

Elf (Aquatic):

This race appears as a slender humanoid with pointed ears (the ears of an elf are normal sized, just as a humans, just pointed at the tips). The skin of the Aquatic Elf is Aqua-blue.

Abilities:

Base Defense:

7.

Body Weapons:

Attacks per turn: 2 (punch, punch).

Damage: Punch: 1-D4 -1, Punch: 1-D4 -1

Evasive:

+1 on defensive rolls to evade attacks on land or in water.

Life-points:

This race will begin with 30 life-points at level #1.

Life-points per level advanced: 1-D6.

Oceanic-Resistance:

This race will only take 50% of the normal damage (rounded up) from an water creature's attack.

Swim Speed:

The movement of the Aquatic Elf is the same in water as on land.

Water Breathing:

The Aquatic Elf can breath water as well as air, and is not susceptible to the pressures of the deep sea.

Water Mastery:

+1 added to each die rolled when inflicting any form of water or ice damage on a target.

Explanation and rulings for Abilities: