

# STONE ELF

**Stone Elves (Plural) / Stone Elf (Singular)**  
Stone Elf / Stone Elf

Not every Stone Elf knows the origin story of their species. Those that do, rarely choose to speak about it openly. In truth, their creation was due to a tragic ritual mishap.

Long ago, a group of Dark Elven Celestial mages attempted to gain additional power by infusing themselves with the elements of Stone, lightning, ice, and flame. For a moment, this ritual seemed to be successful, with each of the four groups of Dark Elves containing one of the elemental energies. Sadly, for those infused with lightning, ice, and fire, the instability of the elements proved to be too much for their bodies to contain. They died almost immediately as the power flooded out of them in a series of explosive blasts. When the smoke cleared, only those infused with Stone had survived. Rather than gaining any magical power, the elemental Stone altered them, changing their minds to be more stable and resilient, as well as altering their physical appearance.

Their newfound mental stability came at a cost. All Stone Elves feel intense pain when experiencing any emotion. Something as simple as laughter can cause them severe discomfort. Close proximity to an emotional outburst from another person can also cause a Stone Elf to experience pain. As such, Stone Elves have become masters of self control. At an early age, Stone Elves learn how to control their own emotions through meditation. With practice, they can affect the emotions of others in various ways. Another benefit of their Celestial nature is that creating scrolls comes more easily to them than members of any other species.

Since they live for several centuries, Stone Elves tend to take a more rational view of life's many challenges. They prefer to consider every option before taking action. Stone Elves typically focus on their communities, but it is not uncommon for them to feel a strong urge to travel and face the challenges of adventuring.



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## Special Abilities

1. Resist Command
2. Break Command
3. Create Scroll costs -1 XP
4. Archery costs ½ XP
5. Mental Abilities
6. Emotions are painful

Stone Elves can also purchase Mental Abilities, found in the Refuge rulebook. Mental Abilities can be used for roleplay effects, with the consent of all players involved. Stone Elf Mental Abilities in particular are concerned with the manipulation of other characters' emotions.

Biologically many Stone Elves have excellent eyesight and an acumen for precisely observing arcs and distance. These proclivities have resulted in Stone Elves gravitating toward bow and crossbow usage even over other projectikes because of the addition of precise pulling mechanics the outcomes of which can be mathematically reasoned. As a result of their sensory advantages with spatial reasoning and pattern based logic, Archery comes naturally to Stone Elven warriors.

The form of concentration and state of flow that inscribing scrolls often take is second-nature to Stone Elves. The Backlash of long ago echoes its mysterious connection through the magical glyphs that are sometimes patterned on the skin of Stone Elves. Many draw meaning or even inspiration in the scrollcraft from their very flesh and some even decorate their scrolls with additional symbols.

The patience born from their long lives is also helpful in working through the processes of applying the chosen medium (most often ink) to a proper surface (usually paper). Their typically focused nature extends value beyond the artifice of the production itsElf and it is not uncommon for a Stone Elf to make every item used along the way to a Scroll's creation.

Although Stone Elves are not unique in their ability to interact with Mental landscapes, a quality they share with both Avani and some monstrous beings, they are distinct in what they can do within the mind. Mindscapes are endlessly strange and inconsistent. They are each as unique as the individual they represent. What an Stone Elf experiences when they enter a person's mind can vary wildly.



When a Mental Ability user does something like create a Block or Restore Balance, it is usually visualized in the mental landscape in a more metaphorical or allegorical way, such as creating or repairing some kind of representational object or completing a symbolic task like finishing a maze or climbing a mountain. As with all Mental Powers the way this emotionally oriented journey unfolds depends entirely on the Stone Elf (initiator) and the subject character (recipient.) *(NOTE: out of game consent is required between players before entering into Mental roleplay. It is encouraged that players work together to brainstorm and negotiate how they want the mindscape scene to go.)*

When interacting with Mindscape, the Stone Elf is usually represented by an avatar. These avatars are often geological or animistic but can take any form. Some Mentalists do not even have specific avatars, but are able to interact with minds in a more abstract way, for example as a narrative voice. Whether or not the person whose mind they have entered is also represented by an avatar, and even how conscious that person is of the experience, also varies.

