



Kitsune

Description

Ancestry	Trickery Appearance	Height
Human	Human	4'5" (+2d8")
Fey	Elvish	5'5" (+2d8")
Daemon	Tiefling	4'5" (+2d8")
Halfling	Halfling	2'6" (+2d8")
Dwarf	Dwarvish	3'2" (+2d8")
Dragonborn	Dragonborn	6'5" (+2d8")

Kitsune take after the appearance of their ancestors, combined with vulpine aspects due to their magical heritage. They have vulpine tails and ears on top of their otherwise normal appearance. Kitsune tend to be shorter and more slender than the members of their ancestral race.

Level	Tails	
1st	1	Kitsune characters gain additional tails as they grow stronger according to the table to the left.
3rd	2	
5th	3	
7th	4	Kitsune's additional tails only grow during a long rest, whilst they are asleep. One of their existing tails splits itself into two tails.
9th	5	
11th	6	
13th	7	
15th	8	
17	9	

Kitsune Traits

Ability Score Increase: Your Charisma score increases by 2.

Age: Kitsune reach adulthood at 16, cease physical aging in their early 20s and live to be a century and a half.

Alignment: Due to their nature of being a bit mischievous, Kitsune are often chaotic. Even the most skilled monks find it difficult to ignore the desire to be a bit mischievous at times, but they tend to approach the trick in a much more planned out and guided manner. Kitsune are known to be both good and evil.

Size: Your size is medium. You weigh 75 + 1d8lb and your height is defined by your Ancestry.

Languages: You can speak, read, and write Common and Sylvan.

Darkvision: accustomed to the darkness of night, you have superior vision in the 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 colour in darkness, only shades of grey.

Kitsune Ears: Kitsune have large vulpine ears, giving them improved hearing. You have advantage on Wisdom (perception) checks that rely on hearing.

Kitsune Trickery: You can appear as the race defined by your ancestry indefinitely using a very simple disguise magic to alter your form. This magic is detectable and dispelled in an anti-magic field or by dispel magic. If your illusion is forcibly dispelled you cannot use the effect again until after a long rest.

Subraces

Kitsunes have a number of subraces, roughly, they are: Celestial (Zenko), Trickster (Yako), Winged (Tori) and Daemonic (Akuma).

Zenko

They are known as Celestial Kitsune, since most are benevolent and kind. These Kitsune tend to have the lighter fur colours, white, golden brown, grey, etc.



Ability Score Increase: Your Wisdom score increases by 1.

Kitsune Divinity: At level 1 you are able to use the Produce Flame cantrip, with the exception that your flame is blue.

Speed: Your base walking speed is 35 feet.

Yako

They are known as Trickster Kitsune, since they are the ones more prone to their prankster heritage. These Kitsune tend to have the darker fur colours, black, reddish brown, dark grey, etc.



Ability Score Increase: Your Dexterity score increases by 1.

Kitsune Arcana: At level 1 you are able to use the Produce Flame cantrip, with the exception that your flame is green.

Speed: Your base walking speed is 35 feet.

Tori

They are known as Winged Kitsune, since they have wings. These Kitsune have white fur and feathers.



Speed: Your base walking speed is 30 feet.

Wings: You have a flying speed of 30 feet. To use this speed you can't be wearing medium or heavy armour.

Akuma

They are known as daemon Kitsune. These Kitsune tend to have the predominantly black fur with either slight tints or highlights similarly coloured to their skin.



Ability Score Increase: Your intelligence score increases by 1.

Kitsune fire: At level 1 you are able to use the Produce Flame cantrip, with the exception that your flame is red.

Speed: Your base walking speed is 35 feet.

Extra ears

Some Kitsunes are born with a secondary set of ears behind their first. This second set of ears is fully functional.

Your improved hearing helps you to understand your surroundings, even when you cannot see. You gain blindsight to 15ft and advantage on wisdom (perception) checks based on hearing.

Your ears become a source of weakness, explosions within 20 feet of you, such as a fireball spell or gunshots are painful and deal 1d6 thunder damage. When you take thunder damage you must succeed on a constitution save with a DC of 12, or half the damage (whichever is higher), or take double damage.

