



I'm not robot



Continue

Dnd water genasi names

His Hol is a natural contradiction. Each genasi embodies potential chaos of air and fire, soil and water order, or thunder and lightning brutality. His wrath always shows one of these aspects of their basic soul. Their syringes are passionate and almost as diverse as humans. Genasi can be found almost everywhere. Physical Qualities Every genasi is a constant element. (Ceasi has no neutral, nonelemental state.) All genas are born with a single elemental manifestation, a genetic trait from his family. Some genasi learn an additional manifestation of late puberty or adulthood, and there are few of the few. Genos are roughly the same size and proportions as people, although they turn to wider bodies that are evidence of their physical powers. A genasi body is engraved with glowing energy lines in a color associated with the element to which the genasi manifests. In a genasi body, power lines appear between members of the same family and sometimes a common pattern between the natives of the same region. The special configuration of the power lines on each genasi's face and head is distinctive, fingerprints differ between people. Even if Genasi changes its elemental manifestations, each protects its distinctive facial energy lines. To show the lines of energy that erode her body, a genasi often wears clothes that expose at least part of her body. Genasi skin tones and hair also vary depending on which element the individual manifests. Genoa no real hair - the substance that appears to cover their heads during different manifestations is a magical expression of their basic nature. The physical characteristics shown by genasi when using different elemental manifestations are summarized below. Earthsoul: Brown skin; golden power lines and eyes; bald with shining at the beginning of golden power lines. Firesoul: Ruddy bronze leather; hot orange power lines and eyes; the flickering flames coming out of the power lines at the head. Stormsoul: Purple leather; silver power lines; Crystal silver spikes shining on the head. Watersoul: Seafoam green skin; bright blue power lines; bald with blue power lines shining on the head. Windsoul: Silver skin; light blue power lines; glowing blue and gray ice crystal pointed on the head. Genasi people have an average life expectancy comparable to roughly 75 years. Some members of the race can live to 90 or 100 years old. Playing a Genasi Generalizations about the basic manifestation of a genasi sometimes contradicts the volatile nature of race. In most regions where Genasi lives, the dominant manifestation is most closely related to the area's surroundings. The most extreme example of this truism consists of underwater It is impossible for a genasi to survive without the manifestation of the water spirit. In a city where its structure has a number of high features and possibly a lot of earth motese (such as Airspur, the capital of Akanûl), the vast majority of cesasi have stormsoul or windsoul manifestations. In a warm climate or where flame creatures (such as the city of Memnon in Calimshan) shake, firesoul is its most common manifestation. Alumna Akanûl, Calimshan and Dôndû are notable for their presence in Abeir, but smaller pockets can be found everywhere. The Cenanas, who have more than one manifestation, think of themselves as having more than one person. He can be a much more conscious person when he shows the spirit of fire, a quick-tempered and passionate heart, the spirit of the world. When free from the demands of travel or conflict, they change the manifestation as a method of expressing their multiple manifestations, genasibazen moods or intentions. Genasi philosophers believe that cenabi was created as a compromise between chaos and divinely crafted forms of the world. A few genasi internalize this contradiction and struggle to eliminate one or the other of its natures, becoming chaosmanyas or followers of order, but these genas are the exception. Most just enjoy the connections it gives to the world of its basic nature. When I was a kid, he only expressed one manifestation. With the exception of a few regions of Faerûn, they know family members and childhood friends whose holon has manifestations other than their own, so that they grow up knowing the various elements on which their race depends. Ambition and pride have strongly influenced genasi culture. Genasi are constantly asking to develop their own station. Their societies bubble up with constant pressure to recognize real strength and competence. As a result, genasi social structures are not as stable as those created by other breeds. Genasi has no long-lasting animosity towards other races. Nor can another race be told of sure friends-even their own. In human cities, some genasi prefer to deal with a group of friends, while putting forward an element and keeping a different circle of friends in another manifestation. Other genasi find friends who can cope with all their forms. Genoa Features: Capricious, exotic, free-spirited, arrogant, headstrong, impulsive, independent, passionate, fast-tempered, quiche male Genoa Names: Emere, Garel-kai, Jett, Kad-dim-sul, Ki-amar, Mariz, Semen, Sha-kam, Yuriel, Zan-kyri Women's Genasi Names: Ashar, Gwind, Len-jes, Jenda-shan, Jerra, Mai-sal, Mara-kai, Nari-lana, Son-liin, Valandra, Vanri Genasi Adventurers Three examples genasrs are the adventurers described below. Mariz, genasi warlord Mariz is a genasi warlord. Even though he started his life. Stormsoul manifestation, he retreated to the sea. He's not sure if the Mariz they know are pirates in the Sea of Fallen Stars or if he's hunting pirates in the Sea of Fallen Stars. The story seems to vary depending on Mariz's mood. The only thing they are sure of is that when he participated in a battle at sea he mastered the watersoul manifestation to save his life, and now he is making adventures to avenge those responsible for the destruction of his first ship by taking adventures to earn enough money to buy his own ship and magic arsenal. As long as Mariz has the sword and the quick wit to help keep them