

PLANESCAPE RACES - EXTENDED VERSION

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BLADELING

Bladelings are mysterious humanoids found mainly in Ocanthus, the fourth and final layer of Acheron. They are roughly the same height and build as a human being, but that's where the resemblance ends. Bladelings, as their name suggests, are covered with bladelike spikes from the creature's own skin and bone. Their skin itself looks similar to iron. Their eyes are cold, translucent purple orbs. Their blood is the colour and consistency of oil (don't try to light it, though -- it's still blood, no matter what it looks like.)



Bladelings' dispositions are often as prickly as their appearance. They are famous for being exceptionally xenophobic. A bladeling that ever showed anything even resembling tolerance or mercy for an outsider would definitely be an outcast (and therefore probably an adventurer). Even then, they still tend to view themselves as doubtlessly superior to their associates, and gravitate towards positions of authority. Bladelings are believed not to be actual natives of Acheron, but immigrants who have thrived in this hostile plane. Many greybeards claim the bladelings started out as tieflings who established themselves as a distinct race all their own.

Bladeling PCs are outcasts from their home on Acheron. As a result of their exile from Acheron and the magical energies of their home plane, PC bladelings have lost many of the special abilities and defences of their Acheronian brethren.

"THIS IS GOING TO HURT ME MORE THAN IT WILL HURT YOU."

↳ LAST WORDS HEARD BY A SOD KILLED IN A RAZOR STORM.

ABILITY ADJUSTMENTS: Bladelings add a +2 bonus to Constitution and a -2 penalty to Charisma.

SPECIAL ABILITIES: The blade-encrusted fists of bladelings do 1d6 damage each with a successful hit. Due to their blade-covered body, bladelings may not wear any form of armour. However, as their base Armour Class is 5, few bladelings seem to mind. They suffer only 1/2 damage from cold- and fire-based attacks. The most feared ability of the bladelings is the attack known as a *razor storm*. Once per week, a bladeling can cause a piece of her outer skin to explode, sending bladelike spikes up to 15 feet forward. Anyone caught in this area who fails a save vs. breath weapon takes 3d12 points of damage (those who successfully save take half this amount). This deadly attack also weakens the bladeling.

Until the bladeling regenerates these spikes, which takes 1d4 days, her armour class is reduced from 5 to 8 (or 9 for bladeling wizards), and they suffer a -2 on all attack and damage rolls (minimum is still 1). Furthermore, all damage taken by the bladeling is doubled (fire and cold attacks do normal damage) until the blades regenerate.

SPECIAL HINDRANCES: Any spells affecting metal are also effective against bladelings (for instance, the *heat metal spell* does twice normal damage, although normal heat-based spells are only half-effective). Bladelings are vulnerable to attacks from rust monsters and rust dragons, and any other attack that corrodes metal. Good-aligned bladelings exist, but they are rare. Bladeling PCs may be any non-chaotic alignment. All bladelings require an extra 10% experience points to advance levels due to their powerful abilities, in the interest of game balance.

CLASS OPTIONS: Bladelings may be fighters, conjurer specialist wizards, clerics, or thieves. Bladeling thieves are more accurately assassins and/or spies. If the *Complete Ninja's Handbook* is available, they may be ninja/spies as well. Male bladelings may be multi-classed fighter/conjurers, and females may be fighter/clerics. If psionics rules are used, bladelings may be psionists, psionist/thieves or psionist/fighters. Wild talent bladelings are also known (10% chance for fighters or thieves, 5% for wizards and clerics).

Vital Statistics

ABILITY REQUIREMENTS (before ability adjustments are added or subtracted):

	STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
BLADELING	8/18	5/18	12/18	4/18	3/18	3/18

ABILITY ADJUSTMENTS

	STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
BLADELING	-	-	+2	-	-	-2

AVERAGE HEIGHT AND WEIGHT

	HEIGHT		WEIGHT	
	BASE	MODIFIER	BASE	MODIFIER
BLADELING	61/59	2d10	160/110	6d10

AGE

	STARTING AGE		MAXIMUM AGE	
	BASE	MODIFIER	BASE	MODIFIER
BLADELING	17	2d4	100	1d100

AGING EFFECTS

	MIDDLE AGE*	OLD AGE**	VENERABLE***
BLADELING	50	67	100

(* -1 Str/Con; +1 Int/Wis, ** -2 Str/Dex, -1 Con; +1 Wis, *** -1 Str/Dex/Con; +1 Int/Wis)

LEVEL LIMITS

	FIGHTER	RANGER	PALADIN	WIZARD*	CLERIC	DRUID	THIEF	BARD	PSIONICIST
BLADELING	14	n/a	n/a	10	10	n/a	9	n/a	10

(* Or specialist if applicable)

RACIAL ADJUSTMENTS FOR THIEVES

	PP	OL	FRT	MS	HS	DN	CW	RL
BLADELING	-10%	-	-5%	-5%	-5%	-	+5%	+5%

CHAOS CHILDREN: ROGUE SLADI

The mystery of a chaos child's birth is rooted in its host. When red or blue slaadi infect a trained Anarch with a wisdom of 17 or higher (a rare occurrence, given the githzeri's Wisdom penalty), the new birth appears to be a green slaad at first. As it matures, it exhibits odd, non-chaotic tendencies (for a slaad), and seems scrawny. When it first exhibits its first real giveaway, its color-changing power, the other slaadi kill it, eat it, or banish it. Those who are banished grow up to be chaos children.

A chaos child is a mix of three things: an anarch's hereditary chaos-shaping talent, a very powerful will, and a slaad. Because of its chaotic roots, its alignment may only be removed one step from Chaotic Neutral at most (which is to say, Chaotic Neutral, Chaotic Good, Chaotic Evil, or True Neutral). It is difficult to identify a chaos child by appearance, as this becomes more and more mutable as the slaadi learns to manipulate its form. It also becomes skilled at shaping the chaos of Limbo, and, at very high levels, learns to shape "law matter" in a limited way. Law matter is, of course, the normal stuff the rest of the planes are made of. It has been proposed that Crolaak was once a chaos child, who underwent the lawful equivalent of a green slaad's wilderness isolation, and returned as an ultra-lawful matter-shaper.

Unlike Crolaak, the majority of chaos children are highly chaotic. Even those who achieve a neutral alignment still must fight to keep their minds from wandering. They lack mental focus, leaving them with less rational ability and mental fortitude. On the flip side, they excel in their physical aspects, inheriting the strength and fortitude of their slaadi origins. This, and the fact that most have a nearly a normal slaad's ability to harm those who offend it, this makes chaos children relatively unpopular in civilised areas of the planes.

ABILITIES BY LEVEL

1ST LEVEL

- Claws do 1d4/1d4 damage. Mouth does 1d8 damage
- Change to any color or vague patterns (polka dots, stripes, and other simple-patterns, but not chameleon skin. Thief bonus to Hide in Shadows related to being able to darken skin)
- Immune to Limbo's chaos matter as if it were native (no need for stable ground)
- 4+1d6% at any given time (roll once for each spell or effect). The chaos child may increase or decrease the resistance by 1% per two levels.
- Movement rate of 6. This rate increases by one point for every two levels.
- Chaos children have a 25% chance to possess a psionic wild talent.

4TH LEVEL

- *Chaos shaping* for objects only: may shape a piece of chaos matter into an object which fits within the parameters of the *create object* psionic power.
- Claws may grow at will, doing 1d6/1d6 damage.
- 15% chance to gain a random (additional) psionic wild talent.

7TH LEVEL

- May grow a blue slaad's bone swords at will, substituting claws and doing 1d8/1d8 damage. Mouth may grow to do 1d10 damage.
- May use change self at will, for the purpose of clothing only.
- Immune to Limbo's chaos matter as if it were native.
- 25% chance to gain a random (additional) psionic wild talent.

10TH LEVEL

- Shape Limbo's chaos matter as a trained anarch with a -3 to wisdom.
- Bone swords may grow at will, doing 1d10/1d10 damage.
- 15% chance to gain a random (additional) psionic wild talent.

13TH LEVEL

- Can shape normal matter in a limited way.
- Once per two level gained subsequently, one of the following abilities may be learned: *gust of wind*, *stone shape*, *pyrotechnics*, or *lower water*. All spells are cast as the chaos child's level, up to once per day, and require 1 round to cast, and, for *gust of wind* and *pyrotechnics*, last only as long as the chaos child concentrates.
- *Bone swords* may grow at will, doing 1d10/1d10 damage.
- Mouth may grow to do 1d12 damage
- 50% chance to gain a random (additional) psionic wild talent.

Vital Statistics

ABILITY REQUIREMENTS (before ability adjustments are added or subtracted):

	STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
CHAOS CHILD	8/18	5/18	5/18	3/18	3/18	3/17

ABILITY ADJUSTMENTS

	STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
CHAOS CHILD	+2	+1	+1	-1	-1	-2

AVERAGE HEIGHT AND WEIGHT

	HEIGHT		WEIGHT	
	BASE	MODIFIER	BASE	MODIFIER
CHAOS CHILD	80	5d6	500	5d20

AGE

	STARTING AGE		MAXIMUM AGE	
	BASE	MODIFIER	BASE	MODIFIER
CHAOS CHILD	10	2d10	100	1d100*

* NB: If a Chaos Child dies of old age, it collapses into a heap of chaos matter

AGING EFFECTS

	MIDDLE AGE*	OLD AGE**	VENERABLE***
CHAOS CHILD	50	67	100

(* -1 Str/Con; +1 Int/Wis, ** -2 Str/Dex, -1 Con; +1 Wis, *** -1 Str/Dex/Con; +1 Int/Wis)

LEVEL LIMITS

	FIGHTER	RANGER	PALADIN	WIZARD	CLERIC	DRUID	THIEF	BARD	PSIONICIST
CHAOS CHILD	14	n/a	n/a	n/a	n/a	n/a	13	n/a	n/a

RACIAL ADJUSTMENTS FOR THIEVES

	PP	OL	FRT	MS	HS	DN	CW	RL
CHAOS CHILD	-5%	-5%	-5%	+5%	+10%	+5%	-5%	-

FENSIR

Fensir, also called Ysgardian trolls, frequent the first and third layers of Ysgard. Despite their name, they are nothing like prime material trolls. Fensir wear only simple clothing. While some are hideously ugly, many fensir have a basic human appearance. They have larger ears and noses than humans, and have grey-brown, earth-coloured skin. Their skin is tough and leathery. Fensir average between 6 and 8 feet in height, although female rakka regularly exceed that norm (see below).

Fensir generally mind their own business, and keep to themselves. Bariaur often consider the fensir to be wise healers. Lillendi have some animosity toward the fensir, who sometimes kidnap the lillendi. This is probably because of the rumour that the blood of a lillend is necessary for the restorative potion to turn a sun-touched fensir to flesh.



Like the bariaur, another Ysgardian PC race, fensir males and females have different roles and abilities. However, unlike the bariaur, it is the male fensir who are the spiritual and intellectual leaders, while females are the strong protectors. When a female fensir has her first litter of young, she becomes a rakka or devourer. She eats continuously, and continues to grow, often up to a height of 20 to 25 feet. All rakka die a few years after this growth. If a fensir PC ever becomes a rakka (an unlikely event), she becomes an NPC controlled by the DM.

ABILITY ADJUSTMENTS: Female fensir have a +1 bonus to Strength and Constitution, and a -1 to Intelligence and Charisma. Male fensir, on the

other hand, gain a +1 bonus to Dexterity and Wisdom, and have a -1 to their Constitution and Charisma scores.

SPECIAL ABILITIES: All fensir have infravision to 60 feet. Their thick hide gives them a base AC of 8, and their stony fists do 1d4 damage per hit. Female fensir may spend a weapon proficiency in stone throwing. This allows them to hurl boulders up to 200 yards for 2d6 damage per hit. Male fensir often fancy themselves as great hunters, but their skills are fair at best, and the females actually provide the vast majority of food for the fensir family. Fensir males can cast *transmute rock to mud* and *transmute earth to stones* (which creates perfect throwing boulders for the females) up to 3 times a day total. Male fensir may purchase the herbalism proficiency at half the regular proficiency slot cost.

SPECIAL HINDRANCES: If a fensir is ever exposed to direct sunlight for more than a single round, he turns to stone. Usually, this is a permanent situation for the unfortunate fensir. PC fensir can be considered one of a lucky few for whom this is not the case. When the fensir is again out of the sunlight, whether he is moved or if it becomes night, he may make a system shock roll. Success means he returns to flesh. Failure means he is stuck in this form, and stone to flesh spells are ineffective. The only known cure is a complicated extract of mandrake root brewed under a new moon by a fensir. Fortunately, most fensir know how to brew this potion. A sunray spell allows a fensir to make a saving throw to avoid transformation. If a fensir survives contact with sunlight or a sunray spell, she must save vs. paralysis at -4 or flee in terror for d6 rounds.

Fensir may be any non-lawful alignment (most are chaotic neutral or chaotic good).

CLASS OPTIONS: Female fensir may be fighters, thieves, or fighter/thieves. Male fensir can be fighters, rangers, mages, clerics, thieves, and bards (on very rare occasions). They may also be multi-classed as fighter/wizards, ranger/wizards, cleric/wizards, or thief/wizards.

Vital Statistics

ABILITY REQUIREMENTS (before ability adjustments are added or subtracted):

	STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
FENSIR MALE	6/18	8/18	8/18	6/18	12/18	3/16
FENSIR FEMALE	13/18	3/18	10/18	3/18	3/17	3/15

ABILITY ADJUSTMENTS

	STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
FENSIR MALE	-	+1	-1	-	+1	-1
FENSIR FEMALE	+1	-	+1	-1	-	-1

AVERAGE HEIGHT AND WEIGHT

	HEIGHT		WEIGHT	
	BASE	MODIFIER	BASE	MODIFIER
FENSIR	70/72	2d12	140/160	5d10

AGE

	STARTING AGE		MAXIMUM AGE	
	BASE	MODIFIER	BASE	MODIFIER
FENSIR	17	2d4	250	2d100

AGING EFFECTS

	MIDDLE AGE*	OLD AGE**	VENERABLE***
FENSIR	125	160	250

(* -1 Str/Con; +1 Int/Wis, ** -2 Str/Dex, -1 Con; +1 Wis, *** -1 Str/Dex/Con; +1 Int/Wis)

LEVEL LIMITS

	FIGHTER	RANGER	PALADIN	WIZARD*	CLERIC	DRUID	THIEF	BARD	PSIONICIST
FENSIR MALE	10	8	n/a	15	10	n/a	10	5	n/a
FENSIR FEMALE	14	n/a	n/a	n/a	n/a	n/a	8	n/a	n/a

(* Or specialist if applicable)

RACIAL ADJUSTMENTS FOR THIEVES

	PP	OL	FRT	MS	HS	DN	CW	RL
FENSIR	-10%	-	-	+5%	+5%	+10%	-10%	-

FORMIAN WARRIOR

Formians are a race of humanoid-insects native to Arcadia. Also called 'centaur ants', formians look like upright-walking ants about 5 feet tall. They have six limbs, two of which are used as arms and can manipulate tools or weapons. Like real ants, formians have a structured hierarchy within their society.

The workers, the most common formian, have low intelligence, are the size of a large dog, and are best suited to manual labour. The warriors, the next highest in station, are the size of ponies and serve mainly in defence of the hive. Myrmarchs are the size of horses, and rank above the warriors. The largest formians, the queens are the undisputed leaders of formian society. Of these four castes, only formian warriors are suitable as PCs.



While very lawful, formians do not truly have a hive mentality. They are loyal to the commands of their superiors, but can act independently of the queen. Queens have been known to give formian warriors a great amount of freedom during times of peace -- at least enough to join an adventuring party.

Formian warrior PCs are considered to be very young, and hence still developing in power. All formians are born into their station, and their

station never changes. No formian seems to mind, and are content to benefit their community in any way they can. It is interesting to note that all formian warriors are female, but are incapable of reproducing (the sacred duty of the queen).

"IT'S JUST A BIG BUG. HOW TOUGH CAN IT BE?"
* CLUELESS SOD, WHEN SEEING A FORMIAN WARRIOR FOR THE FIRST TIME.

"HELP..." *GASP* "...CLERIC..."
* THE SAME SOD, TWO MINUTES LATER.

