

THE ALFAR RACES

Common Alfar Racial Abilities

1. Alfar are completely immune to all Mind influence, and magical abilities.
2. Alfar may never become wizards, sorcerers, illusionist, wards, and warlocks.
3. Alfar have a long life span of around 1000 years plus
4. All Alfar gain 21 power at first rank and gain nothing thereafter regardless of class or rank.
5. Alfar do not have Natural healing / First aid
6. Alfar never use bows. Crossbows may be used
7. Alfar take triple effect from blood metal
8. Alfar will only use metal based armours
9. Alfar racial mystic's are Gymeric
- 10 All Alfar gain a Fylgia form at 8th rank
- 11 All Alfar gain the Escape spell once Ever

LJOS ALFAR

1. Suffer -1 ac in darkness - 2 ac in magical darkness and also go blind (darksee etc will not allow them to see in magical darkness)
2. Can use fanaticism against Undead and Necromancers
3. TB Locations Split 1/2 1/3 1/4

Level	LJOS LG NG CG
1	Table 1 Psionics 10xp/Level Table 2 Psionics 20xp/Level Redact/Kinetic/Farsense Only Psi Shields 1/2levels At 10xp
2	Light
3	Laser Bolt Metal Tolerance
4	Light Light Shift Lightning Flash
5	
6	Light Laser Bolt
7	Metal Tolerance
8	Light Light Shift Lightning Flash
9	
10	Light Laser Bolt
11	Metal Tolerance
12	Light Light Shift Lightning Flash

DARK ALFAR

1. Dark Alfar turn to stone if daylight touches any section of uncovered flesh. This lasts for 100 years.
2. Suffer -1 ac in brightly lit areas -2 ac in daylight -3 ac in magical light
3. Dark Alfar, although frighteningly evil, are extremely honourable and may use fanaticism against oath breakers
4. Dark Alfar are not outlawed
5. TB Locations Split 1/3 1/4 1/5

Level	DARK LN LE NE
1	Table 1 Psionics 10xp/Level Table 2 Psionics 20xp/Level Redact/Coercion Only Psi Shields 1/2levels At 10xp
2	Shadow Bolt
3	Darkness Metal Tolerance
4	Shadow Shift
5	Black Blade Shadow Bolt
6	Darkness
7	Shadow Bolt Metal Tolerance
8	Shadow Shift
9	Darkness Shadow Bolt
10	Black Blade
11	Metal Tolerance
12	Darkness Shadow Shift

DOKK ALFAR

1. Suffer -2 ac in sunlight or magical, and suffer degeneration to any exposed flesh touched by either magic light or sunlight
2. They may use fanaticism against good professions (i.e. paladins, inner flames, cavaliers etc), good elves (i.e. light elves, wood elves, high elves etc), White and Mountain dwarves
3. TB Locations Split 2/3 1/2 1/3
4. Dokk Alfar where outlawed and as such there may still be a price on their heads

Level	DOKK NE CE
1	Table 1 Psionics 10xp/Level Table 2 Psionics 20xp/Level Creation/Kinetics Only Darkness
2	Darkness
3	Darkness Metal Tolerance
4	Darkness Shadow Bolt
5	Darkness
6	Darkness Shadow Shift
7	Darkness Metal Tolerance
8	Darkness Shadow Bolt
9	Darkness
10	Darkness
11	Darkness Metal Tolerance
12	Darkness Shadow Bolt Shadow Shift