

PART-TIME GODS... IN BRIEF

SETTING SUMMARY

People only think they know what lurks around the dark corners on Earth. In truth, humans can do little but guess at what really makes the universe tick. The world works on a balance between order and chaos and this is where the gods come into play. Legend states that, at the beginning of time, gods and an unknown entity known only as "The Source" waged a war for control of the Earth – the gods won. The Source was locked away and its power sucked dry, making certain humans into divine beings. These gods ruled for eons, each with control over their own piece of creation, called Dominions. Using the power of their divine Spark, they waged centuries-long wars on each other for domain, ancient Relics storing remnant of the Source's magic and worshippers to feed their never-ending lust for power. The Source didn't stop there, it also created hundreds of monsters, called Outsiders, to destroy the gods and hopefully unshackle the entity.

This led to the God Wars over who was most powerful and who was dead, proving decisive for the fate of the gods. They soon discovered that there was only so much of the Source's power to spread around, leaving only a small number of gods on Earth and no more magic to create more. The Source went into slumber and the gods continued on, passing their power from human to human through the ages. The Source's magic has leaked out during moments of creation, breaking the universe into a million different facets to control. In the dark ages, the newest gods were patrons of the first blacksmiths or ironworkers, but today gods of the Internet or telecommunications pop-up like crazy. The gods split themselves into sects, called Theologies – each with their own view of the world.

The Coming Storm has begun. Today, the Source is trying to escape its prison once again. A new surge of magic has begun leaking through, bringing horrible monsters and fantastic creatures into existence. This magic is also imbuing everyday people with the divine Spark of the gods by the dozen. If the Source's minions aren't beaten back and held at bay, the world-as-we-know-it is over. With this newfound responsibility, these new gods are found by the still-existing Theologies to be trained. They must learn how to hone their gift and how to meld their divine and mortal lives into one existence. Without holding on to one's humanity, there is truly nothing left to defend against the Source's minions.

MOOD SUMMARY

Part-Time Gods is a game of balancing one's life and duty. It is full of mysticism as the characters go off to find magical Relics and discover strange creatures. It is full of Action, as they battle terrifying monsters and other gods. The gods are almost forced to work together, no matter how different their viewpoints on their gifts are, for the sheer survival of humanity. A group

of gods that rule over a domain together is called a pantheon. Like the Olympian pantheon of legend, there is no need for the characters to get along, as long as they ensure their mutual defense.

On top of their divine duties, the characters have to contend with keeping their mortal lives in order. Their jobs, families, friends and neighborhoods keep them grounded, keep them from losing their humanity. This kind of balance can be difficult to maintain for long periods, but it is a personal choice of the god in question. They have only one soul and should choose wisely.

PLAYABLE CHARACTERS

Players craft their own gods, choosing from mortal occupations, natural divine abilities and the power that they wield over their Dominion. All gods are commanding beings, but they find themselves separated by their individual interpretations of their power. These ideas are heralded by secret societies called Theologies. Below are the most powerful today:

- **Ascendants:** Gods who look to become as powerful as the old gods.
- **Cult of the Saints:** Gods who believe themselves to be messengers from Heaven - they hear voices.
- **Drifting Kingdoms:** Nomadic gods who build powerful domains, simply to leave them behind to build the next.
- **Masks of Jana:** Gods who hide the existence of magic from the world, hoping not to lose themselves in the process.
- **Order of Meskhenet:** Gods who look to the past for their power and survive through aristocratic-type families.
- **Phoenix Society:** Gods who guide humanity to greatness through direct and intimate interaction.
- **Puck-Eaters:** Gods who learn to draw power from chaos and ingesting the flesh of another.
- **Warlock's Fate:** Gods who seek the answers to the universe, but rely too heavily on their Relics.

DYNAMIC GAMING SYSTEM-LITE

Part-Time Gods uses a newly designed system called the Dynamic Gaming System-Lite (or DGS-Lite). Fans of the original DGS will find many similarities that should make gameplay familiar. New players will find a totally streamlined system that requires only 1d20 (or one twenty-sided die) to play the game. Innovative combat mechanics give plenty of options to any roleplayer interested in strategic combat, while leaving enough room for creativity and narrative gameplay.