

genesis

PRIMAL

The **genesis** deity:

- Draws the Map.
- Decides the parameters for Plasma, Liquid, Gas, Solid.
- Receives a starting Influence bonus.
- Possesses the Ability REJUVENATION.

REJUVENATION

TIME OF USE: Action Stage

EFFECT: Reverses Decay

COST: See Below

SPECIAL: Rejuvenation may be used even if it results in negative Influence.

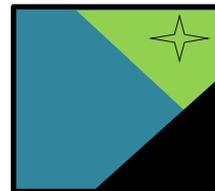
SINGLE ACT REJUVENATION

2 Influence per Act-Field, limited to one Act per turn.

FULL MAP REJUVENATION

1 Influence per Decayed Field, affects *all* Decayed Acts and Fields on Map.

To Rejuvenate a Field, mark it by filling in a corner adjacent to the Decay with green and add your Icon like so (see manual for more):



# OF SPACES TO EDGE						
ROUND:INFLUENCE CAP						
TURN TIME LIMIT						
HISTORY MIN:MAX (sentences)						
MIN:MAX ACT SIZE						
MIN:MAX ACT DISTANCE						
MAX ACTIVE ACTS/DEITY						
COMPOUND MAX						
DIMENSION LIMIT						
ACTIONS/ACTS PER TURN						
DECAY CYCLE/RATIO						
ABYSS THRESHOLD						
REBIRTH THRESHOLD						
GENESIS BONUS INFLUENCE						
DEITY START INFLUENCE						
ENERGY (Influence/Field)						
TRANSFORM (Influence/Field)						
DUALITY (Node pairs:turn)						
PLASMA (Influence:shift cost)						
GAS (# of storms:movement)						
LIQUID (starting:turn Fields)						
SOLID (starting:turn Fields)						
RADIATION (Influence/Field)						
LIFE (Origin cost:turn Fields)						
VACUUM (border:free:turn)						

balance

PRIMAL

The **balance** deity:

- Determines the maximum active Acts per deity.
- Determines the Duality parameters.
- May place a Permanent starting Act at game start (see manual).
- Possesses the Ability SAFEGUARD.

SAFEGUARD

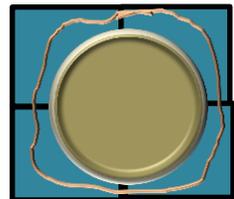
TIME OF USE: Action Stage

EFFECT: Use an object to protect Acts from Decay, Nullification, and Gazes.

COST: 1 Influence per Field the object occupies (0 when cooperative)

You must provide an explanation for how the object you use operates as a shield, but does not require Pantheon approval. Safeguard may also be used to SEAL Decayed Acts, protecting the owner from Decay damage. Safeguards provide no Influence. Safeguards are immediately destroyed if they are Decayed or Nullified, but the object may be reused as many times as you like. Safeguard objects cannot be Gazed.

To Safeguard or Seal an Act, use an object to represent the Safeguard, such as a rubber band. At least one Field must be directly adjacent to or on the same Field as the Act (see manual for more).



# OF SPACES TO EDGE						
ROUND:INFLUENCE CAP						
TURN TIME LIMIT						
HISTORY MIN:MAX (sentences)						
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GAS (# of storms:movement)						
LIQUID (starting:turn Fields)						
SOLID (starting:turn Fields)						
RADIATION (Influence/Field)						
LIFE (Origin cost:turn Fields)						
VACUUM (border:free:turn)						

transience

PRIMAL

The **transience** deity:

- Determines the Decay Cycle length (how often Acts fall into Decay).
- Determines the Rebirth threshold (how much Decay before Rebirth)
- Determines the Transformation parameters.
- Possesses the Trait PERMUTATION.

PERMUTATION

As the Transience deity, you do not possess a special Ability, but you gain Influence from the ongoing changes in the world. Whenever an Act is successfully targeted by an Ability, or Decayed or Nullified as a consequence of the Cosmic Cycle of Decay and Rebirth, you receive 1 Influence. You therefore would receive Influence in all these cases, and more:

- △ When the Space deity Curves the Fields under an Act.
- △ When the Balance deity Safeguards an Act.
- △ When an Act is Gazed away by a deity.

The exception to this is Coordination, which does not confer Influence.

In addition, Decay does not harm you. Your Acts can fall into Decay and will not provide Influence, but you are immune to the Influence penalty.

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TRANSFORM (Influence/Field)						
DUALITY (Node pairs:turn)						
PLASMA (Influence:shift cost)						
GAS (# of storms:movement)						
LIQUID (starting:turn Fields)						
SOLID (starting:turn Fields)						
RADIATION (Influence/Field)						
LIFE (Origin cost:turn Fields)						
VACUUM (border:free:turn)						

void

PRIMAL

The **void** deity:

- May propose concepts or Attributes to be banned (see manual).
- Determines the Vacuum parameters.
- Controls the Nullified Acts zone, which provides Influence.
- Possesses the Ability NULLIFY.

