

Dark Elves

The Dark Elves are an offshoot of the High Elves. Many millennia ago, when they became obsessed with power, they split off from the High Elves. Often accused of an "evil" nature, they lead a very disciplined lifestyle. Many of their ways do not fit into the typical definitions of "Good and Evil."

~ Physical Character ~

Build: Smaller than High Elves, but sturdier than Wood Elves. Many believe their "unnatural" lifestyle has stunted their natural growth. Males average 160 pounds, females average 120 pounds.

Coloring: Most have dark skin and coal black hair. However, a small percentage have pale white skin and hair. Albino Dark Elves are usually associated with great magic potential.

Endurance: They are capable of working and traveling 16-20 hours a day. (See general Elf description.)

Height: Males average 6'0"; females, 5'8"

Lifespan: They are immortal and will only die due to violence or, very rarely, if they weary of life and lose the will to live.

Resistance: Dark Elves cannot become sick or scarred and are virtually immune to disease. They have a special +20 to resist charm-type spells.

Special Abilities: See the general Elf description. Dark Elves seek mystical power in all its forms, +20 to Power Awareness.

~ Culture ~

Clothing & Decorations: They favor loose, flowing garments (to better conceal movement, weapons, light armor, poison, etc.) in black, white, and shades of gray. Garments are often made of silk.

Fears & Inabilities: Dark Elves fear failure, dishonor, and public humiliation above all else. Their tradition is "Honor is everything, the weight of the world. Death is nothing, lighter than air."

Marriage Patterns: Monogamous by tradition. Arranged marriages are common and part of a long-term selective breeding project. Marriages for love or other sentimental reasons are almost unheard of. Mistresses and lovers are very common.

Religion: Formal, power-oriented, and ritualistic. Dark Elf clergy hold a large amount of political power.

~ Other Factors ~

Demeanor: Driven by duty, and very conscious of their social status. They are very formal and polite when the social situation demands it. At other times they can be very arrogant and even cruel. Often they completely ignore what they consider "beneath their notice."

Language: *Starting Languages:* Dark Elvish (10/10), Common-speech (4/2), High Elvish (6/4), Sign Language (6/0). *Allowed Adolescence Development:* Gray Elvish (10/10), High Elvish (10/10), Wood Elvish (8/6), Common-Speech (8/6), Sign Language (10/0), Black Speech (8/6).

Prejudices: The Dark Elves look down on all non-elves. They hate all other elvish races. (They respect them, they just don't like them.)

Professions: Any. Evil spell casters are common. "Outlaw" type characters are uncommon, unless they fit into Dark Elf Society. (A Dark Elf who does not fit in, does not survive in their world.)

Special Skills: *Everyman:* Poison Lore, Use/Remove Poison. *Restricted:* All Outdoor • Animal skills.

Standard Hobby Skills: Armor • Medium, Attunement, Body Development, Crafts, Directed Spells, Languages, Leadership, Meditation, Observation, Poison Lore, Power Awareness, Read Runes, Spell Lists, Two Weapon Combat, Use/Remove Poison, Weapon Skills

~ Outfitting Options ~

Armor: Dark Elves rarely wear any armor except a chain mail shirt. They often augment this with magical items. On rare occasions they will make a suit of adamantium scales that protects as AT 16 with a very high quality bonus.

Money: The basic unit of currency for Dark Elves is the silver piece. They have several different denominations of silver pieces, with rough equivalents of 1bp, 1sp, 1gp. They also occasionally use mithril currency in denominations roughly equal to 1gp, 1pp, 1mp. Gems are also used, but do not have "standardized" values.

Weapons: Dagger, Katana, Kyotetsu-shoge, Nagamaki, Naginata, Ninjato, No Dachi, Shuriken, Wakazashi, Sai, Steel Whip, Tiger Claw, Tiger Hook Sword, War Fan, Hand Crossbow

~ Background Options ~

Dark Elves only get two background options.

Extra Languages: In addition to those listed above: High Speech (8/6), any Elvish (10/10), Black Speech (10/10), Hill Speech (8/6)

Extra Money: Silver pieces, mithril pieces, or gems.

Special Items: All available. Excellent construction, special materials, and enchantments are common. Frequently, excellent construction is paired with special materials (mithril, adamantium, etc.) and/or enchantments.

Talents: All available. For one background option a Dark Elf may select one of the following talents: *Underground Life;* due to your familiarity with living underground, you have +25 to Caving and Direction Sense. *Dark Power;* 15 skill ranks in evil spell lists (all 15 ranks may be taken in a single list, or the ranks can be divided up among several lists).

Stat Bonuses:

Ag: +4
Co: -2
Me: +0
Re: +0
SD: +2
Em: +0
In: +0
Pr: +4
Qu: +5
St: +0

RR Mods:

Ess: -5
Chan: -5
Ment: -5
Poison: +10
Disease: +100

Body Dev.

Progression:
0•7•3•2•1

Channeling

PP Dev
Progression:
0•6•5•4•3

Essence

PP Dev
Progression:
0•6•5•4•3

Mentalism

PP Dev
Progression:
0•7•6•5•4

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