



ODINSON

Odin is the ruler of the Aesir tribe of deities, yet he often ventures far from their kingdom, Asgard, on long, solitary wanderings throughout the cosmos on purely self-interested quests. He's a relentless seeker after and giver of wisdom, but he has little regard for communal values such as justice, fairness, or respect for law and convention. He's the divine patron of rulers, and also of outlaws.

He left his mark on humans, blessing those he judged worthy. Those blessings extended to their descendants, creating the Odinsons.

Odinsons live in societies where humans were present. Creating enemies or building governments, their interests vary greatly between individuals, but what unites them is their great wisdom and ruthless pursuit of knowledge.

Appearance: They look human, but upon closer inspection one of their eye is pupil-less and blind. Many bear tattoo-like-like runes on their skin, representing their ancestral connection to the Aesir.

ODINSON TRAITS

Your Odinson character has the following traits.

Ability Score Increase. Your Wisdom score increases by 2 and another ability score of your choice increases by 1.

Age. Odinsons reach adulthood at age 18 and live up to 210 years. But many die younger due to enemies they make.

Alignment. Odinsons live in many societies, where they live lives governed by self-interest and wisdom. They are neutral, organizing themselves across many professions.

Size. Your size is Medium. To set your height and weight randomly, start with rolling a size modifier:

Size modifier = 2d4

Height = 5 feet + your size modifier in inches

Weight in pounds = 150 + (2d6 x your size modifier)

Speed. Your base walking speed is 30 feet.

Battle Foresight. You catch glimpses of the future in battle, you can add 1d6 to your initiative checks.

Divine ways. You have advantage on Animal handling (Wisdom) checks involving wolves, and on Performance (Charisma) checks made using poetry.

Lost vision. Odin gave up one of his eyes for wisdom, and his descendants all have a nonfunctional eye. You have disadvantage on perception checks relying on sight.

Odin's magic. You know the *guidance* cantrip. Once you reach 3rd level, you can cast the *find familiar* spell once without requiring material components (raven form only). Once you reach 5th level, you can also cast the *divination* spell once. You must finish a long rest to cast these spells again with this trait. Wisdom is your spellcasting ability for these spells.

Languages. You can speak, read and write Common and 2 other languages of your choice (reflecting the society you grew up in).

Art by Johnson Ting