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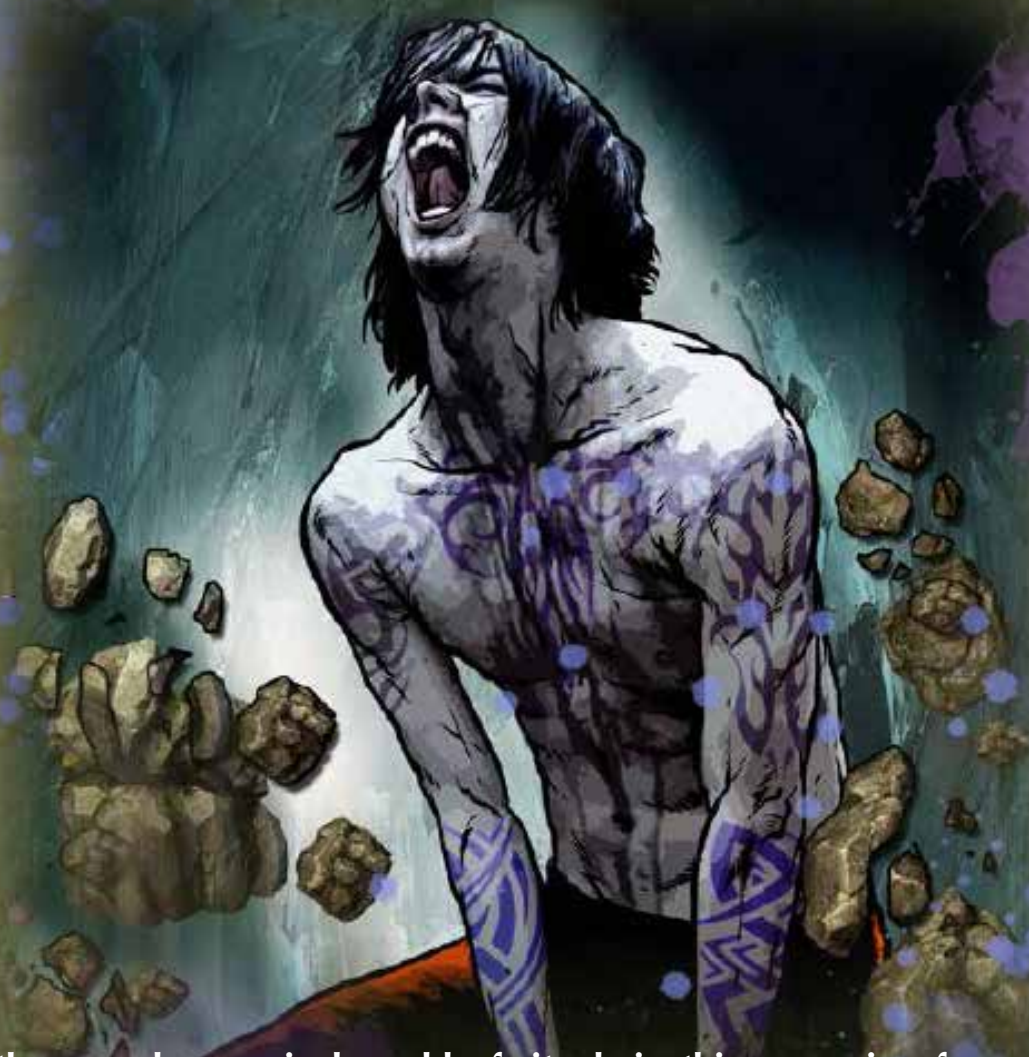
5th Edition Fantasy



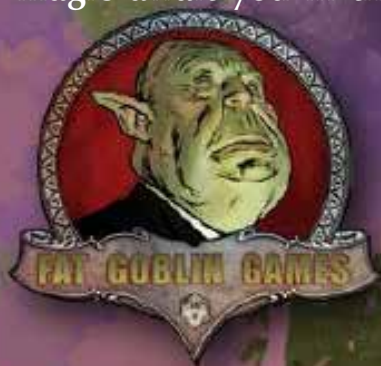
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5TH EDITION RACES KITSUNE

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KITSUNE

The forest stood still, and quiet

Like a gasp of time

Then a shudder, like a sigh

Kanako remembered her mother saying those words.

