

ABILITY SCORES

Each character has six rolled ability scores that represent his character's most basic attributes. They are his raw talent and prowess. While a character rarely rolls a check using just an ability score, these scores, and the modifiers they create, affect nearly every aspect of a character's skills and abilities. Each ability score generally ranges from 3 to 18, although racial bonuses and penalties can alter this; an average ability score is 10. The latter two abilities Spirit and Comeliness are determined by the combined score of three of the previous six

Generating Ability Scores

There are several different methods used to generate ability scores. Each of these methods gives a different level of flexibility and randomness to character generation. Special modifiers are applied after the scores are generated.

Standard: Roll 4d6, discard the lowest die result, and add the three remaining results together. Record this total and repeat the process until six numbers are generated. Assign these totals to your ability scores as you see fit. This method is less random than Classic and tends to create characters with above-average ability scores.

Classic: Roll 3d6 and add the dice together. Record this total and repeat the process until you generate six numbers. Assign these results to your ability scores as you see fit. This method is quite random, and some characters will have clearly superior abilities. This randomness can be taken one step further. With the totals applied to specific ability scores in the order they are rolled. Characters generated using this method are difficult to fit to predetermined concepts, as their scores might not support given classes or personalities, and instead are best designed around their ability scores.

Heroic: Roll 2d6 and add 6 to the sum of the dice. Record this total and repeat the process until six numbers are generated. Assign these totals to your ability scores as you see fit. This is less random than the Standard method and generates characters with mostly above-average scores.

Dice Pool: Each character has a pool of 24d6 to assign to his statistics. Before the dice are rolled, the player selects the number of dice to roll for each score, with a minimum of 3d6 for each ability. Once the dice have been assigned, the player rolls each group and totals the result of the three highest dice. For more high-powered games, the GM should increase the total number of dice to 28. This method generates characters of a similar power to the Standard method.

Purchase: Each character receives a number of points to spend on increasing his basic attributes. In this method, all attributes start at a base of 10. A character can increase an individual score by spending some of his points. Likewise, he can gain more points to spend on other scores by decreasing one or more of his ability scores. No score can be reduced below 7 or raised above 18 using this method. After all the points are spent, apply any racial modifiers the character might have. The number of points you have to spend using the purchase method depends on the type of campaign you are playing. The standard value for a character is 15 points. Average non-player characters (NPCs) are typically built using as few as 3 points. See Table 1–2 on the next page for

several possible point values depending on the style of campaign. The purchase method emphasizes player choice and creates equally balanced characters.

Luck of the Draw: What is needed for this is a deck of cards and a set of dice (multiple dice sets are suggested)

The Drawing: Well now that we know about the ability scores now, we need to know how to determine them. At creation all characters have all 10s to start. At either end the soul must gamble with the creator to determine your starting abilities. The Player shuffles the deck in front of the GM to avoid cheating then hands the deck back to the GM for inspection. After noting that the deck is random the player will draw 6 cards and lay them face down on the table. The player can decide to keep a 10 in any ability but once decided he cannot go back unless he draws the joker. If the player is unsatisfied with average he or she can decide to gamble with the creator for greater ability. The player then places his wager which can be as small as a Coin toss or as high as a d8 which is the dream of great power.

Once the wager is laid the GM must ask “Your Fate has been Judged! Do you Accept Fate?”

If the player says no then the bet is off and they have their 10. If they say yes, the card is turned over to reveal their fate. If the Card is red then they have won the wager and may roll their dice and add that number to their current score. If the card is Black then they lose the wager and must subtract that amount. If the player takes the highest of the bets either win or lose and rolls the maximum amount they are bid to roll again. If the maximum amount is rolled a second time, they are allowed to roll an extra d4 to add to their stat in the case of a win and the stat is reduced to 1 in the case of a loss. If the player has drawn the joker Chaos has decided to allow for a change to fate. The color of the card still determines loss or gain but the amount of the bet may be changed with the added penalties or bonuses it may give. If the player draws a joker when they decided not to gamble, they are given the chance to roll a die if they wish to add or subtract depending on the color of the joker involved. They are always allowed to keep their 10 if they chose not to gamble and those stats not gambled on are always held to the last. This Choice is Utter Chaos and can result in a weak character as often as a strong one. So it is suggested when a player chooses this method to roll that the GM offer a bonus level, ability or Build Points.

