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Lupin race 5e

Lupins are present at the root of a duality, constantly torn between two mythological beginnings. Most of these dog-led humanoids rarely consider the subject, living their lives in the rest of their individual families, saving such speculation for the quietest times of their infirm years. However, non-lupin sages and historians (with Lupin input) often consider and debate this issue. Although most people consider the debate purely academic, spiritual leaders actively argue two versions of their creation. The original and most popular composition story falls below their ancient oral tradition, marking Lupin as descendants of werewolves who reject the chaos of their monthly murderous spree. Proponents of this theory pointed out Lupin's uncanny ability to sniff out warehousing as well as obvious physiological similarities. The new original original theory proposed by Lupin Sage Hector Roff argues that radical animosity between lycanthropes and lupins comes from the tensions placed on lupin by other races. Followers of his theory, called Hectrites, proposed that his race came from the union of humans and gnolls, and that early Lupin became the famous werewolf hunter to prove to frightened human neighbors that they were not actually thetherating themselves. Most lupins consider this theory meaningless, although younger generations seem to favor this less idealistic belief. Despite their origins, Lupin has always had a tie for the warers. A day after a lupin child proves to wean off eating solid foods, village werewolf hunters, called hruffs, start teaching the basics of killing it lycanthropes. This day, known as the Baby's Moonset, is only the first rite of passage for a lupin. At puberty, lupins undergo another ritual, called ro'rutu (for boys) or ro'rutah (for girls). The exact ritual varies from tribe to tribe, but it usually includes spending a night on the grasslands with only one mount as the company. The ritual makes the successful young Lupin an official member of the tribe, and gives him or her a white howl a chance to venture with a large. Once a lupin's muzzle and head hair begin to whiten (a natural change for the race that comes with age) he passes through a final ritual made of fasting and intense attention. At the conclusion of this ritual, the old lupin is identified as an elder and becomes eligible for the greatest of honor: representing the tribe in a white howell. Lupins live in tribes consisting of three to twelve packs, and each pack consists of two to ten adults (and several puppies). Lupin tribes practice strict egalitarian democracy and generally operate without a leader (though elders in the tribe can often sway the votes of young members). Once per year, tribe as a representative. Selects a spokesperson from among the elders. This person cannot keep the post for more than one time. And cannot be re-elected until an elderly person from every other pack in the tribe has served as a spokesman. A retinue of the selected elderly (and unneeded youth) then visits a gathering of other spokesman Lupin from nearby tribes. This gathering, White Howl, serves a meeting for important discussions between the two elders as well as a chance for young Lupin to find mates from outside the tribe. A white squeak often regenes in a wine-soaked celebration that lasts for up to three weeks. Although most people consider the debate purely academic, spiritual leaders actively argue two versions of their creation. The original and most popular composition story falls below their ancient oral tradition, marking Lupin as descendants of werewolves who reject the chaos of their monthly murderous spree. 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In the middle of this space, lupins maintain a constant flame known as BG'tires. Even when the tribe walks from its village to wander the relatively dry plains for three months of summer, the tribe's bg'tyr continues to burn inside a copper-lined cedar bowl. The work of keeping bg'tyr lit falls on a group of Lupin girls also young to bear children - a similar puppy from each pack within the tribe. These girls, known as bg'tyr companions, often grow to prominence within the community in adulthood. Many Lupin tribes consider the full moon week to be an important religious time. During the three days when the moon is brilliant, hruffs from nearby

