

Bring Out Your Gods

A 24-Hour RPG by Dylan Parker

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Introduction

Bring Out Your Gods is an RPG set in the ancient world, spanning from ancient Greece to Egypt. The empires have been untouched by gods for centuries, but the gods are coming. Most of these gods were long forgotten or erased. But during their time, they were all powerful, they were gods. And oh yes, they have animal heads.

Setting

Bring Out Your Gods takes place in the ancient world, spanning from ancient Greece, with its city states and Olympian gods, to Egypt with its pyramids and animal gods, all the way to china and its zodiac of gods. You may begin wherever you wish, but it's probably a good idea for your GM to have the game start somewhere where they have a decent knowledge of the locales and people. That is, if you want to be accurate, but that's only optional.

Gods

The players are gods. New gods, gods who on day simply awoke with a new head, the head of a beast. These gods are superhuman in everyway, but they are not true gods. They do not come born with the great godly powers that the old gods have. They are only better than a human in every way, shape, and form.

Governments quickly accepted the existence of these gods, but there is still a mystery about them. Kings and Pharaohs fear them for their powers, for their ability to uproot them. The people see them as either enemies, especially to the gods who simply ravage the country side for the hell of it, or they see them as saviors, for those who heal the wounded and feed the hungry.

You can be any of these things: a savior or a devil, a king or a beggar. But you are surely at least a god.

In Case You Were Curious

I've read a few 24-Hour RPGs and some of the people seem to like to post all the things that they do while they're making it, so I think I'll follow suit.

Movie: Lots. I think I only directly watched one of them, but I was intermittently watching them while writing the RPG. Let's see: Borat (about 3 times), Night at the Museum, The Man, Star Wars Episode One.

Music: Lots and lots of Radiohead, I love Radiohead. Also listened to a bit of Classical Piano because my dad downloads really weird music off the internet.

Sleep: About nine hours. I stayed up till about 12:30 the first night, and then got up at 9AM this morning to finish it off.

Food: Lunch before I got started, lunch today, and dinner last night.

Inspirations: "Above The Earth" another 24-Hour RPG by Bryant Durell, and "Young Gods of Old Egypt" by Frank "Kiz" Sronce, also a 24-Hour RPG.

Making a God

Seeing as how the characters in this game are gods, it's important to make said gods. This chapter will explain how.

Stats

Bring Out Your Gods has five stats: Strength, Agility, Endurance, Perception, and Will. Strength is physical prowess, and how hard you hit. Agility is your dexterity and how quick you are. Endurance is your fortitude and pain threshold. Perception is how well you notice things and your aim. Will is your mental strength and your charisma. No matter what point amounts you have in these stats, you will still be superhuman. You will even receive some superhuman powers.

For each of these stats, simply put a 2, 3, 4, 6, and 7 into them, having whatever amount you want for each.

1: Weak mortal. Only the weakest humans will have a stat this low. (Level 1)

2: Average mortal. Most mortal enemies will have stats at this level, few will be higher. (Level 1)

3: Great mortal. The stronger soldiers, veterans, or scholars will have stats this high. (Level 1)

4: Peak Mortal. The greatest mortals in the world will have trouble reaching this level of power, but a few might. (Level 2)

5: Superhuman. The average power of a new god like the players, but still not as powerful as the old gods. (Level 2)

6: Demigod. The strongest demigods will have stats that average at this level, but those are rare as it makes them so powerful. (Level 2)

7: Excellent demigod. The lower old gods will have stats at this level, but only the strongest demigods will. (Level 3)

8: Weak God. Most old gods will have stats at this level. It is almost impossible for demigods to reach this power level. (Level 3)

9: God. Only the strongest old gods will have stats at this level. Demigods will only reach this level after many adventures. (Level 3)

10: Excellent God. The strongest and most powerful of the old gods will have stats this high. Players can only reach this level by careful character creation or by extended play time. (Level 4)

11: Titan. The strongest great gods will have stats this high. Players will almost never reach this high, unless they are extremely dedicated to the game. (Level 4)

