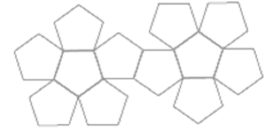


THE GODBINDER



YOUR NAME:

CLASS DICE: D12

You don't believe in gods.

I mean, they exist. *Obviously*. You owe the Fire God for that time he burned that fortress, and you've got that favour from the God of the Wild when you saved her rainforest... but *believe*? That's a strong word.

Really, no, you don't really believe in gods. You believe in tools. Useful tools.

The Godbinder is the D&D Cleric as demonologist.

DON'T READ THIS BIT ALOUD. Hey, Player. You can make choices as the player or persona or both. No matter what, please select options as the sheet describes.



STATS

Assign to your stats: 4, 4, 3, 3, 2 and 2.

Underlined statistics are the ones most associated with this class.

STRENGTH Physicality, hand-to-hand combat, etc.	DEXTERITY Dodging, ranged combat, initiative, etc.	CONSTITUTION Health, amount of damage you take, etc.
WISDOM Understanding, miracles, willpower, etc	INTELLIGENCE Education, perception, spells, willpower, etc	CHARISMA Personal skills, attractiveness, etc.

EQUIPMENT

Choose one of the following:

- ☐ **Holy Warrior:** Two-handed Hammer (**Special:** if a hit wounds, it does 2 against metal armoured opponents), heavy protection (Defence 2)
- ☐ **Holy Man:** Quarterstaff (**Special:** recover 1 Guard), robes or lincloth (Defence 1)
- ☐ **Not Holy At All:** Worn leather gear (Defence 1) - Dagger or Knuckledusters, Cigarettes or Pipe, Playing Cards, Advantage to sleight of hand tricks

YOUR LOOK

Choose one of the following:

- ☐ Heavy-metal holy crusader, likely looking for trouble
- ☐ Beatific holy person, looking for peace, probably
- ☐ Wild tattoos, frenzied eyes, likely looking for drugs
- ☐ Urbane street magician, likely looking for the gold in your pocket
- ☐ Your own idea:

DEFENSIVE STATS

GUARD Guard = Dexterity	HEALTH Health = Constitution
RESETS AT START OF COMBAT	LOSE GUARD BEFORE HEALTH
DEFENCE Set from Equipment	WILLPOWER Wisdom + Intelligence
DIFFICULTY TO BE HIT	EMOTIONAL RESILIENCE

CORE MECHANIC REDUX

- Roll a number of normal D6 equal to your statistic plus (if directed) your class dice.
- Each 4+ is a success.
- If the number of successes match or exceed the set difficulty you fully succeed.
- Each 6+ can also activate a single relevant **Special**. These abilities are marked on your sheet with a bold **Special**.

COMBAT

- Generate Initiative: roll Dexterity Dice Pool. Characters with most successes act first.
- Combat Round: in initiative order, everyone does an action.

For more see Cheat Sheet or ask GM.

THE GODBINDER IN BRIEF

Cast Minor Miracles which act like normal *D&D* spells, or actively barter with your gods for anything you want... at a cost.

CONTRACT WITH GOD

Choose a total of three levels from any of the gods below, and tick the box next to each one. (You have to choose level 1 in a god before level 2, and level 2 before level 3.) This defines how close your relationship is to the god. The higher, the closer you are (or at least the more leverage you have).

Each level comes with an associated Minor Miracle. Handy.

A Minor Miracle's level is also its difficulty to cast. You will roll your Wisdom dice pool to do so, including your D12. (The D12 is added to your dice pool any time a miracle is influencing you. So if you have turned into a bear, you can include your D12 in your dice pool for bear tasks.)

-----, THE FIRE GOD

The Fire God is a god of destruction and creation, and often of fiery passion.

- ☐ **LEVEL ONE**
Minor Miracle: Fireblast (Ranged attack with fire - **Special:** if hit wounds, ignite opponent, doing 1 Wound per round until extinguished)
- ☐ **LEVEL TWO**
Minor Miracle: Fireball (Ranged Area Attack - **Special:** if hit wounds, ignite opponent, doing 1 Wound per round until extinguished)
- ☐ **LEVEL THREE**
Minor Miracle: Fire Armour (+1 to your Defence, a failed attack on you does 1 Wound to your opposition)

debt

☐

-----, THE GOD OF LIGHT

The God of Light is one of illumination, healing and inspiration.

