

# Blessed

*Inheritors of a divine legacy,  
they shine like a beacon in the darkness.*

## RACIAL TRAITS

**Average Height:** 5'6" – 6'2"

**Average Weight:** 135-220

**Ability Score:** +2 Charisma, +2 Wisdom

**Size:** Medium

**Speed:** 6 squares

**Vision:** Low-light

**Languages:** Common, Supernal, choice of one other

**Skill Bonuses:** +2 Insight, +2 Religion

**Channel Divinity:** Choose one Channel Divinity class feature or feat at 1st level. You can use that power as a daily power. If your class also has the Channel Divinity feature, you may use this racial ability in the same encounter. You may use your racial Channel Divinity to activate Channel Divinity powers gained through your class or feats and vice versa.

**Divine Fortitude:** You may use the lesser of your Charisma or Wisdom in place of your Strength or Constitution for determining your Fortitude Defense.

**Dual Heritage:** You can take feats with a human racial prerequisite.

Descended from humans and demigods, exarchs or other divine beings, blessed appear human but have a spark of the divine in them. Some mingle indistinguishable with normal humans, while other exult in their divine heritage and emphasize their uniqueness to everyone around them.

Play a blessed if you want...

- to be wise and charismatic.
- to be more than just human.
- to have a god as your ancestor.
- to channel divine energy regardless of your class.
- to be a member of a race that favors the cleric, paladin, and warlock classes.

## Physical Qualities

Blessed appear in as wide a variety of heights, weights and coloration as humans, though often with more refined features. They are often referred to by other names, depending on the culture they come from such as Godborn, God-touched, Angels and the like. They are obviously more than just human, but the less informed often confuse them with half-elves. In addition to normal human features, hues

and tinges of metallic coloring such as silver, gold or other metals can sometimes be found in the eyes, hair or skin of blessed.

Blessed attire varies just as widely as the human society they live among, though they often identify strongly with particular religions or other organizations and often emphasize such affiliations through their clothing.

Blessed mature at roughly the same pace as humans, though a dramatic slowing occurs once they reach adulthood. Around 25 years of age, time seems to bypass blessed, though they continue to sleep, eat and heal as normal. They live in this perpetual state of youth until they are around 300 years old when death overtakes them. Blessed death is sudden and quite remarkable. They progressively grow sluggish over the course of a day until they just stop moving, turning to stone overnight and sublimating into a gaseous state after about a week, leaving only their clothing behind.

## Playing a Blessed

The gods dwelling in the astral sea sometimes send exarchs or other divine agents to the prime material plane. These beings are of divine origin, but are often mortal. Dwelling among humans sometimes lead to relationships that result in divine blood mingling with mortal humans, producing blessed among their descendants. Also, sometimes humans manage to wrest the secrets of immortality from the gods and these demigods often have mortal relationships that also result in descendants becoming blessed.

Blessed usually don't have a separate racial history from the human societies that they live among. Often, a single family of influence is known for occasionally producing a blessed, an event that is considered especially fortuitous. Sometimes though, families lose knowledge of this divine ancestry and blessed can be born to a family that hasn't had a blessed in generations.

Even if they were unaware of their ancestry, their divine heritage speaks strongly to them, making them natural leaders, intuitively understanding the motivations of people around them. Growing up with the awareness of this divine connection often leads blessed to deep introspection and a great sense of self worth.

Some blessed use this natural understanding of human nature to better their society, acting as charismatic leaders and wise councilors. A few blessed though revel in the authority gained through influence and seek power without responsibilities. They seek to use and manipulate others for their own, selfish ends. Just like the gods of the Astral Sea, blessed come in all alignments and beliefs.

The blessed detailed here are descended from humans, and though blessed from other races might exist, they are undeniably rarer.

Most blessed feel a connection to the divine entity that is their ancestor. Some feel this connection much as any other faithful worshiper, but more commonly, blessed see this connection as one might look upon a rich and powerful elder of their family living in some far-off locale. They pay homage and respect to them, but aren't held in awe of them.

Sometimes though, especially bitter blessed might harbor ill feelings towards their ancestor and actively seek to ruin his following. This happens most often if the blessed is brought up in an environment where his family has fallen from positions of influence.

