

ELF PLAYER CHARACTERS (PCs)

Written by Andrew R Fawcett for www.criticalhit.co.uk

HIGH ELF PCs

High Elves are the oldest and most civilised race on the Known World. The island realm of Ulthuan, has a recorded history going back over eight thousand years, four times that of the Empire. Though the High Elf race has declined over the years, their great ships still dominate the sea-lanes from the Old World to Cathay. Their dominance of these lanes are assured by the Citadel of Dusk, located on the southern tip of Lustria, and the Fortress of Dawn, located on the southern tip of the Southlands. These great Elven ports ensure that the merchant lanes to Ind, Cathay and Nippon remain open and pirates are swiftly dealt with.

High Elves view manual labour as unnecessary when magic, or a servant, can do it for you. However, the forging of weapons and armour and the cutting of gems is seen as a noble pastime and is not viewed with the same kind of disdain; among the High Elves exist some of the finest armourers and smithies in the Known World. They also enjoy producing works of art, sculptures and paintings, for example, and constructing buildings and bridges. Often the process of producing such things is augmented with the use of magic and there can be no better evidence of this in the White Tower of Hoeth also known as the City of Mages. This vast tower was magically raised from the earth by High Elf wizards and took centuries to complete.

The High Elves have developed sorcery far beyond the accomplishments of any other race. They were the first to study magic and remain the greatest masters of the art in the known world. Their ability to absorb complex pieces of information means that they are able to become masters of many intellectual fields. It is told that when the forces of Chaos ravaged the Empire at the dawn of the 24th Century men pleaded with the Elves of Ulthuan for aid. Thus Finubar, the Phoenix King, by council of the High Mage Teclis, agreed. Teclis, accompanied by two other High Elf mages, helped turn the tide of the Incursions of Chaos and taught the race of men sorcery above the level of elementalism and crude hedge-wizardry they had been using, though still very pale in comparison to the High Elves' own High Magic. The Colleges of Magic were thus founded and remain today the hub of magical learning for wizards of the Empire.

Proud and as morally incorrupt High Elves may seem, their weakness for self-indulgence almost destroyed their race when Ulthuan was young. All manner of hedonistic and self-indulgent vices were pursued until a faction began to worship the Chaos Gods to supplement this new philosophy. A great civil war ensued which saw the expulsion of the renegade High Elves to the cold land of Naggaroth to the north. There their descendants, the Dark Elves or *Druchii*, remain to this day to nurse their hatred of Ulthuan.

Physique: High Elves are pale-skinned, with fine, aesthetically beautiful features and hair fine as flax; blond is the most common hair colour, though some kindreds of Ulthuan, notably the Caledorians, all have jet black hair. They are very tall and proud in bearing and though they have a slim build they are surprisingly strong. While High Elves are a noble people, they can be cold and haughty, quick to anger and slow to forgive.

All but the most rustic kindreds of Ulthuan, namely Avelornians, Chracians and Shadowlanders, who prefer more basic or practical attire, favour wearing rich clothes and jewellery.

HIGH ELF CHARACTER PROFILE

| | |
|-----------|---------|
| M | D3+3 |
| WS | 2D10+30 |
| BS | 2D10+20 |
| S | D3+1 |
| T | D2+1 |
| W | D3+3 |
| I | 2D10+40 |
| A | 1 |

| | |
|------------|---------|
| Dex | 2D10+30 |
| Ld | 2D10+30 |
| Int | 2D10+40 |
| Cl | 2D10+40 |
| WP | 2D10+30 |
| Fel | 2D10+30 |

Languages: Tar-Elthárin and Old Worlder.

Night Vision: 20 yards.

Alignment: Lawful or Good.

Height: Males 5'10" + D10". Females 5'6" + D10".

Psychology: No special psychology rules.

Age: Same as for Wood Elf characters. High Elf characters gain a bonus skill in addition to any gained on the Age Chart.

Fate: D3-1 fate points (minimum 1).

Mandatory Skills: All High Elves have *Excellent Vision*. Additionally, a High Elf character may choose one from *Magic Sense*, *Musicianship*, *Read/Write* or *Sing* - with remaining skills being determined from the Elf skill charts.

HIGH ELF ADVENTURERS

High Elves are quintessential Elves; outgoing, haughty, arrogant, and highly intelligent. As they come from a great civilisation and know more about their position in world history than all other races, they know their own value and regard humans as weak and savage though they won't voice this to non-Elves; some opinions haven't changed much from when man was nothing but a Neanderthal savage. High Elves see the human nations of the world edging closer towards Chaos and as a result view humans as mentally weak and their laws as barbaric, but once again they will never say this to a human's face; they are subtle enough not to cause unnecessary offence.

