

ONI RACE



ni dominate the land with their tremendous power and extreme stalking and fighting abilities. The face of a devil, the build of an ogre and the mind of a fae, these creatures are truly the deadliest warriors. No one is capable of out thinking or defeating an Oni without many years of training.

MASTERS OF THE FIGHT

Oni have mastered the way their bodies function and their capabilities. No Oni would run into a fight with the possibility of death, but only when success is absolute. The Fiendish inheritance of Oni allow them to dominate fights and outwit their opponents. An Oni with extreme fighting capabilities can easily best their opponents in seconds, memorizing all their techniques and counter attacks.

MAGICAL INHERITANCE

Oni Naturally inherit the magical capabilities of their ancestors, but tend to use it to impress others or to defeat their enemies. The three types of Oni each have special magical abilities, as their inheritance comes from different origins.

ONI FEATURES

You share the following features with other Oni.

Ability Score Increase: Your Strength Score increases by 2.

Age: A healthy Oni will usually live to 800-1000 Years before death.

Alignment: Almost all Oni are Lawful in some way, however some lean towards Evil, and others towards Good.

Size: Your Size is Medium, anywhere between 4-8 feet tall.

Speed: Your base walking speed is 30ft.

Superior Darkvision: Thanks to your fiendish heritage, you have superior vision in dark and dim conditions. You can see in dim light within 120 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.

Oni Weapon Training: You are proficient in the Kanabō.

Savage Attacks: Once per short or long rest when you roll damage for a melee weapon attack, you can reroll the weapon's damage die and use either total.

Languages: You can speak, read and write Common, Infernal and Giant.

RED ONI

Oni which have descended from the Ancient Red Oni gain the following traits.

Ability Score Increase: Your Dexterity Score increases by 1.

Magic Instincts: When an enemy does not beat your AC, you may (as a reaction) make a free attack against the attacker with your current weapon. You can use this trait a number of times equal to your Dexterity Modifier. Once you use this trait, you can not use it again until you finish a long rest.

WHITE ONI

Oni which have descended from the Ancient White Oni gain the following traits.

Ability Score Increase: Your Wisdom Score increases by 1.

Trickster: You know the *Minor Illusion* Cantrip. You also know the *Disguise Self* Spell which you can only cast once per day.

BLUE ONI

Oni which have descended from the Ancient Blue Oni gain the following traits.

Ability Score Increase: Your Constitution Score increases by 1.

Fiendish Skin: When you take damage, you can use your reaction to roll a d12. Add your Constitution modifier to the number rolled, and reduce the damage by that total. After you use this trait, you can't use it again until you finish a short or long rest.

ONI WEAPON

Weapon	Damage/Type	Weight	Properties
Kanabō	1d12 Bludgeoning	8lb	Heavy, Two-Handed

