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Earth genasi 5e stats

Design Note: The first genasi page available in elemental evil players companion is largely considered weak compared to PHB races and even unbalanced compared to each other. As such, the variant exists to be balanced according to other front-page races, in particular tiefling due to their similar characteristics. Genasi can be born in almost any humanoid and have an elemental heritage that takes on one of the inner planes: air, earth, fire, water. A powerful element blessed your birth, a planar disorder perched you with elemental essence, one or both of your parents were genasi. The more elementary you look, the greater the control over the element, the closer or stronger the connection is to the corresponding elemental plane. Which will depend on the source of the elementary, elementary being that saturators you with such gifts, will be weaker than if the noble genie or the prince of the elements did. Genasi features [edit] Your genasi character has some characteristics in common with all other genasi. Increase in skill score. Your Constitutional score is increased by 2nd Century. Genasi mature at the same rate as humans and reach adulthood in their late teens. They live a little longer than humans, up to 120 years. Alignment. Independent and self-sufficient, genasi are moving towards neutral alignment. Size. Genasi are as diverse as their mortal parents, but they are usually built like humans, standing anywhere from 5 feet to more than 6 feet tall. Your size is Medium.Speed. Your basic walking speed is 30 feet. Languages. You can speak, read, and write Common and Primal. The original is a guttural language, filled with raw syllables and hard consonants. Sub-inseachance. Genasi are in four forms after each elemental plane, however there are an additional 4 that also exist as part of para-elementary planes. Whether your elemental heritage is with the main elements or the pair choose one of the eight sub-bikes below. Increase the result of Air Genasi's ability. Your dexterity score is increased by 1.Airbag. Given enough time you can turn even worse falls into a comfortable landing. When you deal fall damage of 20 feet or more, do not deal any damage. Mix with the wind. You know, cantrip blast. After reaching the third level, you can cast a levitating spell once with this trait without requiring any material elements, and regain the ability to cast it that way when you have finished your long rest. The Constitution is the ability to spellcasting for these spells. Wild freedom. You have an advantage in control of your abilities to avoid being caught or restrained. Endless breath. You can hold your breath indefinitely when you are not incapacitated. Earth Genasi capability gain[edit]. Your power score increases by 1.Earth Walk. You can navigate difficult terrain made of earth without spending additional traffic. Probably Footed. You have the advantage of saving throws before knocking vulnerable. Connect to the Stone. You know the earth of form form Once you reach the third level, you can throw a pass without tracking the spell once with this trait without requiring any material components, and regain the ability to cast it that way when you have finished a long rest. The Constitution is the ability to spellcasting for these spells. Undisturbed step. You do not disturb the land on which you walk. When walking, they leave no traces unless you want to do it. Fire Genasi[edit] Skill Score Increase. Your intelligence score increases by 1.Darkvision. You can see in low light at a distance of 20 meters from you, as if it were bright light, and in the dark, as if there was a weak light. You can not recognize the color in the dark, only shades of gray. Your ties to the Elemental Plane of Fire make your dark vision extraordinary: everything you see in the dark is in a shade of red. Flame resistance. You have fire resistance. Reach Blaze. You know the flame of cantrip production. After reaching the third level, you can cast a scorching spell of rays once with this feature without requiring any material components, and regain the ability to cast it that way when you have finished your long rest. The Constitution is the ability to spellcasting for these spells. Wild Flame. Once you have a critical hit with a melee attack, you can throw one of the weapon's damage bones and deal fire damage equal to the rolled up number. Water Genasi[edit] Skill growth. Your Wisdom score increases by 1.Amphibious. You can breathe air and water. Call Wave. You know the shape of water cantrip. Once you reach the third level, you can cast create or destroy a water spell as a second-level spell once with this trait, and regain the ability to cast it that way when you're done with a long rest. The Constitution is the ability to spellcasting for these spells. Neutralizing resistance. You have resistance to acid damage. Swim. The swimming speed is 10 meters. Para Genasi [edit] Para genasi are genasi tiny planes of elements of smoke, ooze, magma and ice that divide the four planes of the elements. They are often a product of interracial breeding between genasi, but can also be produced using the usual means genasi is created by. Although such events are rarer than larger elementary planes. Smoke Genasi[edit] Skill Score Increase. Your dexterity or intelligence score increases by 1.Ashen Lungs. You can breathe normally in any breathing environment, and you have the advantage of saving yourself from harmful gases and fumes such as inhaled poisons, cloudkill spell and breathing