

# Races of Kith Kanaan

A character can purchase supernatural lineages, which grants the character some innate abilities, and access to supernatural powers at a discount. A character can take multiple Races if they wish. All powers gained by taking a Race does *not* have an Essence Cost. For Divine, Faerie, and Infernal races, the character is not a full-blooded member of the race, but has ancestry connected to such.

**Listed in Nation:** 5 DP  
**Not Listed in Nation:** 10 DP

## Races

Race	Sub-Race	Attribute		Powers	
<i>Divine</i>	Angel	+1 Spiritual	Aura	Invulnerability	Wings
	Archon	+1 Social	Aura	Tongues	Wings
	Daeva	+1 Spiritual	Aura	Longevity	Wings
	Omi-Kami	+1 Social	Iron Will	Magic Resistant	Sixth Sense
<i>Faerie</i>	Elemental	+1 Social	Aura	Breathless	Grounding
	Miko-Kami	+1 Spiritual	Blending	Grounding	Longevity
	Sidhe	+1 Social	Beguile	Longevity	Magic Resistant
<i>Infernal</i>	Demon	+1 Physical	Large	Resilience	Wings
	Devourer	+1 Spiritual	Bleeding	Vampirism	Wings
	Enticer	+1 Social	Beguile	Entrancement	Wings
<i>Wild</i>	Savage	+1 Physical	Alacrity	Large	Vitality
	Draconian	+1 Physical	Large	Resilience	Wings
	Griffin	+1 Mental	Innate Weapon	Large	Wings
	Lutrai	+1 Social	Immunity (Disease)	Small	Water Baby
	Pegasus	+1 Social	Large	Tireless	Wings
	Phoenix	+1 Mental	Aura	Immortal	Wings
	Unicorn	+1 Spiritual	Immortal	Innate Weapon	Regeneration

## Powers

Each Race has a power unique to themselves. For powers which require ‘touch’ to activate, the power is restricted to others. A touch-based power can not be used on oneself.

# Divine

## *Angel*

The character is a *grigori*, the descendant of an Angel and a mortal. *Grigori* are highly distrusted by the Joshuite faith, as they are believed to be birthed by sin (and their angelic ancestor to have *fallen*). The Joshuites try to find any *grigori* they hear of, in an attempt to bring them into the faith and protect them from sin, hoping that joining the religion will save their otherwise damned souls. *Grigori* often have six wings, but may have less, depending on the purity of their lineage. Most are from Tarantis.

### *Merit*

Angels gain the power of *Redemption*. An Angel can spend 20 Essence and spend an Action to touch a target. The character can not make this an attack, and must be able to touch the target without making an 'attack roll', though the target need not be willing. If the person touched has followed the Laws of the Joshuites for the last seven days, they feel refreshed, regaining all Essence and Health. If the person has broken any of the Laws of the Joshuites, they feel sorrow and loss, losing all Essence. Such a person then makes a Spiritual + Meditation roll against a Difficulty equal to the Angel's *Resolve* Trait. Failure results in the target being bound by the Laws of the Joshuites for seven days. This Power *can* potentially kill someone who has the Power of True Spirit.

## *Archon*

The race known as *Archons* are commonly drawn from mortal stock, and as such have strong ties to the mortal races. The character is one such example of a descendant from the union of an Archon and a mortal. These descendants are considered *profane* by the Joshuite faith, and are banned from the Joshuite religion. Archons almost always have either white or silver feathered wings, or black demonic-like wings. Most are from Drachenkeep.

### *Merit*

Archons gain the power of *Prescience*. An Archon can spend 20 Essence and gain an acute awareness of the area around them and activities taking place there. This prescience lasts for the Scene, and allows the character to act and move as is most appropriate to what is needed during the duration. The character does rolls Initiative, but can instead choose when to act. The character can split their Actions up over the course of the Round at any time, reacting to the actions of others and 'interrupting' as needed. The character can make a Mental + Awareness roll at any time during the Scene this power is active to know *anything* about what is occurring in the immediate area which is not specifically blocked from scrying.

