# Moonfolk [Rename?]

Moonfolk are outsiders who have a significant influence from the moons in their ancestry and daily lives. Although there is some disagreement of whether or not they actually hail from the moons, all agree that they gather power and inspiration from them. They are an ancient species whose history has a mysterious beginning and an uncertain future.

## Physical Description [Rewrite]



Moonfolk offer slender builds and have an unearthly grace about their movements. Their flawless pale blue skin covers a thinly veiled uncanny facial structure. Moonfolk skin and hair tones range from muted whites to greys and blues. Subtle tattoos line the full length of their bodies, telling their story through art. Moonfolk traditionally dress in light layered asymmetrical fabrics with color schemes that represent their personalities. Many prefer to wear several tones a single color or only a pair of colors, whereas others will layer up to four unique colors with multiple shades of each folding into each other. Although clothing is traditionally conservative, it is not unusual for unmirrored body parts be bare so as to show a recent tattoo or tattoo modification. A minor pronouncement in the heel turns each of their steps into more of a glide on the toes for both genders. Although direct sunlight does not restrict moonfolk, they generally are averse to it and prefer the company of a parasol or a veil to filter the light.

## Society

Moonfolk generally live in large communities which they open to others. Although they are a very traditional people, with frequent holidays and rituals observing the movements of the two moons and their interactions, they have great respect for other cultures. Many moonfolk believe they are merely visitors on another world and that they should leave it in a better or equal condition than they found it when they return home to the moons. Some manifest this belief in preserving the natural environment while others go out of their way to beautify it with lavish fabrics covering gemstone-like cuts into their architecture. Settlements are built and designed for the moonlight to be able to enter the city and be trapped in an endless cycle of refraction filtered through endless gossamer fabrics of color and shade.

Nearly all moonfolk have a strong appreciation for color and dance. All festivities begin with large ceremonial dances and eventually divulge into every style and dance trend to have occurred over the last **[TIME PERIOD]** years. It is said that when you dance, you free the

shackles on your body allowing it to finally move at the pace and rhythm of your soul. To do this, color is employed as a measure of the emotions of your soul. A dancer begins in a myriad of colors and ends only when each color's emotion is embraced in the dance and then stripped off the dancer until they are wearing only lunar grey again. Young adults often wear brightly colored undergarments as an excuse to mingle during these dances, a loophole which is subtlety encouraged by society.

When young moonfolk reach adulthood, they are collectively sent to
**[ADD SOCIETY THING ABOUT COMING OF AGE RITUALS]**

# Religion

**[New Gods, how & why]** dont follow them, working with them to return home since they ascended from angels
**[faith of the moon]**
**[faith of the dark moon]**
**[faith of the far moon]**

# Relations

Moonfolk express themselves nonverbally in many ways. The colors they wear, their style of dress, the parts of the body revealed, and tattoos on those parts say a great deal about them and their intentions. They are an honest people who wish to share as much information with each other as possible. Even the way they move is to be read as a sign of their emotions. It is because of this that they are suspicious about other races. They find that others do not express themselves freely at all and often have things to hide. Although it mostly comes from a place of curiosity, moonfolk often find themselves looking for what the other races are hiding about themselves.

# Alignment

**[Neutral, shades of neutral, and why]**

# Adventurers

# Male Names

# Female Names

# Standard Racial Traits - 12RP

---

- **Ability Score Racial Traits: (0RP)** Moonfolk are lithe and very traditional, but rarely find need for raw physical might. They gain +2 Dexterity,+2 Wisdom, and a -2 Strength.
- **Size: (0RP)** Moonfolk are Medium creatures and have no bonuses or penalties due to their size.
- **Type: (3RP)** Moonfolk are Outsiders with the Native subtype.
- **Base Speed: (0RP)** Moonfolk have a base speed of 30 feet.
- **Languages: (1RP)** Moonfolk begin play speaking Common and Lunari. Moonfolk with high Intelligence scores can learn additional languages.

## Defense Racial Traits

---

- **Lunar Defense: (3 RP)** Moonfolk gain a +1 racial bonus on all saving throws. This bonus is doubled during full moons and negated during new moons.

## Feat and Skill Racial Traits

---

- **Skilled: (4RP)** Moonfolk are apprehensive and do not trust others or their spells easily. Moonfolk gain a +2 bonus to Sense Motive and Spellcraft checks.

## Magical Racial Traits

---

- **Spell Tattoo: (1RP)** Moonfolk begin tattooing their bodies at an early age. Every tattoo has a specific purpose and a meaning. Reaching adulthood grants them a spell tattoo which represents their ties to society. Most moonfolk are able to activate this tattoo to use Sift once per day as a spell-like ability (caster level equal to the moonfolk's class level).

## Senses Racial Traits

---

- **Low-Light Vision: (- RP)** Moonfolk can see twice as far as humans in conditions of dim light.

# Alternate Racial Traits

- **Lunar Lullaby:**
- **Skill Tattoo:** Not all tattoos grant abilities. Some enhance the user's skills permanently. A moonfolk with a skill tattoo may choose a skill. That skill becomes a class skill for them.This replaces Spell Tattoo.

