

AMAZONS Vs ALKYRIES

BLOODLINE FEATS

Bloodstone Press™



A MAZONS vs V ALKYRIES

ΒΛΟΟΔΙΜΣ ΞΣΑΤΩ

ΚΡΕΔΙΤΩ

Design and Development by: L. J. Ogre

Editing by: Les Moore

Graphic Design and Layout by: Joel Grahn

Some Graphic Elements by Lord Zsezse Works

Creative Commons File Credit: Heracles and the Nemian Lion by
Peter Paul Rubens: ISailko

Art by: Peter Nicolai Arbo, Federico Barocci, John Baur, Knud Bergslien, Nils Blommer, William-Adolphe Bouguereau, Gustave Boulanger, Jan de Bray, Jacques Louis David, Carl Emil Doepler, Michel Martin Drolling, John Collier, John Charles Dollman, Johannes Gehrts, Orazio Gentileschi, Jean-Léon Gerome, Luca Giordano, Francisco Goya, Charles François Jalabert, Lord Frederic Leighton, Jules Eugène Lenepveu, Franz Matsch, Sir Edward John Poynter, Arthur Rackham, Guido Reni, Orazio Riminaldi, Peter Paul Rubens, Cesare da Sesto, Herbert Schmalz, Francesco Solimena, Franz Stuck, il Tancio, Domenico Tiepolo, Titian, Giovanni Ernest Wallcousins, John Williams Waterhouse, Marten Eskil Winge, and William Clarke Wontner.

ΚΟΝΤΣΜΤΣ

INTRODUCTION

[The World](#)
[The Conflict](#)
[But I Don't Want to Play a Chick!](#)
[Bloodlines as Adventure Hooks](#)
[Origins](#)
[Other Bloodlines](#)
[Random Bloodlines](#)
[Alignment Tendency](#)

BLOODLINES

[Achaemenes](#)
[Achilles](#)
[Aeneas](#)
[Anteus](#)
[Asclepius](#)
[Atalanta](#)
[Autolykus](#)
[Boreads](#)
[Dioskouri](#)
[Halfdan](#)
[Hercules](#)
[Hippolyta](#)
[Myrmidon](#)
[Orpheus](#)
[Perseus](#)
[Saeming](#)
[Skjold](#)
[Tantalus](#)
[Theseus](#)
[Volsungs](#)
[Wayland](#)
[Yngvi](#)
[Zal](#)

APPENDIX

(Links to only the first feat of each letter)

[Adaptive Laborer](#)
[Beast Companion](#)
[Charming Smile](#)
[Demoralizing Strike](#)
[Endurance](#)
[Favored of the Gods](#)
[Grappling Expertise](#)
[Healing Hands](#)
[Ignore Pain](#)
[Lightning Reflexes](#)
[Magical Aptitude](#)
[Natural Armor](#)
[Parrying Style](#)
[Raging Strength](#)
[Savage Warrior](#)
[Tactical Commander](#)
[Uncanny Dodge](#)
[War Child](#)

OPEN GAME CONTENT

Only the Game Rule Information for the feats is hereby declared Open Game Content. All other content of this document is protected under the copyright and trademark laws of the United States of America.

PRODUCT IDENTITY

The following material is hereby defined as product identity, as defined in the Open Gaming License version 1.0a, Section 1(E), and is not Open Content: The term Amazons Vs Valkyries, all trademarks, registered trademarks, proper names (characters, deities, heroes, etc.), dialogue, plot, storylines, setting information, locations, and characters.

COMPATIBILITY

These game rules require the use of the 5th edition of the d20 core rules. A free online version of those rules can be found [right here](#).

COPYRIGHTS AND TRADEMARKS

Bloodstone Press, Amazons Vs Valkyries, and the Bloodstone Press logo are trademarks owned by Bloodstone Press. Some portions of this book which are Open Game Content originate from the System Reference Document and are ©1999–2020 Wizards of the Coast, Inc. The remainder of this material is protected under the copyright laws of the United States of America (copyright 2020). Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Bloodstone Press.

The watermarked page background is owned by Lord Zsezse Works and used in accordance with their license.

This product is a work of fiction. Any similarity to actual people, places, organizations or events is purely coincidental.

INTRODUCTION

Welcome to Amazons Vs Valkyries: Bloodline Feats. This file includes twenty three bloodlines, an overview of the Amazons Vs Valkyries setting, and plenty of background information for your games. The story of the House of Atreus and the beginning of the Trojan War are outlined. The Volsung Saga and the story of the legendary kings of Sweden are covered along with dozens of other tales. Many of these stories can be used as springboards and inspiration for further adventures in this setting.



Bloodlines are a central theme in the Amazons Vs Valkyries campaign setting. While all players are not required to select a bloodline for their characters, it is recommended that at least a few do so, as it will likely come into play. Some bloodlines carry specific qualities such as a unique appearance, an affinity with an ancestral weapon, or a taint of good or evil. Game masters may also use bloodlines to introduce family members, backgrounds, and adventure hooks for the characters.

Because this setting exists in an isolated demi-plane that is locked in an extended time loop, reading over any of these stories can provide plenty of inspiration for your own games. While these are all stories that have happened in the past and constitute a mythological history, they are also stories that will be repeated in the future. Although the details of the stories change from one generation to the next, the fundamental elements remain the same.

Players are also encouraged to play historical games and set their campaigns in a time period previous to the assumed current time period (323 - 204 BCE).

Reading through these stories you will find tales of revenge, jealousy, paranoia, greed, infanticide, cannibalism, incest, polygamy, suicide, and war. This is a world of harsh brutality and amazing debauchery; make sure the players know it.

THE WORLD

The world of Amazons Vs Valkyries resembles our own world, but is not a historical analog. Rather, it is a mythological world created by the collective psychic energies of people in our world; a physical manifestation of ancient legends, myths, and beliefs.

This world exists in an isolated demi-plane and is not a complete planet. The three continents (Europe, Asia, and Africa) are surrounded by the Ocean and anyone who sails too far out encounters storms, whirlpools, sea monsters, deities, and an impenetrable stone wall that supports the vaulted sky.

This is a land of chimeras and dwarves, pharaohs and druids, Romans and dragons, where entrances to the Underworld can be found and the dead can be brought back to life. Apollo crosses the sky on his chariot of the Sun and Thor battles giants within the thunderstorms.

Matter is created in time-space by the subconscious psychic forces of people in our world. This world exists because we, in our world, study ancient myths and legends. We read about them, write about them, play games about them, daydream about them, and make movies about them. The energy of our thoughts creates these imaginary places, fictional people, and unreal events.

THE CONFLICT

An ancient feud exists between the daughters of Ares and the daughters of Odin. The hatred between these two warrior cults is rooted in the founding of the Amazon nation. As the Amazons built settlements, claimed territory, and attracted women from other tribes, they came into conflict with the people of the Aesir.

While most of the Aesir's warriors were men whom the Amazons easily fooled, manipulated, and defeated, the Aesir also had a small force of warrior women. These shield maidens and their leaders, the Valkyries, were the Amazons' equals in combat and cunning. However, the Amazons vastly outnumbered the Valkyries and they eventually drove the followers of the Aesir off their land.

Amazons and Valkyries have been feuding for more than a thousand years. Revenge killings, vendettas, and war follow after each other in an endless cycle. Both warrior cults also maintain a high level of negative propaganda about each other, some of it founded in reality, most of it based on lies.

Amazons also tend toward evil. They are hyper-violent, misandric, and xenophobic. Valkyries, with their dedication to protecting and serving, tend toward good. However, there are many exceptions in both groups.

AMAZONS vs VALKYRIES

REGIONAL MAP
CIRCA 4500 TA



COPYRIGHT 2020, BLODSTONE PRESS

BUT I DON'T WANT TO PLAY A CHICK!

Some players will be interested in playing something other than an Amazon or a Valkyrie. Fortunately, the conflict is a central theme in this setting and it touches all nations, cultures, and genders. Besides warrior women, players may enjoy being a Roman legionnaire, Spartan warrior, Persian Immortal, Gallic gladiator, Scandinavia berserker, Egyptian ranger, or a Berber scout. Although this setting is mostly about warriors, players are not limited to fighter types. Witches, druids, skalds, shamans, healers, pirates, and other non-warriors are common too.

However, anyone playing a male character may find themselves wishing they had chosen otherwise. Castration is a common practice for criminal punishment, prisoners of war, and slaves. It is also a requirement for many high ranking government positions in Persia, Egypt, and other kingdoms. Self castration is required in many religious cults including the Great Mother and Artemis. Castration is also a common form of torture. It is also common to castrate young boys to preserve their singing voices. Therefore, male characters in this setting have a significant chance of becoming eunuchs.

Furthermore, castration often means removing the testicles *and* the penis. Constitution save DC 10 for partial castration or DC 13 if the penis is removed as well. Failing the saving throw indicates the character develops a deadly infection.

Lastly, magic allows for transgender characters to transition, and both nonbinary genders and intersex physiology are also possible for players. These are often related to the Olympian deity Hermaphrodites or the Phrygian deity Agdistis.



BLOODLINES AS ADVENTURE HOOKS

Bloodlines can help flesh out a hero's background and provide the game master with adventure hooks and sources of conflict. Some examples are:

- Ancestor spirits warn the hero of impending doom
- Family and clan relationships (good and bad)
- Ancestral items such as jewelry, cookware, armor, weapons, estates, and titles.
- Weddings, funerals, and celebrations to attend
- Tombs or sanctuaries that only people with the bloodline may enter
- Organizations that only allow certain bloodlines to be members
- Ancient feuds and vendettas still exist and may be visited upon the heroes, or may be useful to them. For example, Hera may require the sacrifice of a [Heraclid](#) before she will help the heroes.



ORIGINS

Aphrodite played a cruel and disastrous game with the hearts of the male Olympians, filling them with desire for mortal women. While many gods, including Ares and Apollo, fell under her spell, her primary focus was Zeus. He fathered dozens of illegitimate demigods and when he discovered what she had done he was angered. In revenge he filled her heart with lust for a mortal man ([Prince Anchises](#)). This set in motion a series of events that would lead to the Trojan War and the founding of Rome.

Aphrodite's spell affected Ares as well and he fell in love with a nymph named Otrera. They had four daughters who would later become the first Amazons. After Otrera's relationship with Ares ended, she took her daughters into the wilderness east of the Tanais River and they cleared the land of beasts and men. They attracted warrior women, huntresses, and craftswomen from nearby tribes and they founded a nation. This brought them into conflict with a local tribe who followed a pantheon of warrior gods known as the Aesir.

Odin, king of the Aesir, had fathered three daughters with Gaea. These girls were Thor's full sisters. Thor also had a daughter, Tori, who became a Valkyrie along with her aunts. The Valkyries raised a small force of shield maidens for support in battle, but their numbers were far fewer than the army of Amazons that Hippolyta organized.

Through duplicity and cunning, the Amazons discovered the hidden entrance to the Aesir's home dimension of Asaland and with Ares leading them, they invaded. These were the days before Mjolnir, Gullinbursti, and other powerful artifacts of the Aesir had been forged and they had little hope of repelling the invasion. Rather than let Asaland fall to the Greeks, Odin destroyed the entire dimension.

With the Aesir routed and Asaland destroyed, their followers in Midgard became refugees as the Amazons pushed them off their land. Their people migrated northwest, further into Germania, and began settling new lands.

To create a new homeland for himself and his court, Odin traveled far north into the remote reaches of Scandinavia. He forged a new dimension called Asgard and he hid the entrance in the sky over Lake Malaren. He then commanded a new hall to be built within Asgard and he dubbed it Valhalla.



Soon, however, his people encountered the followers of a fertility cult known as the Vanir. The king of the Vanir was Freyr and his sister was Freyja (also known as Frigg, Friga, or Gullveig). After several disputes over land, resources, and tribute, Odin married Freyja in an effort to establish peace between the tribes. She dwelt with him in Valhalla for seven years and they had one son, Baldur, who was later murdered.

The Aesir eventually discovered that Freyja was a witch and they burned her to death three times. After the third time, a new being called Heidi emerged from the flames. Heidi rescued Freyja from the fire, escaped Valhalla, and now roams Scandinavia as a seer, sorceress, and witch, famous for her evil deeds.

Freyr was incensed over this treatment of his sister and sent his army of giants and deities against the Aesir. A fierce war raged for a generation before both sides grew weary of the bloodshed. Odin and Freyr finally agreed to a truce and exchanged four chieftains with each other as good-faith hostages to solidify the treaty. They then set out to conquer all of Scandinavia for their peoples.

Freyr assumed the role of the first king of Sweden and fathered a mortal son to begin a royal bloodline (the [Yngvis](#)). Likewise, Odin fathered a mortal son named [Skjold](#) and sent him to Denmark to lead a rebellion and take control of the kingdom. Odin also fathered another son ([Sigi](#)) and planned to grant him the lands beyond the Kjölen Mountains. But Sigi never received the lands he was promised. Instead, he murdered Baldur, was deposed, and fled east where he forged his own kingdom.

Years later another mortal son of Odin, [Saeming](#), was sent to rule the wild lands west the Kjölen Mountains. By then the [sons of Norr](#) had already settled in the rugged territory, leading to tribal warfare that continues to this day.

Long ago the Vanir had foreseen Ragnarok. After the truce with the Aesir, Freyr told Odin about the coming cataclysmic battle. To prepare, Odin commanded the Valkyries to gather the souls of all the greatest fallen warriors and create an army of champions. The einherjar, as they are called, wait in Valhalla, training for the final fight.

While these stories cover the origins of most bloodlines, there are exceptions and special cases discussed separately below.

OTHER BLOODLINES

There are dozens of others bloodlines available to players besides the ones outlined in this file. In the west there are bloodlines spawned by the fey, and giants, and Celtic heroes, and in the east there are bloodlines of heroes and demigods such as Gilgamesh and Karna.



RANDOM BLOODLINES

Players may use table 1:1 Random Bloodlines to help flesh out their character's origin. Alternatively, Players may also simply choose one, with DM's approval.

Only about 2% of the total population carries a heroic bloodline. Among adventuring characters, the rate is 20%. Game masters should have players make a bloodline check at 20% upon creation. If the check succeeds, the character carries a heroic bloodline and may roll on Table 1:1 Random Bloodlines (or simply choose from the table). If the check fails, the character has no particular heroic bloodline. Alternatively, game masters may choose to run a campaign where all the characters carry a bloodline. In that case, go directly to Table 1:1 Random Bloodlines.



