

## Elf (Fire):

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). Their skin appears as writhing flames, though no flames are actually burning, or rising from their body.

### Abilities:                    Explanation and rulings for Abilities:

Body Weapons:            Attacks per turn: 2 (punch, punch).  
Damage: Punch: Punch: 1-D4 -1, Punch: 1-D4 -1

Evasive:                    +1 on defensive rolls to evade attacks.

Fire Mastery:             +1 added to each die rolled when inflicting fire damage on a target.

Note: If a fire-damage is 1-D12 x4, you will calculate the bonus like this: 1-D12 x4 +4.

Fire Resistance:         This race will resist 1-D12 points of fire damage per 10 levels advanced.

#### Level:                    Explanation:

1<sup>st</sup> - 10<sup>th</sup>:                1-D12 fire damage be resisted when burned by heat.

11<sup>th</sup> - 20<sup>th</sup>:              1-D12 x2 fire damage be resisted when burned by heat.

21<sup>st</sup> - 30<sup>th</sup>:              1-D12 x3 fire damage be resisted when burned by heat.

31<sup>st</sup> - 40<sup>th</sup>:              1-D12 x4 fire damage be resisted when burned by heat.

41<sup>st</sup> - 50<sup>th</sup>:              1-D12 x5 fire damage be resisted when burned by heat.

Etc.

Example:                 At 23<sup>rd</sup> level, I can resist 1-D12 x3 fire damage each time I am damaged by heat, or fire. I am burned for 31 points of damage by the breath of a young fire dragon. Before taking the 31 damage, I roll a D12. This time, I roll a 7 (7x3 = 21). 31 - 21 = 10. I only take 10 damage from the dragons fire-breath.

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

Life-points per level advanced: 1-D6.