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Learn elvish d d

Races indicate the languages your character can speak by default, and the background can give you access to one or more other languages of your choice. Make a note of these languages on the character sheet. In the Standard languages table, select your languages or select the language that's common in your campaign. With the permission of your GM, you can instead select a language from the Exotic Languages table or a secret language such as thieves' cant or druid language. Some of these languages are actually family languages with many dialects. For example, primordial language includes Auran, Aquan, Ignan and Terran dialects, one for each of the four elementary planes. Creatures that speak different dialects of the same language can communicate with each other. Standard Languages Language Typical Speakers Script Ordinary People Common Dwarvish Dwarfs Dwarfs Elvish Elves Elvish Giant Ogres, Giants Dwarvish Gnomish Gnomes Dwarvish Goblin Goblinoids Dwarvish Halfling Halfling HalflingS Common Orc Orcs Dwarvish Exotic Languages Typical Language Speakers Scriptss Inferal Demons Inferal Celestials Celestials Celestials dragonborn Draconic Deep Speech Aboleths, Makeup Artists - Hellish Devils Hellish Primordial Elementals Dwarvish Sylvan Fey Creature Elvish Undercommon Underworld Merchants Elvish Elves are magical people of otherworldly grace , living in the world, but not quite part of it. They live in places of ethereal beauty, in the middle of ancient forests or in silvery towers shimmering with faerie light, where soft music drifts through the air and subtle scents waft on the breeze. Elves love nature and magic, art and art, music and poetry and the good things of the world. Elf TraitsOur elf character has a variety of natural abilities, due to thousands of years of elven refinement. Ability Score Increase. Your dexterity score increases by 2.Age. Although elves reach physical maturity at about the same age as humans, Elven's understanding of adulthood goes beyond physical growth to include mundane experiences. The elf usually claims adulthood and the name of an adult around the age of 100 and can live to 750 years. Alignment. Elves love freedom, diversity and self-expression, so they are strongly inclined towards the finer aspects of chaos. They value and protect the freedom of others, as well as their own, and are more often good than not. Size. Elves range from less than 5 to more than 6 feet tall and have slender builds. Your size is medium. Speed. Your basic walking speed is 30 feet. Dark visions. Accustomed to twilight forests and night sky, you have excellent vision in dark and mute conditions. You can see in the muted light up to 20 feet from you as if it were a bright light, and in the dark, as if it were a muted light. You can not discern color in the dark, only shades of gray. Zealous senses. You have knowledge in perception skills. Fey's ancestors. You have an advantage in saving feasts against being enchanted, and magic can not give you Elves don't have to sleep. Instead, they meditate deeply, remaining semiconsciously, for 4 hours a day. (The common word for such meditation is trance.) During meditation, you can dream after fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way you get the same benefit as a person from 8 hours of sleep. Languages. You can talk, read and write joint and Elvish. Elvish is fluid, with subtle intonation and intricate grammar. Elven's literature is rich and varied, and their songs and poems are known among other races. Many bards learn their language so they can add Elvish ballads to their repertoires. High ElfThe solar elves Faerûn (also called golden elves or sunrise elves) have bronze skin and hair made of copper, black or gold blonde. Their eyes are gold, silver or black. Moon elves (also called silver elves or gray elves) are much paler, with alabaster skin sometimes tucked with blue. They often have hair silver-white, black or blue, but different shades of blond, brown and red are not uncommon. Their eyes are blue or green and flecked with gold. Ability Score Increase. Your intelligence score increases by 1.Elif gun training. You have knowledge with a long word, saying, shortbow, and longbow. Cantrip. You know one cantrip of your choice from the spelling list wizard. Intelligence is your spellcasting ability for him. Extra language. You can speak, read and write one other language of your choice. Wood ElfAs wood elf, you have zealous senses and intuition, and your fleet