

BIRTHRIGHT

PATHFINDER CONVERSION

SUMMARY:

"A leader is best when people barely know he exists, when his work is done, his aim fulfilled, they will say: we did it ourselves."

-- Lao Tzu

Before the Kingmaker AP, there was the Birthright Campaign Setting (BRCS). The BRCS is probably T.S.R.'s crowning Achievement during the 90s in published campaign settings. Although the Realms was, and still is, the most popular Campaign Setting in the TSR lineup, Birthright was the crown in the jewel for many different reasons.

FIRST and probably the best reason. The campaign feels the most real out of any campaign setting you can really get from TSR at the time. This is simply because humans were divided into *six* different cultures in different eras of play, all of which are based on REAL Earth Cultures. Five of these are playable.

They included the Anuireans - which are based on the French during the 15th Century with a lot of Norman English influence; the Brechts, which were based on the Holy Roman Empire with a strong Hanseatic League and Venetian influence; the Khinasi, which is based on the Spanish Moors; the Rjurik which are based on the Vikings with a lot of Scottish influence (think of a more SERIOUS approach to the Viking town in "How to Train Your Dragon"); and the Vos, which are based on the Russians (Ivan the Terrible's Russians) but have a strong Hun and Mongol influence. A sixth race, called the Masetians, are based on both Persian and Egyptian cultures, but don't really get into play much as a player character race.

The Elves call themselves the Sidhelien, and are an elder race and that all are not to be trusted. They are based on the Sidhe from Celtic myth. Conversely, the Dwarves were returned to their Tolkien roots as a sovereign race. Infact, they are so Tolkien-dwarf like that the Dwarves from the Hobbit movie would not be out of place.

The halflings are different from any other Halfling race since they are from the Shadow World, a word of fey that is the mirror image of the planet that the continent Cerillia is set upon; where the Plane of Shadow is spilling into (I'll get to why in a moment.) Goblins and Orog (powerful orcs) have existed in Cerillia along side the elves and dwarves for years.

SECOND, in order to teach Tolkien a lesson, Rich Baker wrote a novel named, oddly enough, *KINGSLAYER*. It had a strong *Highlander* vibe as a theme. You could kill a king and absorb his legacy, his right to rule, within yourself and take upon yourself his Right to Rule. This is a central feature in the campaign setting. The novel itself wasn't ever published, but used as a backbone for Birthright. Therefore, commoner, noble, or king; you can slay a king and absorb his birthright into you via *Highlander* when an Immortal kills another Immortal. The reason for this is that in the past, the Old

Gods destroyed themselves to destroy a God of evil and their "bloods" was asborbed into the populace. The stronger amount of blood you have, the stronger your Divine Right to Rule.

When a commoner kills a king and absorbs his birthright, there is a strong chance that he will sit on the throne and become the realm's new king. It's as simple as that.

THIRD, Based on how much blood you have, your blood grants you certain Spell-like abilities which are related to the Blood of the Gods. This idea was translated into Eberron as in the form of Feats and into the Dragonmarks. There are five different legacies: Tainted, Minor, Major, Great, and True. Four of these you start out with: Tainted, Minor, Major, and Great.

Despite this, you have to have some kind of blood legacy in order to sit on the throne of a given kingdom. So, by now, you know that Players can play commoners, nobles, or kings. Although most of the mechanics are devoted to Kingly play (this is because all of AD&D 2nd Edition at the time was devoted to commoner play). and only a called shot to the heart releases the bloodline.

FOURTH, Magic worked differently. Arcane Magic was divided into minor, major, and Realm Magic, and Divine magic is divided into regular and Realm magic. In order to be a powerful Sorcerer or Wizard, you need to be Blooded. This allows you to cast Arcane spells of levels 3-9. In order to cast Realm Spells -- which are EPIC spells in and of themselves -- you need to have blood to manipulate the Arcane Magic inherent in the land. Commoners can cast spells, but they learn the lesser magic and are relegated to being magicians -- which means that they can learn divination magic to level 9, but their knowledge in other schools are cut off and limited to level 2.

Arcane Realm spells are dependent on how pristine and wild your land is. too much development and you can't draw on the magic in the land. Thus, if you are a Wizardly or Sorcerous Regent or King, you have an interest in maintaining the wild magical places in the Kingdom in order to be effective against other Wizardly regents in the area.

If you are a cleric, priest, or oracle; you need to be Blooded in order to cast Realm Spells (and Quest Spells from 2nd Edition), and that is if you are the head of a Church (so naturally, there are many Churches in the land: each with their own dogma, doctrine, and interpretation of scripture).

FIFTH, there are four different kinds of Regents. Law regents hold the crown upon their heads. They typically gain Regency from the populace. Law regents are primarily associated with the WARRIOR class group in AD&D. Fighters, Rangers, and Paladins gain regency from ruling the populace. For them, there is an incentive to develop a province. However, any class can gain Regency as Law regents.

The second kind of Regent is the Temple regent. Temple regents are associated with the PRIEST class group in AD&D. Surprise, surprise. Clerics, druids, and finally Oracles can lead as pontiffs over a religion or church. Temple regents gain regency on their Temple ratings, and so they have an incentive to evangelize the faith. All races in the game are religious except the elves, by the way. Paladins also benefit from gaining regency from a temple.

The third kind of Regent is the Source regent. Source regents are associated with the WIZARD class group in AD&D. Source regents depend greatly on the inherent magic of the land, and are tied to the

land by Blood or by virtue of being an elf (elf commoners are the exception to the rule that all commoners that wish to cast magic must do so as a magician). Source regents gain Regency by drawing on the magical places in the land. So they have an incentive not to develop a provinces population rating but to spread out their populations. Despite this, a Source regent can forge a ley line to pump magical potential to his center of power.

The last kind of Regent is the Guild regent. Guild regents are associated with the ROGUE class group in AD&D and they gain their Regency through the control of trade routes. So they have an incentive to grow trade routes and participate in trade wars with other Guild regents. In Pathfinder, this includes the Rogue, the Gunslinger (which is in the Warrior group too), and a new class called the Guildier. *SIXTH*, monsters are handled differently in Birthright. In birthright, there are monsters and then -- THERE ARE MONSTERS! These more powerful monsters are called Awnsheghlien and they mostly carry the blood of Azrai -- the evil god. For instance, there are probably gorgons in the land -- but only one Monster is the Gorgon (with a capital G). There are many basilisks in the south east of Cerilia, but only one is the Basilisk -- which represents perfect Hate.

The awnsheghlien are the foes that player characters must defeat. All of them are wicked, awful, and evil. From Rhoubhe Manslayer (an Elf), to the Gorgon, to the Magian (the token Lich King); the evil of the awnsheghlien know no bounds.

PART I:

RACES

O! for a Muse of fire, that would ascend The brightest heaven of invention!

A kingdom for a stage, princes to act And monarchs to behold the swelling scene.

-- Chorus, *Henry V* by William Shakespeare

There are four races you can officially play, although you can play goblins, beastmen (gnolls, wolfmen, catfolk, nagaji, and other unsavory folk), and orogs if the DM so allows it. Remember this is a conversion from the BIRTHRIGHT RPG. Refer to the BIRTHRIGHT *Rulebook* for flavor text and also for fun and profit (okay, not the profit part, but you get the idea).

There are five human races that are playable as stated before. For ease of use, the game mechanics are the same in the ARG for all cultures (+2 to any one ability score, one extra feat at start, +1 skill rank every level) despite that AD&D differentiated the five cultures by assigning them ability score bonuses. We are going to differentiate the different cultures by using Archetypes. With the Khinasi people, the Humans represent the Dominate race in Cerilia.

Anuireans: The Anuireans are best represented by the English and the French during the Hundred

Years War. Anuire's culture is that of Henry the V's England, and Emperor Sigisimund of France. Anuireans are a deeply religious people who hold the god Haelyn as their patron saint and protector (with the exception of a few churches dedicated to Rournil, Avanalae, Aeris, and Laerme). Despite their religiousness, the Church of Haelyn has fractured and schismed into many different Churches and Sects.

They are situated in the Southwestern Quadrant of Cerilia. To deepen Anuirean Culture, the author suggests that DMs and players read: *The Canterbury Tales*, *Le Morte d'Arthur*; and watch: *Henry V*, *King John*.

Brechts: Brechts are thought of as a combination of German and Italian culture; i.e. the Hanseatic League of Europe. Not as religious as the Anuireans, the Brechts are great at trade, and their patron goddess -- Sera -- is big on trade. Despite this, even the Church of Sera is also fractured.

The Brechts are situated around Cerilia's northern bay, and share about half of Cerilia's southern part with the Khinasi. To get a deeper sense of Brechtish culture, the author suggests that DMs and Players watch: *The Taming of the Shrew*, *As You Like It*, and *Much Ado About Nothing*, with *The Tempest*.

The Khinasi: The Khinasi are a dark skinned people that have a lot in common with the Spanish Moors (in fact, the Khinasi king looks a lot like Morgan Freeman). They too, are religious, but most of them have inherited the Masetian love of scholarship. The patron god of the Khinasi is Avani. Khinasi culture is a lot like Medieval Persia mixed with Moorish culture.

They dominate the southeastern part of Cerilia. To get a deeper sense of Khinasi culture, one suggests watching: Any movie having the name of *Sinbad* written with the title, even that stupid Canadian series is a great start. Also *The Cid*, *Kingdom of Heaven* and read anything about the Crusades from the Arabian perspective.

The Rjurik: The Rjurik have a lot in common with the Norse, except everyone speaks with a Scottish accent (when they speak Anuirean) besides having a Norwegian name and have some Celtic cultural cues. The Rjurik are Vikings, that's the best way of putting it. They are a druidic people, but aren't as religious as their cousins in the south. Their patron is Erik, a god of Agriculture, the Wilds, and the Earth.

The Rjurik dominates the Northwest Quadrant of Cerilia. Ironically, the Author suggests one to watch: *How to Train Your Dragon* and *Erik the Viking* to get an understanding of the Rjurik. Mostly the first to understand the Rjurik accent. Watching *Thor* probably is better than *Erik the Viking*, but there are a number of RPG products you can buy.

The Author personally recommends the King Arthur Pendragon supplement: *Giants of the North*,

followed by GURPS *Vikings*.

The Vos: The Vos are Russian; Russian with a heaping of Mongol and Hun influence. While some of the Vos looks like Russians, most resemble the huns and mongols. The Vos have adopted a culture that would shock an orc, for them -- life is brutish and short. Their barbarity have been known to put fear into the heart of an orc. The patron gods of the Vos are Belinik, Kriesha, and Livorka (Rournil). The Vos dominate the Northeast Quadrant of Cerilia. To gain a deeper understanding of Vos culture, the Author recommends watching: *The Conqueror* with John Wayne as Tamerlaine, aka Genghis Khan; *Atilla the Hun* with Anthony Quinn; and *Ivan the Terrible* a film by Sergei Eisenstien.

The Elves

+2 Dexterity, +2 Charisma, -2 Constitution: Elves are nimble, both in body and mind, but their form is frail.

Medium: Elves are Medium creatures and receive no bonuses or penalties due to their size.

Normal Speed: Elves have a base speed of 30 feet.

Low-Light Vision: Elves can see twice as far as humans in conditions of dim light.

Elven Immunities: Elves are immune to magic sleep effects and gain a +2 racial saving throw bonus against enchantment spells and effects.

Elven Magic: Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on [Spellcraft](#) skill checks made to identify the properties of magic items.

Keen Senses: Elves receive a +2 racial bonus on [Perception](#) checks.

Weapon Familiarity: Elves are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows), and treat any weapon with the word "elven" in its name as a martial weapon.

Languages: Elves begin play speaking Common and Elven. Elves with high Intelligence scores can choose from the following: Celestial, Draconic, Gnoll, Gnome, Goblin, Orc, and Sylvan.

The Elves, also called the Sidhelien, have a lot in common with the Sidhe. Some hate humans, some don't mind humans, and others embrace them. The Elves are the second dominating race with a kingdom in every region.

The goblins:

The Goblins are listed third because there are more goblins than Dwarves. Although NPCs (as players aren't supposed to play monsters), Birthright Goblins are more humanoid than Pathfinder Goblins and

just as green skinned. Birthright goblins often work for many of the Awnsheghlien, but they have their own kingdom in Anuire. The Goblins are made per the ARG.

the Dwarves:

The Dwarves are listed fourth, because they are more numerous than Halflings. The Dwarves have a lot in common with the Dwarves of Erebor from Tolkien's Arda Mythos. Dwarven PCs are made per the Pathfinder Core Rulebook.

the Haflings:

+2 Dexterity, +2 Charisma, -2 Strength: Halflings are nimble and strong-willed, but their small stature makes them weaker than other races.

Small: Halflings are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and a +4 size bonus on [Stealth](#) checks.

Slow Speed: Halflings have a base speed of 20 feet.

Fearless: Halflings receive a +2 racial bonus on all saving throws against fear. This bonus stacks with the bonus granted by halfling luck.

Halfling Luck: Halflings receive a +1 racial bonus on all saving throws.

Keen Senses: Can see into the Shadow Realm.

Shadow Walk: Halflings can use *dimension door* or *shadow walk* 3/day.

Weapon Familiarity: Halflings are proficient with slings and treat any weapon with the word "halfling" in its name as a martial weapon.

Languages: Halflings begin play speaking Common and Halfling. Halflings with high Intelligence scores can choose from the following: Dwarven, Elven, Gnome, and Goblin.

The Halflings are listed fifth, because they are the least numerous of the PC races. The Halflings are from the Shadow World, and can detect portals to the Shadow World. The Halflings of Cerilia are considered to be fey, because they come from the fey realm.

