

Kryrnaa Raikin – Dark Elf diver

Their arrogance and unremitting thirst for vengeance against their eastern cousins leads many Dark Elves to take to the wild seas of the Great Ocean. Originally fanatics of Khaela Mensha, this order of Scouts and Assassins has gradually learned to master the waves in their pursuit of retaliation, slavery and plunder. Among their own kind, these brazen mariners are called *kryrnaa*. In the land of men they are whispered as “dark corsairs”.

Within these *kryrnaa* there exist a rare few for whom the sea has become a fascination, practically a mistress. In the tongue of the Malteeras, they are called *kryrnaa raikin* after the crushing darkness that many of them worship. While their unrivalled skills are admired, their solitary and independent nature leads many to be feared and distrusted by their fellow mariners.

Used for various tasks, these divers are trained for endurance and to carry out specialised work underwater; repairing the hull of a ship, cleaning the hull of marine growths such as barnacles and diving for valuable sea goods (e.g. pearls and abalone) or even sunken cargo. The *kryrnaa raikin* are perhaps best known for their ability to hold their breath for incredible lengths of time. They are also known to be powerful swimmers and capable of fighting underwater when attacked by sea creatures.

Kryrnaa Raikin

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+10	-	+1	+2	+4	+20	-	+20	-	+10	+20	+20	-

Skills: Concealment Rural; Concealment Urban; Dive*; Excellent Vision; Fish; Cascade of life*; Secret Language - Raikin; Secret Signs - Kryrnaa; Speak Additional Language - Malteeras, Old Worlder, Tar-Elthárin; Specialist Weapons - Crossbow Pistol, Net, Parrying Weapon, Uraithen; Silent Move Urban; Strike Mighty Blow; Strike to Injure; Swim

Trappings: sea dragon cloak (2 AP & can be used as a shield or net), uraithen (repeating crossbow), trident, dagger

Career exits: Navigator, Sea Captain

* *Diving*

This skill offers the ability to quickly enter and operate effectively underwater. As such divers can:

- Enter water from great height with little risk, i.e. triples the height of diving into water, e.g. 5 yards = safe, 10 yards = simple, 15 yards = tricky, 20+ yards = risky
- Hold their breath much longer than others [T rounds] and longer than swimmers ([2x T] rounds), usually around [3xT] rounds. Beyond that, like everyone else, they must test **Cool**:
 - Pass – character holds their breath for another [T] rounds, although next **Cool** test is at -10 (cumulative)
 - Fail – characters loses their breath and begins drowning (cf. *Suffocation*)
- Fight underwater at no disadvantage - as long as they use appropriate weapons (daggers, spears, crossbows)
- A prerequisite for this skill is the ability to *Swim*

* *Cascade of life*

Essentially this is an advanced form of the *Dodge Blow* skill. Pushed to perfection it allows combatants to dodge multiple attacks by focusing all their efforts on this. However it is a rather extreme style of combat:

- Must be declared at the start of the round
- From then on the fighter takes a defensive stance that limits his/her options to parrying or dodging, e.g. if a character normally has 2 attacks and 1 dodge per round, then this fluid style offers 3 dodges per round
- A prerequisite for this skill is the ability to *Dodge Blow*