12: Excellent Titan. Not even the old gods can hope to have stats this high, as it makes them utterly unstoppable. Any man or beast that faces one with this much power will be blown into an indistinguishable smatter of gore. Players can almost never hope to reach this. (Level 4)

13: Omnipotent. You can do anything. Please do not let players have this! (Level 5)

Beast Heads

Each demigod in Bring Out Your Gods has an animal/beast head. These heads will help to determine a character's personality and it also contributes to their stats and gives them their first godly power. Here is a list of example beast heads, but GMs and players are encouraged to create their own:

Alligator: The great reptiles. This head increases strength and fortitude by 2 each, and gives the Lord of Waters power at 4. The alligator is characterized as strong and dangerous, but honorable.

Bear: The strong and vicious bear. This head increases strength and fortitude by 2 each, and gives you the Eternal Hunt power at 4. The bear is generally characterized as vicious and nigh unstoppable, but will only fight in self-defense. They are feared as enemies, but praised as friends.

Bird: Any non-predator bird. This head increases perception by 4, and gives the Utter Vigilance and Sky King powers at 2. Birds are very jumpy and generally shied away from for being a bit insane. They are accepted and loved by those who do not fear them.

Cat: Any big cat, from tigers to cougars to lions. This head increases agility by 4 and gives the Bloodlust power at 3 and the Night Vision power at 1. These are generally characterized to be the most violent and deadly of the many demigods, and they are surely the most deadly warriors of the group.

Dog: Any more doglike wolf, this includes dogs and coyotes. This increases agility by 2 and strength and perception by 1, as well as Pack Sense and Utter Vigilance at 2. Dogs are generally said to be loyal to the master, but fierce to the enemy.

Fish: The fish. This head increases agility and perception by 2, and Lord of Waters at 4. Fish are the most common demigods, and tend to be the most social, living in schools of dozens. They are the most talkative and, to some, the most annoying.

Frog: The small amphibious creature. This head increases agility and will by 2, and gives the Necromancy power at 4. They are the least obtrusive of the demigods and do their level best to blend in with humanity and not make much of a name for themselves (they are second

only at this to the boar, who born knowing how to do this). The few that become evil are most feared because of their ability to control the dead.

Gazelle: Any gazelle-like animals (deer, moose, elk, gazelle, etc.). This head increases agility and perception by 2 each, and gives you Utter Vigilance at 4. They are generally characterized as jumpy and agile, with little personality to speak of, other than being single-minded.

Great Mammal: All the large land mammals, this includes elephants and hippos. This head increases fortitude by 3 and strength by 1, and gives the Lord of Waters and Lay on Hands powers at 2. These demigods are accepted to be the kindest of them all and the most honest.

Horse: The majestic horse. This head increases agility by 4 and perception and will by 1, and gives the charge ability at 2. The horse is a generally accepted and kind demigod, but they are sometimes shunned by prejudiced people.

Human: Man. This head gives the player four extra points to use in stats and four extra points to be used on powers. Most citizens do not even realize that the human head exists with gods, and some who hear of it won't accept it as real at all. This often leads to human demigods having to prove that they are in fact gods. Because of this, most human demigods either hide or have to flamboyantly show off their powers (This is why the Greek gods are all humans, as they were the ones to show their powers off most). Any personality that the human demigods have they carried over from before becoming a demigod.

Kangaroo: Tall jumping marsupials. This head increases agility by 4 and gives the charge power at 4. Kangaroos are seen to be odd and out of place in most societies, but lovable nonetheless.

Land bird: Any land based or flightless bird. This head increases perception and will by 2, and gives the Lay on Hands power at 4. These types of birds are generalized as being bothersome but useful, with little care of others beyond themselves.

Monkey: From chimps to baboons to gorillas. This head increases strength and will by 2, and gives the Rage power at 4. Monkeys are prejudiced by humans because they see them as less than humans, so the few monkeys that fight against such bigots have given a bad name to those who don't, increasing prejudice.

Owl: The wise bird. This head increases will and perception by 2 and grants the Utter Vigilance power at 4. The owl is most praised as the wisest of the many gods, and many see them as sages.

