

Wild Elves

Description: The wild elves are smaller than other elves standing between 4 ½' -5' tall. They have pointed ears, lightly tanned skin and usually have hair ranging from sandy brown to black, with eyes of matching colours, although some are known to have deep green and even bright yellow eyes. They have minor use of magic, but are excellent archers, trackers, climbers and stalkers, being virtually invisible in their native surroundings. They dwell in the hills and deep hill valleys of Wendar, rarely venturing out into the human lands. They adore songs and stories and are expert wood carvers. They live for roughly 500 years.

The wild elf is a fighter and thief and possesses some innate magical abilities.

The wild elves have the following class skills Set Snares, Stealth (woodlands).

Other Details

Prime Requisite: The Prime Requisite of the wild elf is Dexterity and Strength. If a wild elf has a 13 or more in both abilities they gain a 5% bonus to their experience points. If their dexterity score is 16 or higher and their strength is 13 or more they gain a 10% bonus to experience earned.

Minimum scores: A wild elf must have a Dexterity score of 9 or higher when created.

Hit Dice: Wild elves have D4 hit dice, plus Constitution bonus and gains 1d4 hit points per level.

Armour: Wild elves can wear any armour, but prefer light armours. They can use shields.

Weapons: Wild elves can use small bladed, bludgeoning and missile weapons. The bastard sword is the exception because it can be wielded 2 handed. When wielding a bastard sword (one handed) and a shield, they always lose initiative. The wild elves are also known to use blowguns and nets in combat.

Special Abilities

Infravision: Wild Elves have infravision of 60'

Languages: Gnoll, Goblin, Orc, Sprite.

Immunity to poison: Wild elves are especially resistant to poisons and gain +2 to all saves versus poison.

Move Silently in wilderness: Wild elves can move silently in woodlands on a 1-4 on a 1d6. If successful they surprise opponents with a roll of 1-3 (on a 1d6).

Magical ability: A wild elf can pick 1 1st level cleric or magic user spell and use it as an innate ability. At 4th level they can choose a 2nd level spell, at 7th level a 3rd level spell and a 4th level spell at level 10. The chance to cast this spell is equal to or less than their Intelligence on a 1d20. They can use each spell once per day. These spells are chosen from the Shaman and Wokani spell lists in the *Rules Cyclopedia*

Combat: Wild elves use the Elf combat table found in the *Rules Cyclopedia*.

Saving Throws: Wild elves use the Elf saving throw table found in the *Rules Cyclopedia*.

Thief skills: Wild elves have access to Climb Walls, Move Silently, Hide in Shadows and Hear Noise. The table below are the scores for a 1st level wild elf and each level thereafter they receive 15 points to allocate to their abilities as they see fit.

Archery. When using a short bow or sling and wearing armour lighter than chainmail, they gain 1 extra missile attack, per dexterity point bonus, per round.

<u>Level</u>	<u>Xp</u>	<u>HD</u>	
1	0	1d4	1 st level spell
2	3,200	2d4	
3	6,400	3d4	
4	12,800	4d4	2 nd level spell
5	25,600	5d4	
6	52,000	6d4	
7	100,000	7d4	3 rd level spell
8	200,000	8d4	
9	300,000	9d4	
10	400,000	+2 hp	4 th level spell

For every 150,000 xp above 10th level Wild elves gain attack ranks as BECMI elves do. Constitution bonuses no longer apply.

Thief Abilities

<u>Climb Walls</u>	<u>Move Silently</u>	<u>Hide in Shadows</u>	<u>Hear Noise</u>
50	20	20	20