

The Elf

Elves are beings of inhuman elegance, beauty, and grace. They have luxuriant flowing hair and large, often described as "almond shaped", vibrantly-colored eyes. Though capable of heights up to humans, they are prone to slighter, more toned, frames than the size and bulk of humans. Many elves average around 5.5' tall, with lovely, chiseled features and gently pointed ears, sometimes described as "leaf-shaped."

They are extraordinarily long-lived, as compared to other races. What to humans and halflings is legend, to elves is history. The eldest elves are known to live well over 1,000 years.

They possess knowledge and abilities, generally reliant on reflexes and intellect, well beyond that of other more short-lived races. They have a great adoration for the arts, love, beauty, and practiced excellence in all forms.

Sometimes seen as haughty or aloof by other races, this is really just the elf's lack of understanding in the motivations and [necessary] urgency exhibited by other races. Time is something an elf nearly always has. Decisions are worthy of contemplation and exploring possibilities and repercussions that may arise or last, to elves, for decades or centuries to come.



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Some say the elves were born in the dawn of the world. Some say they are the dreams of a deity, the tears of starlight made mortal or the actual children of a progenitor god-race. They are those who sang the music of creation that shaped the world. Those who first wove or unravelled the mysteries of magic. Those who speak to and for the trees and beasts and faerie folk. Whatever their mythology, the true origins and nature (and ultimately, the appearance) of elf kind are up to the DM to define for their game setting.

Born in Magic: Across nearly all world's of fantasy adventure, elves are beings of heightened aptitudes in a variety of abilities, including magic use. Nearly innate in their mastery in a variety of magical crafts, elves weave the energies of the natural world and cosmos as deftly as their legendary cloaks. Elves moreso than any other race is able to meld the disciplines of armor and weaponry with the use of spells.

Nature's Keepers: A connection to the natural world, in nearly limitless diversity is another staple of the elves. Most commonly associated with woodlands and forests, quiet glades or secluded vales, elves can be found almost anywhere there is seclusion and natural beauty. This beauty is steadfastly preserved and nurtured by an affinity for the natural world. Their very architecture, blending as seamlessly into their environment as possible, produces works to inspire amazement and admiration from other races.

[Ok. The parts everyone cares about...]

Class Features

HD: d8 per level.

HP at 1st level: d8. Start with 8 + Con mod.

HP at Higher Levels: d8 + Con. mod. at every level.

Proficiencies

Armor: Light and Medium armors. Shields.

Weapons: Any non-Heavy simple or martial weapons.

Saving Throws: Intelligence & Dexterity

Skills: Choose any 3 of the following: *Acrobatics, Arcana, History, Insight, Medicine, Nature, Stealth, Survival.*

Equipment

The Elf begins with the following in addition to the equipment granted by your background.

- a) Long bow or b) short bow, each with 20 arrows
- Explorer's Pack.

- a set of leather armor and a melee weapon.
- a spellbook and a) components pouch or b) arcane focus.

@1st: **Elfin Senses**

Twilight Vision: You see normally in low light conditions to a distance of 60'. You can discern colors and details as if in bright light.

Enhanced Awareness: The elf has sharp senses of sight, hearing, tactile sensitivity, and generally heightened senses and intuition. The Elf has proficiency with the *Perception* and *Investigation* skills and advantage on all rolls for them.

Elf Expertise

You have proficiency with long bows, short bows, long-swords and short swords.

@2nd: **Fighting Style**

Choose your combat specialty: *Archery*, *Defense*, *Dueling*, *Two-Weapon Fighting*.

Elfin Magic

Cantrips: Beginning at level 1, you select 3 cantrips from the Wizard or Druid spell list that you know. These cantrips may be cast at will.

Spells of 1st level or higher: Your further spell-casting ability is dependent on your Elfin Legacy, chosen at 3rd level.

You gain additional spells known and leveled slots of 1st level or higher as detailed on the *Elf Feature Progression* table.

Spell Casting Ability: Your ability when using your magic is Intelligence.

@3rd: **Elfin Legacy**

Choose your Elf's Legacy: *Sentinel* or *Sorcerer [of the Wood]*

Fey-folk Heritage

You have advantage on rolls against being charmed. Magic can not put you to sleep. You have immunity from the paralyzing touch of ghouls. At 6th level, you double your Int. modifier to saves roll against any enchantment magic effect.

@4th: **Ability Boost:** as normal. Further increases at 8th, 12th, 16th, 19th.