Raptor: Any predatory bird. This head increases agility and strength by 2 and gives the Sky King power at 4. Raptors are characterized as violent, yet noble.

Scorpion: The great and deadly scorpion. This head increases agility and strength by 2 and gives the Venom and Natural Weapons power at 2. The scorpion strikes fear into the hearts of anyone who sees them, and so

they usually stay away from cities. Sparta has been known to kill scorpion demigods because they are spies from Egypt. All scorpions have a long, segmented tail with a deadly stinger at the end that serves as their natural weapon. Scorpion faces are completely emotionless, but the wise will watch their tails to tell their mood.

Snake: A serpent of any kind. This head increases agility by 4 and gives the Venom power at 4. The snake is recognized as opinionated but quiet and unemotional. Also, they are very solitary creatures and almost never work together.

Swine: Any pig or boar. This head increases strength and endurance by 2, and gives the Shape Change power at 4. Boars are the second most common demigod and because of their shape changing power, they are not often seen but always there. They are seen as treacherous because of this ability, and are often shunned.

Turtle: The great shelled lizards of the sea. This head increases endurance and will by 2, and gives the Resurrect and Seed of Death powers at 2. Turtles are praised and feared in most societies because of their ability to give and take life at their whims. They are kind, quiet, and knowledgeable.

Whale: The massive birds of the sea. This head increases strength and will by 2, and gives the Lord of Waters and Inspiration at 2. Whales are great leaders and always the most charismatic of a group, but their way of acting frightens many.

Wolf: The deadly wolf. This head increases agility by 3 and strength by 1, as well as giving the power Pack Sense and Natural Weapon at 2. The wolves group together more than any other group, and they tend to be the most deadly in groups. Due to this, the wolves are good as strike forces, and are known to be a secret police for the roman emperor, known as "The Pack".

Powers

All players are given 4 power points at the beginning of the game to distribute between these powers. Your beast head will give you one to start with, but having more god powers is always fun! GMs and Players are welcome to create their own powers.

Animal Form: The ability to take on the shape of your animal head. This will usually make the god less powerful (a few are more, but very few), so it would mostly be used to pass through areas without being noticed. Roll vs. DR 2 to active. Lasts number of successes times two hours.

Battlecry: Roar violently and roll vs. DR 4. Each success gives +1 to all combat rolls for the battle.

Bloodlust: The blood of an enemy drives you. Roll this stat whenever the blood of an enemy splashes upon you. Every two successes make the blood heal one wound on your god.

Charge: The ability to move faster than any mortal. Roll vs. DR 2. One success doubles movement speed and every three successes after that does the same. Also, the player can roll vs. DR 4 to smash into enemies. Every two successes increases damage rolls by one.

Deathseeker: Each time the player takes a wound, they can roll their dice vs. DR 4 with each success increasing every roll by one for the next turn.

Duel Wield: The ability to wield two weapons in combat. Roll vs. DR 4 after an attack, getting at least one success allows you to attack the same enemy once more.

Eternal Hunt: The ability to forever hunt an enemy. 1 success allows the player to remember an enemy for a week, increasing attack and damage rolls by one for the player. Each additional success pasts this doubles the amount of time you can hunt an enemy and every three successes increases damage and attack rolls by one more.

Inspiration: The ability to inspire allies around yourself. Roll vs. DR 4, one success increases all ally rolls by 1, four increases it by 2, and seven increases all ally rolls by 3. This effect lasts one hour real time, so it must be rerolled (possibly for a better result) after an hour of playing. If it fails, it may be rerolled 30 minutes later.

Iron Hide: The ability to turn your flesh to steel. Roll vs. DR 4. Every two successes increases effective fortitude in battle by one. The effect wears off after battle.

Lay on Hands: The god with this power may simply touch another person and heal them. Every two successes heals one wound.

Lightning Dodge: The ability to dodge anything. You may add these dice to any dodge attempts.

