

K'T'Lann

The K'T'Lann are a race of bipedal, humanoid tigers who were created millennia ago by a conclave of evil Wizards to serve as a slave race. After thousands of years of being enslaved, the K'T'Lann broke free of their masters yoke and ran their wizard masters off of their island home. They have since established a feudal society based upon the tenants of righteousness and honor. They have also established a good-sized naval presence out of necessity, and have, as a race, become quite good sailors. As a race, the K'T'Lann are incapable of casting Arcane magic, either due to an innate block or due to the animosity between them and wizards. Cleric, however, are treated highly in their culture.

Physical Description:

The K'T'Lann have a powerfully built, humanoid body covered with fur that ranges from various shades of orange to dark brown and are almost always striped, topped by a tiger-like head and face, also usually striped. They stand between 5 to 6 feet tall and weigh in at around 120 to 180 lbs.

Relations:

They get along well with any race that deems honor and integrity as a virtue. They are especially fond of Elves and Dwarves due to the basically good and just nature of the two races. They are also fond of the other non-human races as well, although they are not as familiar with them as they are the other, more prolific, races. They tend to shy away from humanity in general for the fact that most of their slavers were human but they do give most the benefit of the doubt. They do, however, hate Wizards of any kind, a hatred that bleeds towards Sorcerers as well. On occasion they will befriend a magic user if that individual proves that they are honorable and trustworthy, which will always take some doing.

Alignments:

As a race, the K'T'Lann are Lawful Good, although PC K'T'Lann can be of any good alignment, The concept of evil is foreign to their ways of thinking.

Lands:

The K'T'Lann, except for the occasional adventurer, call only one place home, the island known as Kor'Alann.

Religion:

The K'T'Lann do not worship Gods as much as concepts, such as Good, Sun, Earth, Water and Air. As such any K'T'Lann cleric may choose any two Domains.

Languages:

Being an Isolated race, the K'T'Lann characters begin play knowing only Lannese as well as any bonus languages due to intelligence from the following list: elf, dwarf, common, aquan, auran and terran.

Names:

Common K'T'Lann names are formed from a given name and a surname that describes either a formative experience of a descriptive trait. Given names include (which can be male or female): T'Kal, Kul'Luc, L'Gyre, V'Ruun, Kor'Aht, T'Dar and Tu'Lan. Surnames are names such as Seahawk (for a great sailor), and Strongclaw (for a powerful warrior).

Adventurers:

K'T'Lann adventurers usually leave home on quests of righteousness and heroism. Paladins, Clerics, Fighter and Monks are most common, although an occasional Rogue or Bard may adventure as well. Wizards and Sorcerers do not exist in K'T'Lann culture. It is believed that the 'fire' that burns within magic users do not burn within the K'T'Lann (which they are thankful for).

Racial Ability Traits:

- +1 Str, +1 Dex, -1 Chr, -1 Con
- Medium-size: As medium-size creatures, K'T'Lann have no special bonuses or penalties do to their size.
- K'T'Lann base speed is 30 feet.
- Low Light Vision 60 feet
- +2 racial bonus to Spot, Listen, Search, Jump and Move Silently
- +2 racial bonus to Profession (Sailor) and Profession (Shipbuilder)
- +1 attack bonus to Scimitar and Falchions, which are hereditary weapons.
- Favored Class: Paladin

The K'T'Lann use the same age progression as half-elves.