



HALF-ELF

Humans and elves have lived in close proximity for nearly two thousand years. It is not known precisely when they started to interrelate sexually, but at this point in time there are a little over half a billion of them spread across the two major continents of Al'Akwannon. There are many mixed blood individuals who would fit more into the category of human or elf (if overwhelming traits of one completely outweigh the other) however for those caught in-between genetically, this is where they fall. Individuals qualifying as a true half-elf generally have a fair number of elvish physical traits such as pointed ears, slighter builds and skin resembling their elvish stock heritage, though far more human in overall nature. Half-elves are generally a little bigger and taller than the average elf, yet a bit smaller than a human. Hair color, eye color and skin tones can come from either racial side and thus have a wide variety of options available (look at the appropriate elf and human templates for further info)

Average Height	+3-4 in elf base Male	+2-3 in elf stock Female
Average Weight	+15-25 lbs elf Male	+10-15 lbs elf Female
Average Physical Maturity	Appx ½ elf age Male	Appx ½ elf age Female
Average Life Expectancy	Appx ½ elf age Male	Appx ½ age Female

Racial Modifiers – +1 Dexterity; -1 Constitution

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

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

RACIAL ABILITIES/SKILLS

(70cp to spend on the below abilities, the stock Half-elf will gain 20cp for their parent elf race and 50cp below)

8cp	+1 Balance sub-ability	5cp	Nightvision: Lesser (60ft)
8cp	+1 Appearance sub-ability	5cp	Nightvision (100 yds)
10cp	+1 Perception ability	5cp	Less Sleep (need only 4 hrs for full rest)
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	Minor Resistance (30% immunity to Charm)
5cp	Sword Bonus (+1 to hit with swords)	5cp	Animal Empathy (DM)
5cp	Ambidexterity	5cp	Allure (attract romantic attention; DM)
2cp	Modern Language: Common	5cp	Wilderness Attuned (+5% to skills; DM)
2cp	Modern Language: Sindarin	2cp	Bowling/Fletching Proficiency
2cp	Literacy: Common	2cp	Blind Fighting Proficiency
2cp	Literacy: Sindarin	4cp	Quickness Proficiency
4cp	Fine Balance Proficiency	2cp	Veterinary Healing Proficiency
2cp	Set/Find/Remove Traps Proficiency	2cp	Tracking Proficiency
4cp	Move Silently Proficiency	4cp	Detect Magic Proficiency
2cp	Light Sleeping Proficiency	2cp	Direction Sense Proficiency
2cp	Hunting Proficiency	2cp	Detect Noise Proficiency
2cp	Survival: Wilderness	2cp	Lore: Legends/Folklore
4cp	Herbalist Proficiency	2cp	Lore: Animal/Insect
2cp	Ecology/Eco Systems Proficiency	2cp	Lore: Plant/Fungi
2cp	Musical Ability Proficiency	2cp	Lore: Faerie

**Half-elves tend to have societal beliefs, hatreds and other tendencies handed down from the region were raised in