Lord of Waters: The ability to control and breathe water. 1 success lets the player breathe underwater for a few hours, 3 successes allow the player to do the same for a few days. Every success above that increases time underwater by a week. If the player is trying to control water, then 2 successes allows to control water and add your Lord of Waters dice to any combat or non-combat roll if you are near water, while 4 successes allows total control of flooding, adding Lord of Waters dice to any combat rolls while ignoring enemy dodge (agility) rolls. Every two success beyond that lowers enemy effective fortitude by 1.

Natural Weapons: Along with an animal head, the player god also has some type of animal appendage, a scorpion tale for scorpions, claws for tigers, and hooves for gazelle.

Necromancy: If the god with this power stumbles upon a corpse, they can summon a skeleton with half the stats of the corpse. Every three successes summons one more skeleton.

Night Vision: Roll vs. DR2 to see easily in the dark. One success allows you to see in the dark, three to have +1 to all rolls in the darkness, 5 for +2, and so on.

Order: Roll vs. DR3 to command order. 1 success quiets people, 3 makes them do basic commands for you, and 5 makes them do *any* command for you.

Pack Sense: When the player is in a group of three or more demigods, they may include their pack sense dice with all combat rolls.

Rage: The god goes into a furious rage that allows them to deal extra damage to enemies. Roll against a DR 4, one success allows the player to add rage dice to all combat rolls; four allows you to roll a die after attacking an enemy and if you succeed you can attack again (this can only be done once per attack). Six successes allows the player to hit all enemies within reach with one attack, still allowing the additional roll to attack again. Once the battle is over or the enemy is dead, the rage wears off.

Repair: The ability to repair manmade things. One success can repair something as small as a clay jar, two a buckler, three a small shield, and four a large shield. Six can repair a tower shield, eight can repair a small hut, and ten can repair a city building.

Resurrect: The ability to bring the dead back to life. Roll vs. DR of half the dead person's highest stat. One or more successes bring them back to life. If the player's god dies, they may attempt this power on themselves *one time* against a DR of their highest stat.

Seed of Death: The ability to plant death within a person, coming out at a certain moment. Roll vs. DR 4. One success causes the person to die a month from when death is planted, three successes a week, five successes a day, and each success past that lowers the amount of time by two hours. The seed can be removed by any sage or mystic. Also, Lay on Hands can remove this vs. DR 4, and someone with Seed of Death can roll vs. DR 2 to remove it as well.

Shape Change: Allows the player to change his head to any other beast at a DR of 2. Each success increases time in new form by one day. To change your head (and voice) to another human, roll vs. DR of 6.

Sky King: The ability to fly and control the skies. One success allows the character to fly for an hour, three for a day, and 5 for a week. Each success after that increases the time by a week. Players can roll this stat along with their attack and damage rolls if they wish as well. If they fight from flying, they can use this roll only for attack and damage unless they use ranged weapons.

Utter Vigilance: The player can protect an area from any enemy. Every two successes increases the players dodge and damage rolls by one. If the player leaves the area, then the effects are gone and the roll must be made again.

Venom: The ability to inject venom into an enemy on attack. Roll vs. DR 4. One success makes the victim take on wound per round for 1d6 rounds, and each three past that increases damage per round by one and adds a +1 modifier to round amount roll. This power can only be diffused by a doctor or sage curing it, or the time passing by.

Advancement

So being a god isn't good enough for you, eh? Well, there are ways to get better. Players can get level ups whenever the GM says so, and each time a person gets a level up they get 4 XP points. The XP points can be used in some different ways:

- 2: Increase a power by one die
- 4: Get a new power
- 4: Increase an attribute
- 8: Change your beast head (This gets rid of any bonuses provided by your current one and replaces it with the new one)

Basic Play

Almost all actions in this game follow one basic rule: **roll a number of d6s equal to the stat corresponding to the action, and then compare the number of successes (1-3=Failure, 4-6=Success) to the difficulty rating (DR). If the number is equal to or above, you have succeeded. If it is below, you fail.** That is all. The difficulty rolls are as follows:

1: Mortal. You will almost always succeed at this, but there is always the slight chance you would could fail, so don't just brush these off.

