Godbound

A Game of Divine Heroes

This jumpdoc requires the Godbound Game Manual, which has a free legal version



The Throne stands empty.



Heaven has fallen, and the Words of Creation thunder from new throats.

The world is shattered, its scattered realms racked by the aftershocks of the Last War and the final terrible struggle of the Made Gods who strove to replace the vanished Creator. Some realms have been reduced to nothing more than blasted wastelands and silent bones, while others still endure in faded splendor and growing hardship. Their natural laws flicker, for the great engines of Heaven have begun to fail from lack of care. Their angelic guardians were long ago dispersed by the Made Gods and now nurse a bitter hatred of humanity's usurpation.

Into this twilight age have come the Godbound. Some say that it is the decaying husks of the Made Gods that give them their power, gobbets of divinity falling like rot to congeal about the souls of humankind. Others believe that it is the work of the Creator, reaching out from Their silence to touch Their creations with new light. Most do not pretend to know why it is that a common peasant girl should ignite with the sun's own brilliance, or a grizzled old soldier should suddenly find half an army falling before his notched blade. Bound by seeming chance to the Words of Creation, divine heroes in a broken world, men and women who have seized the tools that have slipped from an absent God's hands. These new-forged titans face a world ravaged by the mad ambitions of men and the cruel legacy of human folly.

Undestined, unfettered, unchosen, they are Godbound, and their will is writ with fire.

Their foes are many: the jealous parasite gods that suck at the wounds of the world, the furious Angelic Host that once held Heaven against the armies of men, and the endless legions of sorcerers, god-monsters, mortal tyrants, and eldritch relicts that scourge the shattered realms.

The Godbound bring hope and terror in equal measure. Even the freshly-awakened among them have incredible powers, able to hurl thunderbolts like lesser men throw stones, or spit curses that kill five generations of their enemy's kin. They are burnt to ashes, and rise anew. They are buried under hillsides, and shout the stones apart. They sing up gold from barren earth or pour out an autumn harvest from their saddlebags. They work miracles, and men tremble.

Yet they are men and women, with the dreams that men and women dream. Some are saviors, determined to lift their people from their hardships and lead them to a better day. Others are mercenaries, lending their aid to whatever lord or sorcerer-prince can pay them in suitable coin. And some, of course, are blind fools who wield their powers with the recklessness of children,

building their dreams on the bones of the poor mortals around them. There are few who can gainsay a Godbound's will, and not all these newborn divinities have a hero's soul. Some nurture red dreams of glory and unfettered rule.

And even so, such terrible powers do exist. In the wilderness the wretched parasite gods swell on stolen celestial power, sucking the world's blood from its wounds. Grim eldritch adepts plumb nameless secrets and forge pacts with the monstrous Uncreated for power enough to tax even a divinity. Hulking Misbegotten shamble from the darkness and bring their numberless spawn behind them. These and other foes can force a Godbound to flee or perish if the newborn wielder of the Words hasn't the help of a faithful pantheon of allies.



Into this world you have come. Your name is a Word of Creation. Your will is the shadow of God on Earth. With these **1000WoP** (Words of Power) will you be a merciful god to your people, or will you make them dread your holy name?

Starting Location

There are many disconnected states that float within Uncreated Night, but barring any toggles that change it, you are fated to start your journey within the Realm of Arcem, or in the tongue of the old world “Refuge.”



Roll 1d15, or freely choose your starting location

1. Ancalia
A kingdom fallen in on itself after a calamitous otherworldly invasion, plagued by warlords and worse.

2. Atheocracy of Lom
A land embittered by the Shattering, ruled by the fearsome priests of True Reason and their sorcery.

3. Ulstang Skerries
Witch-viking raiders from cold northern isles who enslave the dead to drive their bone-prowed ships.

4. Bleak Reach
A ruined exile-land where the refugees and outcasts have scratched out a hard, unlucky existence.



5. Bright Republic
The last bastion of advanced science in the realm, threatened by the decay of its vital technology

5. Howlers
Nomadic raiders of a lost empire who plunder neighbors and guard the poisonous words of their sires.

6. Kasirutan Archipelago
Pirates and traders of the hot southeastern islands, the finest sailors in all the realm.

7. Nezdohva
A nation of serfs, artificers and quarreling golem-nobles under the rule of the mechanical Iron Czar.

8. Oasis States
Pyramid-dwelling inhabitants of the desert grow much under the mad eye of the God-Pharaohs.

9. Patrian Empire
A martial state long locked in combat with Dulimbai, dependent on heavy infantry and slave labor.

10. Raktine Confederacy

A patchwork of city-states and rural domains with dark, potent wizards and a ferocious independence.

11. Regency of Dulimbai
Vanguard of an ancient invasion, proud of its erudition and art and convinced of its right to rule all.

12. Toba Plains
Proud riders who serve the holy monks of their ancestor-monasteries and the armies of Dulimbai.



13. The Thousand Gods
A god-plagued land of countless tribes who wield ancient theotechnical magic in service to their deities.

15. Vissio
Former Patrian colonies turned independent city-states of merchants, artists, poisoners, and poets.

Origin

Man, woman, transhuman remnant, or alien refugee from the beyond Uncreated Night, it makes little difference now that you have Bound a Word. Freely pick your incarnated form, so long as it doesn't give any great advantage. If it does, you still can pick it, but it will require you to buy **Facts** or **Gifts** to support it.

Do you have a history in this world? Most who live here were born here, and you may be counted among their number, but there's a steady stream of people who sail in from beyond the edge of the world, make their way here through the Night Roads, fall through an error in reality, or otherwise are displaced. If you wish, you may count yourself among their number.



But that was what you were. And what you were is less important than who you are now.

As a **God**, someone who embodies the very essence of what it means to be Mortal-made Divine? Maybe your origins are humble, or maybe you were born to the halls of petty mortal power, but that doesn't matter now. You are Divine, Incarnated, and Awful in the old meaning of the word, So full of awe that the mortal world cannot bear it. And the world will know it, and the world will *shake* where you walk.

You may take **four** 100WoP Theurgy perks for free, and discount **four** perks from the 200WoP tier, **one** perk from the tier 400WoP, and **one** 600WoP perk.

You may use a higher tier discount on a lower tier perk.

Perks

Universal Truths

There are truths universal to the Godbound, ones you share in simply for being what you are.



Exceptionalism(Free for All)
Even if they were the most average soul imaginable before, after being invested with their word a Godbound is already a bit exceptional. This shores up any great weakness you have until it's at worse just below average, makes you generally exceptional in most other areas, and gives you at least one area of real strength where few can match you. This is all raw ability or talent, but with this alone you already are going to be stand-out.

As a special option, if this is your first jump, and you have not taken a Body Mod, you may treat this perk as your Body Mod going forward.

Facts (3 free, then 50WoP per additional fact)
Everyone has facts about them, statements that are true. You might be an Immortal Elf, you might practice Curse Eating, or are a Rich Heiress.

A fact says something about you that matters. If you're an elf, then you're good at being an Elf. It matters. You can walk silently, get by with little sleep, and demonstrate great patience. If you're a rich heiress, you know how to act in formal situations, can get introductions to the right kind of people, and have a kind of inherited respectability about you that resists blandishments. These kinds of facts never really 'overlap', so it's probably not worthwhile to be both an elf and a ranger, for instance.

