

## Elf (Woodland):

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 is forest green.

### Abilities:

Base Defense:

7.

Body Weapons:

Attacks per turn: 2 (punch, punch).

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

Bow Mastery:

This race is highly skilled in the use of the bow. As the Woodland Elf advances levels, he or she will gain extra shots from a bow per melee turn as follows:

Level:            Arrows shot per turn:

1<sup>st</sup> - 20<sup>th</sup>:            +1 (2 shots per turn).

21<sup>st</sup> - 40<sup>th</sup>:            +2 (3 shots per turn).

41<sup>st</sup> - 60<sup>th</sup>:            +3 (4 shots per turn).

61<sup>st</sup> +:                +4 (5 shots per turn).

Evasive:

+1 on defensive rolls to evade attacks.

Life-points:

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

Life-points per level advanced: 1-D6.

Organic-Resistance:

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