

RALDAS

(HALF ELF)



Prime Requisites: Strength and Dexterity. Other Requirements: Intelligence score of 9 or more.

Experience Bonus: 5% for Strength of 13 or better and Dexterity of 13-15. 10% for Strength of 13 or better and Dexterity of 16-18.

Hit Dice: 1d6 per level up to 9th level. Starting with 10th level, +2 hp per level and Constitution adjustments no longer apply.

Maximum Level: 15

Armor: Leather, Scale, and Chain; shields permitted.

Weapons: All ranged, any one handed melee.

Special Abilities: Parry and Disarm at level 9, extra languages (three of your choice), thief abilities, limited infravision, 1 in 3 chance to detect secret and hidden doors, immunity to ghoul paralysis. bonus skills and languages.

A ralda has a natural grace, with handsome features and slightly pointed ears. A ralda is 5'6 to 6'0 tall and weighs about 150 pounds.

Raldas do not wear heavy armor as it interferes with their fighting style. Raldas can wear leather, scale and chain and can use any one handed melee weapon and all missile weapons.

Raldas love adventuring, it is in their blood. However they are very rare in the Known World because they were created on the Savage Coast and seldom travel far from it.

Raldas were created by the onset of the Red Curse, humans and elves of mixed blood, no matter how far back their ancestor was, were changed into a new race. Known as raldas among their own kind, they are better known as half elves by outsiders. However, they are their own race, and not the result of mixed race parents.

A ralda is known for their unique combat style, they eschew heavy armor and weapons, preferring a more agile and mobile fighting style. To achieve this they employ numerous tactics normally only used by thieves, allowing them to strike from ambush or to disengage from a losing battle unnoticed.

A Ralda may only advance to 15th level. However, this is balanced by the Ralda's special abilities like thieves skills, bonus skills and several abilities gained from the ralda's original elven blood.

Ralda have no reservations about hiring anyone of any race as mercenaries, as long as the hireling is

of the same alignment.

Ralda families live in tight knit communities.

Class Details.

Prime Requisite: Raldas have *two* prime requisites: Strength and Dexterity. If a ralda has a score of 13 or more in *both* ability scores, he gains a 5% bonus to experience points earned. If his Dexterity score is 16-18 and his Strength is 13 or more, the bonus is 10%.

Minimum Scores: A ralda must have Dexterity 9 or more when first played.

Hit Dice: Roll a 6-sided die (1d6) to determine a ralda's hit points. A ralda starts with 1d6 (1-6) hit points (plus Constitution bonus, if any) and gains 1d6 more hit points (plus bonus) with each level of experience. Two additional hit points are gained each level after 9th.

Armor: A ralda may wear leather, scale and chain armor, and may use a shield.

Weapons: A ralda may use any one handed melee weapon, and any missile weapon.

Special Abilities

Special Attacks

Raldas are naturally good at fighting. They know the Lance Attack and Set Spear vs. Charge maneuvers exactly as fighters.

Fighter Combat Options

When the ralda reaches 9th level, he gains all the Fighter Combat Options except Smash. With multiple attacks, two attacks are possible at 12th level, and three attacks are possible at 2,175,000 experience points.

Bonus Skills and Languages

Ralda are famous for their ability to learn new things faster than other races. Ralda start with five skill slots instead of four, They gain skills one level earlier than other races, gaining a skill at levels 4, 8, 12 and at attack ranks A, D, and H. Also, every time a ralda gains a new skill slot, he learns a new language.

Infraivision

Ralda have infraivision identical to that of elves and dwarves, but the range is reduced to just 30' in the dark.

Languages

In addition to the languages of all characters- the Common and alignment tongues- a ralda knows elven and three other languages of the ralda's choice.

Detection

A ralda detects secret and hidden doors exactly as an elf. You *must* tell the DM if you want to look for secret and hidden doors; the detection is never automatic.

Immunity to Ghoul Paralysis

All raldas are naturally immune to the paralyzation attacks of ghouls. Other types of paralysis, such as attacks from attacks from a carrion crawler or gelatinous cube, do affect them normally.

Thief Skills

Because of their emphasis on light fighting, ralda train in several skills normally only available to thieves. A ralda increases in the Move Silently, Climb Walls, Hide in Shadows and Hear Noise exactly as a thief of the same level. In addition the ralda also gains the ability to read languages like a thief at 4th level.

Higher Experience Levels

When a ralda reaches *Name* (9th) level, he is usually given the honorific of *Don* (or *Donna* in the case of female ralda). Ralda may build a stronghold, but they usually prefer to just

live in a peaceful town surrounded by like minded followers. Unlike other races ralda attract human and demihuman followers depending on the location of the community.

Ralda strongholds are rarely castles or towers, instead they prefer aesthetically pleasing manor homes that they use as a base of operations in their domain. A ralda village is colorful and tranquil, while it doesn't look well guarded it is one of the most fiercely defended locations in Mystara.

Level/ Rank	XP	Climb Walls	Move Silently	Hide In Shadows	Hear Noise
1	0	87	20	10	30
2	1,500	88	25	15	35
3	3,000	89	30	20	40
4	6,000	90	35	24	45
5	12,000	91	40	28	50
6	25,000	92	44	32	54
7	50,000	93	48	35	58
8	100,000	94	52	38	62
9	200,000	95	55	41	66
10	300,000	96	58	44	70
11	400,000	97	61	47	74
12	500,000*	98	64	50	78
13	600,000	99	66	53	81
14	700,000	100	68	56	84
15	800,000	101	70	58	87
A	1,075,000**	N/A	N/A	N/A	N/A
B	1,350,000	N/A	N/A	N/A	N/A
C	1,625,000	N/A	N/A	N/A	N/A
D	1,900,000**	N/A	N/A	N/A	N/A
E	2,175,000 †	N/A	N/A	N/A	N/A
F	2,450,000	N/A	N/A	N/A	N/A
G	2,752,000	N/A	N/A	N/A	N/A
H	3,000,000**	N/A	N/A	N/A	N/A

* Gain Fighter Combat Options. Two attacks a round are possible at this level.

** Gain skills at this level, as well as gain a new language.

† Three attacks a round are possible at this level.

Ralda Saving Throw Levels					
Levels	1-3	4-6	7-9	10-12	13-15
Death Ray or Poison	12	9	6	4	3
Magic Wands	12	9	7	4	2
Paralysis/Turn to Stone	13	10	7	5	3
Dragon Breath	13	10	6	4	2
Rod/Staff/Spell	15	11	7	5	3