

## Elf (Air):

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-color is sky-blue with what appears to be scattered clouds of white constantly drifting across their body.

<u>Abilities:</u>	<u>Explanation and rulings for Abilities:</u>
Base Defense:	7.
Body Weapons:	Attacks per turn: 2 (punch, punch). Damage: Punch: Punch: 1-D4 -1, Punch: 1-D4 -1
Air Mastery:	<a href="#">Levitation</a> is always in effect for this race.
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.