

Kyacaotl Race
(KIE-AH-CAH-OH-TEL)
(Coyote people)

Kyacaotl are a canine medium sized breed resembling what appear to be coyotes. Their home system is that of the Ky-Alamatol, named after the goddess in which they worship. Currently they have colonized two worlds in their current system. However expeditions that have gone beyond in so called "Seeker" ships have yet to report back since their departure.

Alamatol Prime is 55% land based, with towering mountains and large open plains which many of the locals would quote as "Oceans of Grass" where the more nomadic clans presided during ancient days, and even now. The switch from a nomadic lifestyle happened when the Kya began to become stagnant building upon the mountains, their banners of red, gold, orange, and yellow waving in the winds. Many of the cities built became their own states and for the most part many of them have remained city states.

Only the largest were the ones to heavily invest in such expansions....

The People

The Kya believe themselves to be the children of the Goddess Alamatol, a trickster goddess who stole the sun and moons from the other gods to allow her children to prosper. The religion is still somewhat revered to this day, even from younger generations. However the primary tenant is to be vigilant.

Trickery is often a way of life, and used as a way to teach others a lesson in detailing, alertness, and deception. Because of this, the Kya took on to wearing masks in reverence to the goddess and to her tenants of trickery. What the masks meant was to show details of one's life, but also encouraged for pack and clan mates to dig for the actual details. Many of these masks show places, achievements, sorrows, and so forth in which the wearer had painted on or etched into them.

They only cover the top half of the head.

Some of the Kya would use deceit lying about their life on their mask while others would show openness in it. This had caused some conflicts to arise and new sects of the religion of Alamatol to be spawned from their beliefs. This resulted in many of the aforementioned city states being formed.

So what does the masks mean? *It means your life, your soul, your story. Without it you are nothing.*

Your common civilian would wear these masks casually, only removing them when at home. Nobility and Clan Officials would rarely take them off save for moments of intimacy behind closed doors. Now, a pup within the Kya would not receive their mask until they were of age to do so, generally this would be around 18 years of age, and is often marked with a celebration, a second birth as some would say.

Nobility and Clan Elder masks are often more elaborate and tells of the Clan Lineage their bloodline.

You only get one mask within your lifetime, you must care for it as you would care for yourself. However losing it is a shameful affair, and with the Tricky of the Goddess, sometimes one may end up in a game which you must steal the mask of someone who was not paying attention. If you are successful in taking the mask and not get caught you may keep it for yourself for a duration of a few days before returning it to its rightful owner, however they owe you a favor, should you reveal yourself. But, if you are caught then you owe the owner a favor and an apology.

This is often due to continue the tenants of remaining Vigilant.

The destruction of a mask by another is seen as criminal, and the victim will legally be obligated to get another. Destruction of a mask due to unfortunate circumstances are often left to that of the clan elders or another in an official clan capacity. In modern day, the masks are far more resilient than older times, thus if you lost yours, you might be out of luck.

So yes, if you lost it due to unfortunate circumstances or if the Goddess herself was playing a trick on YOU, you may get yours back, or a new one. Bear in mind, it's gonna be a bit shameful to have a bare mask until you properly decorate it.

Other Kinds of Masks

As the current tenant stands, Nobility, Clan Elders, may have their own masks representing their stations, but are allowed to have their own personal ones to remain incognito. Though its a bit hard to considering you could smell out your uncle or aunt who might be an Elder a mile away. These are for more casual purposes.

Warriors and Hunters get their own, Hunters are similar to that of a commoner's own mask but with a few tricks in terms of hunting down larger prey or more elusive ones.

Warriors or rather the Soldiers of the Clans shift from simple masks to that of skulls. Often times they will be painted BLUE, as in Kya Culture, BLUE is the COLOR of DEATH.

Many would decorate their achievements and sometimes kill counts on their Skull Masks. Some of your more fervent warriors would continue to wear these even in the open to create an aura of fear around them. The internal technologies within the skulls vary from

showing simple directions to seeking out the heat of targets from afar. In some cases, enhancing the nightvision of these warriors.

Losing your Mask

Well you lost your mask, why? Well you probably are A. Criminal, B. a Slave, or C. Poor/Outcast.