Table 1:1 Random Bloodlines

D100	Bloodline
01-03	Achaemenes
04-07	Achilles
08-14	Aeneas
15-17	Anteus
18-19	Asclepius
20-21	Atalanta
22-25	Autolykus
26-27	Boreades
28-29	Dioskouri
30-35	Halfdan
36-44	Hercules
45-47	Hippolyta
48-51	Myrmidon
52	Orpheus
53-59	Perseus
60-64	Saeming
65-69	Skjold
70-77	Tantalus
78-83	Theseus
84-90	Volsung
91	Wayland
92-98	Yngvi
99-100	Zal

ALIGNMENT TENDENCY

Some families have a tendency to favor one alignment or another. While players are always free to choose any alignment for their characters, Table 1:2 can serve as a guideline. GMs may also find it useful to know the alignment tendencies of certain NPCs. For these purposes, "Rarely" means only a 10% chance, "Usually" is a 75% chance, and "Often" indicates a 90% chance.

For example, "rarely evil" indicates someone more likely to be neutral or good than evil. Conversely, "usually good" indicates a character that is more likely to be good than neutral or evil.



Table 1:2 Alignment Tendency

Bloodline	Alignment
Achaemenes	Any
Achilles	Any
Aeneas	Usually good
Anteus	Usually evil
Asclepius	Rarely evil
Atalanta	Usually neutral
Autolycus	Rarely lawful
Boreades	Any
Dioskouri	Any
Halfdan	Any
Hercules	Often chaotic
Hippolyta	Rarely good
Myrmidon	Usually lawful
Orpheus	Any
Perseus	Any
Saeming	Any
Skjold	Usually good
Tantalus	Often evil
Theseus	Any
Volsung	Rarely evil
Wayland	Any
Yngvi	Any
Zal	Rarely good

ΑΧΑΗΜΕΝΕΣ

Achaemenes was a legendary warrior king and founder of the first Persian Empire. The most famous member of the Achaemenes bloodline was Cyrus the Great, who ruled the Persians two hundred years ago. Cyrus was a scholar and academician and during his thirty year reign he initiated countless reforms in government, education, and civics.

Cyrus' son was Cambyses II who ruled only seven months, but managed to conquer Egypt in that time. He was overthrown by an imposter, the Magus known as Gaumata, who was posing as Cambyses' brother.

Darius I was the son of Vishtaspa, an Achaemenid satrap of Bactria, and he served Cambyses II as a lance bearer. To save the empire from the imposter, he organized a revolt with six other noble families and killed Gaumata at the Fortress of Sikayauvati. Darius became emperor the following day.

Darius' son was Xerxes, the Persian emperor who sent his army against the Spartans at Thermopylae. Like his forefathers, he treasured knowledge and dabbled in esoteric lore.

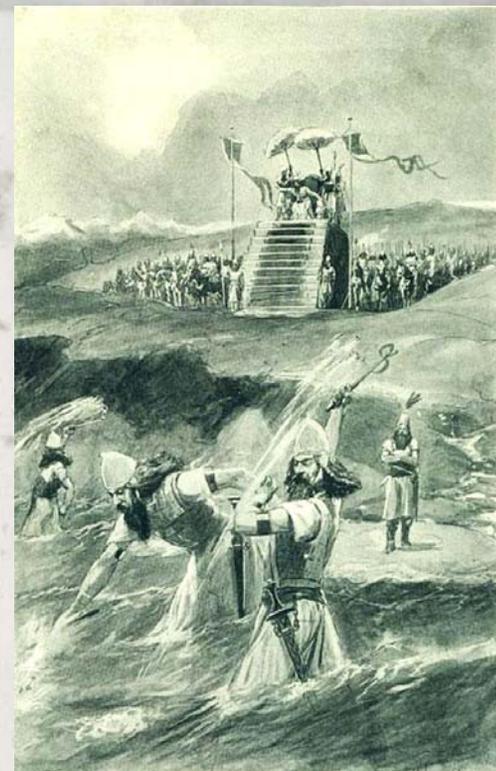


The achaemenids continued to rule Persia for the next one hundred-thirty years. Their dynastic rule came to an abrupt end when Alexander overran the empire, slaying many achaemenids and scattering the survivors.

Today, many who carry this bloodline see themselves as the rightful rulers of Persia, and they see the Greek Seleucids as foreign usurpers who must be removed.

Recommended Feats. [Arcane Strike](#), [Arcane Smite](#), [Augmented Conjuring](#), [Brilliant Mind](#), [Iron Will](#), [Major Magic](#), [Minor Magic](#), [Prescience](#), [Strong Personality](#).

Bloodline Feats. [Magical Aptitude](#), [Magic Resistance](#), [Master of Magics](#), [Spell Endurance](#).



ACHILLES

Achilles, Prince of Phthia, was the son of King Peleus and the sea nymph Thetis. They had six children before Achilles, all died shortly after birth. A prophecy warned that although Achilles had survived birth, he would still meet an early death. Determined to prevent his death, Thetis took the newborn to the river Styx and dipped him in. The magical waters rendered his flesh invulnerable to weapons, save the now famous spot on his ankle.

Achilles' youth was spent on Mt. Pelion with Chiron, the legendary centaur, who trained him in the ways of warfare and survival. After ten years he returned from Mt. Pelion a young man, full of strength and skill.

His mother learned of the impending Trojan War shortly after Achilles' return. To keep him safe, she sent him to the court of King Lycomedes, in Skyros, to live in hiding, disguised as a woman. While there he had an affair with Deidamia and fathered two sons.



Odysseus famously found Achilles among the women in Lycomedes' court. Once he was divulged, Achilles willingly sailed for Troy with 2,500 myrmidons.

When his close friend Patroclus was killed, Achilles flew into an epic wrath that has inspired songs and stories for a thousand years.

Before Paris killed him with a poisoned arrow, Achilles fathered several more illegitimate children who carried his bloodline into future generations.

Recommended Feats. Alertness, Athletic, Extra Fighting Style, Great Fortitude, Mounted Warrior, Shield Expertise, Spirited Charge, Strong Personality, Toughness, Inspiring Leadership

Bloodline Feats. Iron Skin, Natural Armor, Wrath of Achilles.

ΑΣΗΣΑΣ



Aeneas was the son of Prince Anchises of Dardania (near Troy) and the goddess Aphrodite. He was raised by the nymphs on Mt. Ida until his fifth birthday, when he was taken to his father to finish his upbringing as a Trojan prince trained in the art of war, the craft of diplomacy, and the truth of noble honor.

He valiantly defended Troy for ten years. Not only did he prove himself a great warrior, the gods (Apollo and Aphrodite) saved him from certain death on two separate occasions, preserving his destiny.

Amid the burning chaos of the Greek victory at Troy, Aeneas led a small group of survivors away from the city, carrying his elderly father on his back. They sailed from Troy and embarked on an epic journey that took them to Sicily, North Africa, the Underworld, and finally to Italy where Aeneas became the father of the Roman people.

Along the way Aeneas encountered sea monsters, a Cyclops, and an ill-fated love affair that would spawn a war between Rome and Carthage.

Like many heroes Aeneas was an elite warrior of superior strength, skill, and fortitude. He also possessed superhuman charisma and an inner strength inherited from his mother. However, Aeneas is most famous for his virtues of loyalty, piety, duty, and honor.

Recommended Feats. [Adventuring Companion](#), [Athletic](#), [Bodyguard](#), [Inspiring Leadership](#), [Iron Will](#), [Protection](#), [Strong Personality](#).

Bloodline Feats. [Divine Health](#), [Spell Endurance](#), [Heroic Surge](#), [Heroic Defiance](#), [Soul Power](#), [Favored of the Gods](#).

ΑΝΤΕΥΣ



Anteus was a giant born of Poseidon and Gaia. A huge, powerful man known for his strength and close bond with his mother, the Earth, he would challenge travelers to wrestling matches and fight them to the death. He was building a temple to his father with the skulls of his slain opponents when he encountered Hercules and was killed in a famous dual.

Anteus' strength and healing powers stemmed from being in

contact with the earth. If he was ever kept from touching the earth for more than a few seconds, his strength and healing powers faded.

Before he was killed he had a daughter, Alcesis, who had several children of her own, nearly all of whom turned out to be villainous.

Anteus lived in North Africa and members of his bloodline today are found among the Carthaginians, Mauretians, Berbers, and Libyan nomads.

Recommended Feats. [Athletic](#), [Brutal Pugilist](#), [Grappler](#), [Grappling Expertise](#), [Great Fortitude](#), [Great Strength](#), [Savage Attacker](#), [Toughness](#), [Unarmed Fighting](#)

Bloodline Feats. [Iron Skin](#), [Natural Armor](#), [Strength Surge](#).

ΑΣΚΛΕΠΙΩΣ

Asclepius was the son of Apollo and a mortal woman named Coronis. She died giving birth to Asclepius and he would have died as well had Apollo not cut him from his mother's womb. Apollo took the infant to Chiron, the legendary centaur who lived on Mt. Pelion, to be raised. According to Apollo's instructions, Chiron trained Asclepius in the arts of medicine and healing.

By the time he reached adulthood, Asclepius' healing skills surpassed those of his teacher and his father. He often received insights in his dreams that enabled him to cure diseases that others could not remedy. Asclepius' powers of healing and restoration grew until he was able to revive people even from the grave.

Asclepius spent his youth adventuring and took part in the Hunt for the Calydonian Boar and many other quests. He eventually married Epione, the goddess of medicine and they had eight children; five daughters and three sons. All of their children became famous healers and experts in various fields of medicine.

Zeus became angry with Asclepius when he accepted gold from Phaedra to [resurrect Hippolatus](#). Hades was also angered by the dead leaving his realm and returning to life. To punish Asclepius and to ensure that this wouldn't become a common occurrence, Zeus struck him down with a thunderbolt.



Asclepius' memory and his work were not so easily erased, however. Soon, temples and shrines were built in his honor and they attracted thousands of people seeking relief from their ailments. Asclepius' cult grew until there were temples throughout Greece, Thrace, and beyond. One of the most famous is on the island of Kos, where Hippocrates studied.

Visitors to the temples are evaluated and ritually purified. If their ailments are not easily treated with herbs and potions, the patient is invited to stay at the temple for a time. The priests carefully analyze any dreams the patient has while sleeping in the temple, seeking clues to a cure.

The symbol of Asclepius is a snake entwining a rod, sometimes confused with the caduceus carried by his father, Apollo. Non-venomous snakes are also found in his temples, slithering freely on the floors where the sick are convalescing. These snakes are regarded as wise creatures, learned in the ways of healing and medicine.

Zeus later regretted killing Asclepius and decided to bring him to Mt. Olympus and anoint him, making him a deity of healing. A constellation was added to the night sky in his name.

Recommend Feats. Adaptive Laborer, Brilliant Mind, Iron Will, Prescience, Strong Personality, Highly Skilled, Skill Focus.

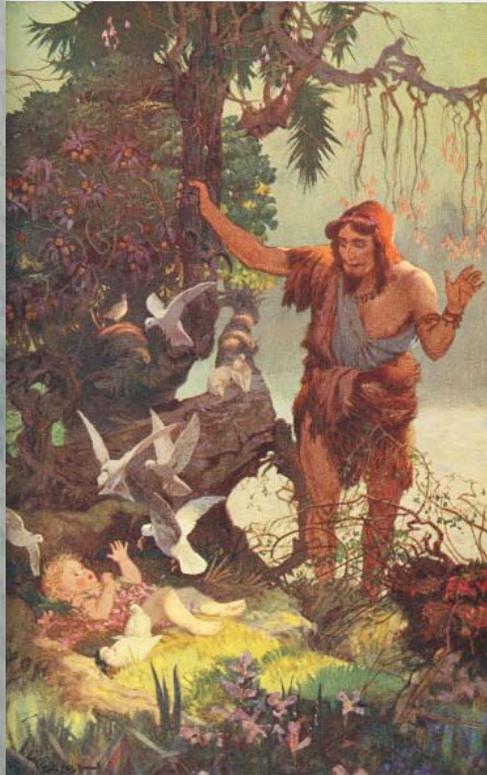
Bloodline Feats. Divine Health, Healing Hands, Herbal Healer, Master Physician.



ATALANTA

The famed huntress Atalanta was born a Royal Princess of Arcadia, the daughter of King Iasus. But the king had wanted a son, so the baby girl was taken into the mountains and left to die.

Artemis, the goddess of the Hunt, heard the baby's cries and sent a ferocious sow bear to suckle the newborn, keeping her alive and nurturing her. When the child was old enough to be weaned, Artemis guided a hunter to the bear's den. The hunter slew the bear and took Atalanta home and raised her as his own daughter.



Atalanta's youth was spent hunting and exploring the wilderness of Mount Mainalo, learning from her adopted father and, unknowingly, from Artemis as well. The goddess sent several teachers, guides, and mentors to help the young girl grow, and even appeared herself, sometimes disguised as an animal to be stalked, or a wise, traveling mentor. Through subtle magic and disguise, the goddess molded the young girl into a legendary huntress and survivalist.

Atalanta later learned of her royal heritage and met her estranged father, but she never lost her feral nature and remained a devoted follower of Artemis her whole life. She joined Jason and the Argonauts on the Quest for the Golden Fleece and she had numerous adventures of her own, including the Hunt for the Calydonian Boar. She eventually married Hippomenes and had a son, Parthenopaios, who became a famous hero as well.

Recommended Feats. Athletic, Alertness, Combat Expertise, Endurance, Fleet-Footed, Great Fortitude, Iron Will, Toughness, Lightning Reflexes, Mobility, Parrying Style, Point-Blank Shot, Survivor, Two-Weapon Fighter.

Bloodline Feats. Beast Companion, Beast Trainer.



ΑΥΤΟΛΥΚΟΣ

Autolycus was a legendary thief, prankster, and charlatan of ancient Greece. He was the son of Hermes, the Olympian god of messengers, travelers, merchants, and rogues. His mother was Chione, the granddaughter of Hesperos, the Evening Star.

Autolycus was a jack-of-all-trades; a warrior, a minstrel, a currier, and a cad. He taught Hercules how to wrestle, yet was not known as a grappler. He played the lyre and sang bawdy songs, but was not a particularly famous bard. The only thing he excelled at was causing mischief and mayhem.

The most famous member of this bloodline was Autolycus' grandson—Odysseus of Ithica, who epitomized many of the line's salient traits of cunning, duplicity, and a thirst for adventure.

Recommended Feats. Adaptive Laborer, Fleet-Footed, Highly Skilled, Parrying Style, Prescience, Skill Focus, Stealthy, Lightning Reflexes, Strong Personality, Evasion, Uncanny Dodge.

Bloodline Feats. Favored of the Gods, Foil Scrutiny, Fortuitous, Heroic Surge, Thespian.



ΒΟΡΕΑΣ

The Boreads bloodline began when Boras, the North Wind, and an Athenian princess named Oreithya conceived the twin brothers Zetes and Calais. They later had a pair of twin daughters as well, Chione, and Cleopatra.

Known for their swiftness and ability to fly, the brothers were heroes and Argonauts. In their teens they both grew feathered wings and by the time they were adults they could fly like birds.

The twins survived several harrowing adventures and they founded the cities of Campania and Calais. When the Argonauts encountered the harpies tormenting King Phineus, the twins famously chased the harpies away and killed them near the island of Strophades.

