

# KIROËDA

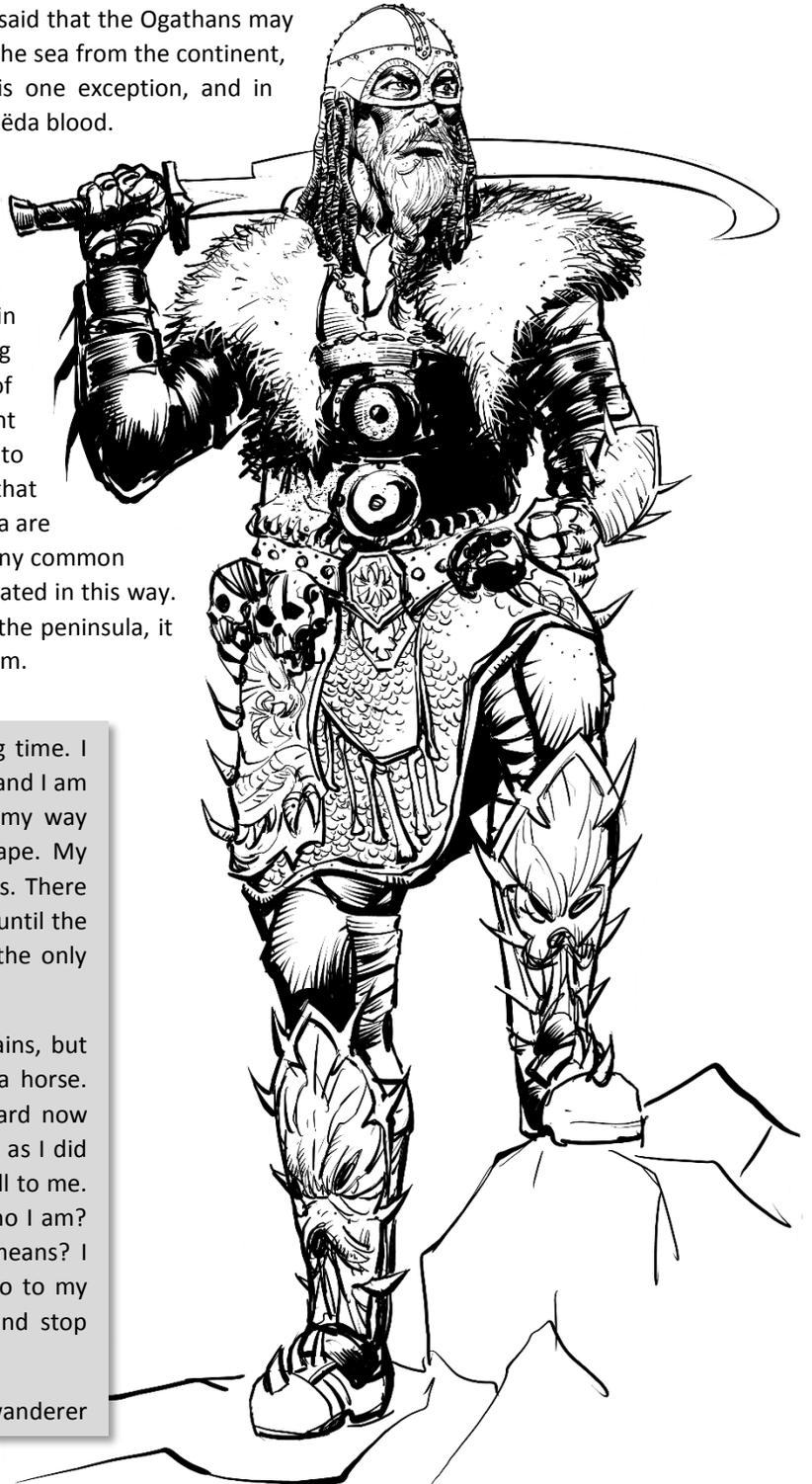
There may be no more enigmatic people in Boruna-Rë than the Kiroëda. They are the oldest group on the peninsula, but their history is even more obscure than that of the Founders. They are few in number, but their descendants make up a large part of the Rëonian population. The Emnorans, Nindal, Okchaw, and Sworie are all descended from the Kiroëda directly. There are strong Kiroëda strains among the Ghunna and the Bolse as well, and it's even said that the Ogathans may be kin to them. Only the Gali, who came across the sea from the continent, have no obvious Kiroëda connection. With this one exception, and in more than one way, Boruna-Rë is covered in Kiroëda blood.