ABILITY ADJUSTMENTS: Formian warriors have immense Strength, granting a +2 bonus (or +20% if the formian has exceptional Strength). Their forelimbs are rather clumsy, and they are not used to thinking for themselves too much. Therefore, they also have a -1 penalty to both Dexterity and Intelligence.

SPECIAL ABILITIES: Formian warriors have infravision to 60'. Their tough chitinous skin gives them a beginning natural AC of 8. As formian warriors mature, their armour grows tougher, and they become more skilled at using their natural armour to its best effects. Every other level of experience gained, formians lose one point of AC (7 at 3rd level, 6 at 5th level, 5 at 7th, etc.).

A formian warrior may spend a weapon proficiency to become proficient with attacking with her mandibles. This attack, if successful, does 1d4 damage in addition to any weapon attacks. Any time after 4th level, formian warriors may spend a weapon proficiency to become able to attack with their claw-like forelimbs, for 1d6 damage each. A formian may not use a weapon or shield when attacking in this manner. Any time after 7th level, a formian warrior may spend a weapon proficiency to be able to attack with her deadly stinger. The stinger injects poison causing 2d4 damage. Without a successful save, this poison gives the victim a -2 to attack rolls for 2d6 turns.

Formian warriors may command formian workers at will. At 9th level, a formian warrior gains followers like any other fighter, but these followers come from the formian's hive. They consist of formian workers in place of 0-level warriors, and other formian warriors instead of cutters selected from the usual random table.

SPECIAL HINDRANCES: Formians are extremely strange-looking to most sentient races, to say the least. They have a -2 penalty to reactions to all NPCs except those native to Arcadia. A formian must maintain ties to her hive regardless of her adventuring career, and is always subject to the queen's wishes. Formian myrmarchs and queens can command all formian warriors at will. A formian will never undertake any action that could be harmful to her hive. Formian warriors must be some form of lawful alignment.

CLASS OPTIONS: All formian warriors are fighters. No other class is open to them.

Vital Statistics

ABILITY REQUIREMENTS (before ability adjustments are added or subtracted):

	STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
FORMIAN	13/18	3/18	8/18	4/18	3/18	3/16

ABILITY ADJUSTMENTS

	STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
FORMIAN	+2	-1	-	-1	-	-

AVERAGE HEIGHT AND WEIGHT

	HEIGHT		WEIGHT	
	BASE	MODIFIER	BASE	MODIFIER
FORMIAN	--/55	2d6	--/250	6d20

AGE

	STARTING AGE		MAXIMUM AGE	
	BASE	MODIFIER	BASE	MODIFIER
FORMIAN	2	1d6	50	2d20

AGING EFFECTS

	MIDDLE AGE*	OLD AGE**	VENERABLE***
FORMIAN	20	35	50

(* -1 Str/Con; +1 Int/Wis, ** -2 Str/Dex, -1 Con; +1 Wis, *** -1 Str/Dex/Con; +1 Int/Wis)

LEVEL LIMITS

	FIGHTER	RANGER	PALADIN	WIZARD	CLERIC	DRUID	THIEF	BARD	PSIONICIST
FORMIAN	15	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a

KHAAS+Δ

The khaasta are a race of lizard-like creatures who trade with, steal from, and do dirty work for all manner of unsavory individuals across the planes. Their hides are fairly resplendent, each detailed with a resplendent series of small, durable scales, which glint a variety of colors. They have long, powerful tails and blunt lizard-like snouts, with a small crest running the length of the head and back.

A race obsessed with progression by a convoluted set of social imperatives, the khaasta are normally untrustworthy and self-serving. But, as we have often seen, so can PCs. Normal khaasta morals include the right to take from the weak, the need for ascension through the outfighting and backstabbing of your brethren, bringing down the strong, and doing anything to assert your dominance over others. Unlike many believe, however, khaasta are not actually evil. They are simply as individualistic and power-hungry as any slaad, and will do whatever it takes to get to the top. Not that they get to the top, not because they enjoy it, but because they feel they must.



A khaasta PC is probably an orphan of sorts, not raised by a khaasta band, and thus exposed to more social ideas. Alternatively, they could have gone off on their own once they reached majority to seek out bigger and better things. The khaasta are a shoe-in for the Fated

(because they believe in taking what you can hold), the Free League (who like to be left to their own devices), the Revolutionary League (because they strive to bring down the strong), and the Godsmen (who believe in bettering oneself, sometimes to gain power). Unusual but interesting possibilities would be the Guvners (seeking power through loopholes), the Signers (who have a very self-centered mindset), and the Converts (backstabbing your bretheren to gain power). Mainly through prejudice, there are very few (if any) Harmonium khaasta.

ABILITY ADJUSTMENTS: Khaasta are powerful warriors, getting a +1 to Strength and Constitution. However, they are fairly clumsy, getting a -1 to Dexterity. They are also not social experts, getting a -1 to Charisma.

SPECIAL ABILITIES: Khaasta scales are quite durable, giving the PC an AC of 5 unarmored. Their large, toothed maws can bite for 1d6 point of damage, though Strength modifiers to damage may not be added. A khaasta PC is assumed to be proficient in his bite, and can always bite once per round, in addition to other attacks. Further, they are trained from birth to ride giant lizards as mounts (as opposed to horses). They are considered automatically proficient in the care and riding of such a beast (though the tricks one can do with the proficiency Land Based Riding are unknown). Plus, they get a +1 THAC0 bonus while attacking others on foot from lizardback. This, however, makes it impossible for the to use their bite attack. Khaasta receive a +1 THAC0 bonus with all bows, regardless of how they are used, due to racial skill.

SPECIAL HINDRANCES: Khaasta, being hindered by their bulky physique and long tails, have a movement rate of 9. Further, the khaasta are notorious for their chaotic natures (on the whole). This affects their relations with others. All henchmen and NPCs receive a -1 to Loyalty Base and Reaction Adjustment, double that if the NPC is lawful. Many khaasta who are lawful themselves are treated poorly based on judgements made about their entire race. Finally, Outer Planar merchants who have been attacked by khaasta receive a -3 penalty (not cumulative with the previous penalty).

CLASS OPTIONS: Khaasta can be fighters, clerics, or thieves. They lack the education and concentration, generally, to become wizards. They also lack the selfless natures required for paladins, druids, and rangers. They are not nearly friendly enough to become bards. It is possible that they might become specialty priests of a Power of independence or lizards, but this must be decided by the DM. Khaasta may multiclass as fighter/thieves.

Vital Statistics

ABILITY REQUIREMENTS (before ability adjustments are added or subtracted):

	STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
KHAASTA	10/18	4/18	8/18	3/18	3/17	4/15

ABILITY ADJUSTMENTS

	STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
KHAASTA	+1	-1	+1	-	-	-1

AVERAGE HEIGHT AND WEIGHT

	HEIGHT		WEIGHT	
	BASE	MODIFIER	BASE	MODIFIER
KHAASTA	68/70	4d4	160/180	6d10

AGE

	STARTING AGE		MAXIMUM AGE	
	BASE	MODIFIER	BASE	MODIFIER
KHAASTA	10	1d6	100	2d20

AGING EFFECTS

	MIDDLE AGE*	OLD AGE**	VENERABLE***
KHAASTA	50	67	100

(* -1 Str/Con; +1 Int/Wis, ** -2 Str/Dex, -1 Con; +1 Wis, *** -1 Str/Dex/Con; +1 Int/Wis)

LEVEL LIMITS

	FIGHTER	RANGER	PALADIN	WIZARD	CLERIC	DRUID	THIEF	BARD	PSIONICIST
KHAASTA	14	n/a	n/a	n/a	9	n/a	12	n/a	n/a

RACIAL ADJUSTMENTS FOR THIEVES

	PP	OL	FRT	MS	HS	DN	CW	RL
KHAASTA	+10%	+5%	+5%	-5%	-15%	+5%	-5%	-5%

RATATOSK

Ratatosk a humanoid race resembling giant squirrels, who inhabit Yggdrasil, the plane-spanning World Ash. They appear as 4-5 foot flying squirrels with a spark of intelligence in their eyes. They have furry membranes between their arms and legs they use to glide, and a flattened tail they use to steer themselves while in the air. Their black, grey, red, or brown fur is usually the only clothing they wear aside from harnesses for gear and protective helmets. Their language resembles chatters and chirps. Ratatosk may spend a proficiency slot to learn the language of birds, as well as the common tongue and any Ysgardian or Arborean language. They are very curious and often mischievous.

The ratatosk race inhabits Yggdrasil, and views her (ratatosk see Yggdrasil as female) in a spiritual light, and actually worship the World Ash. The playful ratatosk will fight to the death to protect her. They are very wary of fire, because of the destruction it can cause their wood home. Few ratatosk would ever dream of leaving Yggdrasil, but it does happen. Some have been ostracised and outcast by their brethren. Some become lost. And some are simply overwhelmed by curiosity and wanderlust, often latching onto an adventuring party as a new source of authority.

"SORRY, NO PETS ALLOWED."

• INNKEEPER + A PARTY CONTAINING A RATATOSK



ABILITY ADJUSTMENTS: The agile ratatosk gain a +2 bonus to Dexterity, but suffer a -1 penalty to Strength and Intelligence.

SPECIAL ABILITIES: Ratatosk have very sharp senses, and have a +1 bonus to their surprise checks. They have a base ground movement rate of 9. However, they have a climbing movement rate of 12, and a flying (actually, gliding) rate of 15 with a D manoeuvrability rating. They may not climb or fly while wearing armour of any sort, so most rely solely on their high dexterity or magical protection. Their sharp claws, normally used for climbing, do 1d4 damage per hit. Their favourite attack is a swoop, however. They must be

able to dive from a height of at least 20 feet to make this attack, causing double damage on a successful hit. However, they must also save vs. breath weapon or take the same amount of damage as their target. Ratatosk are very agile, and can twist and turn in midair to dodge missiles. If a ratatosk in flight rolls under her level on a d20, she may avoid a missile attack that would have hit. This applies to magical attacks that require a "to hit" roll as well, such as *Melf's acid arrow* or *minute meteors*, but not attacks that have no attack roll, such as *magic missile*.

SPECIAL HINDRANCES: In spite of the fact that it isn't true, ratatosk are seen as giant rodents by most other sentient races. This gives them a -2 penalty on reaction rolls to all characters except those with an unusually open mind towards animals (such as rangers and druids). A ratatosk's health and well-being is tied into Yggdrasil or their other forest homes. Each day a ratatosk spends away from a forest, he must save vs. spell or suffer 2 hit points of damage. Returning to a forest will prevent these hit points from being lost, but only healing them normally or returning to Yggdrasil for a day will restore them. Ratatosk may be of any non-evil, non-lawful alignment (NG, CG, CN, or TN).

CLASS OPTIONS: Ratatosk player characters may be fighters, druids, or rogues (including bards on rare occasions). They may also be multi-classed as fighter/thieves or druid/thieves. Ratatosk druids draw their power from Yggdrasil, and any plane touched by the World Ash is considered an adjacent plane.

Vital Statistics

ABILITY REQUIREMENTS (before ability adjustments are added or subtracted):

	STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
RATATOSK	3/18	11/18	3/18	3/18	3/18	6/18

ABILITY ADJUSTMENTS

	STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
RATATOSK	-1	+2	+1	-1	-	-

AVERAGE HEIGHT AND WEIGHT

	HEIGHT		WEIGHT	
	BASE	MODIFIER	BASE	MODIFIER
RATATOSK	45/44	2d8	52/48	5d6

AGE

	STARTING AGE		MAXIMUM AGE	
	BASE	MODIFIER	BASE	MODIFIER
RATATOSK	10	2d4	60	3d10

AGING EFFECTS

	MIDDLE AGE*	OLD AGE**	VENERABLE***
RATATOSK	30	45	60

(* -1 Str/Con; +1 Int/Wis, ** -2 Str/Dex, -1 Con; +1 Wis, *** -1 Str/Dex/Con; +1 Int/Wis)

LEVEL LIMITS

	FIGHTER	RANGER	PALADIN	WIZARD	CLERIC	DRUID	THIEF	BARD	PSIONICIST
RATATOSK	8	n/a	n/a	n/a	9	n/a	12	n/a	n/a

RACIAL ADJUSTMENTS FOR THIEVES

	PP	OL	FRT	MS	HS	DN	CW	RL
RATATOSK	-5%	-5%	-5%	+5%	+10%	+10%	+25%	-15%

REAVE

Reaves are a race of mercenaries and terrorists who's history on the planes places them in Acheron, originally. Currently, their innate planewalking abilities and unwillingness to go against their word makes them the preferred crack aggressors or interplanar wars or subterfuge for those with a total lack of scruples. Reaves are often hired as bodyguards, as well.

There are a few reaves, however, who have lost their innate planewalking ability, through chance, magical accident, or curse. These select few are immediately outcast from their war-bands, as they are incapable of doing that which is most valued in reaves: fading into and out of the Astral plane. These solitary reaves often become adventurers in their own right, though just as many become notorious rogues and fences. A select few become priests for military-orientated powers, to gain a new sense of family and duty.



Reaves are strong, bulky humanoids with pebbly leather hides. They have four arms, two attached on each shoulder, with one pair in front of the other. They have only three fingers on each hand, but are quite dexterous with these digits. They have no head or body hair, but a series of convoluted ridges, unique to each individual, covers the scalp. Their faces are normal, except they have four eyes spaced evenly across the front of the head. As a race, they favour garish plate mail with a chain skirt and flaring shoulder-plates.

While the reaves have a strong code of conduct, there is nothing more sacred to a reave than its face. It is taboo for a reave to allow another, even another reave, to see its face. As such, they usually wear closed-face helmets, heavy cowls, or opaque veils. While many people see a reave's eyes, very few ever see any more.

SPECIAL ABILITIES: Reaves have a number of special properties, which aid them in their combative lifestyles. First and foremost, their leathery

skin grants them a natural AC of 8. On top of that, up to two of its arms can use shields, decreasing its AC by 2.

Also, a reave can wield multiple weapons at once. All reaves are ambidextrous and capable of wielding two weapons of equal size (with a -2 to both unless they can use two weapons), and all but a small minority purchase two-weapon style specialization with their weapon proficiencies. Because the arms tend to get in one another's way, reaves can use a maximum of two weapons at once. Still, these can be any weapons allowable by size, including two two-handed swords or two pole arms. A common tactic is to use two shields and two one-handed weapons to maximize defense and offence.

Reave eyes and arms are well positioned to defend. As such, they receive no penalty to AC against attacks from the flank and only a -1 penalty against rear attacks. Their increased range of vision gives them a +1 to all surprise checks (Without helmet).

An odd capability of the reaves is gorging. Purely carnivorous, reaves are capable, like some predators, of gorging themselves, then fasting comfortably for days or weeks. A reave can eat three to four times as much as they normally can digest, and it is paced over that much time (two times as much keeps them from getting hungry for twice as long). However, if more than three times the normal capacity is consumed, the reave suffers a -1 to Dexterity and THAC0 rolls (for checks, attacks, AC, and any other affected abilities) until they have only three times as much food as normal in their stomachs. This unwieldy aspect is rarely a problem, as the reaves tend to gorge before long trips, to keep supplies light. Thus, when they reach their objective, they have already digested most of their food.

SPECIAL HINDRANCES: Reaves are normally a violent and war-loving race. Because of their strong alignment, nearly all reave PCs are lawful. Though this is not a requirement, it is a suggestion. Similarly, most become warriors or warrior priests, with few non-combative rogues. A reave, regardless of alignment, will carefully listen for insults, and challenge the honour of those who offend them. Given a reave's WIS penalty, there are a large number of misunderstandings between reaves and non-reaves.

Reaves get a -2 reaction modifier due to their surly reputation, and an additional -2 from anyone who has either worked with a reave or been attacked by one. If that isn't enough, PC reaves are pariahs, hunted by

their own kind (who still have their fading ability...) And remember that even the best of helmets restrict eyesight, making them vulnerable to attacks from their flanks (the reave suffers a -2 AC penalty from side attacks, because they count as attacks from the back).

