**Ancalia Campaign-Godbound Creation Rules**: 4/1/18

**Campaign Background**:

Welcome to the Godbound-Ancalia Campaign. Players will be creating modern-day characters who ignite into Godbound and are transported to the “Real World” of **Arcem**. PCs will start as early Godbound progressing up through Godhood with the goal of freeing the land of Ancalia from the ravages of evil (and thereby helping their own world).

***Prologue to the Campaign****:*

 *The Campaign begins in the Fall of 2017, in the city of Las Vegas, Nevada. The PCs are all seemingly ordinary people who happen to be in sin city.*

 *The PCs may choose any reason for being in Vegas, but if they should have a specific reason, and maybe there with some of their loved ones.*

 *The game begins when Las Vegas has a late nuclear missile warning. The PCs have five minutes to deal with the end of their world.…*

**Out of Character Knowledge and the Godbound System**:

 In the beginning of this game, the PCs will start as ordinary mortal who will “enlighten their divine substance, and will then be transported to another world. By then end of first level the PCs will be acquiring worshippers.

 The Godbound system is based on the OSR (Old School Renaissance) idea, meaning that is very similar to 1st Edition D&D, including the use of THACO.

**Plot/Tone**:

 The Plot of the Campaign is for the PCs to save the “troubled” land of Ancalia, which desperately needs divine help. The tone of the campaign will be dark; in that the “real” world is not currently a happy place.

**Godbound-Scion PC Creation**:

**Background Role-Playing Requirements for Characters**:

 The most important part of PC creation is the Player Character’s personality and background. Please detail the PC in depth and include all of the following as a minimum.

 1. Physical Description: Include age, ethnicity, height, weight, etc.

 2. Family: Include descriptions and relationships.

 3. Education: Where and when, and how well

 4. Where and how do you live: Self-explanatory

5. Career/Job-Income: Self-explanatory

 6. Hobbies: Self-explanatory

 7. Faith/Religion: Self-explanatory

 8. Pets: Self-explanatory

 9. Relationships: Include Friends/Loved Ones, and Enemies

 10. Personality: What type of person are you in a few words. Include likes, dislikes, and important points of view.

 11. Motivation/Drive: What does your character want and what do they strive for?

12. Include anything else that will help flesh out the Character.

1. **Determine Who Your Calling and Background**: Players must write a few words describing the PC’s natures or personality, and their motivation or calling.

 2. **Create Three Facts about PC**: A Fact is an important truth about your hero, one that shapes their past and abilities (Pre-Empowerment). One Fact should be about where they came from or their origins including about how they acquired the skills or talent they used to survive before awakening to their divine power or their past Profession, and one Fact should be about some sort of important relationship or organization, religion, or other group they're involved with, family relation, or group enmity. Another Fact should be about their profession or chosen trade. Facts add +4 to PC’s Attribute Rolls/Saves when appropriate.

3. **Roll/Pick Attributes**: Roll 4d6, take the best 3, and put them in any order for Strength, Dexterity, Constitution, Wisdom, Intelligence, and Charisma. **OR** you may simply take the set numbers: 16, 14, 13, 13, 10, 8, Please keep track of your original Attributes. PCs might raise them with future Words or Gifts, and may then shift them around.

4. **Record Saving Throws**: Subtract the higher modifier of the appropriate attributes from 15 to determine your three saves. Hardiness (Strength/Constitution), Evasion (Dexterity/Intelligence), and Spirit (Wisdom/Charisma). Patrin can automatically succeed on a roll with the cost of an Effort.

5. **Hit Points**: Begin with 8 Hit Point modified by their Constitution Modifier.

6. **Pick 3 Divine Words/Words of Creation**: These will be gained in the future, and are the focus of the PC’s power. The should be no redundacy in Divine Word choice amongst players. **If there is conflict, we will create a roll-off for the whole group to determine who gets what Words**.

7. **Determine Attack Bonus and Damage**: Base Attack is +1 plus attribute modifier, Damage is based on weapon + attribute modifier,

8. **Determine Armor Class**: Based on Armor and Attribute Modifiers

9. **Record Effort**: PCs begin with 1 Effort

10. **Record Influence**: PCs begin with 0 Influence, but will gain some in the future.

11. **Record Dominion**: PCs begin with 0 Dominion, but will gain some in the future.

12. **Create Background**: Give basic background and history of PC (See above).

13. **Equipment**: PCs will begin the clothes on their back.

The Words of Creation

Alacrity Agility and swiftness in motion

Artifice Building, repairing, and destroying objects

Beasts Command and transformation of beasts

Bow Ranged combat and impossible accuracy

Command Leadership, rule, and enforced obedience

Death Undead, death, and the dying

Deception Trickery, stealth, illusion, and lies

Earth Stone, strength, soil, and obdurate hardness

Endurance Tireless vigor and scorn for injury

Fertility Plants and growth both unnatural and normal

Fire Heat, smoke, light, fury and lust

Health Vigor, healing, and the command of disease

Journeying Swift, unhindered travel over far distances

Knowledge Knowledge both mundane and supernatural

Luck The having and giving of luck good and bad

Might Raw strength and its use in tremendous deeds

Night Darkness, sleep, night-passage and dreams

Passion Emotion, devotion, grudges, and yearnings

Sea Water, seas, rivers, sea-beasts, and purification

Sky Weather, lightning, flight, and winds

Sorcery Initiation into theurgic spellcasting

Sun Light, vision, truth, heat and banishing

Sword Melee combat and unarmed struggles

Time Prophecy, postcognition, and time-weaving

Wealth Money, prosperity, and abundant goods

Fate

Shapeshift

**Example Godbound PC**:

Name: Hyperion Demos

Nature: Idealist

Motivation/Calling: Need to save people

Background: Hyperion is a 22 year-old paramedic who believes, in spite of all that he has seen, that the world is basically a good place and that people are generally good.

Words/Gifts: To be gained in the future

Sun:

Command:

Bow:

Level: 0/1

Influence: 0

Dominion: 0

Effort: 1

Attributes Modifiers Check

Str. 13 +1 8+

Dex. 16 +2 5+

Con. 10 +0 11+

Wis. 14 +1 7+

Int. 13 +1 8+

Cha. 16 (8) +2 5+

Facts:

1) Hyperion is a single child raised by a single mom, and trained paramedic from New Jersey.

2) Hyperion once saved the child of a Billionaire (Baron Trump), and the Billionaire is still grateful.

3) Hyperion has recently taken up playing guitar and singing, and seems to have a natural talent for it.

Saves:

 Hardiness: 14+

Evasion 13+

Spirit: 14+

Hit Points (8):

AC (No armor): 7

To Hit: +1/+3

Weapons: ? ,

Fray Die: None (Yet)

Equipment: Clothes (Slacks, White Collared shirt, sports Jacket, Brown Dress Shoes),