

## Planar Races

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### *Prime vs. Planar*

In addition to deciding on the race of your character, you must also determine where your character was born. While one's birth city and nationality are important to your character, a Planescape campaign also makes the *plane* of his birth very important. That is, you need to know whether your character is of a Prime or a Planar racial origin.

Races that are considered to be "primes" are native to the Material Plane (i.e. from a normal campaign world). This does not mean that your character will have no knowledge about the other planes, only that he wasn't born on one of them. While most planar races tend to consider primes inferior – unjustly or not – the natives of the Material do have some additional advantages in a Planescape campaign that don't come into play in other, more standard games. These stem from the fact that Prime races are never considered to be "extraplanar". As a result, the character is immune to spells such as *Banishment*, *Dismissal*, *Planar Ally*, and *Summon Monster*. The following races can be played as Primes: Human, Elf, Half-Elf, Dwarf, Gnome, Halfling, Half-Orc, Aasimar, Tiefling, Genasi.

The "planars", on the other hand, are races that are native to (or born on) planes other than the Material Plane. These can be any of the other planes - Inner (a.k.a. Elemental), Transitive (Astral, Ethereal, Shadow), or Outer. These races tend to be more knowledgeable about the other planes primarily due to their having been born there. It is possible for a race that most would consider prime to be planar – their family has lived on the planes for millennia (or even just a couple of generations), thus becoming a planar race. The planar versions of prime races are indistinguishable from their non-extraplanar cousins, at least as far as physical appearance goes. There are two main differences between planar and prime races. The first difference is an advantage. Planars have the ability to detect non-active portals. If they make a Spot check against a DC of 12, they can see the portal as a dimly glowing outline. (Note that all creatures, regardless of origin, can see an active portal.) The other difference is a disadvantage. Unlike their prime counterparts, planars *are* extraplanar in nature; thus, they can be affected by spells or effects that work in part or in whole on creatures from another plane. Unless they are on their home plane, they can be affected by spells like *Banishment* and *Dismissal*. Additionally, a planar character could be whisked away by a *Planar Ally* or *Summon Monster* spell. The following races can be played as Planars: Human, Elf, Half-Elf, Dwarf, Gnome, Halfling, Half-Orc, Aasimar, Tiefling, Genasi, Bariaur, Githzerai.

There is actually a third category of race – the Outsider. Outsiders are essentially "planar plus" races. Unlike prime or planar races, Outsiders are not mortal and have never had any prime ancestors. Outsiders are formed entirely of the stuff of the other planes. They tend to alien in outlook and physiology, and are usually considered "monsters" by the less informed. Characters that are outsiders have all the advantages and disadvantages of planars, plus some additional qualities. The first is that all outsiders possess Darkvision with a 60' range. The other is that if slain, outsiders cannot be raised, resurrected, or reincarnated by normal means. However, this doesn't guarantee that the creature is snuffed out of existence. Some outsiders can only be permanently killed if they are slain on their home plane – otherwise, their spirit will just return to its home plane and reform a physical body from the surrounding landscape. Only one player-character race is considered to be an Outsider – the Rogue Modron.

## ***Bariaur***

A bariaur looks a bit like a centaur, but it mixes the forms of human and ram rather than human and horse. From the waist down, a bariaur is indistinguishable from a powerful ram. From the waist up, it looks human, save for a pair of curling horns emerging from the top of its forehead.

Bariaur are native to the rolling hills and woods of the plane of Ysgard. Creatures of wanderlust, they rarely stay in one place for long. Their flocks follow a single leader who remains in charge as long as he or she can defeat opponents in a "clash of horns" (a sequence of charge attacks similar to a jousting competition). Bariaur love contests of all kinds, early matching wits in a tale-telling competition, racing across the great grasslands of Ysgard, or leaping from river rock to river rock until only one bariaur remains dry. They're eager to try the mettle of newcomers and visitors in these events, which tend to be sources of good-natured amusement rather than rigorous tests of fitness. Rare is the bariaur who takes a contest too seriously; he or she is sure to be admonished to lighten up by the flock's elders. These people also view combat as something of a contest; for the bariaur, battle is a glorious endeavor.

The bariaur diet is herbivorous, with berries, nuts, and leaves being staple foods. They're well aware of every berry patch and fruit tree for miles. Exceptions are bariaur rangers, who may eat meat – particularly from woodland creatures they've hunted themselves.

Bariaur have the following characteristics:

- Males: +2 STR, +2 CON, -2 DEX, -2 WIS
- Females: +2 INT, +2 WIS, -2 DEX
- Medium Size Planar, Base Speed of 40
- Lowlight Vision
- +2 Racial bonus to WILL saves against spells and spell-like abilities
- +2 Racial bonus to Listen, Spot
- Horns: When making a charge attack, a bariaur can use its horns to make a single gore attack that deals 2d6+1 bludgeoning damage.
- Quadruped: Having four legs, it is much harder to make a Bull Rush or Trip attack against a bariaur. (Character has an automatic +4 stability bonus to resist such attacks.) Unfortunately, this also causes some problems for bariaur. Armor must be bought as barding, and they cannot use boots (magic or otherwise).
- Spell Resistance: All bariaur have a SR equal to 11 + 1/character level.
- Psionic Resistance: All bariaur have a PR equal to one-half their SR (round down).
- Male Favored Class: Barbarian
- Female Favored Class: Druid
- Starting Languages: Bariaur, Common
- Possible Bonus Languages: Celestial, Dwarf, Fensir, Giant, Troll
- +1 Equivalent Character Level: In order to play a bariaur character, a player must spend one character level

## ***Githzerai***

The githzerai are a hard-hearted, humanlike people who dwell in the plane of Limbo, secure in the protection of their hidden monasteries. They are taller and thinner than humans, with sharp features, long faces, and eyes of gray or yellow. Severe and serious, the githzerai tend towards somberness both in dress and personality. Among their own people, they have a language rich in imagery and metaphor, utilizing historical references and situations in every conversation. When among those not of their own kind, they tend to be close-mouthed and untrusting. Githzerai do not fear being caught defenseless, because their bodies and minds are weapons. Able to fight without weapons and armor, the githzerai yearn to bring the "good fight" to their enemies – the githyanki and the mind flayers.