## *Daeva*

Daeva are less common than the other divine races, but are still present, and are most often found guiding the followers of *Kij*. The offspring of the Daeva often have four wings, much like their ancestor. Daeva offspring are relatively unknown to the general public.

### *Merit*

Daeva gain the power of *Purity*. The Daeva can spend 20 Essence and touch an individual. The person touched immediately regains 10 Health and 10 Essence, and until the next sunset, is immune to poisons, drugs, and diseases, including *Touch of Death*. Undead can not use any offensive powers on the individual, including such things as *vampirism*, *emotion*, *beguile*, and *entrancement*.

## ***Omi-Kami***

The character is descended from the Fortunes or Kami of the Celestial Court. As such a descendant, they gain many of the benefits associated with the blood of their ancestors. Such individuals are often found in Anaitha. Omi-Kami normally are not winged, and often appear as exceptional versions of the mortals they represent.

### ***Merit***

Omi-Kami gain the power of *Presence*. The Omi-Kami can spend 20 Essence to activate this power for the Scene. During this time, the character radiates a powerful and awe-inspiring presence, which can intimidate those who would otherwise attempt to harm the character. While this power is active, anyone who wishes to make an attack or perform an offensive action against the character must spend a number of points of Essence equal to twice the character's Spiritual Attribute. Failure to spend the Essence results in the attacker's resolve failing.

## **Faerie**

### ***Elemental***

The character is descended from the *elemental nobles*, and carries some of the regal bearing of the *dao*, *djinn*, *ifrit*, *marid*, or *shade*. Such individuals are considered among the noble caste of the people of Anansie, and are often sent to teachers to learn either magic or religion at an early age. Most elemental-borne appear exotic, showing some of the elemental marks of their lineage.

### ***Merit***

The character's power comes from the element associated with it.

**Dao:** By spending 20 Essence, the character gains one *additional success* on all rolls while standing on soil or sand, and regenerates 3 Health per Round. This benefit lasts for the Scene. The character can not be harmed from falls or impacts against soil or sand.

**Djinn:** By spending 20 Essence, the character gains one *additional success* on all rolls while standing on elevated terrain (on a mountain, roof-top, tower) where wind blows freely, and regenerates 3 Health per Round. This benefit lasts for the Scene. The character can not be harmed by wind or lightning.

**Ifrit:** By spending 20 Essence, the character gains one *additional success* on all rolls while within the light of a fire or touching flame (including sunlight), and regenerates 3 Health per Round. This benefit lasts for the Scene. The character can not be harmed by fire or heat.

**Marid:** By spending 20 Essence, the character gains one *additional success* on all rolls while standing within water or while wet, and regenerates 3 Health per Round. This benefit lasts for the Scene. The character can not be drowned or harmed by water.

**Shade:** By spending 20 Essence, the character gains one *additional success* on all rolls while within shadow or darkness, (including moonlight), and regenerates 3 Health per Round. This benefit lasts for the Scene. The character can see in darkness with perfect clarity.

## ***Miko-Kami***

The character is related to the spirits of nature, descended from the lesser kami which live within the woods and mountains and plains of Anaitha or Naipon. Most see these characters as touched by the spirits and gods, and destined for 'interesting' lives. They are admired from afar, however, as their unearthly nature unnerves the tradition-bound peasant and merchant classes.

### ***Merit***

Miko-Kami gain the power of *Authority*. By spending 20 Essence, the character can command the lesser spirits about them to act as the character wishes. This may be to have a rock leap to strike an opponent, or for vines to entangle an intruder, or for a dog to turn against its master. The character can command one spirit each Round for the Scene, and this command is represented by one Power most appropriate to the character's desires. The spirit's Attributes are equal to half that of the character (round down), though the spirit has no Skills.

## ***Sidhe***

The character is kin to the enigmatic Sidhe. The tribes of Aregon and the people of Anaitha are the most familiar with the Sidhe and their dealings with mortals, but their reactions are quite different. In Aregon, those with obvious Sidhe blood are ostracised, kept at arm's length as much as possible. No person would be so foolish as to *banish* or *harm* someone of Sidhe blood, but all dealings with them are as minimal as possible. In Anaitha, those with Sidhe blood are treated as nobles, given the utmost respect and deference, as if they were a member of the knightly orders.

