

# SHUIKMAR

## RACIAL SUMMARY

Shuikmar, or sharkmen, are an ancient and learned race of predators. They have little mercy for the other races, which they consider their prey.

### ⚔ PHYSICAL CHARACTER ⚔

**Build:** Shuikmar have a streamlined but powerful build. Their average weight is 200 lbs.

**Coloring:** Thick grey skin, with fine, rough scales. Their hands and feet are webbed, and their head is topped with a dorsal fin like that of a shark. Likewise they have a shark's tail in addition to legs ridged in the style of fins.

**Height:** 5'7" to 6'8".

**Endurance:** Normal.

**Lifespan:** Average 90 years.

**Resistance:** Shuikmar are slightly more resistant to disease than the mannish races.

**Special Abilities:** Shuikmar are at home in the water, and do not suffer maneuver penalties for being in water (armor MMP penalties are still tripled in water for them, though). They can breathe water or air equally well. Their thick, scaly skin is as hard as leather (AT 4).

### ⚔ CULTURE ⚔

**Clothing & Decoration:** Hunters and warriors wear little besides their equipment, but within their own cities they wear elaborate jewelry and ornamentation as a sign of status.

**Fears & Inabilities:** Shuikmar must fully immerse themselves in saltwater at least once per day (-10 to activity for each day missed; after 8 days they will fall into a coma and die after 10 days)

**Lifestyle:** Shuikmar built fortress-cities deep below the sea, built for war but incorporating their fantastic universities and libraries. Many are spell-casters and priests. They raid mannish settlements near the coast, ship traffic, and Mermen cities for booty, food, and in the case of Mermen, slaves. They are cruel and merciless to the other races, with the hunting instincts of the shark. They often use sharks as pets or mounts.

**Marriage Pattern:** Shuikmar do not marry, but mate according to current preference, status, and political advantage.

**Religion:** Shuikmar follow their own shark-gods, of which the mannish races know little.

### ⚔ OTHER FACTORS ⚔

**Demeanor:** Shuikmar are cruel, but amongst themselves they are also cultured. They maneuver for advantageous position through strength, learning, magical power, and politics. These machinations come before all else, including family.

**Language:** *Starting Languages:* Shuikmar speak their own language (S8/W5), and have also learned Common-Speech (S5/W3) and Sea-Speech (S5/W3) in their raiding and from their slaves. *Allowed Adolescent Development:* Shuikmar (S10/W10), Common (S8/W8), Sea-Speech (S8/W8), Grey Elvish (S6/W6), Merman (S8/W8).

**Prejudices:** Shuikmar consider all other races to be their prey.

**Professions:** All are possible.

**Training Packages:** All are possible.

**Special Skills:** *Occupational:* Swimming.

**Standard Hobby Skills:** Acrobatics, Ambush, Animal Handling, Attunement, Body Development, Contortions, Diplomacy, Directed Spells, Diving, Duping, Fpraging, Hiding, History, Hunting, Net Making, Observation, Stalking, Survival, Tactics, any Weapon Skills.

### ⚔ OUTFITTING OPTIONS ⚔

**Weapons:** Dagger, pole arm, spear, trident, harpoon, net.

**Armor:** Shuikmar do not wear armor, as it interferes with their movement in water.

**Money:** Coins worth 2 gp, usually of mannish mint.

### ⚔ BACKGROUND OPTIONS ⚔

Shuikmar get four background options.

**Extra Languages:** Any of the languages above.

**Extra Money:** Coins of mannish mint.

**Special Items:** All available, either of Shuikmar construction or captured from the surface-dwelling races.

**Talents:** All available.

### ⚔ ADOLESCENT SKILL DEVELOPMENT ⚔

Shuikmar gain the following skills during their adolescent development:

| Skill                                    | Ranks |
|--|-------|
| Athletic • Brawn skill category          | 1     |
| Athletic • Endurance skill category      | 1     |
| Swimming                                 | 3     |
| Athletic • Gymnastic skill category      | 1     |
| Awareness • Perceptions skill category   | n/a   |
| Alertness                                | 2     |
| Awareness • Searching skill category     | 1     |
| Body Development skill category          | n/a   |
| Body Development                         | 3     |
| Communications skill category            | 1     |
| Language Skills                          | 8     |
| Lore • General skill category            | 3     |
| “Own” Culture Lore                       | 3     |
| “Own” Region Lore                        | 3     |
| Outdoor • Animal skill category          | 1     |
| Outdoor • Environmental skill category   | 2     |
| Science/Analytic • Basic skill category  | 1     |
| Subterfuge • Stealth skill category      | 1     |
| Hiding                                   | 1     |
| Stalking                                 | 1     |
| Technical/Trade • General skill category | 1     |
| Weapon • One-Handed Edged skill category | 1     |
| One weapon skill                         | 1     |
| Weapon • Pole Arms skill category        | 2     |
| One weapon skill                         | 2     |
| Hobby Ranks                              | 10    |
| Background Options                       | 4     |
| Talent Points (cost: 117)                | 45    |

#### Stat Bonuses:

Ag: +2

Co: +4

Me: +0

Re: +0

SD: +0

Em: +0

In: +0

Pr: +0

Qu: +2

St: +2

#### RR Mod:

Ess: +0

Chan.: +0

Ment: +0

Poison: +0

Disease: +10

Fear: +0

#### Body Dev.

#### Progression

0•6•5•2•1

#### Channeling PP

#### Dev. Progression

0•6•5•4•3

#### Essence

#### PP Dev.

#### Progression

0•6•5•4•3

#### Mentalism

#### PP Dev.

#### Progression

0•6•5•4•3

#### Arcane

#### PP Dev.

#### Progression

0•6•5•4•3

#### Soul Departure:

9 rounds

#### Recovery

#### Modifier:

0.9 times

#### Race Type:

2