NULLIFY

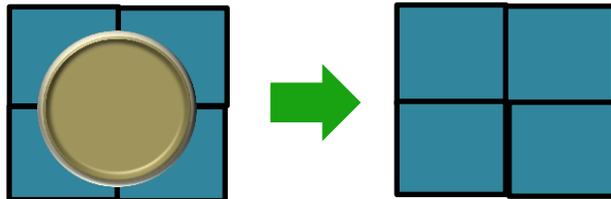
TIME OF USE: Action Stage

EFFECT: “Un-exists” an Act of your choosing on the Map.

COST: 2 Influence per Act-Field (0 when cooperative)

Nullified Acts are set aside in a special zone completely off the Map and may not be reused by any deity, including the Void deity, except via the Ability Dredge. Each Act in this zone provides the Void deity 2 Influence per round.

To Nullify an Act, simply remove it from the Map.



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SOLID (starting:turn Fields)						
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LIFE (Origin cost:turn Fields)						
VACUUM (border:free:turn)						

chaos

PRIMAL

The **chaos** deity:

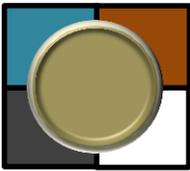
- Determines the starting Influence of all deities.
- Possesses the Ability DREDGE – the only deity able to use Nullified Acts.
- Possesses the Ability UNDO – the only deity able to pierce Permanence.
- Possesses the Trait PANPSYCHISM.

DREDGE

TIME OF USE: Action Stage

EFFECT: Allows the placement of a Nullified Act anywhere on the Map, ignoring Field type (except Abysses).

COST: 1 Influence per Field.



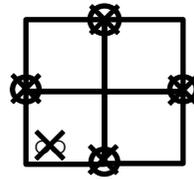
Dredged Acts may be placed in unlikely areas.

UNDO

TIME OF USE: Action Stage

EFFECT: Dissolves Permanent zones, preventing those areas from ever becoming Permanent again.

COST: 3 Influence per Field.



Cross out circles of Permanence to Undo them.

PANPSYCHISM

Each round, you gain $1/n$ Influence per Act (round down) of all Acts in play across all deities, including Decayed and Nullified Acts ($n = \#$ of players).

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RADIATION (Influence/Field)						
LIFE (Origin cost:turn Fields)						
VACUUM (border:free:turn)						

limit

PRIMAL

The **limit** deity:

- Determines the round and/or Influence limit (i.e. victory conditions)
- Determines the number of Action Stages per turn.
- Determines the Radiation parameters.
- Possesses the Abilities PERMANENCE and DECOUPLING.

PERMANENCE

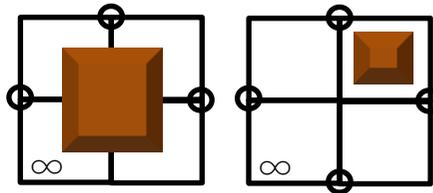
TIME OF USE: Action Stage

EFFECT: Makes an Act immune to everything, except UNDO.

COST: 1 Influence per Field (0 when cooperative)

PERMANENCE may be used only on the Fields an Act or Act group occupies, or may include Fields directly adjacent to an Act. The Limit deity pays by Field, even for compound Acts. The Limit deity may place new Acts on empty Fields within the Permanent zone, which automatically become Permanent.

To make an Act Permanent, draw circles at the intersections and add your Icon, like so:



DECOUPLING

At any time, with the unanimous permission of the Pantheon, the Limit deity may extend the game victory conditions (may not contract).

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LIQUID (starting:turn Fields)						
SOLID (starting:turn Fields)						
RADIATION (Influence/Field)						
LIFE (Origin cost:turn Fields)						
VACUUM (border:free:turn)						

abstraction

PRIMAL

The **abstraction** deity:

- Determines the minimum and maximum History entry length.
- May use numbers and words on objects to justify Acts, Gazes etc.
- Possesses the Ability TRANSCENDENTAL IMPRINT.

TRANSCENDENTAL IMPRINT

TIME OF USE: Action Stage

EFFECT: Allows drawing directly on the Map in order to place an Act.

COST: 1 Influence per Field (0 if Gifted).

To create an Imprint, draw directly on the Map to whatever complexity you like; maybe something like this (see manual for more):



- △ Imprints must pass a Pantheon vote, and are marked if they are rejected.
- △ Imprints are immune to direct Decay and Nullification, but not Gazes.
- △ Imprints may not be compounded or included in Networks.
- △ Imprints are rendered defunct if an object covers (Buries) them.
- △ If the Act(s) Burying an Imprint is Nullified, the Imprint is active again.
- △ If an Imprint Field is Decayed, the Imprint is permanently destroyed.

