

Lyrans, catfolk PC race

Descended from demonic, feline sorcerers, the Lyrans are a race of humanoid catfolk who inhabit the grassy plains of Kra'a which border the eastern Shadowlands. Skilled in stealth and arcane magic, they eschew the use of weapons, preferring to rely on cunning and guile to achieve their enigmatic objectives.

Lyrans belong to nomadic, extended family groups called prides. Pride members can be identified by their coloration as well as their decorative, symbolic ear notches, which can represent anything from defeating a powerful foe to mastering secret, arcane rituals.

Catfolk are, in general, cautious, playful, and prone to distraction. They are alternately manic and lazy, and often sleep long hours dreaming mysterious dreams. They are easily led astray by small objects, and derive great pleasure from playing games of chance.

Adventuring Lyrans rarely visit human realms, but those that do are often glib and voluble, using words and trickery to achieve their goals. A Lyrans' lifespan is short, some 40-50 years at most. Thus, catfolk do their best to fill their lives with all manner of experiences, for they are sensual, hedonistic creatures who take joy in all sensory pleasures.

Hit Points: A Lyrans gains 1d6 hit points at each level.

Weapon Training: Although catfolk prefer not to use weapons, they are nonetheless proficient in blowgun, club, dagger, dart, handaxe, javelin, short bow, short sword, and staff. Lyrans rarely wear armor, as it negatively affects their natural abilities.

Alignment: As catfolk do not willingly serve a master, they tend toward neutrality. Those who emphasize their arcane ancestry often follow the path of chaos. Lawful Lyrans, although rare and considered freakish by their kin, integrate best into human society.

Natural Weapons: A Lyrans is born with razor-sharp claws, which become more lethal as the character increases in class level.

Fast: Catfolk are naturally quick-footed and have a base movement of 40'.

Stealth: Lyrans prefer to stalk their prey. They receive a bonus to sneaking silently and hiding in shadows based on their class level.

Climb sheer surfaces: Catfolk are adept at climbing all manner of surfaces and objects, from trees to sheer walls. They receive a bonus to this ability based on their class level.

Magic: Catfolk are masters of manipulation and misdirection, and know a limited number of arcane spells which enhance these tendencies. These spells increase in number and potency as they gain class levels.

Infra-vision: Lyrans are nocturnal beings, and as such can see in the dark up to 30'.

Action Dice: A Lyrans uses their first action die for attacks or spell checks, but the second die must be used for physical actions only.

Lyran spell selection (chose or randomly determine one)

Levels 1-3 (1d4): Cantrip, Charm Person, Ekim's Mystical Mask, Ventriloquism

Levels 4-6 (1d4): ESP, Forget, Mirror Image, Phantasm

Levels 7-9 (1d3): Demon Summoning, Haste, Slow

Level 10: Polymorph

Level	Attack	Crit Die/Table	Action Dice	Ref	Fort	Will
1	+0	1d10/III	1d20	+1	+1	+1
2	+1	1d12/III	1d20	+1	+1	+1
3	+2	1d14/III	1d20	+1	+1	+2
4	+2	1d16/III	1d20	+2	+2	+2
5	+3	1d20/III	1d20+1d14	+3	+2	+2
6	+4	1d24/III	1d20+1d14	+3	+3	+3
7	+4	1d30/III	1d20+1d16	+3	+4	+3
8	+5	1d30+2/III	1d20+1d20	+3	+5	+3
9	+6	1d30+4/III	1d20+1d20	+3	+5	+4
10	+6	1d30+6/III	1d20+1d20	+4	+6	+4

Level	Known Spells	Max Spell Level	Claw	Stealth
1	1	1	1d3	3
2	2	1	1d4	5
3	2	1	1d5	7
4	3	2	1d6	8
5	3	2	1d7	9
6	4	2	1d8	11
7	4	3	1d10	12
8	5	3	1d12	13
9	5	3	1d14	14
10	6	4	1d16	15

