

Dark Elf (Ulka-Enyalie) Other Factors

Racial Summary

Sometimes known as the Dock-alfar these faerie-folk are commonly thought to be the spurned and maligned subterranean relatives of surface elves. They appear identical as their nobler kin with two important distinctions. They are slightly smaller and are thoroughly evil of intent.

Physical Character

Build: The differences between male and female are less marked than humans, with females being slightly larger of build and stature. They average about 120 pounds.

Colouring: Generally darker shades of grey but often appear pure black due to alchemical treatment. Their hair is naturally silver or grey. Albinos are uncommon amongst males (1 in 100) and exceedingly rare (1 in 1000) amongst females. Male albinos are shunned, whilst females are revered.

Endurance: They are capable of travelling for 16-20 hours like their surface relatives. See the general Elf description in Section A-3.0 (RMSS).

Height: Average 5'8". Females tend to be taller than males

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

Resistance: They cannot become sick or scarred and are virtually immune to disease. +10 DB and RR bonuses vs cold attacks. In addition, they are highly resistant to poisons, venoms and toxins (+30 RR)

Special Abilities: See the general Elf description in section 3.0. (RMSS).

Culture

Clothing and Decoration: As a rule Dark-elves are vain and thus immaculately dressed. Their fashions tend towards blacks, greys or silver. The females often wear jewellery of all kinds; this is often a sign of station amongst the clans.

Fears and Inabilities: They hate daylight. Most suffer a reluctance to enter bright light and all suffer penalties much the same as common orcs when exposed to it. In addition, their skin is exceptionally sensitive to the sun; in full daylight they suffer 5 hits per hour.

Lifestyle: Dark Elves live almost exclusively deep underground and rarely venture above ground except to raid and then usually only at night.

Marriage Pattern: Marriage is generally only for political reasons, with polygamy being an occasional event. They are matriarchal, with virtually all positions of power being occupied by females.

Religion: The Dark Elves are an evil race and religion is usually only practice as a means to an end. Devil worship and bloody sacrifices are the norm. They revere spiders.

Demeanour: Cruel and Proud.

Language: *Starting Languages:* :Silent Speak (S8/W6), Black Speech (S8/W6), Common-speech (S6/W5), *Allowed Adolescence Development:* Orkish (S10/W8), High Elf (S10/W8), Beast-speech (S6/W5)

Prejudices: Hate other Elves

Professions: No restrictions

Special Skills: *Everyman:* Hiding, Stalking.

Standard Hobby Skills: Alertness, Ambush, Armour (Light & Medium), Body Development, Caving, Direction Sense, First Aid, Foraging, Leather-crafting, Languages, Locate hidden, Observation, Region Lore, Stone Craft, Survival (Underground), Tumbling, any Weapon Skills

Outfitting Options

Armour: Leather or Chain plus buckler

Money: Coins worth 20sp

Weapons: Any.

Background Options

Extra Languages: In addition to the languages above, North Speech (S8/W8), Elvish (S8/W8) and Grey Elvish (S8/W8)

Extra Money: Coinage (20gp)

Special Items: All Available

Talents: All Available

Adolescent Skill Development

Skill	Ranks
Athletic – Brawn skill category	1
Athletic – Endurance skill category.....	1
Athletic – Gymnastic skill category.....	2
Awareness – Perceptions skill category.....	n/a
Alertness.....	4
Awareness – Searching skill category.....	2
Body Development skill category.....	n/a
Body Development.....	1
Communications skill category.....	6
Language skills.....	12
Lore – General skill category.....	2
“Own” Culture Lore.....	4
“Own” Region lore.....	2
Outdoor – Animal skill category.....	1
Outdoor – Environmental skill category.....	2
Subterfuge – Stealth skill category.....	2
Hiding.....	2
Stalking.....	2
Technical/Trade – General skill category.....	1
Weapon – 1-H Edged skill category.....	2
One weapon skill.....	2
Weapon – Missile skill category.....	2
One weapon skill.....	2

Hobby Ranks.....10

Background Options.....4

Talent Points (Cost: 145).....40

Stat Bonuses

AG: +4

CO: -2

ME: +2

RE: +2

SD: -5

EM: +4

IN: -2

PR: +4

QU: +4

ST: +0

WL Stat Bonuses

DIS: +0

FER: +5

SUR: +10

END: +0

RR Mod:

Ess: -5

Chan: -5

Ment: -5

Poison: +40

Disease: +100

Body Dev. Progression

0 / 6 / 4 / 2 / 1

Channelling PP Dev Progression

0 / 6 / 5 / 4 / 3

Essence PP Dev Progression

0 / 6 / 6 / 4 / 3

Mentalism PP Dev Progression

0 / 6 / 5 / 4 / 3

Arcane PP Dev Progression

0 / 6 / 5 / 4 / 3

Soul Departure:

1 round

Recovery Modifier:

3

Race Type:

5