The Orog:

The Orog are orcs, except they are made stronger and more powerful. The Orog are the second to the least populous race in Cerilia, the Beastmen. They are scattered throughout Cerilia and hide in places elves fear to tread. Orog are made as orcs as per the ARG.

the Beastmen:

Ani-men, Catfolk, Kobolds, Gnolls, Nagaji, Ratfolk (Skavin), Lizardfolk, and Tengu; all of these are

under "Beastmen." Most of these inhabit the lands of Aduria to the south, but in Cerilia its the Gnolls that are the best representatives of the Beastmen. The gnolls in Cerilia are made according to the ARG.

PART 2: CLASSES

["Killing swine" \(1.3.2.\)](#), answers the Second Witch, when the First Witch asks her what she has been doing. A little later in the scene, the witches meet Macbeth and Banquo, and give their prophetic greetings to Macbeth: ["All hail, Macbeth, thou shalt be king hereafter!" \(1.3.50\)](#), and to Banquo: ["Thou shalt get kings, though thou be none" \(1.3.67\)](#).

-- Macbeth by William Shakespeare

-- CLASSES OF LAW --

Barbarian --> The PATHFINDER Barbarian class works well, but a better class is the Barbarian class from the CONAN RPG.

Archetypes by Culture

Anuirean --> Brutal Pugilist, Mounted Fury, Urban Barbarian

Brecht --> Drunken Brute, Urban Barbarian

Khinasi --> Brutal Pugilist, Invulnerable Rager, Urban Barbarian, Serene Barbarian

Rjurik --> Breaker, Savage Barbarian, Sea Reaver, Superstitious, Wild Rager

Vos --> All except Elemental Kin.

Elves --> Invulnerable Rager

Dwarves --> Breaker, Drunken Brute, Hurler, Serene Barbarian

Fighter --> The Fighter class is the defacto Kingly class when it comes to Law holdings.

Archetypes by Culture

Anuirean --> Archer, Armor Master, Buckler Duelist, Corsair, Crossbowman, Swordlord, Shielded Fighter, Tactician, Two-Weapon Warrior, Weapon Bearer Squire, Weapon Master

Brecht --> Archer, Cad, Corsair, Freehand Fighter, Mobile Fighter, Swordlord, Tactician, Two-Weapon Warrior

Khinasi --> Archer, Buckler Duelist, Corsair, Dervish of Dawn, Swordlord, Shielded Fighter, Tactician, Two-Weapon Warrior, Weapon Master

Rjurik --> Archer, Armor Master, Crossbowman, Mobile Fighter, Shielded Fighter, Two-Weapon Warrior, Viking, Weapon Master

Vos --> Archer, Brawler, Corsair, Free Hand Fighter, Mobile Fighter, Polearm Master, Savage Warrior, Thunderstriker, Unarmed Fighter, Unbreakable

Elves --> Any.

Dwarves --> Any.

Goblins --> as Vos.

Haflings --> as Brechts.

Beastmen --> as Rjuriks.

Noble --> The Noble class from the CONAN RPG is used.

Archetypes by Culture none.

Ranger -> The Ranger class is the same as in the Pathfinder RPG.

Archetypes by Culture

Anuireans --> Battle Scout, Dragon Hunter, Falconer, Horse Lord, Trophy Hunter, Spirit Ranger, Warden

Brechts --> Battle Scout, Falconer, Freebooter, Groom, Skirmisher, Urban Ranger, Warden, Wild Stalker

Khinasi --> As Brechts.

Rjurik --> Battle Scout, Beastmaster, Foe Reaper, Groom, Spirit Ranger, Skirmisher, Witchguard, Woodland Skirmisher

Vos --> Battle Scout, Beastmaster, Foe Reaper, Spirit Ranger, Skirmisher, Witchgaurd, Woodland Skirmisher, Yokai Hunter

Elves --> All

Dwarves --> Battle Scout, Deep Walker, Dragon Hunter, Falconer, Horse Lord, Trophy Hunter, Spirit Ranger, Warden

Goblins --> As Vos.

Haflings --> As Brechts

Beastmen --> as Vos with Pack-Bonded Hunter (Gnoll)

CLASSES OF THE SOURCE

Classes capable of Casting TRUE Magic include the following:

Wizard -- Wizards require formal study to learn magic and are more prevalent among the Humans, Dwarves, and Goblins. Few beastmen take up the study. Use the WIZARD class as listed in the Core Pathfinder Rulebook.

Variant Schools by Culture

Anuirean --> Sin Magic, Undead, Air mage, Enhancement, Infernal Binder

Brecht --> Arcane Crafter, Banishment, Manipulator, Scryer, Teleportation, Water mage

Khinasi --> Arcane Crafter, Controller, Counterspell, Foresight, Infernal Binder, Mage of the Veil, Sin Magic

Rjurik --> Rjurik do not trust Wizards as much they do sorcerers. This is mostly because of the Winter Witch -- who is a Sin Magic specialist of Vanity.

Vos --> Infernal Binder, Sin Magic, Undead

Elves --> The few Elven Wizards have no variant schools.

Dwarves --> Sin Magic

Goblins --> Infernal Binder

Halflings --> None.

Beastmen --> Sin Magic

Sorcerer

Sorcerers have bloodlines, and you need to be blooded to have a bloodline. So each bloodline is associated by the dead god that blew up at Mount Deismarr with the exception of Elves and Halflings. Sorcerers receive all their regency from Sources.

Andurias --> Celestial, Destined, Djinni, Imperious, Skyborne, Stormborn

Reynir --> Deep Earth, Elemental, Shaitan, Stone, Verdant

Brenna --> Destined, Maestro, Psionic, Shadow

Basaia --> Efreeti, Protean, Skyborne

Masela --> Aquatic, Marid, Kappa

Vorynn --> Arcane, Celestial, Dreamborn, Faerie Dragon, Starsouled

Azrai --> Abberant, Abyssal, Infernal, Draconic, Oni, Pestilence, Undead

Elves, Half-elves, and Halflings --> Fey.

Orogs --> Orc

Sorcerer Variants by Culture

Anuirean --> Crossblooded, False Priest, Seeker, Tattooed Sorcerer

Brecht --> Crossblooded, False Priest, Seeker

Khinasi --> Crossblooded, Seeker

Rjurik --> Seeker, Tattooed Sorcerer

Vos --> Crossblooded, False Priest, Tattooed Sorcerer

Magus

The Magus combines melee fighting with magic. Therefore, they gain all their regency from Sources and 1/2 their regency from Law holdings. Use the class from Ultimate Magic

Summoner

Summoners are rare, and more commonly found in Khinasi and Vosgaard.

Witch

Before Mount Diesmaar, a Witch sold her soul to Azrai as well as various demon princes to gain power. Now, the Witch approaches only the demon princes as well as the Cold Rider for power. As dangerous as any blooded wizard, the Witch can be a match with her hexes. Witches are found in the APG. All of

Azrai's *Lost* are Witches.

Witch Archetypes by Culture

Anuireans --> special note: *Anuireans view all witches with suspicion and alarm!* Beast-Bonded, Dimensional Occultist, and White Haired Witch.

Brechts --> Gravewalker, Hedge Witch, Sea Witch

Khinasi --> special note: *In Khinasi, the penalty for being a witch is having your tongue cut out!* Beast-Bonded, Gravewalker

Rjurik --> Beast-Bonded, Hedge Witch, Sea Witch, Winter Witch

Vos --> Beast-Bonded, Sea Witch, White Haired Witch, Winter Witch

Elves --> no Witches

Dwarves --> None known (they are hidden very well).

Goblins --> Any

Halflings --> No witches

Beastmen --> none known.

The Alchemist

A commoner only class, Alchemists are often hired as court wizards or court philosophers. Alchemists who become blooded may start training as wizards, but do not receive any regency as alchemists.

Alchemists can also be the match of any blooded arcane caster. Alchemists are detailed in the APG.

Alchemist Archetypes by Culture

Anuirean --> All except Beastmorph

Brechts --> All except Beastmorph

Khinasi --> All except Vivisectionist

Rjurik --> Beastmorph, Blazing Torchbearer

Vos --> Beastmorph, Blazing Torchbearer, and Vivisectionist

Elves --> All

Dwarves --> All

Goblins --> Beastmorph and Internal Alchemist only.

Halflings --> Any.

Beastmen --> none known

CLASSES OF THE TEMPLE

Clerics

Clerics are the default Class that are associated with Temples. Clerics receive full regency from Temple holdings as well as 1/2 regency from Law holdings. The Cleric class is found in PATHFINDER core rulebook.

Cleric Archetypes by Culture:

Anuireans --> All

Brechts --> All

Khinasi --> All except Undead Lord

Rjurik --> All

Vos --> All

Elves --> Elves don't have clerics.

Dwarf --> All

Goblin --> Crusader and Undead Lord only

Halfling --> None, Halflings don't have clerics.

Beastmen --> Most Beastmen have shamans instead. Serpentfolk and Nagaji have All available to them.

Druids

Druids are dedicated to Erik, Nesirie, Rournil, or Kreisha. Druids full regency only from Temple holdings, but one half regency from Source holdings. The Druid class is found in the Pathfinder Core Rulebook

Druid Archetypes by Culture

Anuireans --> Aquatic Druid (Nesirie), Menhir Savant, Moon Caller (Ruornil), Mountain Druid, Eagle Shaman

Brechts --> Feral Child, Aquatic Druid, Menhir Savant, Moon Caller

Khinasi --> Feral Child, Cave Druid, Desert Druid, Jungle Druid, Lion Shaman, Moon Caller

Rjurik --> Feral Child, Mehir Savant, Packlord, Wolf Shaman

Vos --> As Rjurik including Shark Shaman

Elves --> No druids

Dwarves --> Cave Druid, Urban Druid

Goblins --> any Shaman

Halflings --> no Druids.

Beastmen --> any Shaman, Naga Aspirant (Nagaji)

Oracles

Oracles can receive visions from any god, although the most active in that department is Ruornil.

Oracles receive regency from their Temple holdings as well as 1/2 regency from their law holdings. the Oracle Class is found in the APG.

Oracle Archetypes by Culture

Anuireans --> Enlightened Philosopher, Seeker, Seer

Brechts --> Enlightened Philosopher, Seeker

Khinasi --> Enlightened Philosopher, Seer, Stargazer

Rjurik --> Dual-Cursed Oracle, Stargazer

Vos --> Black-Bloodied Oracle, Possessed Oracle

Elves --> Stargazer

Dwarves --> Seeker, Seer

Goblins --> Black-Bloodied Oracle, Possessed Oracle, Seeker

Halflings --> Planar Oracle

Beastmen --> All.

PALADINS

Paladins are dedicated to Haelyn, Nesirie, Cuiracacen, Ruornil (Powered by Haelyn, although one is yet to appear), or Avani. Anti-Paladins are dedicated to Belinik or Kriesha. Paladins are in the Core Rulebook, and Anti-Paladins from the PRD.

Paladins according to Culture

Anuireans --> Divine Defender, Empyreal Knight, Holy Tactician, Hospitaler, Oathbound (usually Oath of Chastity or Charity), Shining Knight, Sacred Sword, Undead Scourge

Brechts --> Divine Defender, Empyreal Knight, Holy Tactician, Sacred Sword

Khinasi --> Divine Defender, Oathbound, Sacred Servant, Sacred Shield, Undead Scourge

Vos --> Oathbound, Sacred Servant, Shining Knight

Elves --> No paladins.

Dwarves --> Divine Defender, Oathbound, Sacred Sword, Sacred Shield

Goblins --> No paladins.

Halflings --> no paladins.

Beastmen --> as Dwarves.

The Inquisitor

Grim and determined, the inquisitor roots out enemies of the faith, using trickery and guile when righteousness and purity is not enough. Although inquisitors are dedicated to a deity, they are above many of the normal rules and conventions of the church. However, if they become blooded and in charge of a temple, they are expected to stop being Inquisitors and lead the temple appropriately as Clerics. Inquisitors never receive Divine realm spells. Inquisitors are detailed in the APG.

Inquisitor Archetypes by Culture

Anuirean --> Exorcist, Heretic, Preacher, Witch Hunter

Brecht --> Exorcist, Preacher, Spellbreaker, Vampire Hunter

Khinasi --> Exorcist, Heretic, Iconoclast, Preacher, Sin Eater, Witch Hunter

Rjurik --> None known

Vos --> Heretic, Iconoclast, Preacher, Paladin Hunter (witch hunter, but hunts paladins of Haelyn instead)

Elves --> Iconoclast, Human Hunter (Vampire Hunter, but hunts humans)

Dwarves --> Exarch, Iconoclast, Witch Hunter

Goblins --> Exorcist, Iconoclast, Preacher, Spellbreaker

Halflings --> None known.

Beastmen --> None known.

Classes of the Common People:

A few classes stand out for commoners only. These include the Magician, the Witch, the Inquisitor, and the Alchemist.

Magician

Masters of prestidigitation and divination, the Magician is a depowered Wizard. After all, they lack a bloodline to make them a sorcerer or wizard, or elvish blood. Magicians are automatically Specialists in Divination and Illusion; but can only cast other spells up to level two. They receive other benefits:

- * Divination and Illusion spells can be learned up to level 9.

- * Victims suffer a -2 penalty against any illusion spell cast against them. (level 2 benefit).

- * Magicians receive a +2 save against any illusion or divination spell cast against them. (level 4 benefit).

Languages of Cerilia:

Human Languages:

Andu - Old Anuirean

This is equivalent to Norman French spoken in England.

High Anuirean -- The Anuirean of Kings is equal to the King's English.

Low Anuirean -- The Anuirean of the People is equal to American English.

High Brecht -- High Brecht is equal to High German.

Low Brecht -- Equal to Modern, common German.

Khinasi -- Equal to Arabic.

Rjurik -- the Rjurik speak Rjuven, which is equal to Old Norse pronounced with a Scottish accent.