Vital Statistics

ABILITY REQUIREMENTS (before ability adjustments are added or subtracted):

	STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
REAVE	12/18	9/18	12/18	3/18	3/17	3/16

ABILITY ADJUSTMENTS

	STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
REAVE	+2	-	+2	-	-2	-2

AVERAGE HEIGHT AND WEIGHT

	HEIGHT		WEIGHT	
	BASE	MODIFIER	BASE	MODIFIER
REAVE	65/63	3d6	180/160	2d20

AGE

	STARTING AGE		MAXIMUM AGE	
	BASE	MODIFIER	BASE	MODIFIER
REAVE	20	1d10	200	2d20

AGING EFFECTS

	MIDDLE AGE*	OLD AGE**	VENERABLE***
REAVE	100	134	200

(* -1 Str/Con; +1 Int/Wis, ** -2 Str/Dex, -1 Con; +1 Wis, *** -1 Str/Dex/Con; +1 Int/Wis)

LEVEL LIMITS

	FIGHTER	RANGER	PALADIN	WIZARD	CLERIC	DRUID	THIEF	BARD	PSIONICIST
REAVE	12	n/a	n/a	n/a	8	n/a	10	n/a	n/a

RACIAL ADJUSTMENTS FOR THIEVES

	PP	OL	FRT	MS	HS	DN	CW	RL
REAVE	+15%	-5%	-5%	-5%	-	-	+5%	-5%

RILMARI (HALF-RILMANI)

Half-rilmari are the cordant plane-touched, neutral cousin (a highly subjective term) of the tiefling and aasimar. Unlike the more common types, the rilmari exudes neither evil nor good in great quantities, instead seeming alien and remote. Rilmari are fairly easy to identify, as the high-ridged foreheads and metallic skin tones of the rilmani are all fairly evident. Each sub-type has its own particular shapes, based on that of the rilmani ancestor.

- Abiorach rilmari are short and lithe, with a slick, smooth skin that seems to shift very subtly with a broad spectrum of pastel colors. Their hair is perpetually damp, clinging to the head and exhibiting the same color shifts the skin exhibits.
- Argenach rilmari are tall and lithe, with silvery skin and hair and commonly (in males) large mustaches.
- Cuprilach rilmari are only slightly taller than abiorach rilmari but just as lithe, and have a tanned, almost coppery tone to their skin, and are invariably red-headed. Their irises are red or pink, though their whites and pupils are normal.
- Ferrumach rilmari are tall and broad, with square shoulders, ungraceful bodies, and sooty gray skin and hair.
- Plumach rilmari are as tall as cuprilach rilmari, but are squatter, with a more solid and less agile build.

SPECIAL ABILITIES: All rilmari have the following special abilities:

- 60' infravision
- Half damage from electrical attacks
- *Hnow alignment* 1/day

Depending upon their heritage, rilmari have the foillowing powers:

- Abiorach powers: *invisibility* s/week, *mirror image* 1/day, *elemental ability** 3/week
- Argenach powers: *detect magic* 3/day, *invisibility* 2/week, *healing touch*** 1/day
- Cuprilach powers: *charm person* 1/day, *invisibility* 2/week, ESP 1/day
- Ferrumach powers: *blur* 1/day, *wall of fog* 1/day, *healing touch*** 1/day
- Plumach powers: *chill touch* 1/day, *wall of fog* 1/day, *light/darkness* 2/day

* **Elemental Ability:** When the character is created, the player must choose two of the following abilities. Every five levels thereafter, they get access to another of the powers, until all are available at 10th level. Note that, even though a rilmari may have two or more powers, the three uses are to divided among them both, *not* three times each per week. The powers are: *dig*, *flaming sphere*, *gust of wind*, and *lower water*.

** **Healing Touch:** The character, once per day, can heal a number of hit points of damage to one person, the number being equal to his number of Hit Dice (not levels). Thus, even a 12th level fighter can only cure 9 hp, because, at tenth level, that fighter does not recieve another Hit Die, but instead gets a hit point bonus.



Vital Statistics

ABILITY REQUIREMENTS (before ability adjustments are added or subtracted):

	STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
ABIORACH	8/18	8/18	4/18	8/18	4/17	6/18
ARGENACH	12/18	5/18	3/18	12/18	7/18	6/18
CUPRILACH	10/18	9/18	4/17	10/18	4/16	4/16
FERRUMACH	12/18	5/16	12/18	8/18	5/18	5/18
PLUMACH	6/18	4/17	13/18	8/18	12/18	3/18

ABILITY ADJUSTMENTS

	STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
ABIORACH	+1	+1	-1	-	-1	-
ARGENACH	+1	-	-1	+1	-	-
CUPRILACH	+1	+1	-1	+1	-1	-1
FERRUMACH	+1	-2	+2	-	-	-1
PLUMACH	+1	-1	-	-	+1	-2

AVERAGE HEIGHT AND WEIGHT

	HEIGHT		WEIGHT	
	BASE	MODIFIER	BASE	MODIFIER
ABIORACH	56/55	1d10	100/80	3d10
ARGENACH	72/70	1d12	160/120	6d10
CUPRILACH	60/58	1d8	110/95	4d10
FERRUMACH	60/58	1d8	150/120	4d10
PLUMACH	84/80	4d10	250/200	6d10

AGE

	STARTING AGE		MAXIMUM AGE	
	BASE	MODIFIER	BASE	MODIFIER
ABIORACH	15	1d4	100	3d6
ARGENACH	17	1d6	125	2d20
CUPRILACH	16	1d6	110	4d6
FERRUMACH	16	1d4	115	3d10
PLUMACH	15	1d4	100	2d10

AGING EFFECTS

	MIDDLE AGE*	OLD AGE**	VENERABLE***
ABIORACH	50	67	100
ARGENACH	62	83	125
CUPRILACH	55	73	110
FERRUMACH	58	88	115
PLUMACH	60	80	100

(* -1 Str/Con; +1 Int/Wis, ** -2 Str/Dex, -1 Con; +1 Wis, *** -1 Str/Dex/Con; +1 Int/Wis)

LEVEL LIMITS

	FIGHTER	RANGER	PALADIN	WIZARD*	CLERIC	DRUID	THIEF	BARD	PSIONICIST
RILMARI	12	n/a	n/a	14	10	U	15	7	U

(* Or specialist if applicable)

RACIAL ADJUSTMENTS FOR THIEVES

	PP	OL	FRT	MS	HS	DN	CW	RL
ABIORACH	-5%	-	-	+5%	-5%	-5%	-	+5%
ARGENACH	-5%	-	-	-	-5%	-	-	+10%
CUPRILACH	-	+5%	-	+10%	+5%	-	+10%	-10%
FERRUMACH	-10%	+5%	+5%	-5%	-10%	-	-15%	-
PLUMACH	-5%	-	-	-	-	-	-5%	-

RUVOKA

The ruvoka, also known as the ruvkova, are a highly mysterious humanoid race that populates the various inner planes. The ruvoka live in a tribal social structure, with each tribe claiming a specific inner plane as their home. They can be found on virtually any inner plane, with the possible exceptions of the energy planes (and even that may not be entirely true). Not even the plane of Vacuum is safe from ruvoka tribal intrusions. The most widely known ruvoka tribes are: brajeti and zathosi (Earth), ethilum (Air), kaltori (Fire), ramoka (Steam), sartarin (Ash), and vandesh (Ice).

Nobody is really sure where the ruvoka came from. If the ruvoka know, they ain't telling anyone else. Rumour has it that they were originally prime druids who decided to make the inner planes their homes, and became adapted to their new environment. Ruvoka keep their own council, however, and don't really talk much about their origins to non-ruvoka or much of anything else for that matter. They are an extremely reclusive race, and actively avoid contact with others. A few rogue ruvoka have been known to associate with members of other races. However, even these bloods cannot be considered friendly. They are all introverts, and remain distant from even their closest friends.



Ruvoka are extremely tall and gaunt, but otherwise greatly resemble humans. Each tribe has its own distinguishing characteristics, depending on what element they inhabit. Tribes also have a favorite manner of dress and specific weapons of choice. The brajeti use bronze weapons almost exclusively, and zathosi warriors are well-known for their large heavy mauls. The ethilum are expert archers and spear-wielders, and have white-grey hair and beards. The kaltori have jet-black skin, and prefer obsidian-tipped weapons. The ramoka have wrinkled skin as though having been submerged in water too long, and are one of the few tribes preferring

swords to other weapons. The albino-appearing sartarin wield heavy war clubs, and the hairy (some would even say furry) vandesh prefer large spears.

ABILITY ADJUSTMENTS: Ruvkova of all tribes have a +1 to both Strength and Wisdom, and a -2 to Charisma and -1 to Dexterity.

SPECIAL ABILITIES: Ruvkova have many potent abilities, being a surprisingly tough elemental planar race. All ruvkova are completely immune to the harmful effects of their native element, and can move through this element without hindrance. They can breathe their native element as effectively as air. They are still vulnerable to other forms of elemental attack, however. The player or DM may choose the ruvoka PC's native element, at the DM,s discretion. Alternately, the following table can be used to decide the character's native element:

d100 ROLL	NATIVE ELEMENT	d100 ROLL	NATIVE ELEMENT
01-14	Earth	75-77	Lightning
15-26	Air	78-80	Mineral
27-37	Fire	81-86	Steam
38-47	Water	87-89	Dust
48-53	Ooze	90-91	Vacuum
54-58	Ice	92-93	Salt
59-67	Magma	94-99	Ash
68-72	Smoke	00	Crossbreed *
73-74	Radiance		

* [*Crossbreed*: Character has parents from more than one tribe. Is half immune (half damage) to both elements, and can move through either element for 1 turn/level each day. (Roll again twice).]

Ruvkova begin with a base AC of 9 due to their tough, resistant skin. Every other level gained, the ruvoka loses one AC point, to a minimum natural AC of 6. Ruvoka often use armor to further decrease their armor class.

At 6th level of experience, Ruvoka gain the ability to telepathically communicate with any sentient creature. This functions as normal speech, in all manners. However, this form of communication makes no actual sound (the "speaking" appears in the minds of those in the area), and can be understood by any sentient creature (low or higher Intelligence). This ability to be a universal translator makes ruvoka diplomats much in demand.

SPECIAL HINDRANCES: Ruvoka count as large creatures for purposes of taking damage. No matter how accustomed a ruvoka is to the world outside of her tribe, she can never fully relate to members of other races. All ruvoka PCs have a -2 penalty to all reaction rolls.

Ruvoka also require their native element as sustenance in addition to food. One pound or the equivalent of the element must be consumed every 24 hours, or the ruvoka acts as though he were one level more encumbered.

Ruvkova druids use the wizard experience point table for advancement (although they gain d8 hit points per level), and ruvoka fighters use the paladin/ranger experience table. All ruvoka are neutral in alignment.

CLASS OPTIONS: Ruvkova may be fighters, druids, or druid/fighters. Ruvoka druids have a few differences from the standard druid. First, they have no charisma requirement. Second, they have access to elemental spheres based on their native element as follows:

INNER PLANE	NATIVE ELEMENT	INNER PLANE	NATIVE ELEMENT
Air	Major Air*	Lightning	Major Air, Minor Fire
Earth	Major Earth*	Steam	Major Earth, Minor Fire
Fire	Major Fire*	Mineral	Major Water, Minor Fire
Water	Major Water*	Radiance	Major Fire, Minor Air
Ooze	Major Earth, Minor Water	Dust	Major Earth, Minor Air
Ice	Major Water, Minor Air	Vacuum	Major Air, Minor Earth
Magma	Major Fire, Minor Earth	Salt	Major Water, Minor Earth
Smoke	Major Air, Minor Fire	Ash	Major Fire, Minor Water

[Spells from this sphere incur a -1 penalty to saves on attack-based spells. Finally, Ruvoka druids have no armor or weapon restrictions. Most Ruvoka are multi-classed fighter/druids.]*

Vital Statistics

ABILITY REQUIREMENTS (before ability adjustments are added or subtracted):

	STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
RUVOKA	10/18	3/18	13/18	8/18	12/18	3/18

ABILITY ADJUSTMENTS

	STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
RUVOKA	+1	-1	-	-	+1	-2

AVERAGE HEIGHT AND WEIGHT

	HEIGHT		WEIGHT	
	BASE	MODIFIER	BASE	MODIFIER
RUVOKA	84/80	4d10	250/200	6d10

AGE

	STARTING AGE		MAXIMUM AGE	
	BASE	MODIFIER	BASE	MODIFIER
RUVOKA	20	2d10	100	2d100

AGING EFFECTS

	MIDDLE AGE*	OLD AGE**	VENERABLE***
RUVOKA	60	80	100

(* -1 Str/Con; +1 Int/Wis, ** -2 Str/Dex, -1 Con; +1 Wis, *** -1 Str/Dex/Con; +1 Int/Wis)

LEVEL LIMITS

	FIGHTER	RANGER	PALADIN	WIZARD	CLERIC	DRUID	THIEF	BARD	PSIONICIST
RUVOKA	14	n/a	n/a	n/a	n/a	U	n/a	n/a	n/a

GENASI KIN

Nearly Explorer Mimir all genasi have been "plane-touched" by the denizens of one of the main elemental planes: Air, Earth, Fire, or Water. However, some natives of the para-elemental and quasi-elemental planes have produced their own genasi as well. These creatures are exceedingly rare, and a player should only play a para- or quasi-genasi with special permission from the DM. The DM may wish to use these genasi as NPCs only, since they would be strange additions to a party.

Like all genasi, para- and quasi-genasi have a -2 to all reactions to other planar characters due to their air of superiority and alien origins. Since they do not have strong ties to the true elements, their resistances to elements either are nonexistent or work differently from the resistances of normal genasi.

"I SUPPOSE I COULD USE SOME MORE SALT IN MY DIE."

✦ DEATH SLAAD THE LAST KNOWN SALT GENASI

PARA-ELEMENTAL GENASI

ICE GENASI

The crisp, refreshing chill of a mountain stream fed by melted snow; the biting cold of a deep blizzard. These are at the heart of Ice Genasi.

The common joke is that Ice Genasi must be emotionless since they're so cold-hearted, but the truth is that Ice Genasi are among the most passionate of all Genasi (Para-, Quasi-, or otherwise). Like all Para- and Quasi-Genasi, the Children of the Glacier are intensely curious about the rest of the Multiverse, but the curiosity of Ice Genasi takes on a passionate (some berks say "desperate") edge. Common chant says that life on the Para-Elemental Plane of Ice doesn't swing much through any particular emotional extreme, since the natives there *do* tend to be a touch on the dispassionate side. So when the Ice Genasi venture out into the big, wide Multiverse, it seems they want to make up for lost time and lost experiences. (As such, most Ice Genasi gravitate naturally to the Society of Sensation, which shares a similar philosophy.)

In appearance, all Ice Genasi tend towards sharp, angular features. Additionally, they have one or more of the following traits:

- White or bluish-white hair and/or skin
- Extremely cold flesh
- A thin layer of frost in their hair
- The faint sound of a snowstorm in their voice

Due to their extremely curious and outgoing natures, Ice Genasi receive a +1 bonus to both Intelligence and Charisma. Since their curiosity often gets the better of them, they suffer a -1 penalty to Wisdom. Additionally, their health often seems as brittle as a snowflake, so they suffer a -1 penalty to Constitution. Ice Genasi are completely immune to the effects of non-magical cold, and can move across slick, icy surfaces at their normal movement rate without fear of falling or slipping. As such, Ice Genasi are often hired by important primes to explore the arctic areas of various prime worlds. They are affected normally by magical cold attacks (such as the breath of a white dragon), but they gain a +1 to their saving throws against all ice- or cold-based magic every 5 levels.

Additionally, Children of the Glacier can cast *Frost* once per day as though they were a 5th level Wizard. *Frost* covers various surfaces with a thin layer of ice, but is otherwise identical to the 1st-level Wizard spell *Grease*. Ice Genasi call this ability "composing a rime." (Ice Genasi are, for the most part, incorrigible punsters.)

Due to their inquisitive nature and their desire to experience a variety of things, Ice Genasi can be any class except ranger or paladin. They can also be multi-classed, and in fact most of them take the multi-class route since they don't want to restrict themselves to just one set of experiences. A combination of any two of the four main character classes (fighter, mage, cleric, thief) is allowed as an acceptable multi-class for Ice Genasi. If an Ice Genasi chooses to be a specialty Wizard, he/she must choose either Air or Water Elementalism. Similarly, an Ice Genasi specialty Priest must worship a power of Ice, Cold, Air, or Water.