2: Superhuman. Common tasks (for a god), you will usually succeed at this but there is a slightly greater chance of failing than a one.

3: Average Demigod. With most stats, this gives about a fifty percent chance of succeeding. This is a slightly difficult task.

4: Difficult Demigod. These are the tasks that will most often trip the players up, as most stats have of your starting stats will have to get excellent rolls to get even one success.

5: Old God. This DR will usually beat demigods, but some with very good stats will succeed. Most old gods can only get a few successes on these.

6: Difficult Old God. This DR will usually beat old gods, and only the luckiest Demigods will ever get one success on one of these.

7: Titan. This DR is nigh impossible for a demigod, even one who min-maxed and it is on their max stat. Most Old Gods will find it difficult to get even one success on one of these.

8: Difficult Titan. This is almost completely impossible for a demigod, but an old god will still often fail at this.

9: Great God. Only the strongest titans will get more than one success on these, and few Old Gods will get a single success.

10: Difficult Great God. These tasks are difficult even for great, ancient gods, so demigods should not even attempt them.

11: Omnipotent. Anyone who can get more than one success on this is overpowered. It would take the highest possible stat and all successes in order for a player to get a single success on this roll.

Also, any 6s that the player rolls can be rolled again.

Example of Action Roll

Here is an example of a common roll that you might have to do. Skaremi, a boar goddess, is trying to pass the Rite of Strength. The first task is pushing a giant block into a square hole to open a door. The DR of the task is 3, and Skaremi's strength of 7 lets her roll 7d6 and she gets a 1, 1, 2, 3, 4, 4, and 5. The 3, two 4s, and 5 all are successes, so this means that she got four successes and passed the first task, pushing the stone block.

Opposed Actions

Opposed actions are when two different forces, usually two demigods, face off against each other in a noncombat way. In this case, the two roll their appropriate stats against a DR of the other forces stat level. Then, they compare their number of successes, and the one with more wins.

Okay, so that sounds really complicated. I'll try to explain it with an example:

Example of Opposed Actions

Let's return to Skaremi as she faces the final rite, the Rite of Speed. Her final test the pass the rite is to beat Tortema, a turtle god, in an obstacle course. Because the two must be fast and dodge the obstacles, they both roll their agility and perception stats.

They both have 7s in agility and 3s in perception. So each of them has a combined DR 4 to overcome, and each of them roll 10 dice.

Skaremi got 1, 1, 1, 2, 2, 3, 3, 4, and 6, and rolls the die that got a 6 and got a 1. After all this, she got 0 successes anyway (She had to get at least 4 for it to start counting).

Tortema got 1, 2, 2, 3, 3, 4, 4, 5, 6, and 6, and after rolling his two 6s again, he got a 5 and a 2. Therefore, he got 1 success, and beat Skaremi by a long shot.

If that made any sense to you, then you have got a will of at least 4. (Oh wow, a Bring Out Your Gods pun...that's sad.)

Combat

When the gods hit the field of combat, mortals tremble in terror. The very skies burn and the earth quakes. Lucky, there are some rules for such times.

Battles take place on fields with squares as spaces, kind of like a chessboard (in fact, it is often easy to use chessboards to represent the battlefield), and each space counts as a five-foot square. A person can move a number of spaces equal to their agility at the beginning of their turn.

First, everyone who is fighting (if there are large groups of cannon fodder type enemies, they can count as one) rolls agility and whoever has the most successes goes first.

Next, the first player closes distance (A number of spaces equal to their agility, that is.) to an enemy and attacks. What they roll to attack depends on what weapon they use: melee weapon (strength and agility), thrown or tossed weapon (strength and perception), or fired or missile weapon (perception and agility). They roll all these dice against the defenders agility roll plus agility level. Every success past one that the attacker gets, the defenders effective endurance is reduced by one for the next roll.

Speaking of the next roll...The attacker, having beaten the defenders agility, rolls their damage, which is strength plus whatever extra damage that their weapon supports against the DR of the defenders endurance roll plus endurance level. All successes from this roll is a wound to the defender.

