

Elf (Aquatic):

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). The skin of the Aquatic Elf is Aqua-blue.

<u>Abilities:</u>	<u>Explanation and rulings for Abilities:</u>
Base Defense:	7.
Body Weapons:	Attacks per turn: 2 (punch, punch). Damage: Punch: 1-D4 -1, Punch: 1-D4 -1
Evasive:	+1 on defensive rolls to evade attacks on land or in water.
Life-points:	This race will begin with 30 life-points at level #1. Life-points per level advanced: 1-D6.
Oceanic-Resistance:	This race will only take 50% of the normal damage (rounded up) from an water creature's attack.
Swim Speed:	The movement of the Aquatic Elf is the same in water as on land.
Water Breathing:	The Aquatic Elf can breath water as well as air, and is not susceptible to the pressures of the deep sea.
Water Mastery:	+1 added to each die rolled when inflicting any form of water or ice damage on a target.