

Genasi

The whisper of a breeze, the crackle of flame, the crest of a wave, the immovability of stone - these things are as much a part of the genasi as flesh and blood. The genasi are planetouched beings, the descendants of a union of a human and an elemental creature (often a djinni, hence the name genasi).

These extremely rare beings inspire more distrust and prejudice than other plane-touched, for public opinion regards them as more alien. In general, they also maintain a contempt for other races and an air of superiority that doesn't endear them to anyone. Planar races usually greet genasi with an initial attitude of Antipathy (see the Player's Handbook, page 61, for more details), rather than Neutrality.

It's often assumed that genasi of differing elements have a natural racial hatred for one another, simply by the fact of their warring elemental natures. This isn't true; a single genasi usually resents and dislikes all others of his kind, not just those of different elements. Not surprisingly, two genasi (or more) are virtually never encountered together.

Their elemental nature is often extremely evident. Individuals nearly always display a physical characteristic or two that reveals they are more than simply human - skin or hair color, a special aura, or some other such manifestation almost always marks them. Further, each type of genasi usually displays personality traits relative to his elemental nature. While each genasi is a complex individual, some remain virtual caricatures of their heritage. Fire genasi are often hot tempered and quick, while earth genasi are slow and methodical. More details about both physical and emotional traits of the individual genasi are presented below.

Like all plane-touched, the exact heritage of an individual genasi is often unknown, and usually very difficult to determine. Most elements have a number of different intelligent races from which genasi could have sprung, and normally elemental creatures are loath to accept the half-breed and his descendants, or even admit to their parentage.

Roleplaying Genasi

No one understands you. They can't. Their minds are limited by their mortal heritage. While they can't help their parentage, that doesn't change the fact that you are their superior. It's not a matter of prejudice, it's a simple fact. You have the power of the very elements themselves flowing through your veins.

You've little time for musing over that point. Little time for any sort of frivolity or indulgence, in fact. It's your destiny to make a great name for yourself. The annals of history will forever remember you, your name frequenting the lips of future generations. But this can only happen if you begin now. Obstacles the likes of which have never been encountered await you, posing challenges only you can overcome.

Air Genasi

Spirits of the wind, djinn, sylphs, and other such creatures very rarely take special, exceptional human men and women to be their mates. The offspring of these unions are air genasi, or (as they call themselves) wind dukes. Air genasi see themselves as the rightful inheritors of their lineage - the sky, the wind, and the very air that other creatures breathe.

These beings are usually raised on the Plane of Air in floating human cities and castles, although occasionally one will be raised among the djinn. Air genasi are accepted and even respected among the humans and other non-native beings who have chosen the Plane of Air as their homes. Elsewhere on the planes, however, they are as disliked as the genasi of other elements.

In appearance, air genasi vary considerably, but usually display one or more of the following traits:

- Light blue skin or hair
- A constant light whisp of a breeze about them at all times, even while indoors
- A distinctive breathy voice, with strange inflections and accent
- Flesh that is very cool to the touch

Although wind dukes can have any number of different outlooks and personality traits, most are arrogant and pretentious, looking upon other races as inferiors (at least to some degree), and upon other genasi as rivals. Air genasi, surprisingly, have no need to breathe, and consider such base actions a horrible waste of pure, pristine air. Their

contempt for breathing creatures begins there, and only gets worse. Of course, this doesn't mean that an air genasi cannot interact and even be friends with members of other races - it just makes it even more difficult.

Aside from their arrogance, in general air genasi are wild, carefree individuals. They usually care little about their appearance, since having their hair tousled and their clothes ill-mended just shows the natural way of things in their eyes. Emotionally, they vary from calm reservedness to great intensity with little warning between the two. Wind dukes may be of any non-lawful alignment.

Ability Adjustments

Wind dukes gain a +1 bonus to their initial Dexterity and Intelligence scores and suffer a -1 penalty to both Wisdom and Charisma.

Immunities

Air genasi have no need to breathe and can't suffocate.

Permitted Classes

Air genasi may be bards, clerics, fighters, thieves, or magic-users. Their preferred classes are magic-user, cleric, and fighter.

Magic-users belonging to a specialty school must choose that of air elementalism. If clerics, air genasi must serve a deity of elemental air or some other sort of "sky god." They may not be druids.

Physical Traits

Air genasi tend to be shorter and thinner than humans.

Base Height	Modifier	Base Weight	Modifier
4'10" or 4'8"	+1d8"	130 lb. or 80 lb.	+4d10 lb.

Proficiencies

Air genasi begin play proficient in the following skills: Languages (Primordial: Auran and Planar Common). Planar Common is a dialect of Common that is understandable to speaker of Common, and vice versa.