High Elf characters will, on the whole, try to take the lead in an adventuring party - if they will associate themselves with adventurers at all. Even though they may regard other races as inherently stupid they do respect intelligence and gracious martial prowess. If a wizard or scholar PC impresses a High Elf he will have a friend for life and similarly a PC warrior who defeats an opponent with flair and style will also be greatly respected. If this is the case the High Elf will often side with the character who impressed him and will only listen to his ideas first before anyone else's even to the point of a clever insult to let his friend be heard. On the whole it takes time to gain the trust of a High Elf and if this trust is gained then an adventuring party will be very rich indeed.

| HIGH ELF WARRIOR BASIC CAREER CHART | | |
|-------------------------------------|------------|--|
| D100 | Career | Notes |
| 01-20 | Bodyguard | High Elf nobles are often thronged with bodyguards. Some bodyguards are treated as little more than servants by their overbearing employers and such warriors do not hang around for long. As a last resort they may leave Ulthuan altogether. |
| 21-30 | Mercenary | Some High Elf warriors have a taste for battle and when there is no-one to fight they will go and search for adversaries... for money and glory. |
| 31-50 | Militiaman | Part of Ulthuan's citizen-soldiery whereby all able bodied citizens are required to train in the use of arms. |
| 51-70 | Noble | Perhaps a young Elf noble who desires adventure? Bringing back tales of glory, battle and heroism, to Ulthuan is too good an opportunity to miss. |

| | | |
|-------|----------|--|
| 71-75 | Outlaw | A criminal, an outcast or an exile. How he came to be one of the three only he knows (he could have been accused of being a Druchii spy or a member of a Chaos cult.) Getting away from the Elven Kingdoms is a good beginning for a new life... |
| 76-80 | Servant | High Elf Servants are much like those as described in the WFRP rulebook except that they are better treated and certainly better dressed. |
| 81-95 | Soldier | Part of the professional armed forces. The character could have been an archer or a spearman. |
| 96-00 | Watchman | A High Elf Watchman is known as a Manniocs-Quinsh or 'Guardian of the Peace'. Duties as for WFRP career of the same name. |

High Elf Rangers are slightly more rustic than the typical city dwellers, most coming from Avelorn, Chrace and the north-western realms where life is more agricultural and of course where Dark Elf raiders sometimes make landfall to ravage the land.

| HIGH ELF RANGER BASIC CAREER CHART | | |
|------------------------------------|---------------|--|
| D100 | Career | Notes |
| 01-10 | Bounty Hunter | High Elf Bounty Hunters are hired to scour the land for Dark Elf spies or agents of the Cult of Pleasure. Some forays can take them beyond the shores of Ulthuan. |
| 11-20 | Gamekeeper | There are many areas sacred to the High Elves, notably in Avelorn, where the unicorn roam free, and in Ellyrion, where the Elven steeds graze on the plains. Such creatures need protecting. Alternatively, the High Elf Gamekeeper could be someone who protects his master's orchards. |
| 21-30 | Herdsman | Horseherder; a most noble High Elf profession. In Ellyrion, which is where most of the horses are bred, the horse herds are cared for by the herders who protect them from not only thieves and beasts from the Annuli but from Dark Elves who value the black horses above all others. |
| 31-40 | Hunter | Most Hunters come from Chrace where the fierce white lion is hunted for sport. Hunters also form bands of warriors in times of war. |
| 41-50 | Muleskinner | As WFRP career but without Specialist Weapon - Flail; gain Ride - Horse skill. |
| 51-60 | Outrider | Ulthuan is not wholly a safe country. The Annuli is home to many dangerous beasts and Dark Elf infiltrators are always a threat as are, to a much lesser extent, other Elves, so it is up to the Outrider to reconnoitre the land to look out for these dangers. |
| 61-70 | Prospector | The Annuli is said to be littered with all manner of precious stones. This is enough to lure some hardy souls who try to find them. |
| 71-80 | Roadwarden | High Elf Roadwardens have a duty to patrol the roads and ways to ensure that they are safe, especially those near the mountains where Chaos beasts sometimes can be found entering the lowlands. |
| 81-90 | Trapper | Overwhelmingly Avelorian or Chracian who enjoy hunting animals for their skins. Some dare to venture deep into the Annuli mountains where many creatures of Chaos dwell. |
| 91-00 | Woodsman | High Elf Woodsmen are guardians of the wood as Avelorn has the largest population of Treemen in the world, so trees are not felled to the extent that they are in the Old World. Woodsmen protect the forests from uninvited guests be they Chaos beast or Elf. |

