

# Fairy (Forest):

This race appears as a very small and slender humanoid with pointed ears and sharp features. Their skin-color is beige, and their long silken hair is forest green.

<u>Abilities:</u>	<u>Explanation and rulings for Abilities:</u>
Base Defense:	8.
Body Weapons:	Attacks per turn: 4 (punch, punch, punch, punch). Damage: Punch: Punch: 1-D4 -3, Punch: 1-D4 -3
Evasion:	When a fairy is struck physically, or magically, a fairy will have a 50% chance to evade the attack automatically. There will be a +1% chance to evade per 5 levels advanced above level #1. Maximum chance: 80%
Evasive:	+3 on defensive rolls to evade attacks.
Fairy Magic:	This race will gain 1 <a href="#">random spell</a> at level #1. 1 additional spell will be randomly given the fairy per 10 levels advanced above level #1 (i.e., 11 <sup>th</sup> , 21 <sup>st</sup> , 31 <sup>st</sup> , 41 <sup>st</sup> , 51 <sup>st</sup> , etc.).
Flying:	This race can fly at will. It's flight speed is x2 the speed of a warhorse at full gallop, which is why it can evade so readily.
Life-points:	This race will begin with 10 life-points at level #1. Life-points per level advanced: 1-D4 -1 (minimum 1 life-point gained per level).
Surprise Mastery:	The Forest Fairy has a 70% chance to detect another, thus foiling one who would attempt to sneak up on it, or attempt a surprise attack. This chance will increase by 1% per 5 levels advanced. Maximum chance: 90%
Woodland Mastery:	<b>Bark Skin:</b> While within a forested region, or near a tree, this race can call upon the protection of a nearby tree to shield it from harm. This can be used but 1 time per battle, and will give the fairy a damage-reduction of 1 per 5 levels advanced <b>Duration:</b> 1-D12 x the fairy's level.