**Blessed Characteristics:** Aristocratic, ambitious, divine, insightful, inspiring, noble, perceptive, superhuman, understanding

**Blessed Names:** As humans

## Blessed Adventurers

Three sample blessed adventurers are described below.

Alain is a blessed paladin, a third son of a powerful noble house known for its line of knights in service to the throne. The family is descended from a great wizard who ascended to the outer planes and immortality after helping his warrior friend establish the kingdom. The last blessed in the family is Alain's great, great grand uncle who is still alive and appears youthful at 190 years of age. He is Alain's mentor and trusted friend, though people seeing them together often assume they are brothers due to their similar appearances. He is looking to emulate his ancestor and is seeking a band of brave and noble souls to fight evil with.

Keira is a blessed cleric of the Raven Queen. Her family was initially unaware of her heritage when she was born. Her merchant family had lost the knowledge that a distant ancestor was a divine emissary of the Raven Queen. Her heritage manifested itself dramatically though when the merchant caravan she was travelling with was attacked by brigands. Her father was shot by a crossbow and knocked unconscious. As their guards dispatched the bandits, she realized that she could see their souls departing from their bodies. As she reached out to touch one, she sensed the potent magic contained in the death and instinctively channeled that power as healing energy to her father, saving his life. Since then, she has been a devoted servant of the Raven Queen and seeks lore to understand her heritage.

Donn is a blessed fighter, an unscrupulous ex-mercenary that was attacked by his own companions, prompting him to leave that profession. It was only the divine power of Kord coursing through his veins that saved his life. His companions objected to his lapse in reporting loot earned during a raid on an orc warren. He is fully aware of his heritage, as well as the fact that his family has lost whatever riches and influence it had several generations ago. The only legacy he has from his family is a journal of the last blessed in his ancestry, an infamous and particularly brutal general that Donn is currently trying his best to emulate. However he is currently running low on funds and is seeking a few blades to go tomb robbing with to replenish his stake.

## Heroic Tier Feats

**Divine Radiance** [Blessed]

**Prerequisite:** Blessed

**Benefit:** You gain a +1 feat bonus to attack rolls when you use a power that has the radiant keyword. You also gain a +3 feat bonus to healing for any of your powers that has the healing keyword.

**Divine Light** [Blessed]

**Prerequisite:** Blessed

**Benefit:** You gain a +1 feat bonus to all defenses against effects that have the Necrotic keyword.

## Paragon Tier Feats

**Divine Vengeance** [Blessed]

**Prerequisite:** Blessed

**Benefit:** When you use the Channel Divinity power, all opponents within sight that are vulnerable to radiant effects have that vulnerability increased by 5 (by 10 at epic tier) until the end of your next turn.

## Epic Tier Feats

**Angelic Presence** [Blessed]

**Prerequisite:** Blessed, *channel divinity* racial power

**Benefit:** You can invoke divine power to use *Angelic Presence*.

Channel Divinity: Angelic Presence	Feat Power
<i>Angelic blankness overcomes your visage as you make your divinity felt, striking fear even into the hearts of the fearless.</i>	

**Encounter \* Divine**

**Standard Action**

**Target:** Personal

**Effect:** Attacks against you take a -2 penalty until you are bloodied, ending this power for the rest of the encounter.

**Designer's Notes:** (I was bored and made this over a few hours.) I figure the Channel Divinity power is similar to the half-elf dilettante power. I just used the same trading scheme that multi-class feats use (if it's an at-will, it becomes an encounter, and if it's an encounter, it becomes a daily). I know that the abilities are strictly better than a half-elf's with the addition of Divine Fortitude. But I figured it's okay for two reasons: 1) half-elves are pretty much at the bottom of the totem pole when it comes to racial powers, 2) the Eladrin Dex/Int was cited by designers as a balancing tool, since they both boost the same defense. So if two scores supporting the same stat is a weakness, an ability to mitigate some of that weakness shouldn't be too overpowered. If you have any comments, let me know. Cedric – cdrcjsn at enworld or cdrcjsn@aol.com