

BLOOD OF THE TITANS



PATIENCE.

PRIDE.

POWER.

TWO FIGHTER ARCHETYPES



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TITANS



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PATIENCE. PRIDE. POWER.

Ares and Athena represent two sides of the same drachma: Athena is the patience and tactile mind needed to safely and successfully complete a campaign, while Ares is the fire and passion needed to win the day and inspire soldiers. Often trained in military colleges as sibling pairs or married couples, Patient and Proudful fighters are incredibly powerful, but just as they can be each other's greatest asset, they can also be one another's greatest downfall.

~ THE PATIENT ~

The goddess of wisdom values planning in war, careful precision, and nonviolent solutions over ruthless bloodshed. Those who seek to emulate the style of Athena adopt a more careful style of fighting, seeking to defend themselves and their allies and strike only when the moment allows for it.

DEFENSIVE POSITION

Beginning at 3rd level, you learn to protect yourself and learn to be a more effective combatant from a position that keeps you safe. While wielding a shield, you have half cover from all hostile creatures, and you have an additional +1 bonus to your AC while you have cover not provided by this feature.

SHIELDED STRIKE

Beginning at 3rd level, while you have cover, you scan your surroundings to find the best times to attack. You may choose not to attack on your turn, and instead use your reaction when a creature comes within range to attack during any turn before the beginning of your next turn, dealing an additional 1d4 damage on a hit.

CITY'S PROTECTION

Starting at 7th level, you are adept at combat within developed parts of the world. While within a building or developed area such as a town, hamlet, or city, you have advantage on checks made to track enemies, and you can always find an area of cover while in those areas.

In addition, you may attack twice while using your reaction to attack with Defensive Position.



PARALYZING PRESENCE

Starting at 10th level you can wield a shield as Athena wields Aegis, causing opponents to freeze in fear. As an action, you present your shield and it emits a horrific screech. Each hostile creature within 30 feet of you who can hear must succeed on a Wisdom saving throw DC equal to 8+ your Strength Modifier + your proficiency bonus or be paralyzed for 1 minute.

You can use this feature a number of times equal to half your Intelligence modifier, rounded down. You regain all expended uses when you finish a short or long rest.

REFLECT

Beginning at 15th level, while wielding a shield, you can use your reaction to attempt to turn an attack on your assailant. After a successful attack is rolled against you and before damage is rolled you can make a Strength saving throw, if you roll higher than the attack roll, you roll that attack's damage dice, dealing the damage to the attacker.

You may use this feature a number of times equal to half your level, rounded down, before you must complete a long rest to do so again.

DEFENSIVE AURA

Beginning at 18th level, you learn to defend your allies as you do yourself. Any friendly creature within 10 feet of you who is holding a shield gets +1 bonus to AC. In addition, you can use your reaction when a creature moves within range to order creatures of your choice within 10 feet of you to attack. Each of those creatures can immediately make one weapon attack against a target of their choice.



~ THE PRIDEFUL ~

Rage is often seen as a trait of the barbarian, while fighters tend to be more trained and sophisticated. This is not true of all fighters, however, and the combination of brutish anger and trained technique are the specialty of those who follow in the path of Ares. Proudful fighters are full of rage and bloodlust, but still have the skill exhibited by any other fighter.

ALL OUT COMBAT

At 3rd level, you learn to thrive when you throw yourself into a fight. While wielding a two-handed weapon, you have +1 to attack rolls.

In addition, your attacks can be emboldened by your bloodlust. After landing an attack that reduces an opponent to 0 HP, your next attack roll deals an additional die of damage.

RAMPAGE

Starting at 7th level your attacks can leave a path of destruction. When you attack, if two enemies are within 5ft of one another you may attempt to attack both of them with the same attack roll, dealing your normal damage split in half between the two creatures.

In addition, when you slay an enemy, rather than gaining an additional damage die on your next hit, you now can save those dice in a pool up to half of your level rounded down. You gain an additional die in your pool for every slain enemy and can expend any number of stored dice on a damage roll with the same weapon. These dice are stored for up to 10 minutes before your bloodlust subsides and are no longer usable.

IMPOSING AVATAR

Starting at 10th level your presence instills fear in your enemies. When you slay an enemy with an attack, enemies have disadvantage on attacks against you until the start of your next turn.

RAMPAGING CRITICAL

Beginning at 15th level, when you roll a critical hit on an attack roll, you gain an additional damage die in your pool from your Rampage feature.

CHAIN ATTACK

Beginning at 18th level, you can attack in a chain, blasting through a line of combatants. When you roll a 15 or higher on an attack roll, and after rolling for damage you may make another attack roll against a creature within 10ft of the creature you attacked. If you roll a 15 or higher on this attack, you may do so again. Repeat this process until you make an attack roll lower than 15.