of legs carry you quickly and unobscurely through your original forests. In Faerûn, wooden elves (also called wild elves, green elves, or forest elves) are reclusive and distrustful of non-elves. The skin of wooden elves tends to be copper-like in shades, sometimes with traces of green. Their hair tends to brown and black, but it is occasionally blond or copper-colored. Their eyes are green, brown or hazel. Ability Score Increase. Your wisdom score increases by 1.Elif gun training. You have knowledge with a long word, saying, shortbow, and longbow. Fleet of legs. Your basic walking speed increases to 35 feet. Mask of the wild. You can try to hide even if you are only easily obscured by leaves, heavy rain, falling snow, fog, and other natural phenomena. Your elf character has a variety of natural abilities, due to thousands of years of elven refinement. Ability Score Increase: Your Dexterity score increases by 2.Age: Although elves reach physical maturity at about the same age as humans, Elven's understanding of adulthood goes beyond physical growth to include mundane experiences. The elf usually claims adulthood and the name of an adult around the age of 100 and can live to 750 years. Alignment: Elves love freedom, diversity and self-expression, so they are strongly inclined towards the finer aspects of chaos. They value and protect the freedom of others, as well as their own, and are often good as not. Size: Elves range from less than 5 to more than 6 feet tall and have slender builds. Your size is Medium.Speed: Your basic walking speed is 30 feet. Darkvision: Accustomed to twilight forests and night sky, you have excellent vision in dark and mute conditions. You can see in the muted light up to 20 feet from you as if it were a bright light, and in the dark, as if it were a muted light. You can't discern color in the dark, just shades of Gray.Keen senses: You have knowledge in perception skills. Fey Ancestors: You have an advantage in saving throws against being charmed, and magic can't put you to sleep. Elves don't have to sleep. Instead, they meditate deeply, remaining semiconsciously, for 4 hours a day. (The common word for such meditation is trance.) During meditation, you can dream after fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting this way, you get the same benefit that a person makes from 8 hours of sleep. Languages: You can speak, read and write common and Elvish. Elvish is fluid, with subtle intonation and intricate grammar. Elven's literature is rich and varied, and their songs and poems are known among other races. Many bards learn their language so they can add Elvish ballads to their repertoires. As a Tall Elf, you have a Keen Mind and mastering at least the basics of magic. In many fantasy gaming worlds, there are two kinds of tall elves. One type is obedient and reclusive, believing they are better than non-elves and even other elves. The second type is more frequent and friendly, and often encountered between people and other races. Ability to score increases: Your intelligence score increases by 1.Elif gun training: You have knowledge with longsword, shortsword, shortbow, and Longbow.Cantrip: You know one cantrip of your choice from the spelling guide list. Intelligence is your spellcasting ability for it. Extra language: You can speak, read and write one other language of your choice. Edit Share Elven (commonly called Elvish[3] and sometimes referred to as True Language[4]) was the language (or language family) of Tel'Quessir (e.g. eladrin, elves and drowsiness). His script was known as Espruar. [5] [6] Addendum[edit | edit source] See also [edit | edit source] References[edit | edit source] † 1.0 1.1 Mike Mearls, Jeremy Crawford (2014). Player's letter 5. (Wizards of the Coast), p. 123. ISBN 978-0-7869-6560-1. † Kim Mohan ed. (2015). Sword Coast Adventurer's Guide. (Wizards of the Coast), p. 105. ISBN 978-0786965809. † Erik Scott de Bie (April 2009). Shady. (Wizards of the Coast), p. 9. ISBN 978-0-7869-5128-4. † Ed Greenwood and Jeff Grubb (April 1998). Cormyr: Novel (Paperback). (Wizards of the Coast), p. 64. ISBN ISBN 0-7869-0710-X. † Ed Greenwood, Sean K. Reynolds, Skip Williams, Rob Heinsoo (June 2001). Forgotten Realms campaign Setting up the third edition. (Wizards of the Coast), p. 85. ISBN 0-7869-1836-5. † Rob Logan Bonner, Robert J. Schwalb (September 2008). Forgotten Realms Player guide. (Wizards of the Coast), p. 156. ISBN 978-0-7869-4929-8. Connections[edit | edit source] Community content is available in cc-BY-SA, unless otherwise stated. Noted.