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LIFE (Origin cost:turn Fields)						
VACUUM (border:free:turn)						

probability

PRIMAL

The **probability** deity:

- May demand all deities roll a die for introducing dice into general play.
- Determines the Life parameters.
- Possesses the Abilities QUANTUM CONDENSATION and PROPHECY.

QUANTUM CONDENSATION

TIME OF USE: Action Stage

EFFECT: May roll 2 dice, for a variety of outcomes.

COST: Free

2: LIMIT	8: DOMAIN
3: ABSTRACTION	9: NO EFFECT
4: COSMIC	10: ELEMENTAL
5: NO EFFECT	11: DECAY
6: REALM	12: VOID
7: PROPHECY	

If you roll an Attribute, you may play an Act or use an Ability of that Attribute. You *must* use that Attribute to place an Act. You may only choose Attributes present in the game world. In Basic games, 8 is REALM. If you dislike your roll, you may use PROPHECY instead.

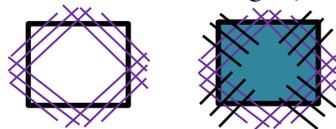
PROPHECY

TIME OF USE: Action Stage

EFFECT: Make predictions about Fields for Influence bonuses.

COST: 1I/Field

PAYOFF: 4I/Field/category (Prophet)
2I/Field/category (Fulfiller)



Use hatches to mark Prophecies. Here the Prophecy, "This will one day be Liquid" has been Fulfilled.

Prophecies should be recorded even if a History is not in play. Prophecy borders may not overlap. All categories of a Prophecy must come true for the Prophecy to be Fulfilled, at Pantheon discretion. A Prophet may Fulfill their Prophecy for a 1I/Field/Category payoff.

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LIQUID (starting:turn Fields)						
SOLID (starting:turn Fields)						
RADIATION (Influence/Field)						
LIFE (Origin cost:turn Fields)						
VACUUM (border:free:turn)						

metaphysic

PRIMAL

The **metaphysic** deity:

- May change any rule at the start of the game (see manual).
- Possesses the Ability PARADIGM SHIFT.

PARADIGM SHIFT

TIME OF USE: Immediately before Action Stage.

EFFECT: Allows you to alter one of your attributes.

COST: Variable, portions of total Influence at time of use (see below)

PATRONAGE	DOMAIN	REALM	ELEMENTAL	COSMIC	PRIMAL
FREE	FREE	1/8	1/6	1/5	1/4

- △ Always round up to determine Influence costs.
- △ You may use your new Attribute immediately.
- △ You may select the Attributes of others, but may not alter parameters.
- △ If you introduce a new Attribute, you may modify its parameters as usual.
- △ If you change the Primal Attribute, your modified rule reverts itself.
- △ If you change the Primal Attribute, you are no longer a Metaphysic deity.
- △ If you select Genesis, you remain the Metaphysic deity of your current world and enter Multiverse play (see manual).

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HISTORY MIN:MAX (sentences)						
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PLASMA (Influence:shift cost)						
GAS (# of storms:movement)						
LIQUID (starting:turn Fields)						
SOLID (starting:turn Fields)						
RADIATION (Influence/Field)						
LIFE (Origin cost:turn Fields)						
VACUUM (border:free:turn)						

space

COSMIC

The **space** deity:

- May add lines to the Map to create further Field partitions at game start.
- Determines the minimum and maximum Act size.
- Possesses the Ability CURVE.

DEFAULT

# OF SPACE TO EDGE	4	5	6	7	8
MINIMUM/MAXIMUM ACT SIZE	1:4	1:6	1:9	1:12	1:16

time

COSMIC

The **time** deity:

- May establish a limit on turn, round, and game length on any terms except in terms of number of rounds or amount of Influence.
- Possesses the Ability DILATE.

DEFAULT

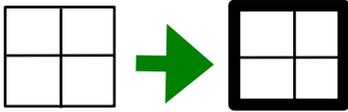
# OF SPACE TO EDGE	4	5	6	7	8
TURN TIME LIMIT	N/A	N/A	N/A	N/A	N/A

CURVE

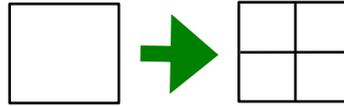
TIME OF USE: Action Stage.

EFFECT: Allows you to split or combine Fields.

COST: 1 Influence per Field (higher count)



This Curve would cost 4 Influence, as the higher count of Fields is 4 – based on the starting Fields.



This Curve would *also* cost 4 Influence, as the higher count of Fields is also 4 – based on the resulting Fields.

Treat the result of a Curve like the Fields were always like that.

DILATE

TIME OF USE: Action Stage (any deity).

EFFECT: Provides 2 extra turns.

COST: 2 Influence per active Act under your control

Turns must both be used immediately. Dilate may be used cumulatively, but may only be activated during the final Action Stage of any 2 extra turns. 0 Influence when used cooperatively.

energy

COSMIC

The **energy** deity:

- Determines the Influence gained per Field per round.
- Possesses the Ability DISINTEGRATE.

