

Kismet's Genasi Templates

The genasi templates below may be applied to any corporeal creature with an Intelligence score of 4 or higher (referred to hereafter as the "base creature"). The base creature is considered a native outsider. It uses all of the creature's normal statistics except as noted below.

Genasi cast their spell-like abilities as sorcerers of their class level.

For in-depth information about the genasi's physical descriptions and more, please see the *Forgotten Realms Campaign book* and/or *Races of Faerun*.

<p style="text-align: center;">Air Genasi</p> <p>+2 Dexterity, +2 Intelligence, -2 Wisdom Electricity Resistance 10 Spell-Like Abilities: <i>Levitate</i> once per day +10 to base speed of creature +2 Balance, +2 Tumble Darkvision Cannot serve gods of earth Level Adjustment +1</p>	<p style="text-align: center;">Fire Genasi</p> <p>+2 Dexterity, +2 Charisma, -2 Intelligence Fire Resistance 10 Spell-Like Abilities: <i>Produce Flame</i> once per day Ignite (Ex): Create a spark at will. If the spark is being created on a target or a target's carried belongings, the target can make a Will save to resist (roll Will also for any carried belongings). +2 Craft (for those that involve the use of fire), +2 Intimidate Darkvision Cannot serve gods of water Level Adjustment +1</p>
<p style="text-align: center;">Water Genasi</p> <p>+2 Dexterity, +2 Wisdom, -2 Constitution Cold Resistance 10 Spell-Like Abilities: <i>Water Breathing</i> once per day Swim speed of 30 feet +2 Swim, +2 Tumble Darkvision Cannot serve gods of fire Level Adjustment +1</p>	<p style="text-align: center;">Earth Genasi</p> <p>+2 Strength, +2 Constitution, -2 Dexterity Acid Resistance 10 Spell-Like Abilities: <i>Bull's Strength</i> once per day Burrow (Ex): the character can burrow through 5 feet of loose or packed earth a round Stonecunning (as per the dwarven ability) Darkvision Cannot serve gods of air Level Adjustment +1</p>

Kismet's Dragonblooded Templates

Dragons are amongst the greatest creatures to roam the planes, and they have spread their power across countless species. The Dragonblooded are descended from half-dragons, and though they may not know it there is more power in them than meets the eye. What may seem

like a normal human may have a fire running through their veins that comes down from the dawn of time, when their grand, scaled ancestors ruled with fang and claw.

Many Dragonblooded appear as normal, unassuming members of their base race and are unaware of the secret their blood carries. The differences that they do realize, they may not be able to explain, even to the end of their days. Those Dragonblooded that take particular feats manifest more dragon-like abilities and have a better chance of realizing what they are - even if they have to keep such knowledge to themselves.

The Dragonblooded templates below may be applied to any corporeal creature (referred to hereafter as the “base creature”). The creature’s type changes to “dragon.” It uses all of the creature’s normal statistics except as noted below.

Most Dragonblooded types receive adjustments to their stats as follows: +2 Strength, +2 Intelligence, -2 Dexterity. Green and Brown Dragonblooded do not receive these adjustments, however; their omission is intended.

All Dragonblooded receive Intimidate as a class skill to reflect the natural predatory instincts that have been passed down to them.

Dragonblooded cast their spell-like abilities as sorcerers of their class level. The spell DC for a Dragonblooded’s spell-like abilities are 10 + ½ character level + Charisma modifier.

