GODS MAKE MODS

Raillery: this is kinda brutal.

V4114: It is a perfectly sanctioned banning raid. Chime and Render are on their way to stop it, however.

gauntes: They're working with Dullahan defectors. Shameful.

smeagolthevile: hot

PrinceOfAltea: My VR Rig is ready. I can be summoned whenever.

KamenOtaku: saaaame. Ready to try out my new Mod Magic.

FHRegulus: mOOOOd meeeeeeeee. I want magic for watching streamers toooooooooo

chocobread: I would like to be a mod too! 🔥🔥🔥🔥🔥🔥

sylphstorm: magicmagicmagicmagic!!!!

V4114: Watching Stream Dieties comes with benefits.

Divine Magic for StarStreamers

BPB   SAVAGE WORLDS
LICENSED PRODUCT

BPB

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INTRODUCTION

In the Maelstrom Galaxy, which is the world of StarStreamers, there are many avenues that individuals can use to gain access to potent magical abilities. Cosmos Drives, psionics, Planar Magic, genetic modifications, and body alterations are but some of these options. However, there is another way for normal people to quite literally become as gods. That is, of course, the path of streaming.

Streamers that foster their fanbase are rewarded with a plethora of blessings. What is a deity if not an entity with a large group of followers who speak at length about them to their friends? What is a fandom if not a cult? What is religion if not a socially acceptable cult? Ergo, streamers with a large enough fanbase of dedicated viewers become divinity in their own right.

But, this phenomena can be taken further when explored through the lens of fantasy roleplaying tropes. Clerics, paladins, invokers, and more are all valid paths to power in most fantasy settings that incorporate magic. By being amongst the most loyal followers, a normal person can be granted a sliver of divine magic that harness on their own. In the world of streaming there is a word for such creatures, and that word is Moderator.

STREAM DEITY RULES

Presented below are the rules for becoming a stream deity and how this effects gameplay. For games that are actually streamed on the internet, consider your actual viewers and chatters as you determine things such as Chat Qualities and Responsibilities.

CHAT QUALITIES

To qualify as a stream deity, the streamers must obtain FOUR Chat Qualities, sometimes called Divine Domains. This typically takes a minimum of at least four adventures and the qualities obtained reflect the decisions made by the streamers.

RESPONSIBILITIES

Based on the deity's Chat Qualities, the Responsibilities that a Mod must carry are listed here. They are often fairly simple tenets and an individual mod does not have to abide by all of them, but rather just the ones that would apply to the Chat Quality they draw their divine power from. Only in rare instances will a Mod lose their abilities, though this typically occurs if the Mod takes major issue with the other Chat Qualities.

UNIQUE BOONS

All stream deities grant at least one free boon to their Mods. This typically comes in the form of an Edge but can be anything. If the boon is an Edge, the Mod does not have to meet the Requirements for the Edge, they simply need to exemplify one of the stream deity's Chat Qualities. All Mods gain either the Arcane Background (Miracles) or Champion Edge and an additional bonus determined by the Chat Quality they represent.

EXAMPLE STREAM DEITIES

Presented below are several examples of streamers, their divine domains, and what benefits they might grant their followers.

FLAMETTA FLAME, THE BRIGHTEST STAR

One of the most famous galactic pop idols, Flametta Flame is a force for good in the Maelstrom Galaxy and on Holo-Net. She rose to success without signing on to any agency and is now considered one of the most powerful talents around. Her chat admires her ability maintain high energy while putting on exceptional shows in all manner of locale. A consummate professional, Flametta Flame is never out of costume and keeps her personal life offline.

Chat Qualities: Coordinated Chat, Energetic Chat, Generous Chat, Theatrical Chat

Responsibilities: Put on a good show, be high energy

Unique Boons: Coordinated Mods only have access to the Connections Edge, though they can use this Edge to call on any other member of Flametta's chat to aid them. Energetic Mods can gain the Quick or Fleet-Footed Edges. Generous Mods increase their Spirit by one die step. Theatrical Mods gain the Actor Edge from *Savage Tokusatsu* or the Bolster Edge.

LUXANA LOVE, THE GENTLE SOUL

A kind spirit, Luxana Love is a new stream deity who gained a modest following thanks to her charming singing voice and her very calming videos. She often associated with other streamers, such as Lost in Maelstrom, while doing vacation collaboration videos and duets.

Chat Qualities: Altruistic Chat, Peaceful Chat, Visionary Chat, Wandering Chat

Responsibilities: Be kind, forgive, work towards a better future.

