

# Species, Breed: Nymph, Water

Type: Not applicable.

Class: Enchanted (Mammal).

Align: Good.

Gender: Female.

Level: 1-D30 + 1

Number encountered: 1 There will be a 10% chance of encountering 1-D8 +1 Water Nymphs.

Experience points: 70 x level.

## Characteristics

Awareness: 28

Charisma: 45

Constitution: 40

Coordination: 30

Dexterity: 30

Intelligence: 20

Mental-strength: 33

Strength: 16

Wisdom: 20

## Movement:

Flying: Can't

Grounded: 12

Swimming: 36

Luck: 100

Oxygen-points: 99

Blood-points: 120

## Attack descriptions

R-15 Water Staff: 3

Damage: 2-D6 x5

**Suffocation:** 1-D12 x3 oxygen-point loss per successful strike. There is no avoidance-roll for the oxygen-point loss effects of this weapon, except to Block, Dodge, or Parry the strike.

**Notes:** When oxygen-points of an enemy reach 0, it will faint, remaining unconscious until ½ its oxygen-points return. This staff's ability will not bring a creature down below 0 oxygen-points.

This staff will do x5 damage in the hands of the Water Nymph. If any other creature obtains this weapon, it will do the normal damage as a Quarter Staff (2-D6 + 30 due to it being rank-15).

Range: 2 spaces (10')

Attack type: Blunt.

See: Water Mastery in the "Special Abilities".

Defense: 30

Offense: 30

Damage-Points: Roll 2-D20 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 10+ to have 1-D12 x8

Bronze: 15+ to have 1-D12 x7

Silver: 20+ to have 1-D12 x6

Electrum: 25+ to have 1-D12 x5

White-gold: 30+ to have 1-D12 x4

Yellow-gold: 35+ to have 1-D12 x3

Black-gold: 40+ to have 1-D12 x2

Treasure item(s):

Common: None

UnCommon: None.

Rare: 30+ to have 1-D4 +1

Legendary: 90+ to have 1-D4

# Description:

**Annihilation Strike?:** Yes.

**Description:** This creature appears to be a beautiful female humanoid.

**Eye color:** Light-blue.

**Eye shape:** Medium-sized and slanted (similar to the Aldarian elf, though much more beautiful).

**Hair color:** Translucent, as Nymph's skin color.

**Hair texture:** Silken, like wet strands of silk.

**Height:** 5'-5"

**Skin color:** Translucent, like a clear spring of water.

**Skin texture:** Very soft and wet. Water makes up the body chemistry of the Water Nymph, though these creatures are as physical as a human.

**Posture:** Biped (like an animal with two feet).

**Weight:** 115 lbs.

**Dislikes:** Desert heat and regions with little or no precipitation.

**Disposition:** Water Nymphs are very shy and playful creatures. They will swim around and play with any creature that comes into the water, though with caution at first. If trust can be gained, she will let the creature into her life, sharing secrets, fears, hopes and dreams (as any person does).

**Fears:** Losing the ability to be near a permanent water source, which is the source of life for this creature. See: "Susceptibilities".

**Habitat:** Forests (all). This creature will usually be found in, or near, permanent water sources. See: "Susceptibilities".

**Immunities:** Ability (water-based abilities), Water-based Area of effects, Beguile, Charm (this creature is susceptible to the natural charm of another person's (i.e., love, charisma, kindness, etc.), Gases, Nature (water based nature only), Sickness, Water (this creature cannot be harmed by any form of water).

**Life-span:** Immortal. Even though this creature is created in her prime, and will never die, she can become diseased, or slain.

**Likes:** Water

**Needs:** This creature needs to be in contact with water at least 1 / moon (30 days). See: "Susceptibilities".

**Note:** Even though this creature is an enchanted mammal, it is created mystically from a permanent water source, coming to life to follow its own destiny. Being a mammal, this creature can fall in love with another and begin a family, as does any race. If this creature shares its life with an Aldarian Elf, its offspring will be half Water Nymph, half Aldarian Elf. The G.M. must rule on this (i.e., what abilities will be retained, enhanced, mixed, how long offspring will live, etc.).

**Special Abilities: Inspiration:** The Water Nymph can detect an evil and UnHoly influence within 28 spaces (140') if such an influence would effect her directly. The exact location cannot be pinpointed by the Water Nymph, but a dread will fill her heart, thus warning her of impending danger.

To detect an evil or unHoly influence, the Water Nymph a successful "Awareness Check" must be rolled (Awareness = the % chance for success).

**Water Mastery:** The Water Nymph are naturally endowed with the ability to cast the following spells as abilities 3 times per 24 hours:

"Elemental Strike (Water)"  
"Water Rune"

Note:

Notice that the water-based spells listed above are considered as abilities for the Water Nymph. Even though you are referred to the spells sections for the rulings on these abilities, they are not spells for the Water Nymph, and you must treat them as abilities.

## Special Defenses: Resistances: This creature has the following resistances:

Ability: 30%      This is only for abilities which invoke a power upon the Water Nymph, not abilities which a warrior, or like class, would use to inflict damage, or subdue, etc.

Control PET or STEED: 70%      Note: If the Water Nymph has become a companion and friend to any pet or steed, that pet or steed will trust her much more than normal, thus remaining in control in difficult situations. If this ability to retain the control of a pet or steed fails, she will have a second chance to do so by making a successful avoidance-roll vs. "Control Pet or Steed".

Disease: 50%

Enchantment: 30%

Faith: 30%

Magic: 30%

Manipulation (Mental): 30%

Mental-Attack: 30%

Mind Alteration: 30%

Petrification: 30%

**Special Offenses:** See: "Special Abilities". See also the "Attack Descriptions" on page #2 for the special abilities of the Water Staff this creature wields.

**Susceptibilities:** If the Water Nymph does not submerge herself within water at least 1 time per moon (30 days every 15 days within harsh regions such as hot deserts, wastelands, UnderWorld, etc.), she will begin to die, losing damage-points at a rate of 1 per 24 hours until death occurs.

**Weapon susceptibility:** Rank-0 (or better) enchanted weapon to harm.