



A V A R I E L

The avariel, meaning "winged folk" in their own language of Eldros, are elf-like creatures with beautiful, angelic type wings. They were known to ancient orcs as Kridlovo Trhaka (winged devil) and ancient elves as Avaarieal (winged angel) and the human common language equivalent of the elvish name persists today. Their only known homeland is a secret valley in the far northwest reaches of central Al'Akwannon. Having once allied themselves with the elves in the Age of Wars, the modern avariel society is truly xenophobic and they are rarely seen in modern times. Avariel appear similar to a sylvan elf or half-elf in general body type, except with a large pair of feathered wings with an average wing span of roughly twenty-two feet. Their hair ranges from pale blond to the various colors of autumn leaves while their eyes range in the usual spectrum of human colors with occasional rare exceptions. Avariel feathers are almost exclusively some shade of white, however rare exceptions of gray, black and other colors have happened. During the Age of Wars,

it was the avariel who helped break the orcish bonds of slavery on the elves, swooping in and rescuing key resistance leaders in specially organized night strikes and bringing back the rebirth of the Elven Empire

Average Height	5' 5" Male	5'1" Female
Average Weight	130 lbs Male	110 lbs Female
Average Physical Maturity	50 years Male	45 years Female
Average Life Expectancy	300 years Male	315 years Female

Racial Modifiers – Dexterity +2, Perception +2, Strength -2

Natural Stat Maximums – includes +/- 2 for sub-ability adjustment and racial purchase options

Strength	(Stamina 18, Muscle 18)	Intelligence	(Reason 22, Knowledge 22)
Dexterity	(Balance 22, Aim 24)	Wisdom	(Intuition 20, Willpower 18)
Constitution	(Health 20, Fitness 20)	Charisma	(Leadership 20, Appearance 20)
Perception	(20)	Luck	(18)

RACIAL ABILITIES/SKILLS

(70cp to spend on the below abilities, the stock Avariel will have the * abilities at 47cp with 23cp free)

15cp	+2 to Aim sub-ability (may take 2x)	5cp	Lesser Nightvision (50 yards)
15cp	+2 to Knowledge sub-ability	*10cp	Nightvision (100 yards)
10cp	+2 to Reason sub-ability	15cp	Greater Nightvision (full vision range)
*10cp	+1 to Perception (may be taken 2x)	10cp	Cold Resistance (+4 sv vs Cold)
*5cp	Bow Bonus (+1 to hit w/bows)	5cp	Less Sleep (need only 4hrs for full rest)
5cp	Spear Bonus (+1 to hit w/spears)	5cp	Detect Magic Auras (5%/primary class level)
5cp	Sling Bonus (+1 to hit w/slings)	10cp	Defense Bonus (gain +2 DEF airborne)
5cp	Wings: Lesser (Flight 35mph)	5cp	Awareness (Surprised only 1 in 6)
*10cp	Wings: Standard (Flight 50mph)	10cp	Companion (gain avian companion; DM)
15cp	Wings: Greater (Flight 75mph)	5cp	Minor Resistance (50% Immunity to Charm)
2cp	Ancient Language: Estron	2cp	Weather Sense Proficiency
2cp	Ancient Language: Eldarin	2cp	Animal Handling: Avians
*2cp	Modern Language: Eldros	4cp	Quickness Proficiency
2cp	Modern Language: Sindarin	2cp	Lore: Animal/Insect: Avian
2cp	Literacy: Estron	*2cp	Light Sleeping Proficiency
2cp	Literacy: Eldarin	2cp	Ambush: Aerial
*2cp	Literacy: Eldros	2cp	Breath Control: High Atmosphere
2cp	Literacy: Sindarin	*4cp	Endurance: Distance Flight
2cp	Ancient History: [select topic]	4cp	Herbalist Proficiency
4cp	Navigation: Aerial	2cp	Lore: Faerie: General
*2cp	AK: Qu'Ciel	4cp	Lore: Legends/Folklore: Fey