

Dryad:

This race appears as a slender humanoid with pointed ears, as the elf. In fact, this race is often mistaken for an elf. The Dryad's skin is lighter than beige, from which constantly sheds a soft illumination. This illumination is only visible to the eye when the light of the day falls past twilight.

Abilities:

Explanation and rulings for Abilities:

Animal Charmed:

50% chance to befriend an animal, or giant-sized animal. If this works, the creature will fight with you for the remainder of the battle. After the battle is over, there will be a 30% chance it will stay with you as an ally. If this happens, you may take on this creature as another character (it will advance in levels with you, but you must share experience-points with it evenly, as you must do with all your pets and steed you have adventuring with you). One creature can be Animal Charmed (+1 additional animal per 10 levels advanced above level #1).

Base Defense:

7.

Body Weapons:

Attacks per turn: 2 (punch, punch).

Damage: Punch: 1-D4 -1, Punch: 1-D4 -1

Life-points:

This race will begin with 30 life-points at level #1.

Life-points per level advanced: 1-D8.

Organic-Resistance:

This race will only take 50% of the normal damage (rounded down) from an organic creature's attack (if 1 damage is inflicted, no damage will be taken). **In any case, an organic creature WILL NOT attack a Dryad unless attacked first by the Dryad (unless it is being controlled by another).**

TreeScape:

While within a forested area (or anywhere a tree is present), the Dryad can pass through a tree, giving him or her a chance to increase his or her Base Defense by +7 (making it harder to be struck). In order to preform a successful TreeScape, the Dryad merely has to win initiative roll against each attack of his or her foe.