestowment of powers that creatures lesser than gods do, such as archfey or demon lords. Still, they may decide to do so on rare occasions.

Deities with Divine Rank 0, however, are far more often known to create such pacts. The warlock's power comes directly from the deity's divine energies and thus, deities are limited as to the number of pacts they may make. A deity may have any number of warlock pacts as they have a Charisma ability score and if they have at least Divine Rank 1, that number is multiplied by their Divine Rank. Greater deities can have any number of warlock pacts, since the divine energies required to make them is so insignificant. However, greater deities are usually so little concerned with mortals they almost never feel inclined to make them.

GRANT SPELLS

Deities who have a certain number of worshippers may grant spells to them. You must have Divine Rank 1 or higher to grant spells to mortals. You may, at any time, refuse to grant spells to mortals. Mortals who have prepared spells do not lose them; instead, they cannot prepare any additional spells until you permit them to do so again.

COMMUNICATION

If you have Divine Rank 1 or higher, you can understand, speak, and read any language, including nonverbal languages.

Additionally, you can speak to any being within one mile per Divine Rank of yourself. Finally, you gain the ability to extend your ability to communicate through remote communication.

REMOTE COMMUNICATION

As an action, if you have Divine Rank 1 or higher, you can send a communication to a remote location. You can speak to any of your own worshippers and to anyone within one mile per Divine Rank away from a site dedicated to you (such as a temple, shrine, or sacred grove), or within one mile per Divine Rank away from a statue or other likeness of you.

The creature being contacted can receive a telepathic message that only it can hear. Alternatively, your voice can seem to issue from the air, the ground, or from some object of your choosing (but not an object or locale dedicated to another deity of equal or higher Divine Rank than you). In the latter case, anyone within earshot of the sound can hear it.

You can also send a manifestation or omen instead of a spoken or telepathic message. The exact nature of this communication can vary, of course, but it usually involves some visible phenomenon such as a beam of light, a change in the weather, a gathering of animals, or almost anything else that is indirect and symbolic.

Your communication power can cross planes and penetrate any barrier. Once communication is initiated, you can continue communicating at will until you decide to end the communication.

You can carry on the same number of remote communications simultaneously as you can remote sensories (see above).

GODLY REALM

If you have a Divine Rank 1 or higher, you have a number of locations equal to your Divine Rank that serves as a workplace, personal residence, audience chamber, or perhaps as a retreat or fortress. You may abandon a godly realm, leaving behind any conditions or alterations you have made. To do so requires an action. You may not go within the godly realms of other deities that are your Divine Rank or higher without that deity's permission.

You have some control over the environment within your realm, controlling the temperature and minor elements of the environments such as smells and background sounds. The radius of this control is a function of your Divine Rank and whether the realm is located on the Material Plane or some other plane of existence.



RADIUS OF CONTROL

Divine Rank Radius of Control on Other Planes

1-3	100 feet per Divine Rank
4-5	1 mile
6-8	10 miles
9-10+	100 miles

You may only have a radius of control of godly realms that reside on the Material Plane equal to 100 ft. per Divine Rank of the realm.

Within this radius of control, you can set any temperature that is normal for the plane where the realm is located and fill the area with scents and sounds as you see fit. Sounds can be no louder than one hundred humans could make; you could create the sounds of an invisible choir, a battle, a jungle full of raucous birds, or similar sounds, but not intelligible speech or harmful sound. Your ability to create scents is similar to the ability to create sounds. If you have Divine Rank 6 or higher, you can create the sounds of intelligible speech. Additionally, as your Divine Rank grows in number, as does the abilities you possess to manipulate and control your godly realm(s). You gain the following divine abilities and the subsequent ones, as your Divine Rank increases:

Divine Rank 1-3. You can erect buildings and alter the landscape, but must do so through your own labor, through magic, or through your divine feats.

Divine Rank 4-5. Not only do you have control over the environment, but you also control links to the Astral Plane (assuming the cosmology where the godly realm lies has an Astral Plane). Manipulating a realm's astral links can render teleportation and similar effects useless within the godly realm, if you so wish. You can designate certain locales within the realm where astral links remain intact. Likewise, you can block off the realm from planar portals or designate locations where portals are possible.

Divine Rank 6-8. At this stage, you can erect buildings as desired and alter terrain within ten miles to become any terrain type found on the Material Plane, by the sheer will of your divine authority. These buildings and alterations are manifestations of your control over the realm.

Divine Rank 9-10+. You can also perform any one of the following acts:

- Change or alter the gravity within the realm in general or specific ways.
- Change or alter the elements, energy, or damage types within the realm in general or specific ways.
- Change or alter time within the realm in general or specific ways.
- Alter the way magic is performed in the realm, such as certain spells, spells from a particular school of magic, or prevent certain spells from functioning. Your own spells and abilities must not be limited by these restrictions.

Once you set the conditions in your godly realm, they are permanent, though you can change them. As an action, you can specify a new environmental condition. The change gradually takes effect over the next 10 minutes.

Changing astral links, planar travel, or terrain requires more effort, and you must labor for a year and a day to change them. During this time, you must spend 8 hours a day on the project. During the remaining 16 hours of each day, you can perform any action you desire, so long as you remain within the godly realm. While terrain features may slowly shift and alter as you work, planar travel and astral links remain unchanged until the labor is done.

DEATH OF A GOD

Gods can die. How, though? Many suspect a god defeated within their godly realm is the act of their true death, destroying them utterly or reducing them to a vestige.

Others suspect a god is dead when they are slain on the plane of existence that their godly realm lies upon. To settle this dispute, it may be best to consider a god truly, utterly, and completely destroyed when they are slain within their godly realm. If they are slain within the plane of existence of their godly realm, they are reduced to a vestige and stripped of their Divine Rank as their worshippers reel from this horrid experience of feeling the sudden abandonment of their deity. Any creature that absorbs the slain god's portfolio may answer them, however.

Regardless, the death of a god is not a common occurrence. Such instances cause dramatic and seismic reactions to the plane that the death occurred on, if not the residing planes, depending upon the Divine Rank of the deity slain.

GODLY ACTIONS

Deities are exceptional, supremely powerful beings. Because of this, they can take far more actions per round than normal creatures can. At the end of a creature's turn, you may take one action. You regain all uses of your godly actions at the beginning of your turn. Some divine feats require an expended use of a godly action during your turn as part of an ability or action. You may do this a number of times per round depending upon your Divine Rank:

GODLY ACTIONS

Divine Rank	Number of Godly Actions per Round
0	0
1-3	1
4-5	2
6-8	3
9-10+	5

When you are in your godly realm, you may take a number of godly actions equal to your Divine Rank per round.