The githzerai forerunners were a slave race to the plane-spanning empire of the mind flayers. Centuries of captivity bred hatred, nurtured resolve, and finally instilled psionic powers into these slaves. Eventually, they united under the command of the rebel Gith and threw down the empire of their hated masters. Once free, the former slaves split ideologically and eventually racially, becoming the githzerai and the githyanki. Each constantly attempts the extinction of the other. The githzerai's history of imprisonment was the foundation of their monastic lifestyle, where all githzerai learn from childhood how to eradicate potential oppressors and enemies (anyone not a githzerai.)

Githzerai have the following characteristics:

- +2 DEX, +2 WIS, -2 INT, [Stat Penalty]
- Medium Size Planar, Base Speed of 30
- +2 Racial Bonus to Innuendo, Sense Motive
- [Special Ability]
- Psionic Resistance: All githzerai have a PR equal to 5 + 1/character level
- Spell Resistance: All githzerai have a SR equal to one-half their PR (round down)
- Psionic Affinity: The githzerai race is inherently psionic; it is an integral part of their culture. As a result, all githzerai characters must start play with at least one class level of Psion.
- Favored Class of Psion
- Starting Languages: Githzerai, Common
- Possible Bonus Languages: Abyssal, Githyanki, Mind Flayer, Slaad

Stat Penalty – player chooses one of the following:

- -2 STR
- -2 CON

Special Ability – player chooses one of the following:

- Psionic Scholar - Gain 2 ranks each in Knowledge (Psionics) and Psicraft
- Psionic Body feat [use primary discipline ability modifier for bonus hit points at first level rather than CON, use CON for all other levels; +1 additional bonus hit points for each metapsionic feat taken]
- Rapid Metabolism feat [heal hit points per day of rest equal to standard healing rate + CON modifier]
- Dodge feat [+1 AC bonus vs. one opponent]
- Improved Unarmed Strike feat [considered armed when using hands and feet as weapons]
- Expertise feat [may apply penalty of up to -5 on attacks and add same bonus to AC]

## ***The Planetouched***

"The voice of an angel." "A devilish sense of humor." "A heart of stone." For members of the six races collectively known as "planetouched" these are more than just figures of speech; they are quite often the literal truth. All of the planetouched races are crossbreeds, part mortal and part... something else. While the exact nature of that "something else" is different for each of the races, all their heritages do have one thing in common - they are not of the Material Plane. The planetouched's blood runs thick with essence of the other Planes of existence. The otherworldly gifts provided by this heritage could either be the result of being a descendant of a planar being, or simply having been conceived or born under unusual conditions.

### **AASIMAR**

Members of the planetouched race known as the aasimar are the children of the Upper Planes. These planes are sometimes called the Celestial Kingdoms, or more simply, the Planes of Good. Graced with a touch of the holy, aasimar are usually tall, good-looking, and generally pleasant. Most have a minor physical trait suggesting their heritage, such as silver hair, golden eyes, or unnaturally intense stare. The majority of aasimar are decidedly good-aligned, fighting against evil causes and swaying others to do the right thing. Others are less fanatical and fit into normal society, and some even give in to the temptations of evil.

All aasimar have the following characteristics:

- +2 WIS, +2 CHR, [Stat Penalty]
- Medium Size, Base Speed of 30
- 60' Darkvision
- [Racial Skill Bonus] (+2 to two skills)
- [Special Ability]
- Acid, Cold, Electricity Resistance 5
- Favored Class of either Cleric or Paladin (player choice)
- Starting Languages: Common
- Possible Bonus Languages: Archon, Asuras, Celestial, Eladrin, Guardinal

Despite their common celestial natures, not every aasimar has the same heritage. As such, players of aasimar characters have a number of choices open to them to reflect these different ancestries.

Stat Penalty – player chooses one of the following:

- -4 INT
- -2 STR
- -2 DEX
- -2 CON and -2 INT

Racial Skill Bonus – player chooses two of the following

- Animal Empathy
- Diplomacy
- Heal
- Listen
- Sense Motive
- Spot

Special Ability – player chooses one of the following

- Spell-like Ability (Cantrip): Player chooses 3 of the following, usable once per day (multiple selections of same item provide multiple daily uses). Caster level = character level.
  - Cure Minor Wounds [Cure 1 hp of damage], as cleric
  - Dancing Lights [Illusion of torches or other lights], as sorcerer
  - Guidance [+1 bonus to one roll, save, or check], as cleric
  - Light [One object magically provides light as a torch], as cleric
  - Mending [Make minor repairs to one object], as cleric
  - Purify Food and Drink [Purify 1 cubic foot per level of normal food and water], as cleric
  - Resistance [+1 bonus to saving throws for 1 minute], as cleric
  - Virtue [Give 1 temporary hp to target], as cleric

