

The Genius Guide to: The Godling



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

The godling is a new character concept designed for use with the *Pathfinder RPG*. The godling is presented as both a base class (suitable for 1st level characters) and a prestige class (requiring characters to be higher level before taking it).

GODLING BASE CLASS

The godling base class is for characters that begin play with their deific heritage a known and active part of their lives. These characters know they are scions of the gods and are out to prove themselves worthy heirs by engaging in adventures in the mortal world. The godling base class actually contains two subclasses—clever and mighty godlings. These options are treated as different iterations of the same class, so a character cannot multiclass as two different kinds of godling.

GODLING PRESTIGE CLASS

Not all godlings realize who and what they are at the beginning of their adventuring careers. Indeed, some receive no special powers until their divine parents acknowledge their relationship. The godling prestige class is presented as a way to allow characters to undergo a deific metamorphosis later in their lives.

THE GODLING

The godling is a mortal hero in whose veins flows the blood of a god. Cut from the same cloth as classic ancient heroes such as Theseus (fathered by both a mortal father, Aegeus, and a divine father, Poseidon), Memnon (son of a half-nymph mortal father and the titan/goddess Eos), and Helen (the famous beauty who was the daughter of Zeus), most godlings are the offspring of a god and a mortal humanoid who drew the god's eye. Godlings are not demigods—at least not yet—for their birth on the material plane prevents them from being classified as outsiders. Initially bound to the dust and earth of their birthplace, godlings are

nonetheless more than mere mortals. They have inherited divine powers that, with time and experience, grow and allow godlings to rise and become powerful and famous heroes. (Of course there are many other possible origins of godlings—see *Godlings in Your Campaign* at the end of this product.)

Godlings are blessed (or cursed) with lives of adventure. They are thrust into dangerous quests and major events at a young age and often spend their entire adult lives moving from crisis to crisis, sought out by those who need their help, and hunted by those who wish them harm for no reason other than to spite their

godly parents. Many godlings are made aware of their inherent power early in life, and are taught to respect both its origins and the responsibility it conveys. Others have no idea why they are able to perform feats that other mortals cannot, and may think themselves to be freaks or monsters (or some odd kind of sorcerer).

CLEVER AND MIGHTY GODLINGS

There are two subclasses of godling—clever and mighty. These options are subdivision of a single class, so a character cannot multiclass as two different kinds of

godling. A godling's type affects what hit points, skill points, base attack bonus, and saving throws the character receives. Also, some talents and traits are available to only one of the sub-classes. It is a character's deific heritage that determines which subclass of godling fits him, not the character's training regimen, lifestyle, or philosophical outlook. While a player may select either subclass when the character takes his first level of godling, once that choice is made it may not be changed.

Role: A godling's role depends on what iteration of the class the character has. A mighty godling usually serves as a front-line combatant, easily able to stand next to barbarians, fighters, and paladins when it comes to dealing and soaking up damage. A clever godling's role is much less clear-cut, dependent as he is on what skill, feat, trait, and talent choices he makes. Clever godlings can assist in combat in similar ways that rouges and bards can but, like those other classes, they also often excel at activities outside of battle.

Alignment: A godling may be of any alignment. (The offspring of the gods often don't see eye-to-eye with their divine parents.)

Hit Die: 1d12 (mighty) or 1d8 (clever).

Starting Wealth: At 1st level a godling begins play with 5d6 x 10 gp.