Unique Boons: Altruistic Mods gain the Charismatic Edge. Peaceful Mods can increase their Healing and Persuasion by one die step each. Visionary Mods can cast the *Object Reading* Power once per day using their Spirit. Wandering Mods can increase their Survival by two die steps or gain the Woodsman Edge.

STARSTREAMERS, THE DECENT PAIR

A small and relatively new duo of stream deities, Chime and Render have undergone a sudden surge in popularity thanks to their exceptional viewers. They've beaten rigged games, legitimized Void-Net streamers, stopped blood-fueled AI, and beaten Space Paul in a GenePal battle. Through their various actions they've collected an eclectic group of viewers who they have recently Modded.

Chat Qualities: Generous Chat, Lewd Chat, Merciful Chat, Protective Chat

Responsibilities: Do what is right, stand by your allies, spare those who deserve to be spared

Unique Boons: Generous Mods increase their Spirit by one die step. Lewd Mods gain the Work the Room Edge and can use that Edge with Taunt. Merciful Mods increase their Healing die by two steps. Protective Mods gain the Interpose Edge from *Savage Tokusatsu* or increase their Toughness by +1.

YOLOS, THE RISK TAKER

After accruing her following through feats of derring-do, Yolos ascended to divinity and is known a goddess that loves doing sick stunts. She encourages her followers to cherish the one life that they have to live and to make sure that they die with no regrets. Grind down that 200 step staircase, revel in the night's festivities, overindulge in drink and love. Afterall, a life not worth losing is a life not worth having.

Chat Qualities: Courageous Chat, Free Chat, Hedonistic Chat, Squabbling Chat

Responsibilities: Take risks, live fulfilled, urge others to do the same.

Unique Boons: Courageous Mods can take the Acrobat or Brave Edges. Free Mods can take the Extraction Edge or increase their Spirit by one die step. Hedonistic Mods can gain the Charismatic Edge or increase their Persuasion by two die steps. Squabbling Mods can gain the Provoke or Work the Room Edges.

GOD MOD POWERS

There is a variety of ways that a Mod can flavor their Powers, Edges, and abilities to better reflect the theming of being granted powers as a Mod for a stream. The *sloth* Power might be called "/slowchat", *healing* might be "/clear", and *summon ally* might be "Channel Raid." These all still typically have divine Trappings but it's possible for certain Mod Teams to have totally different Trappings, such as Arcane, Tech Based, and more.

GOD MOD EDGES

Presented below are several new Edges that can be given to Mods. These are all either Power Edges or Weird Edges. These Edges can only be taken by Mods, which typically does not have a single signifier Edge like an Arcane Background would, though these Edges can be easily reflavored to work in other settings.

BANHAMMER

Requirements: Novice, Arcane Background (Miracles), Fighting d8+

The Mod is capable of laying down the banhammer in combat to put trolls in their place. When the Mod rolls damage, they can choose to add +1 to the total of a final damage roll for each Power Point spent, to a maximum of 4.

BANNED WORD

Requirements: Seasoned, Intimidation or Persuasion d8+

As with all chats, Mods have the ability to ban words and phrases that they deem inappropriate. They mod can target a creature within 6". The target must make a Spirit check opposed by the Mod's Intimidation or Persuasion. If the Mod succeeds, they can "lock" one of the target's active Special Abilities or Powers for one hour. On a raise, the Mod can "lock" an additional active Special Ability or Power. After successfully using this Edge, the Mod takes a level of Fatigue.

Mechanically, this means that the creature is unable use this Special Ability or Power for the duration. For example, a Mod could lock a dragon's Bite/Claws or Fiery Breath but not Hardy, a Giant Spider's Webbing, or a Wizard's *bolt* Power.

CHANGE PERMISSIONS

Requirements: Veteran, Spirit d8+

There are ways to handle certain problems, and sometimes that includes changing the permissions of existence itself. Mods are capable of doing exactly that. As an action, the Mod can attempt to change the permissions of a creature within 10" by making an opposed Spirit check. If the Mod succeeds, they can give the target a new Weakness, similar to the Environmental Weakness Negative Racial Ability.

The Mod chooses a Weakness that is appropriate for their target, such as making a robot vulnerable to electricity, and the effects that being exposed to this new Weakness instills, such as the target taking +4 damage or becoming Fatigued and Distracted. The Game Master is encouraged to work with the Mod to create this Weakness.

If the Game Master accepts the new Weakness, the Mod must spend a Benny to activate it. If the Game Master cannot work with the Mod to create a new Weakness, the Mod resumes their turn as if they had not used an action to attempt to Change Permissions.