- Spell-like Ability (Minor): Player chooses 1 of the following, usable once per day. Caster level = character level.
  - Bane [Enemies suffer –1 to attacks, -1 to saves vs. fear], as cleric
  - Bless [Allies gain +1 to attacks, +1 to saves vs. fear], as cleric
  - Bless Water [Makes holy water], as cleric
  - Comprehend Languages [Understand all spoken and written languages], as cleric
  - Deathwatch [See how wounded subjects within 30 feet are], as cleric
  - Doom [Target suffers –2 to attacks, damage, saves, and checks], as cleric
  - Entropic Shield [Ranged attacks against you suffer 20% miss chance], as cleric
  - Magic Weapon [Weapon gains +1 bonus], as cleric
  - Obscuring Mist [Fog surrounds you], as cleric
  - Random Action [Target acts randomly for one round], as cleric
  - Shield of Faith [Aura grants +2 deflection bonus to AC, with additional +1 per 6 levels], as cleric
- Celestial Health – Great Fortitude feat (+2 Fortitude saves)
- Celestial Will – Iron Will feat (+2 Will saves)
- Celestial Endurance – Endurance feat and Toughness feat

For +1 ECL (i.e. character “spends” 1 character level), an aasimar can choose two of the following options:

- No [Stat Penalty]
- One additional pick from the [Special Ability] list
- Lowlight Sight
- +1 holy/sacred bonus to attacks and damage when fighting creatures of fiendish descent (i.e. fiends, half-fiends, tieflings)
- Character may pick one of the powers from the “Spell-like Ability (Cantrip)” as an innate power. Power is usable as a free action, once per day per level.
- Character may begin play with Heirloom(s) – pick one of the following (This option may only be chosen once.)
  - three pieces of Masterwork equipment
  - a +1 weapon (by material)
  - a +1 armor or shield (by material or enchantment)
  - a magical item worth 1000 gp or less

## TIEFLING

The tiefling is the dark counterpart to the aasimar. Their supernatural heritage lies in the Lower Planes, commonly called the Fiendish Realms or the Planes of Evil. Twisted, devious, and untrustworthy, tieflings more often than not follow these inherent traits and heed the call to evil. A few overcome their nature, but must still fight against popular opinion and the feeling of otherworldly “wrongness” that seems to follow them wherever they go. In addition to this aura, the vast majority of tieflings have a physical trait that distinguishes them from their mortal relatives. A tail, small horns, pointed teeth, or a whiff of brimstone are just a small portion of the features that a tiefling might have.

All tieflings have the following characteristics:

- +2 DEX, +2 CHR, -2 WIS, [Stat Penalty]
- Medium Size, Base Speed of 30
- 60' Darkvision
- [Racial Skill Bonus] (+2 to two skills)
- [Special Ability]
- Cold, Electricity, Fire Resistance 5
- Favored Class of either Rogue or Sorcerer (player choice)
- Starting Languages: Common
- Possible Bonus Languages: Abyssal, Infernal, Undercommon, Yugoloth

Despite their common fiendish natures, not every tiefling has the same heritage. As such, players of tiefling characters have a number of choices open to them to reflect these different ancestries.

Stat Penalty – player chooses one of the following:

- -2 STR
- -2 CON
- -2 INT and –2 WIS
- -2 INT and –2 CHR

Racial Skill Bonus – player chooses two of the following

- Bluff
- Climb
- Disguise
- Hide
- Intimidate
- Move Silently

Special Ability – player chooses one of the following

- Spell-like Ability (Cantrip): Player chooses 3 of the following, usable once per day (multiple selections of same item provide multiple daily uses). Caster level = character level.
  - Dancing Lights [Illusion of torches or other lights], as sorcerer
  - Flare [Target dazzled, suffers –1 to attacks], as sorcerer
  - Ghost Sounds [Illusionary noises], as sorcerer
  - Inflict Minor Wounds [Inflict 1 hp of damage with melee touch attack], as cleric
  - Light [One object magically provides light as a torch], as sorcerer
  - Mending [Make minor repairs to one object], as sorcerer
  - Open/Close [Opens or closes small or light things], as sorcerer
  - Resistance [+1 bonus to saving throws for 1 minute], as sorcerer
- Spell-like Ability (Minor): Player chooses 1 of the following, usable once per day. Caster level = character level.
  - Animate Rope [Makes a rope or rope-like object move at your command], as sorcerer
  - Charm Person [Makes one person your friend], as sorcerer
  - Curse Water [Makes unholy water], as cleric
  - Erase [Mundane or magical writing disappears], as sorcerer
  - Expeditious Retreat [Doubles your speed], as sorcerer
  - Grease [Makes 10-foot square or one object slippery], as sorcerer
  - Hold Portal [Holds door shut], as sorcerer
  - Magic Weapon [Weapon gains +1 bonus], as sorcerer
  - Nystul's Magic Aura [Grants object false magic aura], as sorcerer
  - Silent Image [Creates minor illusion of your design], as sorcerer
  - Sleep [Puts 2d4 HD of creatures into comatose slumber], as sorcerer
  - Ventriloquism [Throws voice for 1 minute per level], as sorcerer
- Fiendish Health – Great Fortitude feat (+2 Fortitude saves)
- Fiendish Speed – Lightning Reflexes feat (+2 Reflex saves)
- Fiendish Escapes – Run feat and Skill Focus (Escape Artist) feat [Escape Artist becomes class skill, if not already]

For +1 ECL (i.e. character “spends” 1 character level), a tiefling can choose two of the following options:

- No [Stat Penalty]
- One additional pick from the [Special Ability] list
- Lowlight Sight
- +1 unholy/infernal bonus to attacks and damage when fighting creatures of celestial descent (i.e. celestials, half-celestials, aasimar)
- Character may pick one of the powers from the “Spell-like Ability (Cantrip)” as an innate power. Power is usable as a free action, once per day per level.
- Character may begin play with Heirloom(s) – pick one of the following (This option may only be chosen once.)
  - three pieces of Masterwork equipment
  - a +1 weapon (by material)
  - a +1 armor or shield (by material or enchantment)
  - a magical item worth 1000 gp or less

## **GENASI, AIR (Wind Duke)**

The air genasi, who prefer to be known as wind dukes, are planetouched who have their ancestry in the Elemental Plane of Air. They see themselves as the inheritors of the sky, the wind, and the very air of the world. They are most often neutral. Air genasi appear much the same of other members of their mortal parent's race, with one or two unusual traits reflecting their quasi-elemental nature. Possible traits include a light blue color to their skin or hair, a slight breeze in their presence at all times, or flesh that is cool to the touch. They care little for their appearance and tend to have wind-tossed hair and much-mended clothes. Their emotions vary quickly between calm reserve and great intensity.