Resistances

Air genasi gain a +2 bonus to all Saving Throws versus air-based magic and spells. Air genasi also get a +4 bonus to all Saving Throws versus poisonous gases.

Size and Movement Rate

Air genasi are Medium-sized creatures. Their base Movement Rate is 60' per round.

Spell-Like Abilities

Air Genasi have the ability to Levitate once per day as a 5th level magic-user, regardless of class or level. They call this process "mingling with the wind."

Earth Genasi

Strong, immovable, and ponderous - stone princes exhibit these qualities of the earth. These are descendants of human and earth-being pairings, the elemental parent most often a dao. Creatures of elemental earth care nothing for creatures of flesh, and so such offspring are virtually always raised among their human kin.

Most earth genasi embrace their elemental natures, reveling in their superiority, strength, and earth-born power. Though no less arrogant than the other genasi, the stone princes are not as obvious about it. Their conceit is the quiet certainty that they are greater than those around them. Their closeness to the earth gives them a connection to



the fundamental aspects of the universe that lesser beings cannot even begin to fathom.

In appearance, many stone princes seem dirty, rough, and rugged, like a handful of earth and rock; others look as impeccably clean as polished stones. They prefer no particular clothing, although many choose to adorn both themselves and their possessions with precious gems and metals.

Earth genasi also have one or more of the following physical traits:

- Brown, leathery (almost stonelike) skin
- A metallic sheen to their skin or hair
- Blocky features, thick torsos and limbs
- Brown, black, or even gray hair
- Rough, almost gritty flesh
- Deep, slow speech, like the rumbling of the earth
- Black eyes like deep pits

Slow to act and ponderous in thought, stone princes are far from stupid. They simply prefer to consider their actions and the implications and effects that those actions might have. Of all other races, dwarves are most likely to take to the earth genasi (and vice versa). Earth genasi can be of any non-chaotic alignment.

A few earth genasi completely reject their elemental heritage and their progenitors who apparently abandoned them with such quick dismissal (earth genasi despise hasty thinking in any form). These self-declared orphans - called stone champions - use their inherited powers for the good of humanity and become selfless defenders of their mortal kin.

Ability Adjustments

Earth genasi add a +1 bonus to their initial Strength and Constitution scores but have a -1 penalty to both Wisdom and Charisma.

Natural Armor

The tough, stony skin of earth genasi grants them a natural Armor Class Bonus of 2. Those who don armor use either their natural Armor Class Bonus or that of their armor, which is better.

Permitted Classes

Stone princes can become clerics, fighters, magic-users, and thieves. If magic-users with a specialty school, they must choose that of earth elementalism. Their preferred classes are cleric, fighter, and magic-user. Stone champions may become paladins.

Earth genasi clerics must serve a deity of elemental earth, some sort of earth-based power, or a god of the forge (even a dwarven power), but may not become druids.

Physical Traits

Earth genasi tend to be taller, and heavier, than humans.

Base Height	Modifier	Base Weight	Modifier
4'10" or 4'9"	+2d10"	160 lb. or 110 lb.	+10d8 lb.

Proficiencies

Earth genasi begin play proficient in the following skills: Languages (Primordial: Terran and Planar Common). Planar Common is a dialect of Common that is understandable to speaker of Common, and vice versa.

Earth genasi also possess an innate knowledge of stone and metal, granting them a +2 bonus to all Craft: Smith and Profession: Jeweler skill checks.



Resistances

Stone princes gain a +2 bonus to all Saving Throws versus earth-based magic and spells.

Size and Movement Rate

Earth genasi are Medium-sized creatures. Their base Movement Rate is 60' per round.

Spell-Like Abilities

Once per day, an earth genasi can use the spell-like power of Pass without Trace as a 5th level druid regardless of class or level. They call this process "merging with the stone."

Fire Genasi

Fiery and hot-blooded, the heat of white flame burns in the hearts of the flame lords. They claim to be forged rather than born (though this is untrue, and merely a metaphor).

The offspring of humans and elemental creatures, such as efreet or fire spirits, are usually slain outright by their nonhuman parents, but some escape to human settlements with their mortal parent. These individuals and their descendants are flame lords, secure in the knowledge that they surpass in all ways the mundane, nonmagical creatures who surround them in mortal society.

Fire burns, destroys, and consumes. Lesser creatures are afraid of fire, and so fire genasi believe themselves naturally superior - they are avatars of this fearful, destructive energy.

It's easy to see why those of other races dislike the arrogant and hot-tempered flame lords even more than other genasi. Most (sometimes wrongly) assume that fire genasi are innately evil but, in fact, may be of any alignment.

In personality, these elemental creatures stay true to their heritage - full of energy, high-strung (even tense), and quick to action. When they speak, they talk quickly, preferring to act rather than discuss.

