



# drow elf

Known as Oelvei Duistear in the Eldarin language and Drulajas Rahvas in the Drow's own language of Drosirin, the dark elves are lithe, dark skinned creatures who have adapted to life in the subterranean infrastructure of Al'Akwannon. Creating great cities in the Underdark, the Drow have fashioned a powerful empire beneath the surface of the earth. Dark elves are generally considered a scourge by their surface cousins and are mostly seen as evil embodiments of elvish weakness. They are similar in size to their surface counterparts, however, their skin is usually an inky black and their hair is generally of a limited, virtually colorless spectrum ranging from white, to gray to silver. Their eyes range in color from amber and lavender to more standard colors such as blue and green. During the orcish occupation and enslavement of the elven empire, many elves were forced to work in underground mines (see time line). Though many elves died apart from their natural living conditions, others adapted and created a bond with their new homeland out of necessity. After generations, their physical appearances changed and those from the surface spurned them

<b>Average Height</b>	5' 5" Male	5' 2" Female
<b>Average Weight</b>	135lbs Male	100lbs Female
<b>Average Physical Maturity</b>	60 years Male	55 years Female
<b>Average Life Expectancy</b>	458 years Male	477 years Female

**Racial Modifiers** – +1 Wisdom; -1 Constitution

**Natural Stat Maximums** – includes +/- 2 for sub-ability adjustment

<b>Strength</b>	(Stamina 18, Muscle 18)	<b>Intelligence</b>	(Reason 20, Knowledge 20)
<b>Dexterity</b>	(Balance 21, Aim 21)	<b>Wisdom</b>	(Intuition 22, Willpower 22)
<b>Constitution</b>	(Health 17, Fitness 19)	<b>Charisma</b>	(Leadership 20, Appearance 20)
<b>Perception</b>	(18)	<b>Luck</b>	(18)

## Racial Abilities/Skills

(70cp to spend on the below abilities, the stock Drow Elf will have the \* abilities at 59cp with 11cp free)

*8cp	+1 Balance sub-ability	5cp	Nightvision: Lesser (150 feet)
*8cp	+1 Aim sub-ability	*10cp	Nightvision (300 feet)
8cp	+1 Intuition sub-ability	15cp	Nightvision: Greater (full vision range)
8cp	+1 Willpower sub-ability	5cp	Infrared Vision (150 feet)
*5cp	Crossbow Bonus (+1 to hit w/crossbows)	10cp	Less Sleep (only 4 hrs needed for full rest)
5cp	Sword Bonus (+1 to hit with swords)	*5cp	Minor Resistance (40% immunity to Charm)
*5cp	Knife Bonus (+1 to hit w/daggers/knives)	10cp	Major Resistance (90% immunity to Charm)
5cp	Detect Magic Aura (5%/level)	5cp	Detect Secret Doorways (DM)
5cp	Detect Underground Construction (5%/lv)	10cp	Minor Magic Resistance (+2 sv vs Spells)
*5cp	Know Approximate Depth (5%/level)	*5cp	Keen Hearing (+1/+5%; DM)
5cp	Ambidexterity (no off hand penalties)	5cp	Awareness (Surprised only 1 in 8)
5cp	Drow Silent Language (30ft range)	5cp	Detect Supernatural (5%/level)
10cp	Cause Darkness 10ft radius 1/day	*2cp	Disguise Proficiency
*2cp	Modern Lang: Drusunge Emakiel (Drosirin)	4cp	Lip Reading Proficiency
2cp	Modern Language: Sindarin	4cp	Detect Magic Proficiency
2cp	Modern Language: Common	2cp	Ambush Proficiency
*2cp	Literacy: Drusunge Emakiel	2cp	Detect Noise Proficiency
2cp	Ancient History: Drow	4cp	Hide In Shadows Proficiency
4cp	Move Silently Proficiency	2cp	Lore: Faerie: Dark
4cp	Quickness Proficiency	2cp	Lore: Ancient Runes: Drow
2cp	Blind Fighting Proficiency	*2cp	Lore: Legends/Folklore: Drow

\*\* drow are stereotypically thought of as evil or otherwise 'dark' creatures by virtually all races. While this does not preclude individual views, a PC drow can expect to face racism at every turn