In future worlds, you can usually assert that a fact is still true. You are a Rich Heiress or an Elf, so long as that fact COULD make sense. Being an Elf in Harry Potter, for example, wouldn't, as Harry Potter elves are very different creatures. But it probably could work in Exalted for a tribe of

bio-engineered forest dwellers. Even if you cannot, the truths the Fact asserts about you still work.
Alternatively, you may use facts to gain access to things. Used in this way, they are no longer a general competence bonus, but instead enhance you in a more limited but impressive way.

You may also use a Fact to gain access to a low magic tradition as an Archmage of that school - doing so means you support its principles yourself, so that it continues to work in future travels. It also means that so long as the local magic isn't completely and utterly incompatible with that world, you may teach it to others.

You may use a Fact to be a Lord or Lady of a Knightly order.

There are certainly other uses for Facts, and if you're familiar with them, you may use a fact that way, provided Godbound are allowed to use a fact in that manner.
Additionally, you may use a Fact to give you 4 Integration points worth of cybernetics that are completely 'covered' and 'paid for'. This may be actual cybernetics, but might also be used to represent the enhanced abilities of the 'cousins,' or investments from pacts with the Uncreated, or any number of other things.

And you may also use it to pick up one of the Legacy Talents (except Natural Power. If you want a gift, buy the Gift perk instead).

If this is your first jump, then physical Facts about you that aren't obviously inhuman may become part of your **Exceptionalism** body mod going forward.



Divinity (Free for All)
You are invested with divine power. On one foot stands on the familiar earth of the mortal world, but one stands upon the cosmic firmament of one of the Words that define and reinforce reality. You aren't just another demigod, with diluted divine power struggling to break free of mortal shackles, but one bearing the full might of divinity, if for now a weak one.

Being bound to a Divine Word has a number of knock off consequences. Your nature interferes with many lesser magics, meaning that you get limited benefits from many local magical items (though this won't affect things from other worlds), it take you investing your own power for most local healing magics to take hold and your soul is too 'heavy' for normal resurrection magic to work on (again, for magics from this world).

On the other hand you also shrug off many curses and blights that terrorize mortals. Terrible nation-withering curses wash off you like so much dross, and you can defy and resist forces no mortal may contest.

A Godbound is always a ‘worthy’ foe, counting as ‘more powerful’ for any effect that targets the weak or works differently against the vulnerable. For example, a charm magic that turns anyone weaker than the user into a slave but a peer could resist would treat the Godbound as a peer, even if they weren’t.

Effort (2 Free, 100WoP per additional purchase)
You only have so much to give at any one time, but as a God you have more than most. Effort represents that, how much you have to invest. While great acts or displays of divine power might deplete it until you have time to rest, lesser efforts merely tie it up for a moment.

You may also use it to defy that which you should not have escaped, shrug off curses and dodging traps, or otherwise succeed when you should have failed to save yourself.

In addition to starting with more with extra purchases, your pool will also grow faster with each extra purchase beyond the complementary two.



Influence (2 Free, 50WoP per additional purchase)

As a divine force, you have an outside impact upon the world. Influence represents an ability to twist the world to maintain an unnatural state by your say-so. Influence is 'tied up' as you exercise it upon the world, and it has little persistence once no longer supported. While this doesn't mean everything you do with influence vanishes the moment you retract it, it does mean that the world quickly acts upon the changed state.

If you've rearranged things into a new stable configuration without the intervention of Influence, then that might not mean much… but if you've created a school system the culture can't support, or redrawn national borders, then the consequences of withdrawing Influence might be swift. That school system will probably collapse (though the students it educated will remain educated), and there will be national tensions and pushbacks, or even war, from people who are unhappy with the new lines you've drawn.

Even if done more carefully, it might still be washed away. If the nation COULD have a good school system, but lacks the political will to achieve that, then making it happen via fiat will work… but once you remove that fiat all the factors that stopped it from originally happening will come back into play, unreduced.



Essentially, Influence lets you have a completely outside impact on things to achieve impossible goals, but eventually the world will remember that that was impossible once you remove yourself and recover your investment.

Influence naturally grows as you grow in power as a Godbound, but extra purchases made here are on top of that, and don't run into the same diminishing returns that natural growth suffers from.

Dominion (Free)
Where influence belongs to you, and returns to you, Dominion is power gathered that you can invest to make lasting changes to the world. Dominion both leaves behind the subtlety of Influence, and possesses ontological inertia. You are a being who can hold Dominion once it has been gathered, and use it to engineer changes to the status quo, to engineer reality itself.
Words (Free)
Being a Godbound means you are bound to the Words of God. Three of them to start with, to be precise. Maybe you are tied to Fate, or Fire. From these you derive your Gifts, the divine powers that you wield, and you manipulate them to achieve your Miracles.

To start with, you have from your Words 6 lesser gifts, or 3 greater ones, or a mix between the two.

Fray (Free)

As a Godbound, you are a being of literal divine wrath. For you, scouring away the weak is not a challenge or an effort, but something that simply happens when they're in your way. You can inexorably and causally cleave away the root of life in your lesser enemies. It doesn't really matter what defenses they've raised, however you do it, it's an expression of divine power. The method you use is only window dressing.

The Divine Path

A Godbound takes either The Words of Apotheosis or Free Divinity for free.

The Words of Apotheosis (100WoP)
You aren't just a god, you're Their God. There is power in faith, in ritual and in deference, in being the figure who shapes and guides the lives of mortals, and protects their souls when life has fled.

You know on sight if someone is a worshiper of yours, though you don't know if they are an obedient one. You may accept someone's faith and soul into your keeping even if they have already pledged it to another. On the other hand, once someone is pledged to you their soul is yours unless they find another who can claim it - simply turning their back on your faith or denouncing you does not remove your claim to their eternal self. You may cast someone out of your faith at any time if you don't wish to claim them.

For now, and with only this perk, you may guard the souls of the dead in your charge into dreamless slumber, or cast them out. While in this world, an unguarded soul will fall into Damnation.

Over time you will be able to grant your worshipers the ability to sanctify things in your name, strike down your own worshipers with curses or plagues, hear their prayers, look upon any who follow you to see what's happening around them, empower a handful of worshipers as lesser or greater champions to you, appear before any of your worshipers for a time, and bless or curse an endeavor for any group made up substantially of your followers.

As a god following the path of faith, you may gather Dominion over time based on your worshipers. While any god may glut themselves on power if they have a large cult, by being more demanding you can squeeze more strength from a smaller one. The greater a burden membership becomes because of your demands, the more extra faith you may extract from them. Just remember that you are creating unfixable problems for your own followers, for if they're fixable, then the strictures aren't harsh enough to extract additional Dominion from them.

Free Divinity (100WoP)
Rather than deal with the worshiper game, you are a self-contained god. You generate Dominion at a steady rate - probably lower than any but the smallest cults, though it will increase somewhat with your own power, but you owe it to no one outside yourself.
Note that with only Free Divinity you can't interact with worshipers - you can't receive faith or offer a spiritual guarantee against damnation. You neither need nor are able to to act as

someone else's god. And while you're giving up power… was it ever your power to begin with? Being a god is a responsibility, and for you, you owe it only towards yourself.

General Theurgy

The words that you have bound don't merely make you a mortal who has fumbled into divine power, but divine power that has bound itself into mortal form. These are the tools of your divinity. Many of these may be bought multiple times. If you use a discount or one of your free purchases, it only is discounted or free for one purchase.



Lesser Gifts (100 WoP per purchase)
You may take any lesser gift. They might represent your mastery of one of your words, but it also might represent a cybernetic graft, or the fact you're an elf. These don't have to be canonical Gifts, so long as they are on the same level. You may also purchase two lesser or one greater transhuman talents in place of a lesser gift.