All air genasi have the following characteristics:

- +2 DEX, +2 INT, -2 WIS, [Stat Penalty]
- Medium Size, Base Speed of 30
- Low Light Vision
- Racial Skill Bonus: +2 to Jump, Climb, Ride (airborne)
- [Special Ability]
- +1 to air, electric based saves per 5 levels (round up)
- Favored Class of Fighter
  - If Cleric, must select a deity with Air Domain, and must select the Air Domain
- Starting Languages: Common
- Possible Bonus Languages: Auran, Draconic, Genie

Despite their common elemental natures, not every Wind Duke has the same heritage. As such, players of air genasi characters have a number of choices open to them to reflect these different ancestries.

Stat Penalty – player chooses one of the following:

- -2 STR
- -2 CON
- -2 WIS and -2 CHR
- -2 INT and -2 CHR

Special Ability – player chooses two of the following (no double selections)

- Spell-like Ability (Cantrip): Player chooses 3 of the following, usable once per day (multiple selections of same item provide multiple daily uses). Caster level = character level.
  - Guidance [+1 on one roll, save, or check], as cleric
  - Ghost sound [figment sounds], as sorcerer
  - Mage Hand [5-pound telekinesis], as sorcerer
  - Open/Close [opens or closes small or light things], as sorcerer
  - Prestidigitation [minor tricks], as sorcerer
- Spell-like Ability (Minor): Player chooses one of the following, usable once per day. Caster level = character level.
  - Animate Rope [rope moves at your command], as sorcerer
  - Faerie Fire [outlines creatures], as druid
  - Feather Fall [objects or creatures fall slowly], as sorcerer
  - Levitate, once per day, as a sorcerer
  - Obscuring Mist [fog surrounds you], as cleric
  - Protection from Earth [hedges out earth-based creatures and elementals; +2 AC/saves vs. earth effects], as cleric
  - Shocking Grasp [d8+L electric touch attack], as sorcerer
  - Silent Image [minor visual illusion], as sorcerer
  - Summon Monster I [summon a specific air-based ally for a short time], as cleric
  - Unseen Servant [invisible force that obeys commands], as sorcerer
  - Ventriloquism [throws voice], as sorcerer
- Elemental Affinity: Electricity Resistance 5, Sonic Resistance 5
- Elemental Heritage: Do not need to breathe. Do not suffer environmental damage on the Elemental Plane of Air.
- Elemental Similarity: Lightning Reflexes (+2 to Reflex Saves), Improved Initiative (+4 Init), or Dodge (+1 AC, 1 target)

For +1 ECL (i.e. character “spends” 1 character level), an air genasi can choose two of the following options:

- No [Stat Penalty]
- One additional pick from the [Special Ability] list

- Elemental Form: Damage Resistance (5/+1), Electrical Resistance +5 (stacks with “Elemental Affinity” pick), body weight is –25%; -1 CHR, -2 penalty to saves vs. Petrification (i.e. *stone to flesh*, basilisk or medusa gaze, etc.) (This option may only be chosen once.)
- Combat Affinity: +1 bonus to attacks with missile weapons
- Spell-like Ability (moderate) [may be selected more than once]: Player chooses one of the following, usable once per day. Caster level = character level. Power is unavailable until 3rd character level.
  - Invisibility (self only), as sorcerer
  - Protection from Arrows (self only) [20/+1 DR vs. arrows], as sorcerer
  - See Invisibility (self only) [reveals invisible creatures or objects], as sorcerer
  - Sound Burst [d8 sonic damage, might stun], as cleric
  - Summon Monster II [summon a specific air-based ally for a short time], as cleric
  - True Strike (ranged weapon only) [+20 to hit on next attack], as sorcerer
  - Whispering Wind [sends short message 1 mile / level], as sorcerer
- Elemental Power: Fly [subject flies at a speed of 90] (self only, usable only once per week), as sorcerer. Power unavailable until 5<sup>th</sup> character level.
- Character may pick one of the powers from the “Spell-like Ability (Cantrip)” as an innate power. Power is usable as a free action, once per day per level.

### GENASI, EARTH (Metal Prince)

These planetouched get their supernatural heritage from the Elemental Plane of Earth. The earth genasi, who title themselves metal princes, are slow to act, ponderous in thought, and set in their ways. They are most often neutral. Earth genasi appear much the same of other members of their mortal parent’s race, with one or two unusual features reflecting their quasi-elemental nature. Earthlike skin, rough facial features, or eyes like black pits are some of the more common traits. They favor neutral colors and simple clothing, and while some appear to inadvertently collect dirt on their clothes, others keep a neat and polished appearance.