Determine Stat Bonuses

The Ability score is divided by 2 (rounded) to get the result of a Bonus to an ability to higher the ability the greater the bonus.

The Abilities

Each ability partially describes your character and affects some of his actions.

Strength - Determines the Players Physical Strength as it plays into Saves, Skills, Grapples, Carry Weight

Dexterity – Determines the Players ability to move as it plays into the players Saves, Skills, Speed, Bonus Actions, Initiative

Endurance - Determines the Players ability to take a hit as it plays into the players Saves, Skills, HP, Resistances

Intelligence - Determines the Players ability to learn as it plays into the players Saves, Skills, Studying, Skill Points, #Spells/Powers

Wisdom – Determines the Players ability to Perceive as it plays into the players Saves, Skills, # Spells/powers, Perception, Psychic Points

Charisma – Determines the Players ability to convey their presence as it plays into the players Saves, Skills, # Spells/Powers, Magical Points

Score	Modifier
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	1
14-15	2
16-17	3
18-19	4
20-21	5
22-23	6
24-25	7
26-27	8
28-29	9
30-31	10
32-33	11
34-35	12
36-37	13
38-39	14
40-41	15
42-43	16
44-45	17
ect.	+

Strength (Str)

Strength measures muscle and physical power. This ability is important for those who engage in hand-to-hand (or “melee”) combat, such as Warrior, Monks, Martial Artists. Strength also sets the maximum amount of weight your character can carry. A character with a Strength score of 0 is too weak to lift anything including clothing worn. Some creatures do not possess a Strength score and have no modifier at all to Strength-based skills or checks.

You apply your character’s Strength modifier to:

- Strength Determines the Players Carry Weight
- Athletics, Martial Arts skill checks.
- Strength is used Body, Influence, Power, and Comeliness Saves.
- Strength is used to roll a D20 roll for Grappling with any bonuses the players have to attack or avoid grapples. Grapples made to held items have a -4.

Classes Best for High Strength - Brawler, Super, Martial Artist, Warrior, Samurai, Solider

Dexterity (Dex)

Dexterity measures agility, reflexes, and balance. This ability is the most important one for rogues, but it’s also useful for characters who wear light or medium armor or no armor at all. Dexterity is used to determine a player’s base speed and Initiative. A character with a Dexterity score of 0 is incapable of moving and is effectively immobile (but not unconscious).

You apply your character’s Dexterity modifier to:

- Dexterity is used to determine the Players bonus to Speed and additional Actions that they can do in a round.
- Body, Focus, Will, Avoidance saving throws, for avoiding *explosives* and other attacks that you can escape by moving quickly.
- Acrobatics, Disable, Drive, Sleight of Hand, and Stealth skill checks.
- Dexterity plus a D20 roll and bonuses are used to determine the Initiative order in battles

Classes Best for High Dexterity- Bounty Hunter, Gunslinger, Ninja, Ranger, Scout, Swashbuckler, Vigilante

Endurance (End)

Endurance represents your character's health and stamina. An Endurance bonus increases a character's hit points, so the ability is important for all classes. Some creatures, such as undead and constructs, do not have an Endurance score. Their modifier is +0 for any Endurance-based checks. A character with an Endurance score of 0 is dead, the exception of which is undead or a construct which does not have this score counted.

You apply your character's Endurance modifier to:

- Each roll of a Hit Die (though a penalty can never drop a result below 1—that is, a character always gains at least 1 hit point each time he advances in level).
- Resistance saving throws, for resisting poison, disease, addictions and similar threats to ones body.