| HIGH ELF ROGUE BASIC CAREER CHART | | |
|-----------------------------------|----------|---|
| D100 | Career | Notes |
| 01-10 | Agitator | Urging the populous for vigilance against Dark Elf invasion, the Cult of Pleasure, or voicing their opinion about a myriad of things. |
| 11-20 | Bawd | Bawds are usually employed to bring people to luxurious restaurants or inns, or to guide people to the finest museums in town. |

| | | |
|-------|-------------|---|
| 21-30 | Entertainer | Usually Acrobats, Fire Breathers, Jugglers, Knife Throwers, musicians or singers. Nobles employ entertainers for their amusement. |
| 31-40 | Gambler | As WFRP career. |
| 41-75 | Minstrel | As WFRP career. |
| 76-90 | Raconteur | As WFRP career. |
| 91-00 | Smuggler | There are always some who wish to avoid paying the necessary trade taxes. |

| HIGH ELF ACADEMIC BASIC CAREER CHART | | |
|--------------------------------------|----------------------------|--|
| D100 | Career | Notes |
| 01-10 | Alchemist's Apprentice | As WFRP career. |
| 11-20 | Artisan's Apprentice | As WFRP career. |
| 21-25 | Herbalist | As WFRP career. |
| 26-35 | High Elf Mage's Apprentice | As Realms of Sorcery's Wood Elf Mage but without access to Tree Song magic and Concealment Rural. |
| 36-45 | Initiate | Character may become an Initiate of any one of the Elf Gods in the Religion Section . |
| 46-50 | Pharmacist | As WFRP career. |
| 51-55 | Physician's Student | As WFRP career. |
| 56-65 | Scribe | As WFRP career. |
| 66-70 | Seer | Some High Elves believe that the Cult of Pleasure is on the rise and that the other religions must do something to prevent this. Such characters act on their own to preach to the populous about the dangers of excess. |
| 71-85 | Student | As WFRP career. |
| 86-00 | Trader | High Elf Traders, more often than not, are owners of shops selling anything from foodstuffs and fine wine to expensive clothes and jewellery. |

SEA ELF PCs

Sea Elves are hardworking souls used to physical labour and a life of toil. They endlessly guard the coastlines of Ulthuan, ever on the lookout for attacks from Dark Elf invaders and even attackers from the Old World and Norsca. They are fine sailors and are not afraid of exploration; they founded the New World colony of Arnheim as well as the sea fortresses called the Citadel of Dusk and the Fortress of Dawn, located on the southern tip of Lustria and the Southlands respectively. From these colonies the Sea Elves keep the sea lanes open, attacking pirates on sight, sometimes tracking them to their lairs and eventually destroying them - thanks to them the seaways between the Old World and Lustria remain open.

Sea Elf populations predominate in the more northerly realms of Ulthuan, namely Cothique, and Chrace, Tiranoc, Eataine, Yvresse, where there is a mix of the two kindreds. Most merchants in Eataine are Sea Elf and their ships can be found sailing to and fro from Marienburg, where a colony of five hundred Sea Elves dwells called Sith Rionnasc namishathir (see Hogshead's Marienburg supplement.) Some Sea Elves use this as a base

for entering the interior of the Old World, especially the Empire. Much smaller communities can be found in other parts of the Old World, particularly in L'Anguille, which used to be a High Elven fortress in ancient times.

Most High Elves regard their Sea Elf cousins as brash and uncouth and they in turn are frustrated by High Elf arrogance, as they are too eager to meddle in their affairs even when they have little, or no, knowledge about them.

Physique: Sea Elves closely resemble their High Elven kin except that they favour wearing clothes of a more functional design with favoured colours being blue, blue-green, grey and silver. Most Sea Elves have fair hair and pale blue or grey eyes; some sailors like to dye their hair blue or sport blue highlights in their locks.

SEA ELF CHARACTER PROFILE

| | |
|------------|---------|
| M | D3+3 |
| WS | 2D10+30 |
| BS | 2D10+20 |
| S | D3+1 |
| T | D2+1 |
| W | D3+3 |
| I | 2D10+40 |
| A | 1 |
| Dex | 2D10+30 |
| Ld | 2D10+30 |
| Int | 2D10+40 |
| Cl | 2D10+40 |
| WP | 2D10+30 |
| Fel | 2D10+30 |

Languages: Tar-Elthárin and Old Worlder.