- **Spell Tattooist:** Some moonfolk are practiced in the art of crafting spell tattoos for themselves and others. These individuals gain Craft Spell Tattoo as a bonus feat and gain a +2 racial bonus to Craft (tattoo) checks. This racial trait replaces the skilled and Spell Tattoo racial traits.
- **Tide Caller:** Moonfolk who call upon the power of the lunar forces are able to move the water around them granting a +2 bonus to Swim checks and are treated as +1 caster level when casting spells with the water descriptor. This replaces skilled.
-

# Variant Moonfolk Heritages [Description]

## Table: Variant Moonfolk Heritages

| Heritage | Typical Alignment | Ability Modifiers | Lunar Defense | Skill Modifiers | Spell Tattoo | Senses |
|---|---|---|---|---|---|---|
| Moonfolk | Neutral | +Dex, +Wis, -Str | +1 to all saves | Sense Motive, Spellcraft | Sift | Low-Light Vision |
| Moonlit | Neutral Good | +Str, +Cha, -Wis | +2 bonus to CMD | Perception, Perform | Light | Cannot be blinded or dazzled by bright light |
| Dark Moon | Neutral Evil | +Dex, +Int, -Con | +2 dodge to AC in darkness | Stealth, Bluff | Message | Darkvision 60ft |
| Minor Moon | Lawful Neutral | +Con, +Int, -Cha | Cold resistance 10 | Linguistics, Survival | Prestidigitation | Low-Light Vision |

**Variant Moonfolk Heritage Descriptions**

## Moonlit [Rename]

**[REWRITE]** *The moonlit harness the energy of the light given by the moons and translate it into an optimistic display for the world to see.*

**Heritage:** Moonlit

- **Ability Modifiers:** +2 Str, +2 Cha, -2 Wis

- **Lunar Defense:** Moonlit are blessed by the light of the moons and gain a +2 bonus to CMD checks. This bonus is doubled during full moons and negated during new moons.
- **Skill Modifiers:** Perception, Perform
- **Spell Tattoo:** Moonlit are able to activate their tattoo as Light once per day as a spell-like ability (caster level equal to the moonfolk's class level).
- **Senses:** Moonlit cannot be blinded or dazzled by bright lights but no longer possess low-light vision.

**[REWRITE]]**Moonlit are nomadic and follow a path to maximize the light of the moon in order to make the most of their days and their nights as a society. They have a heavy emphasis on color and are unusually optimistic. Add something about how they believe they are merely people who gained the power of the moon rather than aliens. Rewrite including the info from above to simplify it. Add info about coming of age ritual to gain Light. Believe they are blessed by the light of the moon and live in high intensity areas. Eyes able to catch subtle differences and have colorful dances. Take light wherever they go. Have a higher light tolerance.

## Dark Side of the Moonfolk[Rename]

**[REWRITE ENTIRE]** *The dark side of the moonfolk evolved in a harsh environment in near perpetual darkness. Their culture emphasizes the subtleties of every aspect of life.*

**Heritage:** Dark Side of the Moonfolk

- **Ability Modifiers:** +2 Dex, +2 Int, -2 Con
- **Lunar Defense:** Darkside of the moonfolk have learned to navigate through darkness quickly and safely. They gain a +2 dodge bonus to AC when in low light or darkness.
- **Skill Modifiers:** Stealth, Bluff
- **Spell Tattoo:** Darkside of the moonfolk are able to activate their tattoo as Message once per day as a spell-like ability (caster level equal to the moonfolk's class level).
- **Senses:** Darkvision 60ft

**[REWRITE]]** Add info about openness to worship the further moons. Coming of age trial is handled collectively during the long departure of the second moon. The task is to survive unnoticed. Believe they used the shadow plane to travel to and from the moons and the planet. They keep their old ways in the hopes of returning home one day. Stories tell of beasts that would hunt them in the darkness and that it was a cruel but rewarding life with a flower that grows in the darkness which grants immortality.

## Minor Moon[Rename]

**[REWRITE]** *The minor moonfolk are the most traditional and believe they hailed from the smaller further moon.*

**Heritage:** Moonlit

- **Ability Modifiers:** +2 Con, +2 Int, -2 Cha

- **Lunar Defense:** Minor Moonfolk have cold resistance 10. This bonus is doubled during full moons and negated during new moons.
- **Skill Modifiers:** Linguistics, Survival
- **Spell Tattoo:** Minor Moonfolk are able to activate their tattoo as Prestidigitation once per day as a spell-like ability (caster level equal to the moonfolk's class level).
- **Senses:** Low-Light Vision

**[REWRITE]]** Minor moonfolk believe they hail from the smallest further moon and follow only it's paths. They are few in number and often live in on the outskirts of society, only communing among themselves. They believe they were forced out by the greater moon and the beasts that inhabit it and seek a way to return home at any cost. As a result, they generally always study magic deeply and learn from other cultures at a distance. They push themselves in harsh circumstances so that they may never weaken to the challenges that face them when they return.

# Favored Class Bonuses

# Racial Feats
# Racial Traits
# Racial Archetypes

# Notes to Self

Add names for moons
Add collective names for moons (i.e. the loving/dancing/x-ing moons)
Add names for the sub races
Rename the race to a people, not an origin. X-folk should be deprecated.
Add linguistic specialties to the culture
Add food to the culture
Add items (caged moonlight)
Add disclaimer that this is my interpretation of moonfolk on my world, not a pathfinder adaptation of kamigawa moonfolk. Tamiyo is just the closest picture I could find.
Add a music device which allows the collections of emotions, spent and burning, to be turned into a large scale empathy device for the dances so that a collective may resolve an emotion of an individual
Add height & weight chart, sexual dimorphism chart, and age chart
Add links to all references to skills, stats, and abilities