

MERTOUCHE

Sailors have told stories of their encounters with the denizens of the deep for centuries. Tales of intimacy are the most plentiful in number but are quite certainly the least likely to contain any truth. There are the select few moments where merfolk and humanoid bloodlines do become intertwined however, and these encounters beget lineages resembling a very interesting mix of both their parent's heritages. Combining the mischievousness and pride of their aquatic heritage and the adventure-lust and adaptability of their humanoid blood, Mertouched are a starkly unique and intriguing race.

MERTOUCHE RACIAL TRAITS

+2 Dexterity, +2 Charisma: Mertouched are lithe, agile, and graceful, inheriting the playfulness, charm, and beauty of their Merfolk parent.

Medium: Mertouched are Medium creatures and receive no bonuses or penalties due to their size.

Base Speed: Mertouched have a base speed of 30ft. They have a swim speed of 30ft (as well as the standard +8 to Swim checks).

Aquatic: Mertouched are humanoids with both the aquatic and human subtypes.

Amphibious: Mertouched are amphibious and thus can breathe both air and water.

Low-Light Vision: Mertouched have low-light vision.

Armor: Mertouched have a +1 natural armor bonus due to their scaled skin.

Weapon Familiarity: Mertouched are proficient with tridents, nets, and underwater crossbows.

Languages: Mertouched begin play speaking Common and Aquan. Mertouched with high Intelligence scores can choose from the following: Aboleth, Aklo, Draconic, Elven and Sylvan.

Physical Description: Mertouched have pale, slender, bodies, pointy fey-like ears, webbed digits and a small set of gills tucked beneath the outer portions of their jaw-line. While they are thin, their bodies have powerful muscles that allow them to swim gracefully and quickly. They have fine, fish-like scales covering most of their body. So fine, in fact, that from afar they resemble regular human skin. This skin can vary in color, from standard flesh tones to pale blues and greens. Their hair can be any color, with shades of blue, green, scarlet, and dark blonde being common. Eye color is generally seafoam green or coral in color. They love to adorn themselves with things that their aquatic kin does, such as seashells, coral, rich undersea plants, pearls, and other underwater decorations, and dress sparsely if at all.

Society: Mertouched generally enjoy existing alongside other sea life (sentient or not) and feel very at home beneath the waves. Many of them live in merfolk cities alongside their merfolk relatives. They can be a very communal race, enjoying training and relaxing alongside other mertouched and merfolk. Now that doesn't mean that none of them branch out on their own. Because of their human ancestry, mertouched are very curious folk and are often struck with wanderlust, traveling across vast swathes of ocean or large stretches of land. Mertouched are also often associated with the arcane and are commonly sorcerers, and bards.

Relations: Mertouched are children of two worlds, but generally find themselves citizens of the seas. This is mainly due to the fact that their merfolk kin are quite accepting of them and treat them as equals. They are often emissaries and mediators between the undersea races and port or coastal cities. Most land living races are deeply fascintaed with the mertouched. Probably because of their close resemblance to the fabled and beautiful merfolk (although without the unfamiliar tail). It's because of this that mertouched continue to be birthed. Many mertouched that spend large amounts of time on the surface world end up forming close bonds with other adventure loving individuals or groups. Sometimes even finding mates or spouses that they eventually rear offspring with.

Alignment and Religion: Although a very proud race, mertouched are quite mischievous and can be impulsive, pushing them towards a chaotic alignment. They tend to be neutral when it comes to the grand scheme of the world; being rather removed deep under the sea. Although good mertouched are quite numerous as well, there are also a very select few groups of evil mertouched. Often servants of malicious sea life like aboleths, brine dragons, or sea hags.

Some mertouched take to the worship of the god Gozreh, serving them in order to stay in the storm and surf deity's good graces.

Adventures: It is very common to find mertouched traveling all across the globe. They have a natural affinity for travel and frequently find themselves on the road. Being reared in a very social society, they tend to travel with other races, curious about new types of people and creatures. Some mertouched find themselves as deck hands on ships, some as traders on the docks of port cities, and some venture further yet and even find themselves living completely landlocked lives inland. Many mertouched do, however, stay with their merfolk cousins and live lives completely under the sea.

Male Names: Drake, Salas, Aquis, Sedor, Agrata, Typhon, Nido, Latus

Female Names: Anosa, Kella, Atlise, Morea, Soreen, Corselle, Ulanda, Ari

ALTERNATE RACIAL RULES

ALTERNATE RACIAL TRAITS

The following alternate racial traits may be selected in place of one or more of the standard racial traits above.

Darkvision: Some Mertouched favor the lightless depths over shallower waters. Mertouched with this racial trait gain darkvision with a range of 60 feet and light sensitivity. This racial trait replaces low-light vision.

Seasinger: The beautiful voices of the merfolk are legendary, and the mertouched share this talent. A seasinger gains a +2 racial bonus on Perform (sing) checks and a +1 racial bonus to the save DC of language-dependent spells. This racial trait replaces low-light vision.

Claws: Some mertouched develop natural claws and are able to effectively utilize them in combat and thus do not train themselves as rigorously with weaponry. Mertouched with this trait gain 2 primary natural claw attacks (dealing 1d4 damage). This racial trait replaces weapon familiarity.

Water Attunement: Certain mertouched have a very sensitive coat of scales and thus are extremely attuned to movement in nearby water. Mertouched with this racial trait can sense vibrations in water, granting them blindsense 30 feet against creatures that are touching the same body of water. This racial trait replaces natural armor.

