

Instructions: Cut out along perimeter; fold along 2 vertical white lines into tri-fold with “detail” leaf inside; then insert into appropriate Attribute sheath

100 MAX		PLAINS ELF CORPUS								100 MAX		PLAINS ELF CORPUS								CORPUS Details									
DP	%	AGI	POW	CON	STA	F	M	S		DP	%	AGI	POW	CON	STA	F	M	S											
100	100%	111	91	120	100	11.1	480	12.6		50	50%	75	65	65	50	6.7	241	6.4											
99	99%	111	91	119	99	11.0	475	12.5		49	49%	74	64	64	50	6.6	236	6.2											
98	98%	110	91	118	98	11.0	471	12.4		48	48%	73	63	64	49	6.5	232	6.1											
97	97%	110	91	116	97	10.9	466	12.2		47	47%	72	62	64	49	6.4	227	6.0											
96	96%	110	90	115	96	10.9	461	12.1		46	46%	71	61	63	48	6.3	222	5.9											
95	95%	109	90	114	95	10.8	456	12.0		45	45%	70	60	63	47	6.2	217	5.7											
94	94%	109	90	113	94	10.8	452	11.9		44	44%	68	60	62	47	6.0	212	5.6											
93	93%	109	90	112	93	10.7	447	11.7		43	43%	67	59	62	46	5.9	208	5.5											
92	92%	108	90	110	92	10.7	442	11.6		42	42%	66	58	62	46	5.8	203	5.4											
91	91%	108	90	109	91	10.6	437	11.5		41	41%	65	57	61	45	5.7	198	5.2											
90	90%	108	90	108	90	10.5	433	11.4		40	40%	64	56	60	45	5.6	193	5.1											
89	89%	107	89	107	89	10.5	428	11.2		39	39%	63	55	60	44	5.5	188	5.0											
88	88%	107	89	106	88	10.4	423	11.1		38	38%	62	54	59	44	5.4	184	4.9											
87	87%	106	89	104	87	10.3	418	11.0		37	37%	61	52	58	43	5.3	179	4.7											
86	86%	106	88	103	86	10.3	414	10.9		36	36%	60	51	57	43	5.2	174	4.6											
85	85%	105	88	102	85	10.2	409	10.7		35	35%	59	50	56	43	5.1	169	4.5											
84	84%	105	88	101	84	10.1	404	10.6		34	34%	57	49	56	42	4.9	164	4.4											
83	83%	104	87	100	83	10.1	399	10.5		33	33%	56	48	55	42	4.8	160	4.2											
82	82%	104	87	98	82	10.0	395	10.4		32	32%	55	47	54	41	4.7	155	4.1											
81	81%	103	87	97	81	9.9	390	10.2		31	31%	54	46	53	41	4.6	150	4.0											
80	80%	102	86	96	80	9.8	385	10.1		30	30%	53	45	52	40	4.5	145	3.9											
79	79%	102	86	95	79	9.7	380	10.0		29	29%	52	43	51	40	4.4	140	3.7											
78	78%	101	85	94	78	9.6	375	9.9		28	28%	51	42	50	39	4.2	136	3.6											
77	77%	100	85	92	77	9.6	371	9.7		27	27%	50	41	48	39	4.1	131	3.5											
76	76%	100	84	91	76	9.5	366	9.6		26	26%	49	39	47	38	4.0	126	3.4											
75	75%	99	84	90	75	9.4	361	9.5		25	25%	48	38	46	37	3.8	121	3.2											
74	74%	98	83	89	74	9.3	356	9.4		24	24%	46	37	45	37	3.7	116	3.1											
73	73%	98	83	88	73	9.2	352	9.2		23	23%	45	35	44	36	3.6	111	3.0											
72	72%	97	82	86	72	9.1	347	9.1		22	22%	44	34	42	36	3.4	107	2.9											
71	71%	96	82	85	71	9.0	342	9.0		21	21%	43	33	41	35	3.3	102	2.7											
70	70%	95	81	84	70	8.9	337	8.9		20	20%	41	31	39	34	3.2	97	2.6											
69	69%	94	80	83	69	8.8	332	8.7		19	19%	40	30	38	32	3.0	92	2.5											
68	68%	93	80	82	68	8.7	328	8.6		18	18%	38	28	36	31	2.9	87	2.4											
67	67%	93	79	80	67	8.6	323	8.5		17	17%	36	27	34	29	2.7	82	2.2											
66	66%	92	78	79	66	8.5	318	8.4		16	16%	35	25	32	28	2.6	78	2.1											
65	65%	91	78	78	65	8.4	313	8.2		15	15%	33	24	30	27	2.4	73	2.0											
64	64%	90	77	77	64	8.2	308	8.1		14	14%	31	22	29	25	2.3	68	1.9											
63	63%	89	76	76	63	8.1	304	8.0		13	13%	30	21	27	24	2.1	63	1.7											
62	62%	88	76	74	62	8.0	299	7.9		12	12%	28	19	25	22	2.0	58	1.6											
61	61%	87	75	73	61	7.9	294	7.7		11	11%	26	18	23	21	1.8	53	1.5											
60	60%	86	74	72	60	7.8	289	7.6		10	10%	24	16	21	19	1.6	49	1.4											
59	59%	85	73	72	59	7.7	284	7.5		9	9%	21	14	19	17	1.5	44	1.2											
58	58%	84	72	71	58	7.6	280	7.4		8	8%	19	13	17	15	1.3	39	1.1											
57	57%	83	71	70	57	7.5	275	7.2		7	7%	16	11	14	13	1.1	34	1.0											
56	56%	82	70	69	56	7.4	270	7.1		6	6%	14	9	12	11	1.0	29	0.9											
55	55%	81	69	68	55	7.3	265	7.0		5	5%	11	8	10	9	0.8	24	0.7											
54	54%	79	69	68	54	7.1	260	6.9		4	4%	9	6	8	7	0.6	19	0.6											
53	53%	78	68	67	53	7.0	256	6.7		3	3%	6	4	6	5	0.5	15	0.5											
52	52%	77	67	66	52	6.9	251	6.6		2	2%	4	3	3	3	0.3	10	0.4											
51	51%	76	66	65	51	6.8	246	6.5		1	1%	1	1	1	1	0.1	5	0.2											