Problematic (100 WoP per purchase)
While it might not make you many friends, you are a constant source of problems. More specifically, your presence and influence can be felt by an issue you cause that is troublesome for groups that oppose you, or that you oppose.

Choose a fact that you champion, represent, or are otherwise tied to. That fact manifests around you in many different ways, a sign of your presence. For example, if you love reading, you could choose that as your Problem.

As a Problem, your love of reading might make a covert group opposed to you suddenly have problems with information security, as small details start getting written down and correlated, increasing their exposure. An angel cult might start losing followers as their members become exposed to new viewpoints. Or a feudal lord might have a rash of sudden literacy raise discontent at home.

On its own, a problem generated by this perk won't be massive, though it can be the straw that breaks the camel's back, or it could worsen an issue they already have past the breaking point. It is also possible for this perk to completely fail against a group that is already in line with the

fact, or one so alien to it that it has no place to take root. You may take the same fact multiple times, though remember you have no control over how it manifests, nor if it manifests as a single significant problem, or a host of lesser ones.

Regardless of distance, your cult is always influenced by you, and a vector of your influence.

Best Feature Forwards (100 WoP per purchase)
This one will earn you friends. The opposite of Problematic, your influence is a good omen in and of itself, at least for your allies and those you feel well disposed to. This works basically exactly the same way. Pick a fact about yourself, and echoes of that fact will play out as signs of your influence, in exactly the same way as Problematic, only as a positive Feature instead of as a negative problem.

For example, if you had the same fact that you love to read, it might manifest as allied groups staying unusually on top of events because everyone read all the available intelligence, or a city dealing with a plague unusually well be informing themselves of proper precautions.

It's possible for a group to be so alien to your nature that no beneficial feature derived from you could take hold, though also remember this is an expression of divine presence. It usually works.

Regardless of distance, your cult is always influenced by you, and a vector of your influence.

Trouble-Magnet (100WoP)
No, you don't attract trouble. Trouble attracts you. It's not always obvious what the heart of a problem is, or what's actually happening. If you're trying to motivate a village that has given into nihilistic despair by reminding them of hope through brave deeds, it won't do you a lot of good if the actual reason is that an Uncreated horror has stolen their will to live.

While this won't tell you if you're barking up the wrong tree, whenever you set about trying to solve something, you'll find yourself drawn towards the cause, source, or leverage point of the issue. You may think of this as a blessing of destiny or fate, and you might have to keep your eyes open. It's not going to tell you 'look here', even though it will lead you right by it. But it's hard for a problem to be unsolvable simply because you can't access or find the root of the issue.

Greater Gift (200 WoP per purchase)
You may take any greater gift. They might represent your mastery of one of your words, but it also might represent a power bargained from The Chained Lady, or the fact you're a dragon. These don't have to be canonical Gifts, so long as they are on the same level.

Secret Names (200 WoP per purchase)
You gain an additional Word every time you buy this perk, just as if you had developed it 'naturally' through growth.

Save for the Grace (200 WoP per purchase)
You are substantially more likely to resist, escape, or endure hardship or adversity than even other Godbound. Your spirit is bright, your reflexes fast, and your body hardy. Every time you buy this, up to a maximum of three times, you are further fortified in such ways.

1. For the first purchase, if you face a horror or blight so irresistible that even a semi-divine nature might normally fail outright, you'll find you still have a chance to resist.
2. For the second, if even through grace you could normally only partially resist, you now wholly do so.
3. And for the third, if you fail to escape entirely, you still might escape partially.



Man's Dominion (200 WoP per purchase)
You need put forth no particular effort to gather divine authority towards yourself, it comes naturally. With every purchase of this perk, that trickle increases. More than that, over time densier strains of divine substance will congel within this flow. With a single purchase, it gathers fast enough so that once per year you may conjure forth a Celestial Shard. But every additional purchase increases the flow proportionally.

Divine Chariot (200 WoP)
You may not yet be mighty in your own right, but your stead is a awesome one, for you ride one of the ancient Godwalkers, precursors to the Made Gods, and some of the most terrible engines of war ever made by the Former Empires after they had already glutted themselves on the bones of Heaven.

This perk counts as two purchases of the **Fact**, that you are a Godwalker Pilot, and that you are a trained theotechnician. More than that, it is an expression of your very nature to be a pilot, and you may freely Commit Effort, as well as use gifts and miracles while piloting. You may use the Godwalkers Effort as your own while linked. Generally speaking, you may treat the Walker as your own body, though use common sense. At the same time, you are better at remembering that a Godwalker is a tool rather than your own body. You may resist sympathetic damage done to your Godwalker with whatever powers or fortitude you possess.

Lastly, you find maintenance a straightforward if demanding task. You may use Influence in place of Dominion for maintenance and repair work - this includes things like training up a crew

of theotechnicians, though remember that with influence, they won't necessarily stay loyal and working for you once you retract your influence.



Blade of Unmaking (400 WoP)
Much like the Angels in plotting the final fall of creation, your might is a fell one when turned to the purpose of destruction. When your blows land, or you invoke terrible forces, they cleave the world in fundamental ways that few beings born of the laws of nature can match. This is less about doing harm more easily, but rather a magnifier once harm is done.

Mysteries of the Throne (400 WoP)
You are a master of High Sorcery, the eldritch magic of True Theurgy. You have bound the Word of Sorcery, and have Adapt of the Gate, Adapt of the Way, and Adapt of the Throne, as well as The Excellent Pause.

In addition, while you can suspend no more spells than any other Godbound with your level of divine might… it cost you nothing to do so. You effortlessly suspend them, rather than being forced to tie up your strength in the act.

For every Fact you spend on mastering a low magic path, you gain a second low magic path for free, and your learning rate is doubled when it's magic.

Trouble and Strife (400 WoP)
The Strifes come naturally to you, to the point where you don't need a teacher, merely a point of inspiration to get started. Each technique is easily and casually learned, and it's effortless and automatic to integrate what you learned in one to apply with another. Such arts are more powerful and wielded with greater finesse in your hands than they would be for other people. A blow that might have just barely missed will strike true, a near accident will be avoided, and a strike that might have been endured will instead stagger the foe.

This extends to future martial arts that you may learn in other worlds - the phenomena you experience are teachers enough for even supernatural arts. It's also a fast teacher, and you learn such things with unnatural rapidity. You also cleanly integrate everything you learned into a

unified whole. If learning requires unnatural enlightenment, you may consider yourself enlightened. You are also a good teacher of the same of the Strifes and other martial or mystical traditions and principles.

You start with one Strife already mastered, and the first steps taken of a second.

Words of Mastery (400 WoP)
Your skills go beyond the mortal, becoming their own path to the divine. As you become more and more skilled as something, you learn to bind that skill to your own divinity, until that skill becomes a Word in its own right. Such Words will develop over time an intrinsic benefit that subtly enhances the skill, then you will start being able to wield the skill to perform miracles, and finally the skill will develop into Gifts. As you continue pushing past the point of perfection, more such gifts will develop.

As a display of refined force rather than natural energy, you have an extra reserve of effort for your Skill Words that is roughly half as deep as your natural Effort.

Divine Architect (400 WoP)
For all their sins, the Former Empires had achieved great things. Some of them terrible, but great. In many ways they had been poised at the break of apotheosis even before they stormed Heaven and seized the Word.