TABLE 1: THE MIGHTY GODLING

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+0	Lineage domain
2	+2	+3	+3	+0	1 divine trait rank
3	+3	+3	+3	+1	Scion talent
4	+4	+4	+4	+1	Bonus feat
5	+5	+4	+4	+1	Scion talent
6	+6/+1	+5	+5	+2	2 divine trait ranks
7	+7/+2	+5	+5	+2	Scion talent
8	+8/+3	+6	+6	+2	Lineage domain
9	+9/+4	+6	+6	+3	Scion talent
10	+10/+5	+7	+7	+3	3 divine trait ranks
11	+11/+6/+1	+7	+7	+3	Greater scion talent
12	+12/+7/+2	+8	+8	+4	Bonus feat
13	+13/+8/+3	+8	+8	+4	Greater scion talent
14	+14/+9/+4	+9	+9	+4	4 divine trait ranks
15	+15/+10/+5	+9	+9	+5	Greater scion talent
16	+16/+11/+6/+1	+10	+10	+5	Lineage domain
17	+17/+12/+7/+2	+10	+10	+5	Greater scion talent
18	+18/+13/+8/+3	+11	+11	+6	5 divine trait ranks
19	+19/+14/+9/+4	+11	+11	+6	Greater scion talent
20	+20/+15/+10/+5	+12	+12	+6	Demigod

CLASS SKILLS

The mighty godling's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (local)(Int), Knowledge (planes)(Int), Knowledge (religion)(Int), Perception (Wis), Ride (Dex), Sense Motive (Wis), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 2 + Int modifier

The clever godling's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Handle Animal (Cha), Heal (Wis), Knowledge (dungeoneering)(Int), Knowledge (engineering)(Int), Knowledge (local)(Int), Knowledge (planes)(Int), Knowledge (religion)(Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha).

Skill Ranks per Level: 6 + Int modifier

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+2	Lineage domain
2	+1	+0	+3	+3	1 divine trait rank
3	+2	+1	+3	+3	Scion talent
4	+3	+1	+4	+4	Bonus feat
5	+3	+1	+4	+4	Scion talent
6	+4	+2	+5	+5	2 divine trait ranks
7	+5	+2	+5	+5	Scion talent
8	+6/+1	+2	+6	+6	Lineage domain
9	+6/+1	+3	+6	+6	Scion talent
10	+7/+2	+3	+7	+7	3 divine trait ranks
11	+8/+3	+3	+7	+7	Greater scion talent
12	+9/+4	+4	+8	+8	Bonus feat
13	+9/+4	+4	+8	+8	Greater scion talent
14	+10/+5	+4	+9	+9	4 divine trait ranks
15	+11/+6/+1	+5	+9	+9	Greater scion talent
16	+12/+7/+2	+5	+10	+10	Lineage domain
17	+12/+7/+2	+5	+10	+10	Greater scion talent
18	+13/+8/+3	+6	+11	+11	5 divine trait ranks
19	+14/+9/+4	+6	+11	+11	Greater scion talent
20	+15/+10/+5	+6	+12	+12	Demigod



CLASS FEATURES

All of the following are class features of the godling.

Weapon and Armor Proficiency: A clever godling is proficient with all simple and martial weapons, with light and medium armor, and with all shields (other than tower shields). A mighty godling is proficient with all these and heavy armor.

Lineage Domain: As a result of their divine bloodline, godlings gain access to the powers (though not spells) of a cleric domain. The godling selects his first lineage domain at 1st level, and gains additional lineage domains at 8th and 16th level. Once these domains are selected they cannot be changed. (While the player selects these domains, the godling character gains these as inherent powers with no choice or effort required). Lineage domains need not be the ones the godling's divine parent grants to clerics—not all godlings have powers related to their parent's realm of authority. The godling uses his class level for his effective cleric level. A mighty godling uses his Constitution modifier (rather than his Wisdom modifier) to determine save DCs and uses/day of all his lineage domain powers.

A multiclass cleric/godling who has the same domain from both classes adds the two classes together when determining what granted powers the character has and their effectiveness, but uses only the character's cleric level to determine what domain spells are gained.

Divine Traits: Divine traits are special powers a godling gains through his divine heritage. Players may select any divine traits

for his character, regardless of the godling's divine parentage. Each divine trait has 4 degrees—listed from I to IV—though some of the upper degrees may be limited to only mighty or clever godlings. A godling gains the benefit of all the degrees of a trait he possesses (though in some cases higher degrees make lower degrees superfluous).

