

Here are the powers that you can get from godly parents! Powers marked with a * are special powers, and you can only have one * marked power. Legacies cannot have * marked power, ONE EXCEPTION is for legacies of Apollo, who can have precognition. Powers marked with ** are not special powers, but cannot be obtained by legacies of that god/goddess.

Credit to the Riordan Wiki, the Camp Half-Blood Roleplaying Wiki and the Camp Jupiter Roleplaying Wiki for most of the powers!

Percy Jackson

Zeus/Jupiter

Powers

- air manipulation (they can control air and the wind)
- limited animal manipulation and limited zoologicalism (they can control and communicate with birds)
- electrical immunity (they are immune to lightning and electricity)
- electricity manipulation (they can control lightning and electricity)
- weather empowerment (they become stronger during severe weather)
- weather manipulation** (they can control the weather)

Traits

- they feel like they should be the leader of whatever group they're in. They are naturally good leaders and tend to assume leadership in groups
- they usually do not have a fear of heights
- they are usually claustrophobic and prefer open spaces
- they are pretty good at predicting the weather

Claiming symbol: Glowing green trident hologram above head

Poseidon/Neptune

Powers:

- animal morphing (they can transform into animals. This power is only available for legacies of Poseidon)
- aquatic adaptation and water empowerment (they can breathe underwater, are immune to the cold of the water, are immune to water pressure, can see in the dark underwater, can will themselves and everything they touch to stay dry underwater and can survive a fall as long as they land in water. They are also become stronger in or near water)
- earthquake generation (they can create earthquakes)

- limited air manipulation** (they have limited control over the wind. They can only summon strong winds to create small hurricanes)
- limited animal manipulation and limited zoolingualism (they can control and communicate with aquatic creatures, bulls, equestrians and rams)
- limited electricity manipulation** (they have limited control over electricity. They can only create sparks in their hurricanes)
- limited fire immunity (they are resistant to fire)
- limited healing (they can use water to heal themselves and others)
- limited ice manipulation** (they have limited control over ice. They can only create icy hurricanes)
- limited vehicle manipulation (they can control watercraft)
- limited weather manipulation** (they have limited control over the weather. They can only create small hurricanes and storms)
- seasickness inducement (they can induce seasickness into people around them)
- water manipulation** (they can control water)

Traits:

- they always know their exact nautical coordinates when in water
- they can tell the difference between freshwater and saltwater
- they normally have a love for water and usually excel at water sports
- they tend to be favored by animals of the sea
- they often have a thing for horses and are natural horse riders

Hades/Pluto

- aura detection (they can see/sense someone's life aura)
- bone manipulation (they can control bones)
- curse inducement* (some of them can place curses on others)
- darkness manipulation (they can control darkness and shadows)
- death aura and fear aura (they radiate an aura of death and fear)
- death sense (they can sense death when it is coming and as it happens. When a person close to them dies, it comes to them as a ringing in their ears)
- earth manipulation** (they can control the earth)
- hell-fire manipulation (they can control hell-fire)
- limited animal manipulation and limited zoolingualism (can only control and communicate with creatures native to the Underworld and screech owls)
- limited healing (they can use darkness to heal themselves and others)
- metal manipulation* (they can manipulate metals and precious metals. This power is only available for children of Pluto)
- necromancy** (they can control the dead)
- soul summoning (they can summon souls of the deceased by digging a pit, filling it with food and chanting in Ancient Greek)

Traits:

- they have innate knowledge of the Underworld and know how to enter, explore and escape the Underworld
- they tend to have dark attitudes
- they tend to appreciate shadowy places
- they tend to have an appreciation for the earth and feel more comfortable on the ground than in the sky or water

Demeter/Ceres

- earth manipulation** (they can control the earth)
- floraportation (they can use plants to teleport)
- limited animal manipulation and limited zoolingualism (they can only control and communicate with cranes, lizards, pigs and snakes)
- limited season empowerment (they are stronger during spring and summer)
- limited summoning* (they can summon karpoi)
- plant detection (they can sense the location of plants)
- plant manipulation** (they can control plants)
- sap manipulation** (they can control sap and resin)

Traits:

- they are natural cooks
- they are natural gardeners and farmers
- they tend to be much happier during spring and summer, but sour and grumpy during autumn and winter
- they often have a love and taste for bread