weapons of some dragons. Soot of the Earth. You know you spray poison cantrip. Once you reach the third level, you can cast a cloud of fog spell as a second-level spell once with this trait and regain the ability to cast it that way when you're done with a long rest. The Constitution is the ability to spellcasting for these spells. Scathing resistance. Have In saving throws against poison, and you have resistance to poison damage. Ooze / Mud Genasi [edit] Skill score increase. Your result of strength or wisdom of wisdom by 1.Cry of the Ooze. You know that acid splash cantrip. Once you reach the third level, you can cast an earthbind spell once with this trait, and regain the ability to cast it that way when you're done with a long rest. The Constitution is the ability to spellcasting for these spells. Grounded. You are resistant to lightning damage. Muddied Form. You have an advantage in controlling your ability to escape and resist struggling or restrained, and magic can't reluctantly change your form. Magma Genasi[edit] Skill Score Increase. Your strength or intelligence score increases by 1.Molten core. You are immune to fire damage and have the advantage of saving throws from the effects of extreme cold, as described in Chapter 5 of the Dungeon Master's Guide.Slow Crawl. Your base walking speed is reduced to 25 feet, however you are immune to fire damage from hot surfaces and objects such as magma, lava or weapons affected by a spell of metal heat. You can also walk on a molten rock as if it were solid. Core vent. You know, green blade flame cantrip. After reaching the third level, you can once cast an aganazzara spell with this feature without requiring any material elements, and regain the ability to throw it that way when you have finished a long rest. The Constitution is the ability to spellcasting for these spells. Ice Genasi[edit] Skill Score Increase. Your dexterity or wisdom score increases by 1.Frozen Resistance. You have resistance to cold damage. Ice blades. As an action bonus, you can quickly condense and reform your hand or hands into an ice blade. These blades are a natural weapon that can be used for unarmed attacks. If you hit with them, deal a 1d6+ damage cut of your dexterity modifier, instead of bludgeoning the normal damage for an unarmed strike. You cannot use your hand or hands to manipulate objects when your hand is an ice blade. Catch the chill. You know the radius of frost and can give it away at will. Once you reach the third level, you can cast your agathys spell armor as a 2nd-level spell once with this trait, and regain the ability to cast it that way when you're done with a long rest. The Constitution is the ability to spellcasting for these spells. Back to homepage → 5e Homebrew → Character Options → Race Variants This site may resemble content approved by, sponsored and/or affiliated with the Dungeons & Dragons franchise and/or contain content directly related and/or owned by Wizards of the Coast. D&D Wiki does not claim or assume any copyright, trademark or logo of Dungeons & Dragons, nor any rights of Wizards of the Coast. This site is for non-profit use only. In addition, the following content is a derivative work that is subject to and whose use is protected by the U.S. copyright and trademark designation. Please add {{needsadmin}} template if there is a violation of this Born of the unification of powerful elements and mortal mortals Plane. Genasi are elementary themed wonders of the world of D&D&D. Completely unique, but essentially human, genasi are misunderstood loners or brilliant celebrities. With genasi you can make characters powered by 4 elements (and it's about as close to playing straight-up elementary as you're going to get without home infusion). So, choose your favorite primary strength while we go through everything you need to know. Genasi culture The short answer is that there is no genasi culture. Genasi don't have any cities, songs or much of anything really, they are too rare. Playing genasi will almost always mean a game of its kind, a unique creation of imagination with a strong elementary motif as a reference point. Every genasi is unique and can literally come from anywhere. As a rule, genasi are not the most reliable parents and usually do not care about their child's life. Most genasi are born out of a turbulent affair (sometimes literally), and the parent of a material plane remains in the care of a semi-single child. Half of the elements usually have some physical indicators (a bright primary color of the skin to begin with), and genasi usually encounter some difficulties on the part of unconscious inhabitants. How they take these adversities and how they cope with their unique isolation largely depends on their type of elements. Really, every distinct taste of genasi is unique enough to be your own breed. Air Genasi Air genasi come from Genie, which are probably the most archetypal genie genres. Genie loves life, good food and music, and have a long history of getting trapped in lamps and forced to give wishes. Genasi air tend to many that wanderlust and desire to seek new places, along with a large doll of lofty arrogance and pride. Air genasi are often the best among genasi when it comes to prejudice, as they plunge straight through social barriers with carefree charm. Earth's Genasi Air genasi come from Dao, which are probably the least used with genie family tree in D&D&D. Dao are greedy miners and slaves, they are self-centered and usually only work to line their own pockets. But they have a certain honor for them, and they will always try