All that is gone now. It will never be recreated. Perhaps these new man-born gods will raise mankind back up to the same height, but it will not be on the same paths. The very laws of reality that allowed for the Former Empires have changed, the substance of reality inundated with forign elements. Their path is gone. Such will not happen to your work.

Simple time and entropy struggle to undo what you have wrought. If you establish a bustling town, simple shifting economies won't wipe it away. Only intentional damage will do so. If you create a theotechnician factory, shifting laws won't render it inoperable or cause the tools it produced to stop working - those tools could be



intentionally destroyed, or the factory could, but it couldn't be rendered irrelevant simply because the Engines that generate reality were recalibrated. If you craft a transhuman species, they will breed true so long as steps aren't actively taken to stop or dilute your work. Things you make resist entropy, and even tend to repair themselves over time. This isn't all powerful, but it would take some extreme wear and tear for something you've made to actually get rundown enough to break.

Unthought Bargains (600 WoP)



Many foolish men have damned themselves in truth by their dealings with Uncreated Night. It is an entropic force of negation, and when it carves intellects into false-being to interact with those places that exist, those minds are little more than a thin veneer over an incarnation of ruin. Still, the most 'successful' strands of the Uncreated know that they must deal true to at least the letter of their word or else none would betray creation for the blasphemous anti-treasures of unbeing. And because of this, inevitably some even come out ahead in their bargains.

You have walked out of yours the seedling of a fifth Uncreated Lord, only held back by your newness and your origin inside stable reality.

Pick a theme for how you channel ruin into the world. It can be something direct like 'fire and destruction' or subtle like 'misuse and perversion of purpose.'That theme becomes a **Fact** about you, and you gain a free purchase of that perk to

represent it, as well a purchase of **Best Feature Forwards** for the same to represent how ruin plays to your and your allies advantage. You may buy additional themes for an 200WoP.

But this is less a positive blessing wielded for your sake, and more a negative curse wielded against your enemies. You gain four purchases of **Problematic** for the same fact. Miracles that play upon your theme of ruin are somewhat stronger, cheaper, more reliable, and can stretch the themes of your Words a bit farther. The same is true for any Gifts or other power you develop that plays into your new theme. It will be slightly cheaper than it should be, slightly more powerful than it should be, more reliable than it should be, and can somewhat stretch beyond what you should be able to do with abilities you develop from that source so long as that stretching is in the service of playing into your theme or into Uncreation itself.

Lastly, when calling up and binding the Uncreated, open Night Roads that lead to nowhere, or spreading your kind of ruin, you may spend Effort as if it was Dominion, though such exertions will take a week to recover absent other perks.

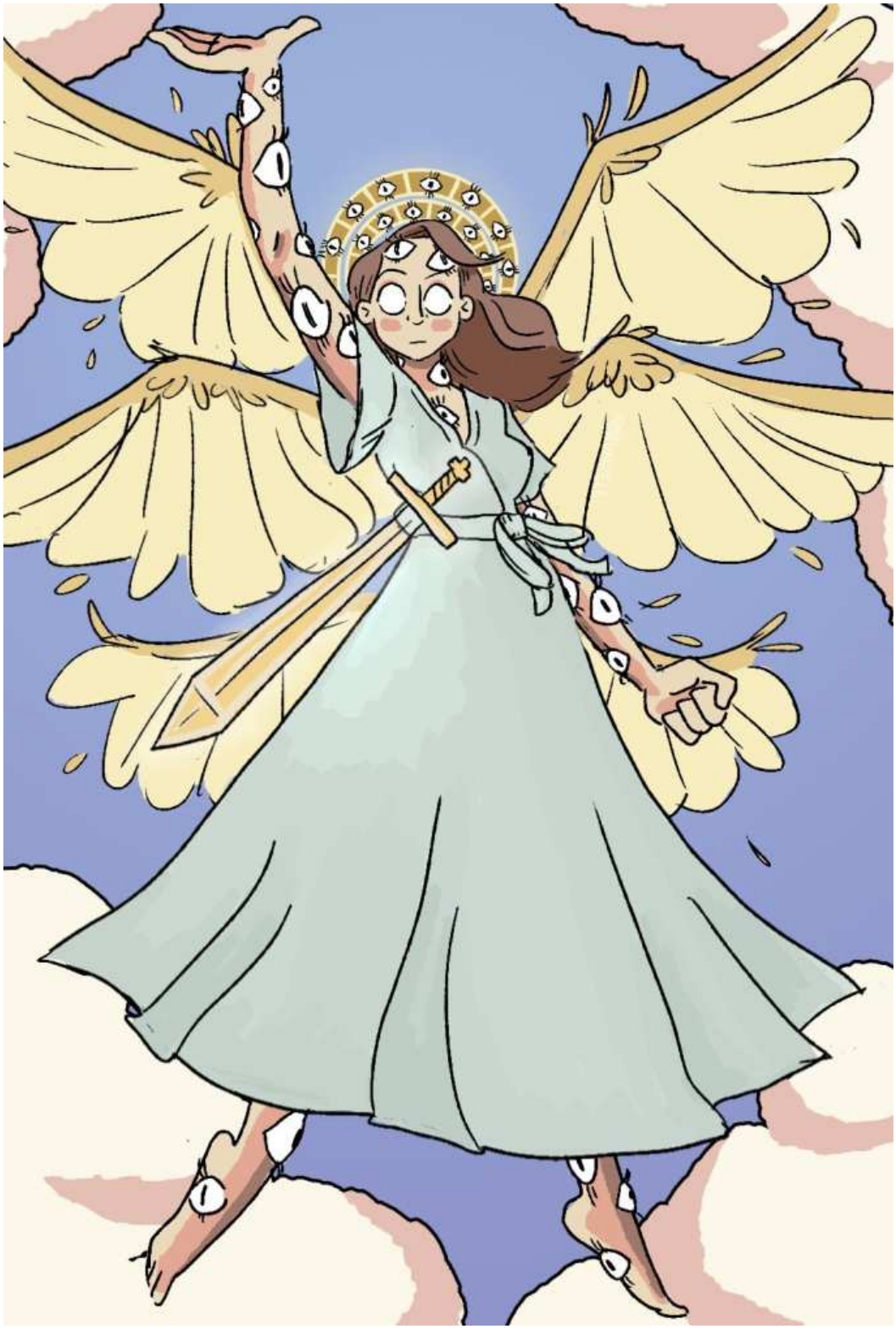
Wisdom From Before (600WoP)
It's hard to truly wrap your mind around how much has been lost. What was once a seamless tapestry has since become a million disparate, disconnected threads.

Destroying what left isn't a crime or a horror, but a mercy. It's not worth saving, and the architects of that ruin deserve to burn forever for what they did.

You gain three purchases of **Problematic** for "Believes in Nothing" and three purchases for "It's Better this Way." Your presence teaches the lessons these mortals need to hear. Any unclaimed souls and unguarded souls around you are pulled into your orbit, such that any who fall in your presence without a god's mark of ownership or similar belong to you as if they were your worshipers. And no casual effort will gain anyone access to souls you've claimed in such a way - resurrection magic will fail without your permission, rituals to speak with the dead will return nothing, and all other methods of contacting, interacting with, or detecting a soul own will fall short.

Rather than the dreamless sleep the false pretenders offer though, you're ready to give these mortals what they deserve. Your 'presence' contains the mechanisms of torment, to keep them awake, aware, and suffering. They know you're doing it to them because they deserve it, and if they don't know that, they'll learn. The souls you keep in torment this way count as a second Cult devoted to you, one operating under completely crippling requirements, allowing you to extract a steady stream of Dominion from them. You don't have to torture any given soul. Perhaps you wish to offer a respite as a bribe?

