

THE HALF-ELF

ADAPTED FROM JAMES SPAHN'S LABYRINTH LORD CLASS BY JOHN A. LARGE

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Half-Elves are the result of a union between a human and elf, and they often have trouble fitting into either society, inheriting both the grace of their elven parents and the adaptability and curiosity of their human lineage. Although these traits seldom make for a quiet or secure life, they are often very useful when taking up the adventuring life.

Half-Elves are slight of build, averaging 150 pounds, with an average height of five and a half feet. They have pointed ears and have inherited a love of nature and growing things from their elven parent.



HALF-ELF ABILITIES

WEAPON AND ARMOR RESTRICTIONS

Half-Elves may not wield two-handed melee weapons and may only wear up to Chain Mail armor. Half-Elves may use any ranged weapons as well as shields.

LANGUAGES

All Half-Elves speak Common and Elvish.

SECRET DOORS

Half-Elves are able to detect secret doors on a roll of 1-2 on a D6 if actively looking. They also receive a +4 saving throw against the paralysis effect of ghouls.

THIEVERY

Half-Elves are often forced to rely on nefarious talents to survive, when attempted to sneak, hide or pick pockets a Half-Elf may roll 1D6 and succeed if they roll equal to or below their Thievery score.

EXPERIENCE BONUS FOR HALF-ELVES

The 5% experience bonus for Half-Elves is given for a Dexterity of 15+. A character must have a dexterity, intelligence and charisma score of 9+ to be a Half-Elf.

HALF-ELF ADVANCEMENT

Level	XP	HD	BHB	ST	Thievery
1	0	1+1	+0	14	1
2	2300	2	+1	13	1
3	4600	3	+2	12	2
4	9000	4	+2	11	2
5	18000	5	+3	10	2
6	36000	6	+4	9	3
7	72000	7	+4	8	3
8	144000	8	+5	7	3
9	280000	9	+6	6	4
10	560000	10	+6	5	4