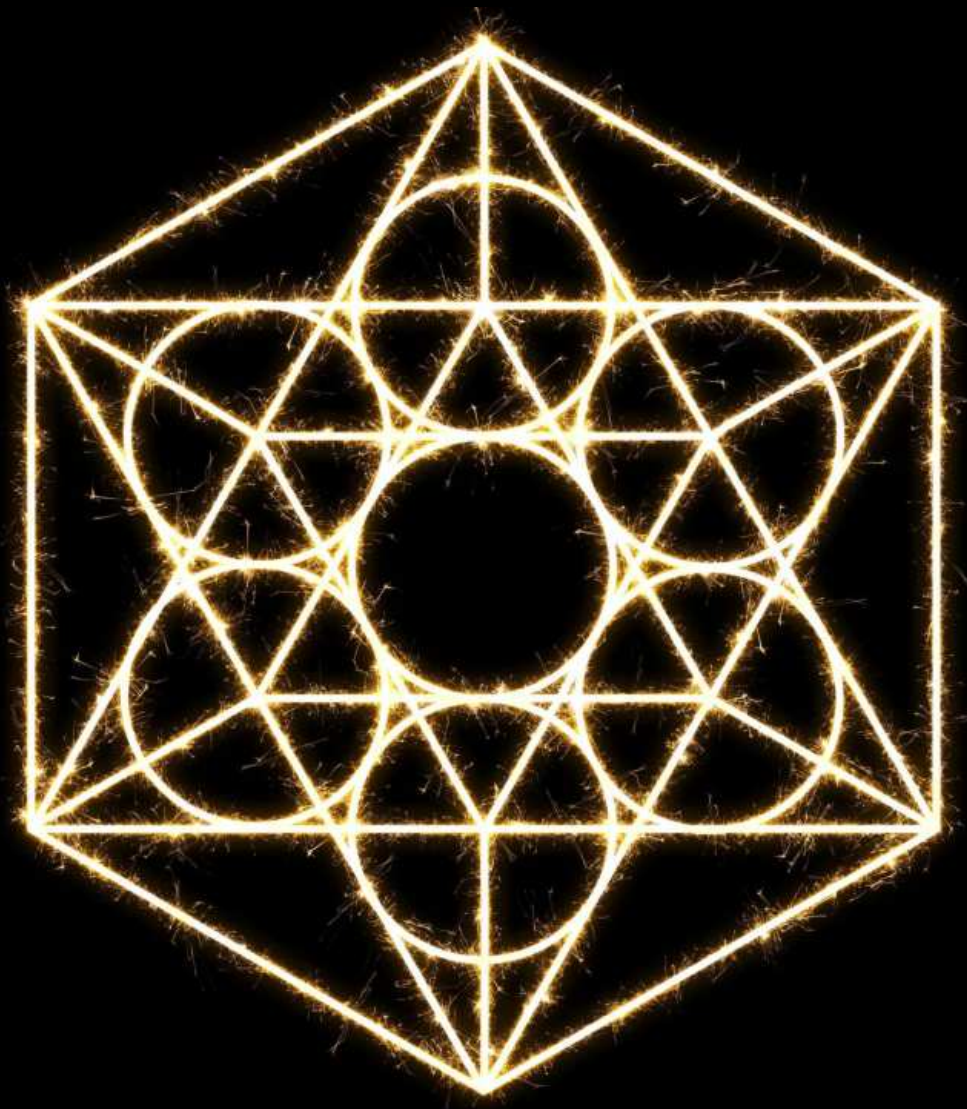


~Generic Apotheosis~



*Behold infinity in all its splendorous glory, and rise to take thy rightful place as deus unchained!
Unchallenged!*

Paths of Apotheosis

There are many roads in life, many possibilities, but only one may be traveled. Only one may be chosen. To this end you have been given **1000 AP** (Apotheosis Points) to do with as you wish.

(The remainder of these points may be carried over to the next jump in your chain, should you take one.)

Divine Awakening [300]: Dreams are such curious things, aren't they? Able to feel so real while you're in them, yet so ephemeral and fleeting upon waking. What a surprise it is then, that you find yourself awakening to the realization that you have always been God, and that you've merely been dreaming the reality you inhabit into existence until now. Granted, with this revelation - as with many others - comes no small amount of sorrow. For upon clearing the sleep from your eyes, the reality you once called home ceases to exist, slipping away like a burning memory. Of course, given the power you now wield, such a tragedy need not remain a certainty for very long.

Violent Succession [300]: "Reach heaven through violence..." a hateful and detestable phrase so far as most deities are concerned, for those who utter it harbor no doubt as to what it is they desire. To reach up to God's ivory throne and cast it down, drink its ichor, consume its flesh, and rise in its place. A new deus born from the viscera of the old, with the perspective and ambition of a mortal to boot. A dangerous combination if ever there was one.

