

NAME

LOOK

Names: Eltharion, Fëanor, Fingolfin, Avariel, Haldir, Lórien, Manwë, Malenti, Pirinen, Andariel, Lúthien, Eärwen, Tanis, Celebrian, Mithrandir, Arendhel, Elenwë, Noldà

Titles: Greenleaf, the Fair, Ereinion, Lady of Light, Star of Radiance, Last of the Grey Elves, Half-Elven, Orcrist, Evenstar, Battle-Friend, Strongbow, Foe-Hammer, Morningwood

Wise Eyes, Piercing Eyes, or Sad Eyes
Braided Hair, Long Hair, or Green Hood
Pristine Robes, Woodsman's Garb, or Fancy Cloak
Lithe Body, Tall Body, or Fit Body

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 6+CONSTITUTION

ALIGNMENT

Choose an alignment:

- GOOD
Endanger yourself to protect someone not of your own kind.
- NEUTRAL
Oppose those who would defile the sanctity of elven lands.
- CHAOTIC
Get yourself into trouble putting off now what can be done tomorrow.

STARTING MOVES

You start with these moves:

ELDER ARTS

When you **draw upon the elven power that humans sometimes call magic**, roll+wis. **On a 10+**, hold 3. **On a 7-9**, hold 2. **On a miss**, hold 1 anyway, but you'll have to pay a price later; the DM will tell you what. Either way, you cannot use this move again until after you have Made Camp. Spend your hold one-for-one to do the following:

- Immediately know what is magical in nature within your immediate surroundings
- Become invisible so long as you are in a natural environment; this persists until you attack or dismiss the effect
- Contact a spirit of nature, which will respect your summons long enough to answer one question you ask to the best of its ability
- Form a telepathic bond with one creature you touch, skin to skin, allowing you both to speak without words over any distance. This lasts until you dismiss it; you can only have one such bond active at a time

LISTEN TO THE FOREST

When you **Discern Realities while surrounded by pristine wilderness**, ask one additional question, even on a miss. The answers to your questions come from voices on the wind, the whisper of the leaves, and so on.

TOUCH THE WORLD LIGHTLY

You can walk on top of snow, across thin tree branches or along precarious ledges, or stand on held weapons, all without Defying Danger.

WISE SOUL

When you **speak the old wisdom of the elves to those you Parley with**, take +1.

RACE

Choose which race of elves you belong to:

- WOOD ELF
Your people protect the woods, and they provide for you in turn. While **travelling in woodlands**, you never consume rations.
- SEA ELF
Your love is for the sea and the shore. When you **Undertake a Perilous Journey at sea**, take +1. In addition, you can breathe under water.
- STAR ELF
Your people are the most ancient elves, and also the most warlike. You always treat longswords as if they had the *precise* tag.

BONDS

Fill in the name of one of your companions in at least one:

- _____ distrusts me and my kind.
- _____ once helped me hunt a foe, and they have my gratitude.
- _____ knows why I truly left home, and why I stay away.
- _____ 's name is well-known among my kind.



THE ELF

LEVEL
XP

GEAR

Your Load is 7+STR. You start with elven bread (ration, 7 uses, 1 weight), elven chainmail (1 armor, worn, elf-made, 0 weight), a hunter's bow (near, far, 2 weight) and a bundle of arrows (3 ammo, 1 weight). **Choose your armament:**

- A longsword (close, +1 damage, 2 weight)
- A rapier (close, precise, 1 weight)
- A spear (reach, thrown, near, 1 weight)

Choose one:

- Adventuring gear (5 uses, 1 weight)
- A healing potion (0 weight)

Choose one memento from your home; all are 0 weight:

- An elfstone brooch, to be worn only by elves and elf-friends
- One half of a ring, token of your friendship with someone not of your people
- The faces of your lover's killers, etched in your mind

New item tag:

elf-made: imbued with the secret arts of the elves, *elf-made* items do not suffer the ravages of time, cannot be corrupted by evil and are significantly lighter than normal (-1 weight). *Clumsy* items can never be *elf-made*.

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves:

DISCERN TRUE NATURE

When you **Discern Realities**, on a hit, you also learn the alignment of things and people you study.