The forest lived, like any person or animal. She felt the silence now, as she attempted to match its noiselessness while searching for the cause; the source of the gasp. Hardly breathing, she continued on, slipping through the trees effortlessly.

Holding back her shock, she finally caught sight of a black dragon stalking through the woods. It was young, but Kanako could not afford to misjudge its age. She had only one chance to eject it, and she would to use everything at her disposal. Her magic would be handy, but her mind would be her weapon.

“What seek you, swamp lizard?”

Her voice was carried by the wind, magically, just as she had been taught as a kit.

“I seek a new home”, the dragon responded in a deep and invasive voice. “I was denied my home by a coven of hags. You, forest, are my new home.”

She had succeeded in making the dragon think her something great and vast, but the beast was not yet dissuaded.

“What makes you think that you can hold on to this prize? The forest is protected by spirits greater than hags. We are eternal. A hag can bleed... and die.” With those words, the black dragon cowed. The hags were closer to his understanding than this disembodied voice. He had not been in the forest for a full hour before being warned by the spirits. The hags could indeed bleed. And so they would.

As the young dragon spread its wings and flew to brood and scheme, Kanako was still, and quiet, like a gasp of time. Then, a shudder, like a sigh of relief. She had saved the forest. She was its protector.

NATURALISTS

Kitsune are as one with the land, and strive to see it undisturbed. Though they can like and even love humans and their cousins, they are not likely to suffer despoilers. Many are the tales of a kitsune’s wrath, especially when they act as a clan to defend the wilderness that they call home.

SPIRITUALISTS

The fox-folk are also in tune with the spiritual world, given to speak with the spirits of things physical and otherwise. They revere ancestor spirits and the ethereal envoys of nature. A kitsune knows that there is much to be learned from the immaterial.

MISCHEVOUS

There is joy in the hearts of kitsune, and they say that the fox folk can only truly die when the fire of their mirth is extinguished. Most kitsune express this joy in jokes that only they can appreciate, or pranks at the expense of those who would draw their attention. Such pranks can be elaborate or simple, or even instructive.

NOBLE

Even in the midst of a prank or while avenging nature, the kitsune maintain a sense of dignity and composure that belies their fox image. Fox-folk project an image of themselves as something connected to the grandeur of nature and the spirit world. Kitsune tend to have a wide perspective, though they can at times focus on middling problems, either to prevent small problems from becoming bigger, or to seek redress for their pride.

DIPLOMACY WITH OTHER RACES

Kitsune have limited contact with other races, preferring to play a subtle hand in diplomacy. The less that people know about a kitsune community, the better for all sides. When the fox-folk do make themselves known as a group, it is usually to avert a great calamity.

Elves – I met a kitsune once that accused me of not doing enough for nature. He was right, after all. I only wish I could see him again.

Gnomes – The best pranksters ever. A city will have one or two, if you know where to look. I do. Just be prepared to get laughed at by them. They're never mean about it though. Kind of like gnomes!

Humans – It was ten years before I realized the truth. My wife had been one of those fox people. She tried to stop me from finding out the truth. I haven't seen her since.

SHAPECHANGERS

Though many kitsune can shapechange, their ability to do so is modest in contrast to creatures like lycanthropes and doppelgangers. Kitsune are not prone to impersonating or replacing people, but they are viewed with suspicion and fear by those who know of them. Most kitsune are careful to not abuse their ability to change shape around others.

KITSUNE RACIAL TRAITS

Your Kitsune character has an assortment of inborn abilities, part and parcel of the kitsune nature.

Ability Score Increase. Your Dexterity score increases by 2

Age. Kitsune live roughly as long as a human does, though some may unlock inner potential to live longer, owed to some ancestral secret.

Alignment. Kitsune value secrecy, and their own culture and society. Unless an outsider proves worthy, they are unlikely to care for any perceived moral obligation to non-kitsune.

Size. Kitsune may take many forms, but their natural form is relatively short, between 4 and 5 ft tall. Your size is medium.

