

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:

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

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

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

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

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

Etc.

Example: At 23rd 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.