Heracles later killed the twins in revenge for leaving him behind on the island of Tenos during the Quest for the Golden Fleece.

Though they may not have had any children, the bloodline survived through their sisters.

Recommended Feats. Alertness, Athletic, Combat Expertise, Evasion, Lightning Reflexes, Parrying Style, Prescience, Uncanny Dodge.

Bloodline Feats. Wind Magic, Greater Wind Magic.



ΔΙΟΣΚΟΥΡΙ



The Dioskouri were a set of four siblings, famously conceived when Zeus took the shape of a swan and seduced Leda, the queen of Sparta. She later produced four eggs, and from them hatched two daughters and two sons. They are sometimes referred to as twins, since they were born at the same time, but they are more accurately understood to be siblings, or fraternal twins (not identical). In legend, "Dioskouri" often

refers specifically to the brothers, but in terms of bloodlines, it applies to the daughters as well.

The sons, Castor and Pollux, became legendary heroes, famous for their horsemanship and their mastery of unarmed combat. They traveled across the known world and joined in many epic adventures including the Hunt for the Calydonian Boar and the Quest for the Golden Fleece.

They eventually married the daughters of Leucippus, which provoked a feud with their cousins, who had intended to marry the sisters. Castor was killed in the fight with his cousins, but Pollux survived. He begged Zeus to allow Castor to live, and offered to share his life with his slain brother. Zeus allowed Pollux to trade places with his dead brother each day, one of them living while the other was dead. The cycle continued until Pollux was killed in battle at Troy.

The daughters of Leda and Zeus also became well known to historians. Clytemnestra married Agamemnon and was the mother of Iphigenia. Her sister, Helen, married Menelaus, but was seduced away from him in a romance that spawned the Trojan War.

However, that was not the first time Helen had run away with a man. When she was very young, Theseus, who was much older than her, had heard stories of her beauty and came to her with promises of undying love. Her father refused, saying she was too young to marry, so she ran away with Theseus and stayed with his mother in Troezen while he went on a quest to the Underworld.

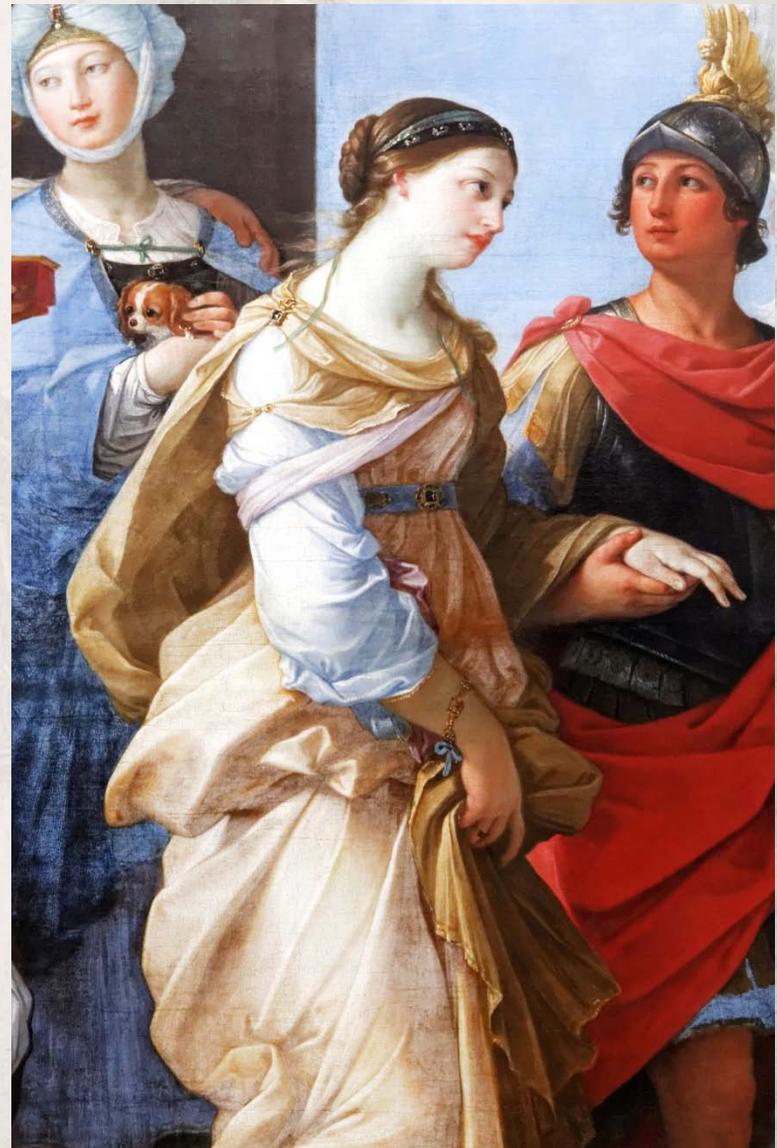
Castor and Pollux found her and returned her to Sparta. Since Theseus was away at the time, the brothers kidnapped his mother, Aethra, as well. They took her back to Sparta and made her Helen's slave. Aethra later went to Troy with Helen and continued to serve until her grandchildren (Acamas and Demophon) rescued her after the war.

Although much has been made of Helen's beauty, she was also a highly skilled warrior. Being a Spartan princess, she was trained in unarmed combat, hunting, and riding, just like her brothers. Her sister, Clytemnestra, was also a capable fighter, having stabbed Agamemnon to death.

Helen had no sons with Menelaus, but they had a daughter, Hermione. Castor and Pollux each had a son before they died, Mnesileos and Anogon. Today the Dioskouri line is among the rarest heroic lineages in Greece.

Recommended Feats. Athletic, Brawling, Combat Expertise, Extra Fighting Style, Grappler, Grappling Expertise, Great Fortitude, Mounted Warrior, Strong Personality, Unarmed Fighting.

Bloodline Feats. Charming Smile, Social Proficiency.



HALFDAN

Halfdan the Old was the great grandson of Norr, a legendary king descended from Snaer, the Aesir deity of Ice and Snow. Norr and his people settled the lands beyond the Kjölen Mountains, which became known as Norway. Halfdan was also a descendant of the Yngvi bloodline (on his mother's side) and a powerful warlord among the first Norwegians.

Halfdan sought to unite all the tribes of Norway under his rule, but he knew it would take more than a lifetime to achieve such a feat. He petitioned the Aesir to extend his life to 300 years, so that he might live long enough to achieve his dream. The Aesir denied his request, but made him a different offer. They guaranteed that all of his children for the next 300 years would be strong, virtuous, and noble leaders, and that they would build the kingdom he envisioned.

Halfdan and his wife then produced eighteen sons, the first nine of which were born at the same time. All of their sons became famous heroes and kings and gave rise to the earliest royal families of Norway. All of their names became synonymous with "king" or "lord."

Among the brothers were the war-kings Hildir, Sigar, and Lofdi and the sea-kings Gram, Gylfi, Audi, and Dag.

Halfdan also had several daughters including one named Kara, who became a famous Valkyrie.

A thousand years from now, the first true king of Norway, Harald "Fairhair" Halfdanerson, will be born to this line.

Recommend Feats. [Adventuring Companion](#), [Great Fortitude](#), [Great Weapon Expertise](#), [Inspiring Leadership](#), [Iron Will](#), [Prescience](#), [Strong Personality](#), [Tactical Commander](#), [Toughness](#).

Bloodline Feats. [Cold Born](#), [Demoralizing Strike](#), [Heroic Surge](#).



HERCULES

Not only was Hercules a son of Zeus, his mother, Alcmena, also carried a divine bloodline, being the granddaughter of Perseus. Shortly after his birth, Hercules was recognized as superhuman and his mother turned to the gods for guidance. Athena took the baby to Mt. Olympus and presented him to Hera as a foundling god-child. Not recognizing that the baby was half-mortal, or even who it actually was, Hera nursed him. The divine milk filled Hercules with even more power. So fierce and insatiable was his hunger that Hera pulled him away in pain and flung him back to Thebes; her breast spraying milk across the sky.



While he is most well known for his incredible strength, Heracles is also famous for his murderously violent temper. When enraged he was capable of unthinkable brutality, even killing his own friends and family.

His first wife was Megara, the daughter of King Kreon of Thebes. As a prince of Thebes, Hercules was a contender for the throne of Mycenae, as was his cousin, Prince Eurystheus.

After Hercules murdered Megara and their children in a fit of rage, he lost his bid for the throne and went to the Oracle at Delphi to seek atonement. He was told that Eurystheus would become King of Mycenae, and he (Hercules) must serve him for ten years.

Eurystheus sent Hercules on twelve impossible missions to slay ancient monsters and obtain powerful artifacts. Every time Hercules returned from a quest, the cowardly king hid inside a giant vase and left his servant to talk with the mighty hero.





After completing his twelve labors of atonement, Hercules embarked on dozens of other famous adventures all across the known world, from Scythia to the Underworld. He married three more times and had dozens of affairs and romances, fathering scores of children.

In the end Hercules was brought down by the poison of his own arrows, which Deianira had been tricked into smearing on his tunic. When he put the tunic on, the caustic venom burned his flesh until he begged to be put to death.

THE HERACLIDS

Heracles' sexual exploits are literally legendary. He once impregnated all fifty daughters of Thespius in a single night. Besides that herculean feat, he frequently consorted with other random mortal women as well as the occasional heroic woman and even a few deities. These encounters have spawned a scattered and diverse family tree known as the Heraclids.

Although the term 'Heraclids' sometimes refers specifically to Hyllus, Hercules' eldest son with Deianira, and his clan of warriors, it more often is applied to all of the descendants of Hercules.

Among his children were Hyllus, Agelaus, Ctesippus, Macaria, and Tlepolemus, a hero of the Trojan War. Several Heraclids became kings including Telephus of Mysia and Agron of Lydia.

In the years after Hercules' death, his nemesis, King Eurystheus, continued his vendetta; hunting and killing all of the children of Hercules. A band of Heraclids, led by Hyllus, had taken refuge in Athens under King Demophon. Eurystheus learned the Heraclids were in Athens and demanded that they be delivered to him. When Demophon refused, Eurystheus declared war and marched his army to Athens. The Athenians and the Heraclids intercepted his forces on the plains of Attica and defeated them. Eurystheus and his sons were all killed in the battle.

The following year Hyllus marched a small army across the Isthmus of Corinth and attacked Eurystheus' successor, Atreus, attempting to seize the Mycenae throne, but was defeated.

Over the following generations many Heraclids became legendary heroes and kings throughout Greece, Thrace, and Macedonia. Today the Heraclid bloodline is one of the most common.

Recommended Feats. Athletic, Brawling, Breaker, Cleave, Grappler, Great Fortitude, Great Strength, Power Attack, Raging Strength, Raging Vitality, Savage Attacker, Toughness, Unarmed Fighting.

Bloodline Feats. Heroic Defiance, Load Bearing, Strength Surge.



HIPPOLYTA

Otrera was a priestess of Artemis and the daughter of Eurus, the East Wind. She fell in love with Ares, the God of War, and together they had four daughters.

Like their father, the girls were strong-willed, fierce, and violent. They resented the traditional roles of women and they were eager for war. When Otrera's relationship with Ares ended (badly) she took the girls east of the Tanais River and hide in the wilderness. As the four sisters reached adulthood they cleared the wild lands of beasts and men; establishing the Amazon Nation.

Otrera became the first queen of the Amazons, but it was her eldest daughter, Hippolyta, who would become the most famous. Hippolyta was later accidentally killed by her younger sister Penthesilea, who in turn was slain by [Achilles](#) at the siege of Troy.

Although the bloodline is named for Hippolyta, all four sisters carried the bloodline and passed it on to their daughters. This bloodline is only passed from mother to daughter. Male children never exhibit the bloodline traits.

Recommended Feats. [Alertness](#), [Combat Expertise](#), [Die Hard](#), [Extra Fighting Style](#), [Grappling Expertise](#), [Great Fortitude](#), [Great Strength](#), [Great Weapon Expertise](#), [Mounted Warrior](#), [Parrying Style](#), [Parting Shot](#), [Prescience](#), [Spirited Charge](#), [Tactical Commander](#), [Toughness](#).

Bloodline Feats. [Heroic Defiance](#), [War Child](#).



ΜΥΡΜΙΔΟΝ

When Hera learned that King Aeacus of Aegina was actually one of Zeus' illegitimate children, she sent a plague to kill all of his subjects. Having a divine heritage, Aeacus and his son Phokis survived the plague, but all other inhabitants of Aegina perished.

Aeacus prayed to his father for a means to repopulate his island kingdom. Zeus responded by instantly transformed a large colony of industrious ants into humans who became Aeacus' new subjects and the first myrmidons.

Like any colony of ants, the vast majority of the transformed myrmidons were female. They had a queen named Endeis, whom Zeus wed to Aeacus. King Aeacus continued to rule over the myrmidons for a time, but he was slowly brought under the controlling influence of his new wife.

Aeacus and Endeis had several daughters and two sons, Peleus and Telamon. As the boys grew, Endeis infected them with a hatred for their elder half brother, Phokis. Eventually, Phokis was murdered.

Peleus and Telamon were implicated in the murder and at Endeis' urging, Aeacus exiled them. King Aeacus then disappeared from the historical record and all subsequent rulers of Aegina have been unwed myrmidon queens.

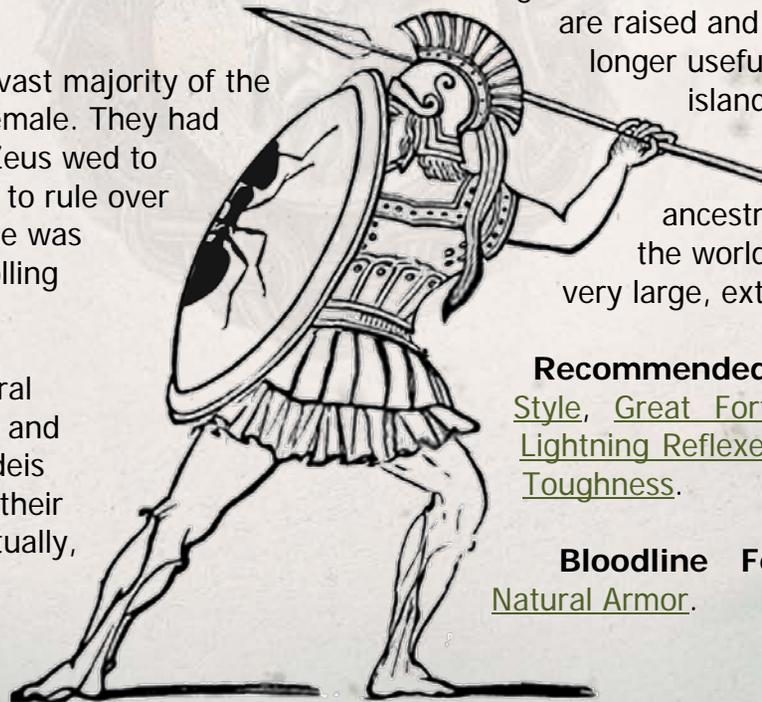
A contingent of Myrmidons remained loyal to Peleus and followed him to Phthia in Thessaly. Peleus later had a son named Achilles who led his father's Myrmidons at Troy.