TRAVEL

If you have Divine Rank 1 or higher, you can use the spell *teleport* as an action, except that you can only transport yourself and up to 100 pounds of objects per your Divine Rank. If you have Divine Rank 4 or higher, you can cast *plane shift* (no gp cost) as an action, except that you can only transport yourself and up to 100 pounds of objects per your Divine Rank.

DIVINE TYPE & APPEARANCE

Because deities are infused with divine energies, they cannot be considered a humanoid. Additionally, they are beyond that of celestials, fiends, or fey. Instead, they are simply divine.

Your type changes to divine. You retain all physical appearances that you had before your Divine Rank, although your appearance can change, based upon your Divine Rank and approval of your DM. The changes made reflect your true form and are permanent, unless you ascend to a higher Divine Rank in the chart below:

DIVINE FORM

Divine Rank	Significant Change
0-3	Minor
4-5	Major
6+	Any form imaginable

Minor. Minor changes could be glowing eyes, a more muscular form, skin tone, elongated ears, or simply extremely tall. It also may be any combination of this or other minor changes that is purely cosmetic. This change is permanent.

Major. Major changes include cosmetic changes as well as functional new forms. Examples of major changes are multiple limbs, wings, tail, claws, fangs, etc. Your DM should consult with you as to the mechanics of your new appearance and features, but these changes must reflect your portfolio and be a meaningful change. For example, if your portfolio is wronged women, yet you were a male and had to consistently polymorph or illusion into female form until you grew enough followers, it would make sense for your new form to be a female. Since you focused on wronged women, it would be justifiable that your face softened and became even more beautiful and beneath the long hair on the back of your skull resided another face, one with fangs and an elongated tongue. Additionally, you could gain the ability to switch faces, with your DMs approval.

DIVINE SPELLCASTING

Deities are not as limited as mortals when they manipulate reality and magic. For every Divine Rank that you possess, you gain 500 gp that you may use to cast your spells as spell components. You regain this amount when you take a long rest.

Additionally, if you have Divine Rank 1 or higher, spells you cast do not require somatic, verbal, or material components (unless the material component has a gp value, in which you may be able to use your divine energy to cast). For example, a 20th level Cleric with a Divine Rank of 2 has 1,000gp that she may use to cast any spell that has a gp spell component. When she takes a long rest, she regains her 1,000gp that she may use to cast spells.

DIVINE ABILITY SCORE IMPROVEMENT

Deities are more capable than mortals. Raise all ability scores to a minimum of 17 that were 16 or below (after character creation). When you gain Divine Rank and as you increase in Divine Rank, you gain a number of points that you may add to any ability score of your choice, not to exceed the maximum score listed. Consult the chart below to see, based on your Divine Rank, the amount of points you can apply to your ability scores.

DIVINE ABILITY SCORE IMPROVEMENT

Divine Rank	Total Ability Score Points	Maximum Score
0	6	22
1	10	24
2	14	24
3	16	24
4	20	26
5	24	26
6	30	28
7	32	28
8	34	30
9	38	30
10+	40	32

FEATS OF THE GODS

Divine powers. How can one quantify such power? The answer lies in divine feats, which are feats for the gods. As stated before, you gain divine feats based on twice your Divine Rank (a minimum of 1). In order to acquire a divine feat you must meet the prerequisites. You can never have more divine feats than your proficiency bonus.

The DM may decide that a divine feat is not attainable given it is vastly outside the portfolio of the deity. Generally, deities only pickup divine feats that represent their portfolio, history, and background, regardless of whether they meet the prerequisites or not. Whenever a deity ascends to a new Divine Rank, they may swap two Divine Feats, if they wish, that they now meet the new prerequisites for.

Divine Feats and Magic A divine feat functions normally within antimagic fields. Additionally a target creature that normally gains advantage to saving throws against spells and magical effects (through a magic resistance feature) does not receive this benefit to save against divine feats, unless they are of equal or greater Divine Rank than the user of the divine feat or they are specifically resistant to a condition or damage type that the ability may apply or deal damage in.

ALTER REALITY

Prerequisite: Divine Rank 1 or higher; Charisma, Intelligence, or Wisdom 24

As a god, reality is at your whim. This ability is similar to the *wish* spell.

As an action and by expending 1 godly action, you can use this ability to duplicate any spell of 9th level or lower. The duplicated spell has no material component, and the DC of its saving throw is 12 + your Divine Rank + your Charisma, Intelligence, or Wisdom modifier (your choice). Afterwards, you must rest and take no actions for 1 minute, unless you have Divine Rank 6 or higher.

You can also use this ability to render a magical or supernatural effect permanent, but you must rest 1 minute per spell level of the effect times the number of subjects affected, 1 minute per total Hit Dice of creatures affected, or 10 minutes per 10-foot cube affected. Use this highest applicable value to determine how long you must rest and take no actions after altering reality.

You can also reshape a landscape, creating any type of terrain you can imagine. Each 10-foot cube of material or terrain reshaped requires 1 round of effort but as only one use this ability, and you must rest for one day per 10-foot cube shaped after the work is completed. You may use this ability a number of times equal to your Divine Rank and regain all uses after you finish a short or long rest.

Suggested Portfolio Elements: Any

ANNIHILATING STRIKE

Prerequisites: Divine Rank 1 or higher; Strength 24

Any physical attack you make can destroy a foe outright. At the cost of 1 godly action, when you strike with a melee

weapon attack, the opponent struck could be obliterated. Creatures or some object targeted must make a Constitution saving throw DC equals 12 + your Divine Rank + your Strength modifier. The target takes damage normally and, failing the saving throw reduces their hit points by 25% + 25% per additional godly action you decide to expend. If an additional 3 godly actions are spent, the creature or object is utterly destroyed. Using this ability, you can also destroy up to 1,000 cubic feet (a 10-foot cube) of nonliving matter per Divine Rank, as the ability destroys only part of any very large object or structure targeted.

Deities with Divine Rank equal to or greater than you are not subject to this ability and ignore it outright. This ability has no effect on objects or effects that are not subject to physical attacks, such as a *wall of force*. You may use this ability a number of times equal to your Divine Rank before you must take a short or long rest to do so again.