Finally, when speaking to Anuireans they speak Anuirean -- English with a Scottish Accent.

Vos -- Equal to Russian.

Sidhelien -- Sidhelien (elvish) is split. Those on the West speak Quenya, and those on the East speak Sindarin. (The Inhabitants of Taur Awn is the exception -- they speak Quenya and they are proud of it!)

Karamhul (Dwarvish) -- Equal to Finnish.

Non-Human tongues:

Giant Orog (Orcish)

Gnoll Ogrish

Goblin Troll

Abyssal (demons and other chaotic evil outsiders)

Aklo (derros, inhuman or otherworldly monsters, evil fey)

Aquan (aquatic creatures, water-based creatures)

Auran (flying creatures, air-based creatures)

Celestial (angels and other good outsiders)

Draconic (dragons, reptilian humanoids)

Druidic (druids only)

Halfling (halflings)

Ignan (fire-based creatures)

Infernal (devils and other lawful evil outsiders)

Orc (orcs, half-orcs)

Sylvan (centaurs, fey creatures, plant creatures, unicorns)

Terran (earth-based creatures)

Undercommon (drow, duergar, morlocks, svirfneblin)

PART III: RULES OF THE BLOOD

“Who has fully realized that history is not contained in thick books but lives in our very blood?”

-- Carl Jung

Blood abilities are a part of the Birthright Campaign and are an important part of playing the game. To play a Regent or Scion, one must generate a Bloodline and Blood score. In 2nd edition, all of this was handled by a roll of the dice. In my original conversion, the roll of the dice was used but PATHFINDER gives people more of a choice.

Generating A bloodline:

Choose a Derivation from one of the old gods they are:

Azrai -- Evil God of Pride. When an Azrai scion is slain by a blooded regent (in the heart of course) or a commoner with a Tighmaevril weapon; the killer is affected by bolts of lightning that strike his heart -- just like when the Highlander kills another Immortal. Azrai's blood creates the Awnsheghlien -- or the Blooded of Darkness -- which are monsters. So, if you want to play a MONSTER later, choose Azrai.

Andurias -- Righteous God of Justice and Law. When an Andurias scion is slain by a blooded regent (or a commoner as above) then a golden cloud leaves the slain and flows into the killer's heart.

Reynir -- God of the Land, Forests, and Wild Places. When a Reynir scion is slain as above, then a green light grows up from the slain and enters the killer's heart.

Masela -- Goddess of the Waters. When a Masela scion is slain as above, then water flows from the person into the heart of the killer.

Brenna -- Goddess of Trade. When a Brenna scion is slain as above, then a soft white light leaves the scion and enters the killer's heart.

Basaia -- Goddess of the Sun. When a Basaia scion is slain, then harsh rays of sunlight violently enters the killer's heart.

Vorynn -- God of the Moon and Magic. When a Vorynn scion is slain, then moonlight envelopes the killer and flows into his heart.

-- FIGURING BLOODLINE --

METHOD I

To figure Bloodline Score, it's probably best to roll 1d20, adding +2 to the roll if you are the scion of a particular Regent.

1-5: score is equal to 4d4.

6-10: score is equal to 5d6

10-15: score is equal to 8d6

16-20: score is equal to 8d8

METHOD II:

4D6 7 times. 6 for your abilities, and the seventh for your bloodscore. Remove the lowest die and total up the 3 remaining. Double your score.

METHOD III:

Purchase: Each character receives a number of points to spend on increasing his basic attributes. In this method, all attributes start at a base of 10. A character can increase an individual score by spending some of his points. Likewise, he can gain more points to spend on other scores by decreasing one or more of his [ability scores](#). No score can be reduced below 7 or raised above 18 using this method. [See Table: Ability Score Costs](#) for the costs of each score. After all the points are spent, apply any racial modifiers the character might have.

The number of points you have to spend using the purchase method depends on the type of campaign you are playing. The standard value for a character is 15 points. Average nonplayer characters (NPCs) are typically built using as few as 3 points. For your blood score, do the same, but double your blood score.

PART IV -- SKILLS AND FEATS

“Aptitude found in the understanding and is often inherited. Genius coming from reason and imagination, rarely.”

-- Marcus Aurelius

Class	Admin.	Lead	War craft
Bbn	cc	C	cc
Brd	cc	C	cc
Clr	C	C	cc
Drd	cc	cc	cc
Ftr	cc	C	C

Mag	C	cc	cc
Nbl	C	C	C
Pal	cc	C	C
Rgr	cc	cc	cc
Rog	C	C	cc
Sor	cc	cc	cc
Wiz	cc	cc	cc
C Class skill; cc Cross-class skill.			

Administrate (Wis) [New]

You are a capable administrator and understand the workings of the apparatus of government and the governmental hierarchy. You also have a practical, working knowledge of a government's legal system and codes. Administrate is a new class skill for aristocrats, clerics, and rogues.

Check: You can speed up (or slow down) any standard administrative or legal request through a bureaucratic system. The DC for this check is 15 unless the action is actively opposed (using an opposed check). A simple success causes the request to be processed in half (or double) the time. Extraordinary success (success by +10 or more) can further expedite (or slow) the process.

Reducing domain maintenance : You may use Administrate to cut down the maintenance costs for your domain by 25% (round down). This requires a successful check each domain turn against a DC of 10 + the base maintenance cost in GB. Larger domains are harder to administrate effectively.

Reducing domain action cost : You may use Administrate to attempt to reduce the GB cost for any standard domain action costing 2 GB or more. The DC for this check is 20 minus the planned GB cost of the domain action; the larger the budget, the

easier to find places to "cut corners". If the check is successful, the cost of the action is reduced by 1 GB. If the check fails, no money is saved; furthermore, if the skill check fails by 10 or more then the domain action check receives a -2 circumstance penalty due to the mismanagement.

Resolving legal disputes : On a successful Administrative check, the outcome of a resolution of a Matter of Justice random event is automatically increased by one level. Most Matters of Justice should be considered "tough" questions with a DC of 15 or more.

Retry: In most cases, retries are not allowed.

[hide] - [top] **Diplomacy (Cha) [Modified]**

Use this skill to give others the right impression of yourself, to negotiate effectively, and to influence others. In addition to the description noted in the *Player's Handbook*, the outcome of the resolution of the Diplomatic Matter random event is automatically increased by one level on a successful check against DC 15.

Special: 5 or more ranks of Diplomacy give a +2 bonus to Lead.

[hide] - [top] **Gather Information (Cha, Int) [Modified]**

You have the ability to ask the right questions and use the answers to those questions to glean vital (and possibly hidden) information. In addition to the description noted in the *Player's Handbook*, this skill represents your ability to stay afoot of domain-level gossip, learn of ongoing intrigues, conduct research, and collect information about others that might prove embarrassing if publicly revealed. If the mechanism of gathering information is not interactively social (such as conducting library research) the DM should apply the appropriate ability modifier (usually Int) instead of using the standard ability modifier (Cha) (as per the "Skills with different abilities" variant presented in the *Dungeon Master's Guide*).

In addition to the description noted in the *Player's Handbook*, the outcome of a resolution of an Intrigue random event is automatically increased by one level on a successful check vs. DC 15. This skill may not be used to initiate an intrigue, although the knowledge collected may be used offensively through the use of an Espionage domain action.

[hide] - [top] **Knowledge Skills**

The areas of Knowledge skills introduced in the *Player's Handbook* can be used with minor modification. Knowledge (Planes) should be considered extremely esoteric and discouraged or disallowed. Knowledge (appropriate region/local) (details below) and Knowledge (Nobility and Royalty) are particularly useful in this campaign setting. Two new areas of knowledge, Bloodlore and Shadow World, should be made available. Knowledge (Bloodlore) deals with blood abilities, the abilities and strengths associated with particular family lines or derivations, and methods for investing and destroying bloodline energy. Knowledge

(Shadow World) is the equivalent of Knowledge (Nature) only pertaining to the Shadow World. Knowledge (Nature) gives no benefit in the Shadow World except when issues of a co-existence come to play.



See Also: Knowledge (Astrology)



See Also: Knowledge (Law)

[hide] - [top] Knowledge (Regional)

This skill applies to a large cultural area, such as the Southern Coast, the Heartlands or the Eastern Marches. You have detailed knowledge of the workings of a specific region, goods and services, major cities and population centers, how individual provinces interact or relate with other provinces in the region, etc. While you may know the titles and hierarchy of the governmental structure you don't know about the individuals occupying the positions of authority that falls under Knowledge (Nobility and Royalty).

Special: 5 or more ranks in Knowledge (Regional) bestows a +2 bonus to both Knowledge (Local) if it is within the region and to Gather Information within the region.

[hide] - [top] Knowledge (Local)

This skill applies to a single specific province, such as the Imperial City, Ilien, Abbatuor or Brosien. Use of this skill provides information in greater detail than Knowledge (Regional) but only in relation to a single province. Specific layout of the towns and cities within the province, the best way to travel between towns and cities, etc., are the types of things that this skill is useful for.

Special: 5 or more ranks in Knowledge (Local) bestows a +2 bonus to Gather Information checks within the province in question.

[hide] - [top] Lead (Cha) [New]

You are a born leader who draws great devotion from your followers. Use this skill to inspire followers, incite revolutions, increase morale, and otherwise motivate people on a large scale through inspired speech and rhetoric. This skill can be used untrained, and is considered a class skill for Barbarians, Clerics, Fighters, Paladins and any class for which Perform is a class skill (including Aristocrats, Bards, Nobles, and Rogues).

Your skill allows you to sway public opinion with your inspiring rhetoric. You may attempt to perform agitate as a free action (that is, it does not take up a character, court or domain action, but is performed in conjunction with another action) by making

a small number of speeches and inspiring the masses. You do not need to have a holding in the province (or provinces) in which you perform the agitate action, but you must be physically present.

On a successful check, the outcome of a resolution of a Great Captain/Heresy random event is automatically increased by one level. Most Matters of Justice should be considered "tough" questions with a DC of 15 or more.

Lead can also be used to help train military units or to lead them into battle. Every 5 ranks of Lead provide a cumulative +1 morale bonus to any single military unit that you personally lead into combat (see Chapter Six: *Armies and warfare*). 5 or more ranks of Diplomacy gives a +2 bonus to this skill.

Synergies: 5 or more ranks of Diplomacy grants a +2 bonus to this skill.

[hide] - [top] **Profession Skills**

Profession skills should be strongly encouraged in Birthright characters. These skills should be used liberally to fill in "gaps" that are not covered by standard skills. For instance, a character who wishes to be particularly adapt at making trade agreements should not only have several ranks of Appraise, but also several ranks of Profession (Merchant). A character who wishes to crew an ocean-going vessel should use Profession (Sailor) to represent that fact. Furthermore, Profession skills can be used in determine the success of a characters attempt to make a profit using the "Ply trade" domain action.



See Also: D20 Profession skill

[hide] - [top] **Speak Languages**

There is no common tongue in Cerilia. The five human tongues act as a *de facto* common tongue in each respective area of Cerilia. The most commonly spoken Cerilian languages include: Anuirean, Low Brecht, Basarji (Khinasi), Rjuven, Vos, Sidhelien (Elven), Karamhul (Dwarven), and Goblin. A wide variety of less common (or forgotten) tongues exist throughout Cerilian, including: Andu (Ancient Anuirean), High Brecht (Ancient Brecht), Draconic, Giant, Gnoll, Halfling, Orog, Ogrish, and Troll. Some of these languages have ancient or archaic forms that scholars often learn in order to read ancient writings. Sidhelien is the oldest commonly spoken language of Cerilia; the elvish tongue has remained remarkably unchanged over thousands of years.



See Also: D20 Speak Language skill

[hide] - [top] **Warcraft (Int) [New]**

You have been educated in the military sciences of strategy, tactics and logistics. You are skilled at commanding groups of soldiers at both land and sea, whether entire armies or just a small squad of soldiers. You have studied advanced techniques for defeating military fortifications. Warcraft can be used as an untrained skill and is a class skill for Fighters and Paladins.

Check: A skilled commander can have a significant impact upon the outcome of a war, campaign, or battle. Refer to Chapter Six: *Armies and warfare* for details on the use of this skill in mass combat.

Strategic Movement: When at war, a successful Warcraft check allows a commander to gain a potential advantage during the strategic adjustment phase of each war move. This check is an opposed check.

Tactical Movement: On the battlefield, Warcraft checks determine unit setup, control of terrain type, tactical initiative, success in taking a castle by storm or defending against such an assault, etc.

Retry: Generally, no. Retries are allowed each tactical round or strategic war move as described in Chapter Six: *Armies and warfare*.

All of the feats in this section have some bearing to Birthright. The lists come from 3.5, as there are many feats in the PRD that can and can not be collated. The feats start with common feats, then cultural feats, then feats endemic to BIRTHRIGHT.

Each Culture has a number of feats that the common people take that is representative of that culture. These are cultural common feats as recounted in the table below.

Anuire	Armor Proficiency (Any), Iron Will, Mounted Combat, Negotiator, Persuasive, Cultural Arms Training
Brechtür	Acrobatic, Agile, Deft Hands, Negotiator, Nimble Fingers, Cultural Arms Training, Two-weapon style
Khinasi	Deceitful, Diligent, Magical Aptitude, Mounted Combat, Skill Focus, Cultural Arms Training
Rjurik	Alertness, Endurance, Self Sufficient, Stealthy, Track, Cultural Arms Training
Vos	Athletic, Endurance, Great Fortitude, Self Sufficient, Toughness, Cultural Arms Training

Restricted cultural feats

Certain feats within this chapter are denoted as tied to certain regions; generally, this means that only characters who hail from that culture may take these feats. However, a character that spends time in a certain area where a specific cultural feat is available may acquire feats from that region if he has at least

two ranks in Knowledge (appropriate region).