Today the Myrmidons of Aegina live peacefully under their young queen, Airla. Myrmidon mothers give birth to daughters 98% of the time. When males are born, they are raised and kept for breeding until they are no longer useful. They are then cast out from the island to fend for themselves.

Anyone born of Myrmidon ancestry, either on Aegina or elsewhere in the world, is considered a member of this very large, extended family.

Recommended Feats. Alertness, Extra Fighting Style, Great Fortitude, Great Strength, Iron Will, Lightning Reflexes, Mounted Warrior, Parrying Style, Toughness.

Bloodline Feats. Iron Skin, Load Bearing, Natural Armor.



ΟΡΦΗΣ

Orpheus was the son of King Oeagrus of Thrace and the muse Calliope. He was the quintessential traveling minstrel, bard, and trickster. He was a rogue, a cad, and a free spirited dilettante. In his youth he was very popular with the ladies, but that changed when tragedy entered his life.

Besides being a famous musician Orpheus was also a legendary hero, skilled in the arts of skullduggery, prestidigitation, and athletics. His most effective weapons, however, were his music and lyrical poetry, which he used to overcome most situations. He could charm deadly animals and calm angry mobs with his melodies. He joined the Argonauts and helped the adventurers survive their encounter with the sirens by playing music that countered their deadly song.



He married a river nymph named Eurydice, but their marriage was tragically short. A satyr attending their wedding became lustful (or merely playful, as he later claimed) and accosted her. She fled into an adjacent field where a snake bit her leg. A short time later she died from the venom.

Orpheus was devastated and wrote such mournful eulogies that even the gods wept. Eventually Zeus told Orpheus where to find an entrance to the Underworld and suggested that he rescue her.

Using his enchanted music to subdue every adversary he encountered, Orpheus searched the Underworld until he found Eurydice. He convinced Hades to let her follow him back to the sunlit world, so long as he did not look back at her until they reach the surface.

Tragically, when they reached the surface Orpheus turned to see her, but she was further behind than he thought and was still within the cave. He watched helplessly as she was drawn back to the Underworld, like seeing her die a second time.

Orpheus fell into a deep remorse from which he never recovered. He lost all interest in women, which caused tremendous frustration among his female admirers. They eventually became spiteful and spread slanderous rumors about him, destroying his reputation. In time, they worked themselves into a murderous frenzy and killed him. They dismembered his body and threw his severed head in the river, where it floated downstream until the nymphs found it.

Although Orpheus had no children with Eurydice, he fathered a few illegitimate offspring in his wild youth. Today his bloodline is among the rarest heroic lines in Greece.

Recommended Feats. Adaptive Laborer, Adventuring Companion, Athletic, Highly Skilled, Inspiring Leadership, Parrying Style, Prescience, Skill Focus, Strong Personality.

Bloodline Feats. Foil Scrutiny, Persuasive, Rousing Performance, Social Proficiency, Taunt, Thespian.



ΠΕΡΣΕΥΣ

Perseus was one of the original heroes of ancient Greece, having lived three generations before Hercules and Theseus. Like other Greek heroes, his father was a god (Zeus) and his mother was a mortal (Princess Danae of Argos).

When King Polydectes held a banquet to honor Hippodamia, he asked all the guests to bring horses as gifts. Perseus had no horses, so he offered to bring any other gift the king might request. In an attempt to get Perseus killed, Polydectes asked for the head of Medusa.

With the help of the gods, Perseus slew Medusa. He then returned to Seriphos, where he killed Polydectes with the power of Medusa's severed head.

Perseus also saved Andromeda from being sacrificed to a sea monster. He later married her and became the first king of Mycenae. They had nine children together; seven boys and two girls. Most of their children founded dynasties in Persia and Ethiopia. Today, Perseus' bloodline is among the most common in the world.

Recommended Feats. Athletic, Extra Fighting Style, Great Fortitude, Iron Will, Lightning Reflexes, Mounted Warrior, Parrying Style, Shield Expertise, Toughness.

Bloodline Feats. Favored of the Gods, Fated Hero, Spell Endurance.



ᚱᚱᚱᚱᚱᚱ

Saeming was the son of Odin and the giantess Skadi. When Saeming reached adulthood, Odin granted him lordship over the lands beyond the Kjölen Mountains.

However, Norr, the Aesir lord of Ice and Snow, had already sent his own people to explore the rugged territory. They had spent generations building settlements in the valleys and fjords; hunting, fishing, and farming the land they were now calling Norway.

When Saeming arrived to take possession of the territory, he found it already inhabited by the tribes of Norr (the Halfdans). However, the rough, dangerous land was far from tamed. The Halfdans only controlled small areas and limited enclaves. Vast stretches of the territory were still savage and primeval, filled with thick forests, wild animals, and deadly monsters. So Saeming claimed the rocky western coastal region for his kingdom and called it Halogaland.

Saeming began expanding his borders and subjugating neighboring clans. He later married a woman named Nauma and they had a son called Trand, who ruled Halogaland after him.

Today, tribal warfare between the sons of Halfdan and the sons of Saeming rages across Norway as the families vie for control of the land.

Recommended Feats. Athletic, Alertness, Combat Expertise, Endurance, Fleet-Footed, Great Fortitude, Great Weapon Expertise, Iron Will, Toughness, Lightning Reflexes, Point-Blank Shot, Power Attack, Survivor, Two-Weapon Fighter.

Bloodline Feats. Beast Companion, Beast Trainer, War Child.



ᚱᚰᚷᚢᚱᚰ



King Dan “the Arrogant” of Denmark was little more than a tribal chieftain ruling a small area around Tonder. When he died the other chieftains elected his eldest son, Humblus, king. Dan’s second son, Lothar, resented this and sent his army against his brother.

He took the crown from Humblus and became a tyrant over Denmark. Paranoid and murderous, Lothar abused his subjects until they rebelled; led by a powerful, charismatic young man named Skjold, son of Odin.

Skjold literally means “shield” and he lived up to his name, being resolute, tough, and dedicated to protecting his people. After Skjold defeated Lothar and became king he expanded Denmark, rapidly growing it into the kingdom we know today.

Skjold’s son was Gram the Giant Slayer, and his son was Svipdag, a champion of several sagas. Today the Skjold bloodline is widespread among the lords of Denmark. Seven hundred years from now Beowulf will be born to this line.

Recommended Feats. Athletic, Blocking Expertise, Bodyguard, Diehard, Extra Fighting Style, Great Fortitude, Great Strength, Iron Will, Shield Assault, Shield Expertise.

Bloodline Feats. Protection, Spell Endurance, War Child.



TANTALUS

Tantalus was a son of Zeus and a nymph named Pluto. He was also one of the most evil men in history. He is infamous for killing his own infant son, Pelops, and attempting to feed the cooked remains to the Olympians. For this heinous deed he was sentenced to an eternity chained to a rock in the Underworld and tormented with food he can never eat and water he can never drink.

Tantalus committed many other crimes including stealing ambrosia from the Olympians and sharing secrets of the gods with mankind. He also stole the golden dog from Hephaestus and framed his friend Pandareus for the theft. When he was not busy committing villainous acts, Tantalus found time to establish a small city in Anatolia, near Mount Sipylus, and named it after himself.



He is the ancestor of the cursed House of Atreus, the family that was central to the beginning of the Trojan War. His daughter was Niobe. Apollo and Artemis killed all fourteen of Niobe's children when she displayed gross hubris and claimed to be greater than the gods. She fled to her home on the slopes of Mt. Sipylus and cried until the gods turned her into stone with water still pouring from her eyes to this day.

PELOPS AND THE CURSE OF MISFORTUNE

After imprisoning Tantalus in the Underworld the Olympians restored his son, Pelops, to life. They raised the child to adulthood on Mt. Olympus themselves and taught him their secrets, including how to drive the chariot of the Sun. But when Zeus learned of Tantalus' other crimes, he banished Pelops from Olympus.

King Oenomaus of Olympia, fearing a prophecy that his future son-in-law would murder him, had decreed that no one shall marry his daughter, Hippodamia, unless they first defeated him in a chariot race to the death. When Pelops arrived in Greece eighteen other heroes had already tried and failed to win the race against Oenomaus. Their heads had been put on pikes in front of his palace as a testament to their failures.

Pelops cheated to win, sabotaging the king's chariot and causing the axle to break during the race. He also bought the assistance of Oenomaus' servant, Myrtilus,

with promises of gold. But when the king was dead and Myrtilus came to collect his money, Pelops refused to pay him. Myrtilus flew into a rage and attacked Pelops, but Pelops killed him. Before Myrtilus died, he cursed Pelops and all of his children to be plagued with tragic misfortune.

Pelops took the throne of Olympia and married Hippodamia. They had at least sixteen children, among them were the twin brothers Atreus and Thyestes.

King Pelops also had several children with his consorts, including his favorite child of all, Chrysippus. When the twins murdered Chrysippus, Pelops exiled them. Hippodamia was exposed as a coconspirator and was exiled as well. The three traveled to Mycenae and took refuge at the court of King Eurystheus, where Hippodamia hanged herself in despair. When Eurystheus went to fight the [Heraclids](#) in Athens, he left the twins in charge of Mycenae until his return, but he was killed in battle and their rule became permanent.

The twins agreed to share power equally, but Thyestes soon began an affair with Atreus' wife, Aerope, and the lovers plotted to take control of the kingdom.

At the harvest festival Atreus vowed to sacrifice his best lamb to the goddess Artemis. However, when he searched his herds, he found a magnificent white lamb that he could not bring himself to slaughter. So he gave it to Aerope to hide from Artemis. Instead, she gave the lamb to Thyestes, her lover.

Thyestes convinced Atreus that Mycenae needed a single ruler, that the power sharing should end, and whoever had the white lamb should be the only king. Atreus agreed, but was shocked to find that his own brother now had the lamb.

Atreus honored his word and relinquished his crown, but immediately began working to get it back. With the help of Hermes and Zeus, Atreus caused the Sun to move backward in the sky, terrifying Thyestes and convincing him to give up the crown.

To punish him for his betrayal and adultery, Atreus killed Thyestes' two sons and tricked him into eating their cooked remains. He then revealed what Thyestes had eaten and banished him for committing cannibalism.

Sickened and enraged by his brother's actions, Thyestes vowed to kill Atreus. Acting upon the advice of an oracle, Thyestes disguised himself as a soldier and raped his own daughter, Pelopia. The resulting child was a son named Aegisthus. Pelopia was ashamed of him and left him in the wilderness to die, but a shepherd found the child and took him to King Atreus who raised him as his own. When Aegisthus reached adulthood, Thyestes returned to Mycenae in secret, found Aegisthus, and told him the truth of his origins. Thyestes and Aegisthus then killed Aetrus and Thyestes became king of Mycenae.

MENELAUS AND AGAMEMNON

Aetrus' sons, Menelaus and Agamemnon, fled first to Calydon then to Sparta where they lived as guests of King Tyndarius. After three years of preparations, they returned to Mycenae and overthrew Thyestes. Menelaus stayed in Mycenae as the new king and Agamemnon returned Sparta.

Agamemnon married Clytemnestra, one of Tyndarius' daughters. They had three daughters named Chrysothemis, Iphigenia, and Electra, and a son named Orestes.

Tyndarius had a much more difficult time finding a husband for his other daughter, Helen. She was so beautiful that dozens of princes and kings had come seeking her hand in marriage. Among them were Odysseus, Ajax, and Menelaus.

Helen had previously run off with Theseus, and her brothers had sought her out and brought her back to Sparta. Tyndarius feared that she might run off again with one of these suitors.



And he worried that choosing one would upset the others and provoke a feud, so he hesitated and could not select a husband for her.

Odysseus, who was actually more interested in Tyndarius' niece (Penelope), offered a solution to the problem; all of Helen's suitors must swear an oath to accept whoever is chosen as her husband and agree to support him in the event of any kidnapping, treachery, or feud concerning Helen.

All the suitors agreed to the Oath of Tyndarius and Menelaus was chosen to be her husband. Tyndarius thanked Odysseus for the brilliant idea and in gratitude, helped him win the hand of Penelope.

Menelaus and Helen had been married for ten years when Paris, a diplomat from Troy, visited them. He was charming and handsome and easily seduced Helen. When his ships sailed for Troy, she was on board.

To get her back, Menelaus called upon those who had taken the Oath of Tyndarius. He also called upon his brother, Agamemnon, to be the commanding general in charge of all the forces.



Years earlier, Agamemnon had slain a sacred deer and bragged that his hunting skills surpassed even those of Artemis. Now, when he assembled his fleet to answer his brother's call, Artemis made the winds stop blowing and

Agamemnon's ships were stranded in port. After consulting an oracle, he learned that to appease Artemis he must sacrifice his first born child, Iphigenia.

Iphigenia willingly submitted to her fate and was happy to give her life to the cause. Her mother, Clytemnestra, however, was furious and tried desperately to stop her daughter's sacrifice, but her efforts were futile. When it was done and the winds carried Agamemnon's fleet away, Clytemnestra began a spiteful affair with Aegisthus.

After the war, Agamemnon returned to Mycenae with a Trojan consort named Cassandra. In revenge for sacrificing Iphigenia, Clytemnestra entangled him in his robe and stabbed him to death. She also murdered Cassandra out of jealousy and hatred. She and Aegisthus then ruled Mycenae for several years.

ORESTES AND ELECTRA

Orestes was barely ten years old when his mother killed his father. Elektra, his eldest sister, escaped Mycenae with him and lived in hiding for several years while he reached maturity. As he grew, Elektra urged her brother to avenge the death of their father, reminding him that it was his duty as Agamemnon's son. But to do so he had to kill his mother, which was among the worst crimes to imagine. After consulting oracles and wrestling with despair, Orestes finally agreed and exacted the revenge his sister desired, slaying both Clytemnestra and Aegisthus.

The furies punished Orestes, driving him insane with despair and self-loathing. He spent the rest of his life wandering the countryside, insane and tormented. The gods, however, had grown weary of the bloodshed and tragedy and lifted the curse that had plagued the family for so many years.