Plains Elf

Altafacio planus

Key Durability Point Values:
Natural Maximum: 100
Natural Average: 75
Physical Unconsciousness: 0
Physical Death: -Base

Durability Threshold:
Natural Threshold: 1
Loss or gain less than this increment is ignored
(e.g., if DT=2, damage of 1.9 points is ignored)

Corpus Lost By:
Physical Injury (e.g., cut, fall, burn)
Illness or Infection (e.g., pneumonia, poisoning)
Starvation, where S = Day # of Starvation
Corpus Lost = S x 0 (once per 2 days)
(e.g., 1 on Day 2, 2 on Day 4, 3 on Day 6, etc)
Thirst, where T = Day # without Liquids
Corpus Lost = T to the power of 2.0 (once per day)
(e.g., 1 on Day 1, 4 on Day 2, 9 on Day 3, etc.)

Corpus Gained By:
Adequate Nourishment (Gain 2 per day)
Relaxed, Unstressed Rest (Gain 1 per day)
Medicine, wound care, healing arts [highly variable]

Movement:
Modes:
Walk/Run on level ground at 1x listed speed
Swim in calm water at 1/10x listed speed
Climbing [highly variable]

Speeds:
1st column is Fast: m/sec for [STA] seconds
2nd column is Medium: m/min for [STA] minutes
3rd column is Slow: km/hr for [STA] hours
Recovery after exertions (before repeating)
Maximum: 5x time spent at Fast
Cruise: 3x time spent at Medium
Sustained: 1/5x time spent at Slow