A few basic feats from the *PATHFINDER Core Rulebook* are identified as cultural feats. This is because some standard feats are not generally available in some cultures. These feats are noted in *italic* in tables below, and are subject to the same availability rules as other cultural feats.

Half-elves may select cultural feats from the elven list or from one human list of their choice; i.e., from the culture of their human parent, whichever location best typifies the character's background (i.e., raised in elven or human culture). Halflings may select feats from one human list of their choice; i.e., from the region in which they have spent most of their time.

Cultural feats: *Antagonize* (Vos), *Childlike* (Halfling), Conqueror (Anuire, Vos), *Dazzling Display* (Brechtür, Dwarf, Elf), Discipline (Anuire, Dwarf), Dwarven Artisan (Dwarf), Elven Artisan (Elf), Forest dweller (Rjurik, Elf), Hardiness (Rjurik, Vos, Dwarf), Highlander (Rjurik), Inscribe War Tattoo (Vos), Master Diplomat (Anuire, Brechtür, Khinasi), Master Merchant (Brechtür, Khinasi), *Mounted Archery* (Khinasi, Elf), Northerner (Rjurik, Vos), Plainsrider (Khinasi), *Shatter Defenses* (Brechtür, Dwarf), *Shield Focus* (Dwarf), Seafarer (Brechtür, Khinasi), *Spirited Charge* (Anuire), *Two Weapon Defense* (Brechtür)

General Feats	Prerequisites
Arcane Sanctum	Scion level 1+, Arcane spell caster
Battle Caster	Capable of casting 3rd level spells, Warcraft skill
Blood Focus	Scion level 1
Bloodline Prodigy	Scion level 2
Conqueror ¹	-
Cultural Arms Training ¹	Base attack bonus +1 or higher, Proficient with cultural weapons/armor
Cultural Arms Focus ¹	Base attack bonus +1 or higher, Cultural Arms Training, (see text)

Cultural Elite Arms Training ¹	Base attack bonus +3 or higher, Cultural Arms Training, (see text)
Cultural Rogue Training	One rank in all listed cultural rogue skills.
Discipline	-
Divine Sanctum	Scion level 1 , Divine spell caster
Dwarven Artisan	Craft skill 9 ranks
Elven Artisan	Craft skill 9 ranks
Forest dweller	-
Great Leader ¹	Lead 9 ranks
Hardiness	Con 13+
Highlander	-
<i>Leadership</i>	Character level 6+
Master Administrator	Administrate 9 ranks
Master Diplomat	Diplomacy 9 ranks
Master Merchant	Profession (Merchant) 9 ranks
Master of the Arcane	Knowledge (arcane) 9 ranks
Military Genius ¹	Int 13+
Northerner	-
Plainsrider	Ride skill
Regent Focus	-
Seafarer	Profession (sailor) skill
Shadow Magic	Spellcaster 1+
Spymaster	Gather Information 9 ranks

Wilderness Savant	Knowledge (nature) 9 ranks
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Divine Feats	Prerequisites
Daily Blessing	Ability to turn/rebuke undead, ability to cast <i>Bless</i> , Cha 13+.

Item Creation Feats	Prerequisites
Inscribe War Tattoo	Wis 13+, Craft (Tattoo) skill, capable of casting 2nd level divine spells

Racial Feats	Prerequisites
Elven Voice	Elf, Perform (singing), Cha 13+
Spellsong Mastery	Elven Voice, Still spell,
Shadow Walker	Halfling , Wis 13+
Shadow Guide	Shadow Walker
Improved Shadow Guide	Shadow Guide

Arcane Sanctum [General]

Your magical power is enhanced at a specific location.

Prerequisites: Scion level 1 , Arcane spell caster

Benefits: Choose one distinct geographic location in a province in which you hold a source holding. This sanctum can be an estate, an area of a forest, a cave-system, or any other clearly defined area near a source of your local arcane power. This area cannot exceed a radius of one mile x source holding level. You add +1 to the DCs for all saving throws against spells you cast on opponents in that location. Furthermore, if you are in the immediate presence (close range) of the manifestation of the source of your local arcane power (the source manifestation) during the casting, you may additionally add your source

holding rating in the province to the DC.

[hide] - [top]**Battle Caster [General]**

You are capable of casting battle spells in tactical combat.

Prerequisites: Capable of casting 3rd level spells, Warcraft skill

Benefits: See Chapter Six: *Armies and warfare* for details on the use of battle magic.

[hide] - [top]**Blood Focus [General]**

Your blood abilities are hard to resist.

Prerequisite: Scion level 1

Benefits: Add +2 to the Difficulty Class for all saving throws against your blood abilities. You get a +2 bonus to your character level checks (1d20 + character level) to beat a creature's spell resistance.

[hide] - [top]**Bloodline Prodigy [General]**

Choose one of your blood abilities. You are able to use it more often and to greater effect than your peers.

Prerequisite: Scion level 1

Benefits: All variable, numeric effects of the blood ability are increased by one-half. Additionally, if the ability has a limited number of uses over a given time period, the ability can be used twice as often.

[hide] - [top]**Conqueror [General]**

Conquest is in your blood.

Regions: Anuire, Vos

Benefits: You gain a +1 bonus on all lead and Warcraft skill checks and a +1 bonus on will saves.

[hide] - [top]**Cultural Arms Focus [General]**

You have been trained in the common weaponry of a standard and elite warrior of a cultural region (see Table 1-1: Cultural warrior arms, armor, and feats). Choose one culture.

Region: Any

Prerequisite: Base attack bonus +3 or higher, proficiency with the common standard and elite weapons of your chosen culture.

Benefit: You gain Weapon Focus with one of the common weapons of a standard or elite warrior of the selected region. Whenever your base attack bonus increases, you have the option of changing your Weapon Focus to a different common weapon of your chosen culture.

Normal: The weapon selected for Weapon Focus can never be changed.

Special: You may select this feat more than once. Each time you take this feat, it applies to a different culture.

[hide] - [top]**Cultural Arms Training [General]**

You've learned the common weapons of a cultural region. Choose one. (see Table 1-1: Cultural warrior arms, armor, and feats). Choose one culture.

Region: Any

Benefit: You are proficient with the standard common weapons and armor of your region

Normal: You must purchase martial weapon proficiency for each individual martial weapon, simple weapon proficiency for all simple weapons or have that weapon on your class' starting weapon proficiency list.

Special: You may select this feat more than once. Each time you take this feat, it applies to a different region.

[hide] - [top]**Cultural Elite Arms Training [General]**

You have been trained in the common weaponry of the standard elite warrior of a cultural region (see Table 1-1: Cultural warrior arms, armor, and feats). Choose one culture.

Region: Any

Prerequisite: Base attack bonus +1 or higher, Proficiency with the standard common weapons of your chosen culture.

Benefit: You are proficient with the elite arms and armor of the selected culture.

Normal: You must purchase martial weapon proficiency for each individual martial weapon, simple weapon proficiency for all simple weapons or have that weapon on your class' starting weapon proficiency list.

Special: You may select this feat more than once. Each time you take this feat, it applies to a different culture.

[hide] - [top]**Cultural Rogue Training [General]**

You have been trained in the common skills of a rogue of a culture (see Table 1-3: Cultural rogue skills). Choose one culture.

Region: Any

Prerequisite: At least one rank in every skill in the cultural rogue skill list for the selected cultural region

Benefit: You gain +1 to the common rogue skills of the culture.

Special: You may select this feat more than once. Each time you take this feat, it applies to a different culture.

[hide] - [top]**Daily Blessing [Divine]**

You may channel energy to invoke the blessing of your patron deity of your tribe.

Prerequisites: Human, Ability to turn/rebuke undead, Cha 13+

Benefit: A character with this feat may invoke the special blessing of the patron deity of their culture to a devout worshiper of the deity's chosen tribe.

This feat is only effective when taken by divine spellcasters that worship the traditional tribal god of their people. A cleric can only invoke their patron deity. For example, an Anuirean cleric of Haelyn can invoke the blessing of Haelyn (the tribal god of the Anuirean culture). An Anuirean cleric of Eloéle or a Khinasi cleric of Haelyn would gain no benefit from this feat.

You may use this feat to invoke a blessing on any target that is a faithful worshiper of the deity and of the appropriate culture. For example, an Anuirean cleric of Haelyn could target himself, or any Anuirean that is a devout worshiper of Haelyn. The cleric could not target an Anuirean worshiper of Ruornil or a Khinasi worshiper of Haelyn.

Each use of this feat requires one minute spent in prayer and the expenditure of one of your daily turn/rebuke undead attempts. The blessing lasts until the normal time of the day when you refresh your turn/rebuke undead attempts (thus, each blessing has a maximum duration of 24 hours). The benefit of this feat depends upon the deity invoked. This feat is a supernatural ability.

Avani (Khinasi): Target gains a +2 sacred bonus on saves against arcane spells cast by evil spellcasters.

Belinik (Vos): Target gains a +1 bonus to all constitution based checks, a +1 bonus on all Intimidate checks, and 1 temporary bonus hit point.

Erik (Rjurik) : Target receives a +2 sacred bonus to Wild Empathy, Hide and Move Silently in wilderness settings.

Haelyn (Anuirean): Target receives a morale bonus of +1 to saving throws against fear, hold, and mind-affecting magic and a +1 sacred bonus to their next attack roll.

Nesirie (Masetian) : Target receives a +1 sacred bonus to all skill checks relating to healing or the sea (such as Heal, Profession (Sailor), and Swim). Furthermore, you receive a +4 bonus on Con checks to

avoid drowning in water.

Sera (Brecht) : Target receives a +2 luck bonus to a single roll of your choice or may instead impose a –2 luck penalty to a single roll made by an opponent against you. The use of this luck (or unluck) must be declared before rolling the die.

[hide] - [top]**Discipline [General]**

Your culture values discipline, endurance, and the fulfillment of duty, and these goals are deeply instilled in you.

Regions: Anuire, Dwarf

Benefits: You gain a +1 bonus on all Fortitude and Will saves.

[hide] - [top]**Divine Sanctum [General]**

Your magical power is enhanced at a specific location.

Prerequisites: Scion level 1 , Divine spell caster

Benefits: Choose one distinct geographic location in a province in which you hold a temple holding. This sanctum can be an estate, an area of a forest, a village, or any other clearly defined area near a source of your local divine power. This area cannot exceed a radius of one mile x temple holding level. You add +1 to the DCs for all saving throws against spells you cast on opponents in that location. Furthermore, if you are in the immediate presence (close range) of the center of your local religious power (generally an altar, shrine, or statue) during the casting, you may additionally add your temple holding rating in the province to the DC.

[hide] - [top]**Dwarven Artisan [General]**

You have studied dwarven smithing techniques and can forge items of superior masterwork quality.

Region: Dwarf

Prerequisite: Craft 9 ranks

Benefit: Each time you take this feat, choose a craft skill in which you have 9 or more ranks. You can craft superior masterwork items using the chosen skill. The masterwork component of such an item costs three times the regular masterwork component. A superior masterwork item has the regular benefits of a masterwork item, plus the following:

Armor or shield: Adds a +1 enhancement bonus to AC. This enhancement bonus doesn't stack with any enhancement bonus provided by magical armor or shields .

Tool: You gain an additional +1 circumstance bonus when using the item to perform related tasks.

Weapon: Adds +1 enhancement bonus to damage. This enhancement bonus doesn't stack with the enhancement bonus provided by a magical weapon.

Special: You may gain this feat multiple times. Each time you take the feat, it applies to a new craft skill. Dwarves do not generally share knowledge of their smithing techniques with members of other races. Certain magical items and special materials require knowledge of these smithing techniques to create

[hide] - [top]**Elven Artisan [General]**

You are skilled in the art of making magic items.

Region: Elf

Prerequisite: Craft 9 ranks

Benefits: When determining your cost in XP and raw materials for creating certain magical items, multiply the base price by 75%. The item to be enhanced must be a masterwork item that you personally create using an appropriate craft skill (jewelry, swordmaking, bowmaking, etc.) This feat does not apply to the creation of scrolls, potions, or other magical items without a masterwork component.

Special: Elves do not generally share knowledge of their crafting techniques with members of other races.

[hide] - [top]**Elven Voice [Racial]**

You have trained your naturally melodious voice to perfection and can hold members of other races spellbound.

Prerequisite: Elf, Perform (Singing) 1 rank, Cha 13+

Benefits: You receive a +2 to all Diplomacy and Perform (Singing) checks. You receive a +2 to the Difficulty Class for all saving throws against enchantment [charm] spells that you cast.

Forest dweller [General]

You are at home in the great forests of Cerilia.

Regions: Elf, Rjurik

Benefits: You receive a +2 bonus on the survival and profession (herbalist) skills in forest terrain. Further, you receive a +1 bonus on listen and spot skill checks in forest terrain.

Great Leader [General]

You are a great leader.

Prerequisites: Lead 9 ranks

Benefits: You gain a +2 bonus on all Lead checks, and on domain-level actions that gain a bonus from the Lead skill. These include Agitate, Coronation, Investiture, and Create, Contest, and Rule Law Holdings. You gain a +2 bonus to your leadership score.

Hardiness [General]

You are of a hardier breed than most.

Prerequisites: Con 13+

Regions: Dwarf, Rjurik, Vos

Benefits: The character gains a number of additional hit points equal to his Constitution bonus. Each time he selects one of the following feats, he gains 1 bonus hit point: Endurance, Great Fortitude, Toughness or Discipline.

Highlander [General]

You come from the highlands of Rjurik.

Regions: Rjurik

Benefits: You gain a +2 bonus on survival checks in forest, highland and hills. You gain a +1 bonus on

fortitude saves.

Improved Shadow Guide [Racial]

You can lead others into the shadow world.

