

BLOODLINES

Bloodlines rarely breed true, and often skip several generations.

The exceptions are the *therianthrope* bloodlines—these are actually a magical *disease* which is inheritable. All therianthropes suffer a –2 penalty on reaction rolls from humans, who quite rightly see them as a vector for a behavior-changing illness.

1. Bloodline XP Progressions

LEVEL	DRAGON	DWARF	EARTH	OCEAN	SUN	WIND
2	+1,500	+400	+1,000	+250	+250	+400
3	+3,000	+800	+2,000	+500	+500	+800
4	+6,000	+1,600	+4,000	+1,000	+1,000	+1,600
5	+12,000	+3,200	+8,000	+2,000	+2,000	+3,200
6	+24,000	+6,400	+16,000	+4,000	+4,000	+6,400
7	+50,000	+12,800	+30,000	+8,000	+8,000	+12,800
8	+100,000	+25,000	+60,000	+16,000	+16,000	+25,000
9	+150,000	+50,000	+90,000	+24,000	+24,000	+50,000
10	+200,000	+75,000	+120,000	+32,000	+32,000	+75,000
11	—	+100,000	+150,000	+40,000	+40,000	+100,000
12	—	+125,000	—	+48,000	+48,000	+125,000
13	—	—	—	+56,000	+56,000	—
14	—	—	—	—	—	—

LEVEL	ELF	GHOBEL	GIANT	NYMPH	TSEN
2	+1,325	+250	+1,000	+250	+250
3	+2,650	+500	+2,000	+500	+500
4	+5,300	+1,000	+4,000	+1,000	+1,000
5	+10,600	+2,000	+8,000	+2,000	+2,000
6	+21,200	+4,000	+16,000	+4,000	+4,000
7	+42,400	+8,000	+30,000	+8,000	+8,000
8	+85,000	+16,000	+60,000	+16,000	+16,000
9	+125,000	+24,000	+90,000	+24,000	+24,000
10	+165,000	+32,000	+120,000	+32,000	+32,000
11	+205,000	+40,000	+150,000	+40,000	+40,000
12	—	+48,000	+180,000	+48,000	+48,000
13	—	+56,000	—	+56,000	+56,000
14	—	—	—	—	—

LEVEL	BAT	?	?	?
2	+1,250			
3	+2,500			
4	+5,000			
5	+10,000			
6	+20,000			
7	+40,000			
8	+80,000			
9	+120,000			
10	+160,000			
11	+200,000			
12	+240,000			
13	—			
14	—	—	—	—

DRAGON BLOODLINE

Dragon-blooded humans have a *polymorphed* dragon or a *curse* somewhere among their ancestry, however.

Dragon-blooded are marked by jet black eyes (including sclera), hard black nails, a complete lack of hair, and fine, delicate scales that are barely visible.

Requirements. STR 9+ and CHA 9+. Dragon-blooded are affected by spells and effects targeting dragons.

Scales. The character's faint scales thicken and become more obvious at higher levels. When *unarmored*, the character's AC is improved by *half* class level (rounded up).

Claws. At *first level*, the character's nails lengthen and harden sufficiently to grant a claw attack 1d3/1d3, modified by STR. This increases to 1d4 at third level, 1d6 at sixth level, and 1d8 at ninth level.

Ageless. They are ageless (no aging effects beyond adult, and aging only one year per three beyond juvenile), and immune to paralysis.

Draconic Senses. All dragon-blooded characters possess infravision, 30'.

At *first level*, dragon-blooded gains a +4 bonus on any proficiency throw to hear noises and detect secret doors; on a proficiency throw of 18+, the character notices them casually.

Also at *first level*, dragon-blooded gain a +1 bonus to avoid surprise, and a +1 bonus on initiative rolls (for combat *and* casting spells).

Draconic Aura. Animals suffer a –2 penalty on reaction rolls to the character (but +2 if the character is trying to *intimidate* or *frighten* the animal).

At *ninth level*, the dragon-blooded character gains a +2 on *all* reaction rolls to *intimidate* or *impress*.

Read Languages. At *fifth level*, the dragon-blooded gains the ability to Read Languages as a thief.

