

ELVES

Elves are descended from the mighty masters of the arcane arts and touched with the blessing of fey ancestry. Their evolution has led down a different path than their forbearers, and as such there are physically inferior than them. Elves were pushed out of their natural territory long ago and thus had to adapt to their circumstances. This led to the dawn of civilized society on Sarunia. Elven artisans combined their magic with that of the dwarves, and from this mingling the first structures were born out of the earth itself.

Elves are personable and intellectual creatures, needing the comfort and joy of the presence of their family and friends. They enjoy pursuing martial and mental activities and delight in partaking in social affairs.

Physical Description: Elves are as tall as the tallest human and have fine and graceful features, all mostly accentuated to a fine tip. Their eyes are milky white and the color of them almost always seem to be deep and rich hues that seem to be endless wells that catch and reflect light. The clothes they wear are made from the finest materials and often change color to accentuate their best features given the lighting and colors that are around them.

Society: Many elves feel it is their responsibility to further the need to educate and expand all forms of knowledge. Elves that aren't in positions to teach others usually end up in governmental power to make and provide changes for the betterment of elven society. The rest become artisans, ideologists and theologians with only a small percentage of the elven population made up of commoners, workers and farmers.

Relations: Elves have open hearts and welcome strangers into their lives, but are reserved and only give out their hearts and feelings to those that have proven themselves to be honest and respectable. As elves live very long lives, this usually takes a very long time to establish.

Elves pride themselves on their ability to be tolerant of other races and their differences. Their ability to reproduce with humans has led to two kinds of half-breeds, Calmlyns and Half-Elves. These offshoots are common sights in elven society due to the intolerance, hatred and oppression that they must endure elsewhere.

Alignment: When they are subjected to feeling a certain way it takes a while to for the feeling to register and when it finally does, the elf holds on to it for a long time. Elves are a mental mystery due to their ability to feel multiple emotions at the same time; they be deeply resentful, hateful or even spiteful of someone that has run afoul of them and yet feel a deep abiding love and joy for another person at the same time. This might lead others to think of elves as chaotic beings, but in truth this helps to keep them balanced and neutral.

Elves tend to be ethically and morally predisposed to fairness and kindness thus making them benevolent in nature, but can easily be on

the other side of the pendulum depending on the circumstances of how they were raised.

Religion: Elves are not overly religious, but are more spiritual beings. This is not to say that they do not worship, but those that gather for services do it out of respect for their divine patrons and to freely share and debate philosophy and theology. Religious gatherings allows those that attend the ability to partake in a forum of the exchange and discussion of religious and spiritual ideals and what they mean to each person. As complex as elves are, services can and often do run all hours of the day with multiple ministers overseeing it to chirp in with helpful and insightful advice. Preceding the participation of services usually requires the attendee to spend a minute or two in hushed prayer.

Adventurers: Out of desire to seek, explore and partake in all of lifes' joys, elven adventurers are not that uncommon. Some may do so in search of ancient knowledge or lore. Many feel the tug of wanderlust at a young age and leave their sheltered lives far behind to find the piece of their being that would complete them.

ELF RACIAL TRAITS

- **+2 Intelligence, +2 Charisma, -2 Constitution:** Elves are smart and are natural leaders but have frail bodies.
- **Medium:** Elves are Medium creatures and have no bonuses or penalties due to their size.
- **Normal Speed:** Elves have a base speed of 30 feet.
- **Low-Light Vision:** Elves can see twice as far as humans in conditions of dim light.
- **Arcane Acolyte:** Elves have an innate understanding of arcane magic and gain the benefits of the arcane adept feat whether or not they meet the prerequisite.
- **Elven Immunities:** Elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.
- **Keen Senses:** Elves receive a +2 racial bonus on Perception skill checks.
- **Mystic Insight:** Elves treat Knowledge (Arcana) and Spellcraft as class skills for all classes and gain a +2 racial bonus on all checks with them.
- **Weapon Training:** The elf chooses any one exotic weapon or two martial weapons and is proficient in their use.
- **Languages:** Elves begin play speaking Common and Elven. Elves with high Intelligence scores can choose from the following; Celestial, Draconic, Gnome, Goblin, Orc, and Sylvan.