Prerequisites: Shadow Guide

Benefit: You may bring other creatures with you when Shadow Walking. You may lead a number of army units (see Chapter Six: *Armies and warfare*) equal to your wisdom modifier into the shadow world. This feat is a supernatural ability.

[hide] - [top]**Inscribe War Tattoo [Item Creation]**

You are skilled in the art of creating special Vos war tattoos.

Region: Vos.

Prerequisites: Wis 13+, Craft (tattoo) 1 rank, Capable of casting 2nd level divine spells .

Benefits: You can create the effects of any miscellaneous magic item whose prerequisites you meet as a permanent tattoo. The costs associated with this feat are identical to the costs associated with creating a wondrous item that does not take up a limited space. Inscribing a tattoo takes 1 day for each 1,000 gp of its market price. To enchant a tattoo, the spellcaster must spend 1/25 of the item's market price in XP and use up raw materials costing half the market price. The XP cost for a War Tattoo may be paid by the character receiving the tattoo instead of the caster. See the *Dungeon Master's Guide* for information determining the base cost of magical items.

Use of this feat requires that the caster inscribe a masterwork tattoo on the target. The base price of a masterwork tattoo is negligible (20gp) but the DC for a magical tattoo capable of taking an enchantment is $15 + 1$ per 1,000 gp of the magical item's price. If the check fails, the XP are not lost, but 50% of the raw materials are wasted.

Example use: A cleric of Kriesha uses this feat to inscribe a protective tattoo upon a warrior charged with a sacred task. She wishes the tattoo to provide a +1 natural armor bonus to the warrior. The cost of a non-limit slot magical item that provides such a bonus is 1 (the bonus squared) $\times 2,000\text{gp}$ $\times 2$ (no space limitation) = 4,000gp. If the priestess meets all of the requirements for item's creation, it will cost the priestess or the warrior 160 XP, raw materials worth 2,000gp in materials, and requires a successful craft (tattoo) against DC 19.

Leadership [General] [Modified]

In addition to the benefits listed in the *Dungeon Masters Guide*, BIRTHRIGHT characters may use this feat to attract military units as cohorts. A military cohort counts against the total cohort level to which the character is normally entitled. In order to attract a military cohort, a character must have a base attack bonus of +6 or higher. If a military cohort is selected, the character may muster an army consisting of units whose total muster value in GB does not exceed their cohort level (see the *Dungeon Master's Guide*).

There is no GB cost attached to recruiting a military cohort, but it does require a dedicated domain action to muster each unit. Thus, it would take three months of dedicated effort for a character to apply their leadership to muster a military cohort consisting of three units. The character can only muster units that could normally be raised in a particular province (see Chapter Six: *Armies and warfare*). Once mustered, the military cohort will remain standing until destroyed or disbanded. Even the most able of leaders must provide food and shelter for their men. However, the men of a military cohort follow primarily out of personal loyalty and thus maintenance costs for the units of a military cohort are reduced by 50%.

The total GB muster value of the units in a military cohort may never exceed the cohort level appropriate for your leadership score. If a unit in a military cohort is destroyed, the value of the destroyed unit counts against the military cohort for a full year. After a year passes, the leader may "re-spend" the muster value associated with the destroyed unit. The muster value associated with healthy units that are voluntarily disbanded are available again immediately.

Massive losses and/or impressive military victories may modify the character's leadership score.

Master Administrator [General]

You are a master of administration.

Prerequisites: Administrate 9 ranks

Benefits: You gain a +2 bonus to Administrate checks, and a +2 bonus to Create, Contest, and Rule Province domain actions. The DC for reducing domain maintenance is DC 10 + 1/2 domain maintenance.

Normal: The DC for reducing seasonal maintenance by 25% is DC 10 + domain maintenance.

Master Diplomat [General]

You are a master of diplomacy.

Regions: Anuire, Brechtür, Khinasi

Prerequisites: Diplomacy 9 ranks

Benefits: You gain a +2 bonus to Diplomacy skill checks, and to all Diplomacy-based domain actions. These include Diplomacy, Create Trade Route, Contest Trade Route, and Create, Contest, and Rule Temple Holdings.

Master Merchant [General]

You are a master of trade and merchandise.

Regions: Brechtür, Khinasi

Prerequisites: Profession (Merchant) 9 ranks

Benefits: You receive a +2 bonus on Appraise and Diplomacy checks, and on domain-level actions related to trade and finance.

Master of the Arcane [General]

You're known for your vast knowledge of matters arcane.

Prerequisites: Knowledge (arcana) 9 ranks

Benefits: You gain a +2 bonus to Knowledge (Arcana) and Spellcraft checks, and a +2 bonus to the Create Ley Line domain action. In addition the maximum number of arcane Realm Spells you can know is increased by 2.

Normal: The maximum number of arcane Realm Spells that you can know is equal to your ranks in Knowledge (arcana).

Military Genius [General]

You are renowned for your innovative army management.

Prerequisite: Int 13+

Benefits: You receive a +2 bonus on all Warcraft checks and domain-level actions that receive a potential bonus from Warcraft. You receive an additional +2 bonus on checks involving tactical movement.

Northerner [General]

You are accustomed to the cold winters of the north.

Regions: Rjurik, Vos

Benefits: You gain a +1 bonus on all Fortitude saves and an additional +4 bonus on all Fortitude saves to resist subdual damage from cold and exposure. You only get fatigued by nonlethal damage from exposure to cold weather if that nonlethal damage equals at least one quarter of your current hit points.

Normal: A character without this feat is fatigued if they receive any amount of subdual damage from cold weather effects.

Plainsrider [General]

You come from the wide-open plains of Khinasi.

Region: Khinasi

Prerequisite: Ride 1 rank

Benefits: You gain a +2 bonus on all Wild Empathy, Handle Animal, Heal, and Ride checks related to horses.

Regent Focus [General]

You are particularly skilled with one aspect of domain interaction.

Benefit: Select one domain-level action. You gain a +4 bonus with one domain action check made for that action per domain round.

Special: You may select this feat more than once. Each time you take this feat, it applies to a new domain-level action.

Seafarer [General]

You are a seasoned sailor.

Regions: Brecht, Khinasi

Prerequisite: Profession (sailor) 1 rank

Benefits: You gain a +2 bonus on all Profession (sailor) checks. You gain a +2 bonus on Balance, Climb, and Tumble checks while aboard a ship.

Shadow Guide [Racial]

You can lead others into the shadow world.

Prerequisites: Shadow Walker

Benefit: You may bring other creatures with you when Shadow Walking. You may bring additional travelers equal to your character level plus your wisdom modifier. This feat is a supernatural ability.

Shadow Magic [General]

You can draw upon the power of the shadow world for your spells.

Prerequisite: Spellcaster level 1+

Benefits: Add +1 to the Difficulty Class for all saving throws against all Illusion and Necromantic spells you cast. Add an additional +2 to the Difficulty Class for all saving throws against Illusion (Shadow) spells you cast. Subtract 1 from the Difficulty Class for all saving throws against spells that are not Illusion or Necromantic.

Shadow Walker [Racial]

You may attempt to step into the Shadow World at will.

Prerequisite: Halfling , Wis 13+

Benefits: All Halflings have a natural connection to the Shadow World that was once their home. You have learned to draw upon this connection to lower the barrier dividing the two worlds and to cross between them. You can use this ability a number of times per day equal to your character level. See the Shadow World section in Chapters Three and Four for the details on nature and dangers of the Shadow World. This feat is a supernatural ability.

Check: To use this feat, you must be in an area of heavy shadow. It takes a full round of concentration to attempt passage. You must succeed in a Wisdom check to draw yourself into the Shadow World. The Difficulty Class of this check depends upon the closeness of the Shadow World.

Base Conditions	DC
Midday	20
Near Dawn/Dusk	15
Deep Night	10

Modifiers	DC
Civilized area	+5
Abandoned/Forsaken area	-5
Summer	+5
Winter	-5

You make this check again in order to return. The Difficulty Check for returning is based upon the conditions in the *real* world at the point of reentry.

Retry: If an attempt to use this feat fails, you cannot succeed with this feat until conditions improve (for instance, if the sun sets, or if you move from a civilized to an abandoned area) or until 24 hours pass.

Special: After crossing over, you may move freely through the Shadow World. Rivers, walls, fortifications, or other obstacles that bar one's progress may or may not exist in the Shadow World at all (and vice versa), allowing a Shadow Walker to use such passage to travel more rapidly than those forces to travel in one world alone.

For the purposes of this feat, brief periods of time in the shadow world can be assumed to have equivalent passage of time in the waking world. However, it is easy to lose track of time, for the Shadow World is always cloaked in the darkest of winter nights. The risks of entering the shadow world are many, and this

feat should be used with exceptional care. The Shadow World is fraught with danger, particularly at locations and times where the Shadow World is particularly close (i.e., the very same places where it is easiest to cross over).

Spellsong Mastery [Metamagic, Racial]

You are a master in the art of the ancient Sidhelien spellsong.

Prerequisites: Elven Voice, Still Spell

Benefits: You may cast any arcane spell that can be cast as a still spell without using somatic components by increasing the verbal components. Thus, spellsongs are not subject to arcane spell failure. Spells cast using spellsong are cast at their normal spell level but take more time to cast. If the spell's normal casting time is 1 action, casting the spell as a spellsong requires 1 full round casting time. For spells with a longer casting time, it takes an extra full-round action to cast the spell. Non-spontaneous casters must prepare a spell as a spell song version in order to cast it in this manner. At the time of casting though the caster may change his mind and instead cast the spell as a normal version. That is it has somatic components but doesn't have a longer casting time. Spontaneous spellcasters follow the normal rules for casting meta-magic versions of their spells. Spells cast in this manner may not be cast as quickened spells.

Spymaster [General]

You are a master of gaining and using knowledge concerning policies and actions around you.

Prerequisites: Gather Information 9 ranks

Benefits: You gain a +2 bonus to Gather Information and Knowledge (Regional) skill checks, a +2 bonus to Espionage domain actions and a +2 to domain initiative rolls.

Wilderness Savant [General]

You are a master of the wilderness. Your knowledge of flora, fauna, rock and stream puts many druids to shame.

Prerequisites: Knowledge (Nature) 9 ranks

Benefits: You gain a +2 bonus to Knowledge (Nature) and Survival checks, and a +2 bonus to Create, Contest, and Rule Source Holdings.

EQUIPMENT

In general, all of the weapons, armor, and equipment in the *Player's Handbook* are available somewhere in Cerilia. However, not all equipment is available everywhere. For example, only Khinasi have a preference for curved two-handed swords, so falchions are typically sold only in Khinasi cities. The following tables list the availability of arms, armor, and mounts in each Cerilian culture. If a desired item isn't available in a character's region, the character must travel to that locale, or locate an importer or trader who deals in the item. Imported items, if available at all, demand a premium price. Masterwork quality items can almost never be found for sale outside of their region of common availability.

The tables below do not necessarily indicate that a race lacks the technology necessary to create item unavailable in their region. The Brecht, for example, certainly have the necessary skill in working iron and steel to create suits of chainmail. There is not, however, much demand for chainmail in Brechtür. Thus, the average Brecht armorsmith does not have significant knowledge of the techniques necessary to create a suit of chainmail. Some items, on the other hand, are simply beyond the technology of some regions. When considering if an item is beyond the technology of the region, use rough historical guidelines. Anuire, Brechtür, Khinasi, elves, and dwarves are technologically equivalent to the historical Renaissance cultures. The Rjurik and orogs have Middle Ages technology. The Vos, goblinoids, gnolls, and most other humanoid races possess Dark Ages technology.

Arms and armor of relatively simple design that are not listed below are generally available everywhere. Complex, unusual, or exotic arms and armor are generally not available anywhere in Cerilia unless listed below. For example, many of the exotic weapons listed in the *Player's Handbook* are not generally available anywhere in Cerilia, including: hand crossbow, repeating crossbow, shuriken, gnome hooked hammer, orc double axe, kama, nunchaku, siangham, and spiked chain.

The cultures considered in the tables below (and their abbreviations) are Anuire (An), Brechtür (Br), Khinasi (Kh), Rjurik (Rj), Dwarf (Dw), Elf, and Gb (Goblinoid). Some cultures have equipment which is functionally similar to a standard item listed in the *Player's Handbook*, but have local names. The cultural names are listed in italics, along with the culture(s) that refer to the item by the listed variant name. Some characteristic Cerilian weapons are not presented in the *Player's Handbook*. These items are listed in the following section.

Cutlass : The cutlass is a short, heavy, slightly curved single-edged blade with a basket hilt. The cutlass is useful for both stabbing and slashing. It is popular with many sailors. Its heavy basket hilt gives the wielder a +2 circumstance bonus on any checks to resist being disarmed. Game statistics: small-sized martial melee weapon, damage 1d6 slashing and piercing, crit. 19-20/x2, cost 15 gp, weight 3 lb.

Main-gauche : This basket-hilted long dagger is commonly used as an off-hand weapon by warriors trained in the Brecht style of personal combat. This parrying dagger provides an additional +1 shield bonus to AC when you choose to fight defensively or use the Two Weapon Defense feat. This bonus does not apply if the main-gauche is used to attack. Game statistics: small-sized martial melee weapon, damage 1d4 piercing, crit. 19-20/x2, cost 3 gp, weight 2 lb.

Saber : Khinasi cavalymen favor the saber. The saber is a long heavy sword specialized for the long cuts used in mounted combat. Its slightly curved, heavy blade puts more weight behind the swing than the lighter blade of a scimitar. The Vos have adapted a heavier version of this long curved sword that is heavier than the Khinasi version, but no less effective. You gain a +1 circumstance bonus on your attack rolls when you use a saber while mounted. Game statistics: medium-size martial melee weapon, damage 1d8 slashing and piercing, crit. 19-20/x2, cost 20 gp, weight 4 lb.