Suggested Portfolio Elements: Death, justice, vengeance, war

AVATAR

Prerequisites: Divine Rank 4 or higher

Avatars serve as deities' alter egos, effectively allowing a god to be in two or more places at the same time. You can use some of your very own divine energy and pour it into a duplicate of yourself, albeit with lesser divine energy. This avatar is an extension of yourself and you know everything it senses and knows and vice versa. Each avatar created counts as a remote sense location and you may not have more avatars than you can create remote sensories. If you were to use all of your remote sensories by creating avatars, you may still produce one remote sensory effect beyond your avatars.

It takes one year to create an avatar or replace a destroyed avatar. The process does not require any special effort or actions. Simply will it be done and the divine energies begin to mold into your avatar. An avatar must be created in your own godly realm and, after the year, it appears in your godly realm. If you also possess the Divine Creation divine feat, then you may create a new avatar anywhere, other than godly realms of other deities of equal or greater to your Divine Rank. If you do so, the avatar must rest afterwards, as per the Divine Creation ability's description.

An avatar is a less powerful version of a deity and not a complete duplicate. Consider the following:

Divine Rank: Your avatar has a Divine Rank that is half of your own (rounded down). The avatar's Divine Rank characteristics are calculated with this new Divine Rank. Otherwise, your avatar has your same statistics.

Divine Abilities: Your avatar has a number of divine feats equal to its own Divine Rank. You may choose which divine feats from the ones you have. An avatar cannot have divine feats that its creator does not have. An avatar cannot have the Avatar or Possess Mortal divine feat. Additionally, it does not have any remote sensing or remote communication powers.

Suggested Portfolio Elements: Any

DIVINE VARIANT: EPIC RANKS

Instead of using the Epic Boons found in the *DMG*, you may variant this text to that of Epic Ranks. Strip the concept of divinity from these mechanics and variant each divine feat as an epic feat, which is more about accessing magical or epic capabilities beyond most creatures. One could gain Epic Ranks via experience, permitting XP beyond 20th level, or simply their exposure to greater knowledge and realities.

Divine Senses. Epic Ranks, then, wouldn't have access to remote senses or remote communications, though they may be able to pick them up as an epic feat, through exceptional magic or the fabled "high magic".

BANESTRIKE

Prerequisites: Divine Rank 1 or higher; levels in a class that, through class or archetype features, has granted proficiency in all martial weapons

Some deities have particular enemies or foes that when they battle, they are exceptionally prepared to do so. Choose one type: aberrations, beasts, celestials, constructs, divine, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as your chosen type. As another alternative, you could choose, instead, a situation of a target in which your banestrike could apply, such as against any rapist (knowledge of which you must know) or anyone who has broken some specific code, law, or doctrine.

You may expend 1 of your godly action and gain advantage on your next weapon attack against a creature of your chosen type. If you hit your opponent when you do so, they take additional damage equal to 1d20 of the damage type of your weapon. You may use this ability any number of times that you can attack and that you have godly actions. Thus if you expend four godly actions in one strike and hit, you deal 4d20 damage.

You may choose this divine feat multiple times, choosing a new creature type, as above, each time.

Suggested Portfolio Elements: Death, justice, vengeance, war

BATTLESENSE

You have focused your divine energy into understanding the battlefield, concentrating that energy into a sixth sense. You gain a bonus to your initiative equal to your Divine Rank.

Additionally, you cannot be surprised and creatures do not gain advantage on attack rolls against you as a result of being hidden from you. Finally, creatures within 5 feet of you that use the Disengage action still provoke an opportunity attack from you.

Suggested Portfolio Elements: War

CALL CREATURES

Prerequisites: Divine Rank 1 or higher

Deities are rarely alone. They have the service of many creatures. Choose one type: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as your chosen type. As an action, you can summon any creature of that type as though you had cast the *gate* spell, but it cannot have a higher challenge rating than twice your Divine Rank. Creatures summoned in this way willingly serve you to the best of their ability, though they can initially resist the summoning by rolling a Charisma saving throw DC equal to 12 + your Divine Rank + your Charisma, Intelligence, or Wisdom modifier (your choice). Should they resist, you effectively fail at the summoning and cannot summon a creature of that type for 24 hours. You cannot have more creatures serving you in this way at any given time than you have Divine Ranks. You may select this divine feat multiple times, each time selecting a new type of creature. You may not use this ability to call for unwilling specific creatures by name – only random ones of the chosen type.

Suggested Portfolio Elements: Any

CHANGE FORM

The ability to alter one's form is effortless to many deities. While they always have their one, true form, those who possess the Change Form divine feat may change many aspects of their form, depending upon their Divine Rank.

Divine Rank 0-3. As an action, you can alter your size by 1 size category per Divine Rank (minimum of 1). If you enlarge your size at least one category, you gain advantage to Strength checks and saving throws. For every size category you enlarge, everytime you deal damage with weapons you deal 1d4 extra damage per size category increased. When you decrease your size by at least one category or smaller, you have disadvantage on Strength checks and Strength saving throws. Additionally, your weapons shrink to match your size. You deal 1d4 damage less on weapon attacks for every size category you decrease. When you shrink, however, your DM may decide to provide you with advantages depending upon what you're attempting to do, such as hiding.

Additionally, you can shift your form in a limited way, including clothing and equipment. This change can be adding or subtracting one or two limbs, for example, but not transform you into a dragon. Yet, you could grow wings, grow fins, or some other simple practical change or cosmetic change. You can remain in this changed form indefinitely, but you resume your normal form if you are slain.

Divine Rank 4-5. You can now shift into the form of another creature of one chosen type between aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as your chosen type. This works exactly as the *true polymorph* spell, except your changed form is indefinite.

Divine Rank 6+. You are no longer limited to the creature's type that you can transform into, except that you cannot change into a creature whose Challenge Rating exceeds twice your Divine Rank.

Suggested Portfolio Elements: Any

CLEAR SIGHT

Prerequisites: Divine Rank 4 or higher, Wisdom 24

The sight of deities not only extends beyond mortal range, but also in their perception of reality and magic. You gain truesight out to a distance equal to 10 feet per your Divine Rank. Additionally, your clear sight can perceive through deities with an altered form as per the Changed Form divine feat if they are equal or lower your Divine Rank.

Suggested Portfolio Elements: Any

COMMAND PLANTS

You have mastery of plants and plantlife. As an action, you can make plants grow in a radius of up to one mile per your Divine Rank (a minimum of 1) once before you must take a long rest to do so again. You can use this ability even in a place where no plants grow (such as the middle of a desert), though in this case the plants wither and die after one day. This ability works like the *plant growth* spell, except that it cannot be countered except by a deity of higher Divine Rank than you.