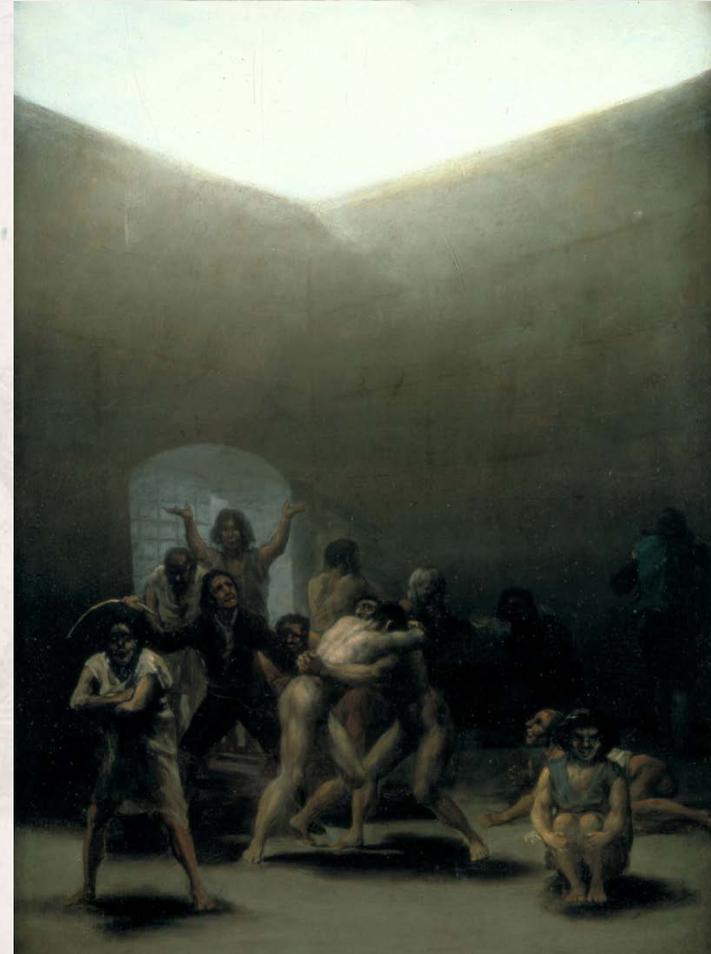


Nevertheless, the evil blood of Tantalus still flows in their veins. Even a thousand years after the curse was lifted, many descendants have been unable to avoid crime and tragedy.

Menalus and Agamemnon had more than a dozen aunts and uncles on their father's side, and scores of cousins. Today, some fifty generations later, there are hundreds and hundreds of people with this bloodline throughout Greece, Thrace, Macedonia, and beyond.

Recommend Feats. Adaptive Laborer, Evasion, Lightning Reflexes, Parrying Style, Persuasive, Skill Focus, Stealthy, Strong Personality, Taunt, Uncanny Dodge.

Bloodline Feats. Ignore Pain, Inherited Madness, Warped Mind.



THESEUS

Theseus had two fathers, King Aegeus of Athens, and Poseidon, god of the Sea. His mother was Aethra, daughter of King Pitthius. Theseus was raised in Troezen with his mother's family. When he reached adulthood he traveled to Athens to meet his mortal father. Along the way he had a series of harrowing adventures.

Theseus is famous for defeating dozens of monsters and villains including the Minotaur of Crete, the monstrous Crommyonian Sow, several centaurs, dozens of Amazons, and even a few demi-gods. He was a friend of Hercules and accompanied him on many adventures. His best friend, however, was Pirithous, Prince of the Lapiths, whose arrogant ambitions led them on a disastrous quest to the Underworld where Theseus was nearly trapped forever.

When Helen was very young Theseus seduced her into running away with him. He took her to his mother in Troezen for safekeeping while he went adventuring. The Dioskouri found her and brought her back to Sparta, kidnapping Aethra in the process and forcing her to become Helen's slave.

While helping Hercules on his mission to steal Hippolyta's girdle, Theseus fell in love with Hippolyta's sister, Antiope. He brought her back to Athens to live and she bore him a son, Hippolytus. Their relationship soon



ended, however, and Antiope returned to Amazonia, leaving Hippolytus in Athens. Theseus later decided to marry Phaedra, but Antiope arrived at the wedding and, in a rage, began murdering all the guests.

Theseus slew Antiope to protect his guests, but in doing so he discovered she had been pregnant with his second child.

To punish Theseus for killing Antiope, the Amazons declared war on Athens. They besieged the city for two years and inflicted severe damage before Theseus defeated them.

Phaedra later fell in love with Hippolytus and had an affair with him. When Theseus discovered them, Phaedra accused Hippolytus of rape. Enraged, Theseus killed his son. Phaedra, stricken with grief, paid [Asclepius](#) to resurrect Hippolytus. Upon returning from the dead, the young man fled from Athens and spent the rest of his life in the forests of Latium.

Theseus also had two sons with Phaedra. The boys, Acamas and Demophon, both became heroes of the Trojan War. They were among the Greeks who hid inside the Trojan Horse and helped open the city gates. After the war they embarked on several adventures including rescuing their grandmother (Aethra) from [enslavement](#) and stealing the Trojan's Palladium. Demophon later became king of Athens and married Phyllis, with whom he had two sons. Theytus, the eldest son, would be the last of Theseus' line to rule Athens.

Theseus eventually lost favor in Athens and was exiled. He traveled to Skyros and was killed when king Lycomedes pushed him off a cliff. Lycomedes' reasons for murdering Theseus are unknown, but speculation surrounds his fear of Theseus seizing his throne.

Recommended Feats. [Alertness](#), [Athletic](#), [Combat Expertise](#), [Die Hard](#), [Endurance](#), [Extra Fighting Style](#), [Iron Will](#), [Great Fortitude](#), [Mounted Warrior](#), [Parrying Style](#), [Toughness](#).

Bloodline Feats. [Heroic Defiance](#), [Spell Endurance](#).



VOLSTUNG

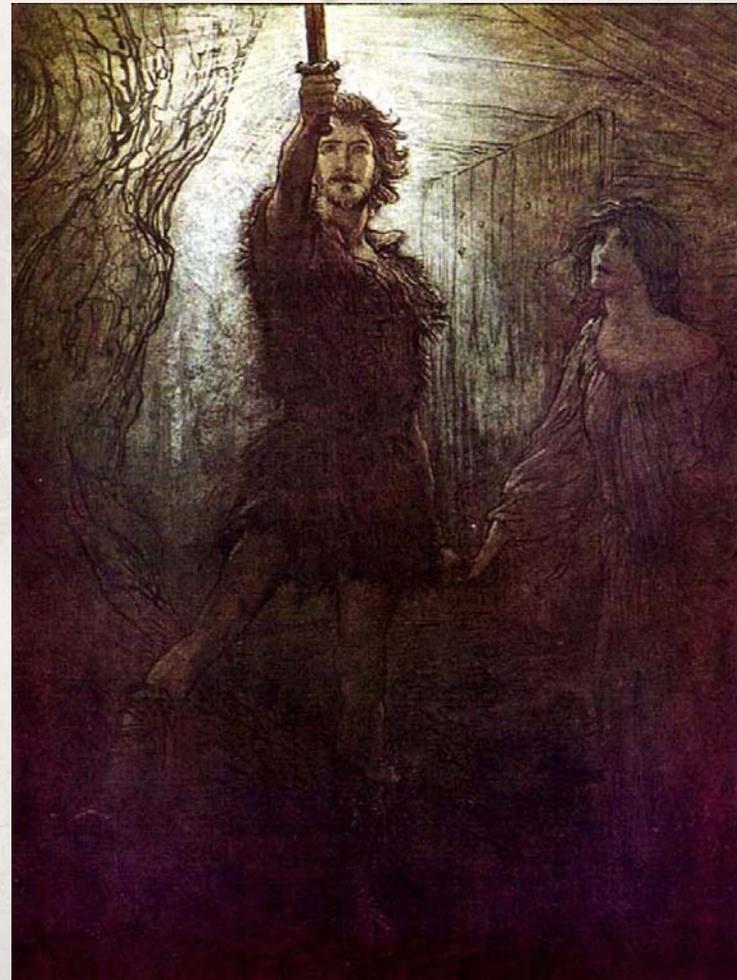
The Volsungs trace their lineage back to Sigi, one of Odin's mortal sons. Sigi was to inherit the lands of Norway once they had been conquered. But before those lands were reached, he murdered a thrall who had beaten him in a hunting game. Rather than face justice, he fled southward and began carving his own kingdom out of the wilderness.

Sigi became a king of Hunaland and married a Hugone princess. Her brothers eventually killed Sigi for his gold. Sigi's son, Rerir, later slew his uncles and reclaimed the throne.

Rerir became a great king over Hunaland and Frakland, but his wife produced no children. When she petitioned the Aesir for aid, Odin sent a raven to deliver a magical apple to Rerir that would help them conceive a child. Rerir and his wife ate the apple and she soon became pregnant. Shortly thereafter, Rerir fell ill and died.

Rerir's wife remained pregnant for six years. When she could endure it no longer, she demanded the child be cut from her womb. She died in the procedure, but not before speaking with her newborn, six-year-old son.

The child was named Volsung and he grew into a huge, powerful man. He married a giantess named Ljod and together they had eleven children. The first two were twins; a son named Sigmund and a daughter named Sigy. Their next nine children were all sons.



When Sigy was betrothed to King Siggeir of Gautland, a large wedding was planned. Odin, disguised as an elderly beggar, attended the wedding and brought a gift—the magical sword, *Nothung*. He stabbed the gleaming sword deep into the trunk of an ancient elm and declared that whoever could pull it free could keep it.

All the men tried to free the sword, but no one could remove it except Sigmund, who freed it as easily as if it were being pulled from a scabbard.

King Siggeir was completely overcome with desire for the blade and offered Sigmund an unthinkable sum of gold for it, but Sigmund refused. This rebuke deeply offended the king and he vowed revenge on Sigmund and his family.

Siggeir returned to Gautland with his new bride and invited Volsung and his sons to visit. Sigy discovered Siggeir's plan to kill her family and she warned them, but Volsung ignored her. King Siggeir ambushed them on the road to Gautland and killed them all except Sigmund, who escaped with Sigy's help.

Sigmund hid in the forest near Siggeir's castle and secretly remained in contact with his sister for many years. In that time she bore King Siggeir two sons. She and Sigmund tested the boys' courage and found them both insufficient, so Sigmund killed them.

Sigy then used sorcery to disguise herself as a light elf and seduced Sigmund into fathering her third son. The child was named Sinfljoti and he was exceptionally strong and brave. Sigmund toughened the boy further with ten years of harsh training in the wilderness, teaching him to stalk and murder men.

Sigmund and Sinfljoti eventually hunted and killed King Siggeir. Sinfljoti was made king of Gautland and Sigmund returned to Hunaland where he ruled for many more years.

Late in life Sigmund married Hjordis, a daughter of King Eylimi. This angered one of her young suitors who brought an army against Sigmund, hoping to kill the venerable king and capture Hjordis.



The invading army was driven back, but Sigmund was mortally wounded in the battle and his sword, *Nothung*, was broken. With his final breaths, Sigmund entrusted the broken sword to Hjordis, telling her to pass it on to their unborn son at the proper time.

Hjordis fled to the court of King Alf in Denmark. Months later she gave birth to Sigurd, the hero who would one day re-forged *Nothung* and slay the dragon Fafnir.

Most descendants of this bloodline are Burgundians, though some are found among the Finnish tribes and the Ugrian Nomads.

Members of this bloodline are known for their courage, toughness, and strength. The ancestral sword, *Nothung*, is also associated with this line.

Recommended Feats. [Athletic](#), [Combat Expertise](#), [Breaker](#), [Extra Fighting Style](#), [Great Fortitude](#), [Great Strength](#), [Great Weapon Expertise](#), [Mounted Warrior](#), [Point-blank Shot](#), [Power Attack](#).

Bloodline Feats. [Favored of the Gods](#), [War Child](#).



WAYLAND

Wayland was a legendary smith who forged an arsenal of magical weapons and armor that are still carried today. Among his greatest achievements are *Nothung*, the sword Sigurd will use to slay Fafnir, and *Excalibur*, a sword destined for an Anglo-Saxon king in the far future. Wayland also forged *Curtana*, the Sword of Mercy, and he crafted the coat of mail that Beowulf will wear when he faces Grendel.

Wayland had two older brothers, Egil and Slagfid. One day, Wayland and his brothers were passing by a lake and encountered three maidens bathing. The maidens turned out to be Valkyries and the brothers managed to seduce them into marriage. Wayland married Hevor and they had a son named Heime.

After seven years of marriage, the Valkyrie-wives were called away to war. Egil and Slagfid went searching after them, but Wayland knew that following Valkyries into battle was suicidal, so he stayed behind and focused on his work. His brothers were never seen again, but Wayland went on to become the most famous smith in Scandinavian history.

Wayland became a victim of his own success when his craftsmanship attracted the attention of King Nidhad of Narke. The king invited Wayland to his court and challenged him to a dual of craftsmanship against his

royal smith, a man named Amilias. Nidhad decreed that Amilias would craft a suit of armor and Wayland would craft a sword and the two would dual to determine who the better craftsman was.

Anticipating Nidhad's schemes, Wayland crafted two swords; the blade *Mimung*, and a cheap replica. When he faced Amilias in the dual, he used *Mimung* to slice him in half so finely that no one even noticed until Amilias tried to move and fell apart in dismembered pieces. Impressed, King Nidhad demanded Wayland give him the sword, *Mimung*. Instead, Wayland gave him the replica.

King Nidhad then offered to hire Wayland to replace Amilias and be his new court artisan. Wayland refused, so the king had him kidnapped, crippled (by severing his hamstrings), and forced into work.

Wayland was imprisoned in King Nidhad's armory on the island of Sævarstöð where he was forced to craft hundreds of rings, broaches, dinnerware, trinkets, and—occasionally weapons and armor.





After years of forced labor and abuse, Wayland finally exacted a harsh revenge on King Nidhad by killing his two sons and crafting cursed magical items from their remains. From their skulls he made drinking goblets and from their bones he made tableware and gave them to the king to use.

He also seduced Nidhad's daughter, Princess Bodvild, and together they planned their escape from her wicked father. She helped Wayland collect bird feathers and with them he built a winged device that he used to fly away from the island. Rather than merely escaping, however, Wayland flew to Nidhad's castle and told the king what had become of his two sons. Wayland then swept Bodvild up in his flying device and they escaped, laughing as they left her father alone in his hall, stunned with horror and disbelief.

They later had a son named Vidrik who became a legendary hero in his own right and used a hammer and pliers as his heraldic device to symbolize his family's legacy.

Recommended Feats. Adaptive Laborer, Brilliant Mind, Great Fortitude, Great Strength, Highly Skilled, Lightning Reflexes, Skill Focus.