All earth genasi have the following characteristics:

- +2 STR, +2 CON, -2 CHR, [Stat Penalty]
- Medium Size, Base Speed of 30
- Darkvision (60’)
- Racial Skill Bonus: +2 to Appraise, Craft (smithing or stonework), and Concentration
- -2 Racial Skill penalties: Jump, Swim
- [Special Ability]
- +1 to earth, petrification, or energy/ability drain based saves per 5 levels (round up)
- Favored Class of Fighter
  - If Cleric, must select a deity with Earth Domain, and must select the Earth Domain
- Starting Languages: Common
- Possible Bonus Languages: Genie, Terran, Undercommon

Despite their common elemental natures, not every Metal Prince has the same heritage. As such, players of earth genasi characters have a number of choices open to them to reflect these different ancestries.

Stat Penalty – player chooses one of the following:

- -4 INT
- -2 DEX and -2 WIS
- -2 DEX and -2 INT
- -2 INT and -2 CHR
- -2 INT and -2 WIS

Special Ability – player chooses two of the following (no double selections)

- Spell-like Ability (Cantrip): Player chooses 3 of the following, usable once per day (multiple selections of same item provide multiple daily uses). Caster level = character level.
  - Detect Chaos [reveals chaotic creatures, objects, and spells], as cleric
  - Hold Portal [holds a door shut], as sorcerer
  - Pass without Trace (self only) [leave no tracks], as druid
  - Resistance [+1 bonus to saving throws for 1 minute], as cleric
  - Virtue [gain 1 temporary hit point], as cleric

- Spell-like Ability (Minor): Player chooses 1 of the following, usable once per day. Caster level = character level.
  - Enlarge [object or creature grows +10% per level (max 50%)], as sorcerer
  - Magic Stone [3 stones, +1 attack, d6+1 damage], as cleric
  - Magic Weapon [+1 enhancement bonus on weapon], as cleric
  - Pass without Trace [1 subject per level leaves no tracks], as druid
  - Protection from Air [hedges out air-based creatures and elementals; +2 AC/saves vs. air effects], as cleric
  - Protection from Chaos [hedges out chaos-based creatures and elementals; +2 AC/saves vs. chaos effects], as cleric
  - Soften Earth and Stone [turns stone or clay to dirt or mud], as druid
  - Summon Monster I [summon a specific air-based ally for a short time], as cleric
- Elemental Affinity: Poison Resistance 5, Positive/Negative Energy Resistance 5
- Elemental Heritage: Do not need to breathe. Do not suffer environmental damage on the Elemental Plane of Earth.
- Endurance of Earth: Endurance feat and Great Fortitude (+2 to Fortitude saves)
- Endurance of Stone: +2 AC natural armor bonus and Toughness Feat

For +1 ECL (i.e. character “spends” 1 character level), an earth genasi can choose two of the following options:

- No [Stat Penalty]
- One additional pick from the [Special Ability] list
- Elemental Form: Damage Resistance (5/+1), +3 AC natural armor bonus (stacks with “Endurance of Stone” pick), Poison Resistance +5 (stacks with “Elemental Affinity” pick); -1 CHR, +25% body weight, -2 penalty to saves vs. Acid (This option may only be chosen once.)
- Combat Affinity: +1 bonus to attacks with blunt weapons
- Spell-like Ability (moderate) [may be selected more than once]: Player chooses one of the following, usable once per day. Caster level = character level. Power is unavailable until 3rd character level.
  - Bull’s Strength [+1d4+1 STR, 1 hr/level], as cleric
  - Calm Emotions [calms d6 creature/level], as cleric
  - Endurance [+1d4+1 CON, 1 hr/level], as cleric
  - Make Whole [repairs an object], as cleric
  - Shield Other [take half subject’s damage], as cleric
  - Stone Shape [sculpt stone], as druid
  - Summon Monster II [summon a specific earth-based ally for a short time], as cleric
- Elemental Power: Stoneskin [stops blows, cuts, stabs, and slashes] (self only, usable only once per week), as sorcerer. Power unavailable until 5<sup>th</sup> character level.
- Character may pick one of the powers from the “Spell-like Ability (Cantrip)” as an innate power. Power is usable as a free action, once per day per level.

### **GENASI, FIRE (Flame Lord)**

The flame lords, as the fire genasi like to be called, are descended from creatures of the Elemental Plane of Fire. They are hot-blooded and quick to anger, proud and unafraid to take action. They are most often neutral. Fire genasi look much the same as other members of their mortal parent’s race, but tend to have one or two unusual traits that hint at their quasi-elemental nature. Skin the color of burnt coal, red hair that waves like flames, or eyes that glow when the flame lord is angry are all common features. They prefer to dress simply and elegantly, although their fashions can be more flamboyant than even the most outrageous trend.

All fire genasi have the following characteristics:

- +2 DEX, +2 INT, -2 CHR, [Stat Penalty]
- Medium Size, Base Speed of 30
- Low Light Vision
- Racial Skill Bonus: +2 to Intimidate, Knowledge (any 1), and Use Magic Device
- [Special Ability]
- +1 to fire based saves per 5 levels (round up)
- -1 to cold based saves
- Favored Class of Fighter
  - If Cleric, must select a deity with Fire Domain, and must select the Fire Domain
- Starting Languages: Common
- Possible Bonus Languages: Draconic, Genie, Ignan

Despite their common elemental natures, not every Flame Lord has the same heritage. As such, players of fire genasi characters have a number of choices open to them to reflect these different ancestries.

