

BEASTFOLK

A UNIQUE RACE OPTION FOR D&D 5E





BEASTFOLK

Whether born or cursed to the form, beastfolk are a collection of humanoid races that each bear strong resemblance to an animal. Due to the dizzying variety of animals in the world, and beastfolk that take after them, as a whole beastfolk have few common bonds. They may form small communities, particularly if they all resemble the same animal, but often times they live on the edges of civilization and only interact with those with the insight to see beastfolk are at least as much human as they are animal.

BORN & RAISED

The largest segment of beastfolk are born that way. In most beastfolk families all members resemble the same species of animal and these are the beastfolk most likely to form communities with others. These beastfolk grow up outside of settlements with other humanoids and typically have little if any contact with other races before they begin their life of adventuring. Born and raised beastfolk tend to strike out adventuring when their communities are threatened, destroyed, or are forced into contact with the wider world.

CURSED & BROKEN

Fewer than the naturalborn beastfolk are the unfortunate souls who were cursed to the shape. Whether they transgressed against the gods, crossed a foul-tempered spellcaster, or provoked a curse from a sorcerous relic, these beastfolk began their life as something else. Beastfolk who are cursed to the form may have been adventurers before they took on their bestial appearance. Regardless of when or how, many beastfolk's adventuring career consists of looking for a way to reverse the curse and return to their old selves.

Some rare beastfolk eventually grow accustomed to their new shape and abandon or even reject attempts to return to their old form.

BREED TRUE

All beastfolk have a physical resemblance to a particular animal. Amongst their own kind they call this resemblance their breed. Beastfolk derive many benefits from their breed, from natural aptitudes with certain abilities and skills to the ability to fly, breathe water, or even use echolocation.

BEASTFOLK TRAITS

All beastfolk share the following features.

Ability Score Increase. Increase one ability score of your choice by 2 and a different ability score of your choice by 1.

Age. Beastfolk age as humans do.

Alignment. Beastfolk are true to their own hearts more than any law or code of ethics making them more often than not chaotic. They tend towards neutral more than evil or good.

Size. Beastfolk come in sizes great and small. You can choose to be Medium or Small.

Speed. Your basic walking speed is 30 feet.

Wild and Free. You have advantage on saving throws against being charmed.

All Creatures Under the Sun. Gain 2 breed traits of your choice.

Languages. You begin with Common and Beastspeech. Beastspeech can only be learned by Beastfolk and, when speaking it, they can communicate with animals as if under the effect of the spell, *Speak with animals*.

BREED TRAITS

All beastfolk have two of the following traits. Each trait can only be selected once.

Adept Climber. Gain proficiency in your choice of Athletics or Acrobatics. You have a climb speed equivalent to your walking speed.

Beast of Burden. You are considered one size larger than you are for the purposes of determining carrying capacity and the amount you can push, drag, or lift.

Burrowing. While you have two free hands you have a burrowing speed of 25 feet.

Darkvision. Accustomed to life underground or the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Echolocation. As a bonus action on your turn you can emit a shriek inaudible to creatures without this trait. Until the end of your next turn you have blindsight up to 30 feet away while you are not deafened.

High Flyer. You have a fly speed equivalent to your base walking speed. You cannot fly while you are carrying more than half of your maximum carrying capacity. While flying you make attack rolls and ability checks at disadvantage, cannot maintain concentration on spells, and cannot cast spells.

Jumper. Gain proficiency in your choice of Athletics or Acrobatics. Your jump distance is doubled.

Keen Senses. Gain proficiency in the Perception skill and choose one sense. You gain advantage on Perception rolls that utilize that sense.

Kin to Beasts. Gain proficiency in Animal Handling. Your proficiency bonus is doubled when you make Animal Handling checks.

Longstrider. Your base walking speed increases to 35 feet.

Natural Armor. When you aren't wearing armor, your AC equals 11 + your Constitution or Dexterity modifier.

Natural Talent. Beasts of the earth, sky, and sea have talents as varied as their shapes. You gain proficiency in a skill of your choice.

Natural Weapon. You have a natural weapon that you are proficient in. This could be a bite, claw, quill, club tail, or other bestial feature. You can choose to add your strength or dexterity modifier to the attack roll and deal 1d4 + strength or dexterity modifier damage. The damage type should be selected when you take this trait; bludgeoning, piercing, poison, or slashing damage.

Scalekin. You have a swim speed equivalent to your walking speed and can breathe in air and water.

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Art Credits in Order of Appearance

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