

# Elf

Val	Char	Cost	Roll	Notes
8	STR	-2		1d½6 N
15	DEX	15		5 CV
8	CON	-4		
11	BODY	2		[1+1 HD]
10	INT	0		
10	EGO	0		ECV
15	PRE	5		xd6
15	COM	3		
2	PD	0		Figured
2	ED	0		Figured, 1r vs. Heat/Cold
2	MD	0		Figured [Magical Race]
3	SPD	5		Figured +0.5
4	REC	0		Figured
16	END	0		Figured
20	STUN	1		Figured +1 [1+1 HD]

**Total Characteristics Cost: 25**

**Movement:**

Running:	8" (+2", max ?")
Swimming:	? (?" max ?")
Leaping:	? (?" max ?")

Cost	Powers/Skills	END/Roll
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**Racial Genetic Abilities:**

Superior Senses:

- 6 PER +2 with all Senses
- 4 PER +2 with Sight Sense Group
- 5 Ultraviolet Vision 60'
- 6 Telescopic Vision: +4 to Offset Range Penalties
- 4 PER +2 with Hearing Sense Group
- 3 Ultrasonic Hearing 60'
- 6 Telesonic Hearing: +4 to Offset Range Penalties
- 3 Perfect Pitch
- Detect Secret & Concealed Doors 5'
- 4 Fleet of Foot: +2" Running
- 3 Nigh-Immortal: LS: Longevity: >800, <1,600 Years.

Life Support:

- 1 Diminished Eating: per week
- 1 Diminished Sleep: per week
- 1 Extended Breathing: 1 END per Turn not Phase
- 2 Immunity to Phytotoxins, Activation (9-; -1½)
- 2 Immunity to Zootoxins, Activation (9-; -1½)
- 4 Immunity to Natural Diseases (9-; -1½)
- 4 Safe Environment: Intense Heat/Cold
- 1 Damage Resistance 1rED Only vs. Heat (-1)
- 1 Damage Resistance 1rED Only vs. Cold (-1)

- 3 Lightsleeper (SFX: Reflect/Meditate not real Sleep)

- 10 **Resistance to Sleep & Charm:** Mental Defence +30; Only vs. Sleep & "Charm" effects (-2).

Power Defence +2 Against Enchantments/Charms

- 0 Mental Defence is a Figured Characteristic

**Cost Powers/Skills**

**END/Roll**

**Cultural Learned Abilities:**

WF: Blades and Bows

- 3 Elven Bladesmanship: CSL +1 with Blades

Elven Archery:

- 3 CSL +1 with Bows
- RSL +2 with Bows

- 2 Weapon Wielding: +4 STR, No Figured CHA (-½), Only to Add to STR to meet the STR Min for Blades and Bows (-½).

**Languages:** Olvish (elvish), Noniz (gnome), Hobniz (halfling), Sylvan, Aerdian (Common), Draconic, Jebbin (goblin), Hojebbin (hobgoblin), Euroz (orc), and Kell (gnoll).

Silent in Natural Surroundings: Stealth

Near Invisible in Natural Surroundings: Camouflage

Survival: Natural Environment (Typically Forest)

- 4 Environmental Movement: PSL +3 to in Forests

**[INSERT PICTURE (Top of 2<sup>nd</sup> Column of 1<sup>st</sup> Page)]**

**XX+ Disadvantages**

- 5 Distinctive Feature: Elf (Concealable with Magic, Noticed, Not Distinctive in Elven Cultures).
- 20 Normal Characteristic Maxima.
- 1 **Flighty:** Easily Lose Track of the Passage of Time.
- 40 **Susceptibility to Ferrous Metals** (such as iron or steel) direct contact with mass of greater than 1 pound (½ kg): Very Common (15); Take Damage Instantly (+0) and Every Turn (+5); 1d6 Normal Damage NND (+0); STUN and BODY (x2); Standard Effect: 3 STUN and 1 BODY; +0).

**Total Powers & Skill Cost: XX**

**Total Cost: XX**

**Total Disadvantage Points: XX**

**OPTIONS/VARIANTS**

**High Elves:** As Above

**Grey Elves:** +5 INT

**Valley Elves:** +5 INT, +2 STUN

**Wood (Sylvan) Elves:** -1 STR and CON, -1 INT  
Speak Treant & Woodland Mammal

**Wild (Grugach) Elves:** -1 STR and CON, Run +3", CSL +1 w/ Spear, Animal Friendship.

## CHARACTER DESCRIPTION

### Background/History:

### Quote:

### Personality/Motivation:

### Powers/Tactics: ...

### Appearance: ...

## DESIGNER'S/CONVERSION NOTES:

### Grey Hero, Greyhawk & Tolkein Elves Similar but Different

Elves in xD&D are based on Tolkien's Elves but aren't as powerful. For *Grey Hero*, I've tried to recapture some of the Tolkienesque traits of Elves without that give them more character but without making them too powerful.

Grey Hero Elves	xD&D Elves	Tolkein Elves
Shorter than men	Short	Taller than men
Frail/fragile in fact	- CON	Frailer in appearance only
+ PRE	+ COM	More Attractive than
+ COM	-	Mortals
		Resistant to Natural
		Heat/Cold
Ultraviolet	Infravision	Keen Senses: especially
Ultrasonic		sight and hearing, can
Tele		hear sounds humans
		cannot, see a few feet in
		pitch black
Reflect	Reflect	Need not Sleep, only
		reflect/meditate/dream
		Or trance for a few hours
		a night
Long-Lived	Long-Lived	Immortal
Resistant to Select	-	Immune to Disease
Diseases & Poisons		

*Grey Hero* Elves have Ultra-Violet vision not Infra-Red vision since they are an outdoors race.

In addition to renewing and strengthening the Tolkein link, I've also taken the liberty of reconnecting the Elves with the Faerie heritage a bit more as well.

*Grey Hero* Elves have a severe allergic reaction when they come into contact with ferrous metals (such as iron or iron alloys like steel). FWIW, this is intended to give them a closer connection to nature and disassociation with the civilized world of men and to give them a significant weakness to balance their many strengths. Elves tend to stay away from Melee with big iron weapons which further emphasizes their preference for archery and highly defensive melee maneuvers. I really want to emphasize that elves are not just humans with pointy ears and special abilities! I didn't use "Vulnerability" as a default since "Susceptibility" already has an instant component which allows for increased damage without wildly scaling it out of control as Vulnerability can since it is a percentile increase instead of a flat bonus. Essentially, elves take an extra DC of damage from ferrous metal weapons that is NND, Does BODY, and is Continuous repeating on a per Turn basis.

### Sources:

### References

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