

NAUGHTY  
FISHIE  
TIME OUT!

# CARCHARODONIANS



HOMEBREWED IN DIAPERS

Nipping, nibbling, chomping, and biting seafriends of Diaper School



# Carcharodonian

HILDREN OF THE DEEP, THE

Carcharodonians are a formidable race of shark-folk, perfectly adapted to life beneath the waves. Yet, the call of the surface world, and perhaps the peculiar necessities of places like Diaper School, sometimes draw these apex predators into unfamiliar territory. Their powerful forms and primal instincts are undeniable, but the very pressure that makes them mighty in the ocean depths presents unique challenges on land.

*Connie, the cover shark, was gracious volunteered by her owner Ducky, to grace the cover of our tome. Thanks, Ducky~ <3*

## CARCHARODONIAN TRAITS

### Creature Type:

- You are a Humanoid.

### Ability Score Increase:

- Your **Constitution score increases by 2**. In addition, **either your Strength or your Dexterity score increases by 3** (your choice).

### Age:

- Carcharodonians mature quickly, reaching adulthood around age 15. They can live up to 120 years.

### Alignment:

- Carcharodonians possess a predatory nature and a strong sense of self-preservation, often leading them towards neutral or chaotic alignments. However, societal influences and individual choices can lead them to any alignment.

### Size:

- Carcharodonians are typically powerfully built and stand between 5 and 7 feet tall. Your size is **Medium** unless otherwise stated by your subrace..

### Speed:

- Your base walking speed is **30 feet**.

### Swim Speed:

- You have a **swim speed** equal to your walking speed.

### Darkvision:

- Accustomed to the gloomy depths, 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.

### Amphibious:

- You can **breathe air and water**.

### Underwater Agility:

- When you are **underwater**, you can take the **Dash action as a bonus action**.

### Aquatic Aggression:

- If you **move at least 10 feet through water in a straight line towards a creature** and then hit it with a melee weapon attack on the same turn, **that attack deals an extra 1d6 damage** of the weapon's type.

### Sharkfolk Weapon Training:

- You have **proficiency** with **spears, nets, and tridents**.

### Languages:

- You can speak, read, and write **Common and Aquan**.

### Armored Swimmer:

- Your natural affinity for water allows you to move more easily in armor than most. You **do not suffer disadvantage on Strength (Athletics) checks made to swim** when wearing any armor other than full plate. Additionally, wearing armor you are proficient with does not reduce your swim speed unless it is full plate.

### Land-Incontinence:

- The immense pressure of the deep waters is integral to a Carcharodonian's bodily regulation. **When they spend extended periods above water**, this natural support is lost, leading to a **physiological need for absorbent padding**, much like many residents of Diaper School. While submerged, Carcharodonians who possessed bladder control retain it, though they might opt for a swim diaper for convenience if they anticipate returning to the surface soon. **This trait means you are considered Incontinent** for the purposes of **qualifying for feats like Diaper Mastery**, if available in your campaign.



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# CARCHARODONIAN SUBRACES

Four main groups of Carcharodonians are commonly found, each adapted to different aspects of aquatic life.

## BENTHIC FOLK

Inspired by the mighty great white sharks, Benthic Folk are powerful, deep-dwelling Carcharodonians, known for their sheer strength and resilience. They are often solitary or live in small, formidable family units in the darkest trenches.

- **Ability Score Increase:** Your Strength score increases by an additional 1 (for a total of +4 if you chose Strength for your primary increase, or +1 Strength and +3 Dexterity if you chose Dexterity), and your Wisdom score increases by 2.
- **Powerful Build:** You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.
- **Deep Dweller's Resilience:** You have advantage on saving throws against being frightened.

## SHOAL FOLK

More nimble and often found in larger, more social groups in shallower waters or near reefs, Shoal Folk are intelligent hunters who rely on cunning and teamwork. They can vary more in size than their larger cousins.

- **Ability Score Increase:** Your Dexterity score increases by an additional 1 (for a total of +4 if you chose Dexterity for your primary increase, or +1 Dexterity and +3 Strength if you chose Strength), and your Intelligence score increases by 2.
- **Size:** Your size can be Small or Medium (your choice at character creation).
- **Reef Strider:** You have advantage on Dexterity (Stealth) checks made to hide in watery environments with ample cover, such as reefs, kelp forests, or shipwrecks.

## WAVES FOLK

Nomadic and adaptable, Waves Folk roam the open oceans and coastal areas. They are known for their speed and versatility, comfortable in various marine environments and often the first to interact with surface dwellers.

- **Ability Score Increase:** Either your Strength or Dexterity score increases by an additional 1 (your choice), and either your Intelligence or Wisdom score increases by 1 (your choice).

- **Increased Speed:** Your base walking speed and swim speed increase to 35 feet.
- **Nomad's Acclimation:** You have advantage on saving throws against exhaustion due to forced marches or prolonged swimming.

## CEPHALOFOIL SIEERS

Distinguished by their unique, hammer-shaped heads (cephalofoils), these Carcharodonians possess unparalleled sensory acuity. They often serve as scouts, mystics, or tacticians, their minds as sharp as their senses.

- **Ability Score Increase:** Your Wisdom score increases by 2, and your Intelligence score increases by 1.
- **Panoramic Vision:** You have advantage on Wisdom (Perception) checks that rely on sight.
- **Bio-Electric Sense:** As an action, you can open your awareness to detect the faint bio-electric fields of living creatures. Until the end of your next turn, you know the location of any Tiny or larger living creature within 30 feet of you that is not behind total cover and is not protected from divination magic. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.
- **Insightful Nature:** You gain proficiency in the Insight skill.
- **Shocking Grasp:** You know the *Shocking Grasp* cantrip. Wisdom is your spellcasting ability for this cantrip.



# CARCHARODONIANS: TIDES OF CHANGE

Dive into a world of crashing waves and crushing depths, where your actions as a Carcharodonian shape the currents of fate. Explore the vast, dynamic oceans and the perplexing surface world, influencing ancient underwater hierarchies or the very foundations of institutions like the Diaper School. But tread carefully, as every choice sends ripples through both realms, leading to unforeseen and often profