

Mer:

This race appears as a cross between a human (upper half of the body from the waist up), and a fish (lower half of the body).

Abilities: Explanation and rulings for Abilities:

Base Defense: 7 (9 while in water).

Body Weapons: Attacks per turn: 2 (punch, punch).

Damage: Punch: 1-D4 -1, Punch: 1-D4 -1

Legs: Out of water, the Mer's tail will split and change into human legs. This transformation will take 3 full melee turns (as this transformation occurs, the Mer's defense will be 4). This applies to the Mer's legs forming into a tale as well.

Life-points: This race will begin with 30 life-points at level #1.

Life-points per level advanced: 1-D8.

Swim Speed: The Mer can swim in water as fast as a horse can run on land.

Water Breathing: The Mer can breath water as well as air, and is not susceptible to the pressures of the deep sea.