Natural Magic. Starting at *eighth level*, the dragon-blooded gains the ability to cast spells as a spell singer seven levels lower (first level spell singer at eighth level, second at ninth, and so on).

A dragon-blooded arcane caster *instead* gains a bonus spell at each spell level the caster can cast (that is, a level-1 dragon-blooded illusionist would be able to cast *two* first level illusionist spells). This also increases the character's spell repertoire.

In addition, a dragon-blooded arcane caster gains the ability to do ritual magic (and any related magical research) at *tenth level* rather than eleventh.

Fire Breathing. At *seventh level*, the character gains the ability to breathe fire once per hour. This deals 1d4 fire-based damage per level (save vs. blast & breath for half damage), to a cone-shaped area 5 feet long per level

and 2 foot wide per level. Where it is important, this is an *arcane* effect.

DWARF BLOODLINE

Somewhere in the character's ancestral tree reside the hardy crafters of old, which bred true. Dwarf-blooded are short and stocky, with thick bones and cartilage.

Dwarf-blooded characters cannot be arcane casters.

Requirements. CON 11+. Ancient artifacts that respond to dwarves respond to dwarf-blooded.

Movement. Reduce movement rate by -30 feet.

Weapon Restriction. Dwarf-blooded cannot use two-handed swords or longbows.

Sensitivity to Rock. All dwarf-blooded gain a +1 bonus to initiative and surprise rolls when underground, and can make a proficiency throw of 11+ to predict dangerous sinkholes, deadfalls, collapses, or rock slides.

At *seventh* level, the character gains a +2 reaction bonus when dealing with earth elementals.

Hardy. Dwarf-blooded gain a +3 bonus on all saving throws.

Cunning. At *first* level, dwarf-blooded characters gain a +1 on all proficiency throws, and this increases to +2 at *fourth* level, +3 at *seventh* level, and +4 at *tenth* level.

Also at *first* level, a dwarf-blooded gains one bonus General proficiency.

ELEMENTAL (EARTH) BLOODLINE

The character has ties to elemental earth. The character's skin has faint vein-like traceries of mineral color, and the iris of the eyes are gem-like in color.

Requirements. STR 9+ and CON 9+. Earth-blooded are affected by spells and effects targeting earth elementals.

Encumbrance. The character can carry 5 stone more than a normal human of the same STR.

Hardened Skin. When *unarmored*, the character's AC is improved by *half* class level (rounded up). The character's eyes become more gem-like, reflecting fire like a brilliant-cut stone, and the skin begins to resemble some form of stone, as the character gains levels.

At *third* level, earth-blooded deal 1d6 when brawling, and do not suffer damage when attack armor with their fists.

At *eleventh* level, earth-blooded can *pass without trace* over unworked earth and stone, including hills, mountains, canyons, and the like.

Tough. Earth-blooded increase their hit die by one step (1d4 to 1d6, 1d6 to 1d8, 1d8 to 1d10).

Earth's Call. At *seventh* level, once per week, the earth-blooded can summon an earth elemental as a temporary

ally, anywhere within 240 feet. The elemental will have 12 HD, will remain for one turn per level, and can be dismissed at will. It is *not* hostile and does *not* require concentration to control! This ability requires one round to perform.

ELEMENTAL (OCEAN) BLOODLINE

The character has ties to elemental ocean. The character's skin is faintly bluish, and the eyes are a deep, sea green. At higher levels, the bluish skin tinge deepens, and ripple-like patterns emerge; and the eyes gain *depth*, shifting between light and dark as if staring into deep water.

Requirements. STR 9+ and WIS 9+. Ocean-blooded are affected by spells and effects targeting ocean elementals.

Swimming. Ocean-blooded have a swim move of 60'. This increases to 120' at *seventh* level, and the ocean-blooded gains the ability to breathe water.

Ocean's Call. At *seventh* level, once per week, the ocean-blooded can summon an ocean elemental as a temporary ally, anywhere within 240 feet. The elemental will have 12 HD, will remain for one turn per level, and can be dismissed at will. It is *not* hostile and does *not* require concentration to control! This ability requires one round to perform.

ELEMENTAL (SUN) BLOODLINE

The character has ties to elemental sun. The character's skin is dusky, and the eyes are a ferocious amber. At higher levels, the skin darkens to soft charcoal and then darkest jet, the eyes begin to glow softly (and have faint flames dancing within).

Requirements. DEX 9+ and CHA 9+. Sun-blooded are affected by spells and effects targeting sun elementals.

Light. Sun-blooded characters can cast *light* (as an arcane effect) at will by concentrating for one turn. At *third* level, this only takes a single round of concentration.

Fire Resistance. At *seventh* level, the sun-blooded gains a +2 bonus on saves against fire effects, and reduces damage from fire sources by -1 per die of damage.

At *tenth* level, this increases to immunity to all normal flames, a +2 bonus on saves against fire, and reducing damage from fire by -1 per die.

Sun's Call. At *seventh* level, once per week, the sun-blooded can summon a sun elemental as a temporary ally, anywhere within 240 feet. The elemental will have 12 HD, will remain for one turn per level, and can be dismissed at will. It is *not* hostile and does *not* require

concentration to control! This ability requires one round to perform.

ELEMENTAL (WIND) BLOODLINE

The character has ties to elemental wind. The character's skin, eyes, and hair are pale. At higher levels, the skin turns almost translucent, then alabaster; the eyes gain depth and turn pale blue; and the hair turns platinum white.

Requirements. DEX 9+ and INT 9+. Wind-blooded are affected by spells and effects targeting wind elementals.

Movement. Wind-blooded have +30' movement rate. This increases to +60' at *fifth* level and +120' at *ninth* level.

Flight. At *second* level, wind-blooded gain the ability to *levitate* three times per day; at *fourth* level, they gain the ability to *fly* once per day; at *sixth* level, they lose *both* of those spell-like abilities and replace them with a fly movement rate of 15'. The fly movement rate increases to 30' at *eighth* level and 60' at *tenth* level.

Wind's Call. At *seventh* level, once per week, the wind-blooded can summon a wind elemental as a temporary ally, anywhere within 240 feet. The elemental will have 12 HD, will remain for one turn per level, and can be dismissed at will. It is *not* hostile and does *not* require concentration to control! This ability requires one round to perform.

ELF BLOODLINE

Somewhere in the character's ancestral tree reside the inscrutable sorcerers of old, which bred true. Elf-blooded are unusually slender, with pointed ears and silver-grey eyes.

Requirements. INT 11+. Ancient artifacts that respond to elves respond to elf-blooded.

Ageless. They are ageless (no aging effects beyond adult, and aging only one year per three beyond juvenile), and immune to paralysis.

Connection to Nature. At *first* level, elf-blooded can detect hidden and secret doors with a proficiency throw of 8+ on 1d20 when actively searching, or 14+ on casual inspection.

At *fourth* level, the elf-blooded gains Beast Friendship.

At *seventh* level, the elf-blooded gains the ability to pass without trace in wilderness settings; and inflicts a -1 penalty on the surprise rolls of others in the wilderness.

At *tenth* level, the elf-blooded gains the ability to speak with animals at will; and animals in the elf-blooded's domain are generally friendly and helpful to all.

Natural Magic. Starting at *eighth* level, the elf-blooded gains the ability to cast spells as an arcanist seven levels lower (first level arcanist at eighth level, second at ninth, and so on).

An elf-blooded arcane caster *instead* gains a bonus spell at each spell level the caster can cast (that is, a level-1 elf-blooded illusionist would be able to cast *two* first level illusionist spells). This also increases the character's spell repertoire.

Arcane Masters. Elf-blooded gain a +1 on all magic research throws.

GHOBEL BLOODLINE

Somewhere in the character's ancestral tree lurks a ghobel, which bred true. The character has red- or rust-colored eyes, black claws for nails, oversized canines, and a few unpleasant patches of thick hair and scales.

At higher levels, the patches of hair grow more pronounced, developing into a mangy fur, the claws grow larger, and 1d2 horns begin to bud on the character's head.

Requirements. CON 9+. Ancient artifacts that respond to ghobel respond to ghobel-blooded.

