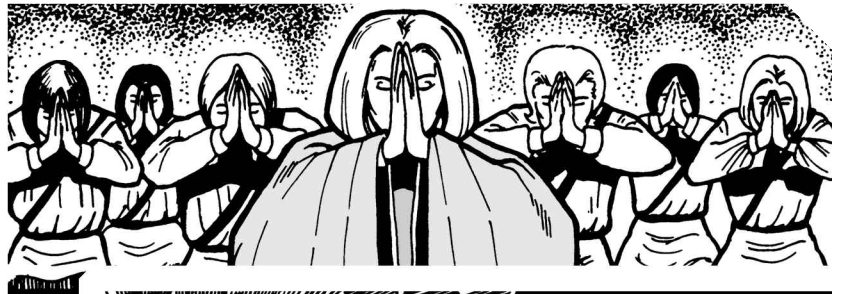


GURPS

Fourth Edition

POWERS

Divine Favor



Written by JASON "PK" LEVINE

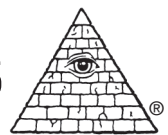
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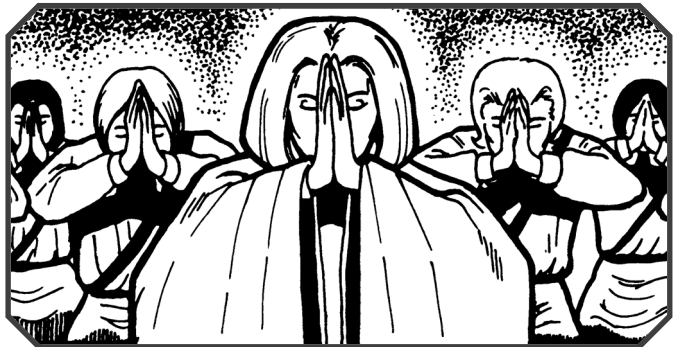
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INTRODUCTION

Prayer is not an old woman's idle amusement. Properly understood and applied, it is the most potent instrument of action.

– Mohandas Gandhi

Holy texts from around the world tell of those so devout that their prayers were answered with genuine miracles. These displays of faith – from the fire refusing to harm Sri Raghavendra to Moses parting the Red Sea – are an iconic representation of divine power. It is thus no surprise that “holy man” is a popular RPG archetype; being able to petition for heavenly intervention is a powerful, versatile, and *fun* ability to have!

GURPS Powers: Divine Favor is a self-contained power framework for such characters, known as *paragons*, which allows them to pray for aid. Depending on the paragon's standing in his deity's eyes, the answer may be anything from a moment of bolstered self-confidence to a plague capable of decimating a city! A worshiper can learn specific prayers, each one a “holy hotline” to a particular type of miracle – or just trust the god to send whatever help he sees fit.

Divine Favor is compatible with any setting featuring at least one interventionist deity; it is not tied to any particular genre. It can be used to give a significant edge to the minister in a modern horror game, cranked up to 11 to create a holy superhero, or dropped into a fantasy game as a more subtle alternative to the usual spell-slinging clerics. As long as you remain pious and keep to the tenets of your faith, having your god's ear is useful in *any* game.

REQUIRED BOOKS

This supplement requires only the **Basic Set** to use. **GURPS Powers** is recommended, as some of the learned prayers reference its new advantages and modifiers, but not strictly required; each prayer provides enough information to use it as-is.

PUBLICATION HISTORY

An early version of this system, with only a few miracles, appeared in the *Pyramid* article “Help from on High.” The Divine Favor trait is modeled after the **GURPS Third Edition** advantage of the same name, though the two are not identical.

ABOUT THE AUTHOR

Reverend Jason “Pee Kitty” Levine is a holy man himself – specifically, a fully ordained minister in the Church of the SubGenius. He has been graced by J.R. “Bob” Dobbs and JHVH-1 with a perfect wife, a group of lovably quirky animals, and a job as the Assistant **GURPS** Line Editor. In his spare time, he speaks in tongues, summons divine fire from the sky, and does a little cooking.

About GURPS

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Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata pages for all **GURPS** releases, including this book, are available on our website – see above.

Rules and statistics in this book are specifically for the **GURPS Basic Set, Fourth Edition**. Page references that begin with B refer to that book, not this one.

Seth: A faithless preacher doesn't mean [anything] to us. But a man who's a servant of God can grab a cross, shove it in these monsters' [faces].

