

Half-Elf Traits

- Medium: As Medium creatures, half-elves have no special bonuses or penalties due to their size.
- Half-elf base land speed is 30 feet.
- 4 extra skill points at 1st level and 1 extra skill point at each additional level.
- +1 racial saving throw bonus against enchantment spells or effects.
- Low-Light Vision: A half-elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.
- Bonus Feat: Half-elves receive the Martial Weapon Proficiency feat for one of the following weapons of their choice: longsword, rapier, longbow (including composite longbow), or shortbow (including composite shortbow).
- +1 racial bonus on Listen, Search, and Spot checks.
- +2 racial bonus on Diplomacy and Gather Information.
- Chosen Destiny: A half-elf may lose one level to become either a human or an elf. To do this, he must spend one week in self-contemplation and not undertake any strenuous activity, such as fighting or spellcasting. Once this is completed, the new human or elf retains his former appearance (height, weight, etc.) and continues to age as a half-elf, but he replaces his half-elf traits with the traits of the chosen race. Some elven (or human) deities do not allow half-elves to marry or produce children until they have chosen a race to belong to. In some cases, these same deities will not allow half-elves to proceed to the afterlife.
- Automatic Languages: Common. Bonus Languages: Draconic, Elven, Gnoll, Gnome, Goblin, Orc, and Sylvan.
- Favored Class: Bard. A multiclass half-elf's bard class does not count when determining whether he takes an experience point penalty.