They also are ready made material for any use you have for souls, being readily reshaped into what you need from them. If you're using them to fulfill the 'soul' part of a project that needs such, then it counts as one already done 'quest' and the souls portion of the action is completely Plausible. Souls incarnated through such an action continue to count as if they were your Worshipers for purposes of powers that manipulate and control such, though they no longer count towards your Hell Cult for generating Dominion.



existence. And so you'll take it. You'll take everything.

Miracles that play upon the idea of pure destruction are stronger, cheaper, more reliable, and can stretch the themes of your Words a bit farther. The same is true for any Gifts or other power you develop that plays into pure destruction. It will be slightly cheaper than it should be, slightly more powerful than it should be, more reliable than it should be, and can somewhat stretch beyond what you should be able to do with abilities you develop from that source so long as that stretching is in the service of pure destruction.

Lastly, when breaking the world, destroying miracles, or invoking apocalypse, you may spend Effort as if it was Dominion, though such exertions will take a week to recover absent other perks.

Kleptocratic Idolatry (600 WoP)
There is a whole world out there, bigger than almost anyone can imagine, full of so many self-contained lives, so many self-contained stories. So mean unique moments, here and gone. Little bits of beauty or wonder that serve no greater purpose than to be.

Wasteful. You could do so much more with it. With…

To start with, double your reserves of energy and power. This extra power isn't actually part of you though, rather. Rather, it otherwise wasted energy that was going into 'the laws of nature' and 'supporting existence' and other useless things that aren't about you. There probably aren't any short term issues from using it, at least that you'll care about. But if you keep using it in the same area long term you may get harassed by people who don't understand you needed it more than they did.



Such issues can take many forms, usually connected to what you were drawing from. For example, if you were using the Word of Fire, fires might start burning more intensely and faster, as you sapped the regulating forces governing them. Or they could produce less heat for the same level of fuel as you directly drained how much fire there is. Or they could produce energies other than heat.

Eventually more serious issues might happen, fires in the area could become gateways leading beyond creation, letting Uncreated Night mix with substance, with great fires having a chance of opening into full night roads, or curdling into cysts unnatural sorceries.

Take advantage of this. After all, when the natural world is inconstant, men turn to their gods!

You also can make things about you. It's easy for you to 'suck the air out of the room', sapping the energy and will to act from others to bolster your own presence. While more significant beings may resist this, you can make others less important even as you bolster your own significance till it's simply the natural and inevitable that you dominate whatever field of competition you are engaged in, whether it's speaking to the crowd, or striding the battlefield, or negotiating a contract.

You should make sure to keep it up, as people rapidly reclaim the significance YOU claimed, as if it was ever actually theirs and they had any right to it. Mortals never appreciate their proper place in the order of things.



This leeching is somewhat indiscriminate, but that shouldn't be a problem. If they're weak enough to be affected, they're there to make you look good anyways.

Lastly, miracles of parasitism are stronger, cheaper, more reliable, and can stretch the themes of your Words a bit farther. The same is true for any Gifts or other power you develop that plays into a consumptive or leeching theme. It will be slightly cheaper than it should be, slightly more powerful than it should be, more reliable than it should be, and can somewhat stretch beyond what you should be able to do with abilities you develop from that source so long as that stretching is in the service of hungry self-aggrandisement.

Pillager of the Heavens (600WoP)
The ancient Theurgists of the Former Empires pushed the boundary of what was possible in countless different ways, not merely mapping the laws that governed the then unshattered worlds, but shifting the very boundaries of those laws. They had mastered the physical world, and understood the deep mysteries of the spirit. If they had not been struck down in the prime of their victory, the world would be a very different place.

You are a true heir to their legacy. To start with, you gain the **Fact** theotechnician, but in your hands such works are no longer merely Low Magic. Your designs, your work, is fully miraculous. If you already have theotechnician, you "double up" on it, your skill going beyond what is possible for a mortal. You also receive six purchases of **Best Feature Forwards** for theotechnician.

But your expertise doesn't end there. Just as the ancient Theurgists were able to put the discarded tools of God to good use, leaping their work forward, so may you. You are able to repurpose sources of divine or cosmic significance into fuel for your work.

For example, the properties of faith and worship have proven that they support the creation of miracles - what if you cut out the middleman, and directly incorporated souls into the structure of your workings? There are plenty of them not being put to use after all, and if you don't do anything with them they're liable to go to waste. You might also sabotage natural law, and redirect the cosmic friction that caused to support your works.



Generally speaking, you may repurpose the world and use it to pay the Dominion you need to accomplish your industry. You must get some kind of access to the thing you're repurposing, while it's perfectly reasonable to undermine the physical laws that support the manufacturing chains of hostile groups' economies, you will need some kind of direct or indirect access to those lands to gain access to the support infrastructure of their physical laws. If you're turning souls into prayer engines to fuel ongoing miracles, you'll need dissidents, undesirables, and prisoners of war to convert. And such work will always take time on top of the time devoted to actually manufacturing the Wonder you're making. Also, obviously, you should be careful to not use something you'll need later.

Recovering a prayer engine back into the soul it once was is possible… but it is expensive and time consuming. It makes a better threat to use against hostages than something you should actually carry out, though examples may need to be made. And if the degenerate nations that opposed you collapse after you've made farming impossible and you want to absorb their lands for your people, you'll need to reengineer the necessary natural laws for those lands to support life once again.

Loosely Tethered (600 WoP)
The nature of life is poor, cruel, and brutish. And for all the grace upon you, you have at least one foot still in mortality. That's what the Former Empires forgot, they had these high ideal, pursued meaningless arguments about ideas as stupid as the nature of good or what counts as justice. Now look at them. They were meat, and they got eat.

Even as the very underpinnings of reality warped and shifted, life clung on. Ugly, unsightly life, life unconcerned with high ideals or pointless principles. Sometimes it changed to generate the very principles it needed to survive, other times it learned to do without. It grew lean, refined itself till it needed almost nothing, and learned overwhelming hunger to consume all in those rare moments of plenty.

Though you walk upon one of the fortunate realms that never truly fell, despite what it's inhabitants might think, your nature has been shaped to fit one of the fallen and failed realms, one whose heaven engines have all gone still.

Any force that depends on external reality becomes inconstant and 'glitchy' when used against you, doubly so if it isn't directed against you by a living will. You may walk off falls of any height, wade through lava, or breath vacuum. You likewise treat their consequences more casually - you can't simply walk straight up a wall, but you can parkour better than any Prince, or fall slower than a princess.

Nonmagical directed force is largely ineffectual at the human level - you would notice someone slamming a boulder into you but nothing less than that. Even then magical or vast forces are only half as effective as normal, *at most*. If not carefully directed you're liable to be moved by a blow without being hurt as the very rules that govern motion twist in your favor. This does nothing to protect you from forces that justify and create themselves. In this world that includes true divine power, reality warping, or the hideous unbeing of the Uncreated.



You also largely don't require an external reality. The pillars of existence falling means little to you, as you weren't dependent on them anyways. Let time reject you or fall through the cracks of unreality… you are ready to endure.

And as a survivor, the **Secret Names** of the Word of Endurance are written in your very bones and marrow.

Lastly, you know better than to turn down a meal. You may rapidly recover Effort by gluttonous feasting. While every full bite of nurturing food takes minutes off your recovery, beings with stronger spirits can take hours, and magical or divine flesh may go past merely restoring, and actually allow you to store extra energy as you digest their significance.