The Absolute [300]: You have become one with everything that exists or could ever exist. Like the concept of the Monad, the Absolute, or Ohr Ein Sof, you are that you are. Which is to say... you are everything, and everything is you. Or, to put it another way, you are the flame from which all light radiates and all heat emits. The core from which every emanation springs, and to which they all inevitably return.

Mythopoetic Transcension [300]: Stories have existed ever since humanity first gained sapience. Crude and primitive they might have been in those early days, but they were tales nonetheless, serving to either recount one's life and experiences or other more outlandish imaginings. Like the Pharaohs and God-Kings of old, you have managed to convince people that you are a God through story and myth alone - and by doing so have become one in truth. While the art of deception may have started with another, it is within your tales that it finds its true master.

Methodological Theosis [300]: From the proto-science of medieval alchemy to the rituals of Thelema, the reasonings of Aristotle to the mysticism of Dao, methodologies for exploring, comprehending, and manipulating the greater reality around us have existed since civilization first began. And the path you now walk is no different. It is merely the tools you use that have changed, and perhaps not even that depending on your method. Regardless, be it through artifice esoteric and arcane, or logic cold and cunning, you have crafted the tools necessary to assure a successful transition into your new life as a deus. Thou hast ascended, o' pilgrim, to God's lofty state through naught but the sweat of thine brow. None can cast you down now.

Ouroboros [300]: Though many consider it, and many more still lament its loss, time has been and always will be a fickle thing. In one place it may crawl by in slow and measured steps, while in another it may dance past you at the speed of light. Yet no matter the difference in speed or flow, the river of time always hurtles one way... or so many believe. Blame them not for their ignorance, nor scorn them for their shortsightedness, for they've yet to witness the truth of things. The truth that - for all its power - time is not an arrow, but a coil falling upon itself in an endless procession even as it fractures and splits like the branches of a tree. So lift your head, young deus, and recognize yourself as the serpent that bites its own tail. For it is only in your end that you will find your beginning, and in your beginning, your end. Step beyond the banal confines of linearity, vacate the static halls of cause and effect, and become the author of a new magnum opus...

Become the author of thyself.

For what is, will be. And what will be, is.

Inheritance [300]: Like the messianic figures and demigods of old, you've inherited your power from a pre-existing entity or force, be that through blood or will. Although this may or may not seem somewhat demeaning at first depending on your point of view, know now that there is no shame in it. One cannot help the lineage into which they are born, after all, nor the tutelage they receive. One can, however, strive to make the best of the gifts and responsibilities they have been given - or squander them - as the case may be.

Perks

These are the end goal of every path to apotheosis, and by taking the first step you have sealed your fate, assuring they will fall into your hand.

Omnipotence [200]: A philosophical paradox known to all yet understood by few, the state of being all-powerful has been described in many a way throughout the millennia. Though perhaps in no way more accurate than the following: *"A deity is able to do anything that it chooses to do."* After all, who is God to be limited by the petty machinations of mortal men? With the purchase of this perk you attain the power to do anything you like, no matter how contradictory or paradoxical said thing might be. Whether it be bending space like a paperclip, solidifying time into a tangible construct, or something completely incomprehensible, you can do it all. Your only limits now - if you can even call them that - are the ones you impose upon yourself.

Omniscience [200]: Deriving from the Latin word *sciens* (meaning 'to know' or 'conscious') and *omni* ('all' or 'every', also 'all-seeing') to be omniscient is to be all-knowing. To witness every joy and sorrow of creation at once while remaining unburdened by it all, ironically creating yet another paradox, albeit one of information rather than capability - at least by most traditional metrics anyway. It also spells the technical eradication of free will and agency for everything but one's self, as every possibility has already been fully measured, experienced, and seen. Becoming little more than a set of predetermined paths mortals are condemned to follow, from the observer's point of view at least. Of course, an omnipotent being could easily declare otherwise regardless of how contradictory such an action may seem, and an omniscient observer could always limit the amount of information they perceive. Purchasing this perk will see you become one such observer.

Omnipresence [200]: The property of being present in every place at once or ubiquitous, from the smallest particle to the largest cosmological construct and beyond. This state of existence has been described in certain western theistic schools of thought as there being no place nor time to which God's knowledge and power does not reach, while in others it has been postulated not as a state of being everywhere at once but being everything instead. In any case the end result does not change. Taking this perk ensures your presence will be spread across the entirety of existence, although you can shrink that presence to a single point on the vast canvas that is reality if you wish, or make both equally true at the same time through the use of omnipotence.