Mostly Human: A few mertouched have appearances much closer to those of their human ancestors; in fact, they may not even realize their true race. Such mertouched appear to be human, save perhaps minor features like unusual eye and hair color. Most still retain some form of webbed digits for swimming but lose their tough skin. They also lose their aquan subtype as well as their automatic access to their associated racial language (but may select it as a bonus language if their Intelligence is high enough). These mertouched no longer have the ability to breathe underwater but can hold their breath better than the average human (a number of rounds equal to 4 times their Constitution score). Because of their limited access to their undersea heritage, these mertouched are no longer trained in the use of common merfolk weaponry and instead more closely retain their human relative's adaptive nature. They gain a bonus feat at 1st level as a human. This racial trait alters the mertouched subtype, and languages and replaces natural armor, amphibious and weapon familiarity.

RACIAL ARCHETYPES

STORM LORD (DRUID)

Because of their connection to the sea, some mertouched druids have less of a connection to the world of animals, but stronger ties to the skies and weather. These mertouched druids are called storm lords.

DOMAIN

A storm lord is attuned to the will and movement of the weather, particularly storms.

Storm lords gain access to the *Weather Domain* and its *Storm* subdomain, along with all their abilities. They cannot gain an animal companion and if they acquire a domain through another class, it must be either the *Air* or *Water* domain.

This ability replaces *nature bond*.

SPONTANEOUS DOMAIN CASTING

A storm lord can channel stored spell energy into domain spells that she has not prepared ahead of time. She can “lose” a prepared spell in order to cast any domain spell of the same level or lower.

This replaces *spontaneous casting*.

WINDWALKER (Ex)

At 2nd level, a storm lord is unaffected by natural and magical wind effects.

This ability replaces *woodland stride*.

ELECTRICAL RESISTANCE (Ex)

At 3rd level, a storm lord gains *electricity resistance 5*. As a standard action, she can transfer this resistance to another creature for 1 hour, after which time it reverts to her. At 12th level, this increases to *electricity resistance 10*.

This ability replaces *trackless step*.

STORMWALKER (Sp)

Starting at 3rd level, the storm lord can utilize lightning to travel at incredible speed. The druid can use *storm step* as a spell-like ability once per day. The storm lord can use this ability an additional time per day for every 5 levels beyond 3rd.

This ability replaces *trackless step* and *wild empathy*.

EYES OF THE STORM (Ex)

At 4th level, a storm lord can see through 10 feet of magical fog, mist, gas, wind, rain, or similar inclement weather conditions, ignoring any concealment it might grant. This distance increases by 5 feet for every 4 levels beyond 4th.

This ability replaces *resist nature's lure*.

STORM MASTERY (Sp)

Unlike other druids, mertouched storm lords do not have the ability to shape their forms into those of animals or beasts. Instead they gain access to a set of spell-like abilities they can use a number of times per day that reflect their control of the skies and weather.

STORM MASTERY I

At 4th level, a storm lord gains *faerie fire* and *obscuring mist* as spell-like abilities, using his druid level as the caster level for these abilities. Once per day, she may use storm mastery, freely choosing which one without preparing it in advance.

STORM MASTERY II

At 6th level, the storm lord can use Storm Mastery twice per day. She also adds *fog cloud* and *gust of wind* to her list of spell-like abilities.

STORM MASTERY III

At 8th level, the storm lord can use Storm Mastery three times per day. She also adds *call lightning*, *sleet storm*, and *wind walk* to her list of spell-like abilities.

STORM MASTERY IV

At 10th level, the storm lord can use Storm Mastery four times per day. She also adds *air walk* and *storm step* to her list of spell-like abilities.

STORM MASTERY V

At 12th level, the storm lord can use Storm Mastery five times per day. She also adds *call lightning storm* to her list of spell-like abilities.

STORM MASTERY VI

At 14th level, the storm lord can use Storm Mastery six times per day. She also adds *chain lightning* to her list of spell-like abilities.

STORM MASTERY VII

At 16th level, the storm lord can use Storm Mastery seven times per day. She also adds *control weather* to her list of spell-like abilities.

STORM MASTERY VIII

At 18th level, the storm lord can use Storm Mastery eight times per day. She also adds *whirlwind* to her list of spell-like abilities.

STORM MASTERY IX

At 20th level, the storm lord can use Storm Mastery nine times per day. She also adds *storm of vengeance* to her list of spell-like abilities.

This ability replaces *wildshape* and *a thousand faces*.

BEND BOLT (Su)

At 9th level, a storm lord can redirect nearby electrical attacks. As an immediate action, the druid can shift the area or target of an electricity attack by 5 feet in any direction. If the electricity affects an area, the druid selects one square to be unaffected and an adjacent square to be affected (if this square is already in the area, this has no additional effect in that area). If the electricity affects a target, the druid selects an adjacent target. She cannot redirect electricity damage conducted to her by physical contact with an object or creature (such as a shocking grasp or a shock weapon). She can use this ability a number of times per day equal to her Wisdom bonus. For example, if she were in the line of a wizard's lightning bolt, she could have the spell skip her square and instead affect an adjacent square, even if this meant the spell did not form a continuous line. If another druid attacked her with *call lightning*, she could shift the targeted bolt to an adjacent square, hitting a creature in that square (if any).

This ability replaces *venom immunity*.