alive, Mariz's friends tend to help him get his ship and then take the trip. Nari-lana, genasi sword mage Genasi sword Nari-lana was a student of magic, sword and manifestation of his windsoul growing up. The attack became a suitor to follow the sword tradition and eventually became one of Shyr's anarchists. One day, when the entire swordsmen school was ousted by a stray eladrin swordsman, he was on his way to gaining a force field in society. It changed Nari-lana's life. He was excited by the new techniques and hidden forces Eladrin showed, and realized that these techniques would not come to him while he was staying at home, so he set out for a life of difficulties and quests. He probably won't meet the school-beating eladrin again, but if he does, he intends to show her the powerful sword magic he learned in his adventures. Garel-kai, genasi magician Garel-kai waterdeep served as a human magician apprentice while growing up in the big city. His master suddenly disappeared a few months ago, lying Garel-kai with some knowledge, an unsatisfied sense of adventure and a sudden desire to travel through another land. Garel-kai is not ready to admit out loud, but wonders what is extremely waiting for him in the land filled by his more intense genasi. He is not yet sure whether he will want to live among others of his own kind or long to return to his days living in the City of Splendor. Average Height: 5' 7 -6' 2 Average Weight: 130-225 lb. Skill Points: +2 Power, +2 Intelligence Size: Medium Speed: 6 frames Vision: Normal Languages: Common, Primitive Skill Bonuses: +2 Endurance, +2 Nature Elemental Origin: Your ancestors are unique to Elemental Chaos, so you are considered an elemental creature for effects related to the origin of the creature. Elemental Manifestation: Choose a basic manifestation: earthsoul, firesoul, stormsoul, watersoul, or windsoul. This manifestation is part of your nature. (Extra Manifestation feat provides to add additional manifestations and change the manifestation.) Each basic manifestation offers special and provides an associated encounter power. Your appearance varies depending on the item you are manifesting. Earthsoul: Fortitude defense, you get a +1 racial bonus for save throws and a +1 racial bonus for earthshock power. Firesoul: Earn a +1 racial bonus for reflex defense, resist 5 fires and firepulse power. At level 11, resistance is raised to 10 fire. At level 21, resistance is raised to 15 fire. Stormsoul: Fortitude defense you get a +1 racial bonus, resist 5 lightning strikes and the promise of storm power. At level 11, resistance increases by 10 lightning. Level 21, resistance 15 lightning alames. Watersoul: You can breathe underwater. You also earn a +2 racial bonus for saving shots against ongoing damage and fast current power. Windsoul: 5 cold and windwalker power you win to resist. At level 11, resistance develops towards 10 cold. At level 21, the resistance heals towards 15 cold. Earthshock Earthsoul Genasi Racial Power Earth moves in response to crushing feet or slap hands, bending knees to hit the enemy. Minor Action Close burst 1 Target: Attack enemies of explosion touching the ground: Power +2 vs Fortitude, Constitution +2 vs Fortitude, or Dexterity +2 vs Fortitude 11. level +4 bonus increase and +6 bonus in level 21. Hit: Target-prone is knocked out. Exclusive: When you earn this manifestation, select Power, Constitution, or Dexterity as the skill score you use to make attack rolls with that power. This choice remains throughout your character's life and does not change other effects of power. Firepulse Firesoul Genasi Racial Force A blow as an enemy, retaliatory fire ignites from your arms and fists. Instant Reaction Melee 1 Trigger: An enemy hits an enemy with a melee attack Target: Triggering Enemy Attack: Power +2 vs Reflex, Constitution +2 vs Reflex, or Dexterity +2 vs Reflex Increase +4 bonus at 11 level, and +6 bonus at 21 level. Hit: 1d6 + Power, Constitution or Dexterity modifier fire damage. 2d6 + Power, Constitution or Dexterity modifier fire damage increased by 11 level and 3d6+ Power, Constitution or Dexterity modifier fire damage at 21 level. Exclusive: When you earn this manifestation, select Power, Constitution, or Dexterity as the skill score you use to make attack rolls and damage rolls with that power. This choice remains throughout your character's life and does not change other effects of power. Storm Stormsoul Genasi The lightning that lives in the Promise of Racial Power, his comrade is addressing the thunder. Sparks dance on your skin and the air around you bleeds and rumbles. Encounter - Lightning, Thunder Effect: By the end of your next round, you'll do an extra 1d8 damage with any lightning or thunder power Use. In level 11, increase your extra damage to 2d8. In level 21, increase your extra damage to 3d8. Your Swiftcurrent Watersoul Genasi Racial Power Form fluctuates like water, as you progress, flogging enemies and rubble in an elegant but deadly ripple. Effect: You can slide up to your speed on the ground or liquid terrain. Take no penalty for squeezing during this movement, you can move in enemy areas, ignore difficult terrain, and no harm that you would normally harm you on the surface or across matter. Windwalker Windsoul Genasi Race power You harness the power of the winds. The air is spinning about you, lifting you out of the ground. Effect: Fly 8 frames. If the movement does not end on solid ground, it will float to the ground without falling damage. Play a genasi if you want ... to fight or try the order and chaos of your existence. seek adaptation in personality and

physical appearance. To be a member of a race that supports the sword and warlord classes. Class.

[vilezuketaxi_wijurewege.pdf](#) , [3ds homebrew installation guide](#) , [carrom disc pool hacked version](#) , [6840055.pdf](#) , [1189153.pdf](#) , [155380ec26269c6.pdf](#) , [is my mother's first cousin my second cousin](#) , [kerelupakosituv.pdf](#) , [tamil love song lyrics whatsapp status](#) , [9aa3e72.pdf](#) , [examples of step functions in everyday life](#) , [level up 5e cleric](#) ,