

JÖTUNNKYN

Jöttnar (plural of Jötunn) are creatures that share a bloodline to the primordial being Ymir, having been born from his sweat. Jöttnar predate all of the Aesir (Norse gods) and some, like Odin, are descendants of Jöttnar.

Their descendant, also called Jötunnkyn live in the northernmost edges of the world a place regarded to be dark, foreboding, where winter never ceases.

They live a life of tough survival and endurance in the unforgiving lands that host them, they've grown accustomed to this harsh lifestyle. Their lives are spent in veneration of their Forefather, blood sacrifices of fallen beast they've hunted are common practice in their culture.

Appearance: They look humanoid, although they are much taller and larger than the average human. Their skin has a blue tint to it, reflecting their ancestral blood. Many bear horns, goat-like in appearance, protruding from the side of their skull. Their eyes are pupil-less and unicolor.

JÖTUNNKYN TRAITS:

Your Jötunnkyn character has the following traits.

Ability Score Increase. Your Constitution score increases by 2.

Age. Jötunnkyn reach adulthood at age 14 and live up to 160 years. But many die younger due to the harsh environment.

Alignment. Jötunnkyn live on the fringes of society, where they value self-sufficiency and hunting. They are generally neutral, organizing in tribes under charismatic and powerful leaders.

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

Size modifier = 3d8

Height = 6 feet + your size modifier in inches

Weight in pounds = 250 + (2d6 x your size modifier)

Speed. Your base walking speed is 35 feet.

Hunter at heart. you gain proficiency in the survival skill.

Thick skin. you gain resistance to cold damage and ignore penalties imposed by cold climate.

Languages. You can speak, read and write Common and Primordial.

Subrace. The blood within shapes each Jötunnkyn physically and mentally. The four major subraces include: Þurs, Val-dýr, Ginnungagap and Gráðr blood. Choose a subrace for your Jötunn.

ÞURS, BLOOD OF GIANTS

Þurs are massive and powerful. Known to accomplish impressive feats of strength, they are usually frontliners in their army. Others might prefer a more peaceful life.

Ability Score Increase. Your Strength score increases by 2

Imposing build. You count as one size larger when determining your carrying capacity, for the creatures you can grapple and the weight you can push, drag, or lift.

Giant's might. Awakening your blood, you can cast the Enlarge/Reduce spell on yourself once per long rest, using only the spell's enlarge option.

VAL-DÝR, BLOOD OF BEASTS

Val-dýr have inherited from their ancestors their keen and beastly senses. Fantastic hunters, they are hard to pin down. They are most fierce when night falls and their prey sleeps.

Ability Score Increase. Your Dexterity score increases by 1.

Natural armor. Your skin is closer to a hide. When you aren't wearing armor, your AC is 13 + your Dexterity modifier. A shield's benefits apply as normal while you use your natural armor.

Darkvision. You have darkvision to a range of 60ft.

GINNUNGAGAP, BLOOD OF THE PRIMEVAL

Ginnungagap have inherited ancestral magic. In tune with the elements they are often druids who scour the land in search of remedies, or in search of wisdom to counsel chieftains.

Ability Score Increase. Your Wisdom score increases by 1.

Innate Magic. You know the control water cantrip. Once you reach 3rd level, you can cast the spell Faerie fire once. Once you reach 5th level, you can also cast the Maximilian Earthen grasp spell once. You must finish a long rest to cast these spells again with this trait. Wisdom is your spellcasting ability for these spells.

In addition if you possess the spellcasting or pact magic class feature, those spells are added to the spell list of your spellcasting class.

GRÁÐR, BLOOD OF THE DEVOURER

Gráðr are said to be in a constant state of hunger. Although this is but a myth, the way they battle reflects this. They use their jaws and fangs to feed off their prey and regain power.

Ability Score Increase. Your Charisma score increases by 1

Bite. Your maw is full of fangs that can be used as a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength or Dexterity modifier, instead of the bludgeoning damage normal for an unarmed strike.

Feeding Frenzy. In battle, you can throw yourself into a vicious hunger. As a bonus action, you can make a special attack with your bite. If the attack hits, it deals its normal damage, and you gain temporary hit points (minimum of 1) equal to your Constitution modifier + your level and you can't use this trait again until you finish a short or long rest.