

Elven Races

In Kesperex the Elves are children of the ancient goddess the Earth Mother. Their Empires and their culture reached the height of their power during the first age. All the children of the mother formed vast Empires when the old goddesses were in ascension—great cities built in the vast untouched forests with all matters of Fey creatures, and the Elves were the noblest amongst their kind. Tall, green skinned, creatures both of both flora and fauna, their bodies, minds, and souls drunk with pure wild magic from close communion with their Mother.

Then, as the dragons rose it changed. The Earth Mother began to withdraw. The dragons cleared vast swaths of previously untouched virgin forests to build their cities and roads—putting plains in their places, pushing the Earth Mother's children further and further back. The more wildernesses lost, the less the Earth Mother cared, and after her four legitimate children were born from her marriage to the Great Father, when the Oldest God had thrown her over for another bride, the Earth Mother turned her back forever on Kesperex and her Elven children.

Cut off from the Magic they'd grown powerful on, the Elves began to suffer withdrawal. They shrank from their original stature, their skin grew softer, the magic stored in their limbs weakened. By the end of the second age only a handful of the old elves remain—and even those must study and work to gain the shadow of their former glory.

Cut off from most of Kesperex the Second Age Elves lived exclusively North of the Dragon's Wall—holding onto a small sliver of the Empires they once ruled. As the second age turns to the third, the Elves grow ever more like the humans who were gaining ascendance under the new gods—fracturing into multiple tribes, evolving different niches to survive in a world less and less their own. Their life spans dwindled, they became mostly fauna—their ties to the plants severed like their ties to the Earth Mother.

In the third age, many elves have turned their back on their Mother, choosing instead one of the other of her children to follow—seeking always to sustain themselves on newer, fresher magic, closer and more powerful to what ran in their ancestors veins.

Forest Elves

Forest Elves are available for play during Third Age. As the Elven Race further split along the years, some elves retreated into the forests. Despite their habitats slowly vanishing, they held tight to their Druidic heritage. Though they lost the plant like qualities which had defined their ancestors, Forest elves are the inheritors of the Fey Elves. They grow their hair long and wild, dressing in browns and greens and living in close harmony with the forest.

- +4 Wis, -2 Str, -2 Con. Though Wise, Forest elves are slight of build.
- Humanoid—Forest Elves are humanoid type.
- Medium: Forest elves are medium size, gaining no bonuses or penalties.
- Base land speed: 30 ft.
- +4 racial saving throw bonus against magical sleep effects and a +2 racial saving throw bonus against enchantment spells or effects.
- Low-Light Vision: A Forest elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions or poor illumination. She retains the ability to distinguish color and detail under these conditions.
- +2 racial bonus on Perception checks.
- +4 racial bonus to Survival when in forested environments; +4 racial bonus to Handle Animal with forest creatures.
- A Forest elf can cast *Speak with Plants* once a day as a spell like ability.
- Weapon Proficiency: Forest elves receive Martial Weapon Proficiency with the Throwing Axe, Hand axe, Shot bow (and composite), and Long bow (and composite) for free.

Mongrel Elves

Mongrel Elves are the elves who have filled in the society. Living primarily with amongst humans, Mongrel Elves have few, if any strongholds of their own. They value a variety of elven lore that they have managed to hold onto from the past, though they are of mixed heritage and do not identify strongly with either Fey or Arcane elves, and are amongst the furthest Elf sub-races from their original ancestors.

- +2 Dex, +2 Cha, -2 Con. Mongrel Elves are graceful but frail.
- Humanoid—Mongrel Elves are humanoid type.
- Medium: Mongrel elves are medium size, gaining no bonuses or penalties.
- Base land speed: 30 ft.
- +4 racial saving throw bonus against magical sleep effects and a +2 racial saving throw bonus against enchantment spells or effects.
- Low-Light Vision: A Mongrel elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions or poor illumination. She retains the ability to distinguish color and detail under these conditions.
- +2 racial bonus on Listen, Search, and Spot checks. A Mongrel elf who merely passes within 5 feet of a secret or concealed door is entitled to a search check to notice it as if she were actively looking for it. Mongrel elf senses are so keen that they practically have a sixth sense about secret portals.
- Weapon Proficiency: Mongrel elves receive Martial Weapon Proficiency with the Long Sword, Rapier, Shot bow (and composite), and Long bow (and composite) for free.

Plains Elves

Throughout much of what used to be Empire lands, the primary Elven sub-race has come to be the Plains Elves. Loosely affiliated with each other, though holding few lands of their own—the Plains Elves are wanderers amongst the grasslands and cities, traveling the fringes of societies, never liking to overstay their welcome in any place too long. Their travels have hardened them, and long generations as sell swords and outriders have bred a strength amongst the plain elves that is uncommon and unexpected compared to their brethren. Plains Elves tend to live solitary lives, though they often find themselves devoted to a cause, becoming Clerics and Paladins—ironically, religious Plains Elves almost never worship any of the nature deities, tending instead towards worship of Erin, Jarrett, Pacifa, and Atrianna.

- +2 Str, +2 Cha, --2 Dex. Plains Elves are strong, though clumsy.
- Humanoid—Plains Elves are humanoid type.
- Medium: Plains elves are medium size, gaining no bonuses or penalties.
- Base land speed: 30 ft.
- +4 racial saving throw bonus against magical sleep effects and a +2 racial saving throw bonus against enchantment spells or effects.
- Low-Light Vision: A Plains elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions or poor illumination. She retains the ability to distinguish color and detail under these conditions.
- +2 racial bonus on Perception checks.
- +4 racial bonus on Ride; +2 racial bonus on Handle Animal checks involving mounts.
- Count as one level higher for the purposes of Animal Companions or Bonded mounts (so long as the companion can serve as a mount).
- Weapon Proficiency: Plains elves receive Martial Weapon Proficiency with the Long Sword and Lance and proficiency with Shields for free.

Pixie Elves

When the Forest Elves retreated into the near forests, the Pixie Elves retreated into the deepest, wildest, most remote jungles and forests. Forming small, isolated tribal societies, Pixie Elves have secluded themselves away from all other society, becoming wild and strange seeming to even the “city dwelling” forest elves. Over the years, they shrunk in stature—finding stealth, speed, and subtlety far more suited to their isolated lives in the deep places of the world.

- +4 Dex, -4 Str. Pixie Elves are incredibly weak in strength, but incredibly nimble and agile.
- Humanoid—Pixie Elves are humanoid type.
- Small: Pixie elves are small size gaining a +1 size bonus to Armor Class, a +1 size bonus to attacks rolls, and +4 size bonus on Hide checks, but he uses smaller weapons than humans use, and his lifting and carrying capacities are three-quarters of those of a Medium character.
- Base land speed: 20 ft.
- Brachiating: Pixie Elves have a speed of 40 ft. when they are able to hop and swing from tree to tree (or in rare cases across rooftops.)
- +4 racial saving throw bonus against magical sleep effects and a +2 racial saving throw bonus against enchantment spells or effects.
- Low-Light Vision: A Pixie elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions or poor illumination. She retains the ability to distinguish color and detail under these conditions.
- +4 Racial bonus on Balance, Climb, and a +8 racial bonus on Jump checks.
- +4 racial bonus to Survival when in forested environments; +4 racial bonus to Handle Animal with forest creatures.
- Oversized bows: Pixie Elves can use medium sized Long bows and short bows without penalty.
- Weapon Proficiency: Pixie elves receive Martial Weapon Proficiency with the Blow gun, Short bow (and composite), and Long bow (and composite) for free.

River Elves

River Elves, also known as Tower Elves make up a tight knit, insular community centered in Riverport (the city for which they draw their name). The inheritors of the Arcane Elves, the River Elves founded the Arcane School with the founding of Riverport, and have held one of the twelve seats of that city nearly uninterrupted throughout the city’s history. The Arcane School is headquartered in a building known simply as The Tower. They have developed long, elaborate rituals and traditions during their time here. They are the Elven sub-race most adept at, and apt to use magic. They consider themselves the nobility of the Elves, and are found to be haughty even to others of their brethren. They are nearly albino, and because they are so insular, in breeding occasionally becomes an issue for the race.

- +4 Int, -2 Str, -2 Con. River Elves are hyper intelligent but frail and weak.
- Humanoid—River Elves are humanoid type.
- Medium: River elves are medium size, gaining no bonuses or penalties.
- Base land speed: 30 ft.
- +4 racial saving throw bonus against magical sleep effects and a +2 racial saving throw bonus against enchantment spells or effects.
- Low-Light Vision: A River elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions or poor illumination. She retains the ability to distinguish color and detail under these conditions.
- +2 racial bonus on Perception checks.

- +2 Racial bonus to all Knowledge skills.
- A River Elf who chooses the Wizard class begins play with double the starting 1st level spells in her spell book. At each level she gains, she adds double the spells to her spell book—but only if she is able to visit the Tower to share knowledge with fellow students.