Bloodline Feats. Master Craftswoman



YNGVI

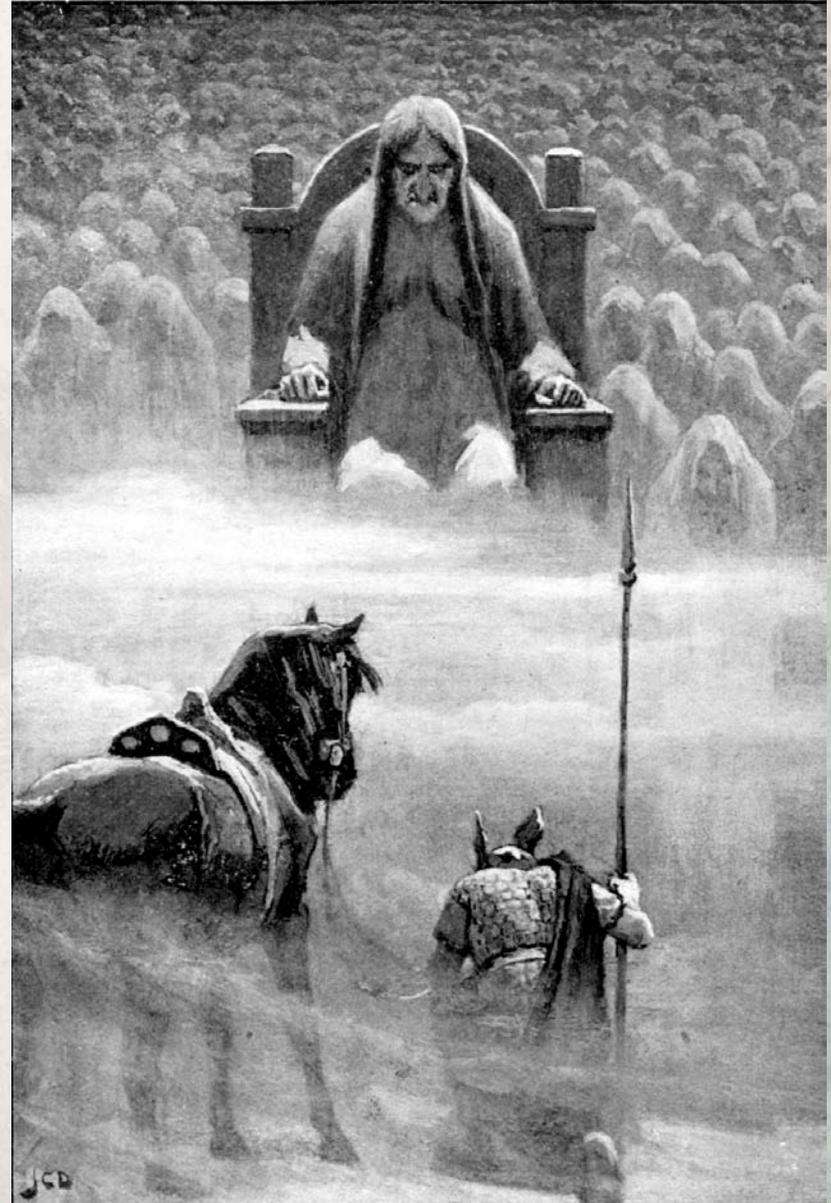
The Yngvi, or Yngling, bloodline is the oldest noble line in Scandinavia and traces its lineage back to Freyr, the fertility lord of the Vanir and the first king of Sweden, appointed by Odin after the Aesir-Vanir War. Yngvi is one of Freyr's alternate names, and one he commonly used when traveling in Midgard.

Freyr married Gertha and fathered Fjolnir, the first mortal king of Sweden and the first human to carry the Yngvi bloodline. Fjolnir married and had a son named Swegde. Fjolnir later drowned in a vat of mead.

Swegde married Vana, a Vanir woman, and fathered a son named Vanlandi. When an evil gray dwarf tricked King Swegde and trapped him inside a boulder, Vanlandi became the new king of Sweden.

Vanlandi married a princess from the Finnish tribes, a member of the Volsung line, but he soon lost interest in her. In revenge, she cursed him with nightmares until his death.

Vanlandi's son was Visbur, and he married the daughter of Aude the Wealthy. They had two sons, Gisle and Ond. Visbur soon left her, however, and had a son named Domald with another woman.



Visbur's scorned wife returned to her father's kingdom with her two sons and began plotting against her ex-husband. She used sorcery to curse Domald with bad luck and when Gisle and Ond became teenagers, she sent them back to their father to claim their birthrights.

Visbur turned them away, vowing that his sole heir would be Domald. In revenge the brothers locked Visbur in his hall and burned it to the ground.

Domald became king, but the curse that was upon him became a curse upon the whole land. When the crops failed after his first year as king, the people sacrificed animals to the Vanir. The following year the harvest was worse, so they sacrificed men. The next year the crops failed again, so the chieftains decided to sacrifice Domald.



Domald's son Domar became king upon his father's sacrifice and the good harvests returned. Domar had a long, prosperous and uneventful reign. He married the sister of [King Dan](#) and had a son named Dyggvi, who died young and became a consort to Hel, Loki's daughter and the ruler of the afterlife.

Dyggvi's son was Dag the Wise, who could speak with birds and had a sparrow companion that served him as a spy. When the Geats killed the sparrow, Dag declared war against Denmark. He was killed in battle and his son Agne succeeded him.

Agne briefly conquered Finland, killed several giants, and took a Finnish princess named Skjalf for his bride. They had twin sons, Alrek and Eirik. However, Skjalf and her bodyguards eventually murdered Agne and returned to Finland.

Alrek and Eirik became co-rulers of Sweden, they ruled cooperatively for many years until they apparently killed each other in a mysterious fight. The twins were both very competitive and highly skilled horsemen. They fell into a conflict over their favorite steeds and rode off in a furious race. They were both later found dead, apparently having beaten each other to death with their bridles.

Alrek's sons Alf and Yngvi (named after his ancestor) became co-rulers after the deaths of their father and uncle. The brothers differed in many ways and they frequently quarreled. They eventually killed each other in a drunken sword dual, leaving Alf's young son Huglik as king.



Huglik was lazy, gluttonous, and dull, preferring to stay in his hall with jesters and mystics. He had no interest in venturing abroad, raiding, and making war. His reputation for weakness and passivity soon attracted the attention of two ambitious Volsung sea kings, Haki and Hagbard, who were half-brothers to Sinfjolti and Sigurd.

The Volsungs attacked Huglik's hall with two armies and twelve champions, including the legendary hero Starkad. Although Huglik's army was small and quickly overrun, he had two Danish champions at his side, Geigad and his elder brother Svipdag. They each fought like an entire army and slaughtered nearly all the invaders before they were captured.

Haki became the king of Sweden. Confident in his new position, he sent Starkad, Hagbard, and most of his champions abroad to pillage and plunder.

Huglik had two cousins, Eric and Jorund. They were raiding and pillaging in Denmark when they encountered King Guglog of Halogaland, who was also plundering. They defeated Guglog in battle and hung him at Stromones, gaining fierce reputations in the process.

When Eric and Jorund learned that Haki had seized the throne in Uppsala and sent his best warriors abroad, they used their newfound fame to raise a huge army and reclaim the throne of Sweden for the Yngvi dynasty.

Eric was killed in the battle, but Jorund slew Haki and took the crown. He ruled from Uppsala during the winters, but in the summers he continued to raid foreign shores. He was pillaging in Jutland when he encountered Gylung, son of Guglog. Seeking revenge for his father's murder, Gylung joined forces with the locals who wanted to stop Jorund's raids. The combined armies overwhelmed Jorund's raiding party. He was taken captive and hung, leaving the throne to his young son Edwin.

Edwin lived nearly two hundred years and sacrificed nine of his own sons in the process. In that time he also lost and regained the throne twice.

Prince Halfdan the Younger of Denmark (named after the legendary hero) attacked Edwin and drove him into exile in Västergötland. Edwin stayed with the Geats for twenty five years until Halfdan died of old age. Edwin, now sixty years old, returned to Uppsala and sacrificed his first son to the Vanir, doubling his own life span. He ruled Sweden for another twenty five years until Ale the Strong, Halfdan's nephew, attacked. Ale won several ferocious battles and forced Edwin to flee to Västergötland again, where he stayed for another twenty five years until Starkad the champion came to Uppsala and slew Ale.

Edwin returned to Sweden and sacrificed his second son, but was told that his life would only be extended another ten years. For each son he sacrificed thereafter, he would be allowed to live another ten years, though he continued to age. By the time he sacrificed his ninth son he was bedridden and feeble. When he attempted to arrange the sacrifice of his tenth son, the chieftains discovered his scheme and intervened, preventing the sacrifice and causing his death.

Edwin's young son, Egil, became king. Like several of his forefathers, he was not warlike, preferring to stay in his hall and resolve problems peacefully. A naive and trusting youth, Egil discovered too late that his thrall, Tunni, had stolen gold from the royal treasury and raised an army to depose him. Egil fled to Denmark and the court of King Frodi, who helped him reclaim his throne and slay Tunni. Egil was later killed by a bull during the annual sacrifices at Uppsala, leaving the throne to his eldest son, Othar.



Members of this line have become known for their Vanir-like qualities of promiscuity and fertility. They also tend to have pleasant, calm, good-natured personalities. Although there are berserkers and war kings among the family, Yngvis are usually more peaceful and thoughtful than bloodlines that flow from the Aesir.

The Yngvi are characterized by their fair complexions, their formidable size and strength, and their frequent association with sorcery.

Recommended Feats. Arcane Smite, Arcane Strike, Brilliant Mind, Great Fortitude, Great Weapon Expertise, Inspiring Leadership, Iron Will, Major Magic, Minor Magic, Prescience, Strong Personality.

Bloodline Feats. Magical Aptitude, Magic Resistance, Master of Magics, Spell Endurance, Fortuitous.



ZAL



Zal was a member of a long line of famous Parthian warriors and generals who served in the Persian army. His father was Sam, his grandfather was Nariman, and his great grandfather was Gorshtasb. Zal's son Rostam became one of the greatest heroes of Persian history.

The source of the Zal bloodline is unknown. Strangely, it is characterized by a high percentage of albinism among its members. The word "zal" is Persian for "white." The hero Zal was so named for his white hair and pale skin. Although Zal was not the first of this bloodline, or the most famous, it is named for him and the albino traits that are associated with the line.

Like his forefathers, Zal was a brilliant tactician with a quick, curious mind. He enjoyed puzzles, riddles, and games of strategy. He was a legendary military commander and a formidable warrior, able to slay opponents with a single blow.

Zal's life was marked by great success and great tragedy. He lived three hundred years, but before he died his descendants murdered each other and scattered his dynasty into the wind.

Members of this bloodline have a 10% chance of being albino.

Recommended Feats. [Arcane Smite](#), [Arcane Strike](#), [Extra Fighting Style](#), [Great Fortitude](#), [Iron Will](#), [Mounted Warrior](#), [Parting Shot](#), [Prescience](#).

Bloodline Feats. [Master of Magics](#), [Magic Resistance](#), [Spell Endurance](#), [Strength Surge](#), [Unusual Anatomy](#).



APPENDIX: FEATS

ADAPTIVE LABORER

By doing odd jobs, you have picked up some handy skills throughout your life. You gain proficiency in five artisan tools of your choice.

ADVENTURING COMPANION

With this feat you attract a squire, sidekick, cohort, apprentice, bodyguard, or other sort of companion. Choose one of the following from Appendix B of the System Reference Document: Acolyte, Bandit, Cultist, Guard, Noble, Scout, Thug, or Tribal Warrior. At your DM's discretion you may select some other customized companion with a challenge rating of $\frac{1}{4}$ or lower.

The companion's alignment is the same or very similar to yours. The DM determines the companion's race, gender, age, background, and other characteristics.

In return for their service, you agree to train them and provide for their basic needs (food, shelter, etc.). The companion helps and serves you to the best of their ability. They may perform many menial tasks such as errands, portage, research, or donning armor. They may also help in combat. They take their turns on your initiative and obey your directions in combat. As long as

the companion is within 60 feet of you, they use your proficiency bonus for attacks, saving throws, and skills they are proficient in, as they are actively learning from you. However, if you fall unconscious or move more than 60 feet away, they lose this bonus.

The companion will not tolerate abuse and will abandon you or turn on you if they feel mistreated. Companions do not gain experience points or advance in level while they serve you. After studying under you for a time, they eventually move on to pursue career opportunities elsewhere and must be replaced with a new recruit.

If a companion dies or leaves, you can spend 8 hours recruiting a new one. You can also dismiss your current companion and recruit a new one.

ALERTNESS

Prerequisite(s): Perception proficiency

- You are always cautious of danger, and are rarely caught unaware.
- You have a +2 bonus to initiative checks.
- You are never surprised, so long as you are not stunned or unconscious.
- Enemies never gain advantage when striking you from stealth.

ARCANE SMITE

Prerequisite(s): Ability to cast arcane spells

With this feat, you can expend arcane spell slots to inflict more damage with your melee attacks.

When you hit a creature with a melee weapon attack, you can expend one arcane spell slot to deal force damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8.

ARCANE STRIKE

Prerequisite(s): Ability to cast arcane spells

You draw upon your arcane power to enhance your weapons with magical energy. Weapons you hold glow with arcane power and count as though they are magical weapons. You gain a +1 bonus to attacks and damage with these weapons as long as you are holding them. Ranged weapons also grant these bonuses on attacks and damage, but the magic fades after striking their target.

ATHLETIC

Prerequisite(s): Strength and Constitution 13 or higher, Athletics proficiency

You possess inherent physical prowess.

- You gain expertise with the Athletics skill.
- You can climb at your full movement rate instead of halved.
- You can perform a running long jump or running high jump after moving 5' instead of the usual 10'.
- Once per short rest you can gain advantage on any Strength or Constitution-based skill check or saving throw.

AUGMENTED CONJURING

Prerequisite(s): Achaemenes bloodline

Your conjured creatures are more powerful and robust.

- Each creature you conjure with any summon spell gains a +2 bonus to attacks and damage and a bonus of +2 hit points per HD for the duration of the spell that summoned it.

BEAST COMPANION

Prerequisite(s): Atalanta or Saeming bloodline

With this feat you attract a creature of the beast type to be your companion. Choose a beast with a challenge rating of $\frac{1}{4}$ or lower, such as a mastiff, panther, hawk, riding horse, vulture, or wolf.

The beast companion serves you to the best of its ability. It takes its turn on your initiative and obeys your directions in combat. It can be instructed to take the Attack, Dash, Disengage, or Help actions. You must use an action to issue these commands. If you have more than one attack per turn, you can use one of your attacks to issue commands to the beast companion. Lacking any command, the beast's default action is to dodge.

Your proficiency bonus is added to the beast's attack and damage rolls, saving throws, AC, and skill checks that it is proficient with. Its maximum hit points are equal to 4 times your character level.

The companion will use its reactions and bonus actions without being instructed. If you are unconscious or otherwise unable to issue commands to the beast, it will act on its own and attempt to protect you and itself.

If a beast companion dies, you can spend 8 hours recruiting a new one. You can also dismiss your current companion and recruit a new one.

BEAST TRAINER

Prerequisite(s): The ability to acquire a beast companion

You are a natural when it comes to rearing animals as companions, which grants you the following benefits:

- You can acquire a companion of up to CR 1. Starting at 6th level, you can acquire a companion with a challenge rating as high as your character level divided by 3, rounded down.
- Your companion is proficient with your saving throws.
- Your companion's hit point maximum equals its normal maximum or five times your character level, whichever is higher.