If a character's Endurance score changes enough to alter his or her Endurance modifier, the character's hit points also increase or decrease accordingly.

- Endurance is used on the saves of Body, Power, Influence, and Avoidance
- Endurance is used on the skills, Control Shape

Classes Best for High Endurance

Barbarians, Paladin, Pirate, Punk, Savage, Survivor, Trainer, War Mage

Intelligence (Int)

Intelligence determines how well your character learns and reasons. Creatures of animal-level instinct have Intelligence scores of 1 or 2. Any creature capable of understanding speech has a score of at least 3. A character with an Intelligence score of 0 is comatose. Some creatures do not possess an Intelligence score. Their modifier is +0 for any Intelligence-based skills or checks.

You apply your character's Intelligence modifier to:

- Study - Intelligence Modifier is used for the player to learn new languages, Spells, Powers and skills. The GM will determine the player has to meet a DC to learn these before spending on the points adding these or gaining them in the case of new skills or languages. Players start with the number of languages equal to their bonus in Intelligence. If a player has a Negative in Intelligence they know how to speak common but cannot read or write without rolling a D20 - Int Modifier vs DC 10. Additionally Study can be used to influence the DC of a puzzle/ riddle/ Faded or rare written languages

Charisma (Cha)

Charisma measures a character's personality, personal magnetism, and ability to lead. It is the most important ability for Trainers, and bards. It is also important for Nurses, since it affects their ability to both heal and add to their thrown weapon attack. For undead creatures, Charisma is a measure of their unnatural "life-force." Every creature has a Charisma score. A character with a Charisma score of 0 is not able to exert themselves in any way.

You apply your character's Charisma modifier to:

- Charisma is used in the following skills, Bluff, Diplomacy, Disguise, Intimidate, Seduction and Perform checks.
- Nurses use Charisma to add to their thrown weapon attacks to hit
- Mana Points, Charisma is used to Build a players Magical Points to cast spells.
- Charisma is used to determine the Players, Spirit, Will, Influence, and Comeliness saves
- Warlocks, Magic Girls, Bards, Trainers, Witches, Geomancers, Paladins, and Enforcers use Charisma to Determine the number of Spells/ Powers per level

Classes Best for High Charisma

Bard, Enforcers, Geomancer, Magic girls, Noble, Warlocks, Witch

Saves

Saves are rolls used to protect the player from actions or used to perform actions like pushing, bonuses to attacks, AC, and Damage. At times the DM may ask the players to roll a save to determine their success in the type of action to avoid or perform.

Avoidance (Avo) – Dex, Wis, End (Determines the subjects AC Bonus both armored or not [unless otherwise stated], as well as their ability to spot weaknesses in objects, walls, vehicles or injuries)

Body (Bod) - Str, Dex, End (Grants save against physical- Disease/ Drugs/Chemicals / magic / natural Attacks added to d20 roll)

Focus (Foc) – Dex, Int, Wis (Grants Bonuses to Hit [Unless otherwise stated, also the ability to cast magic or use a power while being attacked)

Comeliness (Com) - Str, Int, Cha (Determines the Subjects natural external / External Beauty granting bonuses on Prices, Renown, infamy added to d20 roll[unless otherwise stated], Also used to influence people into improving or dropping their attitude towards player.)

Influence (Inf) – Str, Cha , End (Grants Bonus, Casting Charms, Enchantments, Diplomacy, Fear added to d20 [Unless otherwise stated])

Power (Pow) – Str, End, Int (Grants Bonus to Damage Dice [Unless otherwise stated], Also is used to pull, push, Bend, Break things/creatures physically)

Spirit (Spi) – Wis, Int, Cha (Grants Bonus to Magical Healing and Blessed / Unholy attacks, and Perceiving the presence of others added to a d20 roll)

Will (Wil) – Wis, Dex, Cha (Grants save against non-physical and spiritual attacks added chosen dice [Unless otherwise stated], also grants the player the ability to better break through Magical Defenses)

Determining your Saves Scores

Add the Total Bonus from the three stats that make up that save, then using that number use Chart 1.2 to see where your number total lands on the Bonus granted to that save. Add any Advantage / Disadvantage, and Feature Bonus to that score and that equals your total score before the roll.