Night Vision: 20 yards.

Alignment: Lawful or Good.

Height: Males 5'10" + D10". Females 5'6" + D10".

Psychology: No special psychology rules.

Age: Same as for Wood Elf characters.

Fate: D3-1 fate points.

Mandatory Skills: All Sea Elves have *Excellent Vision*. If the character has two or more initial skills, the second will be *Swim* and the third will be from the following: *Boat Building*, *Dance*, *Sailing* and *Sing* - with remaining skills being determined from the Elf skill charts.

Religion: Sea Elves revere Mathlann God of the Storms (Elven aspect of Manann) above all others. Asuryan is also revered as the Lord of all Elf Gods.

SEA ELF ADVENTURERS

Unlike High and Wood Elves, Sea Elves are naturally venturesome and are inclined to adventure and they are more in-tune with the world of Men. This is compounded by the fact that some Sea Elves can speak the Norse

language so this suggests they have regular dealings with humans, although this still doesn't mean that they have any more love for them than High Elves for example.

PC Sea Elves should ideally come from Marienburg, where there dwells five hundred likewise souls, in Sith Rionnasc namishathir or Elftown, as it is known locally. Players should then use the same career generation guidelines as for Wood Elf characters.

WOOD ELF PCs

The Wood Elves are all that remain of the High Elf colonists that chose not to obey their Phoenix King, Caradryel the Peacemaker, to return to Ulthuan when Naggaroth once again threatened the Elven Kingdoms some four thousand years ago. Although many chose to go back, some of the hardest remained. Their love of the forests was strong and so they founded Athel Loren, the majestic Wood Elf realm that lies in the vast Forest of Loren in Bretonnia, a little west of the Grey Mountains.

After thousands of years, the Wood Elves have changed. Intuition became their source of wisdom rather than through books of law. They are less haughty and appear to be more 'rounded' than their High Elf cousins. Isolated from the wisdom and learning of High Elven sages, their art and magic developed quite differently. Because of this change of direction they unknowingly avoided the temptations of wealth and luxury which beset their distant kindred and in many ways became a hardier and simpler folk. They took to worshipping different gods although they still held many of the gods of the High Elf pantheon in high esteem, not least Isha the goddess of the harvest and wife of Kurnous Lord of the Beasts. To this day Wood Elf relations with Ulthuan remain very good and visiting dignitaries of both kin are warmly welcomed and respected, though some High Elves may still think of their woodland kin as rather 'rough' and 'rustic'.

Wood Elves have developed a strong intuition and reverence for nature. They have acquired an instinctive cunning and stealth in the wilds and a distrust of anything unnatural. They are very perceptive of the subtle currents pervading the wood, including magic. It takes a long time to earn their trust or respect and any betrayal will provoke certain revenge.

Wood Elves are extremely skilled as craftsmen, but they do not have access to a vast range of materials, and must use what they gather in their woodland realm, supplemented by trade with outsiders. Wood is used for many things, such as goblets, jars, weapons (typically bows, staffs and spears) and even some armour (mainly shields). Metal is used, but this tends to be copper and gold, malleable metals that can easily be beaten into shape without the need for furnaces. Metal ore is often found in the mountains, at the surface, and gold can be panned for in the fast flowing mountain streams. This has led to altercations with dwarf and human prospectors. Iron is often acquired by trading with human settlements around the forest: Humans value Elven jewellery and are grateful for the protection offered to them by the mobile Elven Waywatchers and Scouts. Metal weapons and armour are often prized heirlooms dating back to the High Elf colonisation of the Old World.

Physique: Wood Elves are physically very similar to the High Elves, from whom they are descended and related by kinship, being tall and lithe with elegant and graceful movements. They are intelligent, intuitive and quick witted as well as fleet of foot.

Wood Elves have strangely beautiful faces, though pale (which is possibly due to spending most of their time in the shadows of the trees and in the muted sunlight of the woodland glades), with brightly coloured eyes, often violet. Many have blond or silvery grey hair which shimmers like silver or gold thread. Others have raven black hair with an intense bluish sheen.

Wood Elf clothing is made from cloth woven from thread spun from various plants or from the hides of woodland animals. They favour natural colours of blue, green and ruddy browns often decorated with sharply contrasting patterns of a more vivid hue. Cloaks may even be made of leaves sewn together to allow the Elves to blend into the surroundings. Many wear their hair long and braided, or decorated with feathers which are a symbol of marksmanship.

