

BLISS
DEIFIC CHARACTERS

Simply
Scribed



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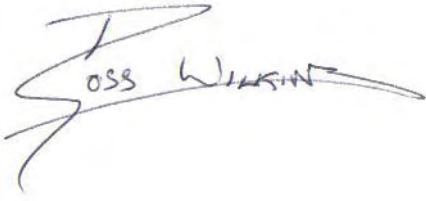
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Introduction

Deific Characters is a short supplement, simply a set of Optional rules for creating deities. These rules are primarily of use if the SM's Story deals with the interaction of deific characters, but can also be used by an SM with a game of lower power levels who wishes to have defineable statistics even for Gods in their game.

As always, the guidelines presented here should not be treated as the absolute authority on how deities should be dealt with in a BLYSS game. If you don't like how something works, do it differently – the moment BLYSS becomes a strict manual is the moment it no longer matches my original vision.

Best regards,



Simply Scribed Productions aka
Ross Wilkin

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Deific Characters

Depending on the SM's settings, a deity might be the most powerful being in existence – or they might simply seem that way to mortals, in actual fact differing as widely in abilities and powers as humans do. Whatever the case, they certainly don't operate on the same scale as standard BLYSS characters, and require a number of special rulings when interacting with the rest of the BLYSS system.

Deific Attributes

Depending on the role of deities in your game, different Attribute rules may apply.

If the deities are almost human in their interaction and do not use their powers to primal effect in the world, use the standard BLYSS Attributes. Note that these Attributes will be measured on the Deific Scale (**see Table 1-01: Ability Levels**).

Aside 1-01: Ability Scales

The Basic BLYSS rules are based on the one Ability Scale, but this scale was designed to deal with human and similarly powered characters. It's just possible that there are other, more powerful beings out there!

Multiple Ability Scales are therefore possible. The suggested Ability Scales are as follows:

Table 1-01: Ability Scales

Ability Scale No.	Ability Scale Name	Suggested Device*
1	The Mundane Scale	(Mu)
2	The Heroic Scale	(He)
3	The Demi-Deific Scale	(DD)
4+	The Deific Scales	(De1, De2, De3, etc.)

**Suggested representative devices to makes higher scaled abilities clear.*

The Scales are simply layered on top of each other. SMs may allow their players to build characters wholly on a different Ability Scale than the Mundane Scale if they choose, which requires no changes to Costs. Alternatively, characters on one Ability Scale can buy Abilities on a higher Scale. In this case, simply add extra ranks to the Cost tables and extrapolate from the existing Costs the required CP for abilities measured on higher Ability Scales.

Generally, an ability on an Ability Scale above an opposing ability is assumed to always win. If the SM wants a less strict ruling however, they may allow the Ability Scales to interact more fluidly.

In this case, you essentially need to work out an intermediary Ability Scale that includes both levels of ability. Do this as follows:

The higher ranked Ability is assumed to be rank 10 on the intermediary scale, granting a d12 + d12 Die Pool (regardless of its usual Die Pool). Move down through the scales and ranks, until you reach the lower ability and can assign it a rank on the

intermediary scale.

For example:

Table 1-02: Example Intermediary Scale

Actual Scale and Ranks	Ranks	Ability	Dice Pool
Mu rank 4 (d10)	0	Non-existent	d0
Mu rank 5 (d12)	1	Poor	d4
Mu rank 6 (d12 + d4)	2	Below average	d6
Mu rank 7 (d12 + d6)	3	Average	d8
Mu rank 8 (d12 + d8)	4	Above average	d10
Mu rank 9 (d12 + d10)	5	Good	d12
Mu rank 10 (d12 + d12)	6	Very good	d12 + d4
He rank 1 (d4)	7	Masterful	d12 + d6
He rank 2 (d6)	8	Incredible	d12 + d8
He rank 3 (d8)	9	Unparalleled	d12 + d10
He rank 4 (d10)	10	Out of this world	d12 + d12

Note that "rank 0" of the intermediary scale is always the same number as the effective rank 10.