Ice Genasi can be of any alignment.

Vital Statistics

ABILITY REQUIREMENTS (before ability adjustments are added or subtracted):

	STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
ICE GENASI	3/18	7/18	5/18	3/18	3/18	3/18

ABILITY ADJUSTMENTS

	STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
ICE GENASI	-	-	-1	+1	-1	+1

AVERAGE HEIGHT AND WEIGHT

	HEIGHT		WEIGHT	
	BASE	MODIFIER	BASE	MODIFIER
ICE GENASI	60/59	1d10	150/100	5d10

AGE

	STARTING AGE		MAXIMUM AGE	
	BASE	MODIFIER	BASE	MODIFIER
ICE GENASI	20	1d10	120	6d10

AGING EFFECTS

	MIDDLE AGE*	OLD AGE**	VENERABLE***
ICE GENASI	60	80	120

(* -1 Str/Con; +1 Int/Wis, ** -2 Str/Dex, -1 Con; +1 Wis, *** -1 Str/Dex/Con; +1 Int/Wis)

LEVEL LIMITS

	FIGHTER	RANGER	PALADIN	WIZARD*	CLERIC*	DRUID	THIEF	BARD	PSIONICIST
ICE GENASI	10	n/a	n/a	15	14	n/a	13	n/a	n/a

(* Or specialist if applicable)

RACIAL ADJUSTMENTS FOR THIEVES

	PP	OL	FRT	MS	HS	DN	CW	RL
ICE GENASI	-	-	-	-	-10%	-	-5%	+15%

MAGMA GENASI

"SLOW, BUT BURNING WITH INTENSE ENERGY" IS THE DESCRIPTION OFTEN USED TO DESCRIBE THE EXPLORERS OF THE LAVA.

Like their close cousins the Earth Genasi, Magma Genasi tend to be ponderous and deliberate in their outward motions. However, this slow, monolithic movement disguises a fiercely active and intelligent mind. As a consequence, the curiosity typical of all Para- and Quasi-Genasi manifests in Magma Genasi as a desire to explore, investigate, and truly understand the Multiverse. For many Lawfully inclined Magma Genasi, this draws them towards the Guvners. But regardless of the Faction to which they belong, Magma Genasi are always among their Faction's most profound philosophers due to their constant inquiry and introspection into the nature of their beliefs and the Multiverse.

On a less political note, Magma Genasi almost always become active planewalkers. Hopping from plane to plane and exploring the vast variety of the Multiverse is certainly one way to learn more about it, after all. Other Magma Genasi have gone on to become noted naturalists and researchers, such as Braus Horfand, who wrote the seminal work on the ecology of the Lower Planes.

Appearance-wise, Magma Genasi tend to be thick and bulky, but more rounded than their Earth Genasi counterparts. Additionally, Magma Genasi may have one or more of the following:

- * Black or dark brown skin laced with streaks of red or bright orange
- * Skin that's warm (even hot) to the touch
- * A mild odor of heated rock
- * The faint rumbling of a volcano in their voice

Magma Genasi add +1 to their Intelligence because of their inquisitive natures, but lose -1 from their Charisma since they prefer researching interesting minutiae about the Multiverse instead of learning standard social graces. Magma Genasi are completely unaffected by either normal fire or by lava, and could swim, breathe, and live in an active volcano if they felt like it (and some do just to keep away unwanted visitors). Furthermore, Magma Genasi gain a +1 bonus per every 5 levels applied to their saving throws vs. magical fire- or lava-based attacks. Finally, Magma Genasi can Heat Rock once per day as though they were a 5th-Level Priest. Aside from the fact that it affects rock instead of metal, Heat Rock is identical to the 2nd-level Priest spell Heat Metal.

Magma Genasi can be fighters, mages, specialist mages, specialty priests, or a multiclassed fighter/mage or fighter/priest character. Note that Magma Genasi can't be standard Clerics, since their desire to investigate and understand the Multiverse makes them gravitate towards specific dieties. Magma Genasi who become specialist mages must specialize in either Elemental Earth or Elemental Fire. Specialty priests must pick a Power of Fire, Earth, or Lava.

Magma Genasi can be of any alignment.

Vital Statistics

ABILITY REQUIREMENTS (before ability adjustments are added or subtracted):

	STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
MAGMA GENASI	9/18	3/18	7/18	3/18	7/18	3/18

ABILITY ADJUSTMENTS

	STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
MAGMA GENASI	-	-	-	+1	-	-

AVERAGE HEIGHT AND WEIGHT

	HEIGHT		WEIGHT	
	BASE	MODIFIER	BASE	MODIFIER
MAGMA GENASI	61/60	2d8	160/110	6d10

AGE

	STARTING AGE		MAXIMUM AGE	
	BASE	MODIFIER	BASE	MODIFIER
MAGMA GENASI	20	1d10	120	6d10

AGING EFFECTS

	MIDDLE AGE*	OLD AGE**	VENERABLE***
MAGMA GENASI	60	80	120

(* -1 Str/Con; +1 Int/Wis, ** -2 Str/Dex, -1 Con; +1 Wis, *** -1 Str/Dex/Con; +1 Int/Wis)

LEVEL LIMITS

	FIGHTER	RANGER	PALADIN	WIZARD*	CLERIC*	DRUID	THIEF	BARD	PSIONICIST
MAGMA GENASI	15	n/a	n/a	16	14	n/a	n/a	n/a	n/a

(* Or specialist if applicable)

OOZE GENASI

"THE...ER...NØBLE BEAU+Y ØF A...UH...A PIG WALLØW.
THE.....THE MELØDIØUS SØUND ØF A...A BØØ+ SPLØRCHING
+HRØUGH THE MUD AF+ER...AF+ER...BWAHAHAHA"
--EXCERPT FRØM THE LAST PERFORMANCE ØF GERALD THE
S+RAIGH+-FACED BARD, HELD AT THE GREAT SIL+ PALACE
ØN THE PARA-ELEMENTAL PLANE ØF ØØZE.

As one might guess, bashers from the Para-Elemental Plane of Ooze have a hard time getting respect from the rest of the Multiverse. After all, the other Inner Planes have something going for 'em, from the burning majesty of the Plane of Fire to the immeasurable wealth of the Quasi-Elemental Plane of Mineral to the bitter cold of the Para-Elemental Plane of Ice. Whether it's due to the beauty, the power, the riches or the deadliness of the particular plane, the other Inner Planes inspire respect.

On the other hand, there's nothing particularly inspiring about Ooze. And Dwellers of the Mud (as they call themselves) get this repeatedly drummed into their heads from the moment they step off the Para-Elemental Plane of Ooze. While some Ooze berks develop a crushing inferiority complex from all this lack of respect, most Ooze Genasi react in both of the following ways:

First, they become over-confident overachievers. They push themselves to the limit, and more, just to prove their worth. For Ooze Genasi with the skill to back it up, this can often be a boon. Many Ooze Genasi have skyrocketed to fame and fortune due to their "I can do it if I just try hard enough" attitude. For Ooze Genasi less able to put their jink where their bone-box is, this over-confidence can have sometimes humorous, sometimes deadly, results. While an Ooze Genasi would (almost) never be over-confident enough to do something obviously stupid like trying to best a Titan in a wrestling contest, it's not unheard of for an Ooze Genasi to imagine themselves the equal of a Pit Fiend or an Arcancloth when it comes to understanding binding contracts and the loopholes therein. The results of such folly are predictable.

Secondly, they try to hold up mud, ooze, muck, and so forth as equally worthy of respect and admiration as the other elements (and para- and quasi-elements). They're constantly trying to find new ways to inspire folks with mud. From artistic creations made of mud to cosmetic mud-baths to weapons that sling mud, almost all Ooze Genasi strive to increase the respect accorded their native element. So far, the results have been less than impressive. But the Ooze Genasi keep trying.

Ooze Genasi always display one or more of the following traits:

- * Skin that seems almost to flow and drip
- * A skin color reminiscent of mud or silt
- * A thin film of moisture covering their entire body
- * The faint aroma of moist earth

Their resilient natures provide them with a +1 bonus to Constitution and Dexterity, but their over-confidence results in a -1 penalty to Wisdom and Charisma. Dwellers of the Mud are amphibious and can function in water as easily as air, and they swim at a movement rate of 15. Additionally, they can also function in mud as though they were in air, and many Ooze Genasi prefer to sleep completely submerged in pits of mud or silt. Every five levels, Ooze Genasi also get an additional +1 bonus to their saving throws vs. water- or earth-based magic.

Once per day, Ooze Genasi can Create Mud. Create Mud is a lesser version of the 5th-Level Wizard spell Transmute Rock to Mud. By standing on bare earth or rock, an Ooze Genasi can create a 3-ft deep mud pit, centered on the caster, with a radius of up to 50 feet. The duration of this effect is identical to the Transmute Rock to Mud spell. Genasi use this talent most often to give them a place to sleep while on the trail, but since walking through a 3-ft deep pit of mud will slow most bashers down, it also comes in handy for thwarting pursuit. Note that they can only use this ability to affect the ground beneath them. Cave walls (for instance) would be unaffected by this ability, even if the Ooze Genasi were somehow standing on the wall, unless gravity naturally pulled her towards the wall (as on the plane of Pandemonium).

Ooze Genasi can be fighters, mages, fighter/mages, or (interestingly enough) paladins. Ooze Genasi paladins (called Silt Knights) occur when an Ooze Genasi (in typical Ooze Genasi fashion) decides that she will be the sworn protector of a particular town (prime or planar), region (prime or planar) or realm. (Ooze Genasi are nothing if not big thinkers.) In adopting this town, region, or realm, the Ooze Genasi swears to defend it from evil at all costs. A Silt Knight might adopt the gate town of Tradegate, for instance, or the Great Glacier of Toril. They're free to leave their designated area at any time (to visit relatives, for instance), but if they undertake a quest that doesn't directly or indirectly relate to the protection of this area, they lose their paladin abilities until such time as they atone for it in the normal fashion of paladins. If the area under protection should somehow get destroyed during the paladin's absence, the paladin immediately (and irrevocably) loses all paladin status, and becomes a fighter of the same level.

Vital Statistics

ABILITY REQUIREMENTS (before ability adjustments are added or subtracted):

	STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
OOZE GENASI	3/18	7/18	3/18	3/18	7/18	3/18

ABILITY ADJUSTMENTS

	STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
OOZE GENASI	-	+1	+1	-	-1	-1

AVERAGE HEIGHT AND WEIGHT

	HEIGHT		WEIGHT	
	BASE	MODIFIER	BASE	MODIFIER
OOZE GENASI	60/59	1d10	150/100	5d10

AGE

	STARTING AGE		MAXIMUM AGE	
	BASE	MODIFIER	BASE	MODIFIER
OOZE GENASI	20	1d10	120	6d10

AGING EFFECTS

	MIDDLE AGE*	OLD AGE**	VENERABLE***
OOZE GENASI	60	80	120

(* -1 Str/Con; +1 Int/Wis, ** -2 Str/Dex, -1 Con; +1 Wis, *** -1 Str/Dex/Con; +1 Int/Wis)

LEVEL LIMITS

	FIGHTER	RANGER	PALADIN	WIZARD	CLERIC	DRUID	THIEF	BARD	PSIONICIST
OOZE GENASI	13	n/a	15	12	n/a	n/a	n/a	n/a	n/a

SMOKE GENASI

Silent, stealthy, and comfortable in shadows, Smoke Genasi are the most urban of all the Para- and Quasi-Genasi. This isn't because the Para-Elemental Plane of Smoke is populated with cities, but rather because once a Smoke Genasi leaves the Plane of Smoke, they discover that they're uncomfortable in wide open spaces where a berk can see for miles and miles on a clear day. This isn't to say that a Smoke Genasi can't function out in the open; they just don't like it (a Smoke Genasi on a mountain top is a miserable berk indeed). Cities (and the bigger, the better) provide Shadows of the Vapors with a measure of psychological security due to the closed-in nature of most cities. And if the city has a lot of smoke and/or smog, so much the better. Small wonder, then, that Sigil has the greatest concentration of Smoke Genasi outside of the Plane of Smoke itself.

Para- and Quasi-Genasi are notoriously curious about the Multiverse (or aspects thereof), and Shadows of the Vapors are no exception. However, their curiosity takes the same urban direction that they themselves take; Smoke Genasi are dedicated and enthusiastic city dwellers. This doesn't mean they're always happy and cheerful about their lot in life. They've got the same problems as regular berks, after all. But Smoke Genasi are fascinated by city life like no other race in the Multiverse. They can gaze for hours at the endless ebb and flow of traffic on a city street, watching the intricate patterns of life play themselves out on the cobblestones. Indeed, many Smoke Genasi become merchants or innkeepers precisely so they can more fully experience the life of the city. And the rare Smoke Genasi planewalker travels from city to city on the planes in an effort to compare, contrast, and explore the different urban settings of the Multiverse.

Smoke Genasi always have a faint odor of smoke about them, and this odor can often indicate their mood. The pleasant odor of smoked cedar, for instance, may indicate that the Smoke Genasi is in a generous mood, while a sharp and acrimoniously smoky odor might indicate anger or jealousy. Additionally, Smoke Genasi will have one or more of the following:

- * Dark gray hair that moves of its own accord like smoke coming off a fire
- * Mottled gray skin which seems to change coloring and pattern from moment to moment
- * A choking, coughing tone to their speech

Smoke Genasi receive a +1 bonus to Dexterity and Intelligence, and a -1 penalty to Strength and Constitution. They're immune to the effects of normal flame, but take normal damage from magical flames. However, they receive a +1 bonus to their saving throws vs. magical fire every 5 experience levels. They can also breathe smoke without penalty and suffer only half-damage from magical clouds (like Stinking Cloud). Note that this only applies to those magical clouds which require inhalation before the detrimental effects occur. Spells like Cloudkill work by contact, not inhalation, and thus Smoke Genasi aren't any more resistant to these spells than anybody else. Finally, Smoke Genasi can create a Wall of Smoke once per day. This is identical to the Wizard spell Wall of Fog, except that a barrier of smoke is created. Creatures within this barrier suffer no damage, but must spend the same number of rounds recovering (clearing their eyesight, regaining their breath, and so forth) that they spent inside the Wall of Smoke, unless they prepared for it (by holding their breath, perhaps, or breathing through a wet rag).

Shadows of the Vapors can be fighters, mages, thieves, fighter/thieves, or mage/thieves. They can be of any alignment.

Vital Statistics

ABILITY REQUIREMENTS (before ability adjustments are added or subtracted):

	STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
SMOKE GENASI	3/18	7/18	7/18	3/18	3/18	3/18

ABILITY ADJUSTMENTS

	STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
SMOKE GENASI	-	-	-1	+1	-1	+1

AVERAGE HEIGHT AND WEIGHT

	HEIGHT		WEIGHT	
	BASE	MODIFIER	BASE	MODIFIER
SMOKE GENASI	58/57	1d8	130/80	4d10

AGE

	STARTING AGE		MAXIMUM AGE	
	BASE	MODIFIER	BASE	MODIFIER
SMOKE GENASI	20	1d10	120	6d10

AGING EFFECTS

	MIDDLE AGE*	OLD AGE**	VENERABLE***
SMOKE GENASI	60	80	120

(* -1 Str/Con; +1 Int/Wis, ** -2 Str/Dex, -1 Con; +1 Wis, *** -1 Str/Dex/Con; +1 Int/Wis)

LEVEL LIMITS

	FIGHTER	RANGER	PALADIN	WIZARD*	CLERIC*	DRUID	THIEF	BARD	PSIONICIST
SMOKE GENASI	11	n/a	n/a	13	n/a	n/a	16	n/a	n/a

(* Or specialist if applicable)

RACIAL ADJUSTMENTS FOR THIEVES

	PP	OL	FRT	MS	HS	DN	CW	RL
SMOKE GENASI	-	-	-	+10%	+15%	-	-	-

NEGATIVE QUASI-ELEMENTAL GENASI

ASH GENASI

In many respects, Scions of the Dying Embers are the opposite of their Smoke Genasi counterparts. Whereas Smoke Genasi prefer the closed-in hustle and bustle of a well-populated city, Ash Genasi have little use for large cities and even less use for crowds. Residents of the Plane of Ash have a very solitary outlook on life, even more so than the residents of the other Inner Planes, and this outlook manifests itself in the Ash Genasi's natural dislike of cities and crowds. This isn't to say that Ash Genasi are antisocial or that they don't like the trappings of civilisation; they just prefer a less hectic existence free of large concentrations of civilisation. Unsurprisingly, Ash Genasi and Halflings get along quite well.