- ☐ **LEVEL ONE**
Minor Miracle: Heal (Can heal a character within a short distance. Max 1 Wound healed.)
- ☐ **LEVEL TWO**
Minor Miracle: Bless (Add 1 armour to all allies nearby. Add to all attacks: **Special:** Double Wounds Against Undead.)
- ☐ **LEVEL THREE**
Minor Miracle: Divine Light (Ranged Attack, single target.
Special: blind opponent. **Special:** double Wounds on this hit.)

debt

☐

-----, THE GOD OF THE WILD

Nature's protector and the wild's vengeance.

- ☐ **LEVEL ONE**
Minor Miracle: Animal Summon (Summon a single wolf-sized or smaller wild animal who'll obey you for an encounter.)
- ☐ **LEVEL TWO**
Minor Miracle: Furious Briars (Attack all enemies in close area to caster. Add **Special:** immobilize target. Requires a strength test to break free.)
- ☐ **LEVEL THREE**
Minor Miracle: Transform into Beast (Change into a Bear or smaller beast. Your Constitution and Strength are increased to the level of your Wisdom.)

debt

☐

-----, THE GOD OF

☐ **LEVEL ONE**

☐ **LEVEL TWO**

☐ **LEVEL THREE**

GOD HAGGLING

At any point, you may hold your D12 to talk to one of the gods. You can then request an effect.

For effects akin to spells in a classical RPG, the GM will give you a difficulty for the **Minor Miracle** and you will roll a dice pool. These will be a little harder than the free Minor Miracles. You can only request Minor Miracles from gods that you have a level in.

Major Miracles can be anything a specific god could conceivably do, with the payment demanded proportionate to the difficulty. You can talk to gods you have no relationship with, but you're effectively someone they met at a party once calling up to ask a favour. It always helps if it's on a subject they care about.

You will roleplay a short scene with the god, and a cost will be agreed. This normally leads to a quest, an objective and/or **God Debt**.

God Debt? Glad you asked.

GOD DEBT

If you fail a roll to cast a Minor Miracle, you have the option of accepting God Debt to succeed at 1 point of debt per success required. You may only take on as many points of debt in a single roll as you have levels in that relationship with the god (as in, if you have a level one relationship with a god you can only take on a single point of debt on any given attempt to cast a Minor Miracle). Each point of God Debt is held by the GM for each god, who can choose to call in the debt at any time.

The god will request an action and, if the player refuses, the player will suffer one Wound for every point of Debt.

Debt can also be removed if the player acts in a manner according to the god's desires.

You should keep track of which gods you have Debts to in the box provided to the right of their names.

BREAKING PROMISES

If you have promised to do something for a Major Miracle and you choose not to do it, the spurned god immediately acquires God Debt according to the scale of the miracle broken (as ascertained by the GM). A god may hold onto the debt, or immediately use it to harm the Godbinder.

MORE FRIENDS IN HIGH PLACES

Welcome to the third page, Godbinder, where we introduce another nine (count 'em!) gods to use.

As the GM has decided to pass you this, they've decided that they trust you – our friend the Godbinder – not to spend eight hours chewing over your three choices.

This is also a useful reference for the sorts of Minor Miracles which may be possible. The difficulty will be one higher if it's not already one of your free miracles. This is directed at both player and GM.

-----, THE SEA GOD

God of the ocean, in both its stillness and rage.

- ☐ **LEVEL ONE**
Minor Miracle: Sinking Sands (All enemies nearby are slowed, suffering a disadvantage on active tasks. **Special:** a character is stunned, sinking into the mud.)
- ☐ **LEVEL TWO**
Minor Miracle: Wall of Water (Summon a wall of water, shaped according to your will. Whatever number of successes you roll is the difficulty to cross it.)
- ☐ **LEVEL THREE**
Minor Miracle: Drowning. (Any nearby enemies' lungs start to fill with water. Counts as an attack with **Special:** bypasses guard.)

-----, THE ELDRITCH GOD

Gods beyond human imaginations, wrapping their cold tentacles around existence.

- ☐ **LEVEL ONE**
Minor Miracle: Sacrificial Knife (Summon an unholy blade. It can be used once to attack someone. Gain advantage on attack, and **Special:** if wounds it does one hit per round until dispelled.)
- ☐ **LEVEL TWO**
Minor Miracle: Horrifying visions. (If you can make eye contact with someone, you reduce their Willpower by two for the length of a combat.)
- ☐ **LEVEL THREE**
Minor Miracle: Summon Horror (Summon an abomination. It has 2 stats of 4, and abilities suiting its form. You do not control it.)

-----, THE FORGE GOD

God of craft, technology and all those who work by their hands and their mind.