to repay the debt or those that show them kindness. Genasi lands usually retain much of this self-dependency and honor, if not also pang greed. Genasi land tends to isolate in one way or another, responding to persecution, building both graphic and literal barriers. Genasi Air genasi fire come from Efreet, who are very often confused with devils. Efreet are smart, red-skinned., hot-tempered, and usually quite evil, so the comparison is fair. But they are not too interested in wealth, instead they are about honor, and at least their own strange version. Fire genasi usually take on a ton of that extravagant arrogance and rage issues, so naturally it usually ends up in slyng guards or acts as a place as a Nobility. Genasi Water Genasi waters come from Marid, who are manipulative, arrogant to blame, and believe that they are superior to literally everything else in the multiverse. Each of them claims to be noble, which has left their actual royal pedigree a whole mess. At best, they tend to be selfish, and at worst they tend to be tyrannical. Genasi water usually takes on a little of this selfishness, along with a lifelong love for the sea. Genasi Appearance Genasi has some of the most open physical descriptions and you should feel free to take it wherever you want. Any topic or configuration of an item + person is acceptable short of actually making them out of things. Air genasi tend to come in bright blues, and they get all sorts of fun wind effects around them (you can have clothes permanently fluttering in the superhero wind). In addition, sometimes they have crystal hair, which can be very fun to play with. Genasi earth can range from dirty around the edges, to the polished appearance of precious stone, to fully metal shiny leather. You can have small crystals in your body, gravel skin texture or any other combination of rocky elements in the game. Fire genasi can have all kinds of fiery red and orange skin tones to ashen gray and black. They are also almost always rude and literally emit heat like a space heater. You can also do all sorts of little harmful fire effects to accentuate your appearance, so go crazy! Genasi waters usually have blue to green skin and are always wet (not to be gross). You can have all sorts of little water effects coming down and your hair can sort of float and flow around you as if you were underwater. One of the most interesting aspects is how people look. All the art you may have seen may suggest that they are all half human, but that is not the case. Genasi always look almost human, but they can be born of any breed. This means that you can have a fire genasi born into a dwarven family or an air genasi born to a lizard. Imagine the ability to play roles for genasi water born into a gnome family, a big blue child who will tower over your people. Genasi names Because genasi do not have a real culture and can be born anywhere, they do not have their own naming conventions. Genasi-born dwarves will have a dwarven name, another born elves will have an elvish name. Some of them make their own and lean into their element though. Thus, walking with the name of embers or riptide is not a question. Genasi traits Your genasi character has the following racial characteristics. Your genasi character has some characteristics in common with all other genasi. Increase skill score: Your constitutional score is increased by 2. Age: Genasi mature at the same rate as humans and reach adulthood in their late teens. They live a bit than people, up to 120 years old. Alignment: Independent and self-sufficient, genasi are moving towards neutral alignment. Size: Genasi are as diverse as mortal parents, but they are usually built like humans, standing anywhere from 5 feet to more than 6 feet high. Your size is medium. Speed: Your basic walking speed is 35 feet. Languages: You can speak, read, and write common and original. The original is a guttural language, filled with raw syllables and hard consonants. Subterrads: The four main genasi sub-drivers are among the D&D&D: air, genasi and water genasi. Select one of these subcontracts. Increase the ability score of Genasi Air traits: Your dexterity score increases by 1. Endless breath: You can hold your breath indefinitely when you are not incapacitated. Mix with the wind: You can cast a levitating spell with this trait once without requiring any material elements, and regain the ability to throw it that way when you're done with a long rest. The Constitution is the ability to spellcasting for this spell. Genasi Earth Trait Ability Gain: Your strength score increases by 1. Walk the ground: You can navigate through difficult terrain made of earth or stone without spending extra traffic. Merge with Stone: You can throw a pass once without a trace spell with this feature without requiring any material components, and regain the ability to throw it that way after a long rest. The Constitution is the ability to spellcasting for this spell. Increase genasi fire ability score: Your intelligence score increases by 1. Darkvision: You can see in low light at a distance of 60 meters from you, as if it were bright light, and in the dark, as if it were a dim light. Your ties to the Elemental Plane of Fire make your dark vision extraordinary: everything you see in the dark is in a shade of red. Fire resistance: You have resistance to fire damage. Reach for the flame: you know that the flame of cantrip production. Once you reach the third level, you can cast a spell of burning hands once using this trait as a 1st-level spell and regain the ability to cast it that way