An Ash GenasiWhen an Ash Genasi first leaves the Plane of Ash, they normally find themselves square in the middle of Sigil. Given their solitary natures, and given that Sigil is one of the largest, most crowded cities in the Multiverse, most Ash Genasi quickly decide that they've seen enough of the planes for one lifetime and head back to the Plane of Ash. Consequently, Scions of the Dying Embers are rarely found outside their native plane.

But occasionally an Ash Genasi's natural curiosity about the Multiverse will overcome her initial reaction to Sigil. And even more rarely, an Ash Genasi will find a portal or vortex that leads to someplace besides Sigil. Regardless of how it happens, these rare Ash Genasi avoid turning tail and heading back to the Plane of Ash, and they head out into the vast Multiverse looking for the secluded areas they enjoy.

In some cases, Ash Genasi who leave their plane take a liking to a particular area and settle down to live out a simple, comfortable existence. In other cases, they become Planewalkers, going from plane-to-plane experiencing a variety of rustic towns, isolated villages, and remote wilderness regions. Note that a sweltering, unpopulated tropical jungle on a prime world, a relatively clear and difficult-to-reach plateau in Gehenna, and the gatetown of Faunel would all be equally attractive to the average Ash Genasi.

In appearance, all Ash Genasi will have one or more of the following traits:

- * Perpetually soot-covered skin
- * Skin that, while not appearing to be sooty, will leave an ashy residue on anything touching it
- * An odour reminiscent of burnt wood
- * Dark grey skin and/or hair

Ash Genasi are the only Genasi that don't receive modifiers to their ability scores. However, they more than make up for this lack with their innate abilities. Ash Genasi are immune to the effects of both non-magical fire and non-magical cold, due to the nature of their native plane.

Additionally, every five levels they gain a +1 bonus to their saving throws vs. magical fire-based attacks (but not against magical cold-based attacks). Finally, Scions of the Dying Embers can Extinguish Flames once per day. This ability is similar to the Affect Normal Fires ability of Fire Genasi, except that it can only be used to extinguish fires within the area of effect. Ash Genasi can use this ability as though they were a 5th-level caster.

Ash Genasi can be fighters, mages, Fire Elementalists, Necromancers, fighter/mages, fighter/Fire Elementalists, or fighter/Necromancers. Ash Genasi can also become rangers or druids due to their affinity for isolated wilderness areas, but since they have no way to study the necessary wilderness skills while on the Plane of Ash, all Ash Genasi rangers and druids must learn these skills after leaving the Plane of Ash. This means that Ash Genasi rangers and druids will be, on average, several years older than non-ranger, non-druid Ash Genasi of similar experience level. To reflect this, determine their starting age normally and then add 7d4 years. Scions of the Dying Embers can be of any non-Lawful alignment.

Vital Statistics

ABILITY REQUIREMENTS (before ability adjustments are added or subtracted):

	STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
ASH GENASI	3/18	3/18	3/18	7/18	9/18	3/18

ABILITY ADJUSTMENTS

	STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
ASH GENASI	-	-	-	-	-	-

AVERAGE HEIGHT AND WEIGHT

	HEIGHT		WEIGHT	
	BASE	MODIFIER	BASE	MODIFIER
ASH GENASI	60/59	1d10	150/100	5d10

AGE

	STARTING AGE*		MAXIMUM AGE	
	BASE	MODIFIER	BASE	MODIFIER
ASH GENASI	20	1d10	120	6d10

(* plus 7d4 for ranger or druid characters)

AGING EFFECTS

	MIDDLE AGE*	OLD AGE**	VENERABLE***
ASH GENASI	60	80	120

(* -1 Str/Con; +1 Int/Wis, ** -2 Str/Dex, -1 Con; +1 Wis, *** -1 Str/Dex/Con; +1 Int/Wis)

LEVEL LIMITS

	FIGHTER	RANGER	PALADIN	WIZARD	CLERIC	DRUID	ELEMENTALIST	NECROMANT
ASH GENASI	10	15	n/a	10	n/a	13	10	12

RACIAL ADJUSTMENTS FOR THIEVES

	PP	OL	FRT	MS	HS	DN	CW	RL
ASH GENASI	-	-	-	-	-10%	-	-5%	+15%

DUST+ GENASI

In the minds of most cutters, the Quasi-Elemental Plane of Dust conjures up images of decay, decomposition, and disintegration. The Plane is inimical to both life and to created items, and both will quickly turn to dust without the proper magical protection. Amid all this waste and desolation are the Loreseekers of the Eroding Sands -- the Dust Genasi.

Efka Farstrider Dust Genasi are fascinated by the history of things: Buildings, magical weapons, famous (or infamous) bloods, regions, towns, you name it. Most sages and scholars claim this is due to the fact that Dust Genasi are raised on a plane where they routinely see the ultimate embrace which awaits all things, and have therefore developed a curiosity about the life before the decay. On the other hand, some claim that it's the symbolism of accumulated dust (or sands through an hourglass) representing the passage of time. And a few berks say it's because researching the history of dead people and ruined towns is the only thing that matches the dry, somber personality possessed by most Dust Genasi. (Note that this last is woefully inaccurate. While Dust Genasi are indeed more subdued than most other Planar races, only their Magma Genasi cousins match their enthusiasm for research.)

Whatever the reason, most Dust Genasi explore the planes in much the same manner as their Magma Genasi cousins. Some Loreseekers of the Eroding Sands focus their research on one particular location, person, or item, and spend the rest of their lives unearthing its history. Other Dust Genasi prefer to dabble, rather than delve. These are the Planewalking Loreseekers, and they accumulate a broad base of knowledge by travelling around the Multiverse. And finally, some Dust Genasi exist somewhere between the two, wandering the planes for the most part, but occasionally settling down for a year or more to more thoroughly investigate a particular item, region or person.

All Dust Genasi feature a colored pattern to their skin reminiscent of sand. Additionally, they will have one or more of the following:

- A thin, perpetual coating of sand on their bodies and/or in their hair
- A dusty haze surrounding them, extending about 1 foot out from their body
- The faint howling of a sandstorm in their voice
- A somewhat flimsy consistency to their body, as though their flesh was filled with sand instead of bones and muscle

Dust Genasi receive a +1 bonus to both Dexterity and Constitution, and receive a -1 penalty to their Strength and Charisma.

They are completely unaffected by the disintegrating nature of their native plane, and they have a 50% magic resistance to disintegrate spells (or any other spells which attack via disintegration-like effects), in addition to whatever saving throws may be applicable.

Additionally, they gain a +1 bonus to their saving throws vs. Earth-based magic every 5 levels. Finally, Dust Genasi have the ability to shatter rock once per day. This is identical to the 2nd-level Wizard spell shatter, except that it works only by touch, and it affects only rock or stone. Dust Genasi can use this ability on up to 20 cubic feet of rock or stone.

Dust Genasi can be fighters, mages, Earth Elementalists, Cleric, or bards. They also have the option of being a fighter/mage or fighter/Cleric multiclassed character. Dust Genasi can be of any non-Chaotic alignment.

Vital Statistics

ABILITY REQUIREMENTS (before ability adjustments are added or subtracted):

	STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
DUST GENASI	3/18	7/18	7/18	5/18	5/18	3/18

ABILITY ADJUSTMENTS

	STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
DUST GENASI	-1	+1	+1	-	-	-1

AVERAGE HEIGHT AND WEIGHT

	HEIGHT		WEIGHT	
	BASE	MODIFIER	BASE	MODIFIER
DUST GENASI	60/59	1d10	150/100	5d10

AGE

	STARTING AGE		MAXIMUM AGE	
	BASE	MODIFIER	BASE	MODIFIER
DUST GENASI	20	1d10	120	6d10

AGING EFFECTS

	MIDDLE AGE*	OLD AGE**	VENERABLE***
DUST GENASI	60	80	120

(* -1 Str/Con; +1 Int/Wis, ** -2 Str/Dex, -1 Con; +1 Wis, *** -1 Str/Dex/Con; +1 Int/Wis)

LEVEL LIMITS

	FIGHTER	RANGER	PALADIN	WIZARD*	CLERIC	DRUID	THIEF	BARD	PSIONICIST
DUST GENASI	12	n/a	n/a	11	15	n/a	n/a	14	n/a

(* Earth Elementalist)

RACIAL ADJUSTMENTS FOR THIEVES

	PP	OL	FRT	MS	HS	DN	CW	RL
DUST GENASI	-15%	-	-	-	-	+5%	-	+10%

SALT GENASI

All Para- and Quasi-Genasi have a natural curiosity about the rest of the Multiverse, but in Salt Genasi this curiosity has flowered into a passion for exploring matched only by their Magma, Dust, and Steam Genasi cousins. And like their cousins, Salt Genasi have focused on the single-minded exploration of one particular facet of the multiverse.

Just as Magma Genasi often focus on exploring the naturalistic side of the Multiverse (writing treatises on the life cycle of the Ethyk, for instance, or studying the ecology of Jangling Hiter), Salt Genasi tend to concentrate on exploring the waterways of the planes. Oceans, lakes, rivers, seas, and even swamps and marshes; any reasonably sized body of water is enough to make the average Salt Genasi feel an urge to map its boundaries, explore its expanse, and experience life to the fullest while sailing its surface.

Interestingly enough, of all the planar races, none are as enamored of the Prime Material Plane as are the Wanderers of the Brine. This stems from the fact that oceans on the planes usually cover entire layers (Ossa, Thalasia), they're usually fairly homogeneous ("One stretch of Ossa is pretty much the same as any other," is a common saying among Salt Genasi), and smaller bodies of water are infrequent in comparison to the amount of land.

Prime worlds, on the other hand, often have more water than land. Moreover, the oceans of one prime world are usually vastly different from those of other prime worlds, and in many cases there are vast differences within the same ocean. And for those more interested in rivers, lakes, and other somewhat smaller bodies of water, you really just can't beat the Prime for variety.

As if that weren't enough (and you'd certainly think it would be), many Salt Genasi have discovered Spelljamming and have taken to it with the same enthusiasm that they have for exploring oceans on the Prime. In their minds, it's just another type of ocean to explore. And since Spelljamming allows them to go from Prime world to Prime world without needing portals or gates, many Salt Genasi end up on the Prime and never return to the Planes. Because of all this hopping about on the Prime, Salt Genasi who spend most of their time on the Prime call themselves Primewalkers, an obvious reference to the more common Planewalker, and a not-so-subtle hint to their fellow Planars that the Prime is also a plane worthy of respect, just like the Abyss or Bytopia.

This isn't to say that you won't find Salt Genasi exploring planar waterways. In one particularly interesting case, a Wanderer of the Brine named Hobart Frimax has modified a Spelljamming ship to make it submersible, and is exploring Thalsia beneath the waves. In another instance, a Salt Genasi named Mitel Cannate is busy exploring the layer of Belerin (and staying one step ahead of both the Asuras and the Hydra), on the Plane of Elysium. And Salt Genasi who are more interested in profit than in exploration routinely set up shop as ferrymen on the River Oceanus. However, these are the exceptions rather than the rule.

In appearance, Salt Genasi possess one or more of the following traits:

- An encrusting of salt on their skin and/or in their hair
- Lips which seem perpetually parched and cracked (although this causes no discomfort to the Salt Genasi)
- An odor of brine about them at all times

The open-mindedness of Salt Genasi (without which they'd view the Prime as a waste of time) grants them a +1 bonus to their Wisdom scores. Their physical appearance, however, causes them to suffer a -1 penalty to their Charisma. Salt Genasi have no need whatsoever to drink, and never suffer the effects of thirst. Salt Genasi can breathe water as if it were air, but their movements underwater suffer the same restrictions as the movements of normal land-based characters. Every five levels they gain a +1 bonus to their saving throws vs. water-based magic. Wanderers of the Brine can Destroy Water once per day, at will. This is the reverse of the 1st-Level Priest spell Create Water, and Salt Genasi can cast it as though they were a 5th-level priest.

Their wandering natures prevent them from having the time to intensely study magic, and so they cannot be mages. However, their wandering nature certainly lends itself to picking up the odd bit of magical info here and there, so Salt Genasi can be Bards. They can also be fighters, clerics, or specialty priests (must worship a power of water, sailors, exploring, or the sea). They can also be multiclassed fighter/clerics or fighter/bards, and can be of any non-Lawful alignment.

Vital Statistics

ABILITY REQUIREMENTS (before ability adjustments are added or subtracted):

	STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
SALT GENASI	3/18	3/18	5/18	9/18	5/18	3/18

ABILITY ADJUSTMENTS

	STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
SALT GENASI	-	-	-	-	+1	-1

AVERAGE HEIGHT AND WEIGHT

	HEIGHT		WEIGHT	
	BASE	MODIFIER	BASE	MODIFIER
SALT GENASI	60/59	1d10	150/100	5d10

AGE

	STARTING AGE		MAXIMUM AGE	
	BASE	MODIFIER	BASE	MODIFIER
SALT GENASI	20	1d10	120	6d10

AGING EFFECTS

	MIDDLE AGE*	OLD AGE**	VENERABLE***
SALT GENASI	60	80	120

(* -1 Str/Con; +1 Int/Wis, ** -2 Str/Dex, -1 Con; +1 Wis, *** -1 Str/Dex/Con; +1 Int/Wis)

LEVEL LIMITS

	FIGHTER	RANGER	PALADIN	WIZARD	CLERIC*	DRUID	THIEF	BARD	PSIONICIST
SALT GENASI	13	n/a	n/a	n/a	12	n/a	n/a	16	n/a

(* Or specialist if applicable)

RACIAL ADJUSTMENTS FOR THIEVES

	PP	OL	FRT	MS	HS	DN	CW	RL
SALT GENASI	-10%	-	-	-	-	-	-5%	+10%

VACUUM GENASI

"THERE ARE THREE TYPES OF SAGES: THOSE WHO DO NOT MIND ADMITTING WHEN THEY DO NOT KNOW THE ANSWER TO A QUESTION, AND THOSE WHO DO MIND. TWO TYPES OF SAGES."
--XANSOS+ THE SLAAD

Ask a sage to describe the sort of being that would be native to the Quasi-Elemental Plane of Vacuum, and many (perhaps most) sages would mutter something about "creatures of pure thought" and then quickly change the subject. Bring up the existence of Vacuum Genasi and ask these same sages how a "creature of pure thought" could produce a half-breed, and most will have you forcibly removed from the premises.

Despite the difficulties in explaining their existence, there's no denying that they do exist. Of course, as things in the Multiverse tend to go, lots of berks wish they didn't. Y'see, the Quasi-Elemental Plane of Vacuum isn't a popular plane. There's no air, no sound, damned few pockets of other Elemental matter, even fewer residents, and almost no visitors. Oh sure, it has the occasional bit of excitement -- after all, in an infinitely large plane, something's bound to happen from time-to-time to break up the monotony. But outside of the Positive and Negative Energy Planes, the Plane of Vacuum is the most difficult Inner Plane on which to survive (since Airy Element and Breathe Element spells don't work on vacuum, among other reasons), and so excitement happens here a bit less on average than on the other Inner Planes. As a consequence, the Offspring of the Void are probably the least sophisticated race in the planes. And that's putting it mildly.

Think of the most clueless, wide-eyed Prime berk you can think of, and they'll look like Tarsheva Longreach herself next to the average Vacuum Genasi. But whereas Primes are clueless due to their arrogant assumption that their Crystal Sphere is the Center of the Multiverse, Vacuum Genasi are clueless because they have absolutely no experience with things most everyone else takes for granted. Like razorvine. Or tanar'ri. Or smog.

And when you couple the natural curiosity about the Multiverse that exists in all Para- and Quasi-Genasi with the cluelessness that exists in all Vacuum Genasi, you'll find that they often act even more clueless than Prime berks. Since they come from a plane that has almost nothing in it, everything is new and exciting to an Offspring of the Void. So

Vacuum Genasi spend a lot of time wandering the planes with an excited, awe-filled expression pasted on their faces, and this is true whether they're looking at Mount Olympus or a pile of Bebilith droppings.