Treasure

Gods and Heroes and Kings and Sorcerers are one and all, known for their treasures. Many Godbound are all of those things. Whether redeemer of old legacies or inheritors of the Empires that consumed heavens, yours is a legacy resplendent.

Starting Weapons and Armor (Free)
Even the greatest mortals tools are easy enough for a God to acquire. Anything from the finest cloth armor to the heaviest fully articulated plate can be yours. Likewise, whether sword, bow, or even gun, you may take what you wish among mortal armaments, though remember that physics won't support the operations of more advanced technology outside of specially stabilized regions.

A Baron's Ransom (Free)
You can also start with a bit of wealth, enough to live comfortably for about a year, in the form of pretty much any non-magical goods you want. Though obviously the more valuable the form you take, the less of it you have and the harder it might be to get the full value. It doesn't refill once spent. This can include livestock or even trained animals - a decent horse, a team of hounds - as well as more lasting goods.

Minor Wonders (100 WoP)
You have arrangements for a steady supply of some kind of minor magical goods - maybe a magical collage collectively owes you, are you'r from a major trading house from the Bright Republic. Whatever the source you can reliably get a modest stream of whatever flavor of equipment you're owed, whether enough to keep a



mercenary company equipped, or to supply most of a city's wardings.

An Artifact of Power (200 WoP)
Maybe there's a reason you were invested with power, for indeed, few morals come into possession of such a treasure. You have come to own 30 Dominion worth of artifacts. This may be purchased multiple times, if you need such ostentatious wealth. If they are damaged or ruined, they will be steadily repaired until they're restored to a pristine state, taking six days to be completely repaired from destruction. If lost, they will make their way back to you within six days.

If you have **Divine Chariot**, then any purchase of this purely for Godwalker components is discounted.

A Pillar of Reality (300 WoP)
Either in a side-room connected to your warehouse, or within a hard to reach Fragment of Heaven you know a ritual to open a path to, lies a Reality Engine you control. It generates a small realm, about the size of Japan. It's features follow your design, and even if ruined or depleted it will restore itself over time. It can be set to regenerate normal resources, but a single engine on it's own, unenhanced, is unable to support a complex enough reality for advanced magic or technology to function properly on their own.

You know how to establish a small and safe Night Road between your current location and this realm, using a simple ritual that (baring advantages) will take you a few hours. The realm already metaphysically belongs to you, if you have greater plans for it.

Companions

A Pantheon to call your own (100 WoP each, 500WoP for 8)
You may create or import a companion **God**, who receives all freebies and 200 Words of Power to spend on their own perks, but may not take drawbacks. They may come from any nation or way of life, or simply walk out of Uncreated Night and into your service.

Hell's Angel (200WoP)
When the Former Empires invaded heaven and seized the celestial engines, they broke the worlds that were. Most of the host was left horrified and bitter, and perhaps worse… abandoned. Began to wish nothing more than for the eternal damnation of mankind for its sins, and the destruction of the Creation that is, to make way for a new vision untainted by mortal life.

Perhaps the most notable exception to this to this were many of the angels who followed the Warden of Hell, Sammael. Perhaps because of the perspective his duty as the purifier of sins granted him, he didn't turn against creation, and continues to seek to do his original duty.

This **Angelic Regent** was once tasked with managing some of the engines of torment used to cleanse mortals souls, before they went on to their final fate. Ousted by the Heaven Host when they abandoned the corpse of Heaven for Hell, it has drifted, purposeless since then, unsure of how to even begin to go about following its duties.

Something about your entrance to this world has grabbed it's attention though, and in it, it sees a path beyond Night. It hopes to follow you from this world, believing that there is something out there that will let it fix all of this.

A mighty but subtle angel, it is a blur of divine action and power. It governs an aspect of **Fire** and **Fate**, but can effectively also touch both **Deception** and **Command**. It naturally understands many aspects of creation, its insight invaluable to anyone who wishes to craft reality.



Mortal Craftsmanship (600WoP)
A relic of the Former Empires, manmade idol, a Made God, pristine and undamaged, with functioning self-repair. The armies of angels that came to break it after the fall of it's Paradise fell short, and the best they were able to do was strand it on a cut and drifting fragment of a Night Road. The Words of Power you spend can twist fate to subvert it to your purposes, binding it to you.

It possesses three **Words** of your choice, has three purchases of **An Artifact of Power** to represent its panopy (though it cannot share these or give them to others - even if they look like independent tools, they're actually part of the God) and and sees you as the ideal it exists to champion. That doesn't necessarily mean it will obey you.

Drawbacks

Much as the defunct Former Empires broke the world for power, you may unleash calamity to harvest a few more Words of Power, the words you need if you are to speak your dreams into being. Just be more restrained than your predecessors along this path, or you will share their fate.

Far Realms (0 WoP Toggle)
There are many realms drifting within Uncreated Night. Some bear uncanny resemblance to places from stories you already know - you can certainly find a realm uncannily alike Oerth, or Athas, or Faerûn or Kara-Tur. Behind the scene their nature will be very different, but you can find many lands and nations quite similar to ones you are already familiar with.

There are stranger places too. Some realms aren't just a drifting continent or world unable to still support the physics that modern civilizations need. There are star empires, and two fisted vigilant heroes.

You may use the Jump in supplement mode with any other jump where a sword and sorcery or the science fantasy equivalent hero could live and thrive. The background will change to fit, including such things as the invasion of heaven and the discovery of the empty throne, the creation of the Made Gods, and the shattering of reality, but time and ruin may have obscured much of that.

Keep all point totals separate, spending them only on their own document.

Any drawbacks you take will adapt to the new setting, adding in new setting elements as appropriate.

The March of Reason (+100 WoP)
Divinity is a plague, teach the Antipriests of the Order of True Reason, a scourge that they will wipe from the world. Dupes of the bitter angels, a religion that exists to strip mankind of the protection of higher powers so that they may drag their unarmored souls to hell. They can quash miraculous powers through the power of the Stiflers, people changed by contact with The Pyre.

And somehow they seem to show up wherever you are. Their missionaries sow sedition and unrest in peaceful lands, and whip more chaotic ones into a frenzy directed at any divine object they can see. You're doomed to spend your time here clashing with them, unless you crush them entirely root and stem.

A Catholic Aegis (+100 WoP)
The Uniters and their Unitary Church, more properly known as the Church of the One is perhaps the most widespread religion on Arcem. For all that it is suppose to unite, it is actually splintered into many different national churches, who largely adopt a somewhat puritian version of that nations basic moral attitudes. It teaches worship of The One, the true, original, omnipotent god who is now absent due to the sins of man, but will one day return to redeem the pieous and cast the rest into eternal damnation.

It exists as an aegis both to protect the souls of mankind in dreamless sleep, and the edge out divine predators who seek to usurp power through mankind's faith. And now you'll find that pretty much everyone who doesn't have a special reason to belong to another faith is a Uniter, uninterested in listening to anyone claiming divinity.

So long as you don't try and spread a faith or claim godhood, you won't have a problem, but any attempt to establish a cult or claim divine right is going to run into stubborn groups unwilling to listen, and poison the well against you far and wide.

A Family Matter (+100 WoP)
The other major path people take to guard their souls is via ancestor worship, literally keeping the protection in the family. Through rites and sacrifice the souls of the dead are shielded from both Hell and slumber, and they grant blessings and guidance onto their descendants. Such an arrangement can over time become a chain though, as the generation after generation contributes their own wishes, prejudices, and demands onto the living.

