

The Kleetians

The Kleetians are a human race from the Elindanian country called Kleet. A very chivalrous people with a highly spiritual nature, Kleetians are generally seen as fearless, humourless and proud. Kleetians are an advanced people, with great skill in metalwork and stonework. Their towns and cities contain many examples of beautiful intricate carving.

Kleetians are naturally fearless, and have a great martial history. No Kleetian army has ever fled the battlefield (although tactical withdrawal in the face of overwhelming forces is just common sense).

Kleetians are an intensely Lawful people, and have very strong belief in the concepts of right and wrong. An early Evermorian traveller reported "They see everything in terms of black and white". This led a generation of Evermorians to believe Kleetians could not see colours, a rumour reinforced by the national colours of Kleet being black and white. At it happens, colour-blindness is quite common in Kleet, most notably red-green colour-blindness. It is for this reason that Francis the Jester, Kleet's leading humourist, wears black and white motley: the joke is that he believes it to be the traditional jester's colours of red and green. Kleetians find this hilarious.

Kleetians are renowned for being grim and humourless, although this is an exaggeration: Kleetian humour is simply either very dry or very blatant. The perfect example of a Kleetian joke is "What do you call a man who knows only one joke? A Kleetian!"

Kleetians have a great deal of pride in the superiority of Kleet as a country, and many a Kleetian has looked at an item of Avmarian, Dwarvish or Elvish workmanship and uttered the immortal words "In Kleet, we have much better..."

The Kleetian national sport is queuing.

Kleetians revere the gods of law. These being Donblaz, the god of Law and Honour, Arkyn god of Law and Order, and Goldar, the god of honour in combat. Other gods are known, but less commonly worshiped. Kleetians, being intensely Lawful, are never Demonists (indeed, the idea of selling one's soul to a being of chaos horrifies Kleetians). Similarly, as great believes in law and order, Kleetian Thieves, Magsmen, Assassins and the like are almost unheard of. Kleetians often pick martial classes, such as Warrior or the Weapons Master classes, and spiritual classes, such as Priest or Paladin.

The national colours of Kleet are black and white, worn together. Plate armour of some kind (even if it's just a back and breast, or bracers) is also commonly worn.

KLEETIAN

RANK	RACIAL ABILITIES
1	Immune ALL Fear Utilise Heavy Armour Utilise Kleetian Weapons
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8	Utilise Chivalric Weapons
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12	Master Chivalric Weapons

Kleetian racial rules

- A Kleetian is on standard Human TB and Power Gain and Locational split.
- As they are not native to Evermore, Kleetians do not gain any natural healing.
- Kleetians can be any Human class that is not restricted to Avmarian humans only, except Demonists. Kleetian Thieves, Magsmen, Assassins and the like are almost unheard of.
- Kleetians often pick martial classes, such as Warrior or the Weapons Master classes, and spiritual classes, such as Priest or Paladin.
- Kleetians do not get to roll for Previous Occupations.
- Costume: Wear black and white, together with plate armour of some kind.
- Roleplaying a Kleetian: Be polite and proper at all times. Do things in an orderly fashion. Make sure people are aware that Kleetian culture in general are superior. Rarely smile or laugh.
- Alignment: Kleetians are generally Lawful in alignment and are never Chaotic.

Immune To All Fear – Kleetians are immune to all fear effects including Shadow Death Angel.

Utilise Heavy Armour – This allows all Kleetians to use any Heavy Armour: usually Plate (12 AC) regardless of class. Casting classes affected by limited metal points must still have enough Metal Tolerance for this as normal, without them it will render them unable to cast as per the standard rules.

Utilise Kleetian Weapons – Kleetians will **ONLY** use chivalric weapons; Sword, Bastard Sword, Great Sword, Hand Axe, Battle Axe, Mace, Lance (spear) as well as Hammers. They will also occasionally use long bows. They will only use daggers for eating.

Utilise Chivalric Weapons – This gives the Kleetian one chivalric weapons point per two levels. See Chivalric Weapons Table.

Master Chivalric Weapons – This enhances a Kleetian's chivalric weapons use to a further one point per level. Requires *Utilise Chivalric Weapons*.