Most Vacuum Genasi get over it. Eventually. If they live. But it usually takes longer for them to shed their "cluelessness" than it does for even the most backward Prime. And even experienced, powerful Vacuum Genasi still have a touch of the "wide-eyed tourist" about them. Growing up in a nearly empty plane is not something one loses easily, after all.

Offspring of the Void all look very gaunt, sometimes to the point of seeming emaciated (although they're perfectly healthy). Additionally, they have one or more of the following traits:

- an area of "dead air" extending about 1 ft. from their bodies, in which sounds seem muted, the air seems a little thin, and/or odors are non-existent
- hair that's unaffected by even the strongest wind
- skin that's dry and cool to the touch, and never perspires

Because of their gaunt frame, Vacuum Genasi suffer a -1 penalty to Strength. But because they do not need to breathe, they've never had to suffer from air-borne illnesses. Consequently, their Constitution is exceptionally hardy and they gain a +1 Constitution bonus. Vacuum Genasi are completely immune to the effects of vacuum whether natural or induced by magic. Since they don't need to breathe, they're also immune to harmful vapors which do their damage by being inhaled. Additionally, they gain a +1 bonus to their saving throws vs. air-based magic every 5 levels. Finally, Vacuum Genasi can create Silence, 15' Radius with themselves in the center (like the 2nd-level Priest spell) as though they were a 5th level caster.

Vacuum Genasi can be fighters, mages, clerics, or thieves. They can also be multiclassed fighter/mages, fighter/thieves, or mage/thieves. They can be of any alignment.

Vital Statistics

ABILITY REQUIREMENTS (before ability adjustments are added or subtracted):

	STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
VACUUM GENASI	3/18	5/18	5/18	3/18	7/18	3/18

ABILITY ADJUSTMENTS

	STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
VACUUM GENASI	-1	-	+1	-	-	-

AVERAGE HEIGHT AND WEIGHT

	HEIGHT		WEIGHT	
	BASE	MODIFIER	BASE	MODIFIER
VACUUM GENASI	62/60	1d10	120/170	4d10

AGE

	STARTING AGE		MAXIMUM AGE	
	BASE	MODIFIER	BASE	MODIFIER
VACUUM GENASI	20	1d10	120	6d10

AGING EFFECTS

	MIDDLE AGE*	OLD AGE**	VENERABLE***
ICE GENASI	60	80	120

(* -1 Str/Con; +1 Int/Wis, ** -2 Str/Dex, -1 Con; +1 Wis, *** -1 Str/Dex/Con; +1 Int/Wis)

LEVEL LIMITS

	FIGHTER	RANGER	PALADIN	WIZARD*	CLERIC*	DRUID	THIEF	BARD	PSIONICIST
VACUUM GENASI	13	n/a	n/a	15	13	n/a	14	n/a	n/a

(* Or specialist if applicable)

RACIAL ADJUSTMENTS FOR THIEVES

	PP	OL	FRT	MS	HS	DN	CW	RL
VACUUM GENASI	-5%	-	-10%	+15%	-	-	-	-

P⊕SITIVE QUASI-ELEMENTAL GENASI

LIGH⊕NING GENASI

More than any other Inner Plane, the Quasi-Elemental Plane of Lightning gets lots of visits from Powers. Oh sure, the four major Inner Planes see their share of visiting Powers, and the Plane of Ice gets a few now and again. As for the other Inner Planes, they occasionally get a Divine visitor from time-to-time, but it's soddin' rare (and they visit the Plane of Ooze least of all -- a fact that really torques the Ooze Genasi). But the Plane of Lightning gets 'em on a fairly regular, fairly frequent basis. Sometimes it seems you can't swing a dead wererat without it passing through some God's divine aura.

Sages of the Multiverse are wont to speculate on most things, and this subject is no exception. The consensus seems to be that the various Powers of storms, lightning, and thunder are more likely to revel in their area of control. See, most Agriculture deities (for instance) won't usually have an urge to roll around in a big field of wheat. But the various storm-related Powers seem to really delight in just hanging out in the middle of rampaging thunderstorms. Thus, they're more likely to take a side trip to the Plane of Lightning so they can immerse themselves in the raw, unbridled display of The Storm.

Whatever the reason may be for these visits, most Lightning Genasi have experienced the nearness and presence of a Diety at least once in their lives. Of course, since being in the direct presence of a Power is usually enough to turn most cutters to dust and ashes, Lightning Genesis (at least the ones still living afterwards) are usually several miles away when they experience this brief brush with divinity. But divine power being what it is, this is usually enough to have a profound impact on a sod's life, and the Lightning Genasi seem to bear this out.

Vassals of the Storm (as they call themselves) are fascinated by Powers. Their experience with the Divine works like an epiphany for most of the sods, and almost all Lightning Genasi are convinced that the True Dark of the Multiverse lies in worshiping the right Power (which is why you'll almost never see 'em in the Athar, and only rarely in the Godsmen).

At first, their fascination tends to revolve around Powers of storms, lightning, or thunder (since they're the ones most likely to visit the Plane of Lightning). But when the Lightning Genasi leave the Plane and find themselves in the greater Multiverse, most of 'em discover that there's

more to Divinity than just storm-based Deities. This usually results in a lot of soul-searching and temple-visiting and asking lots of pointed questions to the Priests of various deities. Planewalking Lightning Genasi take this a bit further and wander the Realms of the Powers themselves, going from Realm to Realm and asking their pointed questions directly of the Proxies of these powers. As such (and depending on how respectful the Lightning Genasi is), the life of a Planewalking Vassal of the Storm can be either very rewarding, or very short.

All Lightning Genasi will possess one or more of the following physical attributes:

- Hair that's constantly standing on end, as from static electricity
- Brief flashes in their eyes, as though reflections from a distant thunderstorm
- Tiny, harmless sparks that dance around their body and hair as they move
- The occasional faint rumble of thunder, heard by anyone within 5 feet of the Genasi

Vassals of the Storm gain a +1 bonus to Dexterity and Wisdom, but suffer a -1 penalty to Strength and Constitution. They are completely immune to non-magical lightning (or other non-magical electrical effects) and take only half damage from magical lightning. Lightning Genasi are also immune to any deafening, stunning, or other effects which result from loud, booming noises (magical or otherwise). Note that this only applies to loud, booming noises similar to thunder (such as from Drums of Panic); Lightning Genasi suffer the full effects of the wail of a Howler, the wail of a Banshee, the winds of Pandemonium, etc. Lightning Genasi also gain a +1 bonus every 5 levels to their saving throws vs. air- or electrical-based magic attacks. Finally, Lightning Genasi have a Shocking Grasp ability. The effects are identical to the 1st-level Wizard spell of the same name. Lightning Genasi can use this ability once per day, as though they were a 5th-level Wizard.

Lightning Genasi can be fighters, mages, or clerics. Lightning Genasi cannot be multi-classed, but due to their fascination with Powers, they have some interesting class options not available to any other race in the Multiverse. Any Lightning Genasi cleric can, upon gaining a new level, opt to become a specialty priest with enough experience points to put him at the beginning of half his new cleric level (round fractions down). This reflects the Lightning Genasi's tendency to investigate the Powers before deciding which one to follow. (For example, a Lightning

Genasi cleric can, upon reaching 4th or 5th level, decide to become a specialty priest. The Genasi will then become a 2nd-level specialty priest with the bare minimum points necessary to be 2nd-level.) This also means that a cleric must be at least 2nd level before becoming a priest, and so no Lightning Genasi can start out as a specialty priest.

Lightning Genasi fighters and mages can also be dual-classed (like humans), with the following restrictions:

- The other class must be a cleric (so only fighter-cleric or mage-cleric dual-classed characters are allowed).
- The fighter or mage must reach at least 4th level before starting down the clerical path.
- Once the character has risen sufficiently high in the cleric class (i.e 2nd-level), he may opt to switch to a specialty priest as above. However, at that point the character must renounce his other class forever (since the Gods don't like their priests to be distracted). At the DM's option, this can be waived under certain circumstances, such as if the character is a fighter-cleric dual class and decides to be a specialty priest of a Power of War or Battle.

(For purposes of the +1 bonus per vs. air- or electrical-based magic every five levels mentioned above, this goes on hold until the specialty priest reaches the same level reached by the cleric before he converted. So you can't reach a +3 bonus as a 15th-level cleric, become a 7th-level specialty priest, and then get another +1 bonus when the priest reaches 12th level. Nice try, though, berk.)

Lightning Genasi can be of any alignment.

Vital Statistics

ABILITY REQUIREMENTS (before ability adjustments are added or subtracted):

	STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
LIGHTNING GENASI	3/18	9/18	5/18	9/18	3/18	3/18

ABILITY ADJUSTMENTS

	STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
LIGHTNING GENASI	-1	+1	-1	-	+1	-

AVERAGE HEIGHT AND WEIGHT

	HEIGHT		WEIGHT	
	BASE	MODIFIER	BASE	MODIFIER
LIGHTNING GENASI	58/57	1d8	130/80	4d10

AGE

	STARTING AGE		MAXIMUM AGE	
	BASE	MODIFIER	BASE	MODIFIER
LIGHTNING GENASI	20	1d10	120	6d10

AGING EFFECTS

	MIDDLE AGE*	OLD AGE**	VENERABLE***
LIGHTNING GENASI	60	80	120

(* -1 Str/Con; +1 Int/Wis, ** -2 Str/Dex, -1 Con; +1 Wis, *** -1 Str/Dex/Con; +1 Int/Wis)

LEVEL LIMITS

	FIGHTER	RANGER	PALADIN	WIZARD*	CLERIC**	DRUID	THIEF	BARD	PSIONICIST
LIGHTNING GENASI	12	n/a	n/a	12	15	n/a	n/a	n/a	n/a

(* Or specialist if applicable, ** specialty priest 19)

MINERAL GENASI

Most sods would think a being from the Quasi-Elemental Plane of Mineral would be a little on the hard, unfeeling side. After all, not only is the plane comprised of stones that are harder than rock in most cases, but those stones are also usually razor sharp. A cutter has to be extremely thick-skinned -- in the literal sense -- to survive even a day on the Plane.

But canny bloods know that things don't always turn out in the obvious, logical way, especially on the planes. And so it is with Mineral Genasi. Inheritors of the Glittering Stones are singularly large and imposing -- larger than even their Earth Genasi cousins -- and they've got a heart to match.

Mineral Genasi grow up on a plane where the entire collected treasury of the Merkhant sect pales in comparison to the riches littering the ground within a mile's radius from thier childhood kip. As such they really don't understand the notion of hoarding wealth, especially just for the sake of hoarding it (which is why you'll never see a Mineral Genasi in the Merkhants). This doesn't mean that they don't have any use for it. But to them, jink is part of the journey. It ain't the destination. So while they'll keep themselves in good repair and maybe even save some for a rainy day (being prepared ain't the same as "hoarding," after all), you'll never see an Inheritor of the Glittering Stones living in anything more opulent than a modest case.

So what do they do with the rest of their jink? 99 times out of 100, Mineral Genasi use it to help the less fortunate of the Multiverse. Again, this goes back to their early environment; Mineral Genasi are raised around vast amounts of material wealth, and they find it a little disturbing to discover that some berks don't have two coppers to rub together.

Different Mineral Genasi have different approaches to helping out the poor and downtrodden. Some will open up farms or smithies (or something similar) on one of the Upper Planes (or the portion of the Outlands near the Upper Planar gatetowns). Then they'll give down-on-their-luck sods a chance to come work for 'em and learn a trade. For those less fortunate cutters with a strong streak of pride that don't allow 'em to accept charity, this works out fairly well. Other Inheritors will open up soup kitchens or resthouses to give luckless bashers 3 squares a day and a roof over their head at night. And the rare Mineral Genasi thief will usually find some oppressive rich berk to steal from, and will then give this stolen loot back to the oppressed folk in question. (It

should be noted that, despite what a cutter might think, Mineral Genasi rarely join the Ring-Givers. This is because the Ring-Givers give stuff away in hopes that they'll get more stuff in return. Inheritors of the Glittering Stones, on the other hand, are genuinely altruistic. When they help a cutter, they honestly don't expect anything in return.)

Planewalking Mineral Genasi tend to think a little bigger with regard to helping out the downtrodden, and they will usually seek out villages, towns, or occasionally entire regions that are down-on-their-luck for whatever reason (usually due to marauding bands of raiders, drought, famine, or something along those lines). When this happens, they'll usually attempt to take whatever corrective action they feel necessary to get the village, town, or region back on its feet.

In appearance, Mineral Genasi are large, thick and imposing. Their features are sharp and angular, like the gemstones from their native plane. They also have a natural armor class of 8, and will have one or more of the following traits:

- Rough, dark brown skin or smooth, dark grey skin.
- A few small (half-inch diameter) crystalline stones of various colors embedded in their flesh (these crumble to worthless dust if somehow removed from the Mineral Genasi)
- Eyes that seem faceted (like a cut diamond)

Inheritors of the Glittering Stones receive a +1 bonus to their Strength (big, thick Earth creatures can pack quite a wallop), but suffer a -1 to Dexterity (big, thick Earth creatures are rarely agile). Mineral Genasi have a natural 50% magic resistance to all spells (or spell-like effects) which would turn 'em to stone. Standard saving throws will still be applicable if the magic resistance fails. Additionally, Mineral Genasi receive a +1 bonus to their saving throws vs. earth-based magic every 5 levels. They also can identify and appraise precious gems and jewelry with 100% accuracy. Finally, Inheritors of the Glittering Stones can Shape Stone once per day, as the 3rd-level Priest spell Stone Shape. They can affect 15 cubic feet of stone or rock in this fashion.

Mineral Genasi can be any class but Ranger or Druid. Mineral Genasi Paladins must be Planewalkers, moving from plane to plane, seeking villages, towns, or regions which are being oppressed by raiders, corrupt officials, or what-have-you. (Note: This excludes locations on the Lower Planes, since these locations are evil by nature, and are not therefore oppressed.) Once a Planewalking Mineral Genasi Paladin finds an oppressed area, he is bound by honor to stay until the area is

no longer oppressed. Leaving before that time will cause the permanent, irrevocable loss of Paladin status.

Mineral Genasi thieves must steal only from oppressive rich berks (like a greedy merchant or a corrupt sheriff) and give the stolen wealth back to the folks oppressed by these knaves.

Mineral Genasi can specialize in Earth Elementalism or Necromancy. They can also be specialty priests of Powers dealing with Earth, Wealth or Altruism. Inheritors of the Glittering Stones can be multiclassed fighter/mages, fighter/clerics, fighter/thieves, mage/clerics, or mage/thieves. They can be any Good alignment.

Vital Statistics

ABILITY REQUIREMENTS (before ability adjustments are added or subtracted):

	STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
MINERAL GENASI	9/18	3/18	3/18	5/18	5/18	3/18

ABILITY ADJUSTMENTS

	STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
MINERAL GENASI	-	-	-1	+1	-1	+1

AVERAGE HEIGHT AND WEIGHT

	HEIGHT		WEIGHT	
	BASE	MODIFIER	BASE	MODIFIER
MINERAL GENASI	67/66	2d8	190/140	6d10

AGE

	STARTING AGE		MAXIMUM AGE	
	BASE	MODIFIER	BASE	MODIFIER
MINERAL GENASI	20	1d10	120	6d10

AGING EFFECTS

	MIDDLE AGE*	OLD AGE**	VENERABLE***
MINERAL GENASI	60	80	120

(* -1 Str/Con; +1 Int/Wis, ** -2 Str/Dex, -1 Con; +1 Wis, *** -1 Str/Dex/Con; +1 Int/Wis)

LEVEL LIMITS

	FIGHTER	RANGER	PALADIN	WIZARD*	CLERIC**	DRUID	THIEF	BARD	PSIONICIST
MINERAL GENASI	14	n/a	14	13	12	n/a	9	10	n/a

(* Or specialist if applicable, ** includes specialty priests)

RACIAL ADJUSTMENTS FOR THIEVES

	PP	OL	FRT	MS	HS	DN	CW	RL
MINERAL GENASI	-5%	-5%	-5%	-	-	-	-10%	-

RADIANCE GENASI

Radiance Genasi (known among themselves as Disciples of the Incandescent Colors) hail from a plane where every moment of their existence is surrounded by, and suffused with, a scintillating, never-ending display of the most beautiful colors and lights in the Multiverse. As a consequence, most of the Radiance Genasi that leave the Plane of Radiance are profoundly and utterly disappointed by the (comparatively) dull and dreary nature of the rest of the Multiverse. And so, in a similar fashion to their Ash Genasi cousins, most Radiance Genasi figure they've seen enough of the Multiverse and immediately head back home.