Fire genasi prefer blacks and reds in their clothing and jewelry. Appearance is important to them, although they prefer simple and elegant accoutrements to gaudy or lavish ones. The physical appearance of these individuals usually includes one or more of the following traits:

- Deep red or coal black skin
- Deep red hair moving on its own like waving flames
- A voice crackling like the sound of a fire burning
- Perpetually warm flesh, even hot to the touch
- Fiery red eyes glowing with the intensity of flames

Ability Adjustments

Flame lords have a +1 bonus to their initial Intelligence score and have a -1 penalty to Charisma.

Darkvision 60'

They have Darkvision with a 60-foot range.

Permitted Classes

Fire genasi may be clerics, fighters, magic-users, and thieves. If magic-users with a specialty school, they must choose that of fire elementalism. Their preferred classes are fighter and magic-user.

Fire genasi clerics must serve a deity of elemental fire, some sort of fire-based power. They may not be druids.



Physical Traits

Fire genasi tend to be shorter and lighter than humans.

Base Height	Modifier	Base Weight	Modifier
5' or 4'11"	+1d10"	140 lb. or 90 lb.	+4d10 lb.

Proficiencies

Fire genasi begin play proficient in the following skills: Languages (Primordial: Ignan and Planar Common). Planar Common is a dialect of Common that is understandable to speaker of Common, and vice versa.

Resistances

Fire genasi gain a +2 bonus to all Saving Throws versus fire-based magic and spells. They are immune to normal flames and heat that causes 1d6 points of damage, or less, per round.

Size and Movement Rate

Fire genasi are Medium-sized creatures. Their base Movement Rate is 60' per round.

Spell-Like Abilities

Fire genasi have the ability to Affect Normal Fires once per day as a 5th-level magic-user, regardless of class or level. Fire genasi like to call this process "reaching to the blaze."

Water Genasi

The endless lapping of wave after wave, the salty sea foam spraying into the air, the bottomless ocean depths with pitiless darkness and breath-stealing pressure - these are the pieces of a sea king's heart.



Water genasi are the descendants of the rare offspring of a mortal and water spirit such as a nereid (the most common parent), marid, or other watery elemental.

These elemental children are as unlike their brethren as they are their parents. An independence of a singular sort is bred into sea kings, giving rise to their unique outlook. Water genasi often become the orphans of the sea, raised by neither parent but cared for by some kindly sea creature. Often dolphins, whales, mermen, or tritons guard these outcasts, although sometimes darker races, such as sharks, sahuagin, or even ixitxachitl parent the elemental beings rather than killing them for food. Such unfortunate souls are trained in evil practices, becoming powerful servants of those who raised them.

Those raised by more neutral or kindly folk usually stay with their adoptive parents for a short time before they take to the open sea alone. There, the water genasi explore and learn on their own. During their isolation, they develop strong personalities, each different from any other genasi but always matching each other in extremes. Some exhibit traits of heroism to the point of martyrdom, while others are paranoid and peery to such a degree that a body can only assume they rave. This strong personality and extreme traits give them the arrogance common to all genasi. They believe themselves to be singular beings, unique to all the multiverse - and to some extent, they

are correct. Water genasi can be of any neutral alignment (that is, all alignments but LG, CG, LE, or CE).

Water genasi always display one or more of the following physical traits:

- Blue-green skin or hair
- Blue-black eyes
- A light, very thin layer of scales covering the body
- Hair waving and swaying as though underwater
- A muffled voice resembling underwater sounds, like the echoing songs of whales
- Cold, clammy flesh

Ability Adjustments

Sea kings gain a +1 to their initial Constitution score but suffer a -1 penalty to Charisma.

Amphibious

All water genasi are amphibious, though they have no visible gills. Rather, they simply breathe water as easily as air. They swim at a Movement Rate of 75' per round.

Permitted Classes

Water genasi can become bards, clerics, fighters, magic-users, and thieves. If a magic-user with a specialty school, they must choose that of water elementalism. If clerics, they must serve a deity of elemental water or some sort of sea god, but cannot be druids.

Physical Traits

Water genasi tend to be shorter than human characters.

Base Height	Modifier	Base Weight	Modifier
5' or 4'11"	+1d10"	140 lb. or 90 lb.	+8d8 lb.

Proficiencies

Fire genasi begin play proficient in the following skills: Languages (Primordial: Aquan and Planar Common). Planar Common is a dialect of Common that is understandable to speaker of Common, and vice versa.

Resistances

Sea kings gain a +2 bonus to all Saving Throws versus water-based magic and spells.

Size and Movement Rate

Water genasi are Medium-sized creatures. Their base Movement Rate is 60' per round. Their base Swimming Movement Rate is 75' per round.

Spell-Like Abilities

Once per day, water genasi can use the spell-like power Create Water as 5th-level casters regardless of class or level. They call this process "calling to the wave."