Monstrous. The character suffers a -1 penalty on reaction rolls when dealing with humans, and ages *two* years per year after juvenile.

This increases to a -2 penalty *fifth* level and -3 at *ninth* level.

Cowardice. The character suffers a -2 penalty on saves vs. fear effects.

Skinchanger. The character suffers a -2 penalty on saves vs. transmutation effects.

Survivor. The ghobel-blooded gains a +2 on all saves vs. Poison and Disease, and a +1 on all other non-fear, non-transmutation saves.

Bestial Attack. The character starts with a claw/claw/bite attack routine of 1d3/1d3/1d6. This increases to 1d4/1d4/1d8 at *fifth* level and 1d6/1d6/1d8 at *ninth* level.

Hide. The character gains AC +1 when not wearing armor; this increases by +1 at *fourth* and *tenth* level.

Thief Skills. Ghobel-blooded can Move Silently and Hide in Shadows as a thief of the same level. If their class already provides these abilities, they reduce the proficiency throw by 4.

GIANT BLOODLINE

Somewhere in the character's ancestral tree lurks a giant, which bred true. The character stands eight feet tall and weighs 30 stone.

Requirements. STR 11+ and CON 11+. Effects which target giants affect giant-blooded.

Big. Giant-blooded gain a +4 on attempts to force open doors and similar feats of strength. At *seventh* level, giant-blooded grow to 10 feet tall and 70 stone, and the bonus increases to +8; at *twelfth* level, 12 feet tall and 120 stone, and the bonus increases to +16.

Against human-sized opponents, the bonus usually also applies to wrestling and similar combat tricks.

Tough. Giant-blooded increase their hit die by one step (1d4 to 1d6, 1d6 to 1d8, 1d8 to 1d10).

Strong. At first level, giant-blooded increase their STR bonus by +1 (STR remains the same; the bonus is just one higher, to a maximum of +4), and can throw rocks up to STR×10 feet, dealing 1d6 + STR modifier.

At *seventh* level, they *lose* the increase to the STR bonus. Instead, the giant-blooded doubles melee damage dice, and doubles encumbrance stone. The rock-throwing ability increases to 2d6 + STR modifier damage, and gains a range of 200 feet.

At *twelfth* level, rock-throwing damage increases to 3d6.

Hide. At 4th, 8th, and 12th level, the giant-blooded gains a +1 to AC while unarmored.

NYPH BLOODLINE

Somewhere in the character's ancestral tree resides a nymph of some sort, which bred true. The character's eyes and hair are reminiscent of a natural setting (water and stone, tree leaves, flowers in bloom, or the like). At higher levels, these *become* the natural colors, even changing with the seasons.

Requirements. CHA 13+. Effects which target nymphs and other spirits of places affect nymph-blooded.

Ageless. They are ageless (no aging effects beyond adult, and aging only one year per three beyond juvenile), and immune to paralysis.

Fragile. Nymph-blooded reduce their hit points by -1 per hit die (minimum 1 hit point per die).

Beauty. Nymph-blooded are always exceptionally good-looking. At higher levels, this becomes supernatural.

At *third* level, the nymph-blooded gains a +1 bonus on *initial* reaction rolls with humans, and a +1 bonus to Morale for henchmen and hirelings.

At *fifth* level, the bonuses on initial reaction rolls and Morale increase to +2.

At *seventh* level, on a reaction roll of 12+, treat the subject as *charmed* while in the character's presence. Subjects with a WIS higher than the nymph-blooded's CHA are immune.

Also at *seventh* level, the character gains the ability to cast *charm monster* once per week as a one round action.

Land Bond. At *ninth* level, the character can bond with a land and its people. This allows the character to take one more henchman than CHA allows; if the character rules the domain, it also grants a +1 to domain morale.

Unlike true nymphs, the character possesses the human flexibility needed to change the bond to a new land if circumstances require it. Establishing a new bond requires one month.

At *eleventh* level, the nymph-blooded character can physically *join* with a bonded domain, effectively disappearing. While joined, the character can travel anywhere within the domain with a move of 300' or up to 35 miles in an hour.

The character is bound to the land, however! If the character leaves the land *without* breaking the bond, death occurs one turn later.

