

Half-Genie Creature Template (Revised)

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Half-genies are the progeny of genies who have reproduced with other creatures or magical amalgamations created by mysterious means. Generally, these offspring live their lives on either the genie's home plane or the home plane of their other parent (usually the Material Plane), but not both.

Appearance Changes

Half-genies are generally more handsome and imposing versions of a given type of creature, with piercing eyes and a commanding presence. This charismatic aura is an unmistakable earmark of their otherworldly heritage.

Creating a Half-genie

"Half-genie" is a template that can be added to any living creature besides an elemental, plan, or ooze (hereafter referred to as the "base creature"). A half-genie uses the base creature's statistics and inherent racial special abilities except as noted below.

Type: Change to outsider. If they are native to an Elemental Plane, half-djinn and half-efreet gain the extraplanar subtype. Half-jann are native to the Material Plane and gain the native subtype. Half-efreet gain the fire subtype.

Hit Dice: Change all current and future racial Hit Dice to d8s. In this template, Hit Dice stands for the base creature's total character Hit Dice, except where it is labeled as another type.

Speed: If the base creature can fly, its maneuverability rating improves by one class.

AC: Natural armor improves by +1 for half-djinn and half-jann. It improves by +3 for half-efreet.

Special Attacks: A half-genie gains the following, limited by its genie type.

Spell-like Abilities: Half-genies with a Charisma score of 10 or higher possess the spell-like abilities according to their type as specified in the tables below. Unless otherwise specified, the half-genie can use the spell-like ability once per day—any number of uses do not stack but are the half-genie's total uses per day. Caster level equals the half-genie's Hit Dice.

Enlarge works just like *enlarge person* except it can affect any living creature. It is a level 1 spell.

Plane shift may only be used to travel to the Astral Plane, any Elemental Plane, or the Material Plane.

Reduce works just like *reduce person* except it can affect any living creature. It is a level 1 spell.

Half-djinni

Half-djinn gain the following:

Hit Dice	Spell-Like Abilities
1-2	<i>create food and water, create wine</i> (as <i>create water</i> but wine instead)
3-4	<i>minor creation, invisibility</i> (self only)
5-6	<i>fly</i> (perfect maneuverability)
7-8	<i>invisibility</i> (self only) 2/day
9-10	<i>fly</i> (perfect maneuverability) 2/day, <i>major creation, overland flight</i> (perfect maneuverability), <i>persistent image</i>
11-12	<i>invisibility</i> (self only) 2/day, <i>wind walk</i>
13-14	<i>fly</i> (perfect maneuverability) 3/day, <i>plane shift</i>
15-16	<i>plane shift</i> 2/day, <i>whirlwind</i> (transforms own body and all equipment into the whirlwind)
17+	<i>plane shift</i> 3/day

Half-efreeti

Half-efreet gain the following.

Heat (Ex): A half-efreeti's body deals additional fire damage whenever it hits in melee with a natural attack and each round it maintains a hold while grappling. This extra damage is 1d3 for a Medium creature, scaling up one die step per size larger, and down one die per size smaller.

Hit Dice	Spell-Like Abilities
1-2	<i>detect magic, produce flame, reduce</i>
3-4	<i>detect magic</i> 2/day, <i>enlarge, pyrotechnics</i>
5-6	<i>fly, gaseous form, invisibility</i> (self only), <i>scorching ray</i>
7-8	<i>enlarge</i> 2/day, <i>wall of fire, produce flame</i> 3/day, <i>reduce</i> 2/day
9-10	<i>fly</i> (perfect maneuverability) 2/day, <i>overland flight</i> (perfect maneuverability), <i>polymorph</i> (self only), <i>pyrotechnics</i> 3/day
11-12	<i>permanent image, scorching ray</i> 2/day
13-14	<i>detect magic, plane shift</i>

Hit Dice	Spell-Like Abilities
15-16	<i>enlarge</i> 3/day, <i>plane shift</i> 2/day, <i>reduce</i> 3/day
17-18	<i>plane shift</i> 3/day
19+	<i>limited wish</i>

Half-janni

Half-jann gain the following:

Hit Dice	Spell-Like Abilities
1-2	<i>speak with animals</i> , <i>create food and water</i>
3-4	<i>enlarge</i> , <i>reduce</i>
5-6	<i>fly</i> (15 ft. perfect maneuverability), <i>invisibility</i> (self only)
7-8	<i>enlarge</i> or <i>reduce</i> 2/day, <i>speak with animals</i> 2/day
9-10	<i>fly</i> (15 ft. perfect maneuverability) 2/day, <i>invisibility</i> (self only) 2/day, <i>overland flight</i> (15 ft., perfect maneuverability)
11-12	<i>ethereal jaunt</i> (1 hour only)
13-14	<i>fly</i> (15 ft. perfect maneuverability) 3/day, <i>plane shift</i>
15-16	<i>plane shift</i> 2/day
17+	<i>plane shift</i> 3/day

Special Qualities: Half-genies gain the following. They also gain abilities specific to their genie type.

Darkvision (Ex): All half-genies have darkvision to a range of 60 ft., or the base creature's range, whichever is better.

