

Undead (Fade):

This race appears as a living shadow of a person; a shadow so dense, it can be felt (as though it was physical).

Abilities:

Body Weapons:

Explanation and rulings for Abilities:

Attacks per turn: 2 (punch, punch).

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

Corporeal Phantom:

All damages this race sustains will be reduced by 50% (rounded up).

Fear Immunity:

This race will resist the effects of fear as follows:

Level:

Immunity chance:

1-15:

1 in 6 chance (roll 1-D6: a 1 will indicate no fear will effect you).

16-30:

2 in 6 chance (roll 1-D6: a 1-2 will indicate no fear will effect you).

31-45:

3 in 6 chance (roll 1-D6: a 1-3 will indicate no fear will effect you).

46+:

4 in 6 chance (roll 1-D6: a 1-4 will indicate no fear will effect you).

Physique:

This creature will begin with 30 life-points at level #1 and will gain an additional 1-D4 life-points per level advanced.