Wood Elves are experts with the long bow, which they use to hunt game and to defend their realm. The bows are typically fashioned from laminated strips of wood and the arrow heads are made from flint or obsidian due to the rarity of iron.

WOOD ELF CHARACTER PROFILE

| | |
|------------|---------|
| M | D3+3 |
| WS | 2D10+20 |
| BS | 2D10+30 |
| S | D3+1 |
| T | D2+1 |
| W | D3+3 |
| I | 2D10+40 |
| A | 1 |
| Dex | 2D10+30 |
| Ld | 2D10+30 |
| Int | 2D10+40 |
| CI | 2D10+40 |
| WP | 2D10+30 |
| Fel | 2D10+30 |

Languages: Fan-Elthárin and Old Worlder.

Night Vision: 30 yards.

Alignment: Lawful or Good, most are Good.

Height: Male 5'6" + D10". Females 5'4" + D10".

Psychology: No special psychology rules.

Age: See WFRP.

Fate: D3-1 Fate points.

Mandatory Skills: All Wood Elves have *Excellent Vision*. If a character has two or more initial skills, the second will be from the following *Dance*, *Sing*, *Musicianship* and *Silent Move Rural*.

WOOD ELF ADVENTURERS

Role-playing a Wood Elf is relatively straightforward. As they come from the forests they will be suspicious of human civilisation, being rustic and rather shy. They will also be reserved and rarely show any emotion, at least in front of non-Elves they don't know very well. But they will be very loyal indeed and will always seek to lend a helping hand to a comrade in need. They will express their opinions on matters of natural living things, especially trees, and will voice caution upon cutting the branches of good trees - lest the spirits awake. They also hate grossly unnecessary violence unless it is against Chaos or goblinoids who are the defilers of the forests.

Wood Elf adventurers are very different to the rest of their brethren. Generally Wood Elves do not leave their forest homes and will only do so should the need be great. However, some Wood Elves do live in human society, certainly in the Empire, and actually live very 'human' lives; Rallane Laffarel, Court Minstrel to Graf Boris Todringer; Allavendrel Fanmaris, Master of the Graf's Hunt; along with a hundred other Elf souls who live in Middenheim. Then there is Trancas Quendalmanliye, the Wood Elf owner of a casino in Marienburg (he has his own reasons for following this highly unusual, and dubious, path.) Once in human society, Wood Elf exiles take on human roles and careers, although some careers specific to them, Beastfriend and Wardancer, can still be followed (circumstances permitting) just as Dwarfs can enter the many careers specific to them such as Trollslayer, Engineer, Sapper and Loremaster to name but a few.

DARK ELF PCs

The Dark Elves, or Druchii to give their name in Tar-Eltharin, were expelled from the Elven Kingdoms several millennia ago in a series of bloody civil wars after a few of their kind took to worshipping Slaanesh, fronted by the Cult of Pleasure. The ancestors of today's Druchii inhabited the northwestern part of the island of Ulthuan called Nagarythe (Shadowlands) and they were also known as the *Malteeras* (People of the Northern Reaches) and the *Naggarothi* (Folk of Nagarythe.) Much of this land now lies beneath the Great Ocean, sunk in the cataclysm when the Lord of the Dark Elves, Malekith (the Witch King), sort to unbind the vortex of the Isle of the Dead, which kept the Realm of Chaos out of the world, so that the daemonic forces of Chaos could aid the Naggarothi against the High Elves. But the mages of the Isle countered the Witch King's magic causing a huge wave to rise from the ocean, burying Nagarythe beneath the sea. The surviving Dark Elves fled to the cold lands of the north, Naggaroth, where to this day they still nurse their hatred of the Elves of Ulthuan.

Dark Elf society is quite often harsh and brutal, as one would expect from a people driven by the reverence of Khaela Mensha Khaine (The Bloody Handed God) and in no small part to the worship of the Chaos Gods, especially Slaanesh (a driving force behind the still thriving Cult of Pleasure within Naggaroth.) Most Druchii worship both Khaine and Slaanesh in the same way that Old Worlders will revere many gods according to their desires. It is not surprising that through the worship of these gods, Dark Elves revel in torture and death.