DEFAULT

# OF SPACESTO EDGE	4	5	6	7	8
ENERGY (Influence/Field)	1	1	1	1	1

corporality

COSMIC

The **corporality** deity:

- Determines how many Acts may be played with each Action.
- Possesses the Trait CONSOLIDATION.

DEFAULT

# OF SPACESTO EDGE	4	5	6	7	8
ACTIONS/ACTS PER TURN	1/1	1/1	1/1	1/1	1/1

DISINTEGRATE

TIME OF USE: Action Stage

EFFECT: Allows you to convert your Acts into Influence

COST: 0 Influence

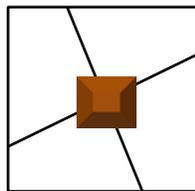
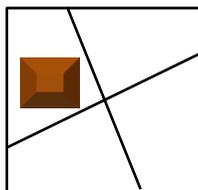
PAYOFF: 5 Influence/ Act-Field

When you Disintegrate one of your Acts, or the Act of another deity with their permission, it is removed from the board and considered Nullified. You or that deity gains the Influence immediately (you decide). You may also forcefully Disintegrate another deity's Act at a cost of 3 Influence per Act-Field. The Act is considered Nullified, no Influence boost.

CONSOLIDATION

The Corporality deity does not have to place Acts in the minimum number of Fields possible. In other words, you may place an object in such a way so that it touches as many Fields as possible even if it could fit in fewer nearby Fields.

This Act could fit in just one of these Fields, but CONSOLIDATION does not require this to be done.



In addition, you are not constrained by Act size limits or active Act limits.

decay

COSMIC

The **decay** deity:

- Decides the ratio of Decay in the Cosmic Cycle.
- Decides the Abyss threshold (how many times a Field can be Decayed).
- Possesses the Ability DECAY.
- Possesses the Trait SYMBIOSIS.

DEFAULT

# OF SPACE TO EDGE	4	5	6	7	8
DECAY CYCLE (rounds):RATIO	3:20%	3:20%	3:20%	3:20%	3:20%

dimension

COSMIC

The **dimension** deity:

- May set a z-axis for the Map (see manual).
- Possesses the Ability WARP.

DEFAULT

# OF SPACE TO EDGE	4	5	6	7	8
DIMENSION LIMIT	NO	NO	NO	NO	NO

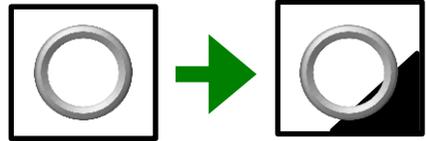
DECAY

TIME OF USE: Action Stage

EFFECT: Causes an Act to fall into Decay

COST: 2 Influence/Act-Field

To Decay an Act, fill in a corner of each Field it is on like so. Deities with Acts in Decay lose 1 Influence/Act-Field per round.



SYMBIOSIS

While your Acts can be Decayed, you suffer no penalty and continue to gain Influence from them as normal. In addition, you gain 1 Influence per Decayed Act per round across all deities and may place Acts on Decayed Fields.

WARP

TIME OF USE: Action Stage

EFFECT: Place an Act past the Map boundaries

COST: Varies (see below)



- △ Warps that touch the Map cost 1 Influence; Warps outside it cost 3.
- △ Fields on the Map must be paid for in addition to the Warp cost.
- △ Everything past the boundary is considered one Field.

reflexivity

COSMIC

The **reflexivity** deity:

- Determines the maximum number of Acts that may be compounded.
- Possesses the Ability COORDINATION.
- Possesses the Trait EMERGENCE.

DEFAULT

# OF SPACE TO EDGE	4	5	6	7	8
COMPOUND MAX	N/A	N/A	N/A	N/A	N/A

relativity

COSMIC

The **relativity** deity:

- Determines the minimum and maximum number of Fields between Acts.
- Possesses the Ability GRAVITATION.
- Possesses the Ability COLLAPSE.

DEFAULT

# OF SPACE TO EDGE	4	5	6	7	8
MIN:MAX ACT DISTANCE	0/8	0/10	0/12	0/14	0/16

As the deity of Reflexivity, you govern networks, interactions, relationships, cycles, and feedback. At the start of the game, you determine the maximum number of Acts that may be compounded/built on each other.

As an Act, you may Coordinate Acts you have played and propose they be viewed as a Network for 0 Influence. This Network must be named and justified as a type of meta-Act, which the Pantheon must accept by majority vote like other Acts. On top of the Influence gained from each Act independently, Networks confer an additional 1 Influence for each Act in the system.

You are not restricted by the maximum you set for compounding Acts.

Relativity: As the deity that governs the physical influence objects exert upon each other, you decide the minimum and maximum number of Fields in between Acts.

