



## WYLDERKIN RACE PACKET

# WYLDERKIN

*"Life is a gift: Precious to give and solemn to take. Let instinct be our guide."*

Wylderkin is the collective name for all born with a mixture of animal and humanoid characteristics. The individual members of this race can have animal, avian, reptilian, aquatic or insectoid traits. Wylderkin often refer to themselves by the natural creature they are connected to: Wolf-kin, Bird-kin, Spider-kin, but may have more formal titles depending on culture and history. The origin of the traits possessed by the Wylderkin is unknown, but they have abilities based on the creature these characteristics come from. Wylderkin can often find themselves at odds with their connection to nature, as both high society and the deep wilds are an ill fit for their desire for community. To be close to the cycle of life and death is a gift that all Wylderkin cherish, and it is that gift which Wylderkin seek to share with the rest of Fortannis through words and deeds.

## **Make Up, Prosthetics, and Role Play**

Wylderkin must wear complete make up with an additional prosthesis if desired, so that they can be clearly recognizable as a humanoid mammal, bird, insect, or other natural creature. This choice of natural creature is made at character creation and cannot be changed. Any exposed skin must be painted in a color to match the theme of the natural creature the Wylderkin is based on.

Example Wylderkin Types:

*Animal:* Canine (Dog, Wolf, Hyena), Feline (Panther, Cheetah, Lion), Hedgehog, Goat, Ram

*Avian:* Falcon, Hummingbird, Vulture, Duck

*Reptilian:* Frog, Chameleon, Crocodile

*Aquatic:* Octopus, Fish, Shark, Lobster

*Insectoid:* Butterfly, Moth, Bee, Spider

A Wylderkin character can only be based on an extant or recently extinct natural animal.

## **Racial Benefits**

Wylderkin are able to select any two Racial skills. These racial abilities represent how the Wylderkin's animalistic nature has adapted to Fortannis.

Wylderkin may also purchase the Claws skill. This skill represents a Wylderkin's natural weapons becoming as lethal as those made of stone, wood, and steel. Even though a Wylderkin's ability to fight may come from its feet with sharp hooves, or from brutal horns on their head, Claws are always wielded in hands like regular weapons.

Wylderkin have limited scenting abilities that allow them to detect the presence of poison. After examining a substance for a minimum of three seconds, a Wylderkin can detect whether the substance is poisoned or alchemical in nature via their Scenting Ability. This will not determine the specific type of substance or poison. This ability may also be used in limited roleplay at the discretion of a Plot marshal.

## **Racial Drawbacks**

Wylderkin pay double cost for the Read Magic Skill. Wylderkin find it difficult to attune their mind to something so conceptually outside the natural world.

## **Lifespan and Family**

A Wylderkin's lifespan typically lies between that of the animal they are based on and a human. Sometimes this leads to a longer lifespan, sometimes a shorter one.

Family, Mating, and Partnerships among Wylderkin are personal, and innumerable. Each Kin has family and relationship customs that are based on the natural creature they are connected to. Wylderkin are familiar with how other societies handle those relationships and they may certainly adapt to the customs of other societies.

## **The Balance Between City and Wild**

Wylderkin are never truly comfortable without some access to both civilization and wilderness. While they are survivalist by nature, the comfort of clothes, beds, and a hearth are not lost on them. When they do participate in "city life" it is in search of sustenance and comfort. The possession of wealth, honor, and land ownership are concepts that they recognize, but rarely utilize to the fullest extent.

## **To Hunt and To Herd**

As the natural world they are connected to, Wylderkin have an instinctive understanding of the relationships between predator and prey. Life is a gift, and it is also a gift when it comes to an end. In spite of their natural inspirations, Wylderkin commonly do not hunt or eat other sentient creatures. Typically their diet is akin to that of other races, albeit with a variety some may find exotic or utterly unpalatable.

It is whispered in hushed corners of Fortannis that some Wylderkin hunt sentient creatures or monsters for sport, and it is not unheard of for a Wolf-kin to eat the liver of a Troll, or a Cat-kin to consume the heart of a gnoll. These traditions are very dependent on local culture.

## **A Gift to us, A Curse to Others**

Werewolves and other were-creatures are monsters cursed with lycanthropy to transform into violent animal/humanoid hybrids, removing their free will and any semblance of self-control. The existence of were-creatures are a stain on the reputation of Wylderkin, felt more deeply when those monsters are nearby and occasionally resulting in deadly consequences for the Wylderkin or those who mistake them for were-creatures.