# Wind-Kin Clans

## kin-Hanga (Wind Clan)

Surface dwellers, weatherworkers, those who work with wind patterns.

**Example characters:**

- Zorathi kin-Hanga Stormridge (female weatherworker)
- Darian kin-Hanga Emberlyn (male wind engineer)
- Miren kin-Hanga Velkara (neutral atmospheric monitor)

## kin-Moto (Fire/Geothermal Clan)

Thermal specialists, geothermal engineers, day-side workers.

**Example characters:**

- Zihara kin-Moto Krythe r (female thermal sensor)
- Ravik kin-Moto Ashenfall (male day-side salvager)
- Soren kin-Moto Zhayran (neutral geothermal technician)

## kin-Maji (Water Clan)

Water managers, conservationists, hydroponic farmers.

**Example characters:**

- Manya kin-Maji Loraketh (female water systems manager)
- Orin kin-Maji Thornvale (male hydroponic specialist)
- Lyris kin-Maji Orvalis (neutral moisture harvester)

## kin-Babu (Elder Lineage)

Knowledge keepers, historians, traditional families, cultural preservationists.

**Example characters:**

- Luminara kin-Babu Daemir (female data crystal keeper)
- Thane kin-Babu Rynthar (male oral historian)
- Kaelen kin-Babu Luyareh (neutral memory specialist)

# kin-Kivuli (Shadow Clan)

Deepkin, night-side cave dwellers, those who live in permanent darkness.

**Example characters:**

- Luyana kin-Kivuli Ashenfall (female cave community leader)
- Zayne kin-Kivuli Velkara (male deep bonder)
- Miren kin-Kivuli Kethri (neutral geothermal monitor)

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