The Kiroëda are a sturdy, warlike people. Their warrior instincts are exceptionally keen, they are quick on their feet, and they easily stay calm under pressure. Most live in small, disorganized tribes that recognize no leader in common. Many are solitary wanderers working as sell-swords, bounty hunters and soldiers of fortune. A few have established permanent homes in the eastern mountains, intending to build a unified kingdom. Most outsiders doubt that this goal is attainable. They think that the Kiroëda are much too disenfranchised a people to fight for any common goals. The Kiroëda are used to being underestimated in this way. If they ever do see a new era of supremacy on the peninsula, it will be because so few believe they have it in them.

I am returning from the sea after a long time. I have worked three consecutive commissions and I am a rich man, but I leave no love behind on my way home. There will be no letters from the Cape. My pirate's life is over. There are no destinations. There are only stops on the road – holes to wait in until the break of the storm or morning. Distance is the only measurement.

I am old, and I should go to the mountains, but my sword is still sharp and I can still calm a horse. There is life yet left in my days, however hard now under the weight of so many suns. I wonder, as I did as a child, whether blood and black smoke call to me. Are war and death, like the road, parts of who I am? Does the life of a reaver fit a man of my means? I cannot know if I stop now. I would rather go to my grave knowing than reach my destination and stop searching.

-Tsenar, wanderer



### Kiroëdan Views

**Outlook:** I'm misjudged and underestimated everywhere I go. That's all right. For the most part, I prefer it that way.

**Bolse:** Ogatha's pets - a perfect example of what Ogatha wants us to be.

**Emnoran:** An accommodating people, though their courtesy seldom comes without a bit of preaching. They're a bit too certain of their superiority in the east for my tastes.

**Gali:** A good place to go to find work. I'm impressed with them, but their war shows no signs of stopping. I don't know where their battle-lust comes from; as philosophers, they seem above such brutality.

**Ghunna:** Of all our remaining kin, they are the most like us. They hide us and they keep our secrets when we need them. If we are truly to rebuild, we should begin in Pohath Raya.

**Ninda:** Subservient to the Imnura, and frequently unconcerned with philosophizing with us. They will take us in, but their welcomes wear out quickly. They make the lightest, most comfortable clothes on the Peninsula.

**Ogathan:** Not to be trusted. They are generous, but they make no attempts to hide their will to power.

## Physical Description

Some legends have it that the Kiroëda are descended from giants. Both males and females are 6'6" on average and large-bodied weighing 240-250lbs, with a tendency to benefit more from physical exercise than most. The most common image of a Kiroëda wanderer is that of a muscular, barrel-chested man with dark hair, gem-blue eyes, and leaden features. This isn't far from reality: even scrawnier individuals tend to be thick and strong.

Most Kiroëda wear hides, bone, and metal. Women or settled men of the mountains may wear porcupine quills as well. The Kiroëda are not a very visual people. Material wealth does not interest them, and they seldom show any interest in anything decorative. Their clothes – like their bodies – are mostly for work. For this reason, they are highly regarded as armorers. The Gali wear Kiroëda boots and bone shirts to battle.

By and large, the Kiroëda see the physical world as a means for the spiritual world to express itself. Expressions of the physical, such as jewelry and tattoos, they see as empty – symbols that are less important than their referents: allegiance, experience, and personal conviction. The primacy of the referent over the image is common in Kiroëda philosophy as well as fashion.

## Creating a Kiroëda Character

Kiroëda characters should have the Kiroëda Race Perk which grants them an additional HP Gain at 1st level. The Kiroëda typically favor physical attributes such as the Brute or Tank Roles and physical combat skills.

**Sample Concepts:** Fearless Protector, Gallant Rakehell, One-person Army, Reluctant Stoic, True Believer

## Bathora Jtiyara – the Flame of the North

The fury of the Kiroëda is legendary. Their natural fighting prowess is almost unmatched under normal circumstances. When faced with lethal threats that may be a match for them, the Kiroëda have another advantage: the ability to voluntarily activate their endocrinal fight-or-flight response. Inducing a surge of adrenaline that can result in increased power, endurance, speed and durability, but causing extreme fatigue once it passes.

At will the Kiroëda can activate a berserker rage that grants them +1 Stamina Dice, +2 Speed and +1 Power on all physical melee attacks. Additionally, they may continue fighting even when reduced below 0

HP and only stop when they are dead or all enemies have been defeated. Once the frenzy passes all Strength, Stamina, Agility or Dexterity based rolls are at +1 CR until the Kiroëda has a chance to get a full night's rest.