

# Fairy (Volcanic):

This race appears as a very small and slender humanoid with pointed ears and sharp features. Their skin-color is a firey-red, and their long silken hair flows naturally, appearing as flames of fire (though not actual fire).

## 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., 11<sup>th</sup>, 21<sup>st</sup>, 31<sup>st</sup>, 41<sup>st</sup>, 51<sup>st</sup>, 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.

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).

Volcanic Mastery: Fire Skin: While within a volcanic, or firey, region, this race can call upon the protection of fire, causing a fire-burst to sear any foe that touches (with a weapon or personally touching) the Volcanic Fairy, causing 1-D6 damage. An additional 1-D6 fire damage will be inflicted per 5 levels advanced above level #1.  
Duration: 1-D12 x the fairy's level.

Surprise Mastery: The Volcanic 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%