In this instance, Mundane rank 4 or below could simply not interact with Heroic rank 4. Additionally, if the SM is using the optional rule that abilities 3 ranks or higher than the opposing ability always win, the lowest Mundane rank that could interact with Heroic ranks on this scale would be rank 8.

If deities are to have a more integral role in your game, wielding primal forces to create great change in the world, consider replacing the 9 basic Attributes with the following 3:

Presence

Represents the deity's ability to maintain their existence, make its thoughts known to other deities, and manifest physical form.

Power

Represents the strength of the deity's divinity (in many settings this may be based purely or partly on the number of worshippers the deity has) and their ability to assert their will over that of other deities, as well as their ability to affect Change in the world.

Presentation

Represents the deity's ability to interact with the Mortal Realm for purposes other than Change – Avatars, visions, signs, messages, etc.

Note that there is a degree of overlap between these three Attributes. This is intentional, representing the raw and unpredictable forces that make up the deity's being. These Attributes are measured on the Deific Scale (**see Table 1-01: Ability Levels**).

As defined in **Variant 1-01: Different Attributes** of the BLYSS Core Rules, having less Attributes reduces the deity's CP pool by 186 CP.

Aside 1-02: Interacting with the Mortal Realm

The 3 Deific Attributes above work best when the following is the case in your game –

A deity has two main methods of interacting with the Mortal Realm. These are:

- **Change:** The deity manifests an Aspect to directly affect the world. Governed by Power (Power + Trait).
- **Contact:** The deity manifests themselves to mortals. Governed by Presentation (Presentation + Trait).

Aspects (Deific Traits)

According to the standard BLYSS rules, a Trait should be both clearly defined and narrowly focused, such as "Acrobatics" or "Knowledge (Biology)".

Deific Traits are much broader, as they represent the powers of the deity. They represent one aspect of the deity's portfolio (the entirety of their power and influence), and are therefore known as Aspects.

Aspects must be connected to the deity's sphere or spheres of influence (those parts of the world and its workings over which they have power – anything to do with the sea for the Greek god Triton, for example).

The deity's entire portfolio should be represented by Aspects. For example, a nature deity might have the following Aspects: Creatures, Plants, Weather, Life, Death, and Evolution.

All Aspects are considered to be Natural Traits, but *may* suffer experience deterioration in the following special circumstances, if applicable in the SM's setting:

- The deity loses a significant amount of worshippers. This could deteriorate not only all their Aspects, but their Attributes as well.
- Another deity's influence encroaches on the deity's Aspect.

What can Aspects do?

The long and short of it is this: Anything. As long as the action falls within the bounds of the Aspect. "Creatures" couldn't cause rain, for example, but it could be used to create an entirely new breed of animal.

When interacting with the Mortal Realm, a deity can usually succeed without a roll requirement – it takes an extreme effort or the opposing will of another deity to test the power of a God or Goddess.

Aspects are measured on the Deific Scale (**see Table 1-01: Ability Levels**).

Mundane Traits in a Deific Game

When it comes to interaction, as powerful divine beings deities can usually be assumed to be "perfect" and statistically equal – allowing players to resolve interaction entirely through roleplay.

This doesn't suit all settings, however, and nor does it suit all SMs. All of the Greek gods were very human in nature, with their own unique strengths and weaknesses. This could equally be the case in your own game.

The SM might opt to allow deities mundane Traits if he wants them to be more "human" in nature. These will usually be social Skills and Talents as deities have little purpose for Traits other than those used in interaction.

The SM should allow a separate pool of CP (roughly 200 is a good amount) for the purchase of mundane Traits, as they are clearly not valued the same as Deific Attributes and Aspects.

Deific Characters is an Optional ruleset for the BLYSS system that presents guidelines for creating Gods and Goddesses and allowing them to interact with other aspects of the BLYSS game.

A copy of the BLYSS Basic Rules or the BLYSS Core Rules is required.

