



KITUNUSI

"If the legs do not walk, the mouth does not eat."

The kitunusi are a mysterious race with a magical connection to shadows and darkness.

Personality

Though far from emotionless, kitunusi society considers open displays of emotion to be a sign of weakness. As a result, kitunusi never laugh, cry, or lose their temper in public. Many people find this behavior quite disconcerting.

Physical Description

Kitunusi physical features include tan skin and curly black hair. However, the eyes of the kitunusi are pools of inky blackness, and they seem to be surrounded by shadows wherever they go.

The most recognizable element of kitunusi clothing is a heavily decorated kente-cloth tabard called a kaniki (kah-NEE-kee). These colorful long-sleeved tabards, worn over plain gray tunics and pantaloons, act as symbols of rank and badges of honor. Kitunusi will go to great lengths to regain a lost or stolen kaniki, and have been known to pay significant sums of gold to purchase any such tabard found in the hands of foreigners.

Kitunusi disdain hand-to-hand combat, and fight at range whenever possible. Their weapon of choice is the sling, and if they can afford it, they will hurl superior alchemical weapons rather than simple sling bullets.

Relations

The kitunusi are ancient enemies of the utuchekulu, having fought a war with them in the distant past. Other cultures and races view the kitunusi with suspicion, though the kitunusi are not particularly suspicious of others.

Food

The kitunusi eat only a thick gruel made from an amalgam of grains. Their language simply calls this substance "food," but others call it "paste."

Language

Common. The kitunusi dialect is unmistakable and filled with droning, monosyllabic sounds that others find unsettling.

Names

Most kitunusi names have droning and monosyllabic qualities similar to those of the kitunusi dialect. Some common kitunusi names include:

- **Male Names:** Destah, Domah, Fah, Famah, Kah, Lah, Mah, Pah, Ramah, Soh, Somah, Tesfah, Toh, Vah, and Vahmah.
- **Female Names:** Des, Dessa, Fas, Kas, Kassa, Kes, Lamas, Las, Lassa, Massa, Tes, Tessa, Vas, Vassa, and Vesse.

Adventurers

No one really knows why a kitunusi would take up a life of adventuring. Kitunusi motives are often inscrutable.



KITUNUSI RACIAL TRAITS

Ability Modifiers: +2 Constitution, -2 Strength.

Size: Small.

Base Speed: 20 feet.

Darkness (Sp): Kitunusi with Charisma scores of 12 or higher may cast the 2nd-level spell *darkness* once per day.

Treat the kitunusi as a 3rd-level arcane caster for all spell effects dependent on level.

Darkvision (Ex): Kitunusi can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and kitunusi can function just fine with no light at all.

Divination Resistance (Su): Kitunusi have a spell resistance of (10 + character level) versus all spells and spell-like abilities from the divination school.

Inscrutable (Ex): Kitunusi have been conditioned since birth to avoid open displays of emotion. As a result, others attempting to use the Sense Motive skill on a kitunusi suffer a -4 circumstance penalty.

Skill Bonus (Ex): Kitunusi gain a +2 racial bonus on Stealth checks.

Sunlight Sensitivity (Ex): Kitunusi suffer a -1 penalty to all attack rolls, saving throws, skill checks, and ability checks when exposed to direct sunlight.

Automatic Languages: Common and Kordo.

Illiterate: Kitunusi are illiterate by default. They must spend 2 skill points to gain the ability to read and write any language they are able to speak.

Bonus Languages: Daka-Alif, Daka-Kara, Daka-Kosa, Draconic, Dwarven, and Giant.

Alignment

Though kitunusi behavior might seem random to others, they have strong tendencies toward neutral alignments. The kitunusi reputation for evil behavior is undeserved, as they are no more likely to be evil than members of any other race.