The ancestor cults are more widespread than they otherwise would be, and those ancestors are more active in pushing their agendas. You'll find yourself constantly dealing with politics that do not quite make sense, as people pursue the interests, biases, and grudges of their great great grandparents. The weight of time and ritual grows with every death, stifling the living, but to break those chains would damn the dead to Hell. You may find yourself having to redirect your own resources to support ancestor cults in areas you've come to control, if you wish to hold the faith and worship of the living.

Sins of the Ancients (+100 WoP)
Hubris, hubris never changes. A thousand years ago the Theurgists of the Former Empires pillaged heaven and earth for every scrap of power they could seize, breaking both in the process. The true inheritors of those ancient madmen aren't the kings and emperors who claim descent from ancient times, but the petty sorcerers of the Bleak Reach and the ambitious grave robbers who devele Night Roads for cursed wonders.

These are the souls who will break the world simply to prove they existed. They are like locus, and they are everywhere. They'll happily pillage any wonder or miracle they can get their hands on. Lay a blessing of growth upon a field, and an army of them may show up to steal the soil in hopes of it revealing the secrets of how you did it, uncaring that they'll cause the very famine you were trying to prevent.

Most of them hold little real power, but they'll also rarely challenge you directly, and they aren't one group, or even one kind of group.

Mortal ages (+100 WoP)
The Uncreated Night nibbles at the world, the remaining Engines of Heaven wear down, and new pantheons arise searching for allies against the coming darkness. There are many players here, and their games are long and involved. Ten measly years lets you easily escape notice. No more, now you must survive here longer, with all the increased risk that brings.

Every time you take this, double your time here, a maximum of seven times, but this last doubling caps your stay at 1000 years.

Incomveient Allies (+100 WoP)
You have a tendency to run into people who aren't helping. Just because you are on the same side… doesn't mean you're on the same side. From the Mercymen saving every by killing them and binding them to dreamless sleep to save them from Hell, to Antipriests railing against Parasite gods for their own dark purposes, just because you oppose the same thing doesn't mean you have similar ideas about what should be done.

You'll often find yourself lumped in together with groups you despise as if you were all alike, or competing with them for the same allies for the same causes, or even discover they're the only ones available to work with. One way or another, you're going to be pressured into making compromises you don't wish to.

Enemies abound (+100 WoP)
The side 'against' you has an annoying tendency to get tangled in whatever you try to do. If you're working with the Bright Republic to stop the spread of the Hollowing Plague in an allied city, you may discover angel cultists are taking advantage of the situation to spread their influence. If you start building influence through the banking and financial centers of the world, well it seems The Chained Court has begun infiltrating the same.

You don't have to fight them. In fact, doing so may very well escalate the situation beyond what you could reasonably expect. But they'll probably be happy to fight you if they discover you.

Strange Corners (+100 WoP)
There are a lot more strange and threatening little cults and nameless forces in the world. You're much more likely to run into eldritch things that you have no idea about, that operate on rules you don't know or understand. This raises the max threat level only a bit, but makes the world somewhat more dangerous on average, and in ways that you won't be able to predict until you run into them.

Person of Interest (+100/200/300 WoP).
Normally, when you enter a jump you insert flawlessly, whether as a Drop-In or as someone with a pre-existing identity and, unless you go out of your way to demonstrate abilities that are not native to the world and you aren't able to explain them, you can easily pass as a native yourself. This is no longer the case though.

For 100 WoP, people seem to catch on that something is... off about you. Perhaps it's how you have an otherworldly air about you, or you have strange knowledge of forgotten technology that has fallen out of use even in the Bright Republic, or perhaps you are demonstrating substantially more power/competence than expected from a person in your position. Whatever it is, it will make you more noticeable to people.

This doesn't affect the average 'random Joe', but people who are competent or in the know? They WILL notice, and while they won't draw the wrong conclusions, such as you being a Cultist

of the Uncreated simply because you used an ability that utterly annihilates something, it will nonetheless make things complicated.

For 200 WoP however, besides the previously mentioned complications, the various organizations have noticed your arrival. Not you, per se, but rather that an event happened that came completely out of the blue. This also removes the previously mentioned 'protection' of people drawing the wrong conclusions, though it doesn't force them to make the wrong ones either.

For 300 WoP though... Did I say that they didn't notice you? Turns out that they did and now you are on EVERYONE'S watch-list as a person of interest.

Take a side (+100, or +300 WoP)
Now you have to. As a Godbound, you have internalized an echo of Creation, and are theoretically a pillar of reality, but it's not like gods have ever actually fixed things here before. Whether before you phoned in your heroism, or you tried to privately serve your personal interest without care for the bigger picture... Now that option is closed to you.

In taking this, you must side with a faction or cause and and honestly pursue the goals of furthering your side and thwarting the others. You become driven for your cause. This doesn't mean you'll throw your life away for nothing, but you're motivated enough to risk your life for enough of a reward.

This is only an +100 WoP drawback if you side with one of the forces of Creation, as you easily fit in as a Godbound. 'Your own cult' can be a side, so long as you are actively growing, expanding, and proselytizing for your cult. You already have most of the people against you who will be against you for taking this side.

This is +300 WoP if you side with the bitter angels, one of the Uncreated Courts, or another thoroughly self-destructive group. These organization want to ruin you as much as they do everyone else and will never stop trying to drink your bring you destruction and damnation. The rising pantheons and heroes are focused on bringing down many of the greatest threats to Creation, with no tolerance for a cultist Godbound. It's hard to find someone who will honestly help and support you, or give you shelter. Truly, you have invited destruction upon yourself.

Unnecessarily Sinister (+100, or +200 WoP)
You intend to overthrow the evil necromancer using the power of orphans' hearts? Why?!... oh, you mean that you're leading an army of orphans to crusade against the necromancer. Why did you phrase it like that? For 100 WoP, you come off as creepy even when you're trying to act normal: poor choices of phrasing, leering and looming when you mean to smile, and so forth.

For 200 WoP, you really *are* that creepy. Even when there's an easier, less morbid way to achieve your goals, you tend to find the methods which are more convoluted and at least

somewhat morally objectionable. Even if you've signed up to work for Team Evil, expect to have some of your allies bothered... by your lack of efficiency, if nothing else.

Bug Report (+100 WoP)
Reality isn't what it once was, but that is doubly so around you. You don't so much make the problems worse, but rather act as a magnet and trigger any building problems. This may even big useful, as you set things off before the build into a true disaster, or lets you identify a hidden issue… but even in the Bright Republic you'll be facing constant problems, and you probably should avoid Ancalia.

Proper Quest (+200 WoP)
Shortly after starting this jump, you'll find yourself on a proper Quest, a series of events that start out "level appropriate" for a "5th level party" of godbound, and steadily escalate into the epic. The fate of things you will actually care about will be in the balance, and the conclusion will shake heaven, one way or the other.

Unstable Footing (+200 WoP)
Or maybe you do make the problems worse. Reality struggles to contain you. In a region of sabalized reality, with all it's heavenly engines working, mortal magic and technology still fails. In anything less than that more serious issues start cropping up, and if the situation is already degrading you don't merely aggravate the problem, you accelerate it.

Courts of Chaos (+200 WoP)
The uncreated find you fascinating in all the wrong ways. If they could enter reality near you, now their entrance becomes a certainty. Anywhere you travel will rapidly become haunted by unmade horrors, and there will always be a monster ready to pervert or undo anything you accomplish.