As an Act you may Gravitate another Act as you please. This enables you to move Acts around the board. The cost is 3 Influence/Act-Field/Field of movement. If this causes the Act to enter a different type of Elemental Field, the Pantheon must make a decision on whether that Act can sustain such a movement. The creator of the Gravitated Act may provide an argument in its defense. If the Act is deemed incapable of sustaining the movement, the Act goes into immediate Decay. If the Act overlaps another Act, the smaller Act goes into immediate Decay. If both Acts are the same Field size, both go into Decay. Imprints cannot be Gravitated. If a Decayed Act is Gravitated, it remains in Decay.

Further, you may create Abysses out of any Decayed Field for 3 Influence/Field. These Abysses may be used as loci for your Gravitare ability (see section on Gravitation). If there is an Act on that Field, it is immediately Nullified.

dialectic

COSMIC

The **dialectic** deity:

- Decides the Pantheon acceptance threshold (majority, unanimous, etc.).
- Possesses the Ability IMPERATIVE.

DEFAULT

Pantheon votes pass by simple majority. When an even number of deities is playing, the deity in question does not vote. When the number is odd, the deity in question votes.

plasma

ELEMENTAL

The **plasma** deity:

- Uses a Beacon that allows placement of Acts on half the board at a time.
- The Beacon gives Influence each round, and can be moved for a price.

DEFAULT

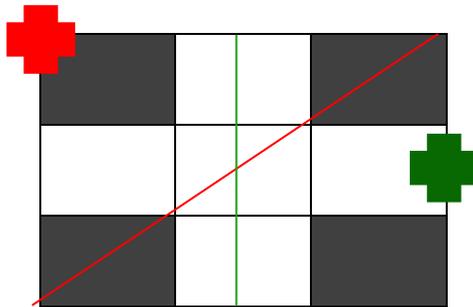
# OF SPACESTO EDGE	4	5	6	7	8
PLASMA (Beacon Influence bonus: shift cost)	1:3	2:6	3:9	4:12	5:15

IMPERATIVE

TIME OF USE: Immediately after a vote
EFFECT: Override the Pantheon's decision
COST: Variable

If the Pantheon votes down an Act you have proposed, you may override their objections and place your Act anyway, for an additional 1 Influence per Field. You may also use IMPERATIVE to veto the Acts of other deities for an additional 2 Influence per Field.

plasma



Place your Beacon somewhere just outside the boundary of the Map. The half of the Map on the Beacon side is in Daytime, where you may place your Acts. Fields in “twilight” (i.e. on the dividing line) cost double Influence per Field, and Fields in Nighttime cost triple. When placing an Act, at least one Field *must* be a Daytime or “twilight” Field. You may move the Beacon during your Field Placement Stage.

gas

ELEMENTAL

The **gas** deity:

- Uses moving Storms that allow the placement of Acts on adjacent Fields.
- Can Move any Act under their control (not Permanent Acts or Imprints).

DEFAULT

# OF SPACESTO EDGE	4	5	6	7	8
GAS (# of storms: movement Fields per turn)	1:2	2:2	2:3	3:3	3:4

liquid

ELEMENTAL

The **liquid** deity:

- Begins with a number of contiguous Fields of Liquid, expanded each turn.
- Can split turn Fields into Channels that enable covering territory faster.

DEFAULT

# OF SPACESTO EDGE	4	5	6	7	8
LIQUID (starting: turn Fields)	1:3	2:3	3:3	7:3	13:3

gas

	OK	OK	OK	
Φ -	OK -	→ Φ OK	OK	
	OK	OK	OK	

Use some form of token to represent your Storm(s). This may be anything so long as it fits within one Field. Storms cannot be Nullified, Decayed, Gazed, etc.

Your Acts must be played on a Field adjacent to a Storm. You may move your Storm(s) during your Field Placement Stage.

liquid



Your starting Fields must all be directly adjacent to each other. All of your Acts must be either on Liquid Fields or adjacent to them (diagonals OK).

You uniquely have the ability to split your Fields. You may draw channels along the border between two Fields (only as much as is necessary to clearly see the Liquid line) and expand your Liquid channels by 4 Fields in this way for the price of 1.

solid

ELEMENTAL

The **solid** deity:

- Begins with a number of Solid Fields, expanded each turn.
- May place starting Fields unconnected to each other, and expand them independently on following turns.

DEFAULT

# OF SPACE TO EDGE	4	5	6	7	8
SOLID (starting: turn Fields)	5:3	8:3	12:3	20:3	29:3

life

ELEMENTAL

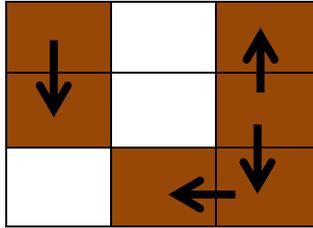
The **life** deity:

- Chooses a Field at the start of the game to be the Origin of Life.
- May create new Origins and expand all simultaneously (Fertile Regions).
- May imbue normally inanimate Acts with Life, capable of Movement.
- May place Acts with the Life Attribute for 0 Influence on Fertile Regions.

