

Collector's Edition

FORGOTTEN REALMS

ICEWIND DALE



Half-Elf

Half-elves are the result of the union of an elf and human. While some have found acceptance in human lands, others have yet to find their place in the world, and feel like outcasts their entire lives. Independent and strong-willed, half-elves rarely devote themselves to any leader or set of rules. They are cautious warriors and can easily camouflage themselves from the enemy, firing from cover and retreating before they are found.

Favored Class: Any. Half-elves are extremely versatile and can choose any class they wish to multi-class in without penalty.



ICEWIND DALE II © 2002 Interplay Entertainment Corp. All Rights Reserved. The BioWare Infinity Engine © 1998-2002 BioWare Corp. All Rights Reserved. Icewind Dale, Icewind Dale II, Baldur's Gate, FORGOTTEN REALMS, the FORGOTTEN REALMS logo, D&D, the DUNGEONS & DRAGONS logo, Wizards of the Coast and the Wizards of the Coast logo are trademarks of Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc., and are used by Interplay under license from Infogrames Interactive, Inc. Black Isle Studios and the Black Isle Studios logo are trademarks of Interplay Entertainment Corp. The BioWare Infinity Engine and the BioWare logo are trademarks of BioWare Corp. Exclusively licensed and distributed by Interplay Entertainment Corp. All other trademarks and copyrights are property of their respective owners.