

Faun

HD: d4

Equipment: Any one-handed missile or melee weapon, leather armor or lighter, no shield.

Fighting Styles: Dual wield, two-handed wield.

Shaggy Hide - Fauns have a base unarmored AC of 1.

Magical Music - As the proficiency.

Growth of Plants - Once per day, by playing music for one turn, fauns can duplicate the effects of a growth of plants spell.

Faun Level Progression

<i>Experience</i>	<i>Level</i>	<i>Hit Dice</i>	<i>Ability</i>
0	1	1d4	Thief skills, magical music, shaggy hide, growth of plants
1,250	2	2d4	Cleave
2,500	3	3d4	--
5,000	4	4d4	--
10,000	5	5d4	--
20,000	6	6d4	--
40,000	7	7d4	--
80,000	8	8d4	--
180,000	9	9d4	Hideout
280,000	10	9d4+2*	--
380,000	11	9d4+4*	--
480,000	12	9d4+6*	--
580,000	13	9d4+8*	--
680,000	14	9d4+10*	--

*Hit point modifiers from constitution are ignored

Faun Attack and Saving Throws

<i>Level</i>	<i>Petrification & Paralysis</i>	<i>Poison & Death</i>	<i>Blast & Breath</i>	<i>Staffs & Wands</i>	<i>Spells</i>	<i>Attack Throw</i>
1-2	13+	13+	16+	14+	15+	10+
3-4	12+	12+	15+	13+	14+	9+
5-6	11+	11+	14+	12+	13+	8+
7-8	10+	10+	13+	11+	12+	7+
9-10	9+	9+	12+	10+	11+	6+
11-12	8+	8+	11+	9+	10+	5+
13-14+	7+	7+	10+	8+	9+	4+

Faun Thief Skills

<i>Level</i>	<i>Find Traps</i>	<i>Remove Traps</i>	<i>Pick Pockets*</i>	<i>Move Silently</i>	<i>Climb</i>	<i>Hide</i>	<i>Hear</i>
1	18+	18+	17+	17+	6+	19+	14+
2	17+	17+	16+	16+	5+	18+	13+
3	16+	16+	15+	15+	5+	17+	12+
4	15+	15+	14+	14+	4+	16+	11+
5	14+	14+	13+	13+	4+	15+	10+
6	12+	13+	12+	12+	4+	14+	9+
7	10+	11+	10+	10+	3+	12+	8+
8	8+	9+	8+	8+	3+	10+	7+
9	6+	7+	6+	6+	3+	8+	6+
10	4+	5+	4+	4+	3+	6+	5+
11	3+	3+	2+	2+	2+	4+	4+
12	2+	2+	-1+	2+	2+	3+	3+
13	1+	2+	-3+	1+	1+	2+	2+
14	1+	1+	-5+	1+	1+	1+	1+

* -1 penalty on the proficiency throw per each level the faun is lower than the victim.