

AIR GENASI

Air genasi are humans with some sort of air spirit or elemental creature in their bloodline. They generally have very pale white or sky blue skin and a slight breeze surrounds them at all times. They tend to be carefree in temperament.

4	Air Genasi + Divine 4	2,050xp
3	Air Genasi + Divine 3	1,050xp
2	Air Genasi + Divine 2	550xp
1	Air Genasi + Divine 1	300xp
0	Air Genasi	50xp

Levitate: An air genasi can cast *levitate*, as the spell, once per 8 hours with a casting time of 1 round.

Slow Fall: When falling, an air genasi takes damage as if the fall were 10' shorter.

EARTH GENASI

Earth genasi are humans with an earth elemental trace in their bloodline. They generally have dark brown or rocky gray skin and black eyes. They tend to be contemplative but stubborn.

4	Earth Genasi + Fighting 4	2,050xp
3	Earth Genasi + Fighting 3	1,550xp
2	Earth Genasi + Fighting 2	1,050xp
1	Earth Genasi + Fighting 1	550xp
0	Earth Genasi	50xp

Passwall: Once per week, with a casting time of one turn, an earth elemental can cast *passwall* as the spell of the same name.

Thick Skin: Earth genasi have thick, leathery skin which grants a +1 bonus to armor class.

FIRE GENASI

Fire genasi are humans with some amount of fire elemental traces in their bloodline. Fire genasi are often short-tempered and passionate creatures. They often have flaming red hair and sometimes red skin as well.

4	Fire Genasi + Thief 4	1,150xp
3	Fire Genasi + Thief 3	750xp
2	Fire Genasi + Thief 2	450xp
1	Fire Genasi + Thief 1	250xp
0	Fire Genasi	50xp

Burning Hands: Fire genasi can cast *burning hands*, as the spell, once per hour with a casting time of 1 round.

Fire Resistance: Fire genasi take half damage from non-magical fires. Magical fire does full damage, however.

WATER GENASI

Water genasi are humans with a water spirit or elemental somewhere in their bloodline. They often have blue or green skin or hair, constantly damp skin, or fishlike scales. They tend to be mercurial and a bit dull.

4	Water Genasi + Arcane 4	2,550xp
3	Water Genasi + Arcane 3	1,925xp
2	Water Genasi + Arcane 2	1,300xp
1	Water Genasi + Arcane 1	675xp
0	Water Genasi	50xp

Water Breathing: Water genasi can cast *water breathing*, as the spell, once per day with a casting time of one round.

Swimming: Water genasi may swim at 30' per turn and can naturally hold their breath for an additional minute before they begin drowning.