Stat Penalty – player chooses one of the following:

- -2 STR
- -2 DEX
- -2 CON
- -2 WIS, -2 CHR

Special Ability – player chooses two of the following (no double selections)

- Spell-like Ability (Cantrip): Player chooses 3 of the following, usable once per day (multiple selections of same item provide multiple daily uses). Caster level = character level.
  - Detect Law [reveals lawful creatures, objects, and spells], as cleric
  - Flare [dazzles 1 creature (-1 attack)], as druid
  - Light [object shines like a torch], as cleric
- Spell-like Ability (Minor): Player chooses one of the following, usable once per day. Caster level = character level.
  - Burning Hands [1d4 fire damage/level (max: 5d4)], as sorcerer
  - Heat Metal [hot metal damages those who touch it], as druid
  - Protection from Law [hedges out law-based creatures and elementals; +2 AC/saves vs. law effects], as cleric
  - Protection from Water [hedges out water-based creatures and elementals; +2 AC/saves vs. water effects], as cleric
  - Random Action [1 creature acts randomly for 1 round], as cleric
  - Summon Monster I [summon a specific fire-based ally for a short time], as cleric
- Elemental Affinity: Fire Resistance 5
- Elemental Heritage: Do not need to breathe. Do not suffer environmental damage on the Elemental Plane of Fire.
- Elemental Similarity: Power Attack, Sunder, Energy Substitution (fire) [automatically used], or Energy Admixture (fire)

For +1 ECL (i.e. character “spends” 1 character level), a fire genasi can choose two of the following options:

- No [Stat Penalty]
- One additional pick from the [Special Ability] list
- Elemental Form: +1 Initiative Bonus, Damage Resistance (5/+1), Fire Resistance +5 (stacks with “Elemental Affinity” pick), +2 saves vs. cold-based effects (stacks with racial penalty); -1 CHR, +50% damage/effect from cold-based effects. (This option may only be chosen once.)
- Combat Affinity: +1 fire damage when using a flaming weapon (*flame blade*, *flame tongue*, flaming arrows, Greek fire, etc.)
- Spell-like Ability (moderate) [may be selected more than once]: Player chooses one of the following, usable once per day. Caster level = character level. Power is unavailable until 3rd character level.
  - Fire Trap [opened object deals 1d4 +1/level damage], as druid
  - Flame Blade [touch attack deals 1d8 +1/two levels damage], as druid
  - Flaming Sphere [rolling ball of fire, 2d6 damage, lasts 1 round/level], as druid
  - Produce Flame [1d4 +1/two levels damage, touch or thrown], as druid
  - Pyrotechnics [change fire to blinding light or choking smoke], as sorcerer
  - Summon Monster II [summon a specific fire-based ally for a short time], as cleric
- Elemental Power: Fire Shield [creatures attacking you take fire damage; you’re protected from heat or cold] (self only, usable only once per week), as sorcerer. Power unavailable until 5<sup>th</sup> character level.
- Character may pick one of the powers from the “Spell-like Ability (Cantrip)” as an innate power. Power is usable as a free action, once per day per level.

### **GENASI, WATER** (Wave King)

Another of the elemental planetouched races, water genasi are crossbreeds from the Elemental Plane of Water. The wave kings, as they prefer to be known, are patient and slow to change, preferring to wear away opposition slowly, but are capable of great violence in extreme situations. They are most often neutral. As with other planetouched, they resemble a normal member of their mortal parent’s race, but with one or two unusual features that show their quasi-elemental nature. Water genasi often have lightly scaled skin, clammy flesh, blue-green skin or hair, or hair that waves as if underwater. They dress sparsely, preferring clothing that won’t bind when in the water and ripples like waves when dry.

All water genasi have the following characteristics:

- +2 WIS, +2 CHR, [Stat Penalty]
- Medium Size, Base Speed of 30
- Darkvision (60')
- Racial Skill Bonus: +2 to Alchemy, Heal, and Swim
- [Special Ability]
- +1 to water or cold based saves per 5 levels (round up)
- -1 to sonic based saves
- Favored Class of Fighter
  - If Cleric, must select a deity with Water Domain, and must select the Water Domain
- Starting Languages: Common
- Possible Bonus Languages: Aquan, Genie

Despite their common elemental natures, not every Wave King has the same heritage. As such, players of water genasi characters have a number of choices open to them to reflect these different ancestries.

Stat Penalty – player chooses one of the following:

- -2 STR
- -2 DEX
- -2 INT and -2 CHR
- -2 INT and -2 WIS
- -4 INT

Special Ability – player chooses two of the following (no double selections)

- Spell-like Ability (Cantrip): Player chooses 3 of the following, usable once per day (multiple selections of same item provide multiple daily uses). Caster level = character level.
  - Create Water [2 gallons/level of pure water], as cleric
  - Detect Poison [detects poison in 1 creature or small object], as cleric
  - Disrupt Undead [d6 damage to 1 undead creature], as sorcerer
  - Guidance [+1 on one roll, save, or skill check], as cleric
  - Know Direction [you discern north], as druid
  - Purify Food & Drink [1 cubic foot / level], as cleric
  - Ray of Frost [d3 cold damage], as sorcerer
- Spell-like Ability (Minor): Player chooses 1 of the following, usable once per day. Caster level = character level.
  - Bless Water [makes holy water], as cleric
  - Chill Metal [cold metal damages those who touch it], as druid
  - Chill Touch [1 touch/level deals 1d6 damage and possibly 1 STR damage], as sorcerer
  - Curse Water [makes unholy water], as cleric
  - Grease [makes 10' square or 1 object slippery], as sorcerer
  - Obscuring Mist [fog surrounds you], as cleric
  - Pass without Trace [1 subject per level leaves no tracks], as druid
  - Protection from Fire [hedges out fire-based creatures and elementals; +2 AC/saves vs. fire effects], as cleric
- Elemental Affinity: Cold Resistance 5, Poison Resistance 5
- Elemental Heritage: May breathe water or air. Do not suffer environmental damage on the Elemental Plane of Water.
- Elemental Similarity: Iron Will (+2 Will saves) or Dodge (+1 AC vs. 1 target)

For +1 ECL (i.e. character “spends” 1 character level), a water genasi can choose two of the following options:

- No [Stat Penalty]
- One additional pick from the [Special Ability] list
- Elemental Form: Damage Resistance (5/+1), Cold and Poison Resistance +5 (stacks with “Elemental Affinity” pick); -1 CHR, -2 penalty to saves vs. Fire, +50% damage or effect from sonic attacks, +10' to Swim rate. (This option may only be chosen once.)