Also, as an action, you can charm plant creatures, animate plants, or make them entangle its foes. This ability functions like the *grasping vine* spell. Creatures charmed in this way are charmed a number of days equal to your Divine Rank. They may try and resist. If they do so, the DC is 12 + your Divine Rank + your Charisma, Intelligence, or Wisdom modifier (your choice). At any one time you can only have a number of plant creatures charmed in this way equal to your Divine Rank.

Suggested Portfolio Elements: Agriculture, earth, fertility, nature

CONTROL CREATURES

Through asserting your divine authority, you can command a type of creature. This ability works similar to the *dominate monster* spell, but it doesn't control the mind as much as it controls the creature's body. Choose one type: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as your chosen type. All creatures to be affected must be within your line of sight when first targeted by this ability or through your remote senses ability. Creatures may resist your attempt to control them by rolling a Wisdom saving throw DC equal to 12 + your Divine Rank + your Charisma, Intelligence, or Wisdom modifier (your choice). Once control is established, distance is not a factor and you can maintain

control remotely, even across planes and through wards or barriers (except divine shields and ward spells cast by deities of higher Divine Rank than you). Each time you command the creature to do something that is against its nature, it may attempt to resist again. After each long rest of a creature controlled, they may attempt to resist again. Once a creature has succeeded against your control, you cannot attempt to control them again for 24 hours.

As an action, you can attempt to control a number of creatures simultaneously, or spread out its uses, equal to your Divine Rank (a minimum of 1) before you must take a long rest to regain all expended uses of this ability. At any given time, however, you cannot have more creatures under your control than 10 times your Divine Rank (a minimum of 1). If you already have the maximum number of creatures under your control, you can still attempt to take control of other creatures, but must first release one or more creatures already under your control, which requires no action. For example, a deity with Divine Rank of 5 can attempt to control 5 creatures before needing to take a long rest. The deity can have up to 50 creatures under its control at any given time. If the deity already has 50 creatures under its control, it must release at least one to use this ability on a new creature.

You may take this divine feat multiple times, choosing a different creature type each time.

Suggested Portfolio Elements: Any

DIVINE ARCHERY

Prerequisites: Levels in a class where you selected archery as your fighting style class feature; Dexterity 24

Attacking at long range doesn't impose disadvantage on your ranged weapon attacks. Additionally, you may attack beyond your long range at a disadvantage up to where your new sight can see (see above). Thus an archer of Divine Rank 1 with this divine feat can see up to one mile and can attack with a bow at disadvantage up to one mile.

Additionally, your ranged weapon attacks ignore half cover and three-quarters cover.

Suggested Portfolio Elements: Archers, war

DIVINE BARD

Prerequisites: 20 levels in Bard

You are the epitome of a bard and have abilities that far surpass those of mortal bards. You gain the following benefits:

- Your Bardic Inspiration range extends to a number of miles equal to your Divine Rank (a minimum of 1).
 - Any feature which requires you to use your Bardic Inspiration can consume a godly action instead of a bonus action on your turn. Thus, you may apply Bardic Inspiration a number of times, in addition to your bonus action, equal to how many godly actions you have, though not any more than how many you can use before taking a rest.
 - You gain additional Bardic Inspiration uses equal to half your Divine Rank (rounded down).
 - Your Bardic Inspiration is now 2d8, instead of 1d12.
 - You may use your Countercharm class feature as a godly action instead of an action on your turn, so long as there is an effect available for you to counter as per that ability within one mile per your Divine Rank (a minimum of 1).
- Suggested Portfolio Elements:** Art, bards, beauty, dance

RESISTING A GOD?

It may seem strange that it is possible to resist the abilities of a deity, but it's possible. Not all gods are, after all, all-powerful. The aim of this text is to quantify their existence, to numerically power them and in doing so it is permissible to have a mortal refuse the divine authority and abilities of a deity.

A DM may determine this as too weak. In general, lesser deities and quasi-deities should be resistable, but once a deity ascends beyond that you may determine that a deity's powers are simply irresistible to mortals or that they may only successfully resist on a natural 20.

Regardless, any mortal who defies the authority of a deity from their own will is likely one who would be admired and quickly famous. Deities who know they may be resisted easily dare not try to give mortals too many opportunities to defy them. After all, who worships the reputed weak?

DIVINE BLAST

As a god, you can channel your divine energy and release part of it in a ray of pure energy. The ray created has a range of one mile per Divine Rank (a minimum of 1), but you may choose its length. You must make a ranged spell attack with your Intelligence, Wisdom, or Charisma modifier (your choice) as the spellcasting ability against one target creature. On a successful hit, the ray deals 1d12 points of damage per your Divine Rank and 1d12 points of damage equal to the amount of your Proficiency bonus. There is no damage type for this attack, since it is pure energy of reality itself.

You can make the ray look, sound, smell, and feel like anything you desire. Additionally, you can make it have a particular damage type. The ray can also destroy a *forcecage*, *wall of force* or a *prismatic wall*. Or, you can decide that the ray itself is unaffected and strike a target behind a *wall of force* or prismatic effect. A divine blast cannot, however, penetrate a divine shield of any Divine Rank. You can use this ability a number of times equal to 3 + your Proficiency bonus. You regain all expended uses after a long rest.

Suggested Portfolio Elements: Death, destruction, war

DIVINE BLESSING

Prerequisites: Ability score of at least 24

You gain the exceptional ability to empower mortals. Choosing one ability that you have a score of 24 in, you may impart a blessing to a mortal, that has no Divine Rank, in that ability score. The bonus increases based on your score. For every 2 beyond 22 of that score that you have, the bonus is +2 on your selected ability score. Thus, with a Strength of 28 you can grant a +6 to a creature's Strength score. You must be able to see the mortal or perceive them through your remote sense and the bonus lasts for 24 hours. At any one time, you may have one mortal blessed in this way per your Divine Rank (a minimum of 1). You cannot raise an ability score beyond your score using this ability.

Suggested Portfolio Elements: Agility, beauty, endurance, knowledge, strength, wisdom

DIVINE CELERITY

Prerequisites: Dexterity 24

You gain the ability to infuse yourself with divine speed. You may act as though you are under the effect of a *haste* spell for 1 minute per your Divine Rank (a minimum of 1). You may only use this ability 1 minute per your Divine Rank (a minimum of 1), but the rounds need not be consecutive. You can only activate this ability at the beginning of your turn and deactivate it at the beginning of your turn. Activating this ability expends 1 godly action.

