

## Summary of Knight Blades Racial Advantages & Disadvantages

Race	Advantages	Disadvantages	Base Vitality	Racial Spells?
High Elf, Wood Elf, Wild Elf, Silver Elf	Resist one “sleep” effect and one “charm” effect per event.	None.	1	Yes
Half Elf	Resist one “sleep” effect per event.	None.	2	No
Stone Elf	Resist two “sleep” effects and two “charm” effects per event.	Must play coldly logical personality w/out strong emotions.	1	Yes
Dark Elf	Resist one “sleep” effect and one “charm” effect per event. Gain two extra points of Vitality at night.	Severe aversion to sunlight and other light sources.	1	Yes
Blood Elf	Resist one “sleep” effect, one “charm” effect, and one spell from the School of Blood per event.	None.	1	Yes
Dwarf	Three free purchases of the Weaponsmith Skill or one free purchase of the Armorsmith Skill.	Cannot cast Mana-based spells over Third Level.	3	Yes
Deep Dwarf	Three free purchases of the Weaponsmith Skill or one free purchase of the Armorsmith Skill. Resist one “poison” effect per event.	Cannot cast Mana-based spells over Third Level. Aversion to sunlight and other strong light sources.	3	Yes
Gnome	One free purchase of Craftsman Skill.	None.	2	Yes
Deep Gnome	Resist one Earth Spell per event.	Aversion to sunlight and other strong light sources.	2	Yes
Halfling	Free purchase of the Thrown Weapon Skill.	None.	2	Yes
Half Orc	One free purchase of a Melee Weapon Skill.	Cannot cast Mana-based spells over Third Level.	3	No
Half Ogre	Free purchase of the Two-Handed Melee Weapon Skill.	Cannot cast Divine Favor-based spells over First Level. Cannot cast Mana-based spells.	4	No
Cat-Kin	Resist one “charm” effect per event. Resist five “trip” effects per event.	None.	2	Yes
Faun	Resist one “charm” effect per event. Cast one Charm Person Spell innately per event.	Never gain any points from wearing physical armor.	2	Yes
Fey	Resist one “sleep” effect per event. Cast one Sleep Spell innately per event.	Never gain any points from wearing physical armor.	1	Yes
Minotaur	Free purchase of the Waylay Guard Skill.	Cannot cast Mana-based spells over First Level.	4	No
Hybrid	Resist one “disease” effect per event.	None.	2	No
Human	None.	None.	2	No