

### Planar Jaernians

Humanoids from Jaern and other planes were living on Elemental Planes for centuries. Some of them did not experience any changes to their physiology, while others slowly evolved in harsh conditions of these planes under the influence of elemental radiation. After several millennia, these humanoids became a link between Jaernian races and Elementals, natives of Elemental Planes.

While mostly looking like regular races, planar jaernians do not share any racial abilities of their ancestors. Instead they are inherently attuned to elemental magic and energy manipulation.

When you choose this race you must choose an associated element, you cannot remove this association by any means. Chosen element dictates what is considered the “primary” element for planar jaernian creature abilities and what kind of elemental magic is available for them should they decide to become a mage.

Element	Earth	Fire	Air	Water
#1(ATTRIBUTE)	5000 Exceptional PWR			
#2(Combat)	7000 Energy Conservation			
#3(Racial)	6200 Element Absorption Resist Earth 1	6200 Element Absorption Resist Fire 1	7000 Element Absorption Resist Lightning 1	6200 Element Absorption Resist Cold 1
#4(Quirk)	-4200 Susceptible to Lightning 1 Energy Dependency	-4200 Susceptible to Cold 1 Energy Dependency	-4200 Susceptible to Earth 1 Energy Dependency	-4200 Susceptible to Fire 1 Energy Dependency
Total	14000	14000	14800	14000
+Racial XP	1000	1000	200	1000

## Creature Abilities

### Element Absorption

Use Time:	reaction	Base Cost:	5000
Duration:	instant	Attribute:	PWR
Res Check:	none	Target:	self
Area of Effect:	self	Magical:	yes

Creature does not require normal food and drinks, feeding off surrounding elemental energy instead.

As a reaction to being hit with an elemental spell, the creature can activate this ability. Any resistance check required by the spell is rolled at 1 die less. On successful resistance the creature gains elemental units equal to half of the rank of the resisted spell with a minimum of 1 unit. If the spell is of the creature's primary element, the creature takes 2 dice off the resistance check and restores elemental units equal to the rank of the resisted spell. Dice off do not stack with resistance creature abilities or spell effects. This ability can be used a number of times per day equal to its rank.

### Energy Conservation

**UNRANKED**

Use Time:	always on	Base Cost:	7000
Duration:	continuous	Attribute:	PWR
Res Check:	none	Target:	self
Area of Effect:	self	Magical:	yes

The creature is inherently attuned to its primary element. While casting spells of that element, the creature spends 1 less EU (minimum of 1).

### Energy Dependency

**UNRANKED**

Use Time:	always on	Base Cost:	-3000
Duration:	continuous	Attribute:	PWR
Res Check:	none	Target:	self
Area of Effect:	self	Magical:	yes

Lack of access to surrounding magic physically weakens the creature. While being in a magic deprived area or out of EU (only applies to creatures with EU pool) the creature gains Inferior HEA until the next full rest period.



## **History**

It is hard to pinpoint when the first half-breeds came to be. Most of them are descendants of mages that achieved ultimate heights of their art, interdimensional travelers who spend too much time on a particular elemental plane or unfortunate victims of magical cataclysms. With time, rich magical energies engraved themselves on their very being, slowly changing them from humans, elves, dwarves, lizards and orcs into beings closely tied to magic itself. Some time passed since then and some individuals decided to try their luck in adventuring to other planes.

## **Influence of Elemental Planes**

Elemental energy does have some relationship to personality traits of the person wielding it. Centuries of exposure made it so half-breeds of different planes were shaped by energy not only physically, but emotionally as well.

Fire half-breeds tend to be violent, impatient and individualistic.

Air half-breeds are often carefree and not attached to one place for too long.

Water half-breeds are calm and supportive, they prefer to act as a group.

Earth half-breeds are stoic, rarely show their emotions.

## **Technology**

If there is one thing common between technologies of 4 elemental planes it is that it is closely tied to abundant energy. Most mechanisms created by denizens are powered by magical radiation. As an extension of that, craftsmen of these races are extremely proficient in making various magic items and artifacts.

## **Transportation**

Transportation methods vastly differ depending on the elemental plane.

Plane of Air does not have many pieces of solid land, so its natives are proficient in building floating ships from materials found on floating islands or bought through interdimensional trade.

Plane of Water is a giant ocean, without any surface, boats akin to submarines are used by creatures who do not have an ability to breath underwater.

Fire half-breeds rely on caravan animals similar to Jaernian Mekillots to traverse many rivers and lakes of lava that fill hostile terrain that is the Plane of Fire.

Plane of Earth 's environment is one giant underground cavern. Caravans usually travel through charted tunnels and openings left by passing Earth Eaters. Very few are brave enough to explore unstable tunnels with smaller earth digging animals as a mode of transportation.

## **Cities and Architecture**

Architecture of settlements founded on elemental planes is vastly different, built to withstand the harsh environment of each world. In addition, half-breeds originate from every Jaernian race, so they often build structures with some elements that stem from those now distant to them cultures.

## **Agriculture**

Each plane has plants and herbs unique to its environment be it seaweed from the Plane of Water or firegrass of the Fire Plane. Most of these herbs are used as food and crafting materials as well as for bartering.

## **Medicine**

Few diseases and plagues ever bothered denizens of elemental planes, their wounds heal quickly in magic rich environments. One could say that their medicinal arts are not well developed.

### **Language**

Most half-breeds speak simplified dialects of Primordial, while those that choose to develop their innate magical abilities further have no trouble learning the ancient language of elementals. Unlike its ancient form, simplified Primordial does not involve active release of elemental energy and can be learned by people not proficient with applications of elemental energy, but it cannot be used to communicate with genies and lesser elementals. For the purposes of learning, Ancient Primordial and its simplified form is the same language, but the ancient form involves an additional layer in the shape of releasing small amounts of elemental energy while communicating (roughly 1 EU per hour of conversation).

### **Art**

Many half-breeds choose art as a form of self expression and a way to honor their Jaernian roots as well as a way to pay respect to their new home. There is no single unified art style among different branches of half-breeds.

### **Sports**

Similar to their view on arts, half-breeds often inherit opinion on sports from their Jaernian ancestors.

### **Religion**

Divine influence is extremely weak on elemental planes, most prayers cannot reach gods and miracles cannot be granted in exchange for worship and offerings. Slowly but surely the majority of half-breeds became agnostic or chose to worship Elemental Guardians of each plane, hoping that it might drive away cataclysms and make life easier. It will not.

### **Economy**

Half-breeds are often viewed as a link between Jaernian races and elemental creatures. They gain a lot through trading and manufacturing goods unique to the plane.

### **Government**

There is no single form of government among half-breeds. Every group might be different ranging from democracy to rule of the strong.