After this, everyone rolls to go and whoever gets the most goes next.

How to Die

You die from wounds in this game, and wounds are received from damage. Your wound threshold is equal to your endurance. If you are fighting a severely stronger enemy that manages to get the same amount of wounds in one attack as your endurance, that's a Death Strike that instantly kills you. If you get a Death Strike, then you can instantly attack another enemy, but with the attack DR increased by 1.

Equipment

You may remember me mentioning about your equipment giving your bonuses to damage rolls, so here is some equipment exactly for that. Armor increases your effective fortitude when you are attacked, and shields will take a certain amount of damage for you before breaking. Afterwards, they must be repaired by a blacksmith or by god powers.

Melee Weapon	Damage Type	Notes
Unarmed	Strength	
Knife	Strength +1	Concealable
Club	Strength +2	
Whip	Strength +2	
Axe	Strength +2	Throwable
Spear	Grace +2	Throwable
Sword	Strength +2	
Scimitar	Strength +2	
Gladius	Strength +3	Expensive
Katana	Strength +3	Expensive
Khopesh	Strength +3	Expensive
Ninja Knife	Grace +3	Expensive
Spartan Spear	Grace +3	Only found in Sparta
Spartan Blade	Strength +3	Only found in Sparta
Warhammer	Strength +3	
Staff	Strength +1 (random stick) +2 (manufactured)	
Great Axe	Strength + 3	Only found from Barbarians or Minotaurs
Giant Club	Strength +3	Only found on Cyclopes
Long-Range Weapons	Damage Type	Notes
Javelin	Strength +2	
Bow	Strength +2 (arrows), +3 (Hand-crafted arrows)	
Sling	Strength +1 (Stones), +2 (Bullets)	Stones = Free

Spring Air-gun	Strength +2 (Stones), +3 (Bullets)	Expensive, Stones = Free
Armor	Armor Level	Notes
Iron Armor	+1	
Bronze Armor	+2	
Bronze Plate	+3	Expensive, must be Specially made
Shield	Fortitude	Notes
Buckler	3	
Small Shield	6	
Tower Shield	9	Expensive, lowers Agility by 1.

Behind the Curtain

Now this is probably the point where everyone should stop reading, except for the GM. Game mastering is a complicated thing to do, so here are some tips and details that players don't need to know. So basically, is you're a player and you've read this far, look away now. Do it.

Now that that's through, let's get into the enemies of the game:

Enemies

There are generally 5 types of enemies: Mortal, Demigods, Monsters, Old Gods, and Titans. Mortals are *mostly* cannon fodder, but a few of them, the heroes, will serve as real challenges, usually equally a demigod themselves. Demigods are just as strong as the players, with a few being stronger to serve as boss. Monsters will generally be weaker than demigods, and are mostly the enemies between mortals and demigods. Gods and Titans are all gods, usually with Titans being adventure final bosses.

Because mortals are so simple, I can pretty much sum them up with a table. Most mortals have all their stats the same amount. Also, here are some details on how the major societies would work in combat.

Romans: Romans are the most strategic of the group, and almost never attack in less than armies. If you do run into a group, it's probably at least a dozen of them. They may be lead by a centurion, who gets to roll 4d6 against a DR of however many demigods are in your group to make every soldier in their group get +1 for each success.

Greeks: The Greeks are less organized than the Romans, except near the city-states and during wartimes, and generally work in small groups of around five. If Spartans go out to fight, they area force to be

reckoned with. They all have a battlecry ability that rolls the number of Spartans in the group d6s against a DR of how many demigods are in your group. If they get a success, they get a rage that is equal in level to how many Spartans are in the group.

Egyptian: Egyptians work in very small groups of two to four, and are well armed and trained to survive in the harsh deserts. Few are as good at surviving the desert and eluding enemies and bandits, while still being bandits themselves. They tend to attack near anyone they come upon, usually in the night when the enemy is least expecting it. Desert Lords are demigod like beings that tend to simply walk into a group of Egyptians and lead them, as they are so highly respected. Any group of Egyptians with a desert lord in the midst automatically has a +1 to effective fortitude. Any group of Egyptians with a Sand Snake in their midst automatically gets +1 to all rolls if they fight during the night.

