

# Species, Breed: Nymph, Wood

Type: Not applicable.

Class: Enchanted (Mammal).

Align: Good.

Gender: Female.

Level: 1-D30 + 1

Number encountered: 1

Experience points: 100 x level.

## Characteristics

Awareness: 28

Charisma: 40

Constitution: 40

Coordination: 30

Dexterity: 30

Intelligence: 25

Mental-strength: 35

Strength: 25

Wisdom: 25

## Movement:

Flying: Can't

Grounded: 12

Swimming: 4

Luck: 200

Oxygen-points: 105

Blood-points: 120

## Attack descriptions

See: "Special Abilities".

Defense: 30

Offense: 30

Damage-Points: Roll 2-D20 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 10+ to have 1-D12 x10

Bronze: 15+ to have 1-D12 x9

Silver: 20+ to have 1-D12 x8

Electrum: 25+ to have 1-D12 x7

White-gold: 30+ to have 1-D12 x6

Yellow-gold: 35+ to have 1-D12 x5

Black-gold: 40+ to have 1-D12 x4

Treasure item(s):

Common: None

UnCommon: None.

Rare: 20+ to have 1-D4 +1

Legendary: 40+ to have 1-D4 +1

# Description:

**Annihilation Strike?:** Yes.

**Description:** This creature appears to be a beautiful female humanoid.

**Eye color:** Dark-brown.

**Eye shape:** Medium-sized and slanted (similar to the Aldarian elf, though much more beautiful).

**Hair color:** Dark-brown with forest-green highlights.

**Hair texture:** Fine. Nymphs will never cut their hair.

**Height:** 5'-6"

**Skin color:** White.

**Skin texture:** As an Aldarian elf, or a human.

**Posture:** Biped (like an animal with two feet).

**Weight:** 120 lbs.

**Dislikes:** All that harm nature in any way.

**Disposition:** Nymphs fully coexist with all druids in harmony of their calling. If a Nymph encounters a druid, she will watch him or her very closely, yet unobserved. If trust is given by the Nymph, she will shyly make her presence known at some time to the druid.

It is suspected that there are male Nymphs, but never in history has there been a sighting with supporting evidence. If asked if there are male Nymphs, the females will not answer (usually they will not understand the question).

**Fears:** Losing the ability to be within a forest.

**Habitat:** Forests (all).

**Immunities:** Ability (wood-based abilities), Wood-based Area of effects, Beguile, Charm (this creature is susceptible to the natural charm of another person's (i.e., love, charisma, kindness, etc. (See: "Susceptibilities"), Gases, Nature (wood-based nature only such as organic attacks), Sickness, Wood (this creature cannot be harmed by any form of Wood).

**Life-span:** Immortal. Even though this creature is created in her prime, and will never die, she can become diseased, or slain.

**Likes:** Vast woodlands and meadows of flowers.

**Needs:** Basic needs of life (food, water, shelter, etc.).

**Note:** Even though this creature is an enchanted mammal, it is created mystically within a woodland, coming to life to follow its own destiny. Being a mammal, this creature can fall in love with another and begin a family, as does any race. If this creature shares its life with an Vosk Elf, its offspring will be half Wood Nymph, half Vosk Elf. The G.M. must rule on this (i.e., what abilities will be retained, enhanced, mixed, how long offspring will live, etc.).

**Special Abilities: Modification-points:** Nymphs have the ability to cast Druid's magic. Nymphs will have one random spell for every level attained. They will also have 1-D10 spell-points x her level.

## Special Defenses: Resistances: This creature has the following resistances:

Ability: 30%      This is only for abilities which invoke a power upon the Wood Nymph, not abilities which a warrior, or like class, would use to inflict damage, or subdue, etc.

Control PET or STEED: 70%      Note: If the Wood Nymph has become a companion and friend to any pet or steed, that pet or steed will trust her much more than normal, thus remaining in control in difficult situations. If this ability to retain the control of a pet or steed fails, she will have a second chance to do so by making a successful avoidance-roll vs. "Control Pet or Steed".

Disease: 50%

Enchantment: 30%

Faith: 30%

Magic: 30%

Manipulation (Mental): 30%

Mental-Attack: 30%

Mind Alteration: 30%

Petrification: 30%

**Special Offenses:** See: "Special Abilities".

**Susceptibilities:** Kindness is charming to a Nymph, if one can get close enough to one. This creature is highly susceptible to genuine flattery.

**Weapon susceptibility:** Rank-0 (or better) enchanted weapon to harm.