

ELCARIST

RANK	LIFE POINTS	POWER	WEAPON TYPE	NAT HEAL	STRESS RESIST	CLASS ABILITIES
1	As per class	9 plus class gain	As per class	As Per Class +2	As per class	Hidden Soul OR Martial Soul +1 Spirit AC
2						
3						+1 Magic AC
4						
5						
6						+1 Dexterity AC
7						
8						
9						
10						
11						+1 Lore AC

ELCARIST: The Elcarist live in small villages within the mountains and borders of Region and the Danakil. Their villages are always seen with Erith Gyr around. The Erith Gyr look upon the Elcarist as little cousins, and have in the past gone to great lengths to defend the Elcarist, sacrificing themselves time and again to protect them. The Elcarists themselves tend to be quite shy, with very few taking up martial classes. Those who take up a marshal class tend to be more forth coming, and are even considered loud. All Elcarists are of good alignment, whether this be lawful neutral or chaotic. An Elcarist's natural healing always is transferable, regardless of class.

Elcarists are on Human Life Points, split 1/2, 1/3, 1/4.

Hidden Soul – Most Elcarist fall into this category and this makes the Elcarist unable to be seen or even recognised to exist by anyone who is evil until they interact directly with the evil person/being. A being of dual alignment i.e. both good and evil, such as an Ullratha Knight, will see the Elcarist as fuzzy until such time as the above conditions are met.

Martial Soul – Those Elcarist who take up martial classes choose to fight against Evil and take up oaths that relinquish their Hidden nature. They can be seen by evil, but their racial AC is doubled. This change can also happen after 1st level, if the Elcarist joins a Martial Class after starting such as Paladin, Cavalier, etc.

+1 Spirit AC – The grants the Elcarist +1 spiritual Armour

+1 Magic AC - The grants the Elcarist +1 magical Armour

+1 Dexterity AC - This grants the Elcarist +1 Dexterity Armour

+1 Lore AC - This grants the Elcarist +1 lore Armour