

Fairy (Grassland):

This race appears as a very small and slender humanoid with pointed ears and sharp features. The Grassland Fairy's skin-color is a light green, and their long silken hair is grassy-green.

Abilities: Explanation and rulings for Abilities:

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., 11th, 21st, 31st, 41st, 51st, 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.

Grassland Mastery: Snare: While within a grassy region, this race can call upon the protection of the grasses to snare all creatures in the area which directly attack him or her. This can be used but 1 time per battle, and will slow and hinder all his or her adversaries to have the following penalties:

Base Defense: **-1** An additional -1 per 20 levels advanced above level #1 will be enforced (i.e., -2 at level 21st, -3 at 41st, -4 at 61st and -5 at 81st).

Offense: **-1** An additional -1 per 20 levels advanced above level #1 will be enforced (i.e., -2 at level 21st, -3 at 41st, -4 at 61st and -5 at 81st).

Duration: **1 full battle.**

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).

Surprise Mastery: The Grassland 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%