

Arctic Elves (Cold Ones) Invented by Blackjack

Hailing from the frozen North, Cold Ones are elves born to the cold and bound to the wind. Communities of Arctic Elves rarely stay in the same place for more than a month moving with the winds.

Personality:

Cold Ones – despite the name – are a hearty and good-natured folk at home at a pub or the Duchess' Grand Ball. Unlike most elves Cold Ones are quick to make friends but never forget them.

Physical Description:

Arctic Elves are slightly taller than the average elf, males standing from 5 to 6 ½ feet tall and females from 4 ½ to 5 ½ feet tall. All Cold Ones are hauntingly beautiful and some fanciful Humans say that they have Fey-Blood. All Arctic Elves have blue grey hair and eyes as well as very pale skin.

Religion:

Like most Elves Cold Ones tend to worship Correlon Larrethian but only rarely do the worship Ehlonna, as they tend to live in the tundra rather than the forest

Relations:

Cold Ones get along well with members of all civilized races but have a burning hatred for all giantkin and goblinoids.

Alignment:

Most Arctic Elves are of a good alignment and don't generally become chaotic or Lawful, the most common Cold One alignment is Neutral Good. Fortunately are as powerful and feared as they are common.

Adventurers:

During the creation of elves Correlon seemed to give the Cold Ones an overdose of wanderlust – adventuring comes as naturally to Arctic Elves as the Elven language. Cold Ones make very good Spellcasters but their real strength lies in their ability as a Ranger – ask any goblin or giant who has died on one of the tip of a Cold One's deadly arrows or the blade of their cold blades. And as the saying goes:

“Once you've seen a Cold One, the experience is never forgotten. Once you've seen one shoot, you wish you could forget”

Arctic Elves Racial Traits

- +2 Dex, +2 Cha, –2 Con. Like all elves Cold Ones are agile and good with ranged weapons but frail, Arctic Elves are also hauntingly beautiful and make leaders
- Medium-Size: As Medium-Sized creatures, Arctic Elves have no special bonuses or penalties due to their size
- Arctic Elves base speed is 30 ft
- Immunity to magic *sleep* spells and effects, and a +2 racial saving throw bonus against Enchantment spells or effects
- Low-Light Vision: Cold Ones can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- Proficient with either Katana or Scimitar; Proficient with Shortbow, Longbow and Composite versions of both. Cold Ones have a great talent for curved blades and are highly esteemed archers.
- +2 racial bonus on Listen, Search and Spot checks
- +2 racial bonus on Hide and Wilderness Lore made in cold terrains (tundra, mountains, glaciers, etc.)
- Spell-like abilities: 1 + Cha Modifier/day *Chill Metal*. These abilities are as the spells cast by a sorcerer of the Arctic Elves character level.
- Cold Resistance: 10. All Cold Ones grow up in the harsh cold northern environment and have a natural immunity to its bite
- Automatic Languages: Common and Elven. Bonus Languages: Draconic Giant, Gnome, Goblin, Orc and Sylvan.
- Favored Class: Ranger. A Cold Ones Ranger class does not count when determining whether they suffer an XP penalty for multiclassing.
- Actual Class Level: Class +1

I would Like all the people to note that I got the idea for the race from the *Malorn* List of Magic and Mundane Items, but other than that it is a Blackjack creation