Speed. Your base walking speed is 30 ft.

Darkvision. Kitsune live in the darkness, and they use it to their every advantage. You can see within dim light as if it were bright for 60 feet. Also, you see in darkness as if it were dim light.

Language. You speak, write, and understand Common, and Kitsune-speak, a language jealously guarded as the shared secret language of the kitsune.

Keeper of Secrets. You gain advantage against any spell or effect that would force you to reveal information (such as *zone of truth*). When you are under the influence of a spell that charms or controls you, you may make a new saving throw to end the effect if the spell's controller attempts to extract information from you.

Claws. You have sharp claws that can be used as weapons on combat. Your claw attacks deal 1d4 slashing damage. You may make an additional claw attack as a bonus action with your off hand, even if you are wielding a weapon in your other hand. Neither claw attack adds your strength or dexterity bonus to damage. You are considered proficient with your claws.

Sub Races. Kitsune are split into different clans, accounting for some strange ancestral split between their kind, owing partially to a physical distinction as well as a spiritual essence that seems to have marked each clan separately.

SUB-RACE RED

The red kitsune are in tune with nature, and tend to be the gatekeepers of the wilderness. Though they can be mischievous, they take their jobs very seriously, and strive to protect the wilderness from harm. Some use guile and trickery to achieve their objectives, while others still will fight with claw and magic. Most red kitsune revere nature in some capacity, and some go so far as to dedicate themselves to nature as druids and rangers do. Others still follow other paths but are still devoted to the act of protecting nature in all its forms.

SUB-RACE TRAITS

Ability Score Increase. Your Wisdom score increases by 1.

Kitsune Magic. You can conjure strange patterns of light to distract your foe. Gain druidcraft and minor illusion as cantrips. At 3rd level you may use the spell speak with animals once, and regain the ability to do so with a long rest. Wisdom is your spellcasting ability for these spells. At 5th level, you may wild shape as a 2nd level druid for 1 hour, but you are restricted to

the form of a fox (use the statistics for a cat).

You may use this racial wild shape feature in addition to any other wild shape uses gained from any class abilities.

One With Nature. You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

SUB-RACE BROWN

If the red kitsune are those who are in tune with nature, then the brown clan kitsune are in tune with people. They are far more likely to be living within towns and cities, gathering information, and making connections. Though they are not the only kitsune able to do so, the brown clan revels in their ability to thrive amongst the other races, especially with the attention that they receive. It is said that entire families of kitsune can live within a city without anyone knowing, unless they wish to be known. It is said too that this specific clan is especially mischievous.

SUB-RACE TRAITS

Ability Score Increase. Your Charisma score increases by 1.

Blend In. You may use alter self once per day, as per the spell. Charisma is your spellcasting ability for this spell.

Animal Charisma. You gain advantage on Charisma checks when attempting to appear friendly or attractive.

Quick Escape. You may use your claws as impromptu lock picks or cutting tools for the purposes of picking locks, cutting rope, or undoing other restraints. Using them in such a way renders your claws useless for 1d4 days while



they regrow, denying you your claw attack as well as the ability to escape restraints.

SUB-RACE WHITE

The kitsune as a whole are interested with the acquisition of secrets as a currency that can help those in need, or to help in protecting the things that kitsune hold dear. The white clan kitsune tend to be the gatherers of this knowledge, indiscriminately learning as much as they can in hopes that it will benefit their race, or the preservation of nature. Members of this clan are more likely to pursue the mystic arts, but white clan kitsune tend to freely choose their path, and are among the most varied of the clans. Though

they prize their secrecy, members of the white clan are more likely to parlay with other races in hopes to gain more information from them, knowing that one cannot properly learn in isolation.

SUB-RACE TRAITS

Ability Score Increase. Your Intelligence score increases by 1.

Seeker of Secrets. You have advantage on any rolls meant to discern secrets, whether through hidden doors, in cyphers or puzzles, or the words of a witness. You are also considered proficient in the Investigation skill.

Cypher Magic. You learn the *message* cantrip. At 3rd level, you may cast the *illusory script* spell once per day. At 5th level, you may cast *magic aura* once per day. Your spellcasting ability for these spells is Intelligence.