Mental Powers can be quite taxing to use, depending on the experience of the initiator and the difficulty of the Powers performed. Furthermore, for the duration of the Power usage, the Stone Elf and any connected participants are unaware of their physical surroundings, and thus unable to respond to changing circumstances in the physical world or even

defend themselves. It is widely considered unwise to use Mental Powers in situations where the Stone Elf is not secure. Depending on the nature of the task or therapeutic Power wielded, the receiver and initiator alike might be exhausted, bloodied or worse afterwards.

There are some ways beyond emotional alteration that Mental Powers can be used. Mental landscapes can be seen as a place of refuge; a Stone Elf might retreat to their own mental landscape as a form of meditation, or to reflect deeply on a subject. Mentalists are also able to communicate telepathically with one another, if they are in physical contact. Joint roleplay with an Avana would be necessary for a Stone Elf to get the full picture of a memory without the emotional filter and only Avana are capable of changing a memory's contents.

The mind's emotional and moral statuses are intricate, and like a complex weaving or clockwork, and Stone Elf can identify and alter portions to induce the loss of certain emotions or value-sets in the minds of others, although doing so without radical consent is seen by many Stone Elf communities as a misuse of their mental gifts.

Due to their mental influence over their own mental state, and the mental state of others, Stone Elves are particularly adept at avoiding the effect of command magics and breaking those effects on others.

They can purchase both Resist Command and Break Command as Species Skills. Purchases of those skills are a representation of a Stone Elf's raw psionic power as Mental Power user and the XP spent on those is what constitutes a Stone Elf's Mental Power Level (See Chapter VIII).

### *Mindbonds and Glimpses of Patterns*

Somewhat akin to the marriages of other species, a mindbond can be formed by a willing Stone Elf with another person. These mental links are carefully considered, requiring logical reasons that can work to the pair's advantage their entire lives. This is essential, because a mindbond is nigh unbreakable, even lasting through Resurrection. Most commonly these involve true love, but strategic rationales, and even intense rivalry can also be the motive. Due to the lack of expression, mindbond with another species is uncommon as they are unlikely to understand Stone Elves on a deep enough level. This mindbond is a role play only element of Stone Elf play and there are never guaranteed effects from forging one, yet legends speak of a mindbond granting magnification of the efficacy and scope of Mental Power shared between the linked and even sensing whether they are upon with Plane or have experienced final death.

The Stone Elven facility with logic along with their expertise and embodying magical writings very occasionally extends to the recognition of larger patterns of which reality is made. Despite their rigidity, these glimpses seemingly can not be induced on purpose. Instead, rarely, when a Stone Elf sleeps or is subject to the Backlash of Formal Magic, a mystical glimpse of some greater truth or insight into a harrowing problem unfolds to them. This might take the form of an inconvenient mood swing with a cryptic vision, the echoing of a whispered phrase, or a random surge of emotion.

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## Appearance Requirements

Stone Elves must have pointed Elf ears. All exposed skin must have white makeup, and lips may be any dark color that is not a shade of red. Some are born with patterns of glyphs on their skin or have them emerge over time. (*NOTE: Exceptions regarding "all exposed skin" requirements may be made by local chapter staff.*)

Skin-tight cloth, like compression clothing, tights and gloves, can also be used to simulate skin. Since makeup can transfer to other surfaces, players, and garb, wearing fingerless gloves or other hand coverings without makeup on the fingers is also acceptable. It is also common for Stone Elves to have black fingernails, although this is not required.

For Elf ears, most use rubber ear tips that are glued on with spirit gum, liquid latex or prosthetic adhesive. They can be found fairly readily online or at costume stores. Some also use ears that hook over your real ears, which aren't sticky and are easier to both apply and remove (including accidentally). Remember these must be white as well.

For the paper-white skin, there's also a variety of makeup options available, each with its benefits and detriments. Grease or cream-based makeup will blend beautifully, particularly if you're planning on doing a lot of contouring, but it will also smear easily (although it won't readily sweat off). These types of makeup will need to have a layer of setting powder applied over it (make sure it's "neutral" or colorless powder, or white powder), or it will smear even more easily. Grease or cream makeup can be applied with triangle sponges you find at any drug store. The kind of greasepaint you find everywhere around Halloween will not go on very evenly; Kryolan, Mehron, and Ben Nye make professional-quality cream makeup that will apply and hold up much better.