- Spell-like Ability (moderate) [may be selected more than once]: Player chooses one of the following, usable once per day. Caster level = character level. Power is unavailable until 3rd character level.
  - Blur [attacks miss subject 20% of the time], as sorcerer
  - Cat's Grace [+1d4+1 DEX, 1 hr/level], as sorcerer
  - Delay Poison [stops poison from harming subject for 1 hour/level], as cleric
  - Melf's Acid Arrow [ranged touch attack; 2d4 acid damage for 1 round + 1 round/3 character levels], as sorcerer
  - Obscure Object [masks object against divination], as sorcerer
  - Summon Monster II [summon a specific water-based ally for a short time], as cleric
  - Warp Wood [bends wood], as druid
- Elemental Power: Freedom of Movement [subject moves normally despite impediments] (self only, usable only once per week), as druid. Power unavailable until 5<sup>th</sup> character level.
- Character may pick one of the powers from the “Spell-like Ability (Cantrip)” as an innate power. Power is usable as a free action, once per day per level.

### **GENASI, WOOD (Tree Rajah)**

The last, and most rare, of the planetouched races are the wood genasi. Spawned by unions with creatures native to the Great Tree that is the Elemental Plane of Wood, the tree rajahs (as they prefer to be addressed) are full of life – vibrant and outgoing. Although active and boisterous, wood genasi do believe in a balance of all things (if not necessarily moderation) and most tend to be neutral in alignment. As with other planetouched, they resemble a normal member of their mortal parent’s race, but with one or two unusual features that show their quasi-elemental nature. Wood genasi often have plant-like hair, a wood-like grain to the skin, or a small cloud of (harmless) insects following them. They prefer flashy, yet practical clothing.

All wood genasi have the following characteristics:

- +2 DEX, +2 CON, -2 CHA, [Stat Penalty]
- Medium Size, Base Speed of 30
- Low Light Vision
- Racial Skill Bonus: +2 to Balance, Climb, and Jump
- [Special Ability]
- +1 to plant-based or energy/ability drain saves per 5 levels (round up)
- Favored Class of Druid
  - If Cleric, must select a deity with Plant Domain, and must select the Plant Domain
- Starting Languages: Common
- Possible Bonus Languages: Elven, Sylvan, Treant

Despite their common elemental natures, not every Tree Rajah has the same heritage. As such, players of wood genasi characters have a number of choices open to them to reflect these different ancestries.

Stat Penalty – player chooses one of the following:

- -2 STR
- -2 INT and CHA
- -2 INT and WIS
- -2 WIS and CHA

Special Ability – player chooses two of the following (no double selections)

- Spell-like Ability (Cantrip): Player chooses 3 of the following, usable once per day (multiple selections of same item provide multiple daily uses). Caster level = character level.
  - Detect Poison [detects poison in 1 creature or small object], as druid
  - Light [One object magically provides light as a torch], as cleric
  - Purify Food & Drink [1 cubic foot / level], as druid
  - Resistance [+1 bonus to saving throws for 1 minute], as cleric

- Spell-like Ability (Minor): Player chooses 1 of the following, usable once per day. Caster level = character level.
  - Calm Animals [calms 2d4+1/level HD of animals, beasts, and magical beasts], as druid
  - Detect Animals or Plants [detects species of animals or plants], as druid
  - Feather Fall (self only) [character falls slowly], as sorcerer
  - Jump (self only) [gain +30 on Jump checks], as sorcerer
  - Shillelagh [cudgel or quarterstaff becomes +1 weapon for 1 minute/level], as druid
  - Speak with Animals [communicate with natural animals], as ranger
  - Spider Climb [grants ability to walk on walls and ceilings], as sorcerer
  - Summon Nature's Ally I [calls creature to fight], as druid
- Elemental Affinity: Acid Resistance 5, Positive/Negative Energy Resistance 5
- Elemental Heritage: small thorns present on body (+2 damage to all unarmed melee attacks)
- Elemental Similarity: Far Shot (50% increase to ranged weapons), Improved Trip, or Toughness (+3 hit points) feat

For +1 ECL (i.e. character “spends” 1 character level), a wood genasi can choose two of the following options:

- No [Stat Penalty]
- One additional pick from the [Special Ability] list
- Elemental Form: Damage Resistance 5/+1, +3 AC natural armor bonus, +10' to Climb rate, -1 CHR, -2 penalty to saves vs. Fire (This option may only be chosen once.)
- Spell-like Ability (moderate) [may be selected more than once]: Player chooses one of the following, usable once per day. Caster level = character level. Power is unavailable until 3rd character level.
  - Animal Messenger [sends a Tiny animal to a specific place], as druid
  - Animal Trance [fascinates 2d6 HD of animals], as druid
  - Delay Poison (self only) [stops poison from harming subject for 1 hour/level], as druid
  - Speak with Plants [talk with normal plants and plant creatures], as ranger
  - Summon Nature's Ally II [calls creature to fight], as druid
  - Wood Shape [rearranges wooden objects to suit you], as druid
- Elemental Power: Tree Stride [step from one tree to another far away], as ranger. Power unavailable until 5<sup>th</sup> character level.
- Character may pick one of the powers from the “Spell-like Ability (Cantrip)” as an innate power. Power is usable as a free action, once per day per level.

