

Nymph (Water) aka Naiad

Level	5	AGL	14	Defense	Block	14	
Size	Medium	CHA	18	Bonus	Dodge	13	
Initiative Bonus	-1	CON	12		Perry	N/A	
Grouping	1d4-1	END	13	High Pain Threshold		N/A	
Aggressiveness	2	INT	15	Magic Resistance			
Movement	Water	45' (9)	OBS	AGL	20%	INT	20%
	Ground	20' (4)	STR	CHA	35%	OBS	20%
Treasure	1d8	WIS	17	CON	20%	STR	20%
		END	20%	WIS	30%		

Territory & Description:

Naiads (also known as Nixies) are water nymphs that generally inhabit small ponds and streams but can inhabit larger bodies of water like lagoons, and lakes. They can be found in both fresh and salt water but can be called by different names depending where they are (i.e.: Nereids and Oceanids). Naiads can be found in any part of the world where there are bodies of water in the wilderness. For that reason, only Megalopolis is without a single Naiad.

Naiads are quite reclusive, hiding from strangers in their underwater grottos. They have been know, however, to help those in need, especially when their need is to help protect the environment.

Because they carry no weapons, their main form of protection is magical ability (see below). That failing they will use their wrestling ability to ensnare and drown those that mean them harm.

Attack skills	Bonus	Damage	Rate	Range	Tech Level
Punch	+0	1d4-1	3	1	1
Kick		1d6-1			
Wrestling	+5	Variable	3	1	1
Throwing	+1	Variable	Variable	Variable	Variable

Special Abilities:

- **Magic:** Naiads have the ability to cast 1-3PR spells from the Elemental sphere of Water. These spells are cast by fairey magic. Each Naiad has 20 MP that they can spend each day. At dawn of each day any MP that the Naiad used are automatically re-gained. Naiads use their WIS to cast these spells.

Special Penalties:

- **Vital Weakness:** Like all nymphs, Naiads are tied to a specific location and cannot survive long away from it. For these creatures the location is a specific body of water such as a pond, pool, lagoon or stretch of a stream. If this body of water is destroyed then the Naiad will die as well. Though it is hard to completely destroy such a body of water this is sometimes done through either accident or through malicious intent when a body of water is poisoned by pollution or dried up due to the change in water flow (i.e.: a dam diverting the path of a river).

Naiad 1	Current CON	12						
	Current END	13						
Magic Points	Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	RF Leg (6)	LF Leg (7)	R Leg (8)	L Leg (9)
11	Body	7	21	14	11	11	18	18

Naiad 2	Current CON	12						
	Current END	13						
Magic Points	Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	RF Leg (6)	LF Leg (7)	R Leg (8)	L Leg (9)
11	Body	7	21	14	11	11	18	18

Naiad 3	Current CON	12						
	Current END	13						
Magic Points	Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	RF Leg (6)	LF Leg (7)	R Leg (8)	L Leg (9)
14	Body	7	21	14	11	11	18	18

Naiad 4	Current CON	12						
	Current END	13						
Magic Points	Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	RF Leg (6)	LF Leg (7)	R Leg (8)	L Leg (9)
13	Body	7	21	14	11	11	18	18

Naiad 5	Current CON	12						
	Current END	13						
Magic Points	Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	RF Leg (6)	LF Leg (7)	R Leg (8)	L Leg (9)
13	Body	7	21	14	11	11	18	18

Naiad 6	Current CON	12						
	Current END	13						
Magic Points	Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	RF Leg (6)	LF Leg (7)	R Leg (8)	L Leg (9)
13	Body	7	21	14	11	11	18	18

Naiad 7	Current CON	12						
	Current END	13						
Magic Points	Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	RF Leg (6)	LF Leg (7)	R Leg (8)	L Leg (9)
7	Body	7	21	14	11	11	18	18

Naiad 8	Current CON	12						
	Current END	13						
Magic Points	Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	RF Leg (6)	LF Leg (7)	R Leg (8)	L Leg (9)
12	Body	7	21	14	11	11	18	18

Naiad 9	Current CON	12						
	Current END	13						
Magic Points	Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	RF Leg (6)	LF Leg (7)	R Leg (8)	L Leg (9)
18	Body	7	21	14	11	11	18	18

Naiad 10	Current CON	12						
	Current END	13						
Magic Points	Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	RF Leg (6)	LF Leg (7)	R Leg (8)	L Leg (9)
13	Body	7	21	14	11	11	18	18

Naiad 11	Current CON	12						
	Current END	13						
Magic Points	Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	RF Leg (6)	LF Leg (7)	R Leg (8)	L Leg (9)
14	Body	7	21	14	11	11	18	18