

The Marked: Players as the “Chosen Few”

The Marked are a series of creatures chosen by the gods before they lost their powers. These creatures were not born yet, but would be born to stop a great calamity from destroying what was left of the world. The Marked can be identified by strange birthmarks on their bodies. Each god chose one future creature to be the Marked, and in doing so granted them the ability to grant one of the Gods' wishes.

Player	Character	God that Chose Them	God's Wish
Stuart	Hue	Torm, god of Self-Sacrifice	<p>Wish for Hue to lead the world into a new era of peace, even if it kills him.</p> <p>Hero's Vigor: Whenever an adjacent creature is attacked, Hue can take the hit instead as a reaction, moving in front of the creature in danger. Plus, in combat, if he is very badly hurt (left at 10% HP OR given a story-line injury), he gains an increase in speed (a tertiary attack) and one vampiric hit on his next attack.</p> <p>At level 10, he can skip a turn in combat to give any other character advantage, or choose to harm himself, rolling 2d8 damage, to grant himself a temporary boost in advantage for 3 turns</p>

Minh	Myrddin	Selune, goddess of the moon	<p>Wish for Myrdin to show the gods the power of the moon.</p> <p>Light of the Moon:</p> <p>With this wish, Myrdin can heal 3 people per night (at night) by rolling 1d6+Arcana. In addition to this, she has the chance to roll 1d20 to save a spell slot from being used up once a night. She needs to get a nat20, however.</p> <p>During the day, she can heal 2 people for 1d3 + Arcana, but this takes away from the max number of people she can heal per long rest.</p> <p>At level 7, she has two tries to save a spell slot (but can still only save one spell slot), and the range increases to an 18, a 19, or a nat20. In addition to this, she can fire an extremely powerful ray made from the moon's light, but only if she has healed one person and saved one of her spell slots in the same night.</p> <p>This ray is called Selune's Revenge:</p> <p>Roll a d20. If it lands on 12 or above, roll again. If it lands on 15 or above, roll again. If it lands on a nat20, add 20 to the damage, otherwise ignore it. Add it all together. It does that much radiant damage.</p> <p>At level 10, she can cast a 1-hour ritual called "Queen of Night", which, if done successfully, can turn daytime to night. This costs half of her current health, however.</p>
Abe	Bastil	Mars, god of War	<p>Wish for Bastille to become a powerful force to be reckoned with, whatever the cost.</p> <p>Planetary Power:</p> <p>The wrath of Mars lies deep within your soul. Once per turn, you may spend a spell slot to deal 1d12 extra damage (bludgeoning, piercing, or slashing). Killing with Planetary Power resets that spell slot and gives advantage on your next roll.</p> <p>At level 10, he will be able to boost any other players' (up to 6 other players) attack power once per long rest, adding 2d4s to their attack rolls.</p>

Alejandro	Failnaught	Set, god of darkness and desert storms	<p>Wish for Failnaught to strengthen the darkness and uncertainty of the world, in order to help maintain the balance between light and dark.</p> <p>Lurking Shadow: Because of this wish, Failnaught can hide within the darkness, giving any sneak check advantage. He also gains a speed boost (x1.5) whenever he's in a dark place.</p> <p>At level 9, he gains the active ability to summon darkness from his shadow once per day, which causes blindness on anyone it hits, but can also be used to grab shadows and manipulate them. This has a 15 foot range.</p>
Arman	Smash Mouth	Helm, god of Protection	<p>Wish for Smash was to protect The Marked. Thus:</p> <p>Ultimate Shield: Smash has the ability to summon protective barriers around a certain creature or a certain radius determined by rolling 2d6s (in feet).</p> <p><i>Individual barriers</i> have 1d8 hp each and add 2 to the individual's armor class, while <i>radial barrier</i> gives anyone within the barrier +1 AC, and has 1d20 hp. Smash can give 2 individuals a barrier once per long rest, or create one radial barrier per long rest.</p> <p>Helm's Armor: Smash Mouth can also choose to grant himself a magical gold-colored armor, which raises his AC by 3 for one hour, but disables Ultimate Shield until long rest and harms him once for 2d8.</p> <p>At level 10, Smash gains the ability to add spikes to his barriers, causing 2d6 damage to anyone that attacks the barriers. He also has +1 AC permanently.</p>

Audrey	Lailoken	Nephthys, protective goddess of Death	<p>Wish for Lailoken to protect those around them from a painful death.</p> <p>Another Life: If any player dies, they return as a ghost to accomplish their mission. Then, that ghost merges with the spirit of the dead player's new character.</p> <p>In addition to this, Lailoken can summon a spectral ghost for one hour once per day that can do menial tasks, give advantage to saving throws (at DM's discretion), and attack. This ghost has 10 hp and 0 AC, but is only affected by magic.</p> <p><i>Chains of Death:</i> Once per day, Lailoken can expend a spell slot to cast this. Doing so will cause anyone within range (40 ft) to be chained to Lailoken by spectral chains that slowly drain their health (2d8 per turn) and give that health to Lailoken as Temp HP. However, the spell ceases if either Lailoken or the enemy is attacked, or if Lailoken moves.</p> <p>At level 10, they can turn up to 2 players (including themselves) into ghostly spectral forms that cannot be touched by this plane once per short rest. This lasts for an hour, or as long as Lailoken is concentrated on it.</p>
Easton	Dante	Imhotep, god of Craft	<p>Wish for Dante to reforge his legendary item "Hallavaughn". This gives Dante proficiency in all crafts, and allows him to locate the broken pieces of Hallavaughn passively (they show up to him as highlighted in a golden, sparkly exterior).</p> <p>At level 9, Dante can summon a giant, golden hammer that is attached to his soul once per day that he can only use when ginormous, lest he is crushed under its weight. This hammer allows him to deal 3d8 bludgeoning damage over a diameter of 10 feet. On miss, however, the damage reflects back to the Dante at half damage. This hammer can be used to mend armor, as well.</p>