Warspear, Vos : A long pine haft topped by a barbed metal head, the Vos war spear looks, to the untrained eye, like an oversized version of an Anuirean or Khinasi cavalry spear. The backward pointing barbs of this spear are designed to embed deeply in flesh, causing the Vos war spear to inflict cruel hits. In the hands of a trained warrior, the warspear is extremely versatile can be as either a lance (when mounted) or as a spear (afoot). Like a lance, this exotic weapon inflicts double damage when used from the back of a charging mount. Like a spear, this weapon can be readied to set against a charge.

A Vos warspear is too large to use in one hand without special training; thus, it is an exotic weapon. A Medium-sized character can use a warspear two-handed as a martial weapon, or a Large creature can use it one-handed in the same way.

Game statistics: medium-sized exotic weapon, damage 2d4 piercing and slashing, crit. x4, cost 20 gp, weight 15 lb.

Varsk : The cold wilderness of Vosgaard is home to the varsk, a variety of white-furred giant lizard

domesticated by the Vos. The weather and poor forage of lands make it difficult for the Vos to keep horses, but varsks are adapted to cold weather and can go for as long as two weeks with minimal food. A varsk costs about 250gp, although an outstanding animal might fetch twice that price. They are normally only available in Vosgaard, as they don't fare well in warmer climates and don't get along well with horses or other domesticated animals. They are well adapted to moving over snow and ice and ignore movement penalties in such terrain.

Table 1-10: new Weapons

Weapon	Category	Size	Cost	Damage	Critical	Range Inc.	Weight	Type
Cutlass*	Martial	Small	15 gp	1d6	19-20/x 2	--	3 lb.	Slashing and piercing
Main-gauche*	Martial	Small	3 gp	1d4	19-20/x 2	--	2 lb.	Piercing
Saber*	Martial	Medium	20 gp	1d8	19-20/x 2	--	4 lb.	Slashing and piercing
Warspear*	Exotic	Medium	20 gp	2d4	x4	--	15 lb.	Piercing and slashing

* See the description of this item for special rules.

Table 1-11: Melee weapon availability

Item	Availability
Bastard sword	An, Vs
<i>Cutlass</i>	An, Br, Kh
Falchion	Kh
Flail, all	An, Br, Vs, Dw
Glaive	An, Kh
Greatsword (<i>Claymore</i>)	An, <i>Rj</i> , Br
Guisarme	An
Halberd	An, Kh, Br, Vs
Longspear (<i>Pike</i>)	<i>An, Br</i> , <i>Rj</i>
Longsword (<i>Broadsword</i>)	<i>An</i> , Br, <i>Rj</i> , Vs
<i>Main-gauche</i>	Br
Pick, all	An, Br, Dw
Ranseur	An
Rapier	An, Br
<i>Saber</i>	Kh, Vs
Scimitar	Kh
Trident (<i>Harpoon</i>)	<i>Br, Rj</i>
Urgrosh, dwarven	Dw

Waraxe, dwarven	Dw
Warspear	Vs

Table 1-12: Ranged weapon availability

Item	Availability
Crossbow, light	An, Br, Kh, Dw
Crossbow, heavy	An, Br, Dw
Javelin	Kh, Vs, Elf
Longbow	Rj, An, Elf
Longbow, composite	Kh
Shortbow	All
Shortbow, composite	Vs, Kh

Table 1-13: Armor availability

Item	Availability
Padded armor	All
Leather armor	All
Studded leather	All

Chain shirt	An, Elf
Hide	Vo, Gb
Scale mail (<i>Imp. Mail</i>)	An, Br, <i>Kh</i> , <i>Rj</i>
Chainmail	An, Rj, Kh, Vo, Dw, Elf, Gb
Breastplate	An
Splint mail	Kh
Banded mail	An, Br, Vs, Or
Half-plate	An, Br, Vs, Elf, Dw
Full plate	An, Dw
Shield, buckler	An, Kh, Br
Shield, large or small, wooden or steel	All
Shield, tower	Rj, Vs
Armor spikes	Vs
Gauntlet, locked	None
Shield spikes	Kh, Vs

Table 1-14: Mount availability

Item	Availability
------	--------------

Horse, heavy	All
Horse, light	All
Pony	All
Warhorse, heavy	An
Warhorse, light	An, Kh, Elf
Warpony	None
<i>Varsk</i> (giant war lizard)	Vs

Table 1-15: Item availability

Item	Availability
Lock, average	An, Br, Kh, Rj, Elf
Lock, good	An, Br, Kh, Elf, Dw
Lock, amazing	Dw
Rope, Silk	Kh
Spyglass	Br, Kh
Alchemical Lab	Kh
Waterclock	Dw
Acid (flask)	Kh, Dw
Alchemist's fire (flask)	An, Br, Kh

Antitoxin (vial)	Br, Elf
Holy water	An, Br, Kh, Dw
Smokestick	Kh
Sunrod	None
Tanglefoot bag	None
Thunderstone	None
Tindertwig	Kh

Table 1-16: material availability

Item	Availability
Adamantine (<i>Moraskorr</i>)	<i>Dw</i>
Mithral	Elf
Darkwood	Elf

PART 3 -- BLOOD AND REGENCY

For the life of the flesh [is] in the blood: and I have given it to you upon the altar to make an atonement for your souls: for it [is] the blood [that] maketh an atonement for the soul.

-- *Leviticus 17:11*

Passing the bloodline

Direct descendents of the greatest heroes of Deismaar tend to have stronger bloodlines than those whose

bloodlines have been diluted by common blood, or whose ancestors were only on the periphery of the cataclysm. When a scion has a child, that child's bloodline (which manifests at puberty) reflects the bloodlines of its parents. In the same way that the physical attributes (such as skin color or constitution) of parents tends to determine the attributes of their children, the bloodlines (measured by the bloodline strength, derivation, and score) of the parents also tend to dictate the bloodline attributes of their children.

Children always share the bloodline derivation of one of their parents. This derivation is generally inherited from the parent with the strongest bloodline, although this is not always the case. The bloodline strength of the child is generally that of the parent having the weakest bloodline strength (or minor, if one of the parents is non-blooded). Powerful scions must often arrange marriages with other powerful houses to maintain the purity of their bloodlines.

Children tend to have a bloodline score that is the average of their parent's bloodline scores, but this is subject to the same variation as other inherited physical properties. Siblings may differ greatly in bloodline scores. A child's bloodline manifestations cannot usually be determined until puberty, at which time the child's latent bloodline stirs. A Bloodmark (should one run in the line of one of the parents) is the only manifestation of bloodline that is present from birth.

A scion can voluntarily pass his bloodline to another character by participating in a ceremony of investiture (described in: Ruling a domain). After such a transfer, the donor becomes non-blooded. This generally occurs only when an aged or dying ruler wishes to invest their chosen heir with their accumulated power.

BLOODLINE DERIVATION

Contained within the blood of each scion is some tiny fraction of the divine essence that was released when the ancient gods were destroyed at Deismaar. The derivation of the bloodline represents the ancient deity that was the original source of the character's bloodline. The original source or derivation of the divine spark absorbed by each hero at Deismaar was largely based upon the spiritual disposition of the hero or proximity to the expiring gods. Since Deismaar, the derivation of bloodlines is largely dependent upon the crossing of bloodlines in the scion's ancestors. In general, a child possesses the derivation of one of its parents.

The derivation of each scion's bloodline defines the general nature of the divine spark within them, and

thus defines the way that the blood abilities of the scion may manifest. The abilities that manifest in each family of scions differ, but are always strongly related to the nature and the portfolio of the ancient god from whence the power derives.

During character creation, each player should choose a bloodline derivation that best fits his or her character's history. If the character is a member of one of the established Cerilian noble families, then the character's derivation is likely to be identical to the rest of the family unless unusual circumstances surround their conception.

The ancient gods (and thus the possible bloodline derivations) are:

- Anduiras, the god of noble war
- Azrai the shadow, the face of evil
- Basaïa, the queen of the sun
- Brenna, the goddess of commerce and fortune
- Masela, the lady of the seas
- Reynir, the god of nature
- Vorynn, the lord of the moon and all things arcane

Although every race and culture in Cerilia has blooded families of each derivation, the frequency of each derivation can differ from region to region. The most common derivation among Anuireans is the Anduiras bloodline. The Brenna bloodline is also fairly common in Anuire, particularly along the southern coast. Similarly, the most common bloodline in Brechtür is Brenna, among the Khinasi it is Basaïa, among the Rjurik it is Reynir, and among the Vos, goblins, and elves, Azrai's bloodline reigns supreme. The Masela and Vorynn bloodlines are fairly rare among all races.

Table 2.1: *Bloodline Derivation* shows the frequency of bloodline derivations by race. Halflings should use the appropriate column for the human sub-race that the character is most closely associated with. Half-elves can use either the table for their human parent or the elf table. Characters of other non-human races are rare, and almost always possess the Azrai derivation.

VARIANT:

RANDOM BLOODLINE TRAITS

The second edition BIRTHRIGHT rules required that all bloodline traits (including blood abilities) be generated randomly. Second edition rules attempted to use frequency/probability as a game balancing mechanism during bloodline creation. Such mechanisms have potential pitfalls - some characters, due to incredible luck during character creation, might be overpoweringly unbalanced.

In BIRTHRIGHT d20 players are normally allowed to choose these traits. DUNGEONS & DRAGONS d20 largely avoids the use of random generation during character creations (with the notable exception of ability score generation). The d20 system provides for far more subtle mechanisms for insuring game balance (such as level adjustment) and BIRTHRIGHT d20 utilizes these mechanisms rather than relying on random generation.

Some players and DMs may prefer the original system of random generation. Tables for random generation have been included as a variant option and for the convenience of DMs who prefer the simplicity of random generation for NPCs.

Variant: Feat to become blooded

As a variant, a prerequisite to being blooded is that a character is required to spend his initial feat on the Blooded Scion feat. This requirement is not applicable to characters that become blooded through usurpation.

New Feat

Blooded Scion [General]

You have the blood of the old gods running through your veins.

Prerequisite: Must be taken at character creation

Benefit: Character is considered a scion and can have a blood score and subsequent blood abilities.

Variant: Taint of Azrai

As a variant, the temptation and draw of Azrai towards evil can manifest itself in the following ways.

Scions with the Azrai bloodline and a blood score of 20 or more must make a Will save against a DC of $10 + 1$ for every number above 20 in order to avoid progressing towards the path of Azrai. This save must be made every time the scion's bloodline score increases. A failed save results in the scion's alignment progressing one step towards evil, i.e., a good aligned character becomes a neutrally aligned one and a neutrally aligned one becomes an evilly aligned one.

Scions with a major Azrai bloodline gain the bloodform blood ability at the major level once their bloodline score reaches 50. Scions with a great Azrai bloodline gain the bloodform ability at major level once their bloodline score reaches 40, and the bloodform ability at great level once their bloodline score reaches 75.

Variant: Choose your Derivation

lood abilities are a part of the Birthright Campaign and are an important part of playing the game. To play a Regent or Scion, one must generate a Bloodline and Blood score. In 2nd edition, all of this was handled by a roll of the dice. In my original conversion, the roll of the dice was used but PATHFINDER gives people more of a choice.

Generating A bloodline

Choose a Derivation from one of the old gods they are:

Azrai -- Evil God of Pride. When an Azrai scion is slain by a blooded regent (in the heart of course) or a commoner with a Tighmaevril weapon; the killer is affected by bolts of lightning that strike his heart -- just like when the Highlander kills another Immortal. Azrai's blood creates the Awnsheghlien -- or the Blooded of Darkness -- which are monsters. So, if you want to play a MONSTER later, choose Azrai.

Andurias -- Righteous God of Justice and Law. When an Andurias scion is slain by a blooded regent (or a commoner as above) then a golden cloud leaves the slain and flows into the killer's heart.

Reynir -- God of the Land, Forests, and Wild Places. When a Reynir scion is slain as above, then a green light grows up from the slain and enters the killer's heart.

Masela -- Goddess of the Waters. When a Masela scion is slain as above, then water flows from the person into the heart of the killer.

Brenna -- Goddess of Trade. When a Brenna scion is slain as above, then a soft white light leaves the scion and enters the killer's heart.

Basaia -- Goddess of the Sun. When a Basaia scion is slain, then harsh rays of sunlight violently enters the killer's heart.

Vorynn -- God of Moon and Magic. When a Vorynn scion is slain, then moonlight envelopes the killer and flows into his heart.

BLOODLINE SCORE

VARIANT: ROLLING BLOODLINE SCORE

In a System where points are devoted to the Ability Scores, how does one figure Bloodline score? Each of the Bloodline Feats that start out requires a certain bloodline score.

To figure Bloodline Score, it's probably best to roll 1d20, adding +2 to the roll if you are the scion of a particular Regent.

1-5: score is equal to 4d4.

6-10: score is equal to 5d6

10-15: score is equal to 8d6

16-20: score is equal to 8d8

VARIANT: BUYING YOUR BLOODLINE STRENGTH

Blood becomes another Ability Score like Strength or Intelligence. Player characters may use 30 points to figure seven of their abilities. The points devoted to Blood is doubled and that is your bloodline score.

Variant: Random bloodline Strength

As a variant random determination of bloodline strength per the following table can be used.

Table 2-2: Bloodline strength

d100	Strength
01-65	Minor
66-95	Major

96-100	Great
--------	-------

Increasing bloodline strength

Over time, a character's bloodline score may grow stronger through wise rule as a regent, by confronting the scions of other bloodlines and defeating them in heroic combat (usurpation) or by an act of Investiture. Increasing a character's bloodline strength (from minor to major, for example) is a related, but even more difficult accomplishment.