Claiming symbol: Gold sickle with a few sheaves of wheat hologram above head

Ares/Mars

- anger inducement and hatred inducement (they can induce anger and hatred in others)
- enhanced combat (they are skilled in all forms of combat)
- enhanced speed and enhanced strength (they are faster and stronger than others)
- limited animal manipulation and limited zoolingualism (can only control and communicate with dogs, Stymphalian birds, venomous snakes, vultures and wild boars)
- tactical analysis (they are excellent strategists, particularly in war)
- weapon adaptability and weapon manipulation** (they adapt to using various types of weapon quickly and they can control weapons)

Traits:

- they are usually courageous, especially when facing danger
- they often create order when there is chaos and danger around them
- they usually love the thrill of battle and fighting

- they often love to show off their abilities
- they are usually hotheaded and arrogant

Athena

- clairvoyance (they are able to pick up information about an object, person, animal or event through dreams, but this can happen unexpectedly)
- enhanced durability, enhanced speed and enhanced strength (they are more durable, faster and stronger than others)
- limited animal manipulation and limited zoologicalism (they can control and communicate with owls and serpents)
- limited enhanced memory (they never forget what they have heard)
- limited telepathy (they can communicate telepathically with their allies and read the current thoughts of their opponent)
- weapon adaptability (they adapt to using various types of weapons quicker than others)

Traits:

- they are usually very smart, wise and clever
- they are usually very skilled in weaving, pottery and other crafts

Claiming symbol: Glowing white owl clutching a silver olive branch hologram above head

Apollo/Apollo

- day empowerment (they are stronger during the day)
- enhanced archery (they are very skilled in archery)
- enhanced artisan (they are very skilled in the arts)
- enhanced musicianship (they are skilled musicians)
- healing (they can heal themselves and others)
- light manipulation* (they can control light)
- limited animal manipulation and limited zoologicalism (can only control and communicate with swans)
- limited curse inducement (they can curse others to speak only in rhyming couplets, this curse can take days or even weeks to wear off)
- photoportation (they can use light to teleport)
- precognition* (they can receive glimpses of the future unexpectedly, but they cannot receive prophecies)
- sound manipulation** (they can control sound)

Traits:

- they are usually skilled in physical contests and games
- they are usually very good with missile weapons and games
- they are usually natural musicians and singers
- they are usually better at interpreting prophecies than others

- they are often inclined to protect and defend those younger than them
- they are usually in better moods during the day and enjoy waking up early
- they are usually born with perfect pitch
- they are usually perfect shots and have good vision

Hephaestus/Vulcan

- fire manipulation* (they can control fire)
- limited animal manipulation and limited zoolingualism (can only control and communicate with cranes, dogs and donkeys)
- technology manipulation** (they can control technology and machines)
- weapon adaptability (they can adapt to using various types of weapons)

Traits:

- they are expert builders and mechanics

Claiming symbol: Red fiery hammer hologram above head

Aphrodite/Venus

- charmspeak* (they can influence others with their voices)
- cloth manipulation, jewelry manipulation and makeup manipulation** (they can control clothes, jewelry and makeup)
- limited animal manipulation and limited zoolingualism (they can control and communicate with dolphins, doves, hares, sparrows and swans)
- limited curse inducement (they can curse the clothes of others' so they're two sizes too small)
- love manipulation** (they can control love)

Traits:

- they can speak fluent French
- they have high social abilities and awareness
- they are usually very attractive
- they are usually seductive and flirty
- they often enjoy things that are pretty
- they usually enjoy things that bring them pleasure
- they commonly have a taste for apples

Claiming symbol: Glowing with a link aura, then becomes beautiful for a while

Hermes/Mercury

- enhanced speed (they are faster than others)

- enhanced stamina (they have more stamina than others)
- enhanced thievery (they can steal things from others without them noticing)
- limited animal manipulation and limited zoologicalism (can only control and communicate with rams, roosters and tortoises)
- lock manipulation** (they can control locks, but not cursed locks)
- supernatural speed* (they can run so fast that they become a blur)(note that you can't have enhanced speed and supernatural speed)

Traits:

- they are good at making potions
- they are good with money
- they are able to identify any constellation and use the stars to draw star maps
- they often do well when competing in athletic games
- they are able to use the Internet without attracting the attention of monsters
- they usually have an excellent sense of direction

Dionysus/Bacchus

- alcohol empowerment (drinking alcohol makes them stronger)
- alcohol immunity (they are immune to the effects of alcohol)
- alcohol manipulation** (they can control alcohol)
- intoxication inducement and intoxication recovery** (they can control drunkenness)
- limited animal manipulation and limited zoologicalism (can only control and communicate with donkeys, goats and leopards)
- madness manipulation** (they can control madness)
- vine manipulation** (they can control vines)

Traits:

