

HALF ELVES

* Drowh are included on these tables for ease of use. Drowh are not elves

		Special Half Elf Racial Classes
Professions	Max Ac	
Warrior	12	
Priest	6	
Sorcerer	1	
Scout	4	
Axeman	6	Half Ice Elf Only
Demonist	6	
Assassin	4	
Templar	6	
Illusionist	1	
Paladin	6	
Anti-paladin	6	
Necromancer	6	Dark Elf/Drowh* Only
Thief	4	
Guide	1	
Wardancer	1	
Ward	6	
Warlock	1	
Inner flame	1	
Hermit	1	
Hospitillar	6	
Witch	1	
Huscarl	12	
Druid	6	

For all other classes see a referee.

Half Elves gain human TB, with elven locational split (1/3 1/4 1/5)

Half Elves cannot be psionic, with the exception of the false Half Drowh

Half Elves start with elven initial power (4), power gain is as per class.

Half Elves gain half the natural healing amount of their class

RACE	LEVEL 4 ELF POINTS GAINED	LEVEL 6 ELF POINTS GAINED	LEVEL 8 ELF POINTS GAINED	TOTAL
FIRE	5	6	5	16
ICE	5	6	5	16
LIGHT	5	7	4	16
DARK	5	5	6	16
AIR	5	5	6	16
EARTH	6	4	6	16
TWILIGHT	7	6	3	16
WOOD	4	5	7	16
DROWH*	1	11	4	16

Half-Elven Immunities

Roll two d6 once.

2	Fear/Remove Fear & Disease/Remove Disease
3	Curse/Bless & Wither Limb
4	Ghoul Paralysis/Remove Paralysis
5	Single Level Drain & Regeneration
6	Possession/Exorcism & Destroy Good/Evil
7	Racial Immunity to Element
8	Beguilement & Repel Good/Evil
9	Priestly Runes & Resurrection
10	Halt & Protection from Good/Evil
11	Stasis & Disrupt/Restore Sanity
12	Roll Again Twice

A Dispel Magic used offensively against a Half-Elf will only cause half the damage it would against a full Elf. This is also true for an Extinguish against a Half Light or Half Fire Elf. (3lps damage per Dispel or Extinguish level - any AC that works)

Half Drowh Psionics

Half Drowh can roll d6 as Humans

If they roll 1 and then 1 they get Drowh standard Psionics and table 2 capabilities in their specific wild talent! If they do not roll 1 and 1 they just get the below psionics as listed on the table.

Psi shields cost 15 xp per unit instead of 10 xp though.

Half Drowh psionics are centred. This is to say Half Drowh do not cast psionic from psi points as do humans and other psionic races, rather they just cast off of total body

RANK	DISCIPLINE	COST IN LIFE
1 st level		
2 nd level	Farsense-auric-colour Psycho-redactive neuronic penetration	4lps 6lps
3 rd level		
4 th level	Farsense-Atrifact-study	9lps
5 th level	Redactive-neuro-balance	12lps
6 th level	Psycho-redactive-neuro-cosmic flare Phycho coercive-empatic-projection	15lps 18lps
7 th level		
8 th level	Kinetic-neuron-mastery....	18lps
9 th level		
10 th level	D'Jump	18lps

It is easy to see that Half Drowh are powerful in redaction and have some mastery in kinetics and coercion as well as the limited farsensor disciplines. Drowh however have no command of creation, Any half Drowh rolling creation as a wild talent lose that talent and forfeit any further rolls thereafter.