DEFAULT

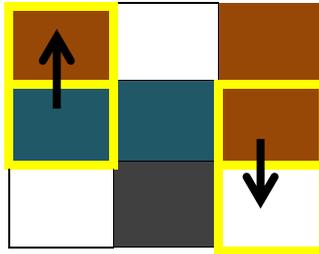
# OF SPACE TO EDGE	4	5	6	7	8
LIFE (Origin cost: turn Fields per Origin)	6:2	5:2	4:2	18:3	15:3

solid



You start the game with a set number of Fields which you can freely fill in to represent Solid Fields. You may place these Fields anywhere you like. Each turn, you may expand your Fields by a set number of Fields, but your growth is limited to Fields directly adjacent to your existing fields (no diagonals). You may only play Acts on these Fields or on Fields adjacent to them (diagonals OK).

Life



At the start of the game, you select 1 Field on the board as the Origin of Life. You may extend these Origins by 1 Field per turn, or you may designate a new Origin of Life elsewhere on the map for a set amount of Influence. Life Fields are considered “Fertile Regions” upon which the Creation of living Acts costs 0 Influence.

The Life deity may only play Acts on spaces that are or are adjacent to Fertile Regions.

vacuum

ELEMENTAL

The **vacuum** deity:

- Places most of their Fields (Empty Realms) at the very start of the game.
- May Move any of their Acts in the Empty Realms, within Empty Realms.
- Gains Influence from Abysses, and may turn Empty Realms into Abysses.
- May use Abysses to absorb Decay from the Cosmic Cycle.

DEFAULT

# OF SPACESTO EDGE	4	5	6	7	8
VACUUM (border: free: turn)	24:0:1	40:2:1	60:4:1	84:6:1	112:8:1

radiation

ELEMENTAL

The **radiation** deity:

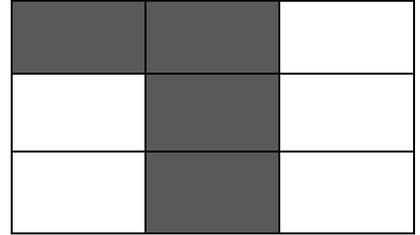
- Has no personal Fields.
- Places Acts in terms of their distance from other Acts.

DEFAULT

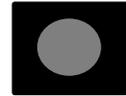
# OF SPACESTO EDGE	4	5	6	7	8
RADIATION (Influence/Field distance)	1	1	1/2	1/2	1/3

vacuum

At the start of the game, fill in Fields starting at the boundaries to be the Empty Realms. You may play freely on any of these Fields and Fields adjacent to them (including diagonally), but nowhere else. You may Move any of your Acts at no Influence cost, though they must always be kept entirely within the Empty Realms.



You may make any Empty Field with no Act on it an Abyss for 2 Influence per Field. Abysses provide you with 1 Influence per Field per round. All Abysses provide you Influence. You may “funnel” Decay into an Abyss to protect yourself (see manual).



radiation

You have power over waves and vibrations. You have no Elemental Fields of your own. Instead, your sphere of activity is determined by distance from your or any other active Acts.

To place an Act, count the number of Fields between any active Act and the nearest Field of your desired location and divide by 4 [by default]. This is the Influence cost per Field, rounding up.

As an example, start with an Act that is already in play. You want to place an Act that is 5 Fields away. $5/4$ is more than 1, so the cost of your Act is 2 Influence per Field. Your Act takes up 4 Fields, so the total cost is 8 Influence.

# OF SPACES TO EDGE	4	5	6	7	8
ROUND:INFLUENCE CAP	5:42	8:72	11:108	14:150	17:198
TURN TIME LIMIT	N/A	N/A	N/A	N/A	N/A
HISTORY MIN:MAX (sentences)	0:3	0:3	0:3	0:3	0:3
MIN:MAX ACT SIZE	1:4	1:6	1:9	1:12	1:16
MIN:MAX ACT DISTANCE	0/8	0/10	0/12	0/14	0/16
MAX ACTIVE ACTS/DEITY	N/A	N/A	N/A	N/A	N/A
DIMENSION LIMIT	NO	NO	NO	NO	NO
COMPOUND MAX	N/A	N/A	N/A	N/A	N/A
ACTIONS/ACTS PER TURN	1/1	1/1	1/1	1/1	1/1
DECAY CYCLE (rounds):RATIO	3:20%	3:20%	3:20%	3:20%	3:20%
ABYSS THRESHOLD (Field Decays)	4	4	4	4	4
REBIRTH THRESHOLD	100%	100%	100%	100%	100%
GENESIS BONUS INFLUENCE	3	5	8	11	15
DEITY START INFLUENCE	3	5	8	11	15
ENERGY (Influence/Field)	1	1	1	1	1
TRANSFORMATION (Influence/Field)	1/2	1/2	1/2	1/2	1/2
DUALITY (Binary Node pairs:turn)	1:1	2:1	3:1	5:1	8:1
PLASMA (Beacon Influence bonus: shift cost)	1:3	2:6	3:9	4:12	5:15
GAS (# of storms: movement Fields per turn)	1:1	1:2	1:3	1:4	1:5
LIQUID (starting: turn Fields)	1:3	2:3	3:3	5:3	6:3
SOLID (starting: turn Fields)	5:3	8:3	12:3	20:3	29:3
RADIATION (Influence/Field distance)	1	1	1/2	1/2	1/3
LIFE (Origin cost: spaces a turn)	6:2	5:2	4:2	18:3	15:3
VACUUM (border: free: turn)	24:0:1	40:2:1	60:4:1	84:6:1	112:8:1