But, like their Ash Genasi cousins, a few stick around. These are the Radiance Genasi who hit the planes and figure "It can't all be this dull and dreary." So they let their natural curiosity take hold and they begin wandering the planes looking for things of Beauty. To their credit, these Genasi usually discover somewhere along the way that "Beauty" can take forms other than blindingly brilliant and beautiful colors, and they gain a respect for the artworks of many cultures (both Prime and Planar). In some cases, Radiance Genasi even learn to appreciate art from cultures most other folks wouldn't consider "beautiful," such as Kobold "dung and worm sculpture" -- a medium most bashers can't appreciate. Fortunately, most Disciples of the Incandescent Colors don't go quite this far in their quest for art and "beauty".

It should be noted that occasionally a Radiance Genasi will decide to make their own beauty rather than seeking it out. Probably the most famous of these is the woman known simply as The Coruscate, who has the ability to make achingly beautiful sculptures out of "solid light." How she shapes the lights and keeps them mobile, suspended, and permanent is a dark to everyone but her.

And, of course, many of these Radiance Genasi, whether they're searching for "Beauty" or making their own, will twig to the notion that "Beauty" isn't necessarily visual, and they'll begin seeking (or crafting) literature, poetry, music, and so forth. Basically, if it's artistic in any way, there's probably some Radiance Genasi either doing it or searching it out among the planes.

Radiance Genasi are visually striking. Their skin is always a vibrant, distinctive color (green, blue, purple, and so on), and their hair is usually a violently contrasting color from their skin. Additionally, they'll have one or more of the following:

- A faint glow about them (too faint to do anything other than pinpoint their location in a pitch dark room)
- The ability to change their hair color at will
- Skin that's warm to the touch

Despite their vari-colored skin and hair, most Radiance Genasi are extremely attractive, so they gain a +1 bonus to their Charisma. They also gain a +1 bonus to their Intelligence to reflect their natural appreciation for art in its varied forms. Unfortunately, Radiance Genasi are notoriously frail, so they suffer a -1 penalty to both Strength and Constitution.

Radiance Genasi are completely immune to both natural fire and to being blinded by bright light (even if the bright light is magically induced). This isn't to say that they can't be blinded; the Wizard spell Power Word, Blind (for instance) doesn't rely on bright light to achieve the blinding effect, and Radiance Genasi are therefore just as susceptible to that spell as are any other group of berks. However, casting a Continual Light spell (for example) on a Radiance Genasi's eyes won't have any effect. Radiance Genasi also receive a +1 bonus to their saving throws vs. fire-based magic and illusions every 5 levels. Note that this bonus applies to illusions (i.e. magical constructs which rely on fooling the optical senses) but not to phantasms (i.e. magical constructs placed directly in a cutter's mind, bypassing the optical senses entirely). Additionally, Radiance Genasi can create Continual Light once per day, as the 2nd-level Wizard spell. They can use this ability as though they were a 5th-level caster.

Radiance Genasi can be fighters, mages, Fire Elementalists, Illusionists, clerics, specialty priests (must follow a power of fire, light, or beauty), thieves, or Bards. They can also be multiclassed fighter/illusionists, fighter/bards, or Illusionist/thieves. Note that most Radiance Genasi thieves become art thieves. They can be of any alignment.

Vital Statistics

ABILITY REQUIREMENTS (before ability adjustments are added or subtracted):

	STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
RAD. GENASI	3/18	5/18	7/18	3/18	3/18	9/18

ABILITY ADJUSTMENTS

	STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
RAD. GENASI	-1	-	-1	+1	-	+1

AVERAGE HEIGHT AND WEIGHT

	HEIGHT		WEIGHT	
	BASE	MODIFIER	BASE	MODIFIER
RAD. GENASI	60/59	1d10	150/100	5d10

AGE

	STARTING AGE		MAXIMUM AGE	
	BASE	MODIFIER	BASE	MODIFIER
RAD. GENASI	20	1d10	120	6d10

AGING EFFECTS

	MIDDLE AGE*	OLD AGE**	VENERABLE***
RAD. GENASI	60	80	120

(* -1 Str/Con; +1 Int/Wis, ** -2 Str/Dex, -1 Con; +1 Wis, *** -1 Str/Dex/Con; +1 Int/Wis)

LEVEL LIMITS

	FIGHTER	RANGER	PALADIN	WIZARD*	ILLUSIONIST	CLERIC**	DRUID	THIEF	BARD
RAD. GENASI	13	n/a	n/a	13	15	12	n/a	11	14

(* Or specialist if applicable, **includes specialty priests)

RACIAL ADJUSTMENTS FOR THIEVES

	PP	OL	FRT	MS	HS	DN	CW	RL
ICE GENASI	-	-	-	+10	-20%	-	-	-

STEAM GENASI

The Quasi-Elemental Plane of Steam is known by many names: The Great Fog, the Obscuring Mists, or simply The Hidden. The very image of the plane conjures up visions of secrecy and mystery and long-lost Darks. As with most things in the Multiverse, there's probably something to all these names. That is, if the Steam Genasi are any indication.

Steam Genasi call themselves Lanterns of the Mists, and most bashers on the Planes figure this to be a fairly apt description. Like their Magma, Dust, and Salt Genasi cousins, Steam Genasi are ardent, enthusiastic explorers of the Multiverse. But the Lanterns of the Mists specialize in (and excel at) the exploration of the obscure.

For some Steam Genasi, this means investigating hidden Darks and unearthing lost (or forbidden) knowledge. This could be anything from uncovering the Dark of why Nemausus has gone missing from Arcadia, to discovering the pattern of a shifting portal in the Hive, to capturing the murderer of the late Colonel Halvart.

But for most Steam Genasi -- the overwhelming majority, in fact -- this means taking the first portal out of Sigil and striking off for parts unknown. Steam Genasi have a burning curiosity about those areas of the Planes about which there is little (if any) information. Find a spot on the Planes that nobody knows anything about and you can bet that a Steam Genasi will find some way to get there and return alive to tell the tale. One Steam Genasi, a sod named Strom, is systematically mapping Agathion, the fourth layer of Pandemonium. Another Steam Genasi, Kaul Wildmarten, is exploring the nether reaches of Pelion, on Arborea. And an unknown Steam Genasi is wandering about on the Great Glass Sea, on the continent of Taladas, on the Prime world of Krynn.

Given all this exploration of the unknown, it's no wonder why most bashers tend to be respectful of Steam Genasi. For one thing, a lot of the knowledge collected about the lesser-traveled regions comes directly as a consequence of the Lanterns of the Mists. And for another, anybody who wanders into unknown areas of the Planes and lives to tell about it is not someone a body would want to cross. After all, it's one thing to visit Jangling Hiter after consulting with sages and planewalkers to find out the preparations needed to come back from the visit with all your skin still attached. It's another thing entirely to just gad about the lesser-traveled portions of the layer of Minauros without any prior knowledge of who may be out there or what it might take to keep 'em from putting you in the dead-book. Most sods would call such exploring

barmy, but experienced Steam Genasi can do it and return six weeks later to toss the chant about it over a cup of mead and a game of dice.

Appearance-wise, Steam Genasi are the most human-looking of all the plane-touched. All Steam Genasi have one or more of the following traits:

- Perpetually wet hair
- The odor of fog about them
- A perpetual coating of water droplets on their skin and in their hair
- A faint haze surrounding them, extending about 1 foot from their skin

Interestingly enough (and with only a very few exceptions), Steam Genasi avoid some of the more popular fashion trends evinced by many Planars (especially Sigillians). In particular, Steam Genasi do not pierce their bodies (female Steam Genasi may be occasionally seen with one piercing per earlobe, but even this is rare), nor do they affect the tattoos or body painting prevalent among other Planar races. The Dark of why the Steam Genasi, as a whole, seem to avoid these things remains a mystery. (Along these lines, the humble author of this description pointed out this mystery to a Steam Genasi of the author's acquaintance. The Steam Genasi in question is now assembling a team to investigate. A trip to the Quasi-Elemental Plane of Steam is anticipated, and interested cutters are invited to inquire at the Rotting Treant tavern, off of Bloodmarsh Way, in the Lower Ward.)

Steam Genasi have earned a well-deserved reputation for being tough to kill, and this is doubtless due to their +1 bonus to Dexterity and Constitution. However, they do seem more susceptible to mind-controlling spells (-1 penalty to Wisdom), and they're not particularly powerful (-1 to Strength). Lanterns of the Mists can breathe water as though it was air, but they suffer the same movement penalties underwater as if they were any other land-based race. They gain a +1 bonus to their saving throws vs. water- and necromantic-based magic every five levels. Finally, they can Obscure themselves once per day. This is a spell-like ability identical to the 2nd-level Wizard spell Obscurement, and Steam Genasi cast it as though they were 5th-level casters.

Steam Genasi can be fighters, mages, Abjurers, Diviners, or bards. They can also be fighter/mages, fighter/Abjurers, or fighter/Diviners. They can be of any alignment.

Vital Statistics

ABILITY REQUIREMENTS (before ability adjustments are added or subtracted):

	STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
STEAM GENASI	3/18	7/18	3/18	3/18	9/18	3/18

ABILITY ADJUSTMENTS

	STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
STEAM GENASI	-1	+1	+1	-	-1	-

AVERAGE HEIGHT AND WEIGHT

	HEIGHT		WEIGHT	
	BASE	MODIFIER	BASE	MODIFIER
STEAM GENASI	58/57	1d10	140/90	4d10

AGE

	STARTING AGE		MAXIMUM AGE	
	BASE	MODIFIER	BASE	MODIFIER
STEAM GENASI	20	1d10	120	6d10

AGING EFFECTS

	MIDDLE AGE*	OLD AGE**	VENERABLE***
STEAM GENASI	60	80	120

(* -1 Str/Con; +1 Int/Wis, ** -2 Str/Dex, -1 Con; +1 Wis, *** -1 Str/Dex/Con; +1 Int/Wis)

LEVEL LIMITS

	FIGHTER	RANGER	PALADIN	WIZARD*	ABJURER	CLERIC**	BARD
STEAM GENASI	14	n/a	n/a	13	16	15	11

(* Or specialist if applicable, **includes specialty priests)

RACIAL ADJUSTMENTS FOR THIEVES

	PP	OL	FRT	MS	HS	DN	CW	RL
STEAM GENASI	-10%	-	-	-	-10%	+5%	+5%	+5%

ENERGY GENASI

NEGATIVE ENERGY GENASI

Of all the Genasi (Para-, Quasi-, or otherwise), none are regarded with more suspicion and fear than the Negative Energy Genasi -- known among Planars as Negatai, and among themselves as Sceptres of Unlife.

Like all Para- and Quasi-Genasi, Negatai are quite curious about the Multiverse. However, Negatai grow up on a plane formed from the very stuff of anti-life, and populated by hordes of free-willed undead. This has an effect on the Negatai outlook as one might expect, and their curiosity is shaped appropriately.

When they leave their native plane, they discover life -- and death -- in abundance. For Negatai, Life is a foreign concept, in much the same way that Chaos is a foreign concept to Modrons. But Negatai understand death perfectly. And this is part of the reason why they're so feared on the Planes.

Y'see, a small percentage of Negatai hit the Planes and just can't seem to deal with being surrounded by vibrant, incessant life. So, in order to recreate some of the "comforts of home," they begin killing folks. Some don't even bother to be subtle about it, publicly mowing down innocent civilians until put in the dead-book by the Hardheads or the Red Death. Others are a bit craftier, and can carry on a campaign of grisly killings for years before being caught (or finding a way back to the Negative Energy Plane). Thankfully, this doesn't happen too often. But when it does, it tends to stick in a sod's mind, and all Negatai have suffered by being associated with their infamous, bloodthirsty brethren.

By far, the overwhelming majority of Negatai loose on the Multiverse are not going around putting sods in the dead-book just so the Negatai can be reminded of their native plane. But most of 'em are fascinated (some berks say "comforted") by death and the dead. Again, this is because they have an innate and natural understanding of death, but not of life. Regardless, this fascination manifests itself in various ways. A lot of Negatai -- especially the fighters -- roam the Planes learning the various death rituals of different cultures. They do this so that they may give the appropriate "last rites" to foes they've slain in combat. Others become

Necromancers, learning the hidden magical Darks of life (and death). Still others become priests of Death-related Powers.

Interestingly enough, and contrary to what a lot of berks would assume, Negatai aren't any more (or less) likely to join the Dustmen than any other sod. Sure, the Negatai understand death, but that doesn't automatically mean they think everyone is already dead (which is the central belief of the Dustmen). Still, when a Negatai does join the Dustmen, he usually rises pretty quickly through the ranks.

All Negatai have jet-black skin. Their skin is so dark, in fact, that it seems to absorb light. It's also very cold to the touch. No other distinguishing features have been recorded.

The nature of their plane imbues them with a certain amount of power, and so Negatai receive a +1 bonus to their Strength. It also makes them more susceptible to death, reflected in a -1 penalty to their Constitution. Being natives of the Negative Energy Plane, the very nature of a Negatai is suffused with the essence of Unlife, and this confers the following benefits and hindrances:

- Negatai are completely immune to level drain.
- They have a 50% chance of being completely ignored by any Undead powered by the Negative Energy Plane (which excludes Mummies, but includes just about every other type of undead). If this roll is successful, the undead creature will not attack the Negatai unless the Negatai attacks first.
- Similarly, they can turn Mummies (or other Positive Energy undead) as a Cleric of the same experience level. Mummies that resist being turned will try to concentrate their attack on the Negatai.
- Positive Energy creatures (including Mummies and Positive Energy Genasi) cause an additional 1d4+1 damage to Negatai when striking a Negatai barehanded.
- Negatai heal at half the rate of other bashers. It requires 2 days of rest to heal 1 hit point, and 2 days of complete bed rest to heal 3 hit points. This also applies to being treated by those with the healing or herbalism proficiency. Furthermore, magical healing is only half as effective (round fractions down) on Negatai. (Magical healing will always heal at least one hit point, however.)
- Negatai have an innate Chill Touch ability, which can be used once per day. This ability is identical to the 1st-level Wizard spell of the same name.

- Every 5 levels, Negatai gain a +1 bonus to their saving throws vs. Necromantic magic.
- As a consequence of their poor reputation, Negatai suffer a -4 penalty to their reaction rolls when dealing with NPCs.

Negatai can be fighters, mages, Necromancers, clerics, specialty priests, or thieves. They can also be fighter/Necromancers or Necromancer/thieves. Negatai specialty priests must follow a Power of Death. And contrary to what many bashers might suspect, Negatai can be of any alignment. Death isn't necessarily evil, berk. It just is.

Vital Statistics

ABILITY REQUIREMENTS (before ability adjustments are added or subtracted):

	STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
NE GENASI	7/18	3/18	5/18	3/18	3/18	3/18

ABILITY ADJUSTMENTS

	STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
NE GENASI	+1	-	-1	-	-	-

AVERAGE HEIGHT AND WEIGHT

	HEIGHT		WEIGHT	
	BASE	MODIFIER	BASE	MODIFIER
NE GENASI	60/59	1d12	150/100	6d10

AGE

	STARTING AGE		MAXIMUM AGE	
	BASE	MODIFIER	BASE	MODIFIER
NE GENASI	20	1d10	120	6d10

AGING EFFECTS

	MIDDLE AGE*	OLD AGE**	VENERABLE***
NE GENASI	60	80	120

(* -1 Str/Con; +1 Int/Wis, ** -2 Str/Dex, -1 Con; +1 Wis, *** -1 Str/Dex/Con; +1 Int/Wis)

LEVEL LIMITS

	FIGHTER	RANGER	PALADIN	WIZARD*	CLERIC*	Spec. Priest	THIEF	NECROMANCER
NE GENASI	14	n/a	n/a	12	11	14	13	16

(* Or specialist if applicable)

RACIAL ADJUSTMENTS FOR THIEVES

	PP	OL	FRT	MS	HS	DN	CW	RL
NE GENASI	-10%	-10%	+5%	+10%	+20%	-	-5%	-

POSITIVE ENERGY GENASI

For some reason, most berks expect Positai (the name Planars have given to the Positive Energy Genasi) to be serene and contemplative. The sods just assume that anybody filled with the very essence of Life itself must be of a tranquil and philosophical turn of mind. As with a lot of assumptions on the planes, it just ain't so.