A godling gains divine trait ranks at 2nd, 6th, 10th, 14th, and 18th levels. The number of ranks gained increases each time, 1 rank at 2nd level, 2 ranks at 6th, and so on. Each time a godling gains divine trait ranks, he may spend them on one or more traits. Raising a trait up one degree costs a number of ranks equal to its new degree, but the godling must buy each degree separately. Thus taking a new trait at degree I costs 1 divine trait rank, while taking a trait a godling already has at degree I to degree III costs 5 ranks (2 ranks to bring it from degree I to degree II, and 3 more ranks to bring it from degree II to degree III).

A godling may save unspent ranks if he wishes, but can only spend them when he gains a new level. Once ranks are spent, the trait chosen is permanent and the ranks cannot be regained.

Battle Lord I (Ex): The godling gains a +4 bonus to his CMD against disarm and sunder maneuvers.

Battle Lord II (Ex): When the godling makes an attack with a weapon with which he is not proficient, he suffers only a –2 penalty (rather than the normal –4). Also, if the godling has the Quick Draw feat, he may put away a weapon, or put-away one weapon and draw another, as a free action.

Battle Lord III (Su): The godling is proficient in all weapons, armor, and shields, even for weapons he has never seen or trained with. Only mighty godlings may select Battle Lord III.

Battle Lord IV (Su): As a full-attack action, the godling may choose make 2 attacks at his highest attack bonus (this is in place of his normal number of iterative attacks). Only mighty godlings may select Battle Lord IV.

Divine Power I (Sp): The godling selects one school of magic, domain, or sorcerous bloodline. The godling gains one 1st level spell of his choice from the specified source. The godling may cast this spell once per day as a spell-like ability. He may ignore arcane spell failure and material components with no gp cost, but must meet all priced material component and focus requirements normally.

Divine Power II (Sp): The godling may now cast the 1st-level spell gained from Divine Power I twice per day. Also, the godling gains one 2nd- or 3rd-level spell of his choice from the same spell source. He may cast this spell once per day using the same rules as Divine Power I.

Divine Power III (Sp): The godling may now cast the 1st-level spell gained from Divine Power I three times per day, and the 2nd- or 3rd-level spell gained from Divine Power II twice per day. Also, the godling gains a 4th- or 5th-level spell from the same spell source. He may cast this spell once per day using the same rules as Divine Power I.

Divine Power IV (Sp): The godling may now cast the 2nd- or 3rd-level spell gained from Divine Power II three times per day, and the 4th- or 5th-level spell gained from Divine Power III twice per day. Also, the godling gains a 6th- or 7th-level spell from the same spell source. He may cast this spell once per day using the same rules as Divine Power I.

Hardy I (Su): The godling does not require food to survive, though he still needs a normal amount of water each day.

Hardy II (Su): The godling can survive without food or water indefinitely without penalty.

Hardy III (Su): The godling gains a +4 bonus to all saving throws against to diseases and poisons.

Hardy IV (Su): The godling is immune to all diseases and poisons. Only mighty godlings may select Hardy IV.

Scholar I (Ex): The godling gains Linguistics and all Knowledge skills as class skills. The godling learns three new languages, one of which must be Abyssal, Aquan, Auran, Celestial, Ignan, Infernal, or Terran.

Scholar II (Su): If the godling fails a Knowledge check, he may try again and make a new Knowledge check on the same subject after 24 hours. (Normally you cannot try again on Knowledge checks.)

Scholar III (Ex): Any time the godling makes any Knowledge check, he does so using a bonus equal to his highest total Knowledge skill bonus. Only clever godlings may take Scholar III.

Scholar IV (Su): The godling gains special telepathy, allowing him to communicate freely with all creatures of 2 or greater Intelligence within 100 feet the godling. This communication is direct between the godling and the target and is not impeded by barriers of language. Only clever godlings may select Scholar IV.

Seaborn I (Ex): The godling may always take 10 on a Swim check, even if threats and distractions would normally prevent him from doing so.

