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ABANDONED ARTS[©] PRESENTS:

AMAZING RACES: MERFOLK!

NEW RACIAL OPTIONS FOR USE WITH THE PATHFINDER® ROLEPLAYING GAME

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RACIAL FEATS AND RACIAL CHARACTER TRAITS

Several new feats are featured below for members of the merfolk race. These feats list the race in their prerequisites, prohibiting other races from taking them. Also presented below are a number of racial character traits, first introduced in the *Pathfinder*[®] *Roleplaying Game: Advanced Player's Guide.*[™]

MERFOLK FEATS

DROWNING TAIL [COMBAT]

Your powerful tail aids you in grappling foes in the water. **PREREQUISITES:** strongtail racial trait,^{*} merfolk

BENEFIT: As long as you are in the water, you may use your Hit Die total in place of your base attack bonus when calculating your Combat Maneuver Bonus as it applies to grappling.

Creatures that you grapple take a -2 penalty on Escape Artist checks made to break a grapple with you.

IMPROVED DROWNING TAIL [COMBAT]

You are adept at drowning your enemies beneath the waves. **PREREQUISITES:** Drowning Tail, Improved Grapple, strongtail racial trait, * base attack bonus +6, merfolk

BENEFIT: Air-breathing creatures that take a standard or fullround action to free themselves from your grip or to reverse a grapple while grappling with you under the water have the total remaining number of rounds that they can hold their breath reduced by 1d4 rounds per action.

NORMAL: A character that takes either a standard or full-round action while holding their breath has the remaining number of rounds that they can hold their breath reduced by 1.

SEAFOAM SHAPER

You can shape the flow of water around you. **PREREQUISITES:** merfolk

BENEFIT: You have learned how to "shape" the flow of water so that it does not impede your efforts. As long as you are not helpless or otherwise unable to act, you are never at risk of being swept away by flowing water. In addition, your ability to cast spells is not impeded by flowing water or water-based precipitation. You never need to make concentration checks in order to cast spells under such circumstances.

The benefits granted by this feat are supernatural (Su). NORMAL: Flowing water can carry creatures downstream, and vigorous motion and violent weather can impede spellcasting.

SEA SLAYER [COMBAT]

You have learned how to best take advantage of an offbalance opponent in the water.

PREREQUISITES: Combat Expertise, Sea Hunter, ^{*} base attack bonus +4, merfolk

BENEFIT: You gain a +2 bonus on weapon damage rolls against off-balance targets in the water.

^{*} See the Pathfinder[®] Roleplaying Game: Advanced Race Guide.™

MERFOLK CHARACTER TRAITS

COASTAL RAIDER

You make a living raiding coastal towns and merchant vessels. **BENEFIT:** You gain a +1 trait bonus on Climb skill checks, and Climb is always a class skill for you. With a successful Climb check, you can move at full speed when climbing out of the water onto a solid surface (such as a cliff or the hull of a ship).

TREASURE~DIVER

You take great joy in unearthing hidden treasures.

BENEFIT: Whenever you pass within 30 ft. of a hidden treasure, (wealth or items worth 100 gold pieces or more) you receive an immediate Perception skill check to notice the items. This check should be rolled in secret by your GM.

ALTERNATE RACIAL TRAITS

As described in the Pathfinder[®] Roleplaying Game: Advanced Race Guide [™], alternate racial rules allow you to exchange standard racial traits for new ones, such as those presented below.

ARCTIC SWIMMER: Some schools of merfolk have adapted to thrive in freezing arctic environments and ice-choked waters. Merfolk with this racial trait gain cold resistance 5, but have a swim speed 10 feet slower than normal.

SHIMMERING SCALES: Some merfolk are born with fine scales that shine with a ghostly luster. Merfolk with this racial trait cast spells of the illusion (pattern) subschool at +1 caster level. This racial trait replaces the armor trait.

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RACIAL SORCERER BLOODLINES

As described in the Pathfinder[®] Roleplaying Game: Core Rulebook [™], sorcerer's bloodlines are hereditary sources of power that grant a sorcerer bonus spells, bonus feats, one additional class skill, and other special abilities. A bloodline might represent a literal blood relation, or a particularly exceptional event somewhere in his or her family history. Regardless of the source, a sorcerer must choose one bloodline upon taking his or her first level of sorcerer. Once made, this choice cannot be changed.

