

## ELF NAMES

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Elves mature at about the same rate as humans, but don't claim adulthood until sometime around their thirtieth birthday. In recent times, it has become fashionable for young elves to eschew traditional names and instead adopt emotive words or ideals in the Common language as their name. Often, they will use the Common translation of their surname.

**Adult Names:** Avarice, Bravery, Charity, Glimmer, Justice, Majesty, Providence, Resolve, Risk, Thrill

## ELF TRAITS

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**Creature Type:** Humanoid

**Size:** Medium (about 5.5 - 6.5 feet tall)

**Speed:** 30 feet

**Life Span:** 400 - 700 years

Your elf character has these special traits.

**Keen Senses.** You have proficiency in the Perception skill.

**Fey Ancestry.** You have Advantage on saving throws you make to avoid or end the Charmed Condition on yourself.

**Trance.** You don't need to sleep, and magic can't put you to sleep. You can finish a Long Rest in 4 hours if you spend those hours in a trancelike meditation, during which you retain consciousness.

**Subrace.** Elves are incredibly adaptable. Ancient elves took on some of the traits of the environments in which they lived, creating two main subraces: dawn elves and twilight elves.

### DAWN ELF

The dawn elves inhabited sunlit mountain valleys and forests. They are typically light of skin, though some range through tones of tan. You gain the following traits.

**Keen Intuition.** You have advantage on Wisdom (Insight) checks.

### TWILIGHT ELF

The twilight elves lived in the dense twilight forests and deep jungles; places rarely touched by sunlight. Their skin ranges from light to dark in shades of blue and purple.

**Darkvision.** You have Darkvision with a range of 60 feet.

**Fade.** As a bonus action, you can magically turn invisible until the start of your next turn or until you attack, make a damage roll, or force someone to make a saving throw. Once you use this trait, you can't use it again until you finish a short or long rest.