ELF-SMITH

When you **craft or repair weapons or armor**, you may imbue them with the secrets of the elves. If you do so, in addition to its usual properties, the item gains the *elf-made* tag.

ELFSHOT

When you **Volley**, on a 10+, instead of dealing damage you may choose to have the target fall asleep. They can still be awoken as normal.

ELFSIGHT

When you **Discern Realities**, you may study any location you can see—no matter how distant—as if you were standing there, without interacting with it.

ELVEN DEXTERITY

You are extremely agile, even for those of your kind. You can climb trees and walk ropes as easily as others walk on the ground, never lose your balance and always land on your feet.

FEY MYSTERIES

When you **draw upon the elven power that humans sometimes call magic**, gain +1 hold. Additionally, add the following to your list of options for Elder Arts:

- A spell or magic effect in your presence is greatly diminished. Lesser spells are ended, whereas powerful magic is merely reduced or dampened as long as you are nearby

I NAME YOU ELF-FRIEND

Choose an ally; they gain the following bond with you: "_____ has named me elf-friend." All elven NPCs know them on sight and treat them as a friend until proven otherwise, and all elven PCs take +1 to Aid them. If this person dies, you may choose another ally to receive this bond.

MIRROR OF THE STARS

When you Make Camp, you may ask the GM to reveal the details of a grim portent that will come to pass without your intervention. If you do, they'll also tell you something useful about how you can interfere with this dark fate.

SILENT BUT DEADLY

When you **Volley from a hidden position**, on a 10+, you remain hidden from your enemies' sight.

SONGS OF THE FIRSTBORN

When you **sing the tales of the elves**, roll+CHA. On a 10+, choose two. On a 7-9, choose one. Either way, the experience is so intense that the same person cannot be affected by your songs more than once a day.

- All those who hear you have their hearts calmed and are less likely to fight
- All those who hear you are overcome with sorrow or nostalgia and drop their guard
- One person who hears it becomes entranced and counts you as a friend until proven otherwise

When you gain a level from 6-10, choose from these moves or from the level 2-5 moves:

BEAUTIFUL AND TERRIBLE

When you **reveal the full power of your elven soul to your foes**, roll+CHA. On a hit, they recoil from you and cannot look at you directly. On a 10+, the cowardly and wicked among them also flee in terror.

ELF-LORD

Whenever you **enter a steading with the elven tag**, you are recognized by others there as a figure of great importance and always treated with respect. Additionally, all elven hirelings in your service start with +1 loyalty and Cost: *servicing elvenkind*.

ELVEN SUPREMACY

Requires: Elven Dexterity

You are never hindered by any obstacle smaller than a man's height and can cross any terrain effortlessly, dodging and weaving with perfect grace. Additionally, you always win one-on-one contests of agility.

EVIL'S BANE

Requires: Discern True Nature

Take +1 to all attacks against evil foes whose true nature you've discerned.

FEY MASTERY

Requires: Fey Mysteries

Add the following to your list of options for Elder Arts:

- Choose a region (a single forest, one city, etc.) not controlled by the forces of evil. All who would do harm upon elves or their allies within this region become confused and are open to attack. This effect lasts for a day

HAND OF SILVER

Requires: Elf-Smith

You can create magic items. It will be expensive and require exotic materials, but it can be done so long as you fulfill some of the following conditions (choose two):

- It will be the pinnacle of your craft, and you will never again have the heart to craft an item like it
- It will involve a great personal sacrifice, and your life will never be the same again
- It will remove something beautiful from the world, never to be witnessed again
- It will be doomed to never be used by mortal hands, lest great tragedy occur

LISTEN TO THE FAR WINDS

Requires: Elfsight

When you **Discern Realities**, you may study any natural location open to the skies without interacting with it, regardless of whether you can see it or not.

NATURE'S CHAMPION

Choose one move from the Druid or Ranger class lists. Alternatively, choose one move from any other class list as if you were one level lower.

SILENT ASSASSIN

Replaces: Silent But Deadly

When you **Volley from a hidden position**, you always remain hidden from your enemies' sight. You may instead choose to expose yourself to treat your roll as if you had rolled a 10+.