Criminal behavior that goes against the tenets in a direct violation of breaking the law. Because of this, you would lose your mask, now most crimes would not result in its destruction (thankfully) and would be given back after your sentence is fulfilled. Now only way it would be destroyed is if you committed something truly heinous, such as murder, then you get to watch it be destroyed in front of you. While yes you aren't dead, it might as well be your soul being shattered into thousands of pieces.

For Slaves, well you never had a mask to begin with or you landed here and your mask was taken and possibly destroyed like a criminal's. As stated before, without it, you are nothing, and in this case, you're someone's property.

Outcasts/Poor, often times the poor will make their own but usually these are for those who have lost theirs in some foolish manner or another, or had simply messed up a few too many times, or perhaps someone played the *Goddess' Game*, and violated the rules and you never caught the person. In fact, being here is often worse than being a criminal or a slave. Because then, it's on you for messing up, and no one else.

Societal Divide

Here with in recent times, a new cult had appeared defying the tenets of the Mask. The Cult of the Maskless or Cult of the Free Clans had arisen prior to the dawn of space age technologies. When the Kya took to the stars for the first time, they gained even more popularity. However they are still seen as outcasts and in some more religious sects of the Alamatol religion, heresy.

It is noted that there are some small settlements that the Cult is fully active, and with the colonization of the other two worlds of the system, their power may certainly grow over time. There already has been open conflict between the two factions.

Technology and Stuff!

Technology: Due to the nomadic nature things went a bit slower until the creation of the HUB Cities where information was exchanged at a faster rate than before. When the dawn of telecommunications arrived, information became as valuable as any currency that a Kya could get their paws on.

Plasma technologies exist but are currently meant for large scale weaponry, however plasma coated ballistic rounds are only exclusive to the warriors of the Kya.

The weapons that the Kyan warriors use are shaped very similar to crossbows mounted on the wrists. A foot soldier would wear one of these with 20 rounds of small dart like projectiles that would be magnetically launched, upon launching, the internal chemicals would mix and create a plasma coating to go through armor and flesh alike.

Weapons such as stun poles and daggers would also be in use.

Holographic technologies to use as the art of deception are present here but their execution is often left to more specialized warriors known as the *Mirages*.

Fashion, I mean clothing!

So as a quick one, the main kinds of clothing the Kya would wear, would be very flowing but showing off the fur. The main colors you would wear, if you were here, would be reds, golds, yellows, oranges, anything within that side of the color wheel. These are to represent the Goddess Alamatol, as she took the sun for her children.

Blue means death, that your light has finally gone to the void where Alamatol awaits for you for the next day.

Green is not one used all that often, save for the more mountain faring Kya or hunters in greener parts of Ky.

Purple is too to Blue, and is often categorized with it, so many shy away from darker shades of the color.

Architectural Aesthetics

As a quick note, the Kyac often build using sharp angles and rarely any curvature to their buildings and vehicles. The designs hail back to ancient times and influence their space faring adventures.

Their spacecraft are often wedge shaped toward the bow of the ship before narrowing out into a spine in a cross shape to allow placement of turrets, hangars, or smaller vessels for docking. Toward the after section it would be a triangle with the engines protected between the hull plates, note they are rectangular in shape.

(pester the author to draw this sometime plz)

Yes, the wheel was round.

Biology

Average Height Range: 5 to 6 feet.

Eye colors: Green, light green, yellow, golden, brown.

(No Blue, if you find a Kyac with blue eyes, well they're seen as a cursed child)

Digitgraded

Natural colors, save for manes, some Kyac would dye their manes in a few crazy colors. Though you will often see mixes of gray, tan, brown, and white.

Mythology

It is said that Atamatol had fled the wrath of the elder gods. She took her children with her to the far reaches of the cosmos in order to hide herself and them away. In her flight away from the gods, she took the sun and the moons, and created a paradise for her children.

But alas, she knew her mission was yet to be complete, and donned a mask, asking for all her children to put them on to ensure that the gods would never figure out who they were.

As she went about continuing to create the world of her own. She gave the tenants of the Kyacoatl.

Be ever Vigilant, mask yourself against your enemies.

Prepare yourself for all things, for my children you must prepare to adapt in order to survive.

Mask your intent against your foes, deception is the key to survival, make them see shadows everywhere, but having a light for yourself.

Trust in your instincts, for they lay the foundation of your survival.

Love each other, even in trying times, for your pack is your family, even if they are not of blood, for in the end, we are all one pack.

Modern Era: