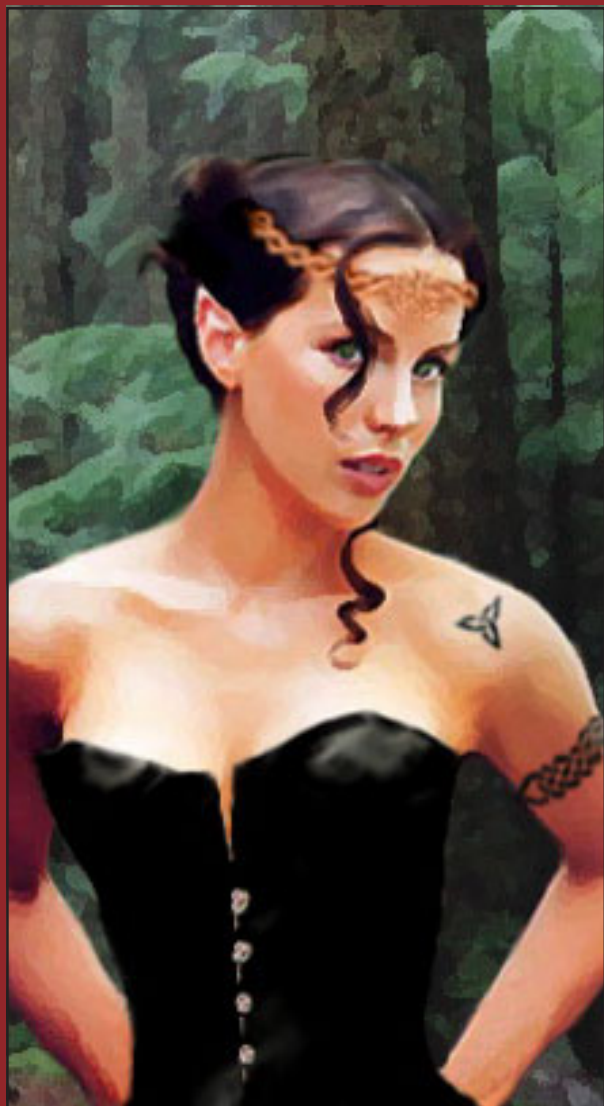


RACE



BACKGROUND

ELVES are an ancient race, fair and formidable. They are quite cooperative and thrive in robust villages, while maintaining seclusiveness from other races. Elves are logical and artistic, thoughtful and passionate, physically expressive and spiritually guided. Their adolescence is long, usually lasting from age fifteen to fifty, ending with a period of wanderlust that may range from months to years. It is in these years that many elves take up with other races and find mates in other elfin villages. Afterward they tend to settle into their community and truly master several skills suited to their personal prowess and their tribes' needs.

PLAINS ELVES have adapted to open lands, being somewhat taller and leaner than most elves. Their vision is exceptionally superior, and their endurance footspeed remarkable. Furthermore, they have found kinship with horses, and are famed for their ability to train the steeds far beyond human standards.

RACE

RACE NORMS

Race: Plains Elf
Genus species: *Altafacio planus*
Gender: Female

Immortality: Quasi-Mortal (SOOTT 4)
Age (exp./max): 250 / 500 yrs

Weight: 60-100 kg
Size: 1.6-2.2 x 0.4-0.5 x 0.2-0.3 m

<u>Avg / Max</u>	<u>Attributes</u>
80 / 100	CORPUS
100 / 120	MENTUS
110 / 140	SPIRITUS

<u>Sense</u>	<u>SOOTT</u>
Vision (light)	7
Vision (dark)	4
Hearing	6
Smell	6
Taste	6
Touch	6

Special Abilities
 [none intrinsically]



Cut out card along perimeter;
 Fold along 2 vertical white lines (arrows);
 Fold thin (right-hand) leaf inbetween larger leaves;
 Insert into side of Corpus Sheath with "Race" showing.