

## Player Race 01: Light Elf, A Basic Fantasy Supplement

Designed for use with the *Basic Fantasy Role-Playing Game*, [www.basicfantasy.org](http://www.basicfantasy.org)

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**Description:** Light Elves are thin, light skinned, light haired elves with green, amber, and hazel coloured eyes. They are the one of two races of elves, who chose to support chaos over order in the Dawn Wars. They are known throughout the lands for their easy dispositions and deep love of personal liberty and freedom of action. Light elves are common in cooler climates, in mountains, deep forests, and on the steppes. Light Elves live in loose communities, joining together in large numbers only in the times of greatest need. In many lands, they are the most well known type of elf, much to the irritation of Dark Elves who are travelling abroad.

**Restrictions:** Light Elves may be any class. A Light Elf character must have minimum scores of 9 in Dexterity and Wisdom, and 12 in Intelligence. Due to their generally delicate nature, they may not have a Constitution higher than 17 at the start of the game. Elves never roll larger than six-sided dice (d6) for hit points.

**Special Abilities:** All types of Elves have Darkvision with a 60' range. They are able to find secret doors more often than normal (1-2 on 1d6 rather than the usual 1 on 1d6). A Light Elf is so observant that one has a 1 on 1d6 chance to find a secret door with a cursory look. Light Elves are immune to the petrification effects of the the medusa's gaze. Also, they are less likely to be surprised in combat, reducing the chance of surprise by 1 in 1d6.

**Saving Throws:** Elves save at +1 vs. Paralysis or Petrify, and +2 vs. Magic Wands and Spells.

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