

Immortality

- Mortals may vie for immortality.
- There are different ways to become immortal; different “paths” to immortality
- One must be sponsored by one or more of the following:
 - an immortal
 - a demi-god
 - a lesser god
 - a greater god
- Once immortal, a being may vie for divine ascension, and become a demi-god (and possibly better after obtaining demi-god status...)
- Immortals often serve as “proxies” to demi-gods (or greater) as a way to work toward divine ascension...

Main Path to Immortality for P.C.'s

- Your P.C. is a specific class on “round 1”; you have to be chosen to be sponsored (by an immortal or better) and you have to complete “some great things” (and reach reasonably high level).
- You then leave your mortal legacy behind (for now, at least) and take on a new life, on a new world, and begin in a new class at 1st level. You are usually the same race & alignment as you were in your 1st life, but there can be exceptions. You begin at an age of your choosing, with a different body (with a brand-new character sheet). Your sponsors hide & protect your true/original body (you take none of your worldly possessions with you).
 - Your new body is an avatar, of sorts.
 - You retain all of your memories of your previous life, but the only abilities you retain are your intelligence, wisdom and charisma scores (unless you roll better ones in your new body). “The Gods” may also decide to allow you to keep a specific gift or special ability previously given by the Gods (DM’s discretion).
 - You get psionics with some minor abilities.
 - You get 3 “advantage” rolls, as per the 5th Ed D&D rules, per level. You also gain 3 “luck” rolls in this new lifetime (total). With a luck roll, you get to re-roll a dice at the time of your choosing.
 - You decide when to use them.
 - The advantage rolls don’t carry over from level to level (if you don’t use them, you lose them).
- If you die on this 2nd round of immortality, you come back to life (you’ll even “re-spawn” if your body is destroyed)
 - “The Gods” cast something similar to a Raise Dead spell on you, shortly after your death (the exact time and circumstances are up to the D.M., but it should be fairly soon after death, and not at a very disadvantageous time).
 - Ills that cause the death – such as poison and/or disease are negated.
 - A system shock or resurrection check is NOT required.

- You are brought back to life with only 1 hit point, but rest is not required (as it would be with a Raise Dead spell).
 - Your body loses a point of constitution, as usual.
 - If you die more than 3 times, your true/original body also loses a point of constitution AND your 2nd body can only be brought back to life with ordinary D&D means (e.g. a cleric can cast an ordinary Raise Dead or Resurrection or Wish spell).
- At the end of the 2nd path, you go back to your original body, and you have the combined powers (and magic items) of both paths. You have to perform a “quest” for your proxy or the Gods (whomever your immortal sponsor is) prior to going on the 3rd path of immortality.
- The 3rd round of immortality is the same as the 1st & 2nd round. You retain all memories of the 1st & 2nd round, but none of the abilities – except intelligence, wisdom, charisma and your psionics. Now you may get some major ones (DM’s discretion)...
- Once you’ve finished the 3rd round of immortality, you get all of the powers and abilities of all 3 rounds combined in your true/original body.
 - You are not a true immortal, though, until you complete an “Epic Feat” (e.g. build an empire, end slavery on your world).
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 - Your body loses a point of constitution, as usual.
 - If you die more than 3 times, your body also loses a point of constitution AND you can only be brought back to life with ordinary D&D means (e.g. a cleric can cast an ordinary Raise Dead or Resurrection or Wish spell).
- Once you’ve completed the “Epic Feat” stage, you cannot be permanently killed, unless on your home plane (same as for the powerful demons and gods). You no longer age, and you’re awarded some more special powers/abilities (D.M.’s discretion). You are an “immortal”. You may now enjoy... Or vie for divine ascension.
 - You can establish a “new” home plane (e.g. a demi-plane) if you want, but this is an adventure in itself...