Suggested Portfolio Elements: Agility, time, travel, wind

DIVINE CREATION

Prerequisites: Divine Rank 4 or higher; Intelligence 24

Deities can pour their divine energy into reality itself, creating objects, items, structures, or any other thing imaginable. The powers of creation, though, are limited to Divine Rank.

After each use of this ability, you must rest for 10 minutes. Subtract 1 minute for each Divine Rank you have, for a minimum of resting 1 round.

Divine Rank 4-5. As an action, you can create one or more simple, nonmagical objects with a total weight of up to 50 pounds per your Divine Rank or with a total volume of 10 cubic feet per your Divine Rank. If you use this ability in your godly realm, double the volume and weight you can create. An object created in this way cannot have moving parts more complex than a door hinge and must be composed of a single material. The material can be no more valuable than iron. You could create a rope, a leather sack, a wooden spoon, or an iron pot. You could also create a knife blade, but not a knife with a wooden handle. Once created the objects are permanent and nonmagical. If you have other divine feats or capabilities, you may be able to imbue the item with magic spells or effects.

Divine Rank 6-8. As an action, you can create objects weighing up to 100 pounds per your Divine Rank or with a volume of 20 cubic feet per your Divine Rank. If you are within your godly realm, double the volume and weight you can create. You are still limited in creating nonmagical items, but you can now create any kind of nonmagical object. You can convert a considerable amount of your own energy into the object, which can leave you somewhat impaired. You can create an object with a value of up to 100gp without impairment. For every additional 100gp of value, you must rest for 10 minutes. If you are creating an object on your godly realm, you can create up to 200gp without impairment and for every 200gp of value, you must rest for 10 minutes. Finally, you are no longer limited to a single material when you create objects using this ability.

Divine Rank 9+. As an action, you can create mortal creatures or magic items whose total weight is up to 100 pounds per your Divine Rank or with a total weight that is up to 100 pounds per your Divine Rank. If you use this ability in your godly realm, double the volume and weight you can create. You can use this ability to create any kind of creature that does not have a Divine Rank. You can create a creature with class levels, but never with more class levels than you have yourself or that is your Divine Rank, whichever is lower. Using this ability in this way leaves you impaired. You must rest for 10 minutes multiplied by the creature's amount of hit dice and further multiplied by the creature's Challenge Rating for each creature you create. For example, if Hades were to use this ability to create five hell hounds, he would have to rest for 1,050 minutes (hell hounds have 7 Hit Die and a Challenge Rating $3.7 \times 3 \times 10 = 210$. He wants to create 5 hell hounds. $5 \times 210 = 1050$). Finally, you can create any magical item except an artifact, which adhere to the rest requirements (see above in Divine Rank 10-15) of creating items with gp value.

Suggested Portfolio Elements: Crafts, creation

DIVINE DRUID

Prerequisites: 20 levels in Druid

You are the epitome of a druid and have abilities that far surpass those of mortal druids. You gain the following benefits:

- The Challenge Rating for creatures you can use your Wild Shape ability to transform into increases by 1 + your

Divine Rank.

- Choose one creature type: aberrations, dragons, elementals, fey, giants, monstrosities, oozes, or plants. You can now use your Wild Shape feature to transform into any creature of your chosen type that is within the Challenge Rating requirement. This creature type must meet some element of your portfolio or background, as approved by your DM.
- You may now cast spells that require material components while you are in your Wild Shape, except for material components that have a gp cost.
- You have all druid spells from the druid spell list prepared at all times.

DIVINE EXPERTISE

You use your divinity to enhance your skillset. Choose 3 skills that you are proficient in. You gain expertise in those skills.

Suggested Portfolio Elements: Any

DIVINE INSPIRATION

Prerequisites: Charisma 26

Through a look, a gentle touch, or even a superficial arrow, a deity can inspire mortals in various ways through their sheer presence or will. You may, as an action, affect one creature per Divine Rank (a minimum of 1) at one time and up to the same number before you must take a long rest to affect additional creatures. All creatures to be affected must be within your line of sight or seen through a remote sensor. The effect lasts 24 hours and can only affect creatures without a Divine Rank. Choose one effect below to apply to each creature. If a creature chooses to resist these effects, they must roll a Wisdom saving throw DC is 12 + your Divine Rank + your Charisma, Intelligence, or Wisdom modifier (your choice).

COURAGE

The creature shrugs off any current frightened condition upon them and gains advantage to resist future attempts to frighten them. Additionally, each creature may select one creature that they know of or are familiar with and likely hostile to. The next combat encounter with them they gain advantage on the first melee or ranged attack roll against the creature.

COWARDICE

A rippling sense of dread and inadequacy fills the target(s). Future creatures they target in combat are treated as though it has the *sanctuary* spell cast on it.

FRENZY

Frenzied creatures spend themselves in drinking, feasting, and dancing, reveling in some celebration, real or otherwise, unless provoked or incited to violence. Frenzied creatures turn violent if they are attacked or perceive a threat to their safety. Frenzied creatures receive advantages to Strength and Dexterity ability checks. Additionally, they gain a frenzied attack feature that they may use a number of times equal to either their Strength or Dexterity modifier (whichever is higher). They may use a frenzy attack feature to gain

advantage on a creature in an attack roll, but the target must be a creature that can be perceived to have interrupted the frenzy. They may also use a frenzy attack feature to gain a bonus damage die (d12) to any melee attack that has hit its target. Frenzied creatures may use as many frenzied attack uses as they have available spread out or in one attack. Once frenzied attack uses are expended, they lose them. Creatures can resist this effect.

HOPE

You instill in creatures a sense of hopefulness. They act as though they are under the effects of a *beacon of hope* spell. Additionally, they act as though they are under the effect of a *heroism* spell, except that the temporary hit points are equal to your Divine Rank (a minimum of 1) and they regain them after 1 minute, not at the beginning of their turn.

LOVE AND DESIRE

A love effect causes the target to fall in love with the specified creature (specified in anyway you'd like), seeking every opportunity to be near that creature and making every effort to win the creature's affection. The target creature is effectively charmed by the specified creature. If the desire effect is also applied, the target creature also wishes to become physically intimate with the specified creature, which could lead some creatures to act out of their character in their desirous pursuits. Creatures can resist this effect.

