

ELF

A magical creature of the forest, friend to animals, an excellent shooter, and able to do magic and to sense nearby magic.

Dice:		Bonus Dice:
Battle	2	
Magic	3	
Make	1	
Muscle	1	
Notice	4	+2 dice when looking for magical objects
Resist	5	
Shoot	5	+1 die when you're using a shortbow or longbow
Sneak	2	+4 dice in forests/woods or under starlight
Stunt	4	
Talk	3	You can talk with animals (even ones with Talk 0)

Elves are long-lived people who love nature, and dwell in hidden towns within the forest. They can speak with animals, and have very keen vision and hearing. Elves can move quickly, are good at bargaining, and can do some magic, although not as well as wizards can. They are sensitive to the presence of magic.

POWERS

Cloak — *A magic spell that adds to your Sneak dice. Costs 2 Luck.*

As an elf, you can cloud the senses of other beings, making yourself nearly invisible. Roll your Magic dice. Each success also adds one Sneak die, as long as you do not move, speak, or take an action. If you move or take any action, you are no longer cloaked, and you lose your extra sneak dice.

Rapid Fire — *You can fire two arrows in one turn. Costs zero Luck.*

Divide your Shoot dice into two groups of any size. Roll each group of dice as a Shoot roll against a different opponent.

Starlight — *You glow softly in the darkness, providing dim light for you and your friends. Costs 0 Luck.*

Whenever you like, you can make a soft, starry glow appear around your body that spreads dim light for 6 paces around you.

Trance — *A magic spell that can send a creature to sleep. Costs 2 Luck.*

Roll your Magic dice. With one or more successes, you can send an opponent into a sleeplike trance for the rest of the action scene. Your opponent may roll their Resist dice to take away any successes you made.

Tame Animal — *make an animal into a loyal pet. Costs 1 Luck.*

Choose a single animal with a Talk of 0 and roll your Talk dice. (Any creature with a Talk 1 or higher can't be tamed.) One success allows you to tame the animal. If you don't roll any successes, you fail to tame the animal. You can try to tame the same animal as many times as you like, but each attempt requires an additional success. So the second time you try to tame a creature, you need two successes, and so on. A tame animal will follow you, fight to defend

you with its Battle dice, and warn you of danger with its Notice dice. You can't keep more than one tame animal at a time.

Example: Mallion the elf comes across a wolf and wants to tame it. He rolls his Talk dice (3) and gets 1, 2, 2, 3, 4. No successes! He tries again, and needs to get two or more successes this time: 2, 3, 4, 5, 5. The 5s count as successes, so the wolf is tamed!