

HALF-ELF

Requirements: Minimum CHA 9, minimum CON 9

Prime requisite: INT and STR

Hit Dice: 1d6

Maximum level: 12

Armour: Any, including shields

Weapons: Any

Languages: Alignment, Common, Elvish

Half-elves are the rare offspring of elves and humans. Physically, they tend to combine the best features of their parents, having the innate beauty of elves and the robust physique of humans. They are human-like in stature, but always have at least one feature that marks their elvish heritage (e.g. pointed ears or unusually bright eyes). Half-elves are skilled fighters and dabble with magic, though they lack their elvish parents' mastery of the arcane.

Prime requisites: A half-elf with at least 13 INT and STR gains a 5% bonus to experience. A half-elf with a score of 16 or higher in one prime requisite, and a 13 or higher in the other gains a 10% bonus.

Arcane Magic

See *Magic* in *Old-School Essentials Classic Fantasy* for details on arcane magic.

Spell casting: From 2nd level, half-elves gain the ability to cast arcane spells, owning a spell book in which the magical formulae for the spells they know are recorded. The level progression table (opposite) shows both the number of spells in the half-elf's spell book and the number they may memorize, determined by the character's experience level. Thus, a 2nd level half-elf has one spell in their spell book, selected by the referee (who may allow the player to choose). Half-



elves have the same spell selection as magic-users (see *Old-School Essentials Classic Fantasy*).

Using magic items: As spell casters, half-elves are able to use magic scrolls of spells on their spell list. They can also use items that may only be used by arcane spell casters (e.g. magic wands).

Combat

Half-elves can use all types of weapons and armour.

Half-Elf Level Progression

Level	XP	HD	THACO	Saving Throws					Spells			
				D	W	P	B	S	1	2	3	4
1	0	1d6	19 [0]	12	13	13	15	15	–	–	–	–
2	2,500	2d6	19 [0]	12	13	13	15	15	1	–	–	–
3	5,000	3d6	19 [0]	12	13	13	15	15	2	–	–	–
4	10,000	4d6	17 [+2]	10	11	11	13	12	2	–	–	–
5	20,000	5d6	17 [+2]	10	11	11	13	12	2	1	–	–
6	40,000	6d6	17 [+2]	10	11	11	13	12	2	2	–	–
7	80,000	7d6	14 [+5]	8	9	9	10	10	2	2	–	–
8	150,000	8d6	14 [+5]	8	9	9	10	10	2	2	1	–
9	300,000	9d6	14 [+5]	8	9	9	10	10	3	2	1	–
10	450,000	9d6+2*	12 [+7]	6	7	8	8	8	3	2	2	–
11	600,000	9d6+4*	12 [+7]	6	7	8	8	8	3	2	2	1
12	750,000	9d6+6*	12 [+7]	6	7	8	8	8	3	3	2	1

* Modifiers from CON no longer apply.

D: Death / poison; **W:** Wands;

P: Paralysis / petrify; **B:** Breath attacks;

S: Spells / rods / staves.

Detect Secret Doors

When searching for secret doors, half-elves have a 2-in-6 chance of success (see *Dungeon Adventuring* in *Old-School Essentials Classic Fantasy*).

Infravision

Half-elves have infravision to 60' (see *Darkness* under *Hazards and Challenges* in *Old-School Essentials Classic Fantasy*).

After Reaching 9th Level

A half-elf may strive to become a leader among humans or among elves, constructing a stronghold either in the name of a human liege or in the deep forests of the elves.

Human Stronghold

The half-elf may build a castle or stronghold and control the surrounding lands. They may be granted a title such as Baron or Baroness. The land under the half-elf's control is then known as a Barony.

Elven Stronghold

The half-elf may construct a stronghold in the depths of the forest, blending in with the natural environment of a site of great beauty, for example: in the treetops, beside a serene valley, or hidden behind a waterfall. Whatever material it is made of, the construction costs as much as similar work in stone due to the exquisite quality of craftsmanship involved.

Once the construction is complete, elves will come to live under the rule of the character. Forest animals within a 5 mile radius of the completed stronghold will become friends with the elves. They may warn of intruders, carry messages and news, and so on. In exchange for this friendship, the half-elf must protect the animals from harm.

The ruler of an elven stronghold may only hire elven mercenaries. Specialists and retainers of any race may be hired.