

KYN

Kyn (Plural) / Kyn (Singular)
Kin / Kin

Kyn are as varied as the Realms of Refuge. Generations of Badgerkyn might work on the family farm and may not know how to make a campfire. A Deerkyn may have only known life in the wilds as prey until they ran into a group of adventurers.

This species comes from all walks of life and exists almost everywhere. From Arctic tundra to arid deserts, from lush forests to the middle of the ocean you will probably come across Kyn. In some Realms they live in the wild, living in herds or alone depending on the subspecies.

In many places they live alongside other species in small towns to bustling cities. Some Ratkyn are known to thrive in cities creating their own underground home beneath the bustling streets. A Crowkyn might build their nest in a tall tower collecting shiny treasures from the populace below or work as a gravedigger for a small town.

Kyn remind other species of the importance of life. They tend to live in the moment and make choices by instinct; especially when they are young. Their lifespans vary widely. There are tales of Turtlekyn that live as long as some Elves. Many Dogkyn only live into their twenties, though a few live as long as Humans.

When in a pinch Kyn rely on their natural abilities to survive. Sometimes that means dodging out of a sticky situation while for others use magic they've learned to trap their enemies. Many avoid trouble by blending in with the cultures they encounter around them. Being one with nature comes natural for most. Many Kyn become diplomats, maintaining the delicate balance of societies.

From a distance other species commonly see Kyn as feral beasts making rash actions and who have no place in society. Some assume all subspecies act the same. Many who take the time to befriend a Kyn realize no Kyn is the same.



Special Abilities

1. Scenting
2. Claws
3. Read Magic costs double
4. Any 2 Species Abilities (see below)

Break Command	Resist Binding	Resist Command	Resist Curse
Resist Element	Resist Necromancy	Resist Poison	Resist Spell
Species Evade		Species Resolute	

Scenting is an ability that all Kyn have. This is used to identify the presence of Alchemy by examining the target for a minimum of three seconds. In some Realms the Scenting ability may have additional uses, such as sensing danger or tracking prey.

All Kyn have the ability to purchase claws, which are represented by red boffers. For a Birdkyn, they might represent a talon, for a Beekyn they represent its stinger, and for a Catkyn, their claws. They are natural weapons. No Kyn has to buy this skill and can be a roleplay choice depending on the subspecies being played. Consider coming up with a reason a Slugkyn might develop claws over their time adventuring.



Kyn may select two Species Abilities that have an XP cost. They may not select Mental Abilities or Species advantages, such as the discount on Blacksmithing for Dwarves. Once a Species Ability is chosen, it cannot be changed except by special circumstances.

It is important to note that all Kyn develop differently. Most have a reason for why they developed their particular abilities. One Raccoonkyn may have adapted to Resist Elements because they grew up around magic casters, while another Raccoonkyn may have eaten so much bad food that they developed Resist Poison.

Many Kyn struggle to understand magic. Reading magic takes a little more initial effort than other species. This does not mean any Kyn are uneducated. Many hold vast amounts of knowledge. Some lean on compassion or instincts in their dealings with others.

Appearance Requirements

All Kyn are based on a real world animal. No fictional creatures such as gryphons or dragons are allowed as Kyn. There are also no cross breeds unless it happens in nature such as a Ligerkyn.

What type of Kyn subspecies you are playing must be declared at character creation. Kyn must represent the subspecies they are (goat, tiger, beetle) in their costuming. This can be done with makeup, prosthetics or a mask.

Players must wear enough makeup, prosthetics, or phys-reps to make it obvious they are not playing another race. All exposed skin must be painted to match the subspecies. Wearing a thin colored long sleeve shirt also works to represent this. Have fun when picking your subspecies. There are lots of different options for you to choose from and get creative with. *(NOTE: Exceptions regarding "all exposed skin" requirements may be made by local chapter staff.)*

Local Chapters may have lists of pre-approved Kyn subspecies costume requirements.

Prosthetics and Costuming

To fully represent a Kyn, you must have costuming that reflects the subspecies you are playing. Regardless of subspecies, your natural skin must be covered as much as reasonably possible. To do this you many wear shirts that match the color of the skin/fur/scales/feathers of the animal you are playing or use makeup.

A green Lizard Kyn may not simply have their skin painted green as they may be mistaken for a High Orc. To prevent confusion they should add face-painted scales on their face or have a mask with scales on it.

A Deer Kyn could be mistaken for a Syladrin if they only have ear prosthetics and horns. Additional makeup or prosthetics are needed to delineate they are Kyn. This can be done with a deer tail, a mask, or makeup.

How complex the costuming can get depends on the subspecies you pick and how complex you wish to make it. It is recommended that you use some form of sealant for your facepaint. Some use brushes while others apply makeup by airbrushing. Make sure to check in with your local chapter for the amenities provided at each campground as this varies.

Below is an example of blocking in a Red Pandakyn with options for how simple or complex the makeup can be as well as work arounds for a tighter budget.



Start with blocking in the white spaces of the red panda fur.



Block in the red orange above the face and browns coming down between the muzzle and cheeks.



Complete the block color look by painting a black nose and black for the lower jaw and neck. Note the black turtleneck compression shirt worn so the face paint doesn't have to go all the way down. She uses her natural hair to cover her ears otherwise they will need to be painted black. For this budget she's also put her hair into two hair buns where the Red Pandakyn's ears should be. This could also be accomplished by the character always wearing a hat that covers the top of the head.



For a fluffy look more color and blending is done along the face. This is not required for meeting the phys rep requirements. Hair still covers her human ears while she wears a headband with red panda ears.'

Playing a Kyn can be simple or complex in the garb requirements. On the simpler side is a Raccoonkyn. If this is done with face painting, one would paint their face light gray and the strip across your eyes a darker brown or darker grey. Don't like paint all over your face? Wear a raccoon mask!

Roleplaying a Kyn

Growing up your family lived on the bad side of town. School is something you always shirked, finding it boring. You had to fight for every meal and be clever and quick on your feet. Your pack or felony of Raccoonkyn friends are your partners in shenanigans.

For skills you might choose to purchase Claws and become a Rogue. Sneaking around and stealthy attacking from behind. As a quirk you might enjoy making and setting explosive traps because you like the big boom noise they make.

Another possibility is being a Turtlekyn. One from an island far away that lives alone. You are taken by the tide to a new land making friends with new people becoming a Scholar specializing in Earth magic. You talk and move a little slower than some but this doesn't bother you knowing you'll make it there in time to heal any allies in need.

To represent a Turtlekyn you wear a backpack with foam with a shell pattern on it. You wear a light green undershirt and paint your face to match. Possibly adding in some circles on your face to show your Turtlekyn's age spots. The shell makes it clear from a distance you are a Turtlekyn and not a High Orc. And the list goes on...