DIVINE MONK

Prerequisites: 20 levels in Monk

You are the epitome of a monk and have abilities that far surpass those of mortal monks. You gain the following benefits:

- You may treat your unarmed strikes as dealing slashing damage and, when you do so, you treat your unarmed strikes as having the vorpal weapon magical quality. Additionally, at any one time, your unarmed strikes can have one of the following weapon magical qualities applied to them: flame tongue, frost brand, or vicious.
- You may add your Divine Rank to your deflect missiles class feature when determining the amount of damage you may reduce. Additionally, you may use your deflect missiles class feature on ranged spell attacks instead of just melee ranged attacks.
- You gain an additional amount of ki points equal to your Divine Rank (a minimum of 1).

Suggested Portfolio Elements: Monks, law, order

DIVINE PALADIN

Prerequisites: 20 levels in Paladin

You are the epitome of a paladin and have abilities that far surpass those of mortal paladins. You gain the following benefits:

- Your aura of protection extends to 100 feet.
- You may expend godly actions to infuse your weapon strikes as per the divine smite class feature. When you do so, treat each godly action consumed as a spell slot level up to a maximum of 4 godly actions or 5d8 extra damage. You can only consume a number of godly actions in this way equal to your Divine Rank (a minimum of 1) before you must take a short rest or long rest to regain all expended uses.
- The hit points pool of your lay on hands replenishes after a short or long rest.
- You have all paladin spells prepared at all times.

Suggested Portfolio Elements: Paladins, law

DIVINE RADIANCE

Prerequisites: Good alignment, sun or light as part of portfolio or background

Through sheer will, you can emit a powerful holy light. As a bonus action, you shed light in an area of 10 feet multiplied by your Divine Rank, emanating from your body. This light counters and dispels all darkness effects, magical or otherwise (unless created by a deity of higher Divine Rank) and causes pain and damage to undead creatures, who take 2d20 points of radiant damage at the beginning of their turns each round they are within the light.

Additionally, as an action while your light is on, you may cast the *scorching ray* spell, except each ray deals an additional 1d6 damage per your Divine Rank and the damage deals half fire and half radiant damage instead of just fire damage.

Suggested Portfolio Elements: Light, holiness, sun

DIVINE REGENERATION

The divine energies that shroud your body can be used to regenerate yourself. At the beginning of your turn that takes no action, you can expend one of your hit die as though you had taken a short rest. Or, if you have godly actions, you may instead expend them to heal yourself a number of hit points equal to your Constitution modifier per godly action spent. Either way, afterwards, roll a 1d10. You cannot use this ability again until a number of rounds equal to that result. You may also reattach your severed limbs, which require 10 minutes of uninterrupted concentration to do so. When you expend a hit die in this way, it counts as though you used it for a short rest.

Suggested Portfolio Elements: Any

DIVINE RESILIENCE

Choose one ability score. You gain the following benefits:

- Increase the ability score by 2, up to the maximum of 32.
- You gain proficiency in saving throws using the chosen ability score.

DIVINE ROGUE

Prerequisites: 20 levels in Rogue

You are the epitome of a rogue and have abilities that far surpass those of mortal rogues. You gain the following benefits:

- You may expend a godly action on your turn to gain advantage on your next weapon attack roll.
- When you use your reaction as per your uncanny dodge class feature, you may also expend all of your godly actions to instead take no damage as opposed to halving it normally. This only works if you haven't expended any of your godly actions yet.

Suggested Portfolio Elements: Rogues

DIVINE SHIELD

Prerequisites: Charisma 24

You may pour part of your divine energy into a barrier that protects you from almost any attack. On your turn that requires no action, you can create a shield that lasts for 10 minutes and protects your body and equipment from attacks. The shield stops 20 points of damage per your Divine Rank (a minimum of 20). Once the shield has stopped that much damage, it collapses. The damage can be from any damage type, including a divine blast. You can use this ability a number of times equal to 3 + your Constitution modifier. You regain all expended uses after finishing a long rest.

Suggested Portfolio Elements: Any

DIVINE SPELLCASTING

Prerequisites: Divine Rank 1 or higher; able to cast at least 5th-level spells; Intelligence, Wisdom, or Charisma 24

You have infused your normal spellcasting capabilities with that of your divine energies, letting you tap into greater magical knowledge. If you know a limited number of spells from a spell list (as though you are a Bard, Sorcerer, Warlock, etc.), you may forget a spell and learn a new one as an action. If you prepare spells from a spell list (as though you are a Cleric, Druid, Paladin, etc.), you may forget a prepared spell and prepare a new one by expending a godly action on your turn.

Suggested Portfolio Elements: Magic, spellcasters

DIVINE SPLENDOR

Prerequisites: Divine Rank 6 or higher; Charisma 32

Your mere presence can be fatal to mortals. When you are in your true form, any creature within 10 feet per your Divine Rank of you dies immediately, with no saving throw. Creatures with a Divine Rank are immune to this ability. You may activate this ability as an action and suppress it at any time.

Suggested Portfolio Elements: Supreme, power, beauty

EXTRA SENSE ENHANCEMENT

Prerequisites: Wisdom 24

Choose one sense to enhance. The ability can extend your sense's range one mile per your Divine Rank, or it can allow the sense to ignore one type of physical or magical blockage. For example, you could see through solid objects or in magical darkness. The enhanced sense can penetrate 10 feet of a physical barrier per your Divine Rank or 100 feet of a less tangible barrier (such as fog or smoke) per your Divine Rank.

Suggested Portfolio Elements: Any

FRIGHTFUL PRESENSE

Prerequisites: Charisma 24

Whenever you perform a specific action specified when you take this divine feat (usually attacking, but sometimes roaring or making another intimidating gesture), creatures within 30 feet who are hostile must make a Wisdom saving throw against a DC equal to 12 + your Divine Rank + your Charisma modifier. Creatures who fail their save become frightened of you for 3d6 rounds. Choose one creature within range that was directly targeted by the specific action used to make this effect. That creature, if they failed their saving throw, is paralyzed instead for 3d6 rounds. Creatures who make a successful saving throw are unaffected by this ability for 24 hours.