- they are really good actors
- they usually have a taste for alcohol and partying
- they are typically fond of and favored by large cats, nymphs and satyrs
- they tend to give into thoughts of madness and insanity
- they can be unpredictable
- they can usually immediately know the age, type, and quality of wine by tasting it
- they can tell if grapes are good for harvesting
- they are usually popular

Iris/Arcus

- light manipulation** (they can control light)
- limited telepathy (they can communicate telepathically with their allies)
- rainbow empowerment (they are stronger whenever a rainbow can be seen in the sky)
- rainbow manipulation** (they can control rainbows)

-rainbow teleportation (they can use rainbows to teleport)

Traits:

- they usually have good communication skills
- they usually have good colour coordination
- they are usually great with art supplies
- they usually have outgoing and colourful personalities
- they do not need drachmas to send Iris messages
- they are normally in better moods when the sky is clear
- they are usually fond of bright colours

Hypnos/Somnus

- limited astral projection (only when asleep)
- memory manipulation** (they can control memories)
- sleep manipulation** (they can control sleep)
- umbrageous teleportation (they can use shadows to teleport)

Traits:

- they usually suffer from narcolepsy
- they are typically lazy
- they typically enjoy sleeping
- they are partially immune to the water of the River Lethe
- they usually feel more comfortable in dark places

Nemesis/Nemesis

Powers:

- luck manipulation (they can control the luck of others)

Traits:

- they usually dislike people who are full of themselves and believe that they should be brought down
- they tend to never forget insults
- they are usually loyal to their allies until they prove untrustworthy or betray them
- they tend to be good at making hard decisions
- they can sense when someone is vengeful
- they usually help vengeful people
- they tend to dislike people who try to avoid punishments
- they are usually accepting of their actions and the consequences that come with it
- they tend to be well balanced people
- they can sense if someone's life is out of balance

Nike/Victoria

- enhanced speed (they are faster than others, and are even faster than children of Hermes with enhanced speed)
- enhanced strength (they are stronger than others)

Traits:

- they tend to be extremely competitive
- they usually live for contests and can't settle for second best
- they can be pretty intense and driven
- they usually never turn down a challenge
- they tend to never turn down a challenge
- they are usually excellent charioteers and horse-riders
- they are often athletic and great sportsmen

Hebe/Juventas

- enhanced regeneration (they heal faster than others)
- limited age reversal** (they can temporarily reverse the age of others)

Traits:

- they tend to be highly sociable
- they usually take pride in community service and the happiness of others
- they usually enjoy parties and feasts
- they are usually very good at planning social activities and parties
- they tend to maintain a youthful appearance their whole lives

Tyche/Fortuna

- jinx** (they can curse others with bad luck)
- luck bestowal (they can make others lucky)
- probability manipulation** (they can control probability)

Traits:

- they usually love games of chance
- they are usually unpredictable
- they are natural gamblers
- they are usually very lucky

Hecate/Trivia

- darkness manipulation* (they can control darkness and shadows)
- illusion manipulation (they can control illusions and the Mist)
- limited animal manipulation and limited zoologicalism (can only control and communicate with dogs, frogs and polecats)
- magic** (they can use magic)
- necromancy* (they can control the dead)
- night empowerment (they are stronger at night)

Traits:

- they tend to be mysterious
- they are often more active and in better moods at night and in dark environments

Bellona

- body link and limited sensorial link (they can share their strength and courage with others and when they do so, they feel the emotions of the person they're sharing their strength and courage with)
- enhanced combat (they are skilled in all forms of combat)
- weapon manipulation** (they can control weapons)

Traits:

- they are usually rash and bold, making impulsive decisions in battle and in life
- they are natural leaders

Cardea

- enhanced crafting (they are skilled engineers)

Traits:

None

Janus

- illusion detection (they can sense and see through illusions)
- lie detection (they can sense and see through lies)

Traits:

None

Mefitis

- stench generation (they can generate strong, foul-smelling odours)

Traits:

None

Terpsichore

- limited enhanced musicianship (they are skilled in dancing)
- enhanced stamina (they have more stamina than others)

Traits:

None

Satyrs/fauns

- empathy (they can sense the emotions of demigods and mortals)
- enhanced hearing (they have animal-level hearing)
- enhanced smell (they have animal-level smell)
- enhanced speed (they can run at enhanced speeds as a result of goat legs)
- hyper climbing (they can climb at enhanced speeds as a result of goat legs)
- limited detection (they can detect half-bloods and monsters that are not underground)
- limited magic detection (they can sense nature magic)
- limited matter ingestion (they can eat recyclable material, wood and grass)
- nature magic (only by playing music on their reed pipes, they can control nature)
- satyr physiology (they have hairy goat legs, hooves, goat horns, and the pointed ears of a goat)
- semi-immortality (they age at half the rate of a human or demigod)
- zoolingualism (they can talk to animals and some monsters)

Hunters of Artemis

- enhanced archery (they have excellent aim with their bow and arrows)
- enhanced condition (they are stronger and faster than a regular mortal, demigod, or nymph)
- semi-immortality (they are immortal until they fall in love or die in battle)
- zoolingualism (they can talk to animals)

Kane Chronicles

Note that instead of godly parents, available godly paths for magicians are listed here.