The first step toward increasing a scion's bloodline strength lies in his ability score. The scion must increase his bloodline score to ten or more points above its starting value. Secondly, the character must achieve public fame (or infamy) through their deeds and actions. Legendary feats build the public acclaim that is essential to increasing the strength of a character's semi-divine blood. A quest to increase one's bloodline strength requires an epic deed; an increase in bloodline strength never occurs without deeds that are the stuff of legend. A character can never increase his bloodline strength more than once in a generation; this reflects how legendary the act truly is.

When an increase of bloodline strength occurs, the character upgrades their bloodline strength to the next level. The character is now eligible to gain another level of the scion class. Once that class level is taken then any associated benefits are gained, except the character does not gain the bonus to bloodline score that is normally associated with the scion class level - they have had to earn those bonus score points rather than inheriting them, but their future descendants will receive the bonus.

BLOODLINE SCORE

Starting characters that are scions have an ability score that is not possessed by non-blooded characters. This ability score determines the bloodline power of a character in much the same way that their strength ability score determines the character's physical strength. This seventh ability score must be generated during character creation following the rules for ability score determination presented in Chapter One: *Characters*.

Once the initial ability score is determined this number is then doubled to determine the character's bloodline score. A character's bloodline score is used to determine the number of blood abilities that they possess. Table 2-2 shows the number of minor, major, and great blood abilities associated with a particular bloodline score. The number of minor abilities is denoted M_i , the number of major abilities

denoted Ma, and the number of great abilities denoted Gr. Thescion must possess a bloodline of sufficient strength (represented by the levels of the scion class) in order to make full use of these abilities. A scion with a bloodline of Brenna (minor, 32), for example, would receive three minor abilities. Their bloodline score would entitle them to one minor ability, one major ability and one great ability but their minor bloodline strength limits their manifestations to minor abilities only.

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Instead of assigning six ability scores at character creation for a non-blooded character, determine seven ability scores in the same manner as for starting scion characters and assign the best six to the normal abilities as desired. What this variant does is give non-blooded characters generally higher ability scores than scions. This compares to the experience bonus they received in 2nd edition BIRTHRIGHT.



See Also: Advice for DMs

Table 2-3: Bloodline Score

Blood Abilities					
Blood Score	Mod	Mi	Ma	Gr	Max HP Bonus
3	-4	-	-	-	1
4	-3	-	-	-	2
6	-3	-	-	-	3
8	-2	-	-	-	4

10	-2	-	-	-	5
12	-1	-	-	-	6
14	-1	-	-	-	7
16	0	-	-	-	8
18	0	-	-	-	9
20	+1	1	-	-	10
22	+1	1	-	-	11
24	+2	1	1	-	12
26	+2	1	1	-	13
28	+3	1	1	-	14
30	+3	1	1	-	15
32	+4	1	1	1	16

34	+4	1	1	1	17
36	+5	2	1	1	18
38	+5	2	1	1	19
40	+6	2	2	1	20
42	+6	2	2	1	21
44	+7	2	2	1	22
46	+7	2	2	1	23
48	+8	2	2	2	24
50	+8	2	2	2	25
52	+9	3	2	2	26
54	+9	3	2	2	27
56	+10	3	3	2	28
58	+10	3	3	2	29

60	+11	3	3	2	30
62	+11	3	3	2	31
64	+12	3	3	3	32
66	+12	3	3	3	33
68	+13	4	3	3	34
70	+13	4	3	3	35
72	+14	4	4	3	36
74	+14	4	4	3	37
76	+15	4	4	3	38
78	+15	4	4	3	39
80	+16	4	4	4	40
82	+16	4	4	4	41

84	+17	5	4	4	42
86	+17	5	4	4	43
88	+18	5	4	4	44
90	+18	5	4	4	45
92	+19	5	5	4	46
94	+19	5	5	4	47
96	+20	5	5	4	48
98	+20	5	5	4	49
100	+21	6	5	4	50

Information on this table is presented in an abbreviated form. Not all Blood Score values are listed in order to make the table smaller. The bonus hit points are rounded down, minimum of 1. The numbers for the missing Blood Score values are the same as for the previously listed Blood Score value with the exception of the Reserve (which is 2X the Blood Score).

[hide] - [top]

VARIANT: BUYING YOUR BLOODLINE SCORE

Blood becomes another Ability Score like Strength or Intelligence. Player characters may use 30 points

to figure seven of their abilities. The points devoted to Blood is doubled and that is your bloodline score.

Bloodline score and regency

A character's bloodline *score* is also used to determine the potential strength of the mystical connection that regents have with their domains. No one knows how this bond between ruler and domain occurs, but some scholars believe it is connected to the powers of confidence and belief - in effect the power of the ruler is derived from the fealty of his subjects. Something in the semi-divine blood of a noble scion responds to the allegiance of his followers in much the same way that a true deity gains strength from worshippers. Similarly a regent that holds source holdings reflects the *faith* that the land has in his ability to care for and preserve it. The mystic power that regents derive from their stewardship is known as divine right, karma, nobility, or (more commonly) *regency*. In game terms, this power is measured in *Regency Points* (RP). Regent characters can spend RP as they rule their realms to subtly manipulate and support their followers in their assigned tasks. This divine gift makes it exceptionally difficult for characters that do not possess a bloodline to rule as effectively as those who do possess this gift. Although many non-blooded noble families are found in Cerilia, the ruling houses of every known contemporary realm are blooded.

A regent's bloodline score determines the maximum number of regency points a character can absorb from their domain per season. This number is equal to the regent's bloodline score. If the size of a regent's domain entitles them to collect a greater number of regency points, then these additional points are simply lost. Similarly, there is a limit to the total amount of regency that a regent can hold for future use. The maximum size of a regent's RP reserve is twice the regent's bloodline score.

Familial heritage

Bloodline refers to the family that the scion has gained his birthright from. Bloodlines are inherited in the same way that derivation is received. That is to say that the child has the bloodline of the parent he receives his bloodline derivation from. For example a child is born of two parents, the father, Andras

Rhaene, has An, major, 30 and the mother, Dalene Ghiras, has Br, minor 15. The child would normally be born with a bloodline of An, minor 22 and would have the Rhaene bloodline of his father's family. Many familial bloodlines have been lost over the years as the result of producing offspring from parents with greatly differing bloodlines and the resultant dilution of the family's bloodline.

Some scions are the members of families in which marriages have been carefully arranged to strengthen the children's bloodline. Others are products of haphazard breeding resulting from marriages with non-blooded characters, scions with differing bloodlines, or otherwise possessing traits potentially undesirable to a strong bloodline. Many noble families have followed careful breeding programs (often requiring scions to marry close relatives) for centuries in order to maintain the strength of their bloodline. Although the necessary inbreeding increases the likelihood of defectives, healthy children from such families often have exceptionally powerful blood abilities and this is reflected via possession of Major or Great bloodlines.

Increasing/decreasing bloodline score

A scion may increase his bloodline ability score via usurpation, described later in this chapter. Another method of increasing his bloodline score is through a ceremony of Investiture, described later in this book.

The remaining method of a scion increasing his bloodline score is through wise rulership. A scion's bloodline score can be permanently increased by one point by spending a number of RP equal to the character's target bloodline score, i.e., his current bloodline score plus one. This increase occurs automatically when a scion's regency reserve exceeds the amount necessary for the increase for two successive domain turns (six months). Such an increase is uncommon (many characters will never realize an increase in bloodline strength). A scion's bloodline cannot increase more than two points per year. A character's bloodline score may decrease if they are forced (or choose to) spend regency points exceeding the points in their current regency reserve. If a scion spends RP beyond their reserve, their bloodline score is permanently reduced by one point. This reduction, however, provides RP equal to the character's previous bloodline score. This process continues as necessary to pay the required RP debt.

USURPATION

For a tainted bloodline (a minor bloodline with a score of 19 or less), the release of a dying scion's divine essence may only produce a slight tingling perceptible only to those in the immediate area of effect. The slaying of a scion of a minor bloodline will produce more noticeable effects: crackling static discharge, gusts of wind, etc. The violent death of a scion with a bloodline of Major strength always results in a storm of crackling energy and violent winds, while the effects associated with the slaying of a scion of a Great bloodline may be visible for miles.

People, animals, and on very rare occasions, even objects in the immediate area of a scion's violent death may absorb a portion of the scion's divine essence. This burst of divine energy can be measured in the form of RP equal to five times the victim's bloodline ability score. The radius of this burst of energy is equal to one foot for every point of power released. For example, a scion with a bloodline score of 20 is slain in combat; the result burst of energy will have a radius of 100 ft. This burst of energy is not affected by the scion's current regency reserve (which normally passes to her invested heir), but from her very body.

Any blooded character within the radius of the effect may absorb the RP released in this burst; however the actual amount absorbed will depend on the strength of the receiving scion's bloodline. A scion with a particularly weak bloodline will only be able to absorb a small portion of the released regency. A scion of a very strong bloodline, on the other hand, may find the released energy does very little to enhance their bloodline strength.

Each scion within the area of effect absorbs the released RP as follows. Start with the closest scion; in the case of ties, select the scion with the highest bloodline strength and then the highest score. This scion is exposed to the released RP. She absorbs the RP, up to a limit of twice her current bloodline strength. Any unabsorbed RP continues out in a burst that affects the next closest scion.

For example, if a scion with a bloodline score of 12 is slain, he releases a burst of energy equal to 60 RP. Three other scions are within the 60 ft. range of the blast; the closest has a bloodline score of 7, the next closest a score of 14, and the farthest scion has a score of 20. The first scion absorbs his maximum limit (14 RP), increasing his bloodline score by one to 8, and the remaining 46 RP burst continues to the next

scion. The second scion also absorbs his maximum limit (28 RP), again increasing his bloodline score by one to 15, and the remaining 18 RP pass to the final scion. The final scion absorbs the remaining energy gaining 18 RP to add to his regency pool. Scions of very power scions may gain nothing from slaying scions of very weak bloodlines.

While this bloodline usurpation may seem an easy way to increase a scion's blood power, it does come with its risks. When a scion absorbs the bloodline essence of a scion with a bloodline score higher than his, then he faces the risk of the victim's bloodline derivation effectively overwhelming his own. It is actually possible for a scion's bloodline derivation to change as the new, more powerful bloodline grounds itself in the slayer's body. This can only occur if the slayer absorbs the maximum RP (twice his current bloodline score) during usurpation. If this happens, then the scion must make a contested bloodline check or change the derivation of his bloodline to the newly absorbed derivation.

The scion normally gets a +10 circumstance bonus to this check, unless the slain scion possessed a bloodline derived from Azrai. The corrupting influence of the dark god's bloodline is particularly difficult to resist, and scions absorbing the energy of Azrai do not gain this bonus. This is one of the reasons why Azrai's bloodline is still so prevalent in Cerilia; many a scion has slain an Awnshegh only to discover their bloodline has become corrupted by Azrai's foul taint. If a scion's bloodline derivation changes, then any blood abilitieshe possessed that are not available to his new bloodline derivation are immediately lost and replaced by blood abilities permitted by the new derivation.

Bloodtheft

If a blooded character is slain as the result of being pierced through the heart (via a *coup de grace*), then the victim's divine essence passes in its entirety, to the slayer whether or not he is blooded. Specifically slaying a scion through a blow to the heart to claim their bloodline is commonly referred to as *bloodtheft*. Bloodtheft also occurs when a scion is slain by a weapon made of bloodsilver (*Tighmaevril*).

A scion that commits bloodtheft is not subject to any maximum limit for absorbing RP (normally twice the receiving scion's bloodline score). Furthermore, this regency is immediately used to raise the scion's bloodline score at the standard cost (one more than the current bloodline score).

Becoming blooded through usurpation

Non-blooded creatures exposed to divine energies released during usurpation may spontaneously become blooded. This occurred on a massive scale at Deismaar and transformed its heroes into the first scions. If a non-blooded character absorbs RP from a source whose derivation agrees with their basic nature, they may become blooded.

The non-blooded character must make a character level check ($d20 + \text{character level}$) against a DC of 20 (15 if the derivation is Azrai). If successful, the character becomes blooded and gains a bloodline ability score of 5 or one half of the bloodline strength of the victim whichever is lower, with the bloodline strength and derivation of the victim. Newly created scions are not subject to a maximum regency collection - they absorb all available regency in their share of the burst. None of this regency is stored; it is immediately used to raise the new scion's bloodline score at the standard cost (twice the current bloodline score) up to a maximum of one less than the victim. This process is repeated until all RP are spent (the remainder are discarded).

For example, a scion of Anduiras (major, 16) is slain by a blow through the heart by a non-blooded character. A burst of divine energy with an intensity of 80 RP is released and absorbed in its entirety by the slayer. The non-blooded slayer makes a character level check against DC 20. If the check fails, the 80 RP are forever gone (the RP are not absorbed by the non-blooded character, but instead pass through him and into the land with no permanent effect to character). If the check succeeds, the slayer becomes a scion with a bloodline of Anduiras (major, 10). The bloodline score was calculated as follows. The scion gains a starting score of 5. The absorbed regency increases this total by +5; from 5 to 6 (10 RP spent, 70 remaining), from 6 to 7 (12 RP spent, 58 remaining), from 7 to 8 (14 RP spent, 44 remaining), from 8 to 9 (16 RP spent, 28 remaining), from 9 to 10 (18 RP spent, 10 remaining). The remaining 10 RP are discarded, and the newly created scion starts with a regency reserve of 0 RP. The newly created scion also has a major bloodline and is eligible to gain a single level of the Anduiras scion class.

