

HENGEYOKAI TRAITS

Your hengeyokai character is a uniquely magical creature, half-human and half-animal. More information on each individual hengeyokai type is dependent on the prefecture they were forced into during the Kengen Occupation (*copy that different writers are responsible for that hasn't been nailed down yet, only outlined*).

Ability Score Increase. Your Dexterity increases by 2 and your Charisma increases by 1.

Age. A hengeyokai lives slightly longer than a human, dying of old age sometime after a century.

Alignment. Hengeyokai vary more in motivation and temperament than any other race; they have no tendency whatsoever toward any specific alignment.

Size. Hengeyokai are typically between 4 and 5 feet tall, weighing between 90 and 120 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Natural Disguise. You can cast disguise self without the need for any components but you can only change into a specific human. You may use this ability a number of times equal to your proficiency bonus before requiring a long rest.

Nature Form. You can transform into the creature of your subrace as polymorph without the need for components. Unlike the spell you keep your mental scores, the ability has no duration, your hit points remain unchanged, your gear does not meld into your form, and you can still talk but not cast spells. You may use this ability a number of times equal to your proficiency bonus before requiring a long rest.

Subrace. Hengeyokai are extremely diverse, embodying the traits and behaviors from one of 7 different animals.

INU (DOG)

Ability Score Increase. Your Constitution score increases by 1.

Canine Scent. You gain advantage on scent-based Investigation, Perception, and Survival checks.

Faster. Your base speed increases by 10 feet.

KITSUNE (FOX)

As a kitsune hengeyokai, the vast majority of your kin were herded into the holy cities of the Sukochi Prefecture. The Kengen Occupation did not treat your peoples kindly but the influence of Ceramia failed to mark you significantly and you share many of the talents of your ancestors.

Ability Score Increase. Your Intelligence increases by 1.

Bite. You can make a bite attack that deals 1d4 piercing damage.

Scent. You gain advantage on scent-based Perception and Survival checks.

Mystical Tails. You gain one tail for every ten years of life. You are unable to carry a weapon or shield with your tail, nor can you manipulate fine objects, but you can cause one to wither and fall off to treat a death save as a natural 20 (you must choose to use this ability before the death save is made). For every tail withered this way, you suffer one level of exhaustion for one week.

KUMO (SPIDER)

Climb. You gain a climb speed of 20 feet.

Web. Ranged Weapon Attack. Range 30/60, one Medium or smaller creature. On a hit the target is restrained by webbing. As an action, the restrained creature can make a Strength check (DC 8 + your proficiency bonus + your Constitution modifier), escaping from the webbing on a success. The effect also ends if the webbing is destroyed. The webbing has AC 10, 5 hit points, vulnerability to fire damage, and immunity to bludgeoning, poison, and psychic damage. You require a short rest before you may use this ability again.

KURĒN (CRANE)

Fly. You gain a fly speed of 15 feet. You must have both hands free and be carrying no more than half your carrying capacity when using your fly speed.

Preternatural Grace. You gain advantage on saving throws and ability checks against effects that would move you or cause you to gain the prone condition.

NEKO (CAT)

Naturally Lucky. You gain a +1 bonus on all saving throws.

Naturally Stealthy. You gain advantage on Stealth checks.

NEZUMI (RAT)

Bite. You can make a bite attack that deals 1d4 piercing damage.

Crawl. You can move at half your speed each turn while prone without provoking attacks of opportunity from your movement and you do not have disadvantage on attack rolls while prone.

SARU (MONKEY)

Climb. You gain a climb speed of 15 feet.

Acrobatic. You gain advantage on Acrobatics checks and double the distance of any jumps you make.

Dextrous Tail. You have a tail. You are unable to carry a weapon or shield with your tail, but you are able to use it while climbing and to manipulate fine objects. You may use the Sleight of Hand skill with your tail but do not gain your proficiency bonus when doing so (even if you are proficient with the skill).

