Faun

written by CresthavenRPG Guru | December 14, 2014



The Faun are a unique and mystical race that is deeply connected to nature. They appreciate the sounds of the forest and the animals that inhabit it. They live among the trees and are not afraid to face the dangers that come with it. They have sharp instincts that allow them to survive in the wilderness, even without the help of modern technology.

The Faun have a distinct appearance, with their slender bodies and their resemblance to both humans and deer. They are gentle and pure creatures that move with grace through the forest. The Faun have a special bond with nature that allows them to use its powers to their advantage. They are known for their harmonious singing and can even communicate with the animals of the

forest.

Ability Scores: Faun cannot exceed +3 in any ability except for Wisdom where they can have up to a +4.

Ability Score Max: Faun have a max total combined ability total of 5

Size: height medium: 5 – 7 foot tall, weight 175 – 240 lbs

Speed: 150 feet per round

Languages: Common and Sylvan

Class Restrictions: Faun may only choose from Cleric, Druid, Barbarian, or Ranger

Special Abilities: Faun can speak with common forest animals similar to the spell with a DC Wisdom 17.

Limitations or Restrictions:

- A faun may wear any kind of armor, and may use a shield. However, their armor and shields must be specially made for their unique physique (doubling the list price). Human sized armor maybe used but at a -5 AC penalty.
- Faun are often mistakenly seen by humans, dwarves and draco as hostile enemies. When dealing with those races, Faun have a -5 penalty when doing an encounter.