

Half-Eladrin

No matter the form, half-eladrins are always comely and delightful to the senses, having a fey, somewhat wild look. They have fine, almost delicate features and typically possess a slender build. Unlike their cousins the half-celestials (who claim descent from angelic ancestors) half-eladrins never possess wings.

Half-eladrins are most prevalent among elven populations, due to a similar shared outlook life-style as philosophical outlook on life.

Creating A Half-Eladrin

"Half-eladrin" is an inherited template that can be added to any living, corporeal creature with an Intelligence score of 4 or higher and nonevil alignment (referred to hereafter as the base creature).

A half-eladrin uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to outsider. Do not recalculate the creature's Hit Dice, base attack bonus, or saves. Size is unchanged. Half-eladrins are normally native outsiders.

Speed: A half-eladrin has base land speed increases by 10 ft.

Armor Class: Natural armor improves by +2 (this stacks with any natural armor bonus the base creature has).

Special Attacks: A half-eladrin retains all the special attacks of the base creature and also gains the following special abilities.

Color Spray (Su): Half-eladrins can create a *color spray* effect (as the spell) at will.

Spell-Like Abilities: A half-eladrin with an Intelligence or Wisdom score of 8 or higher has two or more spell-like abilities, depending on its Hit Dice, as indicated on the table below. The abilities are cumulative

Unless otherwise noted, an ability is usable once per day. Caster level equals the creature's HD, and the save DC is Charisma-based.

HD	Abilities
1–2	<i>dancing lights</i> at will, <i>protection from evil</i>
3–4	<i>Aid</i> , <i>detect evil</i>
5–6	<i>Charm monster</i> , <i>cure serious wounds</i>
7–8	<i>Invisibility (self only)</i> 3/day
9–10	<i>Dispel evil</i>
11–12	<i>Chain lightning</i>
13–14	<i>Holy aura</i> , <i>persistent image</i> 3/day
15–16	<i>Mass charm monster</i>
17–18	<i>Summon monster IX</i> (celestials only)
19–20	<i>prismatic spray</i>

Special Qualities: A half-eladrin has all the special qualities of the base creature, plus the following special qualities.

- Lowlight vision out to 60 feet.
- Immunity to petrification.
- Resistance to acid 10, cold 10, and electricity 10.
- Damage reduction: 5/cold iron (if HD 11 or less) or 10/cold iron (if HD 12 or more).
- A half-eladrin's natural weapons are treated as cold iron for the purpose of overcoming damage reduction.
- Spell resistance equal to creature's HD + 10 (maximum 35).
- +4 racial bonus on Fortitude saves against poison.

Abilities: Increase from the base creature as follows: Str +4, Dex +4, Con +2, Int +2, Wis +2, Cha +4.

Alternate Form (Su): For a total of 10 rounds per hit die/level a half-eladrin can shift from its natural form into a globe of light as a standard action. In its natural form, a half-eladrin cannot fly and is corporeal. It can use its *color spray* attack, spell-like abilities, make physical attacks, and cast spells. In globe form, a half-eladrin gains a flight speed equal to its land speed with a maneuverability of perfect, may use its *color spray* attack, and use its spell-like abilities, but cannot cast spells or make physical attacks. The globe form is incorporeal, and the half-eladrin has no Strength score while in that form. An half-eladrin does not have use this ability all at once and can use it in increments as small as a single round.

A half-eladrin remains in one form until it chooses to assume a new one or a total of 10 rounds per hit/level have passed. A change in form cannot be dispelled, nor does the half-eladrin revert to any particular form when killed. A *true seeing* spell or ability, however, reveals both forms simultaneously.

Skills: A half-eladrin gains skill points as an outsider and has skill points equal to (8 + Int modifier) x (HD + 3). Do not include Hit Dice from class levels in this calculation—the half-eladrin gains outsider skill points only for its racial Hit Dice, and gains the normal amount of skill points for its class levels. Treat skills from the base creature's list as class skills, and other skills as cross-class.

Challenge Rating: HD 5 or less, as base creature +1; HD 6 to 10, as base creature +2; HD 11 or more, as base creature +3.

Alignment: Always good (any).

Level Adjustment: Same as base creature +4.

Half-Eladrin Template Class

All of the following are class features of the half-eladrin template class.