<p style="text-align: center;">Amethyst Dragonblooded</p> <p>+2 Strength, +2 Intelligence, -2 Dexterity +10 on saves versus poison Spell-Like Abilities: <i>Invisibility</i> or <i>Levitation</i> once per day +2 Diplomacy, +2 Sense Motive Darkvision Level Adjustment +1</p>	<p style="text-align: center;">Fang Dragonblooded</p> <p>+2 Strength, +2 Intelligence, -2 Dexterity +10 to saves versus ability drain effects Spell-Like Abilities: <i>Shield</i> twice per day or <i>Detect Magic</i> four times a day +2 Bluff, +2 to Speak Languages Darkvision Level Adjustment +1</p>
<p style="text-align: center;">Black Dragonblooded</p> <p>+2 Strength, +2 Intelligence, -2 Dexterity Acid Resistance 10 Spell-Like Abilities: <i>Corrupt Water</i>* (1 foot per level) or <i>Charm Reptile</i> (as <i>Animal Friendship</i>, but only works on reptiles) once a day +2 Swim, +2 Handle Animal (reptiles only) Darkvision Level Adjustment +1</p>	<p style="text-align: center;">Gold Dragonblooded</p> <p>+2 Strength, +2 Intelligence, -2 Dexterity Fire Resistance 10 Spell-Like Abilities: <i>Detect Gems</i> or <i>Bless</i> twice a day +2 Jump, +2 Balance Darkvision Level Adjustment +1</p>

<p style="text-align: center;">Blue Dragonblooded</p> <p>+2 Strength, +2 Intelligence, -2 Dexterity Electricity Resistance 10 Spell-Like Abilities: <i>Sound Imitation*</i> or <i>Ventriloquism</i> twice a day +2 Bluff, +2 Diplomacy Darkvision Level Adjustment +1</p>	<p style="text-align: center;">Green Dragonblooded</p> <p>Acid Resistance 10 Spell-Like Abilities: <i>Plant Growth</i> or <i>Suggestion</i> once a day +2 Bluff, +2 Intimidate Darkvision Level Adjustment +1</p>
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<p style="text-align: center;">Brass Dragonblooded</p> <p>+2 Strength, +2 Intelligence, -2 Dexterity Fire Resistance 10 Spell-Like Abilities: <i>Speak with Animals</i> or <i>Endure Elements</i> twice a day +2 Diplomacy, +2 Sense Motive Darkvision Level Adjustment +1</p>	<p style="text-align: center;">Red Dragonblooded</p> <p>+2 Strength, +2 Intelligence, -2 Dexterity Fire Resistance 10 Spell-Like Abilities: <i>Locate Object</i> or <i>Produce Flame</i> once a day +2 Intimidate, +2 Jump Darkvision Level Adjustment +1</p>
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<p style="text-align: center;">Bronze Dragonblooded</p> <p>+2 Strength, +2 Intelligence, -2 Dexterity Electricity Resistance 10 Spell-Like Abilities: <i>Speak with Animals</i> or <i>Detect Thoughts</i> once a day +2 Spot, +2 Swim Darkvision Level Adjustment +1</p>	<p style="text-align: center;">Sapphire Dragonblooded</p> <p>+2 Strength, +2 Intelligence, -2 Dexterity Electricity Resistance 10 Spell-Like Abilities: <i>Spider Climb</i> or <i>Soften Earth and Stone</i> twice a day +2 to two Knowledge skills Darkvision Level Adjustment +1</p>
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<p style="text-align: center;">Brown Dragonblooded</p> <p>Acid Resistance 10 Tremorsense* (Ex) 2 feet per level, permanently Darkvision Level Adjustment +1</p>	<p style="text-align: center;">Silver Dragonblooded</p> <p>+2 Strength, +2 Intelligence, -2 Dexterity Cold Resistance 10 Spell-Like Abilities: <i>Feather Fall</i> or <i>Change Self</i> twice a day +2 Jump, +2 Diplomacy Darkvision Level Adjustment +1</p>
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<p style="text-align: center;">Copper Dragonblooded</p> <p>+2 Strength, +2 Intelligence, -2 Dexterity Acid Resistance 10 Spell-Like Abilities: <i>Spider Climb</i> or <i>Soften Earth and Stone</i> twice a day +2 Climb, +2 Jump Darkvision Level Adjustment +1</p>	<p style="text-align: center;">Shadow Dragonblooded</p> <p>+2 Strength, +2 Intelligence, -2 Dexterity +10 to saves versus energy drain effects Spell-Like Abilities: <i>Mirror Image</i> once a day or <i>Obscuring Mist</i> twice a day +2 Hide, +2 Move Silently Darkvision Level Adjustment +1</p>
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<p>Crystal Dragonblooded +2 Strength, +2 Intelligence, -2 Dexterity Cold Resistance 10 Spell-Like Abilities: <i>Color Spray</i> twice a day or <i>Light</i> four times a day +2 Diplomacy, +2 Sense Motive Darkvision Level Adjustment +1</p>	<p>Song Dragonblooded +2 Strength, +2 Intelligence, -2 Dexterity Electricity Resistance 10 Spell-Like Abilities: <i>Light</i> four times a day or <i>Feather Fall</i> twice a day +2 Bluff, +2 Diplomacy Darkvision Level Adjustment +1</p>
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<p>Deep Dragonblooded +2 Strength, +2 Intelligence, -2 Dexterity Cold Resistance 10 Spell-Like Abilities: <i>Change Self</i> twice per day or <i>Detect Magic</i> four times a day +2 Move Silently, +2 Bluff Darkvision Level Adjustment +1</p>	<p>Topaz Dragonblooded +2 Strength, +2 Intelligence, -2 Dexterity Cold Resistance 10 Spell-Like Abilities: <i>Feather Fall</i> or <i>Obscuring Mist</i> twice a day +2 Bluff, +2 Intimidate Darkvision Level Adjustment +1</p>
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<p>Emerald Dragonblooded +2 Strength, +2 Intelligence, -2 Dexterity Sonic Resistance 10 Shield of Prudence (Sp): once per day, the character may choose to evoke an insight bonus to AC at +1 every other level (maximum +6). The bonus lasts for 1 hour per every five levels. +2 Gather Information, +2 Bluff Darkvision Level Adjustment +1</p>	<p>White Dragonblooded +2 Strength, +2 Intelligence, -2 Dexterity Cold Resistance 10 Spell-Like Abilities: <i>Icewalking</i> (as per <i>Spider Climb</i> but works only on ice) or <i>Fog Cloud</i> once a day +2 Balance, +2 Wilderness Lore (cold-based) Darkvision Level Adjustment +1</p>
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* These abilities work like those listed under the appropriate dragon description except for the values listed above. For example: A blue dragon's sound imitation ability mimics sound. It works at will, and the save is based on the dragon's frightful presence rating. The blue dragonblooded's ability also imitates sounds, but may only be used twice a day and uses the standard save for a dragonblooded's spell-like abilities (10 + ½ character level + Charisma modifier).