From an early age Dark Elf children are taught that upon their death they will join Khaela Mensha Khaine in his kingdom and that His way is the way of all things; all blood belongs to the Lord of Murder and the more blood is spilt the greater their rewards will be when they die and their souls depart for the kingdom of Khaine. This is the main reason in which many thousands of captives are ritually sacrificed upon the alters of Khaine throughout the year, each one is an offering to the Bloody-Handed God. This belief that their souls belong to Khaine is one of the reasons why Dark Elf warriors do not fear death.

The six cities of Naggaroth are dominated by noble families, much like the kingdoms of men are. In fact the only differences between mannish civilisations and that of Naggaroth is that the Druchii rely almost entirely on slave labour and openly worship the Dark Gods and actively promote debauchery in whatever shape or form. Slaves are bought from the slavers of Karond Kar by wealthy families so that they maybe used for such purposes. Dark Elf corsairs have restricted the areas in which they raid for slaves over the past centuries mostly due to the continued ascendancy of the human race, which the Dark Elves are loath to admit. The most popular places are the more fragmented regions of the Old World, such as Estalia and Tilea, and places closer to home such as the New World and coastal regions of Ulthuan. However, the Old World is rarely the target of open raids any more and such events can only be found in peasant folklore these days.

Read more about the Dark Elves by going to the Dark Elf Bestiary.

Physique: Dark Elves resemble High Elves closely though their complexion may be slightly paler than those of the Asur.

DARK ELF CHARACTER PROFILE

| | |
|------------|---------|
| M | D3+3 |
| WS | 2D10+30 |
| BS | 2D10+20 |
| S | D3+1 |
| T | D2+1 |
| W | D3+3 |
| I | 2D10+40 |
| A | 1 |
| Dex | 2D10+30 |
| Ld | 2D10+30 |
| Int | 2D10+40 |
| Cl | 2D10+40 |
| WP | 2D10+30 |
| Fel | 2D10+30 |

Languages: Druchii (Dark Elvish), Tar-Elthárin and Old Worlder (Dark Elves learn the language of men so that they can taunt and insult them.)

Night Vision: 30 yards.

Alignment: Evil or Chaotic.

Height: Males 5'10" + D10". Females 5'6" + D10".

Psychology: Subject to *hatred* of High and Sea Elves.

Age: Same as for Wood Elf characters.

Fate: D3-1 fate points (minimum 1).

Mandatory Skills: All Dark Elves have *Excellent Vision*. If the character has two or more initial skills, the second will be one from *Frenzied Attack*, *Prepare Poisons*, or *Torture* - with remaining skills being determined from the Elf skill charts.

DARK ELF ADVENTURERS

Some Dark Elves are naturally curious about the outside world and even more curious about the kingdoms of men. To the Dark Elves, men are seen as little more than upstart savages and pathetic weaklings, with their short lives and crude cultures. To this end the Dark Elves over the years have invented many games involving humans. By far the most popular of these is 'the Hunt'. Usually this is nothing more than to release human slaves into the cold wilds of Naggaroth and hunt them down on the backs of horses or cold ones. But some enterprising souls, bored with pursuing malnourished weaklings, extend this to the lands of men themselves where the 'game', i.e. humans, is far more substantial and more exciting; the flayed skin of a human noble is especially prized.

Dark Elf adventurers, whether in the Old World of their own accord or not, take on the guise of their less malevolent kindreds, High/Sea/Wood Elves, seldom ever revealing their true nature until the time is right. Like most evil folk they are very materialistic and some will seek out adventurers, as they usually carry a wide variety of equipment and even some magical artefacts. Also, a Dark Elf will latch onto a party and lend them his every support, fighting enemies, administer healing etc. If the party comes across any desirable artefacts, especially magical, then the Dark Elf will try to steal them, denying that he had anything to do with their theft of course! After he has got all he can from the adventuring party he will leave the party and, if he can, or is that way inclined, stalk and murder them.

| DARK ELF WARRIOR BASIC CAREER CHART | | |
|-------------------------------------|-------------|--|
| D100 | Career | Notes |
| 01-15 | Bodyguard | Dark Elf nobles are constantly under fear of assassination and consequently have armies of Bodyguards to protect them. As WFRP career plus: 25% chance of Specialist Weapon - Repeater Crossbow. |
| 16-30 | Marine | Dark Elf marines are called Corsairs. As WFRP career plus: Swim. |
| 31-40 | Mercenary | As WFRP career. |
| 41-50 | Noble | Pinnacle of Druchii society, very warlike and despotic. As WFRP except, lose: Blather; Charm; Luck; Musicianship; Wit; and gain: Disarm; Dodge Blow; Intimidate; Specialist Weapon - Lance, Repeater Crossbow; Strike Mighty Blow. |
| 51-55 | Outlaw | As WFRP career. |
| 56-65 | Pit Fighter | Akin to Gladiators, adored and loved in Dark Elf society; fight beasts too. |
| 66- | Protagonist | As WFRP career. |