- ☐ **LEVEL ONE**
Minor Miracle: Little Robot Friend (Summon a little robot friend who can perform tasks. He cannot fight. He has constitution 3 and defence 2.)
- ☐ **LEVEL TWO**
Minor Miracle: Divine Hammer (Summon a magical hammer for length of combat. Uses Strength, but can attack at bow-range. **Special:** Knocks over target.)
- ☐ **LEVEL THREE**
Minor Miracle: Big Robot Friend (Summons a larger robot friend who can perform tasks, including fighting. He has Strength 4 and Defence 2).

-----, THE FATE GOD

What will be, will be.

- ☐ **LEVEL ONE**
Minor Miracle: Forewarned (Can see imminent threats. Use Wisdom to generate your Guard instead of Dexterity. Reset Guard to maximum.)
- ☐ **LEVEL TWO**
Minor Miracle: Our Destiny (Fate provides Wisdom. For this combat, all characters nearby at the moment of casting gain **Special:** this hit bypasses Guard.)
- ☐ **LEVEL THREE**
Minor Miracle: Their Fate (You reveal an awful truth to one individual nearby. It counts as an attack, automatically stuns them for a round and has **Special:** suffers a disadvantage for rest of combat due to existential horror.)

-----, THE UNDERWORLD GOD

Some death gods are loving. Some are hateful.
All have a place for us all.

- ☐ **LEVEL ONE**
Minor Miracle: Heal (Can heal a character within a short distance. Max 1 Wound healed.)
- ☐ **LEVEL TWO**
Minor Miracle: Death Beam (Medium ranged attack. Has **Special:** lose one strength for length of this combat.)
- ☐ **LEVEL THREE**
Minor Miracle: Skeleton Mob (Summon 10 awesomely stop-motion skeletons for a combat. They have no Guard and 2 Strength.)

-----, THE WAR GOD

The god of all those who fight for right.
But might makes right, so...

- ☐ **LEVEL ONE**
Minor Miracle: Enchanted Weapon (Choose one weapon. It gains advantage in attacks until the end of the combat and **Special:** target suffers a disadvantage on next task.)
- ☐ **LEVEL TWO**
Minor Miracle: Godly Frenzy (Swap your Wisdom and your Strength for the combat. Gain **Special:** opponent is overwhelmed by your fury, and is stunned for an action.)
- ☐ **LEVEL THREE**
Minor Miracle: Heroic Leadership (All friends near you gain advantage in attacks until the end of the combat and **Special:** regain one Guard.)

-----, THE GOD OF EXCESS

God of one-more-drink-at-3am-on-a-school-night.

- ☐ **LEVEL ONE**
Minor Miracle: Party Hard (All individuals within arm's reach all gain advantage on Dexterity tasks for a combat.)
- ☐ **LEVEL TWO**
Minor Miracle: Sleep (Make **all** individuals in an area fall asleep. You need to match or exceed each target's Wisdom in successes to affect them. They can be awoken.)
- ☐ **LEVEL THREE**
Minor Miracle: Higher State of Consciousness (Become intangible for length of combat. Invulnerable to physical attacks. Can attack with psychic power, using Wisdom for the dice pool. Use target's Wisdom as their defence.)

-----, THE STORM GOD

The angry and often paternal god of lightning.
The elements unleashed and hostile.

- ☐ **LEVEL ONE**
Minor Miracle: Lightning Blast (Ranged attack. **Special:** does a 1-hit damage to anyone within arm's reach of target.)
- ☐ **LEVEL TWO**
Minor Miracle: Chain Lightning (Lightning bursts from the caster, attacking any close enemies. **Special:** does a 1-hit damage to anyone within arm's reach of target.)
- ☐ **LEVEL THREE**
Minor Miracle: Summon Storm (A room-sized storm persists for a combat. Every round, it attacks a random character in the space. **Special:** does a 1-hit damage to anyone within arm's reach of target.)

-----, THE TRICKSTER GOD

I should be so lucky. Lucky, lucky, lucky in
role-playing games.

- ☐ **LEVEL ONE**
Minor Miracle: Disguise (You can appear to be anyone you wish. You do not gain any of their abilities.)
- ☐ **LEVEL TWO**
Minor Miracle: Distraction (A burst of light makes everyone in a room-sized area be startled. One disadvantage on all tasks. Adds **Special:** this attack blinds the target for a combat round.)
- ☐ **LEVEL THREE**
Minor Miracle: Disappearing Trick (Teleport yourself to any place within sight.)