

Elven Adventurer

Prime Attributes: Strength, Intelligence

Armor/Shield Permitted: Any

Weapons Permitted: Any

Level	XP	HD	Saving Throw	Attack Bonus
1	0	1d6	14	0
2	4,000	2d6	13	0
3	8,000	3d6	12	+1
4	16,000	4d6	11	+2
5	32,000	5d6	10	+2
6	64,000	6d6	9	+3
7	120,000	7d6	8	+4
8	250,000	8d6	7	+5
9	400,000	9d6	6	+6
10	600,000	+1 hp	5	+7
11	800,000	+1 hp	4	+7
12	1,000,000	+1 hp	4	+8
13	1,200,000	+1 hp	4	+9
14	1,400,000	+1 hp	4	+9
15	1,600,000	+1 hp	4	+10
16	1,800,000	+1 hp	4	+11
17	2,000,000	+1 hp	4	+12
18	2,200,000	+1 hp	4	+12
19	2,400,000	+1 hp	4	+13
20	2,600,000	+1 hp	4	+13

Abilities

- Darkvision 60'
- Spot secret doors on a 1-4. On a 1 if only passing by
- Immune to Ghoul Paralysis
- Can cast spells as a Magic-User. However Elves do not use spellbooks. He must learn and memorize spells daily, but this is done whilst in a trance-like state wherein he recalls his spells from the vast reservoirs of his mind and brings them to the fore. Likewise, he may impress new spells upon his mental book by studying scrolls or magical tomes, or by communing with another elf that is willing to share his knowledge. With the referee's consent Woodland-type Elves may choose to use Druid spells instead of Magic-User spells.
- Can cast spells in magical armor
- +2 hit bonus when using a Short or Long Bow