For the optional glyph-patterns that appear on some Stone Elf skin, the use of stencil can help as can using simple symbols that are easily repeated. Consult your local plot Team for any campaign specific restrictions or suggestions when selecting what, if any symbols to use. Avoid imagery that looks too much like animal spots or scales as this can too easily overlap with other species phys-reps. There are two remarkable glyph-pattern colors that sometimes emerge in addition to any existing upon the Stone Elf's skin. There are metallic silver (needing 30+ XP in Species Skills) and gold (60+). They are only found upon a Stone Elf that has reached certain mastery of their Mental Powers, although not all Stone Elves who are psionically powerful are these metallic features.

Water-based makeup usually comes in dry cakes, like a watercolor. It can be best applied with smooth round watercolor sponges. It doesn't feel heavy or sticky, and getting an even coat can be easier than with grease or cream. It can also come in premixed bottles, like paint, that can be applied with sponge or airbrush. It is the easiest makeup to remove, but one downside is that it's the easiest makeup to remove, and you may need to reapply after contact with rain or sweat. It dries quickly and doesn't need setting powder, but once dry, it won't blend or smudge. Ben Nye, Mehron, and Kryolan also make water-based makeup.

Alcohol-based makeup comes in premixed bottles. It can be applied with sponges or airbrush, with the latter being a more reliable option for an even coat, but definitely a more expensive option as well. Alcohol-based makeup will need to be set with powder or else it will stick to itself and everything else. After it's powdered, however, alcohol-based makeup is probably the most durable makeup. It can be difficult to remove even when you want to, though it can be taken off pretty reliably with rubbing alcohol. Endura is a fairly reliable brand of alcohol-based makeup.

You can also layer different kinds of makeup for a tattooed or contoured look, and eyeshadow in a similar color also works well for defining facial features. Since lips may be any dark color that is not red-based, any drugstore lipstick, gloss or stain can be used, so long as it is a dark color. Using makeup that is intended for lip color instead of the same kind of makeup as the rest of your face can help keep your lips from chapping. Well sharpened fine eyebrow pencils are an effective way to add glyphs, as are skin safe makeup pens.



No matter what kind of makeup you choose, some of it will get on your garb, and it helps if the layers of clothing that come into contact with your skin the most are also white. Of the aforementioned options, grease/cream is the hardest to get out of clothing, water is the easiest and alcohol will transfer the least.

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## Roleplaying a Stone Elf

Because of their rigorous mental control, it can be difficult to roleplay a Stone Elf. You will need to monitor your emotional state, and try not to react emotionally. Remember that if you do openly express an emotion, you should remember that doing so is painful. The death of a close friend could be a situation where your Stone Elf allows themselves to show emotion, but don't forget to also roleplay the pain that such emotional expression causes you as well. It is not the case that Stone Elves can't feel, only that they repress their feelings because of the pain those feelings cause. It can be helpful to develop a way for your Stone Elf to 'blow off steam,' and whether that looks like running sword drills, meditating, reciting calming poetry, or something else that works best for your character, is up to you.

It can be useful to decide ahead of time what it will look like when your Stone Elf experiences an emotion. Is it 'all in their head,' or do they feel different emotions in different places on their body? Do they have a laugh, and what does that sound like? Having an idea ahead of time of how your character will react, when it's very different from how you would react, can help your roleplaying seem more natural. Your Stone Elf might find it painful or uncomfortable to be in close proximity to others that are experiencing strong emotions, but it's not required.

Remember that there are many ways to play a Stone Elf, and one is not necessarily more 'correct' than any others. There are many different ways to play a character who does not express emotions, and your Stone Elf does not have to act like anyone else's.

Mental Powers are an entirely optional part of being a Stone Elf. They are roleplay only; if other players opt out of engaging in the roleplay with you, and your plot team does not include it in their story, you may be disappointed building your character around them. Contact your local chapter's plot team if this is a concern for you.

Mental roleplay is generally handled as theatre of the mind conversations. Usually the mental landscape is described in visual terms, but there is no reason you could not be more abstract in your approach. Maybe your character sees mental landscapes as bars of music, or has a more analytical style. Although when they view a memory Stone Elves are able to experience the memory and associated emotion, they can only alter the form of the memory they are not able to alter the emotions.

Stone Elves tend not to physically deteriorate over time like other species, although they are still susceptible to illness and injury. As such, they live centuries upon centuries and as long as a few millennia.

They age, initially, at roughly the same rate as humans until they hit maturity and then are generally considered elderly once they reach more than seven centuries. Consult your local plot team for what would be an appropriate age to start at in the setting you will be playing in.