Seaborn II (Ex): The godling can hold his breath for a number of minutes equal to three times his Constitution score. If the godling has Hardy 1 he can safely drink seawater. If he has Hardy II, he can breathe underwater.

Seaborn III (Ex): The godling gains a natural swim rate of 40 feet.

Seaborn IV (Su): When the godling is in at least 20 cubic feet of water, he gains +1 to all attack rolls and saving throws, and gains fast healing 2.

Shapeshifter I (Su): The godling may assume one form in addition to his own. This form must be one that can be achieved using either *alter self* or *beast form I*, and the ability functions identically to the spell (except as noted below). This ability allows the godling to change only into his chosen alternate form. The effect lasts for 1 minute per godling level or until he chooses to change back. Changing form (to animal or back) is a standard action and does not

provoke an attack of opportunity. Each day, the godling may use this ability once, plus once for every five full godling levels.

Shapeshifter II (Su): The godling may select a second form he can assume using Shapeshifter I. Use of this form follows all the rules described in Shapeshifter I.

Shapeshifter III (Su): The godling may select a third form he can assume using Shapeshifter I. This form must be one that can be achieved using *polymorph*. Use of this form follows all the rules described in Shapeshifter I.

Shapeshifter IV (Su): The godling may use Shapeshifter I to assume any form he likes. This functions as the spell *greater polymorph* where the target must be the godling. Duration, number of uses per day, and other details remain the same as described in Shapeshifter I.



Trophy Taker I (Su): Then godling can remove trophies from foes he has defeated, and gain magic benefits when wearing or carrying them. The godling may make anything taken from a defeated foe a trophy, as long as it weighs at least 5 lbs. and is visible when worn or carried normally. When the godling is wearing or carrying his trophies, he gains benefits as if he had one additional magic item. These benefits do not take actual magic item slots, and may duplicate the effects of a suit of magic armor or a magic weapon (in which case they are added to any armor worn or weapon used by the godling). The duplicated magic items must be items the godling could use, and cannot have charges. Normal stacking rules apply to bonuses gained by trophies. The total value of the magic items the godling's trophies duplicate cannot exceed 1,000 gp.

Trophy Taker II (Su): The godling can change what his trophies are and what items they duplicate. The total value of the magic items the godling's trophies duplicate cannot exceed 4,000 gp.

Trophy Taker III (Su): The godling can change what his trophies are and what items they duplicate. The total value of the magic items the godling's trophies duplicate cannot exceed 16,000 gp.

Trophy Taker IV (Su): The godling can change what his trophies are and what items they duplicate. The total value of the magic items the godling's trophies duplicate cannot exceed 64,000 gp.

For example: Athepatra is a 6th level mighty godling with trophy taker II. She has decided her trophy is a dire boar skin she wears over her armor. She has her trophies act as +1 *light*

fortification armor. Because she already wears a +2 *breastplate* she does not gain the enhancement bonus of her trophy, but she does gain the benefit of its light fortification.

At 10th level Athepatra takes Trophy Taker III. She discards her dire boar skin and instead makes a dragon tooth her trophy. She makes it function as a +1 *shock weapon*. Whenever she makes an attack with a nonmagic weapon, she treats it as a +1 *shock weapon*, and can add the shock property to any magic weapon she uses that does not already have the shock ability.

Scion Talents: As a godling gains experience, he learns a number of talents that aid him and confound his foes. At 3rd, 5th, 7th, and 9th levels, a godling gains one scion talent. A godling cannot select an individual talent more than once unless the talent states otherwise.

Divine Mark (Su): The godling gains DR 1/leveled outsider. For purpose of this ability, a "leveled outsider" is a creature of the outsider type that has at least as many hit dice or levels as the godling. A clever godling may take this talent only once, but a mighty godling may select it up to three times, gaining a maximum of DR 3/leveled outsider.

Evasion (Ex): This talent functions like the rogue ability of the same name. Only clever godlings may select this talent.

Foe Spotter (Ex): Whenever a godling with this talent comes within 10 feet of a concealed or invisible opponent, he receives an immediate Perception skill check to notice the foe. This check should be made in secret by the GM. Only mighty godlings may select this talent.