Original Dragonblooded Feats

Breath Weapon [General]

Prerequisites: Dragonblooded

Benefit: The character gains the use of a breath weapon, based on the breath weapon of the Dragonblooded type.

<p>Amethyst: A line of concussive force (sonic) Black: A line of acid Blue: A line of lightning Brass: A line of fire</p>	<p>Emerald: A cone of sonic force Gold: A cone of fire Green: A cone of acid Red: A cone of fire</p>
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Bronze: A line of lightning Brown: A line of acid Copper: A line of acid Crystal: A cone of brilliant light Deep: A cone of acid	Sapphire: A cone of sonic force Silver: A cone of cold Song: A cone of lightning Topaz: A cone of dehydration White: A cone of cold
Fang: A cone of enfeeblement. This ability can be used once per day for -1d6 to Strength. Shadow: A cone of enfeeblement. This ability can be used once per day for -1d6 to Strength.	
The breath weapons listed above can be used three times a day for 1d8 damage per attempt, or once a day for 1d4 damage per level. A Dragonblooded line is 30 ft. long, 5 feet high, and 5 feet wide. A Dragonblooded cone breath weapon is 15 ft. long, 15 feet high, and 15 feet wide. The save versus a Dragonblooded's breath weapon is 10 + Charisma modifier + 1/2 CL.	