Genie Blood (Ex): Half-genies are considered to be the base creature's race, outsiders, and their genie type for the purposes of racially specific abilities and effects.

Telepathy (Su): A half-genie can communicate telepathically with any creature within 50 ft. that has a language.

Half-djinni

Half-djinn gain the following.

Acid Resistance (Ex): Half-djinn have acid resistance 30.

Half-janni

Half-jann gain the following.

Fire Resistance (Ex): Half-jann have fire resistance 5.

Elemental Endurance (Ex): Half-jann can survive on the Elemental Planes of Air, Earth, Fire or Water for up to 24 hours. Failure to return to the Material Plane before that time expires causes a half-janni to take 1 point of damage per additional hour spent on the elemental plane, until it dies or returns to the Material Plane.

Abilities: Modify according to the following table.

Genie Type	Str	Dex	Int	Wis	Cha
Djinni	+0	+4	+2	+2	+2
Efreeti	+2	+4	+0	+2	+2
Janni	+2	+2	+2	+2	+2

Skills: Outsiders have 8 skill points, plus its Intelligence modifier, per racial Hit Die. Treat skills from the base creature's list as class skills and other skills as cross-class. If the creature has a class, it gains skills for class levels normally. Concentration is a class skill for all half-genies.

Feats: All half-genies gain Improved Initiative as a bonus feat.

Challenge Rating: +2 for a half-djinni or half-janni, +3 for a half-efreet.

Alignment: Half-djinn tend toward good, and half-efreet tend toward evil.

Level Adjustment: +3 for half-jann, +4 for half-djinn, and +5 for half-efreet.

Sample Half-genie

This example uses a fire giant as the base creature and adds the Half-Efreeti template.

Truefire Giant

Large Outsider (Augmented Giant, Fire, Native)

Hit Dice: 15d8+75 (472 hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 30 ft. in half-plate armor (6 squares); base speed 40 ft.

Armor Class: 27 (–1 size, +11 natural, +7 half-plate armor), touch 9, flat-footed 27

Base Attack/Grapple: +11/+26

Attack: Masterwork greatsword +22 melee (3d6+16) or slam +21 melee (1d4+11 plus 1d4 fire) or rock +11 ranged (2d6+11 plus 2d6 fire)

Full Attack: Masterwork greatsword +22/+17/+12 melee (3d6+16) or 2 slams +21 melee (1d4+11 plus 1d4 fire) or rock +11 ranged (2d6+11 plus 2d6 fire)

Space/Reach: 10 ft./10 ft.

Special Attacks: Heat, rock throwing, spell-like abilities

Special Qualities: Rock catching, genie blood, immunity to fire, low-light vision, darkvision 60 ft, telepathy 50 ft., vulnerability to cold

Saves: Fort +14, Ref +6, Will +10

Abilities: Str 33, Dex 13, Con 21, Int 10, Wis 16, Cha 13

Skills: Climb +9, Concentration +8, Craft (weaponsmithing) +6, Intimidate +6, Jump +9, Spot +14

Feats: Cleave, Great Cleave, Improved Initiative^B, Improved Overrun, Improved Sunder, Iron Will, Power Attack

Environment: Warm mountains

Organization: Solitary or gang (2-5) among normal fire giants

Challenge Rating: 13

Treasure: Standard

Alignment: Always lawful evil

Advancement: By character class

Level Adjustment: +8

True fire giants are powerfully built giants with hairless skin the color of dark copper. Considered blessed among their fire giant kin, truefire giants are slightly larger and more powerful than normal fire giants. Their outsider blood makes them potent fighters and allows them to live over 1,000 years. They have the best equipment among their clan.

Combat

Truefire giants are merciless and brutal combatants that take every advantage of their fire immunity. Their preferred method of attack is to *enlarge* themselves and *fly* above enemies while hurling heated boulders. On the ground, they cast *wall of fire*, encircling themselves and their opponents with the hot side of the wall facing in to do maximum fire damage to their foes. Another favorite tactic is to grab their opponents and jump into a fire or lava flow. In all cases, if they are losing a given fight badly, truefire giants use their *plane shift* ability or *gaseous form* to escape.

Heat (Ex): A truefire giant's body deals 1d4 points of fire damage when it hits in melee with a slam and each round it maintains a hold while grappling.

Rock Throwing (Ex): The range increment is 120 feet for a fire giant's thrown rocks. See the Giant entry in the *MM* for more on rock throwing.

Spell-Like Abilities: 3/day—*detect magic*, *enlarge* (DC 12), *produce flame*, *pyrotechnics* (DC 13), *reduce* (DC 12); 2/day—*fly* (perfect maneuverability), *plane shift*, *scorching ray* (+12 ranged touch); 1/day—*gaseous form*, *invisibility* (self only), *overland flight* (perfect maneuverability), *permanent image*, *polymorph* (self only), *wall of fire* (DC 15). Caster level 15th. The save DCs are Charisma-based.

Genie Blood (Ex): Truefire giants are considered giants, outsiders, and efreet for the purposes of racially specific abilities and effects.

Telepathy (Su): A truefire giant can communicate telepathically with any creature within 50 feet that has a language.

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

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Release 1.0

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