

Player Race 02: Dark Elf, A Basic Fantasy Supplement

Designed for use with the *Basic Fantasy Role-Playing Game*, www.basicfantasy.org



Description: Dark Elves are thin, dark skinned, light haired elves with reversed colouration (their sclera is black, irises are coloured blues, greens or purple, and their pupils are white). They are the second race of elves, who chose to support order over chaos in the Dawn Wars. In the lands that know them, they are noted for their stern dispositions and fearsome self-discipline. Dark Elves are most common in sun drenched lands, deserts, and jungles. They live in well developed settlements, and have complex, cohesive, social structures. Many sages dream of accessing the libraries and records of the Dark Elves.

Restrictions: Dark Elves may be any class. A Dark Elf character must have minimum scores of 9 in Dexterity and Intelligence, and 12 in Wisdom. 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 Dark Elf is so observant that one has a 1 on 1d6 chance to find a secret door with a cursory look. Dark Elves are immune to the mummy rot disease inflicted by mummy attacks. 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. Death Ray or Poison, and +2 vs. Magic Wands and Spells.

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