

Elves

Characteristics

Strength must be no greater than 13.

Reflexes, Psychic Talent and **Looks** must each be 12+.

Stealth and **Perception** scores are those of an assassin of equivalent rank, regardless of the elf's adventuring profession.

Allowed Professions

Any profession except barbarian. Elf assassins are very rare.

Movement

Elves move at 12m and run at 25m.

Vision Type

Elfsight: -4 Perception in darkness

Special Rules & Notes

- Premonition (as Mystic, p34) with a chance equal to 35% + 2% per rank.
- ESP (as Mystic, p34) with a chance equal to 5% + 3% per rank.
- Elves wearing green in woodland will not be seen by a non-elf below 5th rank.
- +2 to Attack score when using a bow.
- Elves do not have souls and may not be brought back from the dead or preserved by an *Amulet of Soul Storing*.

Dwarves

Characteristics

Strength must be 12+.

Neither **Psychic Talent** nor **Looks** must be higher than 11.

Allowed Professions

Knight or Barbarian only.

Movement

Dwarves move at 10m and run at 15m.

Vision Type

Gloomsight: -2 Perception in darkness
-5 Perception in bright light

Special Rules

Dwarves of 7th rank or greater may forge arms and armour as a Mystic of the same rank:

+1 arrow or quarrel	25 days
+2 arrow or quarrel	125 days
+3 arrow or quarrel	375 days
+1 weapon	100 days
+2 weapon	500 days
+3 weapon	1500 days
+1 armour	100 days
+2 armour	400 days
+3 armour	900 days

halflings

Allowed Profession

Knight only, with -1 to Attack score.

Movement

Halflings move at 8m and run at 20m.

Vision Type

Elfsight: -4 Perception in darkness.

Special Rules

- Track through woods with 60% success.
- Surprise enemies on a 1-2 on d6 in woodlands and cannot themselves be surprised in woods.
- Halflings may not advance beyond 3rd rank.