structure

REALM

The **structure** Attribute:

- Is possessed by all deities.
- Allows the placement of architectural objects.

sky

REALM

The **sky** deity:

- May play Acts within range of the Gas deity's Storms.

stars

REALM

The **stars** deity:

- May place any sort of 1-Field Act in Empty Realms.
- May use Coordination to define Networks in the Empty Realms.

flora

REALM

The **flora** deity:

- May place Flora Acts on Fertile Regions for 0 Influence.

structure

Structure is an Attribute that all deities possess. Structure is essentially the ability to engage in basic architecture – buildings, bridges, roads, and the like. While any sort of directed creation could be considered a sort of “architecture” – or at the least, civil engineering – this Attribute exists to explicitly permit the creation of, well, structures.

sky

The Sky deity has the power to place any sort of atmosphere-related object, structure or phenomenon, including clouds, rainbows, aurora borealis, storms, horizons, ball lightning, floating structures, etc. The Sky deity may also play Acts within range of the Gas deity’s Storms.

stars

The Stars deity has the power to place any sort of 1-Field Act in the Empty Realms, as well as play Acts that have a celestial body element (craters, for example). In addition, the Stars deity is free to define patterns between Acts in Empty Realms as constellations and receive Influence from them in the same way the Reflexivity deity would.

flora

The Flora deity has power over plants, fungi, and other sorts of rooted/immobile life. Flora Acts may be played on Fertile Regions for 0 Influence/Field.

fauna

REALM

The **fauna** deity:

- May Move their Fauna Acts.
- May place Fauna Acts on Fertile Regions for 0 Influence.

mountain

REALM

The **mountain** deity:

- Has no special power, but commands a very versatile Realm.

underworld

REALM

The **underworld** deity:

- Can place many different types of Acts, based on their connection to an underworld or death – including Fauna-type Acts capable of Movement.

relics

REALM

The **relics** deity:

- Has no special power, but commands a very versatile Realm.

fauna

The Fauna deity has the power to place living animal/beast/monster-type Acts. Fauna Acts may be placed on Fertile Regions for 0 Influence/Field. These Acts can be Moved by 1 Field per turn; this is done during the Field Placement Stage.

mountain

The Mountain deity may play Acts related to mountains or other such geological structures (natural arches, spires, plateaus, islands, hills, etc.). Mountain Acts do not necessarily have to conform to a specific Elemental Attribute (that is, they do not have to be Solid/made of rock, etc.).

underworld

The Underworld deity has power over death, magic, afterlife, hell, demons, angels, spirits, monsters, and ghosts. Thus the Underworld deity may place Acts that function like Flora and Fauna (monsters, spirits, etc.) as well as structural/geologic formations that are relevant to a plane of Death, a Hell, an afterlife, a Purgatory, or Heaven, etc.

relics

The Relics deity has insight into the crafting of objects and can create various sorts of items and structures that require advanced knowledge of natural law. For example, you may place Acts that involve sophisticated technology, as well as more primitive objects, like swords – magical or otherwise. The Pantheon should not limit Relic Acts based on their claimed technological complexity.

ocean

REALM

The **ocean** deity:

- Can Designate Fields as special zones the Ocean deity can play freely on.

river and lake

REALM

The **river and lake** deity:

- May create any type of lake or river regardless of Elemental Attribute.
- May draw rivers from Lake Acts to Oceans that become part of the Lake.

cave

REALM

The **cave** deity:

- Builds on a Map-wide Network every time a Cave is placed.

sun

REALM

The **sun** deity:

- Can place Acts anywhere in the half of the board covered by the Beacon.
- Can play Plasma Acts in the Empty Realms.

ocean

As an Act, the Ocean player may Designate large Elemental Field bodies with names for 1/2 Influence/Field, rounding down. They must utilize some object that justifies the name as a landmark of sorts, but that object does not need to cover the entire area. The Ocean deity may play on these Oceans for 0 Influence. Further, the Ocean player is able to play structures, Flora, and Fauna that related to Oceans.

