

Kyma

13th age Compatible Fan Work

Humanoid beings with some animal traits, many of whom possess a limited ability to shift their form towards or away from the beast, Kyma are often considered the children of The Great Druid; and the recent increase in their birth among the human and elven populations is a strong sign that her power is growing.

Feline Kyma exhibit a grace of movement comparable to that of a wood elf – making them very capable of hunting in woodland, whether it be the Druid's Wildwood or the Elven Heartwood – while their night vision is as good as an underelf making them excellent at nocturnal attacks – though they are at their best at the liminal times of dawn and dusk.

Feline Hunter

Level 4 Archer; [Kyma]; Initiative +8

Attacks: **Claw Slash:** +9 vs. AC: 9 damage

R: Shortbow: +9 vs. AC (One nearby enemy): 15 damage

Special

[Group Ability] **Leaping Dodge:** When the hunter is missed by an attack it may pop free of all enemies and move to a nearby location it can see. The triggering attack has no effect on the hunter.

Group ability: For every two Feline Kyma in the battle (round up), one of them can use Leaping Dodge once during the battle.

AC 19 | PD 16 | MD 18 | HP 50

Some Felines choose a more aggressive approach, liking to “get their claws wet” in combat. These often find success in the gladiatorial arena, where their form of deadly grace attracts a great crowd.

Feline Bladedancer

Level 4 Wrecker; [Kyma]; Initiative +8

Attacks: **Slashing Blades:** 2 attacks: +9 vs. AC: 8 damage

C: Pirouette: +9 vs. AC (each engaged enemy): 10 damage

Special

[Group Ability] **Leaping Dodge:** When the Bladedancer is missed by an attack it may pop free of all enemies and move to a nearby location it can see. The triggering attack has no effect on the bladedancer.

Group ability: For every two Feline Kyma in the battle (round up), one of them can use Leaping Dodge once during the battle.

AC 20 | PD 18 | MD 15 | HP 50