– *From Dusk Till Dawn*

CHAPTER ONE

DIVINE FAVOR

Anyone can pray . . . but not everyone gets an obvious *response*. Someone who wishes to be divinely favored – a *paragon* – must first take at least -10 points' worth of disadvantages that reflect the tenets and beliefs of his religion. This will most often be some form of Disciplines of Faith, but it can also be met with Code of Honor, Pacifism, Vow, or any other disadvantage that the GM agrees matches the doctrine in question. He may *then* add the new Divine Favor advantage below and, optionally, some of the learned prayers from Chapter 2. Clerical Investment is not a prerequisite unless the GM makes it one; Divine Favor is tied to piety, not position.

As the results of Divine Favor are dependent upon the paragon's behavior (*Divine Favor Modifiers*, p. 5), lackluster adherence to his faith's tenets will weaken his abilities. If the paragon ever outright *violates* any of his prerequisite disadvantages, he immediately loses access to Divine Favor (including all learned prayers) until he has repented and performed some sort of minor quest. The specifics of this are up to the GM, but it should either take about a week *or* be somewhat dangerous.

Divine Favor

Variable

Prerequisite: Religious disadvantages totaling at least -10 points.

You can reliably get the attention of your deity to ask for miracles. This requires at least 1d seconds of silent prayer, during which you must decide if you are making a general prayer (p. 5) or specific prayer (p. 6). (There is a third type of prayer – the learned prayer, p. 6 – but it does not use these rules.) In combat, prayer requires you to take successive Concentrate maneuvers.

While you pray, the GM secretly makes a *petition roll* against your level of Divine Favor, adjusted by any applicable Divine

Favor modifiers (p. 5). This is not a success roll; you may not use Luck and cannot critically succeed or fail. If he rolls less than or equal to your modified level on 3d, your god hears you! If not, your god is too busy to notice you and there is no effect; further petition rolls are at a cumulative -1 until five minutes have passed. (Because the GM rolls everything secretly, you will not realize you were unheard until after six full seconds of prayer.)

Level*	Cost	Level*	Cost
4	15	11	90
5	20	12	110
6	25	13	130
7	35	14	150
8	45	15	170
9	55	16	200
10	70		

* Levels 1-3 do not exist; this advantage starts at level 4 and ends at level 16.

Example: Brother Brant needs a miracle. He has Divine Favor 7, is standing in his church while praying loudly, and succeeds at a Religious Ritual roll. The GM rolls 1d and gets a 3; thus, after three consecutive seconds of prayer, the GM makes a petition roll on 3d. The target number is 7 (Divine Favor) + 1 (loud prayer and Religious Ritual) + 1 (high sanctity). If the GM rolls 9 or less, Brother Brant's god hears the prayer.

If you are heard, the GM will then secretly make a reaction roll (pp. B559-562) on behalf of your god, applying *only* the Divine Favor modifiers (p. 5); standard reaction modifiers *do not apply* to this roll and you may not use Luck. With the GM's permission, you *may* be able to buy Power Investiture (Divine Favor) to add to this roll; see *Power and Privilege* (p. 7).

The reaction obtained will determine your deity's response, depending on what kind of miracle you were asking for.

Under the Hood: Divine Favor

The following details may be helpful for those analyzing the way this power system was put together.

The Divine Modifier

This -10% power modifier (p. B254) marks the paragon's abilities as coming from his god, not from within himself. This means that he must follow a religious code devoutly to maintain his abilities, as described above and on p. 5. For more details, see *GURPS Powers* (p. 26).

GURPS Powers allows abilities based on Blessed or True Faith to add Divine – the result is a god who's more

willing to take away *those* advantages (for weak faith) than other Divine traits. This approach was not taken here, as all miracles use the same system with *one* set of modifiers for behavior.

The Divine Favor Advantage

The cost of Divine Favor is based on Patron (True God) with the Divine, Highly Accessible, Special Abilities, and Minimal Intervention modifiers; the new frequency of appearance multipliers were interpolated and the results rounded to the nearest 5 points.

If you only need food *or* drink, not both, you can make enough for up to twice as many people. You may only call upon this prayer once per meal (three times per day) at the most, even as a learned prayer.

This miracle is relatively easy to invoke, but it can *never* be called upon for convenience! If you attempt to rely on this to avoid paying (or bartering goods or services) for supplies, foraging, or taking the time to prepare existing food, it will automatically fail *and* you're considered to have rolled a Bad reaction (*General Prayer*, p. 5). If you use this for personal gain (e.g., selling the miraculous food or drink), it's treated as violating your religious code – see the introduction to Chapter 1 (p. 4) for details!

See also *Feed the Masses (Enhanced)* (p. 12).

Statistics: Create Food/Drink 1 (Divine, -10%; Limited Use, 3/day, -20%; Reduced Fatigue Cost 2, +40%; Takes Extra Time 1, -10%; Trigger, Food, -10%) [18]. **Feature:** Restriction against using this for convenience or personal gain replaces the need for a creation pool.