SUB-RACE BLACK (NOGITSUNE)

The black clan, sometimes called the nogitsune, are considered an inauspicious clan of kitsune, more given to affiliations with darkness and entropy. Despite this, the nogitsune are still kitsune, and are not ostracized. That said, nogitsune carry suspicion with them wherever they go. Although most nogitsune are not evil, the clan tends to nurture the reputation to maintain their reputation, using it to their advantage. The nogitsune do indeed have ties to the darkness, considering themselves the silent hand of the kitsune, often working of their own accord. The other kitsune clans have long understood that it is better to keep the nogitsune close.

SUB-RACE TRAITS

Ability score increase. Your Charisma score increases by 1.

Shadowcraft. You may cast *silent image* once, though any image you create must appear darkened or as a shadow. You can use this to change the level of light in a 5 foot square, either from bright light to dim light, or from dim light to darkness (see *Vision and Light* in the SRD). You regain the ability to do so after a long rest. Charisma is your spellcasting ability for this spell.

Affinity for the Black. You may attempt to hide using a Dexterity (stealth) check even if you have been seen, as long as you are in dim light

or darkness. Once you use this feature, you must finish a short or long rest before you can use it again.

Shadowhex. You may impose bad luck on others when you hide in shadows. While in the shadows and unnoticed, you may use a reaction to grant disadvantage on any roll performed by a target within 30 ft. This feature may be used after the initial roll is made. Once you use this feature, you must finish a short or long rest before you can use it again.

FEATS

The following feats are available to kitsune, and serve to augment their natural abilities. Many kitsune follow a path of enlightenment, gaining these abilities as they ascend to divinity.

SUPERIOR SHAPECHANGING

Pre-requisite: Kitsune

You are able to master your kitsune nature, and transform yourself into other creatures, either by illusion or actual transformation. You gain the following benefits:

- You can cast the spell *disguise self* once, and regain the ability to do so after finishing a long rest. At level 10, can cast *disguise self* twice, and the spell's duration is now 5 hours. Charisma is your spellcasting ability for this spell.
- You gain the ability to wild shape into a small beast, as per the druid wild shape ability. You can only do so for one hour, and regain the ability to do so after finishing a long rest. At level 10, you can instead choose to transform into a medium sized beast instead of a small one.

- Attempts to perceive your mundane or magical disguises have disadvantage.
- You gain an additional tail that is visible only in your natural form.

SECRET SEEKER

You have trained diligently to gather secrets both actively and passively. You have a knack for remembering, and know just the right questions to ask when seeking information. You gain the following benefits:

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- You have an excellent memory, and can recall with precision most of the things you have seen and heard, including the text of a book that you casually flipped through, a large list of names that you perused, or the number of pronouns used in a speech that you heard. Especially small details may require an Intelligence check with the DC set by your GM.
- You gain the ability to read lips to a range of 100 feet.
- At level 5, you gain the ability to cast *detect thoughts* once, and regain the ability to do so after finishing a long rest. The spellcasting ability for this spell is the same as the ability score increase granted by this feat.
- If you are a Kitsune, you gain an additional tail that is visible only in your natural form.

FOX MAGIC

Pre-requisite: Kitsune with two or more tails.

You are in tune with the kitsune's magical abilities, having unlocked the divine nature available to all fox folk. Your magic is a reflection of the fox spirit, reflecting a love for nature and mirth. You gain the following benefits.

- Any attempts to change your shape against

your will automatically fail. If you willingly change shape, you can maintain that shape for an additional hour.

- You gain the ability to cast *animal friendship*, *faerie fire*, and *hideous laughter* once each. You regain the ability to cast these spells after finishing a long rest.
- You gain an additional tail that is visible only in your natural form.

