

D&D 3RD EDITION

CHARACTER CLASSES

CHARACTER RACES

- **Small** humanoids (including gnomes and halflings) receive hit dice one size smaller than normal.

Hit Dice Medium-sized	Hit Dice Small
d4	d3
d6	d4
d8	d6
d10	d8
d12	d10

- **Elves:** racial ability adjustments +2 Dex, -2 Wis; one of the two highest scores (before adjustments) must be assigned to Cha. Elves are quite often arrogant, aloof, flippant, vengeful, or some combination of all. They are notoriously vulnerable to eloquent demagogues, and can be swayed to evil if given a plausible justification. They are obstinate and obdurate in pursuing their goals, good or bad. However, their famed beauty as a race, and even their pride and stubbornness, denotes a strong sense of personality (charisma).