Example: Player wants to know their Body Save the save is (Strength 18 + Dexterity 10 + Endurance 14 = 42 [Using chart 1.1 42= +4 to this save] Thus the base for the save is +4, The player also has a Feature the grants them a +2, A Disability that grants them a -1 Thus the Total score before the roll is +5, this gets added to the result of the roll on a d20)

Chart 1.2 Determining the Base Save	
3 Stats Base Added#	Base Save Result
00-09	+ 0
10-19	+ 1
20-29	+ 2
30-39	+ 3
40-49	+ 4
50-59	+ 5
60 +	+ 6
For every 10 Points in the added number gain a +1	

Character Build Points

All players start the game with Build points at the start of the game and automatically gain another 5 points after every level these points can be spent on any of the following. The Amount of beginning build points depend on how high powered the GM wants the game to be. The levels are as follows.

High Powered Game = 30 Starting Points

Medium Powered Game = 20 Starting Points

Low Powered Game = 10 Starting Points

Special attacks/ Powers / create spell* - Grant a new attack based of ether powers, chi, or physical abilities of that character - **+ BP points Based on the power building chart**

HP Boost - Gains a Bonus hit die roll – **4 BP point** (Not available in Survival/Normal Games)

HP Max Boost – Gains a Maxed Hit die result without having to roll – **3 BP points** (Not Available in Survival/Normal Games)

Additional Use* - grants a bonus use per day of special ability, power or attack - **3 BP points**

Extra Skill Points – Grants more 5 skill points at this time - **1 BP points**

New Feat* - Grants an extra Feat - **5 BP points**

Tier Ability - Grants an abilities through the options of Tiers - **3 BP points or reward prize**

Stat Boost – Only available at creation, the player may boost a stat by +2 at the cost of - **8 BP Points**

Save Bonus – Only available at creation, the player may boost one save by +2 at the cost of - **8 BP points**

Combos* – The true way to fight in the game. Combining or Linking Abilities, Powers to Techniques or having two Techniques work together in a single attack or action – **2 BP points**

Unlock Races – Standard races cost no build points, but some races and types that are more powerful will demand the use of a player’s Build points to use to gain access to them – **BP cost listed with Race Choice**

Gain a Quirk – Player can gain a quirk of their choosing from the Backstory section after the results of their backstory was already chosen – **2 BP Points**

Bonus Spells/Technique – Player can spend build points to start with more spells [created by others or listed in spell/ Technique section] then they get at their creation – **2 BP points per new spell**

Bonus Spell Type* – Player can open a new spell type for them to use – **5 BP points**

Class Skill – Player can make a skill that is not part of their class a skill they have as a class skill – **1 BP point**

Class Save – Player can make a save become a class save gaining the bonus that they get each level to that save (limit can only be done once) – **6 BP points**

Re-roll – Player can spend a Build Points to reroll any roll (1 time) – **1 BP point**

Extra Action – (Can't be done till 5th level) –player can make an extra action for a bonus attack or movement action. Per turn - **10 BP points**

Advantage – Player can spend points to gain the ability of Advantage on a Skill or Save, once unlocked they always have this unless something it done to prevent this. When the player has advantage they can roll two dice and take the higher result. – **10 BP points.**

Speed Boost – Player can add +10 to their characters speed movement – **5 BP points**

Power Burn – Power burn is done much the way Action points are done in game. If the player has any unspent points and is in a dire situation they can use their power point to aid them in this situation. The situations are as follows.

