

DEMIGOD FEATS

Though the gods of Mt. Olympus are infamous for their half-god progeny, the avatar of any god can bear children on the mortal plane. Their descendants are demigods -- neither celestials, nor gods, nor mortals -- possess incredible godly potential. Such demigods can become mighty, near-indestructible heroes, legendary archers with uncanny aim, or genius mages with unbound arcane power.

DEMIGOD

Demigods are the product of a union between a god or goddess and a mortal. While mortal, demigods are bestowed with unnatural grace, beauty, strength, or other trait granted by their parentage. Sometimes, these powers are inherent in a demigod from infancy, but often they don't begin to manifest until adolescence.

You can choose this feat as a Near-Human feat.

As a demigod, you have the following racial traits:

- Select one of your ability scores; this is your Mythic ability score. Increase this ability score and its maximum by 1.
- With great exertion, you can perform a mythical feat of strength or skill. You gain a single Mythic Die, which is a d8. Whenever you make an ability check, saving throw, attack roll, or damage roll you can roll this die and add the results to the roll. You can do so after you make your d20 roll, but before you know if it succeeds or not. You regain one expended Mythic Die when you finish a short rest and all expended Mythic Dice when you finish a long rest.

HEROIC MANTLE

Prerequisite: 4th level, Demigod feat

You have leapt into your role as a demigod with gusto, seeking out adventure and using your power to bring ruin upon your foes. You gain the following abilities:

- Increase your Mythic ability score and its maximum by 1.
- You gain an additional Mythic Die. When you add your Mythic Dice to an ability check, saving throw, attack roll, or damage roll, you can choose to roll as many of them as you have available, adding all dice to the results of the check.
- While you have at least one unspent Mythic Die remaining, you have a +1 bonus to AC and saving throws.

CHAMPION OF THE GODS

Prerequisite: 8th level, Heroic Mantle feat

Your prowess in battle and skill at arms is unmatched. You gain the following abilities:

- Increase your Mythic ability score and its maximum by 1.
- You gain an additional Mythic Die.
- You can spend one of your Mythic Dice to gain a Fighting Style until you take a long rest. You cannot select a single fighting style more than once.
- When you are hit by an attack, you can use your reaction to spend one Mythic Die, adding the results of the roll to your AC, potentially causing the attack to miss.



WILL OF THE GODS

Prerequisite: 8th level, Heroic Mantle feat, Spellcasting or Pact Magic feature

Your willpower and wisdom are unmatched in the mortal realm. You gain the following benefits:

- Increase your Mythic ability score and its maximum by 1.
- You gain an additional Mythic Die.
- You can spend one or more of your Mythic Dice to cast a spell you know, spending one die per level of the spell being cast.
- When you cast a spell which forces one or more creatures to make a saving throw, you can expend a Mythic Die, subtracting the result from one creature's saving throw.

LEGENDARY HERO

Prerequisite: 15th level, Will of the Gods or Champion of the Gods feat

Your adventures and triumphs have thrust you into the realm of legend, making you a hero stories are told about. You gain the following abilities:

- Increase your Mythic ability score and its maximum by 1.
- You gain an additional Mythic Die.
- Once per round, at the end of another creature's turn, you can spend one of your Mythic Dice to take a Legendary Action. This action can be used to take the Attack action (one attack only), to cast a cantrip, or to move up to your movement speed.

IMMORTAL PARAGON

Prerequisite: 19th level, Legendary Hero feat

You ascend to become the pinnacle of your kind, becoming the very embodiment of your mythic ideals.

- Increase your Mythic ability score and its maximum by 1.
- You gain an additional Mythic Die.
- You no longer age, cannot die from old age, and do not require food, water or air to survive.
- At the start of each of your turns, you regain hit points equal to the number of unspent Mythic dice you have remaining if you have no more than half of your hit points left. You don't gain this benefit if you have 0 hit points.

