



# Grugach elf

Known as Oelwei Hoetaas in the Eldarin language, the Grugach (groo-gakh; Sindarin name) are also known as Wood Elves or Wild Elves. Grugach are the most feral and in touch with their natural surroundings of all the elven subraces. Although they are prolific in the elven lands, they are rarely seen elsewhere and prefer to remain in their fey rich homelands. For the most part, they are the unseen elves, shadows of the forest, one with their land and often quite xenophobic, sometimes even of other elves. Grugach are, on average, much stronger than their cousins, with sinewy muscle packed onto a wiry frame. Their skin is usually ruddy or tan and their hair colors run the spectrum of the autumn leaves, but are predominately browns and reds. Their eye colors are usually dark earth tones, the largest percentage with some shade of brown, while hazels and greens are also common. During the Age of Wars, it was the grugach who defended the elven homelands from invaders, fiercely protecting the places of beauty and natural energy. They are known for their affinity to nature and their exceptional instincts

<b>Average Height</b>	5' 6" Male	5' 2" Female
<b>Average Weight</b>	145 lbs Male	+10-15 lbs elf Female
<b>Average Physical Maturity</b>	85 years Male	75 years Female
<b>Average Life Expectancy</b>	690 years Male	695 years Female

**Racial Modifiers** – +1 Dexterity; -1 Intelligence; -1 Appearance

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

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

## Racial Abilities/Skills

(70cp to spend on the below abilities, the stock Grugach will have the \*abilities for 37cp with 33cp free)

8cp	+1 Balance sub-ability	5cp	Nightvision: Lesser (60ft)
*8cp	+1 Aim sub-ability	*10cp	Nightvision (100 yds)
8cp	+1 Intuition sub-ability (may take x2 15cp)	15cp	Nightvision: Greater (full vision range)
*5cp	Bow Bonus (+1 to hit with bows)	5cp	Keen Vision (+1/+5%, DM)
5cp	Knife Bonus (+1 to hit with knives/daggers)	5cp	Keen Hearing (+1/+5%, DM)
5cp	Spear Bonus (+1 to hit with spears/javelins)	*5cp	Animal Empathy (DM)
5cp	Sword Bonus (+1 to hit with swords)	5cp	Inherent Immunity: Cold
5cp	Less Sleep (need only 4 hrs for full rest)	5cp	Awareness (Surprised only 1 in 8)
10cp	Feral Instinct (Special Danger Sense; DM)	5cp	Wilderness Attuned (+5% to skills; DM)
5cp	Fey Sight (Detect Evil Presences; DM)	*5cp	Charm Resist: Minor (50% Immune to Charm)
*2cp	Modern Lang: Sindarin	10cp	Charm Resist: Major (90% Immune to Charm)
2cp	Ancient Lang: Eldarin	4cp	Set/Find/Remove Trap: Wilderness
*2cp	Literacy: Sindarin	4cp	Hide in Shadows: Natural Terrain
2cp	Literacy: Eldarin	2cp	Tracking Proficiency
2cp	Resist Pain Proficiency	2cp	Wild Fighting Proficiency
2cp	Ambush Proficiency	2cp	Direction Sense Proficiency
2cp	Hunting Proficiency	2cp	Detect Noise Proficiency
2cp	Survival: Wilderness	2cp	Bowing/Fletching Proficiency
4cp	Herbalist Proficiency	4cp	Move Silently Proficiency
2cp	Endurance Proficiency	2cp	Lore: Faerie
2cp	Trailing Proficiency	2cp	Lore: Animal/Insect

\*\*A typical grugach appears intense like a wild animal. Traditionalists hate all dyrkind (orcs and their cousins,) saeterkind (dwarves and their cousins,) dislike all non-elvish races and are often even wary of other elves, especially the free-natured sylvans