At 3rd level, and every two levels thereafter, a sorcerer learns an additional spell derived from his or her bloodline. These spells are in addition to the spells that a sorcerer learns normally, and may not be exchanged for different spells at higher levels. At 7th level, and every six levels thereafter, a sorcerer receives one bonus feat, chosen from a list of feats specific to each bloodline. A sorcerer must meet the prerequisites for these bonus feats in order to select them. Racial bloodlines are typically available only to members of the indicated race, though the granted powers rarely interact with the traits of that race.

THE SIRENSONG BLOODLINE (SORCERER BLOODLINE)

You or one of your ancestors was conceived while under the compulsory influence of a powerful enchanter or enchantress of the sea. This enchanted power has found a special synergy with the legendarily beautiful voices possessed by members of your race.

Class Skill: Perform

Bonus Spells: *charm person*, (3rd), *piercing shriek*^{*} (5th), *suggestion* (7th), *mass daze*^{*} (9th), *seeming* (11th), *geas/quest* (13th), *waves of ecstasy* (15th), *irresistible dance* (17th), *overwhelming presence*^{*} (19th)

Bonus Feats: Antagonize^{*}, Greater Spell Focus (enchantment), Lingering Performance, Persuasive, Skill Focus (Perform), Spell Focus (enchantment), Spellsong^{*}, Voice of the Sibyl^{*}

See the Pathfinder[®] Roleplaying Game: Ultimate Magic™ sourcebook for details.

Bloodline Arcana: Whenever you cast a spell with a verbal component, you may start or maintain a bardic performance as part of the action of casting the spell. If you do not have the bardic performance class feature, you gain a +1 morale bonus on saving throws against fear and a +1 competence bonus on attack and weapon damage rolls for 1 round.

BLOODLINE POWERS

Seduced by the supernatural allure of your own sorcerous abilities, your mystic power over sea and song allows you to influence and enchant others in a number of ways.

Alluring Aria (Su): When you use this ability, choose one target within 100 ft. that can both see and hear you. The target must succeed on a Will saving throw or become captivated. If you know the target's name, and use it in your song, your target takes a -2 penalty on the save. A creature that successfully saves may not be subject to your alluring aria again for 24 hours.

Victims under the effects of your song move toward you using the most direct means available. If the path leads them into a dangerous area such as through a fire or off a cliff, that creature immediately shakes off the effect just before entering harm's way. Captivated creatures take no actions other than to defend themselves. This effect persists for as long as you concentrate. You can use this ability a number of times per day equal to 3 + your Charisma modifier. Each round that you spend concentrating on this ability subtracts one use of this ability from your daily limit. This is a language-dependent, mind-affecting effect.

Well-Versed (Ex): At 3rd level, you gain the well-versed bard class feature. You gain a +4 bonus on saving throws made against bardic performances, sonic, and language-dependent effects. In addition, if you possess the Spellsong feat (see the *Pathfinder*[®] *Roleplaying Game: Ultimate Magic* ™ sourcebook), you may apply the benefits of that feat to sorcerer spells that you cast.

Siren Spells (Su): At 9th level, creatures fascinated by a spell that you cast or captivated by your alluring aria ability take a -1 penalty against arcane spells that you cast. At 13th level, this penalty increases to -2, and then again to -3 at 17th level.

Summoning Song (Sp): At 15th level, you can summon allies as a summon nature's ally VII spell once per day, except that you can only summon creatures with the aquatic or water subtypes. At 17th level, this ability functions as summon nature's ally VIII, and at 19th level, as summon nature's ally IX. The caster level for this spell-like ability is equal to your class level.

Sanctuary of the Sea (Su): At 20th level, you gain the ability to take arcane refuge in the water. While underwater, you gain fast healing 1, a deflection bonus to AC equal to your Charisma modifier, and the benefits of a *sanctuary* spell with a caster level of 20th. If this *sanctuary* effect is broken, dismissed, or dispelled, you may renew it again after 1 minute.

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