



Gray elf

Known as Oelwei Edeilaas in the Eldarin language and Hoj Oelwei in the Sindarin tongue, gray elves are also known as high elves in the common tongue. The genetic stock of the gray elves descends from Elven nobility and they remain the smallest ethnic group. In general they are respected because of this station alone and are highly revered by devout elven traditionalists. Living predominately in strong elven homelands, the gray elves are usually involved in purely national affairs and are generally unaccustomed to mingling with other races. High elves are taller and more slender than most of their brethren, bearing many characteristic resemblances to their faerie cousins. Their skin is usually a very pale pink or peach sometimes ranging to almost a gray tone. Their hair colors are unique, ranging from silver to gold and from pale lavenders to percale blues. Their eye color runs a wide spectrum of colors from deep blues, greens and purples to pale shades of the same. During the Age of Wars,

it was the gray elves who lead the Elven nation against the orcs. They are known for their incredible attunement to magic and their exceptional, if not arrogant, intelligence

Average Height	5' 10" Male	5' 5" Female
Average Weight	140lbs Male	105lbs Female
Average Physical Maturity	90 years Male	85 years Female
Average Life Expectancy	829 years Male	827 years Female

Racial Modifiers – +1 Intelligence; -1 Constitution

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

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

Racial Abilities/Skills

(70cp to spend on the below abilities, the stock Gray Elf will have the * abilities at 41cp with 29cp free)

8cp	+1 Reason sub-ability	5cp	Nightvision: Lesser (150ft)
*8cp	+1 Knowledge sub-ability	*10cp	Nightvision (300 feet)
8cp	+1 Balance sub-ability	15cp	Nightvision: Greater (full vision range)
8cp	+1 Aim sub-ability	5cp	Less Sleep (need only 4 hrs for full rest)
8cp	+1 Intuition sub-ability	10cp	No Sleep (only occasional meditation; DM)
5cp	Bow Bonus (+1 to hit with bows)	*5cp	Minor Resistance (30% immunity to Charm)
5cp	Sword Bonus (+1 to hit with swords)	10cp	Major Resistance (90% immunity to Charm)
15cp	Increased Mana/Theurgy Pool (+1/level)	5cp	Detect Secret Doorways (DM)
2cp	Modern Language: Common	5cp	Magic Sight (see magic spectrum)
*2cp	Modern Language: Sindarin	*5cp	Keen Hearing (+1/+5%; DM)
*2cp	Ancient Language: Eldarin	5cp	Awareness (Surprised only 1 in 8)
2cp	Literacy: Common	*5cp	Inherent Immunity: Cold
*2cp	Literacy: Sindarin	4cp	Quickness Proficiency
*2cp	Literacy: Eldarin	4cp	Detect Lies Proficiency
2cp	Ancient History: Elven	4cp	Detect Magic Proficiency
2cp	Light Sleeping Proficiency	4cp	Harness Subconscious Proficiency
4cp	Detect Illusion Proficiency	2cp	Detect Noise Proficiency
4cp	Forensics Proficiency	4cp	Herbalist Proficiency
4cp	Move Silently Proficiency	2cp	Lore: Alternate Magics
2cp	Artistic Ability Proficiency	2cp	Lore: Ancient Runes
2cp	Musical Ability Proficiency	2cp	Lore: Faerie

** typical gray elves often seems aloof and uncaring, even more so than your average elf. Traditionalists hate orcs and all wraedaarielkind (orcs and their associated races); dislike dwarves and humans and are suspicious of all non-surface elven races