Crucibles of Life, as the Positai call themselves, are filled with Life energy alright -- with the emphasis on "energy." Positai are energetic individuals, sometimes to the point of being manic and hyperactive. This isn't to say they're chaotic (at least, not necessarily). Lots of Positai are quite ordered and logical in their ceaseless activity. But it seems like Positai are always doing something, and many become active Planewalkers just to give 'em something to do.

Positai are, not surprisingly, fascinated with Life itself in all its abundant variety, particularly with regard to the nurturing, growing, or healing of life. Again, most berks expect Positai to be fond of wilderness areas to the exclusion of all else, and again, most berks have it wrong. Sure, some Positai like exploring the Wilderness, but any Positai will point out that a city is just as much a nexus of life as is a forest. Indeed, the Positai who favor urban areas will tell you that each city, town, or village has its own personality and spirit which permeates the buildings and inhabitants. As such, Positai can be found as rustic farmers, urban healers, and the entire gamut in between.

All Positai have vibrant yellow-white skin, and the skin itself is also warm to the touch. Additionally, Positai have a faint glow about them. This glow is part of their Aura of Life, and as such cannot be covered up by dark clothing. While this glow only puts out the same light as a candle, it makes it impossible for the Positai to hide in shadows. (It's also a surefire way to draw missile fire in dimly lit combat areas. The life of a Positai ain't always mead and skittles, berk.) Fortunately, the Aura of Life provides some benefits as well. Any living thing (even a Bleaker) within 5 feet of a Positai will feel invigorated and more cheerful. (Treat this as an innate Healing proficiency if the Positai is tending to a wounded basher. Otherwise, the Aura confers no specific game bonuses or penalties. Role-playing the invigorating, cheering effect is encouraged, however. At the DM's option, this could be used to counteract the melancholy of a Bleaker.)

Due to the fact that Positai are filled with the very stuff of Life itself, they gain a +1 bonus to their Constitution. However, their hyperactivity

results in a short attention span, and results in a -1 to their Intelligence. Additionally, since Positai are suffused with Life essence, they gain the following abilities and hindrances:

- Positai are immune to Mummy Rot.
- Level drain attacks are more effective on Positai, and any successful level drain attack against a Positai drains one additional level. Undead that don't normally have a level draining attack will still drain one level from a Positai on a natural 19 or 20 attack roll (provided the Undead creature attacks barehanded). This confers no benefit to the Undead creature, and simply reflects the baneful effect of Unlife energy vs. Life energy.
- Positai can turn Negative Energy Undead (basically, everything but Mummies) as though they were a cleric of the same level. Undead that resist being turned will always try to concentrate their attacks on the Positai. Free-willed undead (vampires and whatnot) will alter their tactics as the need arises (such as dealing with other, more dangerous party members), but will attack the Positai first if given the opportunity. Mindless undead (Skeletons and zombies) will attack Positai to the exclusion of everything else, unless given explicit instructions to do otherwise by whoever (or whatever) controls them.
- Positai clerics and paladins can turn Undead as though they were two levels higher. A 2nd level Positai Cleric turns Undead as though he were 4th level, for instance.
- All Negative Energy creatures (including Negatai and most Undead) receive a 1d4+1 damage bonus when attacking a Positai barehanded.
- Positai have a 50% chance of being ignored by Mummies (or other Positive Energy Undead).
- They heal at twice the rate of normal bashers. One day of rest will heal two points, and one day of complete bed rest will heal 6 points. This effect is also extended to Positai under the care of someone with the healing and/or herbalism proficiencies. Magical healing receives a 50% bonus (roll normally for healing, divide by two, round fractions up, and add the result to the original roll).
- Positai have the ability to Cure Light Wounds once per day.
- Every five levels, Positai gain a +1 bonus to their saving throws vs. Necromantic magic.

Positai can be fighters, paladins, mages, Necromancers, clerics, specialty priests, fighter/mages, fighter/Necromancers, fighter/clerics, or mage/clerics. Specialty priests must follow a Power of Life, Healing, Fertility, or Nature. They can be any Alignment.

Vital Statistics

ABILITY REQUIREMENTS (before ability adjustments are added or subtracted):

	STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
PE GENASI	3/18	3/18	3/18	5/18	9/18	5/18

ABILITY ADJUSTMENTS

	STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
PE GENASI	-	-	+1	-1	-	-

AVERAGE HEIGHT AND WEIGHT

	HEIGHT		WEIGHT	
	BASE	MODIFIER	BASE	MODIFIER
PE GENASI	60/59	1d12	150/100	6d10

AGE

	STARTING AGE		MAXIMUM AGE	
	BASE	MODIFIER	BASE	MODIFIER
PE GENASI	20	1d10	120	6d10

AGING EFFECTS

	MIDDLE AGE*	OLD AGE**	VENERABLE***
PE GENASI	60	80	120

(* -1 Str/Con; +1 Int/Wis, ** -2 Str/Dex, -1 Con; +1 Wis, *** -1 Str/Dex/Con; +1 Int/Wis)

LEVEL LIMITS

	FIGHTER	RANGER	PALADIN	WIZARD*	CLERIC*	Spec. Priest	THIEF	NECROMANCER
PE GENASI	14	n/a	13	13	15	14	n/a	15

(* Or specialist if applicable)

ABILITY REQUIREMENTS						
	STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
BLADELING	8/18	5/18	12/18	4/18	3/18	3/18
CHAOS CHILD	8/18	5/18	5/18	3/18	3/18	3/17
FENSIR MALE	6/18	8/18	8/18	6/18	12/18	3/18
FENSIR FEMALE	13/18	3/18	10/18	3/18	3/17	3/15
KHAASTA	10/18	4/18	8/18	3/18	3/17	4/15
FORMIAN	13/18	3/18	8/18	4/18	3/18	6/16
RATATOSK	3/18	11/18	3/18	3/18	3/18	6/18
REAVE	12/18	9/18	12/18	3/18	3/17	3/16
ABIORACH	8/18	8/18	4/18	8/18	4/17	6/18
ARGENACH	12/18	5/18	3/18	12/18	7/18	6/18
CUPRILACH	10/18	9/18	4/17	10/18	4/16	4/16
FERRUMACH	12/18	5/16	12/18	8/18	5/18	5/18
PLUMACH	6/18	4/17	13/18	8/18	12/18	3/18
RUVOKA	10/18	3/18	13/18	8/18	12/18	3/18
Genasi Ice	3/18	7/18	5/18	3/18	3/18	3/18
Genasi Magma	9/18	3/18	7/18	3/18	7/18	3/18
Genasi Ooze	7/18	7/18	3/18	3/18	7/18	3/18
Genasi Smoke	3/18	7/18	7/18	3/18	3/18	3/18
Genasi Ash	3/18	3/18	3/18	7/18	9/18	3/18
Genasi Dust	3/18	7/18	7/18	5/18	5/18	3/18
Genasi Salt	3/18	3/18	5/18	9/18	5/18	3/18
Genasi Vacuum	3/18	5/18	5/18	3/18	7/18	3/18
Genasi Lighting	3/18	9/18	5/18	9/18	3/18	3/18
Genasi Mineral	9/18	3/18	3/18	5/18	5/18	3/18
Genasi Radiance	3/18	5/18	7/18	3/18	3/18	9/18
Genasi Steam	3/18	7/18	3/18	3/18	9/18	3/18
Genasi Negative Ep	7/18	3/18	5/18	3/18	3/18	3/18
Genasi Positive Ep	3/18	3/18	3/18	5/18	9/18	5/18

ABILITY ADJUSTMENTS						
	STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
BLADELING	-	-	2	-	-	-2
CHAOS CHILD	2	1	1	-1	-1	-2
FENSIR MALE	-	1	-1	-	1	-1
FENSIR FEMALE	1	-	1	-1	-	-1
KHAASTA	1	-1	1	-	-	-1
FORMIAN	2	-1	-	-1	-	-
RATATOSK	-1	2	1	-1	-	-
REAVE	2	-	2	-	-2	-2
ABIORACH	1	1	-1	-	-1	-
ARGENACH	1	-	-1	1	-	-
CUPRILACH	1	1	-1	1	-1	-1
FERRUMACH	1	-2	2	-	-	-1
PLUMACH	1	-1	-	-	1	-2
RUVOKA	1	-1	-	-	1	-2
Genasi Ice	-	-	-1	1	-1	1
Genasi Magma	-	-	-	1	-	-1
Genasi Ooze	-	1	1	-	-1	-1
Genasi Smoke	-1	1	-1	1	-	-
Genasi Ash	-	-	-	-	-	-
Genasi Dust	-1	1	1	-	-	-1
Genasi Salt	-	-	-	-	1	-1
Genasi Vacuum	-1	1	-	-	-	-
Genasi Lighting	-1	1	-1	-	1	-
Genasi Mineral	1	-1	-	-	-	-
Genasi Radiance	-1	-	-1	1	-	1
Genasi Steam	-1	1	1	-	-1	-
Genasi Negative Ep	1	-	-1	-	-	-
Genasi Positive Ep	-	-	1	-1	-	-

AVERAGE HEIGHT AND WEIGHT				
	HEIGHT		WEIGHT	
	Base	Modifier	Base	Modifier
BLADELING	61/59	2d10	160/110	6d10
CHAOS CHILD	80	5d6	500	5d20
FENSIR	70/72	2d12	140/160	5d10
KHAASTA	68/70	4d4	160/180	6d10
FORMIAN	--/55	2d6	--/250	6d20
RATATOSK	45/44	2d8	52/48	5d6
REAVE	65/63	3d6	180/160	2d20
ABIORACH	56/55	1d10	100/80	3d10
ARGENACH	72/70	1d12	160/120	6d10
CUPRILACH	60/58	1d8	110/95	4d10
FERRUMACH	60/58	1d8	150/120	4d10
PLUMACH	84/80	4d10	250/200	6d10
RUVOKA	84/80	4d10	250/200	6d10
Genasi Ice	60/59	1d10	150/100	5d10
Genasi Magma	61/60	2d8	160/110	6d10
Genasi Ooze	60/59	1d10	150/100	5d10
Genasi Smoke	58/57	1d8	130/80	4d10
Genasi Ash	60/59	1d10	150/100	4d10
Genasi Dust	60/59	1d10	150/100	5d10
Genasi Salt	60/59	1d10	150/100	6d10
Genasi Vacuum	62/60	1d10	120/70	4d10
Genasi Lighting	58/57	1d8	130/80	4d10
Genasi Mineral	67/66	2d8	190/140	6d10
Genasi Radiance	60/59	1d10	150/100	5d10
Genasi Steam	58/57	1d10	140/90	4d10
Genasi Negative Ep	60/59	1d120	150/100	6d10
Genasi Positive Ep	60/59	1d12	150/100	6d10

LEVEL LIMITS									
	FIGHTER	RANGER	PALADIN	WIZARD	CLERIC	DRUID	THIEF	BARD	PSIONICIST
BLADELING	14	n/a	n/a	10*	10	n/a	9	n/a	10
CHAOS CHILD	14	n/a	n/a	n/a	n/a	n/a	13	n/a	n/a
FENSIR MALE	10	8	n/a	15	10**	n/a	10	5	n/a
FENSIR FEMALE	14	n/a	n/a	n/a	n/a	n/a	8	n/a	n/a
KHAASTA	14	n/a	n/a	n/a	9	n/a	12	n/a	n/a
FORMIAN	15	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a
RATATOSK	8	n/a	n/a	n/a	9	n/a	12	n/a	n/a
REAVE	12	n/a	n/a	n/a	8	n/a	10	n/a	n/a
RILMARI	12	n/a	n/a	14*	10	U	15	7	U
RUVOKA	14	n/a	n/a	n/a	n/a	U	n/a	n/a	n/a
Genasi Ice	11	n/a	n/a	15***	14**	n/a	13	n/a	n/a
Genasi Magma	15	n/a	n/a	15***	14	n/a	n/a	n/a	n/a
Genasi Ooze	13	n/a	15	12	n/a	n/a	n/a	n/a	n/a
Genasi Smoke	11	n/a	n/a	14	n/a	n/a	16	n/a	n/a
Genasi Ash	11	15	n/a	10***/12(Necro)	n/a	13	n/a	n/a	n/a
Genasi Dust	12	n/a	n/a	11***	15	15	n/a	14	n/a
Genasi Salt	13	n/a	n/a	n/a	12**	n/a	n/a	16	n/a
Genasi Vacuum	13	n/a	n/a	15	13	n/a	14	n/a	n/a
Genasi Lighting	12	n/a	n/a	11	15/18**	n/a	n/a	n/a	n/a
Genasi Mineral	14	n/a	14	13*	12**	n/a	9	10	10
Genasi Radiance	13	n/a	n/a	13***(f)/15(Illu)	12**	n/a	11	12	n/a
Genasi Steam	14	n/a	n/a	13/16(Abjurer)	15	15	n/a	11	n/a
Genasi Negative Ep	14	n/a	n/a	12/16(Necro)	11/14**	n/a	13	n/a	n/a
Genasi Positive Ep	14	n/a	13	13/15(Necro)	15/14*	n/a	n/a	n/a	n/a

* specialty Wizard

** Specialty Priest

*** Specialist/Kit Elementalist According Associated Element

AGING EFFECTS	Middle Age*	Old Age*	Venerable*
BLADELING	50	67	100
CHAOS CHILD	50	67	100
FENSIR	125	160	250
KHAASTA	50	67	100
FORMIAN	20	35	50
RATATOSK	30	45	60
REAVE	100	134	200
ABIORACH	50	67	100
ARGENACH	62	83	125
CUPRILACH	55	73	110
FERRUMACH	58	88	115
PLUMACH	60	80	100
RUVOKA	60	80	100
Genasi Ice	60	80	120
Genasi Magma	60	80	120
Genasi Ooze	60	80	120
Genasi Smoke	60	80	120
Genasi Ash	60	80	120
Genasi Dust	60	80	120
Genasi Salt	60	80	120
Genasi Vacuum	60	80	120
Genasi Lighting	60	80	120
Genasi Mineral	60	80	120
Genasi Radiance	60	80	120
Genasi Steam	60	80	120
Genasi Negative Ep	60	80	120
Genasi Positive Ep	60	80	120

AGE	Starting age		Maximum Age	
	Base	Modifier	Base	Modifier
BLADELING	17	2d4	100	1d100
CHAOS CHILD	10	2d10	100	1d100*
FENSIR	17	2d4	250	2d100
KHAASTA	10	1d6	100	2d20
FORMIAN	2	1d6	50	2d20
RATATOSK	10	2d4	60	3d10
REAVE	20	1d10	200	2d20
ABIORACH	15	1d4	100	3d6
ARGENACH	17	1d6	125	2d20
CUPRILACH	16	1d6	110	4d6
FERRUMACH	16	1d4	115	3d10
PLUMACH	15	1d4	100	2d10
RUVOKA	20	2d10	100	2d100
Genasi Ice	20	1d10	120	6d10
Genasi Magma	20	1d10	120	6d10
Genasi Ooze	20	1d10	120	6d10
Genasi Smoke	20	1d10	120	6d10
Genasi Ash	20	1d10	120	6d10
Genasi Dust	20	1d10	120	6d10
Genasi Salt	20	1d10	120	6d10
Genasi Vacuum	20	1d10	120	6d10
Genasi Lighting	20	1d10	120	6d10
Genasi Mineral	20	1d10	120	6d10
Genasi Radiance	20	1d10	120	6d10
Genasi Steam	20	1d10	120	6d10
Genasi Negative Ep	20	1d10	120	6d10
Genasi Positive Ep	20	1d10	120	6d10

* NB: If a Chaos Child dies of old age, it collapses into a heap of chaos matter.