

Species, Breed: Elf, Vosk

Type: Race

Class: Monster

Align: Good.

Gender: 01-50: Female, 51-00: Male

Level: 1-D30+ 1

Number encountered: 1-D12

The number encountered will be outside a vosk dwelling place. If within the boundaries of their homeland, the number encountered will be up to 400. To see if a Vosk Elf dwelling has been discovered roll a 99+.

Experience points: 50 x level.

Characteristics

Awareness: 25

Charisma: 16

Constitution: 25

Coordination: 25

Dexterity: 25

Intelligence: 20

Mental-strength: 30

Strength: 20

Wisdom: 20

Movement:

Flying: Can't

Grounded: 10

Swimming: 3

Luck: 30

Oxygen-points: 90

Blood-points: 75

Attack descriptions

1 Bow (recurve): 1-D10 / 40 space (200') / Sharp attack

or:

1 Short sword: 2-D6 / 1 space (5') / Sharp attack

Defense: 25

Offense: 25

Damage-Points: Roll 1-D10 per level.

Treasure: %Roll needed to have money and treasure:

Copper: 66+ to have 1-D100 x 60

Bronze: 71+ to have 1-D100 x 30

Silver: 76+ to have 1-D100 x 15

Electrum: 81+ to have 1-D100 x 10

White-gold: 86+ to have 1-D100 x 3

Yellow-gold: 91+ to have 1-D100 x 2

Black-gold: 96+ to have 1-D100

Treasure item(s):

Common: 05+ to have 2-D8

Uncommon: 05+ to have 2-D6

Rare: 80+ to have 1-D4

Legendary: 96+ to have 1

Description:

Annihilation Strike?: Yes

Description: Height: 5' 11", Weight: 150 Lbs., Skin color: Tan, Skin texture: Smooth soft, Hair color: Brown, Eye color: Brown, Eye shape: Medium sized and oval, Posture: Biped.

Dislikes: Disrespect towards nature.

Disposition: Discretion of the G.M.

Fears: Discretion of the G.M.

Habitat: Forests (common).

Immunities: None.

Life-span: 8,000 years.

Likes: The sanctuary and reclusive nature of a well guarded forest.

Needs: Discretion of the G.M.

Note: Vosk Elves live in thick, densely populated forests, usually far beyond the reach of other races. They build their homes by planting and cultivating trees so that they grow together to form abodes.. This is done carefully, so as not to cause any of the tree to become malnourished. The Vosk are a very seclusive, and warlike, people to any they do not trust. Expert in the fields of snares and bow-making. These elves will sometimes take shipments of freshly made bows into towns and villages to trade and/or sell. But they will only do this if they can trust the people they trade with (not as a whole -- this means if they trust the people they sell to). Skin armor is Vosk created. They guard the process of making skin armoring faithfully (those elves who know the secret of its making; a successful avoidance-roll vs. "Intelligence" 10 times in a row will indicated that a Vosk Elf knows the secret of the making of skin armor).

Special Abilities: ***Full night-vision:*** after being subjected to darkness for more than 1 turn (5 seconds). The trees themselves will aid an Vosk with their life essence, sustaining them with nourishment, and curing minor sicknesses, as long as they need help (and are in good standing with the forest and all of nature). ***Camouflage:*** A Vosk Elf can "slip into" the cover of nature, leaving no scent nor trace of his or her presence. This incredible ability can even fool a hunting dog or wolf (even as he or she stands concealed not an arms reach away. For the roll needed to successfully Camouflage take 101 minus Vosk's Dexterity and Coordination + ¼ Mental-Str. (rounded up). Best roll chance if surprised = 26+; if prepared 02+.

Special defenses: None.

Special offenses: None.

Susceptibilities: None.

Weapon susceptibility: Rank-0 (non-magical) weapon to harm.