HE-1: The Half-Eladrin Template Class Features

Level	CR	Special Abilities
1st	*	Dex +2, Cha +2, natural armor +2, low-light 60 ft., outsider type, spell-like abilities
2nd	**	Str +2, Int +2, petrification immunity, resistances (acid 5, cold 5, electricity 5), spell resistance (lesser), spell-like abilities
3rd	***	Con +2, Wis +2, damage reduction, spell-like abilities
4th	***	Str +2, Dex +2, Cha +2, resistances (acid 10, cold 10, electricity 10), spell resistance (greater), spell-like abilities

* A 1st-level half-eladrin with fewer than 11 HD has a CR adjustment of +0. One with 11 or more HD has a CR adjustment of +1.

** A 1st-level half-eladrin with fewer than 11 HD has a CR adjustment of +1. One with 11 or more HD has a CR adjustment of +2.

*** A 1st-level half-eladrin with fewer than 5 HD has a CR adjustment of +1. One with 5-10 HD has a CR adjustment of +2. One with 11 or more HD has a CR adjustment of +3.

Ability Score Changes: The indicated ability score increases or decreases by the amount noted.

Natural Armor Improvements: At 1st level, the half-eladrin's natural armor bonus increases by +2. A character that does not normally have a natural armor bonus (such as a human) is considered to have an initial natural armor bonus of +0 for the purpose of this ability. Thus, a human's natural armor bonus would increase to +2 at 1st level.

Low-light Vision: 1st level, the half-eladrin gains low-light vision to a 60-foot range.

Spell-Like Abilities: Starting at 1st level, a half-eladrin with an Intelligence or Wisdom score of 8 or better gains spell-like abilities. The exact abilities gained depend on the half-eladrin's character level and level in the template class, according to the following table. In each case, the caster level equals the half-eladrin's character level. Save DCs, where applicable, are Charisma-based (10 + spell level + half-eladrin's Charisma modifier).

HE-2: Half-Eladrin Spell-like Abilities by Class & Character level

Class Level	Character Level	Spell-like Ability
1st	1st	<i>Dancing lights</i> at will, <i>protection from evil</i>
	3rd	<i>Detect evil</i>
	5th	<i>Charm monster</i>
	7th	<i>Invisibility</i> (self only) 3/day
2nd	3th	<i>Aid</i>
	5th	<i>Cure serious wounds</i>
	9th	<i>Dispel evil</i>
	11th	<i>Chain lightning</i>
3rd	13th	<i>Persistent image</i> 3/day
	13th	<i>Holy aura</i> 1/day
4th	15th	<i>mass charm monster</i>
	17th	<i>summon monster IX</i> (eladrin only)
	19th	<i>prismatic spray</i>

The character gains each spell-like ability as soon as she meets both qualifications for it. Spell-like abilities are cumulative, so a 2nd-level half-eladrin whose character level is 6th has *dancing lights* at will, *detect evil*, *charm monster*, *protection from evil*, (1st-level half-eladrin) plus *aid* and *cure serious wounds* (2nd-level half-eladrin).

Outsider Type: At 1st level, the half-eladrin completes her metamorphosis. Her type changes to outsider (native). She becomes vulnerable to spells and effects that work on creatures of the outsider type but is immune to effects that target her original type. For example, an evil half-human/half-eladrin would be subject to the extra damage from an evil outsider bane sword, but she is immune to hold person because that spell affects only humanoids.

Color Spray (Su): At second level a half-eladrins can create a *color spray* effect (as the spell) at will.

Petrification Immunity (Ex): At 2nd level, a half-eladrin becomes immune to petrification.

Resistances (Ex): At 2nd level, a half-eladrin gains resistance 5 to acid, cold, and electricity. At 4th level, each of these resistances increases to 10.

Spell Resistance (Su): At 2nd level, a half-eladrin gains spell resistance equal to her character level (maximum 25). At 4th level, her spell resistance increases by +10 (maximum 35).

Damage Reduction (Su): A 3rd level or higher half-eladrin has damage reduction 5/cold iron if her character level is 11th or lower, or damage reduction 10/cold iron if her character level is 12th or higher. A half-eladrin treats her natural weapons as cold iron weapons for the purpose of bypassing the damage reduction of other creatures.

Alternate Form (Su): At 4th level, for a total of 10 rounds per hit die/level a half-eladrin can shift from its natural form into a globe of light as as a standard action. In its natural form, a half-eladrin cannot fly and is corporeal. It can use its *color spray* attack, spell-like abilities, make physical attacks, and cast spells. In globe form, a half-eladrin gains a flight speed equal to its land speed with a maneuverability of perfect, may use its *color spray* attack, and use its spell-like abilities, but cannot cast spells or make physical attacks. The globe form is incorporeal, and the half-eladrin has no Strength score while in that form. An half-eladrin does not have use this ability all at once and can use it in increments as small as a single round.

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