Chinese: The Chinese martial warriors tend to work completely alone, as they do not need any allies to help them. They are mostly non violent except for a few and will only attack if you threaten them. They tend to simply walk across the countryside or go on pilgrimages, meditating along the way. Chi Masters get two god powers at 4 or one at 8, making them an enemy to be reckoned with. Very rarely, Chi Masters will be followed by Martial Artists, and each Martial Artists will receive +1 to endurance and strength.

Mortal	Stat Distribution	Weapon
Bandits	1-4	Any
Roman Soldier	1	Sword
Greek Warrior	1	Sword
Egyptian Mercenary	1	Scimitar
Martial Artist	2	Unarmed
Centurion	2 (3 will)	Gladius
Veteran	2 (3 strength)	Gladius
Desert Lord	2 (3 endurance)	Khopesh
Chi Master	4	Unarmed
Samurai	3 (4 strength)	Katana
Ninja	3 (4 agility)	Ninja Knife
Sand Snake	3 (4 endurance)	Whip and Khopesh
Spartan	3 (4 strength)	Sparta Spear and Blade
Barbarians	2-4	Great Axe

Actually, I think I can sum them all up in tables, but I might have to add little descriptions afterward.

Hero/Important Mortal	Stat Distribution	Weapon
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Jason (Greek)	4 (5 agility)	Gladius (S+3)
Heracles (Greek)	4 (5 strength)	Axe, Club, and Sword (S+2)
Odysseus (Greek)	4 (5 endurance)	Gladius (S+3)
Perseus (Greek)	4 (5 agility)	Sword (S+2)
Bellaraphon (Greek)	4 (5 agility)	Sword (S+2)
Theseus (Greek)	4 (5 will)	Staff (S+2)
Hippolyta (Greek)	4 (5 perception)	Spear and Javelin (S+2)
Leonidas (Greek)	3 (4 will + strength)	Spartan Spear and Blade (S+3)
Alexander (Roman)	3 (5 will)	Gladius (S+3)
Right Arm (Egyptian)	4 (5 strength)	Khopesh (S+3)
Jiro Naka (Chinese)	5	Unarmed

Bellaraphon: Bellaraphon, a Greek hero, has the ability to summon Pegasus (horse with wings) to either escape the battle or help in battle. Pegasus has the same stats as Bellaraphon. Rolls 4d6 vs. DR 2 to summon. If it fails, cannot attempt again.

Right Arm: Right Arm, an, admittedly made-up, Egyptian hero, has a right arm with the mark of the god Bastet upon it. He can touch his arm and grow claws (this is a Natural weapon of 4), or summon a monstrous cat (all 3 stats with 4 agility), by 4d6 vs. DR 2.

Jiro Naka: A Chinese Ancient Chi Master, Jiro Naka has two god powers at level 8: Lay on Hands and Rebirth. He might as well be a demigod, and he is always surrounded by at least one Chi Master and at least four Martial Artists, still offering the Chi Master bonus. He is a deadly opponent.

Monster	Stat Distribution	Weapon
Gorgon	S4 A5 E1 P4 W3	Bow (S+3)
Minotaur	S5 A3 E4 P4 W1	Great Axe (S+3)
Yaun-Ti	S3 A5 E4 P1 W4	Dual Khopesh
Note: Allows 2 attacks per turn, must be different enemies		
Dragon	S5 A5 E5 P5 W5	Claws and Fiery Breath (S+4)
Centaur	S4 A5 E3 P4 W1	Bow and Spear (S+3)
Griffin	S3 A5 E1 P4 W4	Talons (S+3)
Cyclops	S5 A3 E5 P3 W1	Giant Club (S+3)
Hydra	S3 A4 E4 P5 W1	Teeth (S+3)
Chimera	S5 A1 E4 P4 W3	Claws (S+3)
Sphinx	S1 A3 E5 P4 W4	Claws and Magic (S+3)
Wadjet	S3 A5 E4 P4 W1	Talons and Screams