### ***Merit***

Sidhe gain the power of *Phantasm*. By spending 20 Essence, the character can create a number of unintelligent creature or items equal to the character's Mental Attribute, with a Cost and Bulk of less than the character's Spiritual Attribute. The creations remain 'real' for the Scene, and fade off at the end of the Scene. These creations act exactly as their normal counterparts would, and are considered of *Exceptional Quality* by default.

## **Infernal**

### ***Demon***

Those with the blood of demons tend to be drawn to places of violence and destruction. They are distrusted nearly anywhere, though once they were part of the noble elite in Aranous. With the wars to the south, many demon-kin have become involved, though both sides of the conflict boast demon-kin among their ranks. To be demon-blooded does not necessarily make one evil, though for every one that strives to overcome their infernal heritage, there are five who revel in it.

### ***Merit***

Demons gain the power of *Savagery*. By spending 20 Essence, the character doubles their Physical Attribute. The character gains additional Soak equal to their new Physical Attribute, and adds this Attribute as a bonus to the total of all Wounds inflicted using melee or unarmed attacks. The character's new Physical Attribute does adjust to the character's Traits, and the power remains active for the Scene.

### ***Devourer***

While true Enticers are perhaps the most underestimated by the public, and the most feared by the knowledgeable, the reverse holds true for the descendants of the Devourers. These devil-kin live up to their ancestor's titles, often holding great appetites, and finding methods to rise within the ranks of society to sate their hungers. Devourers often fit one of two stereotypes – lean and hungry, or large and slow.

### ***Merit***

The Devourer gains the power of *Hunger*. By spending 20 Essence, the Devourer gains the ability to eat anything, regardless of material or size. The Devourer's stomach becomes an Abyss, and the Devourer can bite off and swallow anything that fits into its mouth. For the Scene, the Devourer's bite attack has a base Damage of (Physical), and ignores Hardness and Soak, and the Powers of *Incorporeal*, *Invulnerability*, and *Immortality*. Anything devoured by the character becomes lost to the Abyss. Given time and intent, a Devourer can eat *anything*.

### ***Enticer***

Enticers are some of the least understood of the infernal races. They are often seen as the weakest of the infernals, summoned to sate the desires of infernalists. The truth is, those who understand what an Enticer is respects and fears them, as they are capable of undermining the will and morals of those who call them, until they are the ones pulling the strings. Their offspring are not quite as skilled as their predecessors, but are still not to be underestimated.

### ***Merit***

The Enticer gains the power of *Unbound*. By spending 20 Essence, the Enticer can bypass any restraint which is used against them. The character could open a locked door, step through a magical ward, or ignore mind control. The character can defeat any system which is designed to keep them from going where they wish or doing as they wish. Additionally, the Enticer can attempt to undermine the morals and willpower of an individual, reducing the target's Resolve by the Enticer's Social Attribute while this power is active. These benefits remain for the Scene.

# Wild

## *Savage*

The character is one of the savage wild folk, those who are connected to their primal roots, from the far north or south. While the term 'savage' or 'wild' is often used, these characters are not necessarily uncivilized, just more primal. Savage characters tend to be larger than the normal folk of their breed, and are more healthy and hearty, but are also prone to being unrestrained.

### *Merit*

The Savage gains the power of *Feral*. By spending 20 Essence, the character gains +4 to Defence, Resistance, and Resolve, as well as +10 to Initiative and Speed. The character's Defence, Resistance, and Resolve are unable to be reduced beyond 4 while this power is active. These bonuses remain for the duration of the Scene.

## *Draconian*

Draconians are the descendants of the True Dragons of the ancient past. Draconian characters tend to be larger than normal characters of the same species, and have large, draconic wings. More aspects of the character may be draconic depending on how strong the dragon's blood flows through them. Draconians are rarely trusted, as legends are common of dragons and the horrors they have inflicted upon the world around them.

### *Merit*

Draconians gain the power of *Primal*. By spending 20 Essence, the character grows more draconic, gaining +6 Soak, and +2 to their Size as well as +2 to their Physical Attribute. The Draconian's wings and tail become more powerful, gaining the Draconian one additional attack, while the Damage from the character's wings, tail, claws, and bite are increased by +1. These benefits remain for the Scene.