Southron Elves

Southron Elves are the descendants of those few elves who moved to the deeper south, to the very heart of the former Draconic Empire. Steeped in the culture and learning of the largest cities of the world, the Southron Elves developed a penchant for storytelling, a certain panache and an ease at interacting with all the various races of Kesperex. Many Southron elves make their living as merchants, diplomats, and con artists. Their skin has darkened to a variety of deep browns, dark tans, and ebony.

- +2 Cha, +2 Wis, -2 Con. Southron Elves are incredibly beautiful and well-spoken but frail and weak.
- Humanoid—Southron Elves are humanoid type.
- Medium: Southron elves are medium size, gaining no bonuses or penalties.
- Base land speed: 30 ft.
- +4 racial saving throw bonus against magical sleep effects and a +2 racial saving throw bonus against enchantment spells or effects.
- Low-Light Vision: A Southron elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions or poor illumination. She retains the ability to distinguish color and detail under these conditions.
- +2 racial bonus on Listen, Search, and Spot checks.
- +2 racial bonus of Bluff, Diplomacy, and Sense Motive.
- Southron elves immediately receive a saving throw or spot check to recognize any creature they pass within 5 feet of that is affected by an Illusion or Transmutation spell to disguise its true form. If successful they can see through the illusion, or discern what its native form is if polymorphed. Southron Elves are so adept at social interactions they have a preternatural sense for finding the magically disguised.
- Weapon Proficiency: Southron elves receive Martial Weapon Proficiency with the Kukri, Scimitar, Falchion and Shuriken for free.

Elf Touched (Feat)

Elf Touched

Prerequisites: Human, taken only as human bonus feat.

You have Elven descent, though it is too far in the past for you to be considered even a half elf.

Benefits: You a +2 bonus to saving throws versus sleep effects, a +1 bonus to Listen, Search, and Spot; gain low light vision, and bonus proficiency in one of the following martial weapons: lance, long sword, rapier, kukri, scimitar, falchion, short bow (and composite), or long bow (and composite).

Elven Paragon

This class may be taken by any elves, half-elves or elf touched at any point from 1st level on.

Hit Die: d8

Level	BaB	Fort	Ref	Will	Special	Spells
1	+0	+2	+0	+0	Natural Armor +2	+1 Druid/+1 Wizard
2	+1	+3	+0	+0	Long Joints	+1 Druid
3	+2	+3	+1	+0	Infusions	+1 Wizard
4	+3	+4	+1	+1	Immunities	+1 Druid/+1 Wizard

Requirements

Special: Must have Elf blood.

Class Skills

Climb, Diplomacy, Handle Animal, Knowledge (Arcana, Nature, Religion), Perception, Spellcraft, Survival.

Skill points per level: 2+ Intelligence modifier.

Class Features

All of the following are class features of the Elven Paragon.

Weapon and Armor Proficiency: Elven Paragons are proficient with simple weapons as well as the long sword, short bow (and composite), and long bow (and composite). They are not proficient with armor or shields.

Spell per day/ Spells known: At each level Elven Paragons gain new spells per day as if he had also gained a level in Druid and or Wizard as listed on the chart. He does not, however, gain any other benefit a character of that class would have gained (bonus feats, wild shape, ect). An Elven Paragon who did not previously cast spells as a Druid or Wizard upon entering this class, gains the ability to cast as a 1st level Druid or Wizard, gaining a spell book and a number of spells in his spell book as appropriate. Elven Paragons cast Druid spells based on Wisdom and Wizard spells based on Intelligence.

Natural Armor (Ex): At 1st level, the Elven Paragon's skin thickens to a bark like thickness, granting him +2 Natural Armor.

Long Joints (Ex): At 2nd level, the Elven Paragon's limbs grow, lengthening into extra-long, branch-like appendages, granting her +5 ft to her natural reach.

Infusions (Sp): At 3rd level, Elven Paragons gain the ability to store spells within their limbs. Any spell with a range of personnel or touch may (though regardless, when used the Infusion are cast as though they were personnel). Growing an Infusion takes one day per level of the spell to be added. On the first day of this process, the Elven Paragon must memorize and cast the spell into the limb. After doing so it is not available to use until the final day of the growing time. An Elven Paragon may store two spells per limb—i.e. four in the arms, and four in the legs. Using an infusion is a Standard action, which does not provoke attacks of opportunity (as using a potion), except that the Elf need not move at all, but merely activate the Infusion by thought, causing the growth to pop. He gains the effects of the spell immediately, but also takes one point of Strength damage if the Infusion was in the arms, or one point of Dexterity damage if it was stored in the legs.

Immunities (Ex): At 4th level, an Elven Paragon's type changes to Plant (Augmented Humonoid). Do not recalculate BaB, saves or hit dice. The Elven Paragon gains the immunities of the Plant type.