river and lake

The deity of lakes and rivers may place Acts related to the same. The Elemental Attribute is not restricted (like a lake of mist on a Solid field). The deity may draw rivers from Lake-type Acts to Designated Oceans for 1/2 Influence per Field, rounding up. These rivers become part of the Lake Acts and provide 1/2 Influence per Field rounding up.

cave

The Cave deity may place Acts relating to caves, tunnels, caverns, chasms, and canyons. Whenever a new Act with the Cave attribute is placed, it automatically is considered part of a Map-wide network, receiving a COORDINATION Influence boost. If one of these Caves is lost to Decay, the Network is not considered compromised.

sun

The Sun deity has the power to place Acts anywhere in the half of the board where the Plasma beacon is, provided they may place that Act in accordance with their Attributes. They may play Acts that are related in any way to Daytime, the movements or properties of the Beacon, and may play any type of Plasma Attribute Act in the Empty Realms.

darkness

REALM

The **darkness** deity:

- Can place Acts anywhere on the Map in Nighttime

oasis

REALM

The **oasis** deity:

- Can place Acts of contrasting Elements in large areas of a single Elemental Field type for free.

moon

REALM

The **moon** deity:

- Can place 1-Field Satellites on the border between Empty Realms and other Fields for free.

darkness

The deity of Darkness has the power to play Acts on any Field on the Map in Nighttime. If there is a Plasma player, Nighttime is the half of the board opposite to the Beacon. If there is no Beacon, the whole Map is considered Nighttime and the Darkness deity may place Acts anywhere. If the entire Map is in Daytime, the Night deity may play Acts related to Night, but must place them in accordance with normal Elemental Field rules.

oasis

The Oasis deity may place Acts of any Elemental Attribute in areas where the target Field and all surrounding Fields are uniformly a different Attribute (so, for example, playing a 1-Field Liquid Act on a Solid Field surrounded by empty Solid Fields. These Acts are always free. If another Act is played nearby the Oasis Act afterwards, this does not compromise the Oasis Act. The Oasis deity may also play any sort of Act that is thematically consistent with the concept of “Oasis.”

moon

The Moon deity may place 1-Field satellites, objects in orbit as Acts for 0 Influence. These may be placed on the line of the boundary between any discrete section of Material Realm and Empty Realm or on any boundary of the Map. These satellites automatically move clockwise by one Field each round. If there is no room for a satellite to revolve to the adjacent boundary, skip to the next. If it cannot move to any other boundary, its location is fixed.

PRIMAL

Your Primal Attribute is your most powerful, most defining Attribute.

genesis

The Genesis player is the Supreme Creator of the Universe.

balance

You personify equilibrium, harmony, neutrality and stasis.

transience

You govern the arising and passing of phenomena, the embodiment of change.

void

You embody the Abyss, more nothing than nothing.

chaos

You are the primordial fabric of being. Neither absence nor presence, you are the incomprehensible background static of all things and no things.

limit

You embody the infinite, the eternal, and the perpetual.

COSMIC

The Cosmic Attributes define the physical laws of your Universe.

space

You represent static dimension, the shape of existence, the stage in which all is set.

time

You represent the past, present and future; age and youth; the chronological.

energy

You represent force, power, and the transmission of information, in their most fundamental, purest form.

corporality

You represent the physical, the tangible, the concrete.

decay

You represent entropy, dilapidation, rot, degeneration, and destruction.

dimension

You represent other worlds, mathematical dimensionality, and the dissolution or bypassing of physical boundaries.

ELEMENTAL

Your Elemental Attribute determines how you navigate the Map to place Acts.

plasma

You have power over matter in states of high energy: fire, electricity, and plasma (including phenomena such as stars and magma).

gas

You have power over expansive fluidity, atmospheres, clouds, mists, fogs, storms, air, winds, and gaseous entities in general.

liquid

You have power over currents, water, dense fluidity, torrents, and liquids in general.

solid

You have power over solid states of matter, earth, rocks, minerals, geologic formations and crystals.

life

You have power over self-sustained, self-reproducing systems. Anything that would conventionally be considered “alive” is within your control and ability to create.

vacuum

You control emptiness, and have the power to create holes, vortexes, abysses, etc.

REALM

Your Realm Attribute gives your deity some “real-life” specificity to guide your Acts. All deities are able to make basic structures, like buildings and bridges.

sky

The Sky deity has the power to place any sort of atmosphere-related object.

stars

The Stars deity has the power to place Acts that have some celestial body element

flora

The Flora deity has power over plants, fungi, and other sorts of rooted/immobile life.

fauna

The Fauna deity has the power to place living animal/beast/monster-type Acts.

mountain

The Mountain deity may place Acts related to mountains or other geological structures.

underworld

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relics

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