## *Griffin*

Griffins were once the rulers of Aranos, and the power of that nation. The race has been unified for ages, and while it is not common knowledge, the history of the griffin race is dark and sinister. Not every griffin is a part of this dark heritage, and the truth has not yet come to light. In other nations, the griffin race is often seen as a scholarly and educated race, with a natural tendency to positions of authority.

### *Merit*

Griffins gain the power of *Majesty*. By spending 20 Essence, the character doubles their Social Attribute. The character gains additional Resolve equal to their new Social Attribute, and reduces the successes of any Skill roll involving this Attribute used against them by two. The character's new Social Attribute does adjust to the character's Traits, and the power remains active for the Scene.

## *Lutrai*

Lutrai are the chosen race of the goddess *Kij*. Lutrai appear as small, slightly chubby otters with thick tails and an almost bear-like face. They are perpetual innocents and quite playful and friendly. Most Lutrai come from the realm known as Rym, but more and more have been born within the Shire Lands.

### *Merit*

Lutrai gain the power of *Protection*. The Lutrai are protected by *Kij*, and can spend 20 Essence to make them immune to any outside effect which would lower the Lutrai's Attributes, Traits, or Essence for twenty-four hours. Any attempt to use such a power on the Lutrai by an Infernal or Undead, or through the use of Shadow Magic, results in *Kij*'s essence pouring into the attacker, and doing a number of Wounds equal to the Lutrai's current Essence.

## ***Pegasus***

Originally from the island of D'Remes, the Pegasus (plural: Pegasi) is the symbol of D'Remes and were once the messengers of the wild court that existed in the ancient past. Now, the Pegasi race is rare, almost unheard of anywhere except in D'Remes, and are often at war with a number of their race who succumbed to the lure of the Infernal. Pegasi are almost always of uniform colour, and are majestic and tall.

### ***Merit***

Pegasi gain the power of *Liberty*. By spending 20 Essence, the Pegasus can steel themselves against outside influence. For the Scene, when someone rolls against the Pegasus' Defence, Resistance, or Resolve, the opponent needs a number of successes equal to the Pegasus' Trait for the action to succeed. Any roll less results in the action failing. If the action is a success, then all successes count for the action as normal.

## ***Phoenix***

The Phoenix race first appeared in Anansie, a race of nobles well respected among the upper ranks of Anansie society. It was thought that the original sultan and his bloodline were of this race, until a tragedy involving the rulers of Aranous put an end to it. Since that time, there have been whispered rumours of dark members of the Phoenix race, but none have ever been captured and proven to actually exist. The darkest rumour is that these dark members of the race refuse to be Reborn, as the purification would rob them of the powers they have gained – whatever that may be.

### ***Merit***

Phoenix gain the power of *Rebirth*. By spending 20 Essence, a Phoenix can trigger a Death Save, or can activate this power during a normal Death Save. The Phoenix adds their Spiritual Attribute to the Death Save, and for every success, the Phoenix regains 10 Health. If the Phoenix wishes, they can make this an attack, doing 10 Wounds to anyone within 5 yards of them for each success on the roll.

## ***Unicorn***

The rulers of D'Remes for countless generations came from the ranks of the Unicorns. The original Unicorns were majestic, noble, and fierce, both inspiring and terrifying. The Unicorns of Kith Kanaan are said to be descendants of the true Unicorns of D'Remes, formed when the island chain first appeared. Unicorns are normally tall, graceful, and are either white or black.

### ***Merit***

Unicorns gain the power of *Immaculate*. By spending 20 Essence, a Unicorn can touch an individual with their horn. The individual is purified, regaining full Health. Secondly, anything foreign to the subject is removed. This includes blessings and curses, poisons, diseases, drugs, enchantments, geasa, possession, or anything else of a similar nature. Additionally, at any time that a Unicorn spends Essence, this secondary effect is activated on the Unicorn immediately, with the same results. Finally, a Unicorn's horn can bypass Soak and Invulnerability, having a natural Damage equal to the Unicorn's Spirit.