Note: Scream. Roll 4d6 vs. DR 3, if succeed, players incapacitated for one turn (S+3)

Petsuchos	S4 A3 E5 P1 W4	Teeth and Ray (S+3)
Roc	S1 A5 E3 P4 W4	Talons (S+3)
Scarab	S3 A5 E4 P3 W3	Pincers (S+3)
Phoenix	S3 A5 E4 P1 W4	Fiery Talons and Breath (S+3)

Demigods

Skaremi (Swine - Boar)

Strength: 6 (3) Agility: 7 (3) Endurance: 6 (2) Perception: 3 (1) Will: 2 (1)

Powers: Shape Change (4) and Charge (4)

Weapon: Gladius (S+3)

Armor: None

Shield: None

Tortema (Turtle)

Strength: 4 (2) Agility: 7 (3) Endurance: 6 (2) Perception: 3 (1) Will: 4 (2)

Powers: Resurrect (3), Seed of Death (2), and Iron Hide (3)

Weapon: Warhammer (S+3)

Armor: None

Shield: None

Lord Rin (Cat - Lion)

Strength: 4 (2) Agility: 6 (2) Endurance: 3 (1) Perception: 6 (2) Will: 7 (3)

Powers: Order (6) and Bloodlust (3) and Night Vision (1)

Weapon: The Judge [A Chinese staff that increases all will rolls by 2] (S+2)

Armor: Bronze Plate (+3)

Shield: None

Strength: () Agility: () Endurance: () Perception: () Will: ()

Powers:

Weapon:

Armor:

Shield:

Titans

Cronos

Strength: 11 (4) Agility: 9 (4) Endurance: 12 (4) Perception: 10 (4) Will: 8 (3)

Powers: All at 4

Weapon: Titan's Fist [Warhammer that raises strength rolls by 3] (S+4)

Armor: Titan Plate (+4)

Shield: Unholy Shell (15 Endurance)

Rho

Strength: 8 (3) Agility: 9 (4) Endurance: 10 (4) Perception: 11 (4) Will: 12 (4)

Powers: All at 4.

Weapon: Titan's Eye [Staff that raises will rolls by 3] (W+4)

Armor: Titan Plate (+4)

Shield: Wise Shell (15 Endurance)

Lone Power

Strength: 13 (5) Agility: 13 (5) Endurance: 13 (5) Perception: 13 (5) Will: 13 (5)

Powers: All at 10.

Weapon: Brimstone [Fiery Axe that raises all combat rolls by 2] (S+5)

Armor: Bloody Carapace (+5)

Shield: Gibbering Wall (18 Endurance)

Old Gods will generally have a stat distribution around 8 and they are the gods that you know from legend: Horus, Bastet, Zeus, Aphrodite, and Mercury.

Money

I'm not going to give you a guide to money in the game, because generally Demigods don't have anything to do with money and will just scavenge weapons off of their enemies or perform tasks for people to get items as rewards. That or they can just scare a shopkeeper into giving them things. I mean really, who would deny a god a simple sword?

Adventure Ideas

Other Gods?: All the player demigods live in a small village and they are the only gods in the area, so they spend at least a bit of the game doing quests in this small village before realizing that there are in fact other gods out there, and go out to find them. If you're running a full campaign, this is a good way to start off your adventure so that you can introduce some major villain through the players adventuring or simply lead them on an adventure.

Damn. I've gone through this whole thing, just having idea after idea, and now I can't think of anything for adventure ideas. Maybe you should all just do the "Other Gods" adventure?

Well, I guess this is where I'll stop this RPG. It was very interesting to do this RPG, and very tiring on the first night of writing. I've got about two and a half more hours to finish writing, so I think I'll just go through it once or twice and maybe add some more things before finishing up.

All in all, it was really fun and I hope it turns out well. Anyone who aspires to make any RPG systems should almost definitely consider trying one of these.