

KITSUNE

PLAYABLE RACE

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KITSUNE

Honoured across the world for their immense and overwhelming grasp of magic, and an innate connection to other realms. They come into creation when the lost spirit of a powerful beast binds itself back to the material plane, as if by sheer force of will.

Upon first glance, they are indistinguishable from humans, but can transform into a fox as a way to honour their past life. When taking on this form, they have two tails: One for each life they have lived.

Rumours tell that kitsune of exceptional strength can live lives beyond this second, being reborn countless times and sprouting a new tail with each passing lifetime.

KITSUNE TRAITS

Ability Score Increase. Your Wisdom score increases by 2.

Age. Kitsune are born with fully mature minds, but must allow time for their bodies to grow. They begin life looking similar to a human toddler, and are physically mature after about 10 years. Once mature, they live to be up to 80 years of age on average.

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Serene Connections. You have proficiency in the Religion skill. Additionally, whenever you would make an Intelligence (Religion) check, you can use your Wisdom modifier for that check instead of your Intelligence.

Twin-Tailed Beast. As an action, you can transform into a twin-tailed fox (*weasel*^{SRD}) for a number of hours equal to your level, or until you use an action to return to your true form. While you are transformed in this way, the following rules apply:

- You retain your Intelligence, Wisdom, and Charisma scores and all your skill and saving throw proficiencies, in addition to gaining those of your new form.
- You do not gain any hit points from the new beast form and instead continue to use your own hit points as normal.
- You can't provide material components for spells you cast or use a spellcasting focus.
- Anything you are wearing or carrying merges into your new form and has no effect until you return to your true form.

Once you transform in this way, you can't do so again until you complete a long rest.

Languages. You can speak, read, and write Common and one other language of your choice.

Subrace. As a kitsune, how you come to be is what defines your strengths. Select blazeborn, duskborn, shrineborn, or wildborn.

BLAZEBOORN KITSUNE

As a lost soul, you were drawn to the warmth and beauty of an open flame. Feeling its radiant energy flow into you, entangled your very being with the fires to rise from the ashes like a phoenix.

Ability Score Increase. Your Intelligence score increases by 1.

Tails of Fire. You know the *sacred flame* cantrip. Starting at 3rd level, you know the *faerie fire* spell and can cast it once with this trait. Starting at 5th level, you know the *flame blade* spell and can cast it once with this trait. Once you cast *faerie fire* or *flame blade* with this trait, you cannot do so again until you finish a long rest. You can also cast either spell using any spell slots you have of the appropriate level. Wisdom is your spellcasting ability for these spells.

DUSKBORN KITSUNE

In death, you met darkness, and in darkness, you found comfort. The shadows embraced you, sheltering you from eternal slumber, and granted you form when you were ready for rebirth.

Ability Score Increase. Your Constitution score increases by 1.

Tails of Shadow. You know the *bejinx^{DG}* cantrip. Starting at 3rd level, you know the *spawn self^{DG}* spell and can cast it once with this trait. Starting at 5th level, you know the *gentle repose* spell and can cast it once with this trait. Once you cast *spawn self^{DG}* or *gentle repose* with this trait, you cannot do so again until you finish a long rest. You can also cast either spell using any spell slots you have of the appropriate level. Wisdom is your spellcasting ability for these spells.

SRINEBOORN KITSUNE

Nothing feels more welcoming to a disembodied spirit than a place of worship. You found peace in one such place, and when you were ready, you stepped into your new form through holy water or blessed parchment.

Ability Score Increase. Your Charisma score increases by 1.

Tails of Grace. You know the *guidance* cantrip. Starting at 3rd level, you know the *certainty tag^{DG}* spell and can cast it once with this trait. Starting at 5th level, you know the *retribution tag^{DG}* spell and can cast it once with this trait. Once you cast *certainty tag^{DG}* or *retribution tag^{DG}* with this trait, you cannot do so again until you finish a long rest. You can also cast either spell using any spell slots you have of the appropriate level. Wisdom is your spellcasting ability for these spells.

WILDBORN KITSUNE

You lived your first life in the forests of the world, and never truly left them. The wilds were your home, and when you found the eventual strength to be reborn, it was the trees which guided you to your new life.

Ability Score Increase. Your Dexterity score increases by 1.

Tails of Growth. You know the *shillelagh* cantrip. Starting at 3rd level, you know the *find familiar* spell and can cast it once with this trait. Starting at 5th level, you know the *animal messenger* spell and can cast it once with this trait. Once you cast *find familiar* or *animal messenger* with this trait, you cannot do so again until you finish a long rest. You can also cast either spell using any spell slots you have of the appropriate level. Wisdom is your spellcasting ability for these spells.