Anubis

- death magic
- limited animal magic (only jackals)
- necromancy

Apophis

- chaos magic
- limited animal magic (only snakes)
- storm magic

Atum

- wind magic

Babi

- limited animal magic (only baboons)

Bast

- abjuration magic
- combat magic
- limited animal magic (only cats)

Geb

- earth magic
- sand magic

Hapi

- water magic

Hathor

- limited animal magic (only cows)
- music magic
- Seven Ribbons of Hathor

Heket

- limited animal magic (only frogs)

Horus

- combat magic
- limited animal magic (only griffins and falcons)

Isis

- abjuration magic
- Divine Words
- elemental magic

Khnum

- death magic
- earth magic
- fire magic
- limited animal magic (only rams)
- statuary magic
- water magic
- wind magic

Khepri

- fire magic
- light magic
- limited animal magic (only scarabs)

Khonsu

- light magic
- time magic

Mekhit

- combat magic
- limited animal magic (only lions)

Neith

- combat magic
- limited animal magic (only bees)
- water magic

Nekhbet

- combat magic
- limited animal magic (only vultures)

Nephthys

- death magic
- necromancy
- water magic

Nut

- air magic

Osiris

- abjuration magic
- animation
- death magic
- necromancy

Ptah

- Divine Words
- limited animal magic (only rats)

Ra

- fire magic
- light magic
- limited animal magic (only falcons and scarabs)

Sekhmet

- abjuration magic
- combat magic

- fire magic
- limited animal magic (only lions)

Serqet

- abjuration magic
- limited animal magic (only scorpions)
- poison magic

Set

- chaos magic
- combat magic
- fire magic
- sand magic
- storm magic

Shu

- air magic

Sobek

- combat magic
- limited animal magic (only crocodiles)
- water magic

Tawaret

- abjuration magic
- limited animal magic (only hippopotami)

Tefnut

- limited animal magic (only lions)
- limited weather magic (only rain)
- rain magic

Thoth

- Divine Words
- elemental magic
- limited animal magic (only baboons and ibises)

Wadjet

- limited animal magic (only snakes)

Magnus Chase

Frey

- elf magic** (they can use the magic of elves, which includes disarmament, Roethlisberger manipulation, healing and peace manipulation)
- limited earth manipulation (they can control the earth, but only to let light in)
- limited summer manipulation (they can transform the area around them into summer)
- limited telepathy** (they can read the minds of those they are healing)
- portal manipulation (they can control portals)

Freya

- gold manipulation
- light manipulation**
- love manipulation**
- magic**
- necromancy**
- weapon manipulation**

Frigg

- limited persuasion (they are very persuasive)
- precognition**
- rain manipulation**

Heimdall

- enhanced senses (they have stronger senses than other demigods)

Loki

- limited detection (they can sense the locations of powerful monsters)
- magic** (they can use magic)
- shapeshifting** (they can transform into different forms)

Odin

- enhanced combat (they are skilled fighters)
- enhanced intelligence (they are smarter than normal demigods)
- magic** (they can use magic)
- necromancy** (they can control the dead)

Thor

- electricity manipulation** (they can control electricity and lightning)
- enhanced combat (they are extremely skilled fighters)
- weather manipulation** (they can control the weather)

Tyr

-enhanced combat (they are extremely skilled fighters)

Einherjar

-enhanced agility (they are more agile than when they were alive)

-enhanced strength (they are stronger than when they were alive)

-immortality (while within the boundaries of Hotel Valhalla, they cannot die and will be resurrected after gaining a mortal wound. They also do not age)

Valkyrie

-wing manifestation (they can sprout wings, giving them the power of flight)

Dwarves

-enhanced craftsmanship (they are master craftsmen)

-rock shaping (they can shape rocks with their hands)

-stone mimicry (they turn into stone in the sunlight)

-underground intuition (they can sense how old a rock formation is as well as entrances and exits to underground chambers)

Elves

-green veins

-minimally pointed ears

-reflective eyes