Major Magic (Sp): A godling with this talent selects one of the spellcasting classes for which he has the minor magic talent. He then selects a single 1st-level spell from that class's spell list. The godling gains the ability to cast that spell list two times a day as a spell-like ability. The caster level for this ability is equal to the godling's level. The save DC for this spell is 11 + the godling's Charisma modifier (for clever godlings) or Constitution modifier (for mighty godlings). The godling must have an ability score of at least 11 in the ability that determines the save DCs of his spell. A godling must have the minor magic scion talent before choosing this talent. A godling may take this talent more than once, choosing a different spellcasting class each time.

Mental Avatar (Ex): The godling may reroll any ability checks or skill checks based on Intelligence, Wisdom or Charisma. The godling may do this once per day, plus once for every five full levels of godling. Only clever godlings may select this ability.

Minor Magic (Sp): A godling with this talent selects one of the following classes: bard, cleric, druid, or sorcerer/wizard. He then selects a single 0-level spell from that class's spell list. The godling gains the ability to cast that spell three times a day as a spell-like ability. The caster level for this ability is equal to the godling's level. The save DC for this spell is 10 + the godling's Charisma modifier (for clever godlings) or Constitution modifier (for mighty godlings). The godling must have an ability score of at least 10 in the ability that determines the save DCs of his spell. A godling may take this talent more than once, choosing a different spellcasting class each time.

Resiliency (Ex): Once per day, a godling with this ability can gain a number of temporary hit points equal to the godling's level. Activating this ability is an immediate action that can only be performed when he is brought to below 0 hit points. This ability can be used to prevent him from dying. These temporary hit points last for 1 minute. If the godling's hit points drop below 0 due to the loss of these temporary hit points, he falls unconscious and is dying as normal.



Physical Avatar (Ex): The godling adds half his level to all ability checks and skill checks based on Strength, Dexterity, or Constitution. Only mighty godlings may select this ability.

Smite Rival (Su): Once per day, a godling can call focus his internal divine power to strike down those who dare oppose him. As a swift action, the godling chooses one target within sight to smite. If this target has dealt damage to the godling within the past 24 hours, the godling adds his Constitution bonus (if any) to his attack rolls and adds his godling level to all damage rolls made against the target of his smite. The smite rival effect remains until the target of the smite is dead or the next time the godling rests and regains his use of this ability. Only mighty godlings may select this ability.

Sneak Attack (Ex): This talent functions like the rogue ability of the same name. The godling gains a 1d6 sneak attack. Only clever godlings may select this talent.

Trapfinding (Ex): This talent functions like the rogue ability of the same name. Only clever godlings may select this talent.

Trap Spotter (Ex): Whenever a godling with this talent comes within 10 feet of a trap, he receives an immediate Perception skill check to notice the trap. This check should be made in secret by the GM. Only clever godlings may select this talent.

Uncanny Dodge (Ex): This talent functions like the rogue ability of the same name.

ADDITIONAL SPELLCASTER OPTIONS

Any dedicated spellcasting class allowed in a campaign should be on the list of options for a godling who takes the major magic or minor magic talents. This includes the archon, death mage, and shaman classes from the Genius Guides of the same names (all products from Super Genius Games).

Bonus Feat: At 4th level, and again at 12th, a godling receives a bonus feat. The godling must meet all prerequisites for these feats. For a clever godling, the feats may not be combat feats. For a mighty godling, the feats must be combat feats.

Greater Scion Talents: At 11th level a godling may gain a scion talent or one of the following greater scion talents. Every two levels thereafter, a godling gains another scion talent or greater scion talent

Counter Power (Su): A godling with this talent can counter the powers of other powerful beings, for a time. The godling can target one extraordinary or supernatural ability of a target. The godling must either make a DC 20 Knowledge check (of a Knowledge skill appropriate to having detailed information about the creature involved) to be aware of the target's abilities, or have seen the creature use the targeted ability. Only a single ability can be targeted with a use of this talent and spellcasting abilities cannot be affected. A godling may use this ability once per day at 11th–15th levels, and twice per day at 16th–20th levels.

