

GREATER DIVINE OFFSPRING

A WEB ENHANCEMENT FOR
TROJAN WAR:
ROLEPLAYING IN THE AGE OF HOMERIC ADVENTURE

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INTRODUCTION

Trojan War: Roleplaying in the Age of Homeric Adventure presents a new race, the divine offspring, which reflects the presence of divine blood in the heroes of legend. Such characters as Achilles, Sarpedon, and even Helen are all children of the gods. The divine offspring race allows players to take the roles of these heroes or create new ones of their own making, endowed with potent abilities and gifts from their divine parents. However, as these characters are children of the gods, they are empowered with abilities far beyond those of ordinary mortals. This web enhancement expands the abilities of the divine offspring race to fully utilize the official rules detailing divinity by granting certain members divine rank 0. By incorporating these characteristics into your *Trojan War* games, you can provide a more accurate depiction of the powers these characters represent.

If you choose to use these divine offspring in your Trojan War campaign, be aware of the imbalances they may create with other characters. Divine offspring with divine rank are tougher, deadlier, and the very stuff of legend. When compared to an ordinary mortal, a divine offspring may overshadow the abilities of his allies. Hence, these characters have a much higher level adjustment than the ones originally presented in *Trojan War*. While the offspring will still prove a potent comrade, the other characters' higher levels allow them to better balance their abilities.

Another way to handle introducing such divine characters is to limit the number of divine offspring allowed in the group. Perhaps only one character can have divine rank. In this instance, you could rotate that character among the players for each new adventure, ensuring every player can take advantage of the powers and abilities of this expanded race.

CHILDREN OF THE GODS

Throughout the Greek myths, the gods traffic with mortals, engaged in amorous encounters or brutal rapes. From these unions, there are born the divine offspring, individuals blessed, or cursed, by the touch of divinity. Most divine offspring have some advantages over their human kin, but, in general, have few characteristics to separate them in any significant way. A few, however, are quasi-deities in their own right. Such examples include Hercules, Bellerophon, Perseus, and most notably, Achilles. These hero gods are far and above superior to ordinary humans, and even to their fellow divine offspring. They are the true children of the gods.

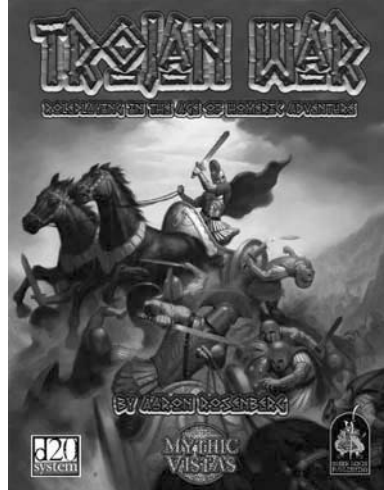
friendly, and courageous, leaping into danger and trusting to their strength and their divine parent to save them.

Descending from a god is not always a boon, however. Other gods target the divine offspring of their enemies for they know that by attacking them they upset the offspring's divine parent. Divine offspring seem to attract danger, and monsters often appear near their lands. Divine offspring experience a great pressure to excel. Being *as good as* a human is not enough for children of the gods—they aspire to be as great as their deity parents, and thus work harder and accept more risks. Wealth

means little to divine offspring; honor and glory are everything.

PERSONALITY

Most divine offspring know their parentage, though their mortal parent may marry another mortal, who then raises the divine child as his or her own. In some cases, the parent is already married, and simply has an affair with a god and bears that god's child or children. Divine offspring quickly learn of their unusual lineage and of the powers inherited from that bloodline. As a result, divine offspring ooze with confidence... almost to the point of arrogance. They know their own strength and beauty, and they know their divine parent will help shield them from harm. Most divine offspring are outgoing,



PHYSICAL DESCRIPTION

Divine offspring are tall, taller than their human kin. They range from six to seven feet tall for men, and five and a half to six feet tall for women. Men are muscular, with broad shoulders and chests. Women have generous curves and soft skin. All divine offspring are lovely, with striking features and smooth complexions. Their hair can be golden blond, fiery red, jet-black, snow white, or startling silver. Their eyes can be any color, but are always rich, deep, and clear.

GREATER DIVINE OFFSPRING

RELATIONS

Divine offspring spend their whole lives surrounded by humans, and normally get along well with them, despite their penchant for treating them as inferiors. Many divine offspring rise quickly, seizing thrones of kingdoms to rule as justly or despotically as their heritage demands. Others are great leaders, encouraging warriors to brave acts and deeds, staring in the face of danger, and taking part in heroic exploits.

ALIGNMENT

Children of the gods are generally the same alignment as their divine parent. They have at least one matching moral or ethical component. Thus, a child of a chaotic good god could be chaotic, good, or chaotic good.

LANDS

Divine offspring are typically the children of a god and a mortal king or queen. Thus, many of them rule their own lands. However, nowhere do divine offspring gather in large numbers, and so they have no homeland of their own. It is rare to find more than two divine offspring in a single city or nation, unless they are all close kin.

RELIGION

Divine offspring know the gods exist, and often speak with their divine parents directly. Some are very religious, since they can pray to their parent and receive an immediate and personal response. Others see no reason to pray, since their parent watches over them anyway, and so they do not bother to follow the proper observances.