SPELLS

Forgetfulness

4th-level enchantment

Classes: Bard, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: 50 feet

Components: V, S, M (a few marbles)

Duration: 8 hours

You perform a quick dance, and cast a strong enchantment that causes a creature to forget you. The target must then make an Intelligence saving throw, with the target being able to remember you as normal if they succeed. On a failure, attempts to remember you require a DC 18 Intelligence check, and the targets focus quickly fades unless the targets uses various memorization tricks, such as pictures or detailed journal. Other targets can help remove this curse by making a DC 18 Charisma check to convince the target that they are under some kind of effect, at which time they receive a new saving throw. If you attack or otherwise threaten the target, the spell's effect automatically ends. The spell's effects can similarly be removed with a *remove curse* or *dispel magic*.

At Higher Levels: When you cast this spell using a slot of a higher level, the duration becomes 1 week with a 5th level spell slot, and 1 month with a 7th level spell slot, or a year and a day with a 9th level spell slot.

MAGIC ITEMS

Hoshi no Tama

Wondrous item, rare

Every so often, an kitsune will create a pearl like object called a hoshi no tama. It is often given to kitsune by clan leaders to help them in a specific mission, but there are cases in which the kitsune have given them to outsiders as a token of gratitude.

The hoshi no tama grants you the ability to hide perfectly; as long as you stay still, your Dexterity (Stealth) check can be considered to be a natural 20 instead of rolling. Hiding in this way can be maintained for up to 1 minute. Once used, this ability does not function until the next dawn.

In addition, you can use a bonus action to sprout claws for 1 minute. You can use your bonus action to attack with your claw, which deals 1d4 slashing damage, but does not add Strength

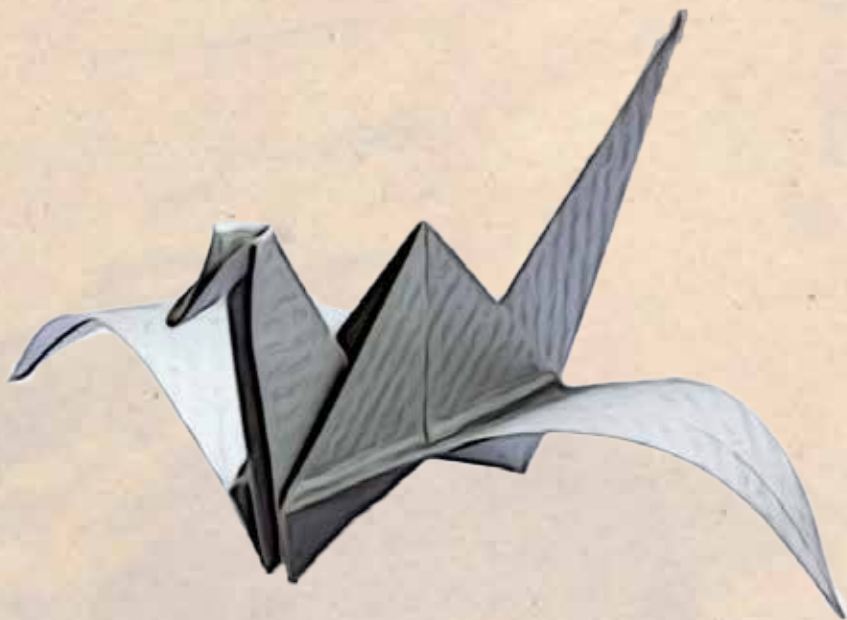
or Dexterity modifiers to damage. Once used, this ability does not function until the next dawn.

Finally, you can use the Hoshi no Tama to call for the aid of a kitsune, which will arrive and render aid. Use the statistics for a druid that also has a claw attack (as above). The kitsune will aid you for up to 24 hours, after which you must give the Hoshi no tama to the Kitsune as payment.

Origami Token

Wondrous item, rare (requires attunement)

Used by wily fox folk who like to travel light, the origami token is an enchanted sheet of paper that can be formed into various shapes. By making a DC 12 Dexterity (Sleight of Hands) check, you can fold this sheet into a shape, and activate the paper's magic. The folded shape then becomes the item. The origami token cannot become an item that is worth more than 10 gold or larger than 1 foot in any dimension, nor can the item be composed of any kind of liquid or dust. The token can be used to create empty containers. Destroying the created item also destroys the token. Created items functions for 1 hour before returning to paper form. The origami token cannot be used again until you spend a day of downtime meditating in nature.



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