

Fairy (Mountain):

This race appears as a very small and slender humanoid with pointed ears and sharp features. Their skin-color is a golden-brown, and their long silken hair is a striking auburn-gold.

<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 random spell at level #1. 1 additional spell will be randomly given the fairy per 10 levels advanced above level #1 (i.e., 11 th , 21 st , 31 st , 41 st , 51 st , 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).
Mountain Mastery:	Stone Skin: While within a mountain region, or near any type of stone, this race can call upon the protection of nearby stone to turn away any form of physical damage. This can be used but 1 time per battle, and will give the fairy a 40% chance to turn any form of damage. This chance will increase by 1% per 2 levels advanced. Duration: 1-D12 x the fairy's level. Maximum chance: 90%
Surprise Mastery:	The Mountain 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%