A character *can* break the bond with one turn of concentration—assume that a nymph-blooded character who begins breaking the bond *immediately* after leaving can successfully do so before death. (Returning to the land before the turn is up also allows survival.)

Re-establishing a bond takes one month, as usual.

TSEN BLOODLINE

Somewhere in the character's ancestral tree lurks the brutal, berserk monsters of history, which bred true. The character's skin has faintly visible silver flecks, lambent yellow eyes, and slightly larger canines.

At higher levels, the character's skin becomes dusky, with an almost-sheen of silver flecks; then pitch black with a pronounced sheen; the nails gain an opaque, ivory appearance and strengthen; and the eyes grow more feral looking.

Requirements. All abilities scores must be 9+. Ancient artifacts which target tsen affect tsen-blooded as well.

History's Villains. The character suffers a -2 penalty on reaction rolls when dealing with humans.

Whenever the character is damaged by an attack or spell, a throw of 11+ is required, or the character immediately attacks the attacker. During this attack, the character must choose melee or spells if possible, but can use missile weapons if those options are not available.

WIS adds its bonus to the proficiency throw to not attack.

When the original attacker is reduced to zero hit points, is immune to the character's attacks, or is *inaccessible* to the character's attacks, the character may

make a new throw each round to *stop*; on failure, the character must choose a new target.

If there are multiple attackers, the tsen-blooded may choose from among them normally.

Tsen Senses. Tsen-blooded gains a +4 bonus on any proficiency throw to hear noises and detect secret doors; on a proficiency throw of 18+, the character notices them casually.

They also gain a +1 bonus to avoid surprise, and a +1 bonus on initiative rolls (for combat *and* casting spells).

Wizard's Bane. Tsen-blooded gain magic resistance 20+, reduced by one per *three* full levels (round down). This magic resistance *does* affect beneficial effects, unless the character is also the caster.

Poisoner. At *fourth* level, tsen-blooded become immune to poisons of all sorts.

At *seventh* level, tsen-blooded can identify potions and poisons by taste with a proficiency throw of 11+.

At *tenth* level, the character's *blood* becomes mildly poisonous. Anyone drinking the tsen-blooded's blood must save vs. Poison or suffer 1d4 damage from muscle cramps.

In addition, the tsen-blooded can produce one ounce of pure poison per month (the time consuming element is the recovery, not the distillation). This *contact* poison can be rubbed on a blade, splashed on a person, or similar; in all cases, it requires an attack throw, and on a successful hit, the victim must save vs. Poison or die.

Claws. At *third* level, the tsen-blooded's fingernails harden sufficiently to allow a single *claw* attack, dealing 1d4 damage. This increases to 1d6 at *seventh* level and 1d6/1d6 at *eleventh* level.

Therianthrope (Bat) Bloodline

Werebats can be found in small numbers in the largest cities, as they can breed true and are relatively harmless. They can be identified (somewhat) by their black eyes, long fingers, large ears, and prominent canines.

Requirements. Neutral alignment. Werebats are sneaks by nature, and have difficulty staying out of criminal endeavors.

Hideout. Regardless of base class, a werebat's stronghold becomes a hideout, which attracts werebats (of random classes!) rather than the usual other effects.

Werebats suffer a -2 penalty on all reaction rolls by humans, just like other therianthropes.

Thief Skills. Werebats can Move Silently, Hide in Shadows, and Hear Noise as a thief of their class level; if their class already grants this, they reduce the throw for the thief skill by 4.

Transformation. Werebats can transform into the form of a giant bat (granting AC 1 hide, fly movement rate 180', and a bite dealing 1d4 damage) as a one-round action, at will.

While in bat form, the character can speak with bats and is immune to normal weapons (silver and magical weapons harm the character normally, as do the natural weapons of creatures with 4+ HD).

Friends in Shadows. Werebats possess Beast Friendship, but only for bats and bat-like creatures.

At *first* level, werebats gain the ability to *summon bats* once per hour as a one-round action.

Agility. While not wearing armor, the werebat's AC is improved by +2, increasing by a further +1 at *seventh* and *twelfth* level (this bonus to AC applies to both forms).