villages join the hunting pack form known as Ah'flir. These ah'flir packs have the specific purpose of hunting down and killing as many wereys and other lycanthropes as possible. Personality: All Lupin believes faith and loyalty as the hallmark of responsible social behavior. They usually work for the good of their community, whether a tribe, a multiethnic Druidic circle, or a courageous group. A lupin always knows his duty, and he rarely renounces it without good reason. Dedicated and patient, Lupin excels in tasks that may require long-term waiting, and such as making exceptional trackers, vintors and hunters. Lupin enjoys social interaction, and hates being alone. They make friends easily, and they enjoy the crowd (though not necessarily as the center of attention). Perhaps because they give up their friendship and loyalty so easily, Lupin hold strong grudusely against those who betray his faith. Many former business partners or courageous peers have died at the hands of Lupin who took advantage of or felt betrayed. Physiological description: Designed like humans with dogs head, many organisms mistake lupins for gnolls or werewolves from distance. A small coat of fur covers a lupin from head to toe, while for a long time, silky hair (much like a human) grows from the top of their head. The body fur of a lupin becomes monochromatic, one through all shades of brown From brown to black, along with the occasional lupin sporting coat Brick red or golden yellow. Exceptionally rare white-coated lupins exist, but some nonlupins ever see them. Some lupins have a lighter shade of their muzzle, ears, and their body fur around their eyes, while their head hair leads to slightly darker shades. White muzzle fur and head hair scar lupin elders. Thick, leathery skin covers the palms of the palms and the soles of their feet, and they usually keep their claws cut short like nails and toenails. Lupin has small, non-predicted tails that they sometimes have difficulty controlling (especially when anxious or agitated). Relationships: As social and sociable creatures, lupins meet well with almost all races. Only gnolls, ghosts, and wereys require inaccessible treatment of fear from them. Lupin dwarves and half orks consider smelly and less desirable because of dwarves, half dwarfs, or halflings than companions or guests. Gnome and the muscivise aroma of humans also often provoke the sensitive nose of lupins, but not to the extent that they avoid those races. Regardless, metal goods that dwarves and gnomes often bring to lupin land buy such guests to return lavish accommodations and upright (if sometimes compelling) invitations. For their part, dwarves enjoy the stability and patience of Lupin, while the dwarves favor their amiable nature and love of wild places. Lupin does not care about cities and prefers settlements not bigger than a small town. Alignment: Their strong beliefs in community, loyalty and faith marked Lupin as highly legitimate beings. Generosity and compassion for the poor define race, but Lupin also refuses to hold grud complaining and aid for those who have done them wrong in the past. Thus, many lupins are either legitimate good or legitimate neutral. Only rare exceptions become chaotic or evil. Lupin land: Lupins live within dense forests near open grasslands. Some fast ride strict wolves across horses or steps to bring down deer, antelope, and elk while others take fish or berries and nuts to live nearer to their longhouses. Lupins see anyone who enters the land they consider to be theirs, but usually allow other races to move through their territory. They actively do war against ghosts and gnolls which venture very close to vast swaths of the area they visit. Religion: Like many other nations, Lupin has an all-deity of godlike beings whom they pay homage to. They call their gods saints, who have lupins who have achieved immortal greatness. The main Lupin god Represents St. Renard, what Pelore does to humans. Lupin respects his gods and treats them as the first among equals, but they are neither afraid nor worship those in their creed. They find temples and organized worship fascinating, if a little silly. Rarely give more thoughts to your gods than a simple thank you when they bed down for the night. Language: Lupin speaks broadly pronounced Among non-Lupin visitors. When among their kind, they speak lupin, a scene as well as verbal language consisting of words as well as growl, bark, and subtle variations of the body. There is no S in the Lupin language, because the long muzzle of lupins makes it difficult for them to make sound. Many of their words have only one or two letters and begin with difficult dishes. The language also tends to use small O and small u sounds and ends many of your words with a hard F. Name: Lupins usually present his youth with two names combined with a hyphen when written: a name from the father (usually one of his parents' names) and a name from the mother (usually one of his parents' names). Thus, a male puppy whose grandfather is lab-crot and hector-roff can find hector-lab or roff-crot names. Parents usually choose which name first comes purely about how the two names seem together. Female names use more of a sounds and often end with tone or back n sound. Male names: Crot, Hector, Lab, Matf, Renard, Roff, Turff. Female names: Arann, Carra, Fikenn, Likka, Zaka, Rottie, Vara. Daring: Lupins adventure for many of the same reasons as rangers or druids of any race. They excel as hunters and trackers, and leave their tribes as exiled or as young people caught on the journey. Lupins set aside his fear and desire to live with his tribe to hunt for wereys. Suffering with lycanthropes in a country or world, Lupin stand on the front lines and often wage personal war against these hated shapeshifters. Racial traits combat demonic Humanoid: As monstrous humanoids, lupin spells that only such attractions are immune to influencing humanoids such as the person and the catch person. Medium: As medium creatures, lupin size does not cause any special bonuses or penalties. Lupin base land speed is 30 feet. Darkvision: Lupin can look in the dark up to 60 feet. Darkvision is only black and white, but it's otherwise like normal vision, and lupins can work fine with light at all. Intense sense of smell: In many ways, the intense sense of a lupin of smell acts like the ability to scent but without the automatic nature of the aroma. The nose of a lupin allows it to assist in detecting and identifying and tracking certain races and creatures from their smell. A lupin automatically gets to attempt a DC 10 knowledge check to detect a lycanthrope within 30 feet, regardless of what form the creature takes. If the lycanthrope is upwind, the range at which a lupin can detect it is doubled. If it is windy, the limit is halved. A lupin has a better ability to detect and distinguish the aroma of creatures than humans. This lupin examines the disguise of a known person The spot created to protest gives a +5 racial bonus on check if the person comes within 5 feet. As a lupin within 5 feet of an invisible or hidden creature is entitled to dc 10 iq check Free action to indicate that creature. A Lupin receives +2 racial bonuses on all survival checks made to follow the tracks. Lupin can not track by smell alone, but olfactory clues they find aid to their tracking techniques. Lupin takes a one-2 penalty on all saving throws against attacks based on smell (such as a stinky cloud magic or a fierce stench). Expert Rider: Lupin always considers riding a class skill, and they receive +2 bonuses on all ride checks. Lupins rely on strong mounts when creating their annual nomadic movements, and can even purchase a horse just as soon as the settled lupin. +1 bonuses on the attack roll and damage the roll against the werewolves. As they are weaning, Lupin begins learning techniques to fight his ancient enemies. Listen on Czech + 2 Bonus: Lupins has a deep sense of listening. Automatic languages: common and lupin. Bonus languages: Elven, Gnol, Gnome, Spectre, Halfling and Sylvan. Lupin learns the languages of both his enemies and his friends. Favored class: Ranger. The Ranger class of a multiclass lupin does not count when determining whether he takes experience point penalties for multiclassing. Lupins' curious senses make them natural trackers. Lupin Rangers can choose humanoid (shapechanger) as a favored enemy. Enemies.

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