Suggested Portfolio Elements: Destruction, war

GIFT OF LIFE

Prerequisites: Divine Rank 1 or higher

As an action, you can restore a dead creature to life, no matter how long the creature has been dead or what the condition of the body. This ability works like the *true resurrection* spell except there is no material component and the amount of time the subject has been dead is irrelevant. This ability can restore a creature to life against its will, but only with the permission of whatever deity rules the underworld (Hades, Osiris, Hel, etc.) or the divine realm where the mortal's soul resides (DM decides). This ability can resurrect any type of creature (elemental, fiend, etc.) and can resurrect a creature whose soul is trapped provided the soul is not held by a deity of higher Divine Rank than you. This ability cannot restore life to a creature that has been slain by the Hand of Death divine feat of a deity with a higher Divine Rank than you. You may only use this ability once per your Divine Rank. You regain all uses of this ability after a long rest.

Suggested Portfolio Elements: Healing, life

HAND OF DEATH

Prerequisites: Divine Rank 1 or higher

You can slay any living mortal creature. As an action, point to any mortal within your sensory range and snuff out its life. There must be an unbroken line of effect between you and the target. The creature can save against this effect with a Constitution saving throw DC equal to 12 + your Divine Rank + your Charisma, Intelligence, or Wisdom modifier (your choice). If the save succeeds, the creature still takes 4d8 + 2d8 per your Divine Rank in radiant or necrotic (your choice) damage. If the attack kills the creature (either through a failed saving throw or through damage), the mortal cannot be raised or resurrected afterward, except by a deity of equal or higher rank than you using the Gift of Life divine feat. You may only use this ability once per your Divine Rank. You regain all uses of this ability after a long rest.

Suggested Portfolio Elements: Death,

INDOMITABLE STRENGTH

Prerequisites: Strength 26

If required to make a saving throw, ability, or skill check involving Strength, your roll can never be lower than your Strength score.

Suggested Portfolio Elements: Strength

INSTANT COUNTERSPELL

Prerequisites: Ability to cast counterspell

When any spell is cast within your line of sight or remote sensing, you can counterspell it by expending a godly action as if you had casted the *counterspell* spell normally. Instead of making an ability check, roll 1d20 + your Divine Rank against the DC of 10 + the spell's level. You may use this feat any number of times you have godly actions in a turn.

Suggested Portfolio Elements: Magic

IRRESISTIBLE PERFORMANCE

Prerequisites: Expertise in the Performance skill; Charisma 24

When you sing, play a musical instrument, tell a joke, recite verse, or engage in any other type of performance as an action, you have the option to create one of the following effects. This ability affects up to one creature per your Divine Rank within 10 feet of you per your Divine Rank. Choose one effect below:

- Affected creatures become unable to take actions; instead, they dance, observe the performance with rapt attention, laugh, or applaud at your option. The affected creatures are effectively charmed and incapacitated unless they resist this effect with a Wisdom saving throw DC equal to 12 + your Divine Rank + your Charisma modifier. This effect lasts for as long as you perform and for up to 1 round per your Divine Rank after.

- Affected creatures become blissfully calm. They are immune to fear, charmed, and any enchantment spells or conditions except for those created by deities of higher Divine Rank than you and any such conditions already operating on affected creatures are countered and dispelled. Immunity to fear, charmed, and enchantment spells last for as long as you perform and for 1 round per your Divine Rank after.
- Affected creatures fall asleep. This works like the *sleep* spell, except that any living creature can be affected. Creatures can resist this effect with a Wisdom saving throw DC equal to 12 + your Divine Rank + your Charisma modifier.. Affected creatures sleep for 1 hour per your Divine Rank or until awakened. You can end this effect at will.
- Affected creatures are so deeply moved that they simply wish to die. Only living creatures with a CR equal to or less than your Divine Rank are affected. Creatures can resist this effect with a Constitution saving throw DC equal to 12 + your Divine Rank + your Charisma modifier.

Once a creature makes a successful saving throw against one of your performances, they cannot be affected again until 24 hours. You may only use this ability once per your Divine Rank. You regain all uses of this ability after a long rest.

Suggested Portfolio Elements: Art, bards, beauty, dance, love, music, poetry

KNOW SECRETS

As an action, you can learn a creature or object's entire history (including any embarrassing or vital secrets it might know) just by looking at it. This ability is similar to the *legend lore* spell, except that it delivers instant results and the subject is allowed a Wisdom saving throw DC equal to 12 + your Divine Rank + your Intelligence or Wisdom modifier (your choice) to avoid this effect. You may only use this ability once per your Divine Rank. You regain all uses of this ability after a long rest.

Suggested Portfolio Elements: Magic

LAY QUEST

This ability works like the *geas* spell, except that it works only on mortals and it can be removed only by a deity of equal or higher Divine Rank than you. Whenever you use this ability, it is as though you used a 9th level spell slot to cast *geas*.

You can affect up to one creature per Divine Rank at once, but no more than that number may be affected at any one time. All must be within your line of sight when first affected.

Suggested Portfolio Elements: Justice, law.

LIFE DRAIN

Prerequisites: Must be able to grant the Death domain

As a bonus action and by expending 1 godly action, you generate a cloud of darkness that rises from your body in a spread with a radius of 10 feet per your Divine Rank and 10 feet high. The cloud blocks sight as the *darkness* spell does, except that it cannot be countered by light effects (other than those cast by deities of higher rank). Living creatures must make a Wisdom saving throw DC equal to 12 + your Divine Rank + your Charisma, Intelligence, or Wisdom modifier (your choice) or die. Even with a successful save, living creatures without a Divine Rank lose half of their hit points and their maximum hit points are reduced by half (round down). They may regain their maximum hit points by finishing a long rest. A single creature can be drained by the cloud only once in a 24 hour period, but the cloud's darkness remains effective as long as you will it.

Suggested Portfolio Elements: Death, undead.

MIND OF THE BEAST

As an action, you can grant humanlike sentience to trees or animals. This sentience lasts 24 hours, and the sentient tree or animal obeys your commands to the best of its ability. You can affect up to one creature per your Divine Rank at once, but no more than that number multiplied by 2 at any one time. All must be within your line of sight when first affected.

Also, you can transmute any creature into a plant or animal of approximately the same size or up to two size categories smaller as an action that expends 1 godly action. The target creature is allowed a Constitution saving throw DC equal to 12 + your Divine Rank + your Charisma, Intelligence, or Wisdom modifier (your choice). Creatures turned into plants become objects. Creatures turned into animals have the same abilities and statistics of the kind of animal you choose. Changing a creature into a plant or animal lasts for 24 hours. The Alter Reality ability in conjunction with this ability can make either effect permanent.

Suggested Portfolio Elements: Nature.