@5th: **Nature's Veil**

You have proficiency with the *Stealth* skill. You have advantage on rolls to hide and move silently, while in woodlands and other natural settings. Also, you can attempt to hide even when only lightly obscured by natural phenomena, such as light foliage, heavy rain, falling snow, mist, etc...

@9th: **Elvish Stride**

Your base movement rate is increased by 5'. Also, your speed is not slowed while moving through non-magical difficult terrain. When moving through (again, non-magical) thorns, briars, and the like, you take no damage. Magically altered/enchanted terrain, such as the *Entangle* or *Wall of Thorns* spells, effect the ranger normally.

@11th: **Extra Attack**

You attack twice instead of once whenever you take the Attack action.

Elfin Legacy

The Sentinel of the Wood

The Sentinel elf has learned to mesh the use of magic with their combat prowess, weaving both together in a way only elves can. They are the champions, defenders, and elite warriors of elfkind and, more often than not, serve as their representatives outside of elfin domains.

3rd: Weapon Bond: At 3rd level you form a magical bond with your primary weapon. Choose one of your Elf Expertise weapons (most commonly, your primary mode of attack) and gain the following benefits with that weapon.

- **Armed Extension:** You can not be disarmed of this weapon unless you are incapacitated.



- **Summon Weapon:** As long as you are on the same plane of existence, you can summon this weapon to you, on your turn. The weapon flies to your hand (60' per turn). It can not be used to deal damage in this flight, avoiding obstacles to arrive in the sentinel's grip.
- **Arcane Focus:** You can use your bonded weapon as an arcane focus for the purpose of casting spells.
- **Enchanted Strike:** Beginning at 6th level, you infuse your bonded weapon with magical energies to enhance your attacks. Attacks made with this weapon (or missiles fired from it, in the case of a bow) are considered enchanted for the purposes of bypassing a creature's resistance or immunity to mundane weapon damage.

If this weapon is lost or destroyed, the sentinel may perform a ritual to bond with a new weapon 1 month later. At 14th, you may add a second bonded weapon. This additional weapon may be any type with which you have proficiency.

Elf Magic: 1st level or higher: You choose spells from the Wizard spell list. You gain spells known and spell slots of 1st level or higher according to the *Elf Feature Progression* table.

7th: Sentinel's Stunt: The Sentinel can use a bonus action to engage one of the following abilities:



TABLE X.X: ELF FEATURE PROGRESSION

Elf level	Cantrips Known	Features	Spells Known	Slots	1	2	3	4	5
1	3	Elf Senses, Weapon Expertise	-						
2	3	Fighting Style, Elf Magic	-						
3	3	Elfin Legacy, Faefolk Heritage	3	3					
4	4	Ability Boost	3	3					
5	4	Nature's Veil	4	4	2				
6	4		4	4	3				
7	4	Legacy Feature	5	4	3				
8	5	Ability Boost	5	4	3				
9	5	Ranging Stride	5	4	3	2			
10	5	Legacy Feature	6	4	3	2			
11	5	Extra Attack	6	4	3	3			
12	5	Ability Boost	7	4	3	3			
13	5		7	4	3	3	1		
14	5		8	4	3	3	1		
15	6	Legacy Feature	8	4	3	3	2		
16	6	Ability Boost	9	4	3	3	2		
17	6		9	4	3	3	3	1	
18	6	Legacy Feature	10	4	3	3	3	1	
19	6	Ability Boost	10	4	3	3	3	2	
20	6		11	4	3	3	3	2	

- cast a cantrip.
- make an additional melee attack to a target within 5' of you with a weapon in hand.
- add 5' to your movement.
- grant disadvantage to any opportunity attacks made against you until the beginning of your next turn.

The sentinel can perform a Stunt 1 + Dex. mod. times before requiring a short or long rest. At 13th, the sentinel gains the option to cast any spell with a casting time of 1 action or less as a bonus action and can make 2 + Dex. mod stunts between rests. At 17th, the sentinel's movement bonus increases to 10' and they receive the movement bonus *automatically*. They also make 3 + Dex. mod. Stunts between rests.

10th: Eldritch Blade: When you expend a spell slot you charge your blade/arrow with arcane energies that deal additional magic damage. For each level of the spell slot used the sentinel adds d6 damage of one of the following types of their choice: cold, fire, lightning, or thunder. At 14th level, your damage die increases to d8. At 20th the damage die increases to d10.

15th: Wild Command: The sentinel can not be slowed, impeded, or forced to spend extra movement in any magical or mundane difficult terrain. Also, any creature of the

Beast or *Plant* type that encounters the Sentinel must make a Wisdom save to beat the sentinel's spell save DC. On a failed save, the creature is forced to choose a different target or the attack automatically misses. On a successful save, the creature is immune to this effect for the next 24 hours.

