

Halivar's Elven Racial Class Progression

- Medium: As Medium creatures, elves have no special bonuses or penalties due to their size.
- Elf base land speed is 30 feet.
- Immunity to magic sleep effects, and a +2 racial saving throw bonus against enchantment spells or effects.
- Low-Light Vision: An elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.
- Weapon Proficiency: Elves are proficient with the longsword, rapier, longbow (including composite longbow), and shortbow (including composite shortbow). Furthermore, they treat longswords and rapiers as light weapons.
- Armor Proficiency: Elves are proficient with light armor.
- +10 racial bonus to Knowledge (history), and +2 racial bonus on Knowledge (arcana), Listen, Search, Spellcraft, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.
- Automatic Languages: Common and Elven. Bonus Languages: Draconic, Gnoll, Gnome, Goblin, Orc, and Sylvan.
- Alignment: All elves are chaotic good.
- Special: Once finished with their progression, an elf may ignore the base attack bonus requirements for the Bladesinger prestige class (from Complete Warrior) and Arcane Archer prestige class. An elf's racial hit-dice count towards fighter-level prerequisites for feats.
- Elves gain sorcerer spellcaster levels throughout their progression.
- Class skills: An elf's racial class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (all skills taken individually) (Int), Decipher Script (Int), Diplomacy (Cha), Escape Artist (Int), Handle Animal (Cha), Heal (Int), Hide (Dex), Jump (Str), Knowledge (all skills taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform (all skills taken individually) (Cha), Search (Int), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex), Use Rope (Dex).
- Spell-like abilities: *Charm person* 1/day (DC is 11 + Charisma modifier).
- Weapon finesse: Elves can elect to use their Dex modifier instead of their Str modifier on melee attacks with a longsword, shortsword, or rapier.
- Weapon focus: Elves gain a +1 bonus to attacks made with a longsword, rapier, longbow (including composite longbow), and shortbow (including composite shortbow). This bonus does not stack with the Weapon Focus feat.

Elf racial class progression

Level	HD	BAB	F/R/W	Skills	Special
1	1d6	+1	+0/+2/+2	(6+Int)*4	+2 Dex, +2 Int, caster level (1 st), weapon finesse, feat
2	2d6	+2	+0/+3/+3	6+Int	+2 Cha, caster level (2 nd)
3	2d6	+2	+0/+3/+3		+2 Dex, weapon focus
4	3d6	+3	+1/+3/+3	6+Int	Caster level (3 rd)
5	3d6	+3	+1/+3/+3		+2 Cha, greater weapon focus
6	4d6	+4	+1/+4/+4	6+Int	Caster level (4 th), feat