POSSESS MORTAL

Prerequisites: Divine Rank 1 or higher

You can possess any mortal in any location you can see. Unwilling mortals can attempt Wisdom saving throw to resist this effect DC is equal to 12 + your Divine Rank + your Charisma, Intelligence, or Wisdom modifier (your choice).

Notes: Spells that prevent possession block this ability if the mortal is unwilling. Likewise, spells that end possession drive you out if the mortal is unwilling to be possessed. If the mortal is willing, however, you cannot be blocked or driven out, except by a divine shield or the use of the Alter Reality ability by a deity of higher Divine Rank than you.

The possessed mortal effectively becomes your avatar. You can draw on all the possessed mortal's memories, and you sense what the mortal senses. Each mortal possessed counts as a remote location for you and thus you are limited by the number of mortals you may possess based on the number of remote locations you may have at any one time.

While you are in possession, the mortal's abilities are unchanged, except as noted below:

- **Type:** Same as the deity.
- **Hit Points:** Same as the mortal, +10 per your Divine Rank.
- **Armor Class:** The mortal gains your divine armor class feature.
- **Ability Scores:** Strength, Dexterity, and Constitution are unchanged. Intelligence, Wisdom, and Charisma become 5 points lower than your's (or remain as the mortal's scores if they are higher).
- **Saves:** All saving throws you are proficient in the mortal becomes proficient in.

Suggested Portfolio Elements: Supreme.

POWER OF LUCK

Prerequisites: Divine Rank 1 or higher

As an action or bonus action in which you also expend 1 godly action, you can give creatures good or bad fortune. You can affect up to one creature per your Divine Rank at once, but no more than that number before you must take a long rest to regain all uses of this divine feat. All creatures must be within your line of sight when first affected. Target creatures either gain advantage or disadvantage on their first roll to attempt or complete some task or scenario in which you define when you use this ability, such as attacking a dragon, dancing, lying, doing a backflip, etc.

Additionally, any creature that attacks you by melee or ranged attacks that is not of higher Divine Rank than you must roll a d100. Only results that are 20 + your Divine Rank or higher may proceed with attacking you. Creatures who succeed this check do not need to make another power of luck roll until the beginning of their next turn. This does not count against your uses of this ability.

Suggested Portfolio Elements: Fate, gambling, luck.

POWER OF NATURE

You can perform any of the following in a radius of one mile per your Divine Rank of yourself, at will, as an action:

- Shake the earth, as the *earthquake* spell.
- Create rain, sleet, hail, snow, or thunderstorms of your decided intensity within the natural capacity of the atmosphere of the plane you use this ability on, as per the *control weather* spell except it only requires 1 action to cast the spell and its duration is defined below.

These effects last as long as you concentrate as if concentrating on a spell and for up to 1 minute per your Divine Rank afterward. You can end an effect at will. See the *Dungeon Master's Guide* for weather effects.

Suggested Portfolio Elements: Nature, sea, weather.

POWER OF RESURGENCE

Prerequisites: Divine Rank 1 or higher

Whenever you suffer an attack that should destroy you or when you otherwise might die, instead you simply disperse and reassemble later by drawing on your divine energy to save your essence. Reduce your Divine Rank by 1 whenever you die and wish to reassemble. Roll 10d10 to determine the number of days before the you return after dying.

If the you are killed in your own godly realm, subtract your Divine Rank from the number of days it takes to return. If your realm is on a divinely morphic Outer Plane, and you are killed there, subtract twice the your Divine Rank from the number of days it takes to return. The return always takes at least one day. This ability is ineffective if you are killed by another deity of higher Divine Rank than yourself.

Mortals who worship you reel from this experience and you may, in fact, lose some of them as they question your power, presence, or even your very existence. You may regain Divine Rank lost using this ability, but only through normal means. When you use this ability, it is possible for deities with Divine Rank to absorb the divine energies expended in your defeat if they spend at least 24 hours where you were killed.

Suggested Portfolio Elements: Death, life, undead.

POWER OF TRUTH

You know when anyone (other than a deity of equal or higher Divine Rank than yourself) deliberately lies. This ability works continuously and applies to any creature you can perceive.

You also can enchant creatures so they become truthful. As an action, you can affect up to one creature per your Divine Rank at once, but no more than that number at any one time. All must be within your line of sight when first affected. The enchanted creatures become unable to utter any deliberate falsehoods or evasions of truth so long as you will it or if a deity with equal or higher Divine Rank than you uses the Alter Reality ability or a 9th level spell, such as *dispel magic* to disrupt your divine influence. Creatures are allowed a Wisdom saving throw DC equal to 12 + your Divine Rank + your Charisma, Intelligence, or Wisdom modifier (your choice) to resist. Creatures who make successful saves become immune to this ability for 24 hours.

Suggested Portfolio Elements: Justice, law, truth.

SEE MAGIC

You can see magical auras at all times by simply blinking to activate this extra sensory ability. You may blink again to stop seeing these auras. You can see these auras for as far as you can perceive sight. If a magical aura has a particular school of magic (such as enchantment) you may know that as well. You also know the magical strength of the aura as defined by the following:

- **Weak:** The aura was created by spells of 1st to 5th level or created by a spellcaster of basic or simple magical prowess.
- **Intermediate:** The aura was created by spells of 6th to 9th level or created by a spellcaster of some power.
- **Strong:** The aura was created by a divine being, such as a god (by means of the Creation divine feat or Alter Reality divine feat), or an ancient or terrible power.

By spending 1 minute analyzing the aura you can determine its magical properties and functions.

Suggested Portfolio Elements: Magic.

UNDEAD MASTERY

Prerequisites: Divine Rank 4 or higher

Undead creatures that have no Divine Rank generally perceive you well and are friendly towards you, unless you have or they know you will directly or indirectly harm them. As an action, you may exert your mastery of undead by seizing control of an undead creature that you can perceive. Undead creatures can make a Wisdom saving throw DC equal to $12 + \text{your Divine Rank} + \text{your Charisma, Intelligence, or Wisdom modifier (your choice)}$. If the target creature has an Intelligence of 8 or higher, it has advantage on the saving throw. If it fails the saving throw and has an Intelligence of 12 or higher it can repeat the saving throw at the end of each hour until it succeeds and breaks free. Undead creatures that are equal or higher than your Divine Rank can not be affected by this ability.

You may use this ability as often as desired, but can command no more than one undead creature with an Intelligence score of 8 or higher per your Divine Rank at any one time. You may control a number of undead creatures with an Intelligence score of 7 or less equal to 10 times your Divine Rank.

Suggested Portfolio Elements: Death, life, undead.