| | | |
|-------|---------|---|
| 75 | | |
| 76-90 | Soldier | Like the High Elves, Dark Elves rely on recruiting directly from the general population for their armies. Since their society is based around a culture of war and death Dark Elf warriors are ready-trained for battle. They also serve as a police, marshalling the cities for any intransigence. |
| 91-00 | Squire | Nobles and Dark Elf knights do not arm and dress themselves for battle. Squires fulfil this task in a ritual sequence. |

| DARK ELF RANGER BASIC CAREER CHART | | |
|------------------------------------|---------------|--|
| D100 | Career | Notes |
| 01-15 | Bounty Hunter | Much reward is placed on the capture of High Elf spies within Naggaroth, as well as on other Dark Elves, and this is carried out by Bounty Hunters. |
| 16-20 | Herdsman | Karond Kar is the bastion of the Beastmasters and this career represents an apprentice Beastmaster, learning his trade in caring and training the gigantic beasts of war: hydra, manticore and a host of other creatures. |
| 21-35 | Hunter | These people are responsible for ensuring that a noble's land is free from dangerous beasts so that slaves can be released upon it and hunted. The Hunters also accompany the hunt, acting as a kind of bodyguard in case any beasts should be in the vicinity. |
| 36-45 | Muleskinner | Cold ones usually transport goods across the bleak wastes of Naggaroth from city to city and Muleskinners ensure that they are well looked after and also double up as guards. As WFRP career: Animal Care - Cold One; 75% chance of Animal Training - Cold One. |
| 46-60 | Outrider | These are known as Dark Riders. They effectively carry out the same duties as Outriders and are also used to attack an enemy in lightning raids. As WFRP career plus spear. |
| 61-70 | Pilot | As WFRP career. |
| 71-80 | Prospector | Dark Elves employed to scour the land for precious minerals, especially that of galvorn. |
| 81-90 | Roadwarden | The borders of Naggaroth are seldom peaceful, especially the northern border which hugs the Realm of Chaos. These riders patrol these border areas. |
| 91-00 | Trapper | Typically these Dark Elves work in tandem with the Beastmasters of Karond Kar, charged with finding and trapping creatures for their training pits. |

| DARK ELF ROGUE BASIC CAREER CHART | | |
|-----------------------------------|-------------|---|
| D100 | Career | Notes |
| 01-10 | Bawd | Dark Elf cities are not noted for their friendliness and these people serve as guides to ensure the safety of visiting nobles (or the reverse!). |
| 11-20 | Beggar | The lowest rung of Dark Elf society, one above slaves. Dark Elf Beggars must constantly live by their wits or they could be the next victims on the altars of Khaine. |
| 21-30 | Entertainer | These Dark Elves engage in sadomasochistic entertainments for the Dark Elf elite; Knife Throwers never miss the target! |
| 31-45 | Footpad | There are many of these in the cities of Naggaroth. |
| 46-55 | Gambler | As WFRP career. |
| 56-60 | Jailer | As WFRP career. |
| 61-70 | Rustler | Dark Elf Rustlers steal horses from the Ellyrians on Ulthuan itself. Also charged with stealing slaves. |

| | | |
|-------|-------------|-----------------|
| 71-80 | Smuggler | As WFRP career. |
| 81-90 | Thief | As WFRP career. |
| 91-00 | Tomb Robber | As WFRP career. |

| DARK ELF ACADEMIC BASIC CAREER CHART | | |
|--------------------------------------|------------------------|---|
| D100 | Career | Notes |
| 01-05 | Alchemist's Apprentice | As WFRP career. |
| 06-15 | Artisan's Apprentice | As WFRP career. |
| 16-25 | Exciseman | Tax collectors. If no payment is forthcoming slaves will be taken instead. If no slaves can be taken as payment then a family member will be taken. |
| 26-30 | Herbalist | Dark Elves who are tasked with scouring the land for poisonous herbs. |
| 31-40 | Initiate | Khaine and Slaanesh are the two dominate religions of the Dark Elves, though a character may choose any of the Chaos Gods in Realms of Sorcery to follow. |
| 41-45 | Pharmacist | Producers of lethal poisons. |
| 46-50 | Physician's Student | As WFRP career. |
| 51-60 | Scribe | As WFRP career. |
| 61-70 | Seer | Respected augers and diviners. |
| 71-80 | Student | As WFRP career. |
| 81-90 | Trader | As WFRP career. Dark Elf Traders trade in slaves too. |
| 91-00 | Wizard's Apprentice | Sanctioned Dark Elf wizards are all female and are known as Sorceresses (male sorcerers have since all be killed because of the prophecy that Malekith will be killed by one of them.) Male Dark Elf sorcerers do secretly exist but they work deeply undercover, perhaps in the Old World? |

