

Siren:

This race appears as a cross between a human (upper half of the body from the waist up), and a fish (lower half of the body), just as its distant cousin, the Mer. The one difference that separates the Siren from the Mer is the Siren's Song.

Abilities: Explanation and rulings for Abilities:

Base Defense: 7 (9 while in water).

Body Weapons: Attacks per turn: 2 (punch, punch).
Damage: Punch: 1-D4 -1, Punch: 1-D4 -1

Legs: Out of water, the Siren's tail will split and change into human legs. This transformation will take 3 full melee turns (as this transformation occurs, the Siren's defense will be 4). This applies to the Siren's legs forming into a tale as well.

Life-points: This race will begin with 30 life-points at level #1.
Life-points per level advanced: 1-D8.

Siren's Lure: The song of the Siren will have a 30% chance to lure a random encounter to her (+ 1% per 3 levels advanced).

Siren's Lure effect: Siren's Lure will bring on an encounter, and will mesmerize all creatures appearing, giving the Siren and her allies the element of surprise (the Siren and all her allies will gain the first 3 turns to attack). Those lured by the Siren can only defend (with a -3 on all defensive rolls).

Maximum chance: 70%

Swim Speed: The Siren can swim in water as fast as a horse can run on land.

Water Breathing: The Siren can breath water as well as air, and is not susceptible to the pressures of the deep sea.