

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: Explanation and rulings for 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: Arorws shot per turn:

1st - 20th: +1 (2 shots per turn).

21st - 40th: +2 (3 shots per turn).

41st - 60th: +3 (4 shots per turn).

61st +: +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.