Saving Grace: Player is knocked well below –10 and should be dead but spends their point to be stabilized at -10 instead – **1 BP point**

Heroic Surge: Player spends a point to be granted a temp +10 to all hits for the next Game Hour – **1 BP point**

Slam Master: Player spends a point to be granted a temp x2 to all damage rolls for the next Game Hour – **1 BP point**

Angel of Mercy: Player spends a point to bring another dead player back from the dead to stabilized -**10 BP points**

* - can also be gained in game through battle lessons or spending learning or training.

Character Alignment

Unlike other games the Character alignment is less a basis of where one stands in Good and evil sense on a moral sense, and more where they stand on a mental level. The two categories stand as Laws and Mental Status

Laws Alignments

(O) Order - A person of order has a strong sense of laws ether of social or personal nature. They use these laws to guide their actions through choices.

(F) Freewill – A person of individual choice. The hardest of the choices a freewill person takes and weighs the decisions of each choice. Choosing the one that they feel will be best at the time.

(C) Chaos – A person of Chaos never makes choices and lets events play out as they go. Often they will do something merely to see what chaos is comes from it.

Mental Status

(S) Sane – A sane person is solid strong mind that thinks things through to their conclusion.

(W) Weird – A Weird person will make random thoughts and actions.

(I) Insane – A Insane Person will make crazy non-sense-based decisions in their life.

Example of how each player works on a situation.

The group arrives in a massive room. A large Casket with Gold coins spilling out stands on a raised dais in the middle of the room, columns line the room each with a nude statue. A massive Beast stands between the party and is ready to attack.

The OS Character will strike at the beast in the most logical way

The OW Character will seek for a way to start a chain reaction of explosives on the Statues in the room to harm the beast with shrapnel.

The OI Character will also seek for a way to start a chain reaction but on the columns of the room. Hoping to bring the room down on it and then digging the treasure free afterwards.

The FS will let the Beast move to attack them and spring an attack on them as an act of defense.

The FW will let the Beast attack his teammates then attack it from behind.

The FI will let the Beast attack his Teammates while he goes after the treasure.

The CS will try to go around the beast striking it from behind, while ducking behind the statues, hoping the beast's strength won't push the statues into the columns crushing him.

The CW will run head forward willing to take the beast head on.

The CI will run head first on a suicide bomb quest of trying to toss explosives into the beast's mouth or personally delivering them.

Now the Beast lay dead and the treasure before them.

The OS character will study the dais making sure it's not trapped then will demand they divide the treasure fairly between the party.

The OW character will let the others pick up the treasure in turns. Choosing the items that fit for each member perfectly.

The OI character will divide the treasure in piles of equal size and give a pile to each member.

The FS character will divide the treasure giving items to those that contribute the most or give the best use to each member.

The FW character will divide the treasure into items of value to sell off and items that may be useful to him.

The FI character will randomly hand out treasure to those he feels may be useful later.

The CS character will gather the treasure and take what they find they want if they can use it or not for use or sale later.

The CW character will demand the group gamble for the treasure here and now.

The CI character will take all the treasure and toss it in the air what falls near each person is theirs to keep.

PHHHT HPHN PPR HPHK CNRKAHFM PPR KMMH TXHTHTHX FTCHH SXMMHHT PPR HCHMFTMH FHM HPRM HPP XPT TE HBRIFERTH KPM RXX

Natural Alignment (Optional Rule)

In all games characters have a Natural Alignment. This is the elements of Nature that they find a greater draw to them. The Natural Alignment can manifest itself in learning technique, empowering techniques, or powers, and even in granting special abilities at time. Each person has one of these Alignments. Some classes and abilities use this alignment to empower the players but the following is important.

Natural Alignments			
Element	Strong Against	Weak Against	Combinable With
Fire	Ice	Water	Metal, Wind
Water	Fire	Lightning	Ice, Earth
Earth	Lightning	Ice	Water, Metal
Wind	Poison	Earth	Metal, Fire
Lightning	Water	Metal	Poison, Fire
Poison	Metal	Wind	Lightning, Water
Metal	Earth	Fire	Wind, Fire
Ice	Wind	Poison	Water, Wind

(Optional Rule, Resistance) When the player chooses their alignment, they gain a +2 Resistance of that element and +4 resistances of the element that they are strong against, and the player gains takes double damage from natural elements that your type is weak to.