Immutable [100]: A small gift this may be in comparison to the others, it remains an important one nevertheless, especially for those worried about the potential drawbacks of their new perspective on creation. Simply put, this perk assures that you will remain unchanged and unaltered following your ascension - at least so far as your nature, mind, and personality is concerned. This means that your powers will be unable to alter you unless you explicitly allow such a thing to occur. As such, your foes cannot turn your own strength against you - assuming they can figure out how to accomplish such an impossible feat to begin with - and the same goes for every other power or effect you might come across in the vast sea of existence, fiat-backed or not. You are God after all. It would be foolish for something on the level of an ant to change you.

Drawbacks

The unenlightened would consider these drawbacks, but the wise man knoweth them to be anything but. Choose as many as you desire, or even create your own. Tis all a matter of choice, in the end...

Spare The Rod [+300]: And spoil the child, or so they say. By taking this drawback you elect to hold back the majority of your power whilst interacting with those bound to the mortal plane so as to not completely eviscerate them. Perhaps you do this for mercy's sake, perhaps to have a little fun, or for some other reason entirely. Whatever the case may be, you will never use the full breadth of your limitless power unless you deem a situation explicitly worthy of it.

Ignorance Might Be Bliss [+300]: Knowing everything every second of every day might get boring, or depressing, if you let it. So why let it? By taking this drawback you limit your knowledge of existence to the present only, and become just like any other sapient. Unaware and unwashed as some deities would say. Naturally you can end this effect any time you desire, becoming all-knowing once again, but for the most part the above will be the general guideline you follow.

Rooted In Place [+300]: While the ability to be everywhere and everywhen at once is a great boon, sometimes you may wish to be in one place only. With this drawback you elect to exist in a single spacetime coordinate the majority of the time unless a situation calls for the opposite, or you decide to do otherwise. A good choice for avoiding attacks that can target every location at once, if you care about such a thing, or just avoiding places you'd rather not be in to begin with. Places like public restrooms, for example.

Non-Interference [+300]: Though some deities may prefer to be directly involved with matters in the lower planes, you do not. By taking this drawback you refuse to intervene in events unless absolutely necessary, or until such time that you deem appropriate, watching things from afar as a human might watch their favorite show. Or, if one wants a more literary analogy, in a manner similar to a reader reading a story. As with everything else in this section though, this is less of a drawback and more of a self-imposed limitation, meaning that you can follow or ignore it at your own discretion.

Rules of Nature [+300]: Where some Gods might act amorally or with an extreme amount of unpredictability, you do not. By taking this drawback you prefer to act only in accordance with whatever nature you have given yourself. Ergo, if your nature is one of benevolence, then you would only use your powers in ways that benefit or help others - should they prove themselves worthy of it by your personal standards of ethics and morality. The opposite is also true, however. So, if you were a more malevolent character, you would only use your powers to inflict pain and misery upon others. Of course, all of this can be followed or ignored at your leisure, and you can always change your nature if you so desire.

Divine Incompetence [+300]: What comes to mind when you think of God? A loving father or mother figure perhaps? Or maybe a stern yet just creator deity who will judge everyone equally in the end? Or maybe you see a malevolent being whose only pleasure is to watch creation suffer? Whatever the case may be, most mortals assume that the entity to whom they owe their finite - or mayhaps infinite depending on the scenario - existences operates with some level of skill and competence. Even if said operation seems to rely solely on a random throw of the dice. Unfortunately for the mortals who encounter you, however, you are not that kind of deity.

By taking this drawback you become a deus whose incompetence would make the likes of a certain bumbling goddess gnash her teeth in frustration, ensuring that no matter what you do or how much power you use, everything you set your mind to will end up failing. Horribly. So horribly, in fact, that those around you will wonder how you haven't ended the world by now. This limitation can be ignored just like any other of course, but it might be fun to use every now and then to annoy someone, or make yourself seem more inept than you actually are...

...well, it would be, if it didn't ensure those endeavors failed too.

The Laws of Plausibility [+300]: Most Gods would simply break the laws of reality over their knee when flexing their power, but the same cannot be said for you, for you have a bit more respect for those time honored rules than most. By taking this drawback, you elect to use your powers at their fullest, albeit in a fashion that does not break the established physics - meta or otherwise - that exist within a setting. In a world such as Faerun for example, you would be a being on the same level as AO or perhaps the Luminous Being, whereas in a place such as Rapture you'd be more akin to someone like Eleanor Lamb. As always, you can flaunt this limitation whenever you see fit.

Ending

Move On: You have attained all there is to attain. There is nothing left for you here to explore, nay, not even a single world. Carry on to the next link in your chain o' deus supernal.

Stay Here: Of course, you could always stay here and make something of this transient unspace. The prerogative is yours, deus.

Go Home: Return home, wherever that might be, with all the power you've attained. Whether you do so as a tyrannical God-King or a merciful overseer is up to you.