LANGUAGES

Divine offspring speak Greek and Olympian. They can also learn any other human language.

NAMES

Divine offspring use human naming conventions.

ADVENTURERS

Because divine offspring feel the need to prove their worth, many leave home upon reaching adulthood. They wander the world, looking for adventure and a chance to acquire glory. Divine offspring are good traveling companions since they go anywhere and try anything. Their strength makes them valuable allies in a fight. Divine offspring lack subtlety, however, and often fail to grasp the intricacies of diplomacy.

RACIAL TRAITS

Greater divine offspring share the following traits.

- **Greater Divine Offspring:** +2 Strength, +2 Dexterity, +2 Constitution, +2 Wisdom, +2 Charisma. Greater divine offspring are far superior to standard humans. Unlike

other children of the gods, greater divine offspring are as intelligent as ordinary humans.

- **Medium:** As Medium creatures, greater divine offspring have no special bonuses or penalties due to their size.
- **Powerful Build:** The physical stature of greater divine offspring lets them function in many ways as if they were one size category larger. Whenever a greater divine offspring is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), he is treated as one size larger if doing so is advantageous to him.

A greater divine offspring is also considered one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect him. A greater divine offspring can use weapons designed for a creature one size larger without penalty. However, his space and reach remain those of a creature of his actual size. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category.

- A greater divine offspring's base speed is 60 feet. Their divine heritage allows them to move faster than humans.
- **Increased Piety:** Divine offspring have a higher initial Piety. Greater divine offspring have a starting Piety score of 5 (See **Piety** in **Chapter 8: Religion and Piety**, page 91 in *Trojan War*).
- **Divine Rank:** Most divine offspring have no divine rank. Greater divine offspring have a divine rank of 0, making them the equivalent to hero deities, though they cannot grant spells. In addition, greater divine offspring always receive maximum hit points for each Hit Die, gain a deflection bonus to AC equal to their Charisma bonus (if any), damage reduction 10/epic, resistance to fire 5, immunity to ability drain, energy drain, petrification, polymorphing, and mind-affecting effects.
- Divine offspring gain a +2 racial bonus to Climb, Jump, and Swim checks. Divine offspring are all extremely athletic.
- Greater divine offspring have a +6 racial bonus to saving throws against divine spells.
- Greater divine offspring have a +4 natural armor bonus to AC.
- **Native Outsider:** As native outsiders, greater divine offspring may be *raised*, *reincarnated*, or *resurrected* as any other living creature.
- **Immortal:** Greater divine offspring are immortal. They cannot die from natural causes. The only way for a greater divine offspring to die is through magical or physical combat.
- **Automatic Languages:** Greek and Olympian. Bonus Languages: Any.
- **Favored Class:** Dedicated warrior. A multiclass divine offspring's dedicated warrior class does not count when determining whether he takes an experience point penalty for multiclassing.
- **Level Adjustment:** +5.
- **Challenge Rating:** For NPCs, a greater divine offspring's CR equals its character level +4.

ADAPTING TROJAN WAR HEROES

As a variant, you can treat many of the heroes described in the Trojan War campaign setting as greater divine offspring. Undoubtedly, Achilles is probably the most suited as greater divine offspring, while Aeneas, for instance, should remain

as described in the book. If you use this race, substitute these statistics for Achilles, as an example of the greater divine offspring.

ACHILLES

Male greater divine offspring charioteer 10/runner 10; divine rank 0; CR 24; Medium-size outsider (native); HD 10d10+40 plus 10d10+40; hp 280; Init +5; Spd 75 ft.; AC 40, touch 17, flat-footed 37; Base Atk +20; Grp +28; Atk +29 melee (1d8+9/17-20, *Sword of Peleus*) or +27 ranged (2d6+12/19-20/x3, *Spear of Peleus*); Full Atk +29/+29/+24/+19/+14 melee (1d8+9/17-20, *Sword of Peleus*) or +27 ranged (2d6+12/19-20, *Spear of Peleus*); SA agile runner, extended attack, fast entry, lightning strike, momentum, sideswipe, skilled charge, skillful maneuvering; SQ +6 to saving throws against divine spells, capture, chariot expertise, damage reduction 10/epic, difficult target, evasion, gauge skill, immortal, immune to ability drain, energy drain, petrification, polymorph, and mind-affecting effects, powerful build, quick defense, resistance to fire 5, skilled horseman, steady, trained steed, voice command; AL CN; Piety 9; SV Fort +10, Ref +17, Will +8; Str 19, Dex 16, Con 19, Int 12, Wis 14, Cha 17.

Skills and Feats: Climb +6, Drive +16, Intimidate +7, Jump +6, Knowledge (tactics) +13, Listen +12, Spot +13, Swim -2; Chariot Attack*B, Cleave, Drive-By Attack*B, Endurance, Lion in the Field*, Noble*, Power Attack, Run, Stunning*.

Possessions: *Armor of Achilles*, *Shield of Peleus*, *Spear of Peleus*, *Sword of Peleus*, *Golden Chariot* drawn by Balius and Xanthus. For details on the named artifacts, see **Chapter Twelve: Treasures**, and for Achilles' steeds, see **Chapter Ten: Captains of Legend in Trojan War**.



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