Fireproof

Learned Prerequisite: Divine Favor 5.

Learned Prayer Cost: 4 points.

You can walk through (normal) fires without harm! While this prayer is invoked, you and anything you're carrying has DR 5 against heat and fire. This allows you to be surrounded by flame (1d-1 damage) without taking damage, but you'll need still to hold your breath to avoid the smoke. This may be used indefinitely as a learned prayer, as usual; otherwise, it lasts until the danger passes (GM's call).

See also *Fireproof (Enhanced)* (p. 11).

Statistics: Damage Resistance 5 (Divine, -10%; Force Field, +20%; Limited, Heat/Fire, -40%) [18].

Flesh Wounds

Learned Prerequisite: Divine Favor 5.

Learned Prayer Cost: 4 points.

If you pray for this miracle after being injured, your wounds turn out to be less deadly than they looked. For the next 10 minutes, you recover 1 HP per minute – modified as usual for *High HP and Healing* (p. B424), if applicable. You cannot invoke this more often than once every 15 minutes, whether used as a specific *or* learned prayer.

Statistics: Regeneration (Fast; Divine, -10%; Maximum Duration, 10 minutes, -50%) [20].

Sermonize

Learned Prerequisite: Divine Favor 5.

Learned Prayer Cost: 4 points.

You have +5 to all reaction rolls, influence rolls, and Leadership and Public Speaking rolls, for as long as you are open and honest with your words. This miracle lasts long enough for you to make a speech, make an impression on a

New Learned Prayers

Creating a new *miracle* for a general or specific prayer is easy – the GM doesn't have to worry about point cost or game mechanics; he just needs an appropriate effect. But once a paragon has summoned the same miracle a few times, he may ask what it would cost to buy as a learned prayer (p. 6).

Learned prayers are simply modified advantages, bought as alternative abilities (*GURPS Powers*, p. 11) to Divine Favor. The first step is thus to build the effects of the prayer as an ability. This is an advantage with any appropriate modifiers, including Divine (p. 4). (*Exception:* Abilities based on Blessed or True Faith do not need this modifier, as those *already* include this drawback.) Use the statistics for the existing prayers in this chapter as examples and guidelines, and keep its final cost at 200 points or less. (For miracles greater than 200 points, see *Beyond the Impossible*, p. 15.)

Whenever possible, the ability should work without any success rolls or FP cost required, to reflect the fact that the miracle is being powered by a god. This often involves the use of Cosmic (No die roll required) (+100%) and Reduced Fatigue Cost. When removing the success roll would make the ability unreasonably expensive – or the GM feels that a success roll *is* warranted for this miracle – note that any IQ roll can be shifted to either Religious Ritual or Theology as a special effect.

Once the holy ability is defined, look up its point cost on the table below to determine its statistics (p. 7) as a specific or learned prayer. The learned prayer cost will always be equal to the ability's point cost divided by 5, rounded up.

Point Cost	Learned Prerequisite	Minimum Reaction
1-15	Divine Favor 4	Neutral
16-20	Divine Favor 5	Neutral
21-25	Divine Favor 6	Neutral
26-35	Divine Favor 7	Good
36-45	Divine Favor 8	Good
46-55	Divine Favor 9	Good
56-70	Divine Favor 10	Very Good
71-90	Divine Favor 11	Very Good
91-110	Divine Favor 12	Very Good
111-130	Divine Favor 13	Excellent
131-150	Divine Favor 14	Excellent
151-170	Divine Favor 15	Excellent
171-200	Divine Favor 16	Excellent

If the miracle seems to fall in the “wrong” reaction range – taking the guidelines for *General Prayer* (p. 5) into account – it's fine to go back and adjust it until it feels right. Adding enhancements like Affects Other and Cosmic can “bump” a miracle into the next category (while adding genuine value), and limitations like Limited Use or Takes Recharge can help bring down a miracle that seems overpriced.

Example: If Walk on the Water (pp. 10-11) had been built as simply Walk on Liquid (Divine, -10%), it would have fallen into the “Neutral” category. Since blatant miracles require at least a “Good” reaction, Affects Others was added to raise its price. This is not an artificial inflation – the enhancement adds significant versatility to the miracle!

room full of people, etc. If you lie or even *hide the truth* while using it, though, its effects end *immediately* and you cannot invoke it against for 1d×5 minutes, even as a learned prayer!

Statistics: Charisma 5 (Cannot lie, -10%; Divine, -10%) [20].

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*A prayer in its
simplest definition
is merely a wish
turned Godward.*

– Phillips
Brooks

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