DETERMINING BLOOD ABILITIES:

VARIANT ONE: - RANDOM CHANCE

Table 2-4a: Anduiras blood abilities

Minor	Major	Great	Ability
01-13	01-14	01-15	Animal Affinity
??	15-27	??	Battlewise
14-20	??	??	Bloodmark
??	28-29	16-17	Bloodtrait
21-29	30-38	18-29	Courage
30-33	??	??	Detect Lie
34-38	39-45	30-42	Detect Life
??	46-52	43-48	Divine Aura
??	??	49-50	Divine Wrath *
??	??	51-55	Elemental Control
??	53-59	56-62	Enhanced Sense
39-54	60-68	63-70	Healing
55-64	??	??	Heightened Ability - Charisma
65-74	??	??	Heightened Ability - Strength
75-83	??	??	Iron Will
84-86	69-71	71-73	Long Life
87-93	72-82	74-80	Major Resistance - Charm
??	??	80-85	Major Resistance - Magic
??	83-90	86-91	Protection from Evil
??	??	92-93	Regeneration *

94-00	91-97	94-00	Resistance
??	98-00	??	Unreadable Thoughts

[hide] - [top] **Table 2-4b: Azrai blood abilities**

Minor	Major	Great	Ability
01-04	??	??	Alertness
05-12	??	??	Alter Appearance
13-19	01-11	01-06	Animal Affinity
??	12-15	??	Battlewise
??	??	07-09	Berserker's Blood *
??	16-25	10-23	Bloodform
20-29	??	??	Bloodmark
??	26-32	24-30	Charm Aura
30-33	33-42	??	Death Touch
34-39	??	??	Detect Illusion
40-42	43-45	31-36	Detect Life
??	46-47	37-41	Divine Aura
??	48-56	42-49	Enhanced Sense
43-46	??	??	Fear
47-52	??	??	Heightened Ability - Charisma
53-58	??	??	Heightened Ability - Intelligence
??	??	50-51	Invulnerability *
59-63	??	??	Iron Will

64-75	57-69	52-60	Long Life
??	??	61-62	Major Regeneration *
76-82	70-71	63-68	Major Resistance - Charm
83-88	72-73	69-73	Major Resistance - Poison
??	74-75	74-75	Major Resistance - Non-magical Attacks
??	??	76-77	Major Resistance - Magic
??	76-85	??	Persuasion
89-91	??	??	Poison Sense
??	??	78-80	Regeneration *
99-00	86-92	81-85	Resistance
??	??	86-88	Shadow Form
??	??	89-91	Touch of Decay
??	??	92-98	Travel
??	93-95	??	Unreadable Thoughts
??	96-00	99-00	Wither Touch

[hide] - [top] **Table 2-4c: Basaïa blood abilities**

Minor	Major	Great	Ability
01-06	??	??	Alertness
07-22	01-17	01-11	Animal Affinity
23-30	??	??	Bloodmark
??	18-19	12-13	Bloodtrait
??	20-25	??	Character Reading

??	26-32	14-21	Charm Aura
31-34	??	??	Detect Illusion
35-38	??	??	Detect Lie
39-45	33-39	22-30	Detect Life
??	40-44	31-35	Divine Aura
??	??	36-37	Divine Wrath *
??	??	38-41	Elemental Control
??	45-58	42-50	Enhanced Sense
46-58	59-68	51-56	Healing
59-75	??	??	Heightened Ability - Intelligence
??	??	57	Invulnerability *
76-81	69-75	58-70	Light of Reason
82-84	76-78	71-73	Long Life
85-88	79-84	74-78	Major Resistance - Poison
??	85-88	79-85	Protection from Evil
89-00	89-97	86-94	Resistance
??	??	95-00	Travel
??	98-00	??	Unreadable Thoughts

[hide] - [top] **Table 2-4d: Brenna blood abilities**

Minor	Major	Great	Ability
01-06	??	??	Alertness
07-19	??	??	Alter Appearance

20-25	01-12	01-12	Animal Affinity
26-33	??	??	Blood History
34-39	??	??	Bloodmark
??	13-14	13-14	Bloodtrait
??	15-20	??	Character Reading
??	21-27	15-25	Charm Aura
40-44	??	??	Detect Illusion
45-55	??	??	Detect Lie
56-65	28-32	26-30	Detect Life
??	33-37	31-40	Divine Aura
??	38-48	??	Enhanced Sense
66-78	??	??	Heightened Ability - Dexterity
??	49-55	41-50	Home Harkening
79-81	56-58	51-53	Long Life
82-87	59-61	54-57	Major Resistance - Charm
88-94	62-66	58-62	Major Resistance - Poison
??	67-70	63-66	Major Resistance - Non-magical Attacks
??	71-86	??	Persuasion
??	87-89	67-71	Protection from Evil
95-00	90-97	72-83	Resistance
??	??	84-87	Shadow Form
??	??	88-00	Travel
??	98-00	??	Unreadable Thoughts

[hide] - [top] **Table 2-4e: Masela blood abilities**

Minor	Major	Great	Ability
01-23	01-24	01-22	Animal Affinity
24-34	??	??	Blood History
35-43	??	??	Bloodmark
??	25-26	23-24	Bloodtrait
44-47	??	??	Detect Illusion
48-51	??	??	Detect Lie
52-62	27-37	25-38	Detect Life
63-75	??	??	Direction Sense
??	38-43	39-45	Divine Aura
??	??	46	Divine Wrath *
??	??	47-55	Elemental Control
??	44-58	56-67	Enhanced Sense
76-79	59-61	68-70	Long Life
80-90	62-65	71-73	Major Resistance - Poison
??	66-70	74-77	Major Resistance - Non-magical Attacks
??	71-75	78-83	Protection from Evil
91-00	76-86	84-90	Resistance
??	87-96	??	Sea Song
??	??	92-00	Travel
??	97-00	??	Unreadable Thoughts

[hide] - [top] **Table 2-4f: Reynir blood abilities**

Minor	Major	Great	Ability
01-04	??	??	Alertness
05-19	01-15	01-15	Animal Affinity
20-25	??	??	Bloodmark
??	16-18	16-17	Bloodtrait
26-28	??	??	Detect Illusion
29-34	??	??	Detect Lie
35-38	19-28	18-26	Detect Life
39-44	??	??	Direction Sense
??	29-34	27-30	Divine Aura
??	??	31-37	Elemental Control
??	35-44	??	Enhanced Sense
45-55	45-64	38-55	Forest Walk
56-64	65-74	56-68	Healing
65-75	??	??	Heightened Ability - Constitution
76-80	??	??	Iron Will
81-85	75-78	69-71	Long Life
??	??	72	Major Regeneration *
86-88	79-81	73-77	Major Resistance - Charm
89-92	82-85	78-82	Major Resistance - Poison
??	??	83-86	Major Resistance - Magic

93-96	??	??	Poison Sense
??	86-94	87-92	Protection from Evil
??	??	93-95	Regeneration *
97-00	95-98	96-00	Resistance
??	99-00	??	Unreadable Thoughts

[hide] - [top] **Table 2-4g: Vorynn blood abilities**

Minor	Major	Great	Ability
01-15	??	??	Alter Appearance
16-22	01-15	01-12	Animal Affinity
??	??	13-22	Berserker's Blood
23-30	??	??	Blood History
31-37	??	??	Bloodmark
??	16-17	23-24	Bloodtrait
??	18-28	??	Character Reading
38-43	??	??	Detect Illusion
44-48	??	??	Detect Lie
49-53	29-34	25-34	Detect Life
??	35-50	35-49	Divine Aura
??	51-60	50-54	Enhanced Sense
54-68	??	??	Heightened Ability - Wisdom
??	??	55	Invulnerability *
69-77	61-65	56-61	Long Life

??	??	62-66	Major Resistance - Magic
78-95	66-82	67-80	Mebhaighl Sense
??	83-88	81-85	Protection from Evil
96-00	89-95	86-91	Resistance
??	??	92-00	Travel
96-00	??	??	Unreadable Thoughts

* Prerequisites necessary. See the description of this blood ability for special rules.

VARIANT: CHOOSING YOUR BLOOD ABILITIES

A player may choose a number of blood abilities based on his or her derivation according to his strength.

Tainted -- > One blood ability on a natural roll of twenty.

Minor -> 1d4 minor blood abilities.

Major -> 1d4 minor blood abilities, and 1d4 major blood abilities.

Great → 1d4 minor blood abilities, 1d4 major blood abilities, and 1d3 great blood abilities.

Variant: Feat-Like Approach

Instead of using the method previously laid out for acquiring blood abilities instead the scion gains a number of blood abilities based on his blood score equal to the total number listed in table 2-3. Blood abilities can be chosen based on whether or not the scion meets the prerequisite requirements from Table 2-5. If generated randomly then reroll for any blood abilities for which the listed prerequisites can't be made. If a higher order ability is gained, for example healing - minor is enhanced to healing - major, then the character is eligible for an additional blood ability to make up for the one that was improved. The total number of blood abilities possessed by the scion should be maintained consistent with the number from table 2-3.

[hide] - [top]**Table 2-5 Prerequisites For Blood Abilities**

Ability	Prerequisite
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Alertness	Az/Ba/Bre/Re, Bld 20
Alter Appearance	Bre/Vor/Az, Bld 20
Animal Affinity	Any
Minor	Bld 20
Major	Animal Affinity (Mi), Bld 24, scion level 1
Great	Animal Affinity (Ma), Bld 32, scion level 2
Battlewise	And/Az, Bld 24, scion level 1
Berserker's Blood	Az/Vor, Bld 40, scion level 2
Bloodform	Az
Major	Bld 24, scion level 1
Great	Bloodform (Ma), Bld 32, scion level 2
Blood History	Bre/Ma/Vor, Bld 20
Bloodmark	Any, Bld 20
Bloodtrait	Any except Az
Major	Bld 32, scion level 1
Great	Bloodtrait (Ma), Bld 36, scion level 2
Character Reading	Ba/Bre/Vor, Bld 24, scion level 1
Charm Aura	Az, Ba, Bre
Major	Bld 28, scion level 1
Great	Charm Aura (Mi), Bld 36, scion level 2

Courage	And
Minor	Bld 20
Major	Courage (Mi), Bld 24, scion level 1
Great	Courage (Ma), Bld 32, scion level 2
Death Touch	Az
Minor	Bld 24
Major	Death Touch (Mi), Bld 28, scion level 1
Detect Lie	Any except Az, Bld 24
Detect Life	Any
Minor	Bld 20
Major	Detect Life (Mi), Bld 24, scion level 1
Great	Detect Life (Ma), Bld 32, scion level 2
Detect Illusion	Any except And, Bld 20
Direction Sense	Ma/Re, Bld 20
Divine Aura	Any
Major	Bld 24, scion level 1
Great	Divine Aura (Ma), Bld 32, scion level 2
Divine Wrath	And,/Ba/Ma, Bld 40, Bloodtrait/Great Heritage template, scion level 2
Elemental Control	And/Ba/Ma/Re, Bld 36, scion level 2
Enhanced Sense	
Major	Any, Bld 24, scion level 1

Great	And/Az/Ba/Ma/Vor, Bld 32, scion level 2
Fear	Az, Bld 20
Forest Walk	Re
Minor	Bld 20
Major	Forest Walk (Mi), Bld 24, scion level 1
Great	Forest Walk (Ma), Bld 32, scion level 2
Healing	And/Ba/Re
Minor	Bld 20
Major	Healing (Mi), Bld 24, scion level 1
Great	Healing (Ma), Bld 32, scion level 2
Heightened Ability	Any except Ma, Bld 20
Home Harkening	Bre
Major	Bld 24, scion level 1
Great	Home Harkening (Ma), Bld 32, scion level 2
Invulnerability	Az/Ba/Vor, Bld 40, Bloodform/Blood trait/Great Heritage template, scion level 2
Iron Will	And/Az/Re, Bld 20
Light of Reason	Ba
Minor	Bld 24
Major	Light of Reason (Mi), Bld 32, scion level 1

Great	Light of Reason (Ma), Bld 36, scion level 2
Long Life	Any
Minor	Bld 20
Major	Long Life (Mi), Bld 24, scion level 1
Great	Long Life (Ma), Bld 32, scion level 2
Major Regeneration	Az/Re, Bld 40, Bloodform/Blood Trait/Great Heritage template, natural regeneration ability, scion level 2
Major Resistance	
Charm (Mi)	And/Az/Bre/Re, Bld 20
Charm (Ma)	Charm (Mi), Bld 24, scion level 1
Charm (Gr)	Charm (Ma), Bld 32, scion level 2
Magic	And/Az/Re/Vor, Bld 32, scion level 2
Non-magical attacks (Ma)	Az/Bre/Ma, Bld 24, scion level 1
Non-magical attacks (Gr)	Non-magical attacks (Ma), Bld 32, scion level 2
Poison (Mi)	Az/Ba/Bre/Ma/Re, Bld 20
Poison (Ma)	Poison (Mi), Bld 24, scion level 1
Poison (Gr)	Poison (Ma), Bld 32, scion level 2
Mebhaighl Sense	Vor
Minor	Bld 20
Major	Mebhaighl Sense (Mi), Bld 24, scion level 1

Great	Mebhaighl Sense (Ma), Bld 32, scion level 2
Persuasion	Az/Bre, Bld 24, scion level 1
Poison Sense	Az/Re, Bld 20
Protection from Evil	Any except Az
Major	Bld 24, scion level 1
Great	Protection from Evil (Ma), Bld 32, scion level 2
Regeneration	And/Az/Re, Bld 40, Bloodform/Blood Trait/Great Heritage template, scion level 2
Resistance	Any
Minor	Bld 20
Major	Resistance (Mi), Bld 24, scion level 1
Great	Resistance (Ma), Bld 32, scion level 2
Sea Song	Ma, Bld 24, scion level 1
Shadow Form	Az/Bre, Bld 36, scion level 2
Touch of Decay	Az, Bld 32, scion level 2
Travel	Any except And and Re, Bld 32, scion level 2
Unreadable Thoughts	Any, Bld 24, scion level 1
Wither Touch	Az
Major	Bld 32, scion level 1
Great	Wither Touch (Ma), Bld 36, scion level 2

