

# EDHAAL

RANK	LIFE POINTS	POWER	WEAPON TYPE	STRESS RESIST	MAX PHY AC	CLASS ABILITIES
1	As per class	As per class	As per class	As per class	As per class	
2				Double-Handed		
3						Track
4						
5						Concealment
6						
7						Snare
8						
9						+1 Axe Mastery
10						
11						+1 Dex
12						

**EDHAAL:** The Edhaal live in tight knit communities within the forests of Elind, living off the land and using the forest terrain to great effect whenever a foe tries to invade. All of the Edhaal are excellent foresters, trappers and seemingly vanish into the forests, luring their enemies into snares and ambushes before melting away into the forests once more.

- Edhaals will only wear leather (AC4) or furs (AC3) as armour.
- Edhaals can only use Hand Axes, Battle Axes, Great Axes, Daggers, Short Swords, Long Bows and Short Bows.
- Edhaal have the same immunities and locational splits as humans.
- Edhaal will use shields.
- As they are not native to Evermore, Edhaal do not gain any natural healing.

## Edhaal Abilities

**Track** - Allows the Edhaal to track known prints/markings. Edhaal may learn these through study and any known tracks should be recorded by a referee on a track card! Track may also allow a Edhaal to follow the trail of someone who has passed through - depending upon conditions (ref's discretion)

**Concealment** - allows a Edhaal to conceal themselves from view. This can be in shadows, bushes or similar - anywhere they can manage to squeeze in and hide!

**Snare** - The Edhaal may set a trap in an appropriate location, where it will remain until set off. The trap inflicts a number of lps damage equal to double the Edhaal's level at the time of setting the trap.

**+1 Axe Mastery** - This allows the Edhaal to deal an additional 6LPs damage with an Axe. This is in addition to any other Weapon Mastery.

**+1 Dex** - This grants the Edhaal +1 Dexterity AC