after a long rest. The Constitution is the ability to spellcasting for these spells. Increase the skill score of water genasi traits: Your wisdom score increases by 1. Acid resistance: You have resistance to acid damage. Amphibious: You can breathe air and water. Swim: You have a swimming speed of 30 feet. Call to the Wave: You know the shape of the water cantrip. Once you reach the third level, you can cast create or destroy a water spell as a second-level spell once with this trait, and regain the ability to cast it that way when you're done with a long rest. The Constitution is the ability to cast it that way when you're done with a long rest. The Constitution is the ability to spellcasting for these spells. Let's go through these one by one and see what they mean for your new character. Core Genasi (All Genasi Have These Traits) Skill Score Increase: +2 to Constitution is useful for each class (hit points), but is not subject to any class, except for some domestic brews like a blood hunter. Age: Not particularly long, but a good stretch, should not come up in one way or another. Alignment: True neutral bending is essentially an empty slate, genasi can come from i don't really have much tilted at all. Size: Medium size (even if you were born in gnomes), can make some funny stories. Speed: Very normal movement speed of 30 feet, always better than penalty. Air Genasi Boosting Skill Score: +1 for dexterity is commonly useful, but when combined with a Bonus Constitution it prompts you to some form of dexterity-based combat class, like rogues or anything using a bow. Endless Breath: This ability is deceptively good, you can stay underwater indefinitely, walk through magical airless environments and stay in secret compartments for a really long time. It may potentially never come up, but there are some situations where this ability will get you somewhere that your DM never thought you could get into. Mingle with the wind: Free levitation has nothing to sneeze about and can be a game that's broke in the early levels, where we wouldn't normally have access to it. Catch a long bow and rain death down on a paltry enemy early level! Genasi Earth's Ability Gain: +1 force at the top of the Constitution bonus should push you firmly into a force-based combat class, such as barbarians, paladins, or any warrior swinging a large weapon. Earth Walk: This ability is bad, unfortunately I feel the rules balancing the arguments around this feature and the weak but boring ability won. The actual walk of the earth (navigating the solid stone) is too powerful for a racial function, and they were right to cut it. I just want to replace it with something more useful or aromatic. Merge with Stone: Pass without Trace is a good spell, but does it feel very disgusted for the earth-man there? I don't think about sneaking in while building my big guy made of gravel. This is what is what is useful, but strangely placed spell. Increasing the fire genasi ability score: Intelligence means wizards, and with a constitution bonus that pushes you firmly toward a war mage or similar battle-oriented wizard. Darkvision: Darkvision is always appreciated, and this version even gets a little taste of red-sight. Fire resistance: While this is probably the most resistant damage to players, it definitely comes up a lot, you'll be glad you have it. Reach for The Glow: Pretty close to tiefling racial spells, but without darkness, you'll forget about them at later levels, but at first they can be a huge boost. Increase in Genasi Water Ability: +1 Wisdom alongside strengthening the Constitution is a pretty good argument for a druid, ranger or cleric. Acid resistance: I never understood why they gave resistance to genasi acid water instead of cold resistance. This can be a balancing problem because acid is an understated type of injury. Whatever the reason, it's rare to come up with, but it's nice to have one. Amphibious: No holding of breath, no restrictions, only simple breathing And like all other forms of breathing water, there are some campaigns in which it will be worth its weight in evil and other others never appears once. Swim: Very nice to have, but keep the same problems in mind. The value for you depends very much on your campaign. Call to the Wave: Shape water is a very useful and unused cantrip, and in some situations water control/destruction can be invaluable. This is not the biggest racial composition of spells, but you will get real use of them. Genasi Genasi builds are particularly flexible and have no proper answers. But if you're looking for a strong build that effectively uses your stats, here are some starting points to sue for inspiration. Stealth Rock Paladin It's strange that the genasi land get to go without a trace as a racial spell, but you can take advantage of it. Earth genasi already works well stat-wise as paladins and the idea of fully armored stealth rock is scary and fun for me. Muscle Wizard... OF FIRE Constitution and Intelligence is a rare combination, and they are both statistics that muscle-wizard builds are looking for. You want to wade into battle as a wizard with powerful melee-focused reinforcements and abilities. It can be a scary design when it is done properly, and genasi fire is one of the better types for it. > GENASI MINIATURE SHOP HERE! CLICK BELOW TO WATCH THE FULL GENASI 5E VIDEO GUIDE! -- SCAG Resources (Sword Coast Adventurer's Guide) Xanathar's Guide to Everything Player's Handbook Enjoy this Guide? You may also like: Are you thinking about other classes? 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