

Species, Breed: Sylph

Type: Not applicable.

Class: Enchanted (Greater mortal).

Align: Good

Gender: 01-99: Female, 00: Male.

Level: 1-D30 + 1

Number encountered: 1

Experience points: 100 x level.

Characteristics

Awareness: 30

Charisma: 60

Constitution: 20

Coordination: 50

Dexterity: 30

Intelligence: 25

Mental-strength: 35

Strength: 20

Wisdom: 25

Movement:

Flying: 30

Grounded: 10

Swimming: 10

Luck: 100

Oxygen-points: 115

Blood-points: 60

Attack descriptions

1 Quarter staff: 2-D6 / 1 space (5') / Blunt attack.

Defense: 50

Offense: 30

Damage-Points: 1-D8 + level

Treasure: %Roll needed to have money and treasure:

Copper: 10+ to have 1-D10

Bronze: 15+ to have 1-D10

Silver: 20+ to have 1-D10

Electrum: 30+ to have 1-D10

White-gold: 40+ to have 1-D10

Yellow-gold: 50+ to have 1-D10

Black-gold: 60+ to have 1-D10

Treasure item(s):

Common: None.

Uncommon: None.

Rare: 70+ to have 1-D4

Legendary: 76+ to have 1-D4

Description:

Annihilation Strike?: Yes.

Description: Height: 5' 6", Weight: 130 lbs., Wing span: 4' 6", Wing contour: Similar to that of a Dragonfly, Skin color: White complexion, Skin texture: Smooth soft, Eye color: Bright sky-blue, Eye shape: Small, oval, sharp, Posture: Biped (very graceful).

Dislikes: Evil (in all that it stands for).

Disposition:

Fears:

Habitat: Sky.

Immunities: Disease and Sickness has only 50% of the normal effects upon a Sylph.

Life-span: Immortal.

Likes: Music (Bells, Drums, Fiddle, Flute, Harp, Singing, any kind of musical instruments), dancing, nature, water (they love to swim, and are extremely adept at it), babies (of all species of animals), friendships (the Sylph is most sentimental), elves (all species) as long as they are kind and loving. Sylphs love anything that is good, especially other magical creatures that have a pure heart. G.M.: Sylphs are childlike in their demeanor. They will befriend anyone who they are sure they can trust, and this friendship will never be broken by the Sylph.

Needs:

Note: The Sylph has the amazing ability to forget the bad. If injured by evil, a Sylph will be able to actually forget the hurt and carry on happily thereafter, although the evil brought upon them may take a short or long period to get over. In the end, Sylphs will banish the memory, forgetting what has transpired. This does not mean that they will repeat the same mistake twice, for once a sylph has been hurt, she will develop a strong instinct against that which caused her pain. The Sylph is highly naive and playful. If a subject arises that she does not have knowledge on, she will inquire upon it until satisfied.

Special Abilities: Charm (avoid vs. "Mental Attack" or not have the desire to harm a Sylph (opposite sex only). Sylphs can fly, and they have full night-vision.

Special defenses: None.

Special offenses: None.

Susceptibilities: Kindness will flatter them.

Weapon susceptibility: Rank-13 magical weapon to harm.