18th: Hidden Faerie Ways: The sentinel can spend a spell slot to teleport themselves within 10' per slot level to a location that they can see or have seen. They can not use this ability again until they have completed a short or long rest. They also add *Fey* to the types of creatures effected by their Wild Command feature.

The Sorcerer of the Wood

The elfin Sorcerer/Sorceress of the Wood is a specialized mage of unique talent and training. They stand out for their magical prowess, even among a race of magical beings. They pursue the magics of fey and nature spirits in addition to the accumulation and mastery of arcane energies.

3rd: Elfin Sorcery: The Sorcerer receives the following bonus spells at the levels indicated. These spells, once gained at the appropriate level, are always considered prepared and do not count against the sorcerer's spells known.

Sorcerer lvl.	Bonus Spells
3rd	<i>Detect Magic, Speak with Animals</i>
5th	<i>Pass without Trace, Misty Step</i>
7th	<i>Counterspell, Daylight</i>
9th	<i>Conjure Woodland Beings, Hallucinatory Terrain</i>
11th	<i>Greater Restoration, Scrying</i>

Elf Magic: 1st level or higher: You choose spells from the Wizard and/or Druid spell list. You gain spells known and spell slots of 1st level or higher according to the Elf Feature Progression table. Your spellcasting ability remains, even for any druid spells chosen, Intelligence.

7th: Magical Recovery: The Sorcerer can reach into the natural and cosmic energies of the world around them to replenish expended spell slots. Slots regained can be in any combination up to the sorcerer's level, but can not exceed 3rd level slots. This mystical recovery may be regained in whole or in part at any time between long rests.

10th: Nature's Magi: Your knowledge and experience in the workings of the magical world expand to include the following abilities:



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- **Eshew Materials:** You cast any of your spells known without an arcane focus or component pouch.
- **Ritual Casting:** You can cast any Wizard or Druid spell you have access to as a ritual if it has the ritual tag.
- **Enchanted Strike:** Any melee or ranged weapon attack you make is infused with magical energy and considered enchanted for bypassing a creature's resistance or immunity to mundane weapon damage.

15th: Hidden Faerie Ways: The sorcerer can spend a spell slot to teleport themselves within 10' per slot level to a location that they can see or have seen. They can not use this ability again until they have completed a short or long rest.

Also, Fey type creatures that encounter the sorcerer must make a Wisdom save to beat the sorcerer's spell save DC. On a failed save, the creature is forced to choose a different target or the attack automatically misses. On a successful save, the creature is immune to this effect for the next 24 hours.

18th: Gilded Realm: You can weave a barrier of natural and arcane magical force. The creation of this magically warded realm is 10 minutes. The area effected can be up to 1 mile radius of the sorcerer. The sorcerer can select individuals, up to their level + Intelligence modifier, at casting, that can pass through the barrier unimpeded. Of course, the sorcerer may pass freely across the realm's perimeter without harassment.

The area protected by this barrier has the following traits:

- The area within the barrier becomes difficult terrain to any creatures not exempt from the realm's effects. Roots, vines or stones seem to rise from the ground to trip interlopers. Branches, thickets or jagged rocks snag on cloaks and armor. The ground itself seems uneven or intraversable, etc...
- A natural seeming mist forms around non-exempt creatures that pass into the gilded realm. The area of this mist is roughly 50' deep into the realm, though may be any dimensions up to 100' cube as stipulated by the sorcerer. This mist creates heavily obscured area for non-exempt individuals. Creature's passing through the mist must make a Wisdom save against the sorcerer's spell save DC. A failed roll indicates the subjects are effected as by the *Confusion* spell. On a successful roll, the mist clears for that individual and they may pass, freely, in and out of the gilded realm for the next 24 hours.
- Dancing lights and darting shadows move around the perimeter in the periphery of interloper's vision. If pursued, the darting puffballs of colored light and shadows, lead the pursuers to exit the realm at the same



point at which they entered, no matter what direction they thought they were moving.

- The sorcerer is made aware when any aberration, extraplanar creature, or undead crosses into the barrier. This awareness is of the creature's type, general power level (CR), and where the barrier was pierced, but not the exact number or location.

The sorcerer may only have one Gilded Realm in creation at any given time. Once created, they can dismiss the effect at will. Once used, the sorcerer can not create another Gilded Realm until completing a long rest. If this ability is used on the same location every day for a year the effect becomes permanent.

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