

MANARI'KHU

APPEARANCE

Khunari must have their face and any exposed skin made up to represent the fur patterns of a great cat, as well as cat like ears. Fake fur is not required, but a minimum of makeup must be used for this purpose. The face must also be made up to represent great cat-like features.

RACIAL SKILLS

Khunari	Build Cost	Casting Cost	Ability Name	Ability Description	Duration	Effect	Target	Limit
	Free		Claws of the Hunter	Khunari gains the use of Large Claws as weapons. Any Weapon Proficiencies (one-handed) or hand-to-hand proficiencies (not both) may be combined with their strength and may be used through these claws. Only 1-3 cost vigor skills may also be used through these claws. Spells may not be cast through these claws.	Constant		Self	None

Khunari	Build Cost	Casting Cost	Ability Name	Ability Description	Duration	Effect	Target	Limit
	5		Coat of the Khunari	The Khunari may take minimal from magic for 5 minutes.	5 minutes	Invoked	Self	Once per Tag
	5		Feral Instinct	Once per tag the Khunari may call no effect to the first surprise action they are hit with.	Instant	Reactive	Self	Once per Tag
	5	4v	Feral Roar	The Khunari lets out a mighty roar that sends their target running in fear for 5 seconds. The Khunari must successfully strike their target with a packet then the target is incapable of defending themselves for the 5 seconds they are feared. This is a mind effect.	5 seconds	Instant	Any	None
	4		Piercing Claws	The Khunari can swing essence damage with their claws for 1 minute	1 min	Instant	Self	Once per Tag

Khunari	Build Cost	Casting Cost	Ability Name	Ability Description	Duration	Effect	Target	Limit
	4		Mana Eater	Once per event a Khunari can absorb a single spell or prayer and regain the mana equal to the cost of the spell or prayer .	Instant	Invoked	Self	Once per Event
	2		Feral Guardian	Khunari are protective by nature. As such they are capable of interceding one strike per tag at no vigor cost. This skill will allow the Khunari to strike a target in combat, and take any physical or magical effect that was just delivered to the target onto the Khunari. Intercede may be followed with an appropriate defense to stop the attack as if it had hit the interceding Khunari, but avoidance defenses like dodge and evade cannot be used as the interceding Khunari has deliberately placed their body the way of the attack.	Instant	Invoked	Self	Once per Tag
	2	1v	Sense Magic	With a sniff a Khunari can determine whether or not an item is magical in nature as per detect magic.	Instant	Instant	Self	None

APPEARANCE

Nari must have their face and any exposed skin made up to represent the fur patterns of a house cat, as well as cat like ears. Fake fur is not required, but a minimum of makeup must be used for this purpose. The face must also be made up to represent house cat-like features.

RACIAL SKILLS

Nari	Build Cost	Casting Cost	Ability Name	Ability Description	Duration	Effect	Target	Limit
	Free		Claws of the Nimble	Nari gains the use of Small Claws as weapons. No Proficiencies may be uses through these claws, but Strengths and Backstabs may be used through these claws. In addition, all Vigor skills may be used through these claws. Spells may not be used through these claws.	Constant		Self	None

Nari	Build Cost	Casting Cost	Ability Name	Ability Description	Duration	Effect	Target	Limit
	5		Feral Instinct	Once per tag the Khunari may call no effect to the first surprise action they are hit with.	Instant	Reactive	Self	Once per tag
	4		Poison Claw	The Nari may use Blade Poisons on their Claws without the risk of poisoning themselves.	Constant		Self	None
	4		Spell Immunity	The Nari is immune to any one spell of rank 1-3 of their choosing. Once the prayer is chosen this is permanent.	Constant		Self	None
	3		Quick Reflexes	The gains 1 use of the skill Dodge at no vigor cost	Instant	Instant	Self	Once per Tag
	3		Feline Agility	The Nari may remove themselves from one Pin or Bind effect.	Instant	Instant	Self	Once per Tag
	2	1v	Nimble Fingers	Nari have nimble fingers. Nari gain the knowledge of pick locks 1 and may lower the rank of any lock by one rank to a minimum of one. They may also use their claws to pick locks instead having to use lock picks.	Instant	Instant	Lock	Once per Tag
	2	1v	Nari Grace	Nari have a tendency to land on their feet. With little effort they can reduce the damage they would receive from a fall by 10ft. Additionally Nari can defend against trip effects.	Instant	Instant	Self	Once per Tag