



**4 NEW RACES FOR DUNGEONSLAYERS
BY DEXTOLEN**



THE PLANE-FOLK

AIR-EARTH-FIRE-WATER PLANAR BEINGS FOR YOUR DUNGEONSLAYERS GAME

INTRODUCTION

Throughout time there have been mortals who experimented with the fickle, untamed magic of the elements: Air, Earth, Fire and Water. Some of these experimenters were forever changed by their proximity to elemental forces. The descendants of these wizards are not completely human and exhibit physical and supernatural qualities of the elemental powers inside them. There are 4 known types of these "Plane-folk", each different enough to warrant its own racial bonus and abilities. They have imbued within them the powers of elemental earth, air, fire or water. There are rumors of other plane-touched beings with powers from such things as lighting but these have not been confirmed.

CAMPAIGN USE

There is no single source in the world of Caera for the origin of plane-folk. They are rare and tend to be found near centers of elemental magical study. The greatest population of them is most likely found near the chaotic land of Damorra, a place of wild elemental power.



AIR-FOLK

Usually fickle, always changing their minds. They often fail to finish conversations and don't like being forced into service. They look almost entirely human except for penetrating blue eyes and white hair that seems to always move as affected by a breeze.

Racial Bonus: AG or DX

Racial Abilities: Fast (+1RP), Defending Winds (See below)(+1RP), Need the Breeze (see below) (-3RP), Carried on The Wind (See Below)(+2RP) Elemental Affinity (See below)(+1RP).

EARTH-FOLK

Dwarf-like in their stubbornness, Earth-Folk rarely change their minds or break promises. They are even tempered and calm to a point, but can be pushed to furious anger. They are stockier and shorter than most humans and have coppery to bronze tanned skin. Their hair and eyes are usually brown.

Racial Bonus: ST or CO

Racial Abilities: Slow (-1RP), Tough (+1RP), Clumsy (-2RP), Elemental Affinity (See below)(+1RP), Hard to Move (See below) (+1RP), Tremor Sense (See Below) (+1RP)



FIRE-FOLK

These passionate people are rash and short tempered. They seem unstoppable when committed to a task, sometimes going without food or drink until they've done what they set out to do. Their skin has an orange-red hue and their hair appears almost as a roaring fire.

They can create sparks with the snap of their fingers and feel hot to the touch.

Racial Bonus: IN or DX

Racial Abilities: Quick (+1RP), Focused (See below) (+1RP), Intense (see below) (-1RP), Elemental Affinity (See below)(+1RP), Susceptible – Cold (See below -1 RP)



WATER-FOLK

Forever calm and serene, Water-folk prefer to remain in a trance-like state of meditation when not performing a task. They rarely speak unless they have something important to say. Their skin is green-blue as well as their eyes and hair. They have vestigial gills and webbed fingers and toes.

Racial Bonus: CO, AG or AU

Racial Abilities: Swim I (+2RP), Breathe Water (See below)(+2RP), Elemental Affinity (See below)(+1RP), Susceptible – Fire (See below)(-1 RP), Kept Wet (See below) (-2RP)

NEW RACIAL ABILITIES

Most of these apply only to Plane-Folk but it's possible that they could be interpreted for other races you create.

BREATHE WATER +2RP

The race has gills or can somehow breathe while underwater. The creature can't drown.

CARRIED ON THE WIND +2RP

Once per day the Air-Folk may fly his normal MR, able to cross gaps or dangerous terrain. A second move action may be performed, although no other action is possible.

DEFENDING WINDS +1RP

The Air-Folk stirs up a column of wind when defending against a known ranged attack, granting +1 DEF.

ELEMENTAL AFFINITY +1RP

The Plane-Folk is metaphysically connected to elemental magic, granting +1 to all spell casting targets for the following spells based on type of Plane-Folk.

Air-Folk: Cloud of Death, Cloud of Remorse, Concealing Fog, Ethereal Form, Feather Fall, Fly, Hurl, Jump, Levitate, Summon Elemental,

Earth-Folk: Breach, Chasm, Rust, Stumble, Summon Elemental, Wall of Stone.

Fire-Folk: Burning Inferno, Fireball, Fire Beam, Fire Breath, Fire Lance, Fire Wall, Scorching Blade, Summon Elemental

Water-Folk: Arctic Weapon, Ice Beam, Summon Elemental, Water Walking.

FOCUSED +1RP

The race is very dedicated to current tasks. At the start of each session, set a goal. +1 to all non-combat checks made that are directly involved in accomplishing that goal. GM has final say on if the check is direct enough. Once goal is accomplished, a new goal is set.

HARD TO MOVE +1RP

When an Earth-Folk plants its feet on earth or rock they become difficult to knock over or move. They have +2 to the BOD+CO check to avoid being pushed back, similar to the effect of the Blocker talent.

INTENSE -1RP

The race is very aggressive in accomplish goals, this tends to make them brash and rude in social situations, where they suffer -2 to social type checks because of their bluntness.

KEPT WET -2RP

The race must keep their skin moist. If the temperature ever rises above 90F or the character suffers a fireball attack, and cannot submerge in water. They suffer -1 to all checks and can't heal by catching breath.

TREMOR SENSE +1RP

The Earth-Folk can sense movement through minor vibrations on the ground. This grants +1 to all perception checks involving anything moving on the ground.

NEED THE BREEZE -3RP

When the Air-Folk is denied moving air (such as underground or in a

sealed room), it cannot heal by catching breath and is -1 to all checks

SUSCEPTIBLE -1 RP

The race is suffers a bit more when attacked with a certain element based damage. Select one at character creation: (fire, ice or water). The race's defense is reduced by 1 vs. the element selected.

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