Elf

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Elves are curious and adventurous beings who love to explore the world outside their secluded realms. They often leave their homes to find lost magic or search for kingdoms established by their ancestors a long, long time ago. This is considered a normal part of growing up and becoming a wise and experienced individual. Elves are expected to come back to their homes after a few decades and use their newfound knowledge to enrich their societies with treasure and wisdom.

When elves go on their adventures, they explore places that few have ever seen before. They might find themselves in ancient ruins or deep in dark forests. Along the way, they have to use their intelligence, agility, and

fighting skills to overcome dangerous obstacles like traps and fierce monsters. But elves are also experts in magic, which they can use to help them on their quests. With their sharp eyesight and sharp ears, elves can see and hear things that others might miss, making them invaluable on any adventure.

Ability Scores: Elves cannot exceed +3 in any ability except for Dexterity, where they can have up to a +4.

Ability Score Max: Elves have a max total combined ability total of 5

Size: 4 – 5 foot tall, 100 – 180 lbs

Speed: 120 feet

Languages: Common, Elvish and choose one from: Gnoll, Hobgoblin or Orc

Special Racial Abilities:

- **Darkvision**: 60 feet
- **Observant**: +6 bonus to their Notice.
- **Child of Magic**: Elves can cast one zero-level magic-user spell, plus an additional zero-level spell at levels 3 and 5.
- Immune to magical sleep

Class Restrictions: Elves may only choose from Wizard, Cleric, Cavalier, Ranger or Thief.

Limitations or Restrictions: Elves prefer to not wear any armor made of metal, and if they do, they lose their magic casting abilities and notice bonus.