

Fawn:

This race appears as a half goat (waist down to feet, which are cloven hooves), and smaller human (from the waist up). This race have two horns growing from its head. Satyr is another name for this race type.

Abilities: Explanation and rulings for Abilities:

Base Defense: 7.

Body Weapons: Attacks per turn: 3 (punch, punch).
Damage: Punch: 1-D4 -1, Punch: 1-D4 -1

Charm: This race can play the panpipes with enchanted fluidity. As a Fawn plays, the targeted creature will be charmed, befriended by the Fawn unless a 15+ is rolled. If a fails to successfully resist the Charm of the Fawn's playing, it perceive its life, as if within a pleasant dream, a dream in which it cannot break out of on its own (while within this dreamlike state, it will become playful with the Fawn). It is the favorite pastime of the Fawn, or Satyr, to charm a maiden for a time to enjoy socializing and playing games of tag and chase with. Remember: While charmed, creatures will never attack unless attacked (which will break the Charm). They cannot be commanded to attack either (they will merely befriend and adore the Fawn).

Note: Fawns will begin with the ability to charm 1 creature. As he or she advances in levels, Charm will grow more powerful, given him or her the power to charm additional targets as follows: 21st = 2 creatures, 41st = 3 creatures, 61st = 3 creatures, 81st = 3 creatures, etc.

Life-points: This race will begin with 60 life-points at level #1.
Life-points per level advanced: 1-D10.

Magic Resistance: This race will have a +3 to avoid any form of magic:

Spell Knowledge: This race will start out with 1 random spell, and will gain an additional spell per 20 level thereafter as follows: 21st, 41st, 61st, 81st, etc.