BLOCKING EXPERTISE

Prerequisite(s): Shield proficiency

You turn away even the fiercest blows with your shield.

- Your Strength score increases by +1.
- When you wield a shield and are dealt a critical attack, you have a 50% chance to negate the critical hit.

BODYGUARD

Prerequisite(s): Shield proficiency

You are adept at warding off enemies attacking nearby allies.

- You may grant your shield bonus to a single adjacent ally instead of yourself.
- When an adjacent ally is attacked, you may use a reaction to redirect the attack to yourself.



BRAWLING

Prerequisite(s): Strength and Constitution 13 or higher

You are skilled at fighting while unarmed.

- Increase your Strength or Constitution score by 1, to a maximum of 20.
- You gain proficiency with improvised weapons.
- Your unarmed strikes inflict 1d4 damage (1d3 for small creatures and 1d6 for large).
- You can make a grapple attempt as a bonus action when you hit a creature with an unarmed strike or improvised weapon on your turn.

BREAKER

Prerequisite(s): Strength 13 or higher

You gain the following benefits:

- You gain a +5 bonus on attack rolls against objects and Strength checks made to break objects.
- When you attack a creature, you can take a -5 penalty to the attack roll and aim for its extremities. If you hit, the creature suffers one level of exhaustion unless it is immune to that condition. A creature can't die from exhaustion in this way.

BRILLIANT MIND

Prerequisite(s): Intelligence 13 or higher

Your mind is extraordinarily keen, and your mental defenses are nearly impossible to penetrate.

- Your Intelligence score increases by +1.
- You gain proficiency in Intelligence saves.

BRUTAL PUGILIST

You are an expert at hand-to-hand combat, which grants you the following benefits:

- Your unarmed strike gains the versatile property, allowing you to increase its damage die by 1 size if you have both hands free when you make the attack (d4, d6, d8, d10, d12).
- Your unarmed strike attack rolls do not have disadvantage while you are restrained.
- When you use the Attack action to grapple or pin and succeed, you also deal your unarmed strike damage to the creature you are grappling.
- You count as one size larger when a creature tries to swallow you. If it does, you can use your reaction to make an opportunity attack against it.

CHARMING SMILE

Prerequisite(s): Charisma 13 or higher, Dioskouri bloodline

- Your Charisma increase 1 point to a maximum of 20.
- By spending an action, you can cast the spell charm person as a first level spell. This does not require a spell slot. You can cast this spell one time and regain the ability to do so after completing a long rest. Charisma is your spellcasting ability.



CLEAVE

Prerequisite(s): Strength 13 or higher, Power Attack

You can strike two adjacent foes with a single blow. You make an attack against a foe within reach. If you hit, you deal damage normally and can make an additional attack as a **bonus action** against a foe that is adjacent to the previous foe and also within your reach. This cleave attack only counts as one action (and your **bonus action**).

When you cleave, your movement is halved for your current turn.

COLD BORN

Prerequisite(s): Halfdan bloodline

Your ancestry imbues you with resistance to cold damage.

COMBAT EXPERTISE

Prerequisite(s): Dexterity 13 or higher

You can increase your defense at the expense of your accuracy.

- Your Dexterity score increases by +1.
- You may choose to suffer disadvantage on all attacks in a round in order to force all opponents to suffer disadvantage on all attacks against you.

DEMORALIZING STRIKE

Prerequisite(s): Charisma 13 or higher

When you inflict damage on an opponent with a melee weapon, you can use your bonus action to cause that creature to make a Wisdom saving throw or become **frightened** of you for 1 round. The DC for the saving throw is equal to 8 + your proficiency modifier + your Charisma modifier. Whether the creature saves or not, it cannot be affected again for 24 hours. After using this ability, you cannot use it again until you complete a short or long rest.

DIEHARD

Prerequisite(s): Endurance

You are especially hard to kill.

- Your Constitution increase by 1, to a maximum of 20.
- You do not die immediately until you reach an amount of negative hit points equal to your Constitution score plus your level.
- You gain a +2 bonus on death saves.

DIVINE HEALTH

Prerequisite(s): Aeneas bloodline

Your divine heritage has rendered you immune to disease.

ENDURANCE

Prerequisite(s): Constitution 13 or higher

Harsh conditions or long exertions do not easily tire you.

- Your Constitution score increases by +1.
- You have advantage on all saves made to resist exhaustion, running out of breath, starvation and thirst, heat and cold.
- You can sleep in armor that you are proficient in.

EVASION

Prerequisite(s): Dexterity 13 or higher, Perception proficiency

You can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or a *fireball* spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

EXTRA FIGHTING STYLE

Prerequisite(s): Fighting Style class feature

Your versatile training in combat allows you to gain an additional fighting style.

- You may choose an extra combat style from your class.

FAVORED OF THE GODS

You have drawn the attention of a benevolent celestial being that protects you from harm. When you fail a saving throw, you can choose to roll a new saving throw with a single d20 regardless of any circumstances that would otherwise impose advantage or disadvantage. You can't use this feat again until you finish a long rest.

FLEET-FOOTED

Prerequisite(s): Dexterity 13 or higher

You are faster than most.

- Your movement increases by 5 feet.
- While you are wearing light or no armor, your base speed increases by an additional 5 feet.
- When you move at least 30 feet during your turn, your AC increases by +1

FOIL SCRUTINY

Prerequisite(s): Charisma 13 or higher

You are skilled at concealing your thoughts and intentions. You gain the following benefits.

- You add double your proficiency bonus whenever making Charisma (deception) skill checks.
- You have advantage on all Wisdom saving throws made to resist deep probing with the *detect thoughts* spell.
- You also add your proficiency bonus to any opposed Intelligence checks made to end a probing *detect thoughts* spell.

FORTUITOUS

Prerequisite(s): Autolycus or Yngvi bloodline

You have an uncanny amount of luck.

You gain four d4s you can use towards lucky moments each day.

- You can add these dice to any attack, skill check or saving throw, even after you see the results. You may also use more than one die.
- You can use these dice to subtract from a foe's attack or skill check against you, or on their save against one of your abilities.

GRAPPLING EXPERTISE

Prerequisite(s): Strength 13 or higher

You are adept at grappling and close-quarter physical combat.

- If you have a creature grappled, you gain advantage on all attacks against them.
- If you have a creature grappled, you can spend a bonus action to attempt to pin the creature. Make another grapple check. If you succeed, both you and the creature are *restrained* and immobile.
- You can grapple creatures up to one *size* larger than you without them escaping automatically.

GREATER WIND MAGIC

Prerequisite(s): Boreads bloodline, Wind Magic

With this feat you develop your inherent magical skills to their full potential.

You learn the spell *featherfall* and can cast it at will. It does not require a spell slot. You also learn the spells *gust of wind* and *fly*. You may only cast *fly* on yourself, and when you do, feathered wings sprout from your back. Using these spells does not expend spell slots. Charisma is your spellcasting ability for these spells. You may cast each spell one time. After that, you must complete a long rest before you can cast them again.

GREAT FORTITUDE

Prerequisite(s): Constitution 13 or higher

You are resistant to poisons, diseases, and other maladies.

- Increase your Constitution score by +1.
- You gain proficiency in Constitution saves.

GREAT STRENGTH

Prerequisite(s): Strength 13 or higher

You are herculean in strength, capable of great feats of physical might.

- Increase your Strength score by +1.
- You gain proficiency in Strength saves.

GREAT WEAPON EXPERTISE

You are a master of wielding heavy weapons

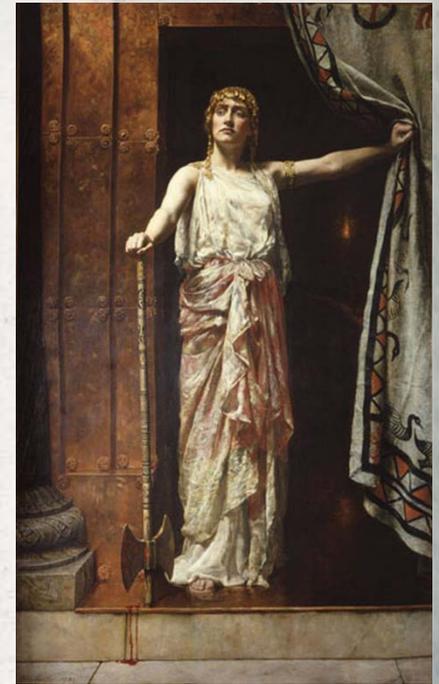
- When wielding a heavy weapon, you may reroll damage once per turn, keeping the better result.
- When wielding a heavy weapon, you can take a penalty of -5 on the attack roll to gain a +10 bonus to your damage roll.
- If you hit a foe with a heavy weapon, you may spend a bonus action to attempt a shove maneuver against that same creature.

HEALING HANDS

Prerequisite(s): Asclepius bloodline

You are a natural talent when it comes to medicine and healing. When you gain this feat you gain the following abilities.

- You have advantage on all Wisdom (medicine) checks.
- You learn the 1st level spell cure wounds. You can cast this spell once with this trait and regain the ability to do so when you complete a long rest. Charisma is your spellcasting ability for this spell.



HERBAL HEALER

Prerequisite(s): Wisdom 13 or higher, Nature proficiency

You know which plants and herbs to use to make herbal poultices and unguents.

- You gain proficiency with the herbalist kit.
- You can spend one hour to create a number of herbal healing salves equal to your proficiency bonus. These salves add +1d6 hit points to a target's recovery dice during rest. Your salves are only good for 24 hours.
- You can spend one hour to create a powerful healing salve that functions as lesser restoration.

HEROIC DEFIANCE

Prerequisite(s): Diehard or Endurance

You struggle on when others would fall.

- Once per long rest as a reaction you can delay the onset of one harmful condition or affliction (such as frightened, paralyzed, stunned, and so on). Activating this feat delays the onset of the condition until the end of your next turn, after which time the condition takes its normal effect. This feat has no effect on hit point damage or ability damage.
- You may reroll failed saving throws three times. You may use the new result if it would benefit you to do so. You can use this ability again after a long rest.

HEROIC SURGE

Prerequisite(s): Aeneas, Autolykus, or Halfdan bloodline

With this feat you gain one bonus action that you can use in combat on your turn. After using this feat, you cannot use it again until you complete a short or long rest. After reaching 17th level, you can use this feat twice before resting.

HIGHLY SKILLED

You have a versatile skill set. Choose any combination of three skills or tools that you are not already proficient in. With this feat, you gain proficiency with those skills and/or tools.

IGNORE PAIN

Prerequisite(s): Tantalus bloodline, Warped Mind

Your warped mind ignores and suppresses physical pain. As a result, you gain resistance to all non-magical bludgeoning, piercing, and slashing damage.

IMPROVED BEAST COMPANION

Prerequisite(s): Beast Companion, Animal Handling proficiency

Your beast companion is of greater power than most of its kind.

- Your beast companion may be up to CR ½.
- Your beast companion's natural attacks count as magical and silver for the purposes of over-coming resistance.



INHERITED MADNESS

Prerequisite(s): Tantalus bloodline

You gain an insanity of the GM's choice (see [Madness](#)). Your GM should work with you to ensure its nature makes the game more fun for you and the group, and it should generally fall into the category of a first-degree insanity.

As long as you have this insanity, you have advantage on Constitution saving throws to concentrate on spells and on all Wisdom saving throws. If your insanity is cured, you may either gain a different insanity or choose a new feat in place of this one.

Anyone using [detect thoughts](#) or other magic to hear your thoughts must make a Wisdom save (DC 8 + your proficiency bonus + your Charisma modifier) or suffer from a randomly determined [short term madness](#).



INSPIRING LEADERSHIP

Prerequisite(s): Charisma 13 or higher

You are capable of awe-inspiring leadership, and that leadership gives your allies strength.

If you spend at least 5 minutes giving a rousing speech you can make a Charisma (performance) check with a DC of 15. If you succeed, all allies within 30' gain 5 [temporary hit points](#). If you succeed with a DC 20, this bonus increases to 10 [temporary hit points](#). If you succeed with a DC 25 or better, this bonus increases to 15 [temporary hit points](#). No creature can benefit from these [temporary hit points](#) again until they have taken at a short or long rest.

IRONSKIN

Prerequisite(s): Constitution 13 or higher

Through body hardening techniques, you can shrug off some blows without the use of armor.

- Your Constitution score increases by +1.
- You may add your Constitution bonus to AC when not wearing armor.

IRON WILL

Prerequisite(s): Wisdom 13 or higher

You are more resistant to mental effects.

- Increase your Wisdom score by +1.
- You gain proficiency in Wisdom saves.

LIGHTNING REFLEXES

Prerequisite(s): Dexterity 13 or higher

You have faster reflexes than normal.

- Increase your Dexterity score by +1.
- You gain proficiency in Dexterity saves.

LINGUISTICS EXPERT

Prerequisite(s): Intelligence 13 or higher

You are a scholar of languages, ancient tongues and scripts.

- You learn three languages of your choice.
- You can get rough impressions of the meaning of written and spoken languages you don't know with a DC 15 Intelligence check.
- You can also create secret codes. The DC to understand your codes is equal to your Intelligence score + your proficiency bonus.

LOAD BEARING

You can carry loads like a beast of burden.

- Your strength score increases by 1 to a maximum of 20.
- The amount of weight you can carry, push, drag, or lift is doubled.

MAGICAL APTITUDE

Prerequisite(s): Intelligence 13 or higher, Arcana proficiency

You have a knack for magic.

- Your Intelligence, Wisdom, or Charisma score (choose one) increases by +1, to a maximum of 20.
- You gain expertise in the Arcana skill.
- Once per short rest you can gain advantage on any Arcana skill check.

MAGIC RESISTANCE

Prerequisite(s): Achaemenes, Yngvi, or Zal bloodline

You gain advantage on all Dexterity and Wisdom saving throws against spells and magic.

MAJOR MAGIC

Prerequisite(s): Intelligence 13 or higher, Minor Magic

With this feat you develop your spellcasting abilities to their fullest potential. You learn the spell *detect magic* and can cast it at will without expending a spell slot.

You also choose one spell from the following list: *detect thoughts*, *invisibility*, *see invisibility*, *suggestion*, *spider climb*, *levitate*, *mirror image*, or *minor illusion*.

And also choose one spell from the follow list: *clairvoyance*, *dispel magic*, *fly*, *gaseous form*, *haste*, *major image*, *tongues*, *water breathing*, or *water walk*.

The spells you chose cannot be changed. You may cast each of them once and regain the ability to do so after completing a long rest. Casting these spells does not use a spell slot. Charisma is your spellcasting ability for all of these spells.



MASTER CRAFTSWOMAN

Prerequisite(s): Intelligence 13 or higher

You are a master artisan, capable of crafting great works of stunning beauty and effectiveness.

- You gain proficiency with any two tools of your choice.
- You craft items at a rate of 50 gp per day instead of 25 gp.
- You can craft weapons and armor that are effectively a +1 enhancement bonus, but they do not count as magical, nor radiate magic.

