

Species, Breed: Elf, Eldishar

Type: Race

Class: Monster (mammal)

Align: %Roll: 01-02: Evil, 03-00: Good

Gender: 01-50: Female, 51-00: Male

Level: 1-D30+ 1

Number encountered: 1-D12

The number encountered will be outside an Eldishar dwelling place. If within the boundaries of their homeland, the number encountered will be 1-D100 x 6. To see if an Eldishar Elf dwelling has been discovered roll a 00.

Experience points: 60 x level.

Characteristics

Awareness: 25

Charisma: 16

Constitution: 25

Coordination: 25

Dexterity: 25

Intelligence: 30

Mental-strength: 36

Strength: 20

Wisdom: 30

Movement:

Flying: Can't

Grounded: 10

Swimming: 3

Luck: 100

Oxygen-points: 108

Blood-points: 75

Attack descriptions

1 60 Lb. Recurve Bow: 1-D10 + 2-D4 / 40 space (200') / Sharp attack

or:

1 Short sword: 2-D6 / 1 space (5') / Sharp attack

Defense: 25

Offense: 25

Damage-Points: Roll 1-D10 per level.

Treasure: %Roll needed to have money and treasure:

Copper: 66+ to have 1-D100

Bronze: 71+ to have 1-D100

Silver: 76+ to have 1-D100

Electrum: 81+ to have 1-D100

White-gold: 86+ to have 3-D20

Yellow-gold: 91+ to have 1-D20

Black-gold: 96+ to have 1-D4

Treasure item(s):

Common: 80+ to have 1-D8

Uncommon: 90+ to have 1-D6

Rare: 95+ to have 1-D4

Legendary: 98+ to have 1

Description:

Annihilation Strike?: Yes

Description: Height: 6' 0", Weight: 160 Lbs., Skin color: Beige; Skin texture: Smooth soft; Hair color: Gray; Eye color: Gray-silver, Eye shape: Small sized and sharply slanted; Posture: Biped.

Dislikes: Veleighen and the Zendahr

Disposition: Discretion of the G.M.

Fears: Discretion of the G.M.

Habitat: Enchanted Forest

Immunities: None.

Life-span: 100,000 years.

Likes: Unknown

Needs: Discretion of the G.M.

Note: None.

Special Abilities: Ability-point and Spell-point regeneration: This race will regenerate ability-points and spell-points at a rate of 1 per 4 turns (20 seconds).

Special defenses: Resistances: Magic and Mental-attack: 1% per 2 levels advanced.

Special offenses: None.

Susceptibilities: None.

Weapon susceptibility: Rank-0 (non-magical) weapon to harm.