HALF-ELF PCs

Progeny produced from the union of Elves and Men are extremely rare as to be virtually unknown. Elves, with the possible exception of the mercantile Sea kindred, are very suspicious of humans and have very little to do with them, which makes it very difficult for the two races to relate to one another. Then there is the fact that Elves are so rare in the Old World to the point of making them almost mythical; certainly the Wood Elves are viewed as supernatural entities by some woodsmen who have ever seen them and the feeling of distrust is mutual although there might exist an underlying element of respect. These factors make it almost impossible for humans and Elves to ever interact on a more friendly basis.

Half-elves almost always live among Elvenkind at some point in their lives and this is often necessary for there is a lot of stigma attached to anyone with strange idiosyncrasies in your typical Reikland village for example; Half-elves can live for two or three centuries, many times that of a human, and to exist for so long, when generation after generation dies, can only arouse suspicion and the involvement of Witch Hunters. However, it is

often the case that Elves will eventually find the Half-elf and invite him to live with them, away from the 'barbaric' world of Men.

The choice a Half-elf must make, whether living with Elves or Men, upon reaching adulthood, is to decide whether he or she wants to live among Elves or Men.

Half-elves who choose to live among the Firstborn become true Elves in the eyes of their adopted clan/tribe/kinband, observing all their customs and traditions, religion, and, if among Wood Elves, shown the secret paths to their kingdoms. As they grow they become more and more Elvish until they resemble Elves so closely that only Elves can differentiate between the two races. This Elvish life brings an increased lifespan of several centuries.

Half-elves who choose the latter option, to live among Men, for whatever reason, effectively become Men and are treated as such by Elves. A Half-elf who chooses mankind has a substantially reduced lifespan, still considerable compared to humans, living from one hundred to two hundreds years and perhaps a little more. As they age they begin to look more human and some males might actually be able to grow facial hair, though this is not usual.

Physique: Half-elves are stouter than normal Elves, but slighter than men, and have thin, angular features; they are just as supple as Elves with eyesight likewise as keen. Hair colour is generally brown or black and eyes are usually grey. Half-elves who live among Elves adopt their styles and fashions; hair is often worn long and maybe plaited or pony-tailed; and clothing is exceedingly well-made and subtly adorned. Half-elves who live among humans are inclined to mannish trends, though some of their habits may belie their Elvish lineage.

HALF-ELF CHARACTER PROFILE

| | |
|------------|---------|
| M | D2+3 |
| WS | 2D10+20 |
| BS | 2D10+20 |
| S | D3+1 |
| T | D3+1 |
| W | D3+4 |
| I | 2D10+30 |
| A | 1 |
| Dex | 2D10+30 |
| Ld | 2D10+20 |
| Int | 2D10+30 |
| CI | 2D10+30 |
| WP | 2D10+30 |
| Fel | 2D10+20 |

Languages: Elvish Half-elves: Old Worlder, Elthárin. Mannish Half-elves: Old Worlder.

Night Vision: 20 yards.

Alignment: Lawful, Good or Neutral.

Height: Male 5'6" + D10". Female 5'4" + D10".

Psychology: No special psychology rules.

Age: Elvish Half-elves: same age generation as for Wood Elf characters. Mannish Half-elves: same age generation as for Dwarf characters.

Fate: Elvish Half-elves: D3-1 fate points. Mannish Half-elves: D3 fate points.

Mandatory Skills: Elvish Half-elves: *Excellent Vision*. If the character has two or more initial skills, the second will be one from *Dance*, *Musicianship* or *Sing* - with remaining skills being determined from the Elf skill charts. Mannish Half-elves: *Excellent Vision*. All other skills to be determined on Human skill charts.

Careers

Elvish Half-elves: has access to all the careers as Wood Elves and must have I 50 to be a Rogue. Use the same career charts as Wood Elves.

Mannish Half-elves: treat character as human adventurer, use the same career charts as humans.