MASTER OF MAGICS

By interacting with the constant flow of arcane energy, you have found a connection to these otherworldly elements and drawn them into yourself. As a result, you gain the following benefits:

- You have advantage on *Intelligence (arcana)* checks when attempting to recall information and lore about magical items.
- You can now be attuned to a maximum of four magical items, rather than the normal limit of three. Other attunement limitations still apply.

MASTER PHYSICIAN

Prerequisite(s): Asclepius bloodline, Healing Hands

You develop your innate healing skills to their fullest potential. You can cast the spell *detect poison and disease* at will. It does not use a spell slot. You also learn the spells *lesser restoration* and *revivify*. You can cast each of these spells once and regain the ability to do so after completing a long rest. Charisma is your spellcasting ability for these spells.

MINOR MAGIC

Choose a type of magic to specialize in, either divine or arcane. If you choose divine magic, you can choose spells from the cleric spell list. If you choose arcane magic, you instead chose spells from the wizard spell list.

When you take this feat, you learn two cantrips and one 1st-level spell of your choice from either the cleric spell list or the wizard spell list. With this feat, you may cast the 1st level spell once at its lowest level and regain the ability to do so when you finish a long rest. Charisma is your spell casting ability for these cantrips and spell.

MOBILITY

Prerequisite(s): Dexterity 13 or higher

You can easily move through a dangerous melee.

- If you take the *Dash* action, you are not hindered by *difficult terrain* that turn.
- When you exit a creature's threatened area, you do not provoke attacks of opportunity. This ability can be applied to a number of enemy creatures each round equal to your Dexterity modifier.
- Your speed increases by 5 feet.

MOUNTED WARRIOR

Prerequisite(s): Animal Handling proficiency

You are adept at warfare on the back of a mount.

- While mounted, you gain advantage on melee attack rolls against unmounted foes that are smaller than your mount.
- As a *reaction* to an attack on your mount, you can make a Wisdom (animal handling) check (DC 15) to impose disadvantage on that attack roll.
- While you are mounted, your mount gains the benefits of the *Evasion* feat.

NATURAL ARMOR

Prerequisite(s): Achilles, Anteus, or Myrmidon bloodline

Your flesh and bones are thick and resistant to damage.

- Your base armor class is 11 + your Dexterity modifier.

PARRYING STYLE

Prerequisite(s): Dexterity 13 or higher

With this feat, you can use your reaction to parry melee attacks that hit you, reducing the damage by an amount equal to 1 + your Dexterity modifier. You must be armed and aware of the attacker to use this feat.

PARTING SHOT

Prerequisite(s): Dexterity 13 or higher

You are an expert skirmisher, able to rain missiles upon your enemies as you retreat.

- When you use the disengage action, you can make a single ranged attack at any point during your movement as a bonus action.



PERSUASIVE

Prerequisite(s): Charisma 13 or higher, Persuasion proficiency

You are skilled at swaying attitudes and intimidating others into your way of thinking.

- You gain expertise with the Persuasion skill.
- Once per short rest you can gain advantage on any Charisma-based skill check.

POINT-BLANK SHOT

Prerequisite(s): Dexterity 13 or higher, Perception proficiency

You are especially accurate when making ranged attacks against close targets.

- You gain advantage on any ranged attack made within 30' against targets that do not have cover.
- Ranged attacks made against adjacent targets have neither advantage nor disadvantage.

POWER ATTACK

Prerequisite(s): Strength 13 or higher

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

- When wielding any non-light melee weapon, you can choose to suffer a – 5 penalty to attack rolls to gain +10 points of damage.
- In addition, you may reroll 1s on damage rolls when using power attack. You must use the new result.
- You treat object's ACs as if they were 3 points less.

PRESCIENCE

You have a sharp, quick mind. You gain the following benefits.

- Your Intelligence score increases by 1 to a maximum of 20.
- As a reaction, you can add your Intelligence modifier to any one attack roll, saving throw, or skill check that you are about to make. After using this ability, you cannot use it again until you complete a short or long rest.

PROTECTION

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

RAGING STRENGTH

Prerequisite(s): Strength 15 or higher, Rage class feature

While raging, your attacks do even more damage.

- Whenever you are raging, you deal +3 additional points of damage with your melee attacks.
- While raging, you can reroll 1s on damage rolls. You must keep the new result.

RAGING VITALITY

Prerequisite(s): Constitution 15 or higher, rage class feature

While raging, you are full of vigor and health.

- Whenever you are raging, you gain a number of temporary hit points equal to your level. These temporary hit points do not stack with temporary hit points from any other source. These temporary hit points fade when you stop raging.
- While raging, you have advantage on Constitution checks and Constitution saves.

ROUSING PERFORMANCE

Prerequisite(s): Charisma 13 or higher, Performance proficiency, Bardic Inspiration class feature

Your bardic inspiration can affect a number of creatures equal to your Charisma modifier. Subjects must be within 60 ft of you and they have only 5 minutes to use the inspiration die before it fades. The size of the bardic inspiration die is 1d4 (increasing to 1d6 at 5th level, 1d8 at 10th level, and 1d10 at 15th level).

SAVAGE WARRIOR

Prerequisite(s): Strength 13 or higher, Intimidation proficiency

Your blows strike with great fury, driving your enemies before you.

- You can reroll damage dice results of 1 or 2. You must use the new result, even if they are 1s or 2s.
- You gain expertise with the Intimidation skill.



SCRYING ADEPT

Prerequisite(s): Intelligence 13 or higher, ability to cast the spell scrying.

You are particularly skilled at using the scrying spell. You gain the following advantages.

- Your Intelligence score increases by 1, to a maximum of 20.
- Subjects of your scrying attempts have disadvantage on their Wisdom saving throw to avoid your spell.
- You automatically notice any scrying sensor targeting you.

SHIELD ASSAULT

Prerequisite(s): Strength 13 or higher, shield proficiency

- As a bonus action you can use your shield as a weapon. When you use your shield this way, you lose the AC bonus it provides until the beginning of your next turn. Add your proficiency bonus to the attack roll. Shields inflict 1d4 bludgeoning damage unless they are fitted with a spike or blade, in which case they inflict 1d6 piercing or slashing damage, respectively.
- You can throw your shield as a ranged weapon with a range of 20/60.

SHIELD EXPERTISE

Prerequisite(s): Strength 13 or higher, Shield proficiency

Your skill with shields grants you improved protection against area effects.

- While in combat, you can perform the shove maneuver with your shield as a bonus action on your turn.
- As long as you are aware of an attack and not otherwise incapacitated, your shield's AC bonus is added to any Dexterity saving throw you make against spell or attack effects that only affect you.
- When faced with a Dexterity save for half damage while wielding a shield, you automatically take half damage (even if you fail), and if you succeed, you suffer no damage.



SKILL FOCUS

Prerequisite(s): Proficiency in a chosen skill

You are particularly adept at a certain skill.

- Your proficiency bonus is doubled for any ability check you make that uses the chosen skill.

SOCIAL PROFICIENCY

Prerequisites(s): Diaskuri or Orpheus bloodline

You are skilled at personal interaction and navigating relationships. You gain the following benefits.

- Your Charisma score increases by 1 to a maximum of 20.
- You gain proficiency in Deception, Intimidation, and Persuasion.

SOUL POWER

Prerequisite(s): Constitution 13 or higher

With this feat, you can withstand the powers of necromancy.

- You have resistance to all necrotic damage.
- You may also use this feat to gain advantage on one saving throw against necrotic magic. After using this advantage, you cannot use it again until you complete a short or long rest.

SPELL ENDURANCE

Prerequisite(s): Achaemenes, Aeneas, Perseus, Skjold, Theseus, Yngvi, or Zal bloodline

You are especially resistant to magic.

- You may add your proficiency bonus as a bonus on all saves against magic.
- Once per short rest you can gain advantage on one saving throw against magic. You may not use this ability again until you've completed a short rest.



SPIRITED CHARGE

Prerequisite(s): Mounted Warrior

Your mounted charge attacks are capable of dealing a tremendous amount of damage.

- When mounted and using the Dash action to charge, your threat range increases by +1.
- You may choose to subtract -5 from your attack rolls when using Spirited Charge to deal an additional +10 damage.

STEALTHY

Prerequisite(s): Dexterity 13 or higher, Stealth proficiency

You are highly skilled at stealth.

- You can make checks to hide when you are only lightly obscured from sight.
- If you are hidden and make a ranged attack against an unaware target, you remain hidden if the attack misses.
- You can see in dim light without penalty.



STRENGTH SURGE

Prerequisite(s): Anteus or Hercules bloodline, Strength 13 or higher

You can summon up tremendous strength to empower your attacks.

With this feat, the damage of your melee attacks increases by 3 points. This increase to your damage lasts for a number of rounds equal to your Strength modifier (minimum 1 round). Once used, you cannot use this feat again until you complete a short or long rest.

STRONG PERSONALITY

Prerequisite(s): Charisma 13 or higher

Your sense of self never wavers, and your ego is rarely challenged.

- Increase your Charisma score by +1 to a maximum of 20.
- You gain proficiency in Charisma saves.

SURVIVOR

You are well-versed in surviving in hostile environments, even thriving where others are sure to perish. You gain the following benefits:

- Increase your Constitution or Wisdom score by 1, to a maximum of 20.
- You require only half of the food and water normally required for a creature of your size.
- You can withstand extreme temperatures indefinitely, and you automatically pass saving throws made against extreme heat and cold for a number of days equal to your Constitution or Wisdom modifier, whichever is lower. After this time, you must make saving throws as normal until you spend 24 hours in a comfortable temperature.

TACTICAL COMMANDER

Prerequisite(s): Intelligence 13 or higher

You can direct your allies to attack at opportune moments.

On your turn, you can use your attack to shout instructions to one ally that can see and hear you. That ally can immediately use their reaction to make a weapon attack, adding your Intelligence modifier to the attack roll.

TAUNT

Prerequisite(s): Charisma 13 or higher, Intimidate proficiency

Your vicious words infuriate others.

- Your Charisma score increases by +1 to a maximum of 20.
- You gain expertise in the Intimidation skill. When you use the [Intimidation skill](#), you can force an opponent to make a Wisdom save versus your Intimidate check. If they fail, they must use their next action to move closer and attack you.
- If you use the Intimidate skill to fluster a target, they suffer disadvantage on all Persuasion checks for a number of rounds equal to your proficiency bonus.

THESPIAN

Prerequisite(s): Charisma 13 or higher

You are skilled at impersonation and drama.

- Your Charisma score increases by +1.
- When impersonating another person's looks, mannerisms or speech, you gain advantage on Deception or Performance skill checks.

TOUGHNESS

Prerequisite(s): Constitution 13 or higher

You have enhanced physical stamina.

- You gain a number of hit points equal to twice your level.
- When you gain new levels, you gain an additional +2 hit points.
- You recover 1 additional hit point whenever you roll a recovery die.



TWO-WEAPON FIGHTER

Prerequisite(s): Dexterity 13 or higher

You are skilled at fighting with a weapon in each of your hands. You gain the following benefits.

- You can use two-weapon fighting with one-handed melee weapons, even if they aren't light weapons.
- You can draw or put away both weapons as a single action.
- You add your ability bonus to damage on offhand attacks when wielding two weapons.

UNCANNY DODGE

Prerequisite(s): Dexterity 13 or higher

You can use your reaction to gain resistance against one attack from a creature that you can see.

UNUSUAL ANATOMY

Prerequisite(s): Zal bloodline

Your internal organs are arranged differently than normal, granting you resistance to certain types of bonus damage.

- You have resistance to the rogue's sneak attack ability and only suffer half of the bonus damage from such attacks.
- You have resistance to critical hits and suffer only half of the bonus damage rolled from them.

WAR CHILD

Prerequisite(s): Hippolyta, Saeming, Skjold, or Volsung bloodline

When engaged in combat you can use your bonus action to become infused with the pure essence of war, inherited through your divine ancestry. While this effect is active, you gain the following benefits.

- You gain 2 temporary HP per level.
- You gain advantage on one attack per turn.
- Your speed increases 5 feet.
- You gain advantage on the next saving throw you make, as long as it is made before this effect ends.

The spirit of war infuses you for 1 minute. It ends early if you are knocked unconscious. It may also be ended with a *dispel magic* spell (DC 8 + your proficiency bonus + your Charisma modifier). You can also end the spiritual infusion on your turn as a bonus action. Once you've used this ability, you must complete a short or long rest before you can use it again.



WARPED MIND

Prerequisites(s): Tantalus bloodline

Your distended thoughts and malformed intellect protect you from psychic damage. You have advantage on saving throws against psychic damage, and you have *resistance* against psychic damage.

WIND MAGIC

Prerequisite(s): Boreads bloodline

Upon taking this feat you learn two cantrips, *druidcraft* and *resistance*. However, the *resistance* cantrip is only applicable against lightning damage.

You also learn one 1st level spell of your choice from the following list: *fog cloud*, *jump*, or *speak with animals* (birds only). Once made, this choice cannot be changed. You cast this spell as a 1st level sorceress, using a 1st level spell slot. Charisma is your spellcasting ability. After casting this spell, you must complete a long rest before you can cast it again.



WRATH OF ACHILLES

Prerequisite(s): Achilles bloodline

This inherited madness causes you to fly into an uncontrolled fit of rage when distressed. The DM determines when such stressful events occur, requiring you to make a Wisdom saving throw (DC 15) or suffer from a fit of short term madness, which lasts 1d10 minutes. During this time you must use your action to attack the nearest creature. You can always voluntarily fail the saving throw.

While you are in this state of wrath, you gain the following benefits and limitations.

- Advantage on Strength checks and Strength saving throws.
- When you make a melee weapon attack using Strength, you gain a bonus to the damage roll that is equal to 2 + your level divided by 4, rounded down.
- You have resistance to bludgeoning, piercing, and slashing damage.
- If you are able to cast spells, you can't cast them or concentrate on them while wrathful.

You cannot voluntarily end this wrath and you will continue to attack nearby creatures until the wrath comes to an end after 1d10 minutes or you fall unconscious. If you are ever cured of this madness, you may select a new feat as a replacement.

OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative

Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent

Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Deep Magic: Elemental Magic © 2017 Open Design; Author: Dan Dillon

Sandy Petersen's Cthulhu Mythos, © 2018, Petersen Games; Authors: Sandy Petersen, David N. Ross, James Jacobs, Arthur Petersen, Ian Starcher.

Aaralyn's Stolen Notes to Velea Copyright 2018 Anne Gregersen
Author Anne Gregersen

Player's Advantage: Barbarian; Copyright 2016; Samuari Sheepdog; Author Kevin Glusing

Fifth Edition Feats. © 2016 Total Party Kill Games, Brian Berg.

Amazons Vs Valkyries: Bloodline Feats, © 2020, Bloodstone Press; Author: L.J. Ogre