Locus Hoards (+200 WoP)
It seems a tipping point has been reached, as more and more Timeworn seem to be gaining access to Arcem. Whether it's because of the proliferation of realm spanning technologies or the advancing failure of the engines of heaven, their breeches are becoming more and more common. Some of them are here to stay, invasive twisted life adapted to environments infinitely more hostile. Others are here to pillage everything they can get their hands on before dragging it back to their own ruined realms. All of them will be a source of ongoing chaos basically everywhere.

Unbound Power (+200 WoP)
Godbound are so metaphysically potent that many things simply don't work right for them. Their own power disrupts whatever they try to do. Now that's true for all perks and abilities from previous jumps, with the exception of your Body Mod.

Lesser Magics (+200 WoP)
There are magics that work for mortals that fail in the hands of their better. While impressive tools may be wielded, practical ones largely can't be. You would have been able to escape that curse by using tools from other worlds. No more. You lose all items not bought in this jump and access to your warehouse and attachments.

Parasitic relationships (+200 WoP)
As the machinery of Heaven further breaks down, flows of cosmic energy become misdirected, until they finally ground themselves through a host. These poor souls become the Parasite Gods, mad creatures driven by an unnatural hunger, endlessly seeking the worship that will never fill their boundless gluttony. While they should be pitied, they are also dangerous. And now their about a hundred times more common. Even in the Bright Republic you'll start seeing them pop up, while in the Bleak Reach or The Thousand Gods there are going to be so many new ones that their territories will overlap to the point you may actually see Parasite God Pantheons.

Codependent (+300 WoP)
It looks like you AREN'T godbound. No, you are a Parasite God yourself. You can't survive long outside the territory that gives rise to you, only able to expand to new regions after followers of yours perform rituals that will sabotage new areas to be amenable to you. And you must defend this sabotage. If the broken bit of reality supporting your divinity is fixed, you will wither and die after losing all your divine power from this jump.

You are physically, mentally, and spiritually twisted by the transformation. And a bottomless hunger for divine power gnaws at you endlessly.

It would take an inhuman will to keep your morals, as you find yourself endlessly driven to expand. Expand your worship. Expand your consumption. Eat and eat and eat the essence of the world. The more you do, though, the more you will damage the fabric of reality.

A road paved in bitter spite (+300 WoP)
While the Angels in their Hell hate humanity in general, and work to destroy all the realms, to clear the board of every relic of the world that was, and trap all mortal souls in eternal torment, that's an impersonal hatred. They hate mortals, generally. In the specific, it's more a boundless and all encompassing contempt.

You? You they hate personally.

They're coming for you. Their cults, their agents, the lesser orders who can squeeze themselves into reality… The longer you defy them, the more resources they'll devote to your destruction.

The Dying of the Light (+300 WoP)
The concentration of major Night Roads in Ancalia is no longer special. It's basically the same everywhere. There aren't the additional issues Ancalia is facing, but everywhere is being

assaulted by Uncreated Night. You'll even find a decent number of them in as distant and uninhabited areas as the bottom of the sea floor. They can be closed of course, but most of them will have a Uncreated Lord and his or her court guarding it.

Rage against the coming night (+300 WoP)
When a soul isn't protected or claimed, it's gravity inevitably drags it to hell. There are various ways to resist this, but now another opens up. Any soul not protected or claimed may rise after death, struggle it's way into reclaiming its body, rising as an energumen, a kind of intelligent undead who is driven by hunger for the living, and anyone they kill and feed on may rise as husks, mindless undead zombies, unless they themselves are claimed.

Endings

There is a time for famine, and a time for plenty. Was your time here long, or was it short, fruitful, or nightmarish? Whatever it is, it is time to make some choices.

The Time of the Return

The Unitary Church teaches that the Creator will one day return to his world. Maybe you understand why, as you've chosen to return home. If use died or were otherwise unmade, this is the only choice left to you.

A New Heaven

Or perhaps your time here isn't at an end. You can stay, if you want, if you've committed yourself to this world. Will you restore it to its former glory, or are you the next horror to plague it? Either way, this lege of your journey is at an end. Never let it be said I don't rewards conviction, and for choose to dedicate yourself to here, I'll empower you with 3000 more Words of Power to shape your new home.

The Throne is Still Empty

I suppose there wasn't a real choice. Could this have ended any other way? Much like the absent creator, this was only ever a stopover. It's time for you to travel forward and onward, for greater works await you.

Notes

The Godwalkers are hollow divinities, avatars of a god, who have no god, or mind, or soul of their own. They exist to channel and incarnate divinity. But in practice, they're Mechas, with a few airships and super-barges mixed in.



Exceptionalism
It basically gives you an 16, 14, 13, 13, 10, and 8 attribute spread. You don't have to take any of those 'values', only taking the ones you want.

Divinity
The full scope of the state of being Godbound is beyond the scope of this document, but the source is freely available for legal download at Godbound.

Facts
The main Godbound book has example facts, as well as low magic. See Ancalia: The Broken Towers for information on the Knightly Orders.

Lesser and Greater Gifts
There are a lot of them, but you can find most of them for free from the legal download of the Godbound core book.

Save for the Grace
Each purchase is like, a +2 to all three saves and a -1 to AC from dodging, while the extra boon is -
(1) you get saving throws even against things that don't allow saving throws, if it seems like they should,
(2) if it's a 'save for half' it becomes a 'save for whole', and
(3) if it was 'save for half' it becomes 'fail for half.'

Obviously, a jump story isn't as mechanical as a game session, but that's generally speaking the spirit of the perk.

Man's Dominion
+1 dominion per month, +1 shard per year, per purchase. Like, I'm not sure if in-story there's such a thing as '1 dominion', or if all shards are interchangeable. Maybe you get one big shard instead of two normal sized ones… but generally speaking with two purchases you would get roughly 1 dominion every 15 ½ days and a shard roughly every 182 ½ days. With five you would get a dominion a little over every 6 days and a shard every 73 days.

Blade of Unmaking
In a non-mechanical sense, the perks description is explanation enough, but for people familiar with godbound, this is the Straight Damage. For people unfamiliar with the system... In Godbound, when you do damage, you normally use this table -

Damage Roll	Damage Taken
1 or less	None
2 – 5	1 point
6 – 9	2 points
10 or more	4 points

When dealing with damage.

This might not sound like a lot, doubly so since Godbound is built to sit on top of old 2nd DnD… But the Godbound do damage by the Hit Dice. Some beings, for example Angels through their Unmade trait, do 'straight damage.' They roll, and then they do the full damage of their roll. Again, in hit dice. There are obviously other sources of 'straight damage' that you can access. But it's still normally a big deal.

Yes, this is a thoroughly mechanical explanation, for the purposes of jumpchain the perks description should be enough.

Trouble and Strife
Outside of what was specifically laid out, this is basically the trait Skilled in Strife, which reduces some of the costs of learning strifes.

For the 600WoP Enemy perks, while you can use Effort in place of Dominion in the listed ways, a Dominion action isn't any faster. You'll steadily invest Effort during that time period of the dominion action, and it will only return to you a week after the action is completed.

Unthought Bargains

You can develop a Gift that's basically The Cold Breath. It would be something like a Universal Greater Gift that could be bought multiple times, acting as a opposing force to any extraordinary powers others want to bring to bear, so that they had to tie up some of their power simply to operate in the presence of yours.
You can find out about the Uncreated Lords and their courts in Ancalia: The Broken Towers.