Dragon Fear [General]

Prerequisites: Half-dragons, Dragonblooded with at least one other Dragonblooded feat, Intimidate 12 ranks

Benefit: The character begins to manifest the dragon's legendary fearful presence, sending friend and foe alike fleeing when they attack, charge, or fly overhead. Creatures within a radius of 10 feet x character level are subject to the fear if they have fewer hit die than the character. Potentially affected creatures must make a Will save (10 + 1/2 character level + Charisma modifier). Those that succeed are immune to the dragon fear for one day. Of those that fail, creatures with 4 or fewer HD are panicked for 4d6 rounds, and those with 5 or more HD are shaken for 4d6 rounds. Characters with this feat gain a bonus equal to 1/2 their character level to resist the fear effects of dragons, half-dragons, and other Dragonblooded.

Dragon Wings [General]

Prerequisites: Dragonblooded, base Fortitude, Reflex, and Will saves +2, and one other Dragonblooded feat

Benefit: The blood of the dragon still runs strong in the character. They are able to grow wings that are smaller versions of dragon wings, allowing the character to fly at their land speed with average maneuverability. A medium or heavy load that affects land speed affects flying speed proportionately.

Dragon Years [General]

Prerequisites: Dragonblooded

Benefit: The character ages at a slower rate than normal, carrying on the tradition of strength and longevity passed down through their dragon ancestry. The character doubles the years available in each aging effects category (page 109, table 6-5 in the Player's Handbook).

Expanded Breath Weapon [General]

Prerequisites: Dragonblooded, Breath Weapon

Benefit: The character's breath weapon is able to affect a larger area. A line breath weapon becomes 40 feet long. A cone breath weapon becomes 20 feet long, 20 feet wide, and 20 feet high.

Fang and Claw [General]

Prerequisite: Dragonblooded

Benefit: The Dragonblooded gains bite and claw attack forms. These attacks do damage as appropriate to the character's size (see the Dragon Attacks chart in the Monster Manual).

Special: Most strangers will not be comfortable around a person who has noticeable fangs and claws. Dragons strike fear wherever they roam, and lizardfolk do not have nicest reputation. The more closeted a community is from exotic-looking people and half-breed characters, the more likely it is that the character will receive a negative penalty (-1 to -5) on social skill rolls. The character can avoid the negative penalty if they take care to cover the parts of their body on which the scales have occurred. They can also make a Disguise check to cover up scales in key areas like the face (DC 15 to 20).

Scales [General]

Prerequisites: Dragonblooded

Benefit: Your body sprouts scales that are the color of the dragon type from which you are descended. These scales cover the belly and back but begin to thin out heading toward the legs and arms. There may be some scales around the neck but very rarely do they appear on the face. The scales provide a natural armor bonus of +2.

Special: Most strangers will not be comfortable around a person who has scales. Dragons strike fear wherever they roam, and lizardfolk do not have nicest reputation. The more closeted a community is from exotic-looking people and half-breed characters, the more likely it is that the character will receive a negative penalty (-1 to -5) on social skill rolls. The character can avoid the negative penalty if they take care to cover the parts of their body on which the scales have occurred. They can also make a Disguise check to cover up scales in key areas like the face (DC 15 to 20).

Other Applicable Feats & Where to Find Them

Races of Faerun Feats

Elemental Bloodline (genasi)

Healing Flames (fire genasi)

Improved Energy Resistance (genasi & Dragonblooded)

Improved Flight (air genasi, Dragonblooded with the Dragon Wings feat)

Improved Levitation (air genasi)

Lightless Eyes (genasi & Dragonblooded)

Light to Daylight (crystal and song Dragonblooded)

Book of Vile Darkness Feats

Boost Spell-Like Ability (genasi & Dragonblooded)

Empower Spell-Like Ability (genasi & Dragonblooded)

Quicken Spell-Like Ability (genasi & Dragonblooded)