## ***Rogue Modron***

Even on the Planes, where everything is possible and the weird and unusual are everyday events, there are still things that can surprise and generally be considered... odd. One of these things is the existence of beings known as rogue modrons.

The modrons are an alien race of clockwork creatures – part construct and part living being – that is native to the plane of Mechanus. They are unyielding servants to Law and Order, with no individual thoughts or goals. The whole of modron society operates as one gigantic hive-mind, directed by a single entity known as Primus. The race is ordered along the lines of a specific caste system, where each level not only determines an individual unit's function, but also its physical form and mental capabilities. The lowest five castes are known as base modrons, and they are the workers and soldiers for the race. These modrons have precise geometrical body shapes and have limited mental capabilities. The base modrons range from the monodrones (spherical creatures capable of only one simple task at a time) to the pentadrones (star-shaped creatures that can handle up to five complex tasks at once). The remaining ten castes are known as heirarch modrons, and they serve as planners and administrators. These modrons are limited in numbers and more humanoid in appearance, although they still retain some geometric traits related to their castes. They range from the decatons (the 10-armed spherical caretakers of the base modrons) to the secundi (the fully humanoid viceroys of the modron realms). Primus is the god-like entity that directs and controls the entire race.

Despite this rigid society and the near-complete lack of individuality, things can still go wrong. Although very rare, it is possible that a modron might develop... a "glitch". Perhaps it receives conflicting orders from two or more superiors. Perhaps it is confronted with incontrovertible proof that all is not perfectly ordered. Sometimes, it simply snaps. Any of these circumstances can create a rogue modron.

Most rogue modrons are not crazed lunatics craving chaos and destruction. On the contrary, most folks can't tell a rogue modron from a "normal" one. It is still an *extremely* ordered being, with Law at the center of all its thoughts and ingrained in the way it feels, acts, and reacts. What makes a rogue modron a despised, dangerous, and hunted outcast from its own kind is the fact that it has the forbidden and reprehensible glimmerings of self-awareness.

Although they are now individual beings, rogue modrons are still creatures of near-absolute order. They need organization, rank, authority, regulation, and harmony to be content. A rogue would never join a group that didn't make its organization and hierarchy clear. They need to know where they stand in the group – who ranks above them, and who below. While not as interested in being on top as some, they don't necessarily follow orders blindly and won't appreciate being taken advantage of by people who think they understand how modrons operate.

Once a modron (rogue or otherwise) has set a course of action, it's difficult to divert them. They don't become sidetracked or distracted. Modrons have a focus that no other mortal being can match in intensity. They are less motivated by concepts such as greed and personal happiness, but they do recognize and (vaguely) comprehend these ideas. Rogue modrons don't believe in, or even understand, the concept of chance. They never use words or embrace ideas like "luck". To modrons, everything is structured and nothing is random. All creatures abide by a set of rules and regulations – whether they realize it or not. In fact, while modrons might not be able to describe exactly what all the "rules of the cosmos" are, they may try to figure them out – a lifelong task at best. Although they are refugees from their rigid society, they still try to impose their own brand of order and logic on everything around them; often rationalizing explanations that place a veneer of order over the chaos of the multiverse.

Curiosity may be the one downfall of rogue modrons. Emotions, humor, friendship, and many other concepts familiar to other beings are new and very strange to these creatures – at least until they find or impose order within or upon them.

The "most common" version of the very rare rogue modrons is the quadrone. These beings stand exactly six feet tall. Their bodies are cubes precisely three feet on each side. They have six limbs, two thin legs and four spidery arms, each of which is precisely three feet long. Every side of the rogue modron's box-like body has an identical "face" – one eye, one ear, one nose, one mouth – positioned over one of its arms. (This can make conversations with a rogue modron somewhat disconcerting, as it will speak from whatever face is most convenient without turning its body.) As clockwork beings, they have no gender (and the concept is generally lost on them anyway). Also, they are ageless. So, unless it meets with an untimely accident, a rogue modron will live forever. Although are no longer part of the modron hierarchy, rogue modrons are still limited mentally. As former quadrones, they are four-function creatures: capable of reporting actions and observations, making plans, reacting to unexpected circumstances, and acting to remedy them.

All rogue modrons have the following characteristics:

- STR +2, CON +2, INT -2, WIS -2, CHR -2
- Medium Size Outsider, Base Speed of 30
- Darkvision 60'
- +4 Natural AC bonus
- All-round Vision: +4 Racial Bonus to Search, Spot; Can't be flanked
- Enhanced Senses: Range of all senses extended by 50%
- Acid, Cold, Fire Resistance 10
- Multiweapon Fighting feat [reduces penalties when fighting with more than one weapon]
- Modron Qualities: Unaffected by Subdual Damage; Immune to Ability Damage, Ability Drain, Critical Hits
- Cannot be raised or resurrected
- Rigid Mind - Roll initiative once per level (may still use Refocus or Ready actions as normal)
- Command Modrons – even though the character has fled the racial hierarchy, it is still a modron. As such, a Rogue Modron can issue orders to lower-ranked modrons. In the PC's case, this would be tridrones (who can then give orders to duodrones who could in turn give orders to monodrones). The PC does have to be careful – as a rogue, it will give off "bad vibes". The longer it remains in the presence of normal modrons, the better the chance of its true nature being discovered. Once so discovered, all normal modrons will then attempt to hunt down and kill the rogue.
- Must be Lawful in alignment
- No Favored Class
- Starting Languages: Modron, Common
- Possible Bonus Languages: Any
- +2 Equivalent Character Level: In order to play a rogue modron character, a player must spend two character levels