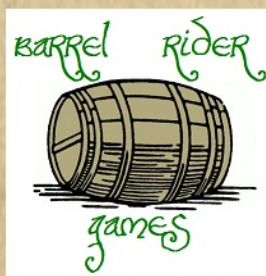


TANUKI



**A Player Character Class for Labyrinth Lord
and other old-school fantasy role-playing games**

Written by: James M. Spahn



**Labyrinth Lord
Compatible Product**

Tanuki

A Player Character Class

for Labyrinth Lord™ and other old-school table-top fantasy role-playing games

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Requirements: Dex 9, Con 9, Cha 9

Prime Requisite: DEX and CHA

Hit Dice: 1d6

Maximum Level: 8th

The Tanuki is a shape-shifting animal spirit capable of taking the form of both a human and a small furry creature that appears to be the hybrid of a raccoon and a dog. Myths and legends regarding these creatures are conflicting. Some regard them as evil tricksters who steal brides before their wedding, nab food from starving villagers, or pilfer priceless artifacts. Others

regard them as mischievous, but good-tempered spirits who offer blessings of courage and financial gain. The truth is that the tanuki is as diverse in its motives and morals as any other species of the world, though they are certainly skilled in matters of legerdemain and illusion. They use their shape-shifting and chicanery to either bring good fortune to those they call friend or to thwart their enemies. They are exceptionally rare, however, and do not often reveal their true nature to other races.

The tanuki is proficient in one-handed melee weapons and all ranged weapons. Due to their connection to nature and desire to remain mobile they may only wear padded or leather armor and they may not use shields. Tanuki use the saving throws and attack values of a halfling of equal level. Due to their whimsical nature tanuki must be neutral or chaotic in alignment.

Like other demi-humans the Tanuki possesses infravision. This vision has a range of up to 60'. The Tanuki's keen senses also allow him to detect secret doors on a 1-2 on a d6.

Upon Reaching 8th Level: When a Tanuki reaches 8th level he is known as a *yokai* and a small shrine is built to him by villagers in an area where his deeds have become famous. The tanuki can go to this shrine once a year and call on these villagers for aid. They will send 2d4 1st level fighters, thieves, elves, or halflings to aid the Tanuki. There is even a 25% chance that another tanuki of the same alignment is in the area at the time of this call, and it may come to their aid. They will serve the tanuki loyally as long as they are treated well.

Shape-shifting: All tanuki can, at will, change their form between that of a normal looking human to a small creature that appears to be a

brown-furred cross between a raccoon and a dog. While in animal form the tanuki's vision and hearing are quite keen. Because of this heightened vision, they can detect secret doors on a 1-3 on a d6. The heightened hearing in animal form grants them the ability to Hear Noise as a thief on a 1-4 on a d6. Finally, if they are alone in animal form they can Hide in Shadows as a thief with a 75% proficiency. Unfortunately while in this form the tanuki can only attack with a bite attack that does 1d2 points of damage. Finally, while in animal form the tanuki's small size grants him a 2 point bonus to his Armor Class.

When a tanuki shape-shifts all of his personal equipment shifts with him and magically bonds to his new form. He does not gain the benefit of any worn equipment while in animal form. The tanuki can only shape-shift if no one is watching. It cannot change form if other sentient creatures are watching. It takes one full round for the transformation to be completed.

Pick Pockets: The tanuki did not earn his reputation as a trickster without merit. A tanuki is able to pick pockets just like a thief, but must be in human form to do so. A roll that equals twice or more of the skill percentage means the intended target notices the thieving attempt. The Labyrinth Lord will then roll 2d6 on the reaction table to determine the intended victim's reaction.

Spells: The tanuki may cast a number of spells based on his level. These spells are cast in the same fashion as a magic-user/elf, but the tanuki does not keep a spellbook and is not limited to elf/magic-user spells. Instead, these are a collection magical tricks that he has learned because of his unique status as an animal spirit. Because of the unique nature of a tanuki's magic, it may cast spells while in animal form. However, it may not cast spells and make use of its shape-shifting based Hide in Shadows ability.

Experience	Level	Hit Dice (1d6)	Pick Pockets	1 st Level Spells	2 nd Level Spells	3 rd Level Spells	4 th Level Spells
0	1	1	35%	1	--	--	--
4,065	2	2	45%	2	--	--	--
8,125	3	3	55%	2	1	--	--
16,251	4	4	65%	2	2	--	--
32,501	5	5	75%	2	2	1	--
65,001	6	6	85%	3	2	2	--
130,001	7	7	95%	3	2	2	1
200,001	8	8	99%	3	3	2	2

Tanuki Spell List:

1st Level: Charm Person, Protection from Evil, Remove Fear, Sleep, Ventriloquism

2nd Level: Bless, Detect Invisible, Invisibility, Locate Object, Phantasmal Force

3rd Level: Haste, Invisibility 10' radius, Protection from Evil 10' radius, Remove Curse

4th Level: Charm Monster, Confusion, Dimension Door, Hallucinatory Terrain,

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