



# sylvan elf

Known as Oelwei Gaeweilas in the Eldarin language, the Sylvan are the most numerous and widespread of all the elven subraces. Generally more adventurous, freespirited and open minded than other elves, the sylvans have found success throughout the elven lands and beyond. As such, sylvan elves are more likely to be seen outside the borders of the Elven nation and interact with other races regularly. Physically, they are the most balanced of the elven races, striking a symmetry between height, weight and mass. Their skin usually ranges from a light to medium tan and their hair colors run the spectrum of the autumn leaves, but are predominately browns and dark blond. Their eye colors also predominately run in the autumn spectrum with some shade of brown or hazel being most common. During the Age of Wars, it was the sylvans who made up most of the elven attack forces and early pioneering groups. Today sylvan elves make up more than sixty percent of the entire elvish population, including the drow subrace

<b>Average Height</b>	5' 8" Male	5' 4" Female
<b>Average Weight</b>	140 lbs Male	-15-25 lbs elf Female
<b>Average Physical Maturity</b>	85 years Male	75 years Female
<b>Average Life Expectancy</b>	705 years Male	715 years Female

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

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

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

## Racial Abilities/Skills

(70cp to spend on the below abilities, the stock Sylvan 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 Reason sub-ability	15cp	Nightvision: Greater (full vision range)
8cp	+1 Appearance sub-ability	5cp	Keen Vision (+1/+5%, DM)
5cp	Knife Bonus (+1 to hit with knives/daggers)	5cp	Keen Hearing (+1/+5%, DM)
*5cp	Bow Bonus (+1 to hit with bows)	5cp	Animal Empathy (DM)
5cp	Sword Bonus (+1 to hit with swords)	5cp	Awareness: Lesser (Surprised only 1 in 6)
5cp	Staff Bonus (+1 to hit w/staves)	5cp	Ambidexterity Class Ability
5cp	Less Sleep (need only 4 hrs for full rest)	*5cp	Charm Resist: Minor (50% Immune to Charm)
5cp	Fey Sight (Detect Evil Presences; DM)	10cp	Charm Resist: Major (90% Immune to Charm)
*2cp	Modern Lang: Sindarin	4cp	Escape Artist Proficiency
2cp	Ancient Lang: Eldarin	4cp	Move Silently Proficiency
*2cp	Modern Lang: Common	4cp	Fine Balance Proficiency
*2cp	Literacy: Sindarin	4cp	Quickness Proficiency
2cp	Literacy: Eldarin	2cp	Streetwise Proficiency
*2cp	Literacy: Common	2cp	Light Sleeping Proficiency
2cp	Ancient History: Elven	*2cp	Detect Noise Proficiency
2cp	Ecology/Eco Systems Proficiency	2cp	Bowling/Fletching Proficiency
2cp	Lore: Faerie	2cp	Alertness Proficiency
2cp	Hunting Proficiency	2cp	Lore: Plant/Fungi
*4cp	Detect Magic Proficiency	2cp	Lore: Animal/Insect

*\*\*Much of the ancient hatred of other races has been dissipated by the Sylvan elves, yet many still have a strong dislike or at least lack of trust toward orcs and some dyrkind (orcs and their cousins)*