In some classes like Barbarian, and all magic classes that make Elemental magic a type they can learn. The players attacks unless otherwise stated are based on the players Natural Alignment. Additionally, if two or more players make a combination attack with the same or Combinable elements, they do greater damage with the attack. If the player wants to counter spell or attack a use of one element, a strong type will always win whereas neither strong nor weak attack depend on the casters Spirit Save.

Holy to Tainted Alignments

A third alignment for those that use holy based attacks or spells that they gain from higher power (I.E. – Clerics in traditional terms). These players gain a Second alignment. That of being along the more traditional lines of Good and Evil. These alignments are...

Holy – Magic used to improve and aid the living

Neutral – Has no opinion can use powers of both holy and Tainted

Tainted – Magic used to corrupt and destroy

Plus, the Lawful alignments (See Above). If a player falls out of this alignment from the ones granting them power, their power is sealed till an amendment or new connection is made to regain their magical power. We will go into these more in the Building Magic part of the rules.

Optional Rule

God and their alignment

While its not required, to build a larger world one key element is gods people look to follow. From just flavor text to all powerful beings that watch over the players its up to the GM on what to use. And which gods to go with. But we here at Green Lightning have some pre made gods for you, based on the alignment that they follow stronger. Along with the domain of magic they offer their followers.

Holy Gods				
Name	God of...	Also known as	Alignment	Magic Domain
Liber	God of Protection	Liber	Order Holy	Enhancement
Empyrean	God of Sky	Horus	Freewill Holy	Wind
Aeon	God of the Moon	Bastet	Order Holy	Shadow
Klieg	God of Light	Baldr	Freewill Holy	Light
Savol	God of Medicine	Asclepius	Freewill Holy	Healing
Sol	God of the Sun	Apollo	Order Holy	Light
Holo'kel	God of the Harvest	Sventovid	Chaos Holy	Conjuration
Xava'rul	Goddess of Spirits	Amaterasu	Chaos Holy	Necromancy
Uzza	God of Strength	Uzza	Chaos Holy	Enhancement
Khepri	Goddess of Rebirth	Ninlil	Freewill Holy	Necromancy

Holy Gods

Holy Gods are those that prioritize helping those that live and build into improving the world.

Neutral Gods				
Name	God of...	Also known as	Alignment	Magic Domain
Sud'la	Goddess of Love	Inanna	Chaos Neutral	Charm
Bloom Walker	God of Nature	Silvanus	Chaos Neutral	Nature
Vali	God of Archery	Vali	Freewill Neutral	Enhancement
Festorie	God of Wine	Dionysus	Freewill Neutral	Charm
Cronos	God of Time	Cronos	Order Neutral	Time
Prometheus	God of Fire	Helios	Freewill Neutral	Fire
Stribog	God of Fate	Stribog	Order Neutral	Quintessence
The Lady	Goddess of Luck	Ebisu	Chaos Neutral	Player's choice
Sol'magus	God of Magic	Ogma	Order Neutral	Evocation
Tinkerer	God of Science	Dian Cecht	Freewill Neutral	Quintessence

Neutral Gods

Neutral Gods are those that tend to be a combination of Magical enhancements and charms with more a Las fair attitude to helping or hurting the living

Tainted Gods

Name	God of...	Also known as	Alignment	Magic Domain
Tiamat	Goddess of Dragons	Tiamat	Chaos Tainted	Evocation
Hel	Goddess of undead	Hel	Freewill Tainted	Necromancy
Mara	Goddess of Death	Marzana	Order Tainted	Blood
Desire	God of Lust	Eros	Chaos Tainted	Charm
Vizarius	God of Cruelty	Chernobog	Freewill Tainted	Blood
Oya	Goddess of Storms	Oya	Chaotic Tainted	Lightning
Mor'Gain	God of Demons	Morrigan	Order Tainted	Conjuration
Lunah Kray	Goddess of Insanity	Eris	Chaos Tainted	Mind
Div'nul	God of Destruction	Nergal	Freewill Tainted	Void
Shadow Strider	God of Thieves	Fox	Freewill Tainted	Shadow
Tal'ok	God of War	Tal'ok	Order Tainted	Blood
Flesh Weaver	God of Corruption	Flesh Weaver	Chaos Tainted	Transmutation

Tainted Gods

Tainted Gods are those that prioritize bringing Pain and disaster to the world, the darkest of gods power comes from this lineup.

Order Gods

Name	God of...	Also known as	Alignment	Magic Domain
Hermit	God of Wisdom	Odin	Order Neutral	Time
Tyr	God of Courage	Tyr	Order Holy	Enhancement
Law Bringer	God of Laws	Shangti	Order Neutral	Evocation
Lady Oshun	Goddess of Destiny	Oshun	Order Holy	Space
Tetanus	God of Earth	Tetanus	Order Neutral	Earth
Jahdore	God of Work	Eopsin	Order Neutral	Magnetic
Darz'aol	God of the Underground	Arawn	Order Tainted	Earth
Utu	God of Judgement	Utu	Order Tainted	Void
Silver King	God of rivers and lakes	Sliver King	Order Neutral	Water

Order Gods

Order Gods, a gods focused on laws be it of nature or law and order among the living world.

Freewill Gods

Name	God of...	Also known as	Alignment	Magic Domain
Hunvole	God of Hunting	Ullr	Freewill Neutral	Nature
Estore	God of Spring	Yarilo	Freewill Holy	Quintessence
Umbr	God of Night	Susanoo	Freewill Tainted	Shadow
Tempest	God of Wind	Fujin	Freewill Neutral	Wind
Baster Roan	Goddess of Horses	Epona	Freewill Holy	Conjuration
Bahamut	God of Beasts	Bahamut	Freewill Neutral	Nature
Divine Painter	God of Rainbows	Istaran	Freewill Holy	Evocation
Traveler	God of Travel	Attonis	Freewill Neutral	Illusion
Hearth	Goddess of Doorways	Phoebes	Freewill Neutral	Space
Wild Hunt	Gods of Change	The Wild Hunt	Freewill Tainted	Ice
Zepneder	God of Summer	Aine	Freewill Neutral	Fire
Aya	Goddess of Dawn	Aya	Freewill Holy	Light
Ao	Goddess of Purity	Ao	Freewill Holy	Healing

Freewill Gods

Freewill Gods empathize freedom, choice and finding your own way in life.

Chaos Gods

Name	God of...	Also known as	Alignment	Magic Domain
Blood Drinker	God of Violence	Seth	Chaos Tainted	Blood
Yotil	God of Chaos	Loki	Chaos Tainted	Illusion
Dimout	God of Darkness	Pangu	Chaos Neutral	Shadow
Leviathan	God of Sea	Leviathan	Chaos Neutral	Water
Au'fe Lucre	God of Wealth	Caishen	Chaos Tainted	Magnetic
Carrion King	God of Sacrifice	Huizilopochtli	Chaos Tainted	Blood
Tal'loc	God of Rain	Tlaloc	Chaos Holy	Water
Coyotl	God of Trickery	Coyote	Chaos Neutral	Conjuration
Jorg'ventyl	God of Nature's Fury	Enlil	Chaos Tainted	Nature
Storm Rider	God of Lightning	Raijin	Chaos Neutral	Lightning
Skaoi	Goddess of Winter	Skaoi	Chaos Neutral	Ice

Chaos Gods

Chaos Gods are those that seek to challenge the lives of other be it for good or evil, these gods tend to be the most erratic of gods.