A clever godling using this power makes a ranged touch attack as a standard action. (This attack may be as simple as throwing a

rock, but may also be ranged powers gained through lineage domains, ranged weapons, and spells with ranged attack rolls all qualify.) On a successful hit, the target must make a Will save (DC 10 + clever godling's level + clever godling's Wisdom modifier) or lose use of the selected ability for 1 round per 2 godling levels. If the attack misses, the godling still expends one of his daily uses of this talent.



A mighty godling using this power makes a melee CMD check against the target's CMD as a standard action. On a successful maneuver check, the target must make a Fortitude save (DC 10 + mighty godling's level + mighty godling's Strength modifier) or lose use of the selected ability for 1 round per 2 godling levels. If the attack misses, the godling still expends one of his daily uses of this talent.

A character who access this power through the godling prestige class may select either the clever or mighty version of this power.

Once selected, this choice cannot be changed.

Guarded (Su): The godling gains spell resistance against divine spells and spell-like abilities. This includes spells from divine spellcasting classes, spells and spell-like abilities from creatures that cast as equivalent to a divine spellcasting class, and spells and spell-like abilities from any sort of outsider. This spell resistance is equal to 10 + godling level.

Impressive (Ex): Once per round as a free action, the godling can make an Intimidate check to demoralize a foe who has just been struck for damage by the godling.

Improved Evasion (Ex): This works like evasion, except that while the godling still takes no damage on a successful Reflex saving throw against attacks, he henceforth takes only half damage on a failed save. A helpless godling does not gain the benefit of improved evasion. A godling must have evasion to select improved evasion.

Skill Mastery (Ex): The godling becomes so confident in the use of certain skills that he can use them reliably even under adverse

conditions. Upon gaining this ability, he selects a number of skills equal to 3 + his Wisdom modifier. When making a skill check with one of these skills, he may take 10 even if stress and distractions would normally prevent him from doing so.

Demigod (Ex): You elevate from the ranks of deifically-blooded heroes to the lower ranks to true divinity. This has several effects, including changing your type to outsider (native).

You gain a cult of worshipers. This functions as the Leadership feat, except that all your followers are adepts, clerics, druids, or other classes that gain access to divine spells, and your cohort is your high priest. You may use *sending* (as the spell) a number of times per day equal to 1 + your Wisdom bonus (minimum 1) to contact any of your followers or cohort. Clerics that worship you may access the three domains associated with your lineage domain ability.

You become much harder to kill. You add your level to the negative hit point value you must reach before dying. If you are ever dropped to negative hit points, you automatically stabilize. Any time an event would normally cause your death (including taking hp damage that exceeds a sufficiently low negative value), you make a DC 20 Constitution or Wisdom check (your choice). If the check is successful you do not die, instead your hp total resets to a negative value one point shy of dying, and stabilizes.

You can *plane shift* once per day. This functions as the spell, but you may only use it to access the native plane of your divine parent or the material plane.

GODLING PRESTIGE CLASS

Not all godlings gain their powers at birth. For some it takes a specific act to spark the growth of their more-than-mortal powers. This act can be any momentous occasion, ranging a showdown with a particularly powerful foe to your divine parent arriving and acknowledging the legitimacy of your lineage.

Hit Die: 1d10

REQUIREMENTS

To qualify to become a godling, a character must fulfill all the following criteria.

Ability Scores: At least two ability scores of 16 or higher.

Skills: 3 skills with 5 ranks.

CLASS SKILLS

The prestige godling's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (local)(Int), Knowledge (planes)(Int), Knowledge (religion)(Int), Perception (Wis), Perform(Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), Survival (Wis), Swim (Str) and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier

All of the abilities of the godling prestige class work in the same way as those of the godling base class. Unlike the godling base

class, the godling prestige class is not divided into clever and mighty godlings (and when picking talents and traits, the prestige godling may take any without worrying about the clever/mighty limitations).

The prestige class godling also selects divine traits differently. The prestige godling picks a single divine trait, which he gains at degree I at 2nd level. This increases to degree II at 5th level, degree III at 8th level, and degree IV at 10th level.

GODLINGS IN YOUR CAMPAIGN

Although the three variations on godlings presented here are built on the assumption that gods and mortals sometimes have more-than-mortal offspring, that very Ancient Greek idea is far from the only option for introducing godlings to a campaign. Godlings could represent champions of the gods, divine agents who have been granted special powers to promote their church and protect its followers (similar to paladins, but available to worshippers of any alignment). They could also be the victims of otherworldly events, cursed by the gods to lead interesting lives, or imbued

TABLE 3: THE GODLING PRESTIGE CLASS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+1	+1	+0	Lineage domain
2	+2	+1	+1	+1	Divine trait degree I
3	+3	+2	+2	+1	Scion talent
4	+4	+2	+2	+1	Scion talent
5	+5	+3	+3	+2	Divine trait degree II
6	+6/+1	+3	+3	+2	Scion talent
7	+7/+2	+4	+4	+2	Greater scion talent
8	+8/+3	+4	+4	+3	Divine trait degree III
9	+9/+4	+5	+5	+3	Lineage domain
10	+10/+5	+5	+5	+3	Divine trait degree IV

with celestial (or infernal) powers by standing near the wrong alter during the right astral conjunction. They may also simply represent mortals who have achieved near-outsider status by maintaining preternaturally strong devotion to an ethos tied to one or more religions. A campaign seeking models for godlings can find numerous appropriate backgrounds in the mythology of our own world.

The pharaohs of ancient Egypt were seen as gods in their own right, imbued with the powers of the gods through divine entitlement. In a fantasy campaign, such a ruling class might actually be blessed with special divine power, something that could be represented by the godling class. All a pharaoh's children, and possibly members of other major noble houses as well, might have access to the godling classes. Rather than being the direct children of gods, in this case the godlings receive divine power as a sign of their social position (possibly thanks to a ritual or agreement made by the first pharaoh of their dynasty). A similar idea might be used to apply to ancient Japanese emperors, who

claimed to be *arahitogami* (a kind of god or spirit in a mortal body), and the medieval European tradition of the “divine right of kings” could certainly support the notion of godling kings in a familiar setting.

Legends worldwide give many other possible backgrounds for godlings. They can be gods in mortal form (such as with in the Indian idea of avatars) or



gods who descend to the mortal realm to accomplish some specific goal. Hawaiian mythology has the kupua, which are often presented as shapeshifting semi-divine monsters with at least one human form. Many religions have heroes who appear to be more than mortal and gain miraculous powers through their holiness. Though they lack anything actual divine heritage, figures such as *asbhat*, *mahatmas*, *qutub*, *saints*, and *tzadik* could easily be represented as godlings. The godling classes may be used simultaneously to fill many of these roles within a campaign world—a single mechanical representation that manifests for different reasons in various cultures. Alternatively, they can be reserved for use only by characters that have a specific background—one that has different implications in various cultures.

The different forms of godling can also be used to create related but not identical groups in different areas. For example, a campaign may be built so that in the lands of *Ekash* members of the royal families (descended from the extraplanar *gesh* races) may take the godling prestige class. Then, north of *Ekash*, the mighty godling base class could be used to represent individuals who are descended from the warrior-gods and hunt dragons across the barren *Mordlands*. Clever godlings might be rare in the world, only arising when a lesser god or titan is drawn to a comely mortal and begets a child.

NEW FEATS

The following feats are designed exclusively for use with godlings.

POWERFUL LINEAGE

The divine powers gained by your deific parent flow strongly.

Prerequisites: Lineage domain class ability.

Benefits: When calculating your effective cleric level for your lineage domains, you may use your whole class level, rather than just your godling levels, to a maximum of double your godling levels.

BRING A GENIUS TO THE TABLE!

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