

Species, Breed: Fairy, Menehune

Type: Not applicable.

Class: Enchanted.

Align: Good (apathetic).

Gender: %Roll: 01-50 = Female, 51-00 = Male

Level: 1-D20 +10

Number encountered: 1-D20 (there will be a 1% chance that the Menehune civilization has been encountered (there will be 1-D20 x 50 in a civilization - - once this number has been rolled up, it is permanent, for there is only one single civilization of Menehune). This is the only place on Utaemia where this race is found. There are no other places. These can be found a many places, but the Tropics are their homeland where the Kazar Menehune watches over them..

Experience points: 100 x level, and 300 x level for the leader.

Characteristics

Awareness: 25

Charisma: 30

Constitution: 40

Coordination: 30

Dexterity: 30

Intelligence: 20

Mental-strength: 60

Strength: 12

Wisdom: 20

Movement:

Flying: 27 spaces per 1 turn (5 seconds)

Grounded: 9 spaces per 1 turn (5 seconds)

Swimming: 3 spaces per 1 turn (5 seconds)

Luck: 100 (there will be a 2% chance x the level of the Menehune that his or her next physical turn will not be forfeit due to using luck).

Oxygen-points: 180

Blood-points: 120

Attack descriptions

2 R-0 30 Lb. Short Bow / 1-D6 + 1-D4 / Range: 20 spaces (100") / Needle attack

or:

2 Daggers, 2 attacks each / Damage: 1-D4 +1 / 1 space (5') / Sharp attack

Damage-Points: Roll 1-D20 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 90+ to have 1-D100

Bronze: 91+ to have 1-D100

Silver: 92+ to have 1-D100

Electrum: 93+ to have 1-D100

White-gold: 94+ to have 1-D100

Yellow-gold: 95+ to have 1-D100

Black-gold: 96+ to have 1-D100

Treasure item(s):

Common: 50+ to have 1-D4

UnCommon: 70+ to have 1-D4

Rare: 90+ to have 1-D4

Legendary: 91+ to have 1-D4

Description:

Annihilation Strike?: Yes.

Description: The Menehune grow to approximately 2' in height (24"). They are slender, delicate built and are very graceful and charming . . . when they want to be.

Dislikes: The Nawao. Upon sighting the Nawao, the Menehune will gather and attack them, for they are bitter enemies.

Disposition: These creatures are mischievous. These creatures are not evil, nor' are they cruel. The Menehune loves the game of tricks and plays it unwittingly and well.

Fears: Owls terrify the Menehune very much.

Habitat: Tropical regions within well tended caves.

Immunities: Unknown

Life-span: 485 years.

Likes: Singing, physical activities on land and water. They especially are attuned to creating and using a bow. They especially become active if they encounter snow.

 Their favorite treat is banana, which they use regularly in many foods.

 They especially love to fish and build complex water systems of all types.

Needs: Basic needs of life (food, water, shelter, etc.).

Note: These creatures are a sentient form of Fairy life, very tight knit in family and culture. They protect each other no matter the conflict. There is no loyalty so openly and intensely evident in any other creature known. If on opposing sides to the conflict, and challenge each other, if they recognize each other as the same race, they will instantly form a truce.

 Legend: It is whispered in the Ancient Tome of the Menehune, two kings of power clashed in the Battle of Elish. As the conflict of killing commenced on Tremor Field, two Menehune serving opposite sides of the conflict encountered each other, both their weapons stained with the blood of many foes. Never did they exchange a word as their swords danced against each other, yet neither struck a blow to the other as the battle raged on and into a terrible outcome. In the end both Menehune survived the conflict.

 The Menehune are an amazing race, somehow bonded tightly as if family.

Special Abilities: Stone Mason, Carpentry, Lumberjack,

Special defenses: Menehune will each have an EXTRA 200 points which can be EVENLY only be spent to build the following classes:

Druid

Healer

Thief

Note: There will always be one Menehune, the leader of the race, who will have an extra 1-D100 x 10 + 200 Modification-points. This will be the Master and Protector of the Menehune society.

Special offenses: This creature will start out with 3-D20 +9 Modification-points. Add 1-D20 +10 Modification-points per 3 levels advanced. Use these Modification-points to buy powers from any of the adventurer list. ALL

Seeker Ability prerequisites will be done away with when buying up abilities and spells. All other prerequisites other than Seeker Ability must be purchased in order to appropriately build abilities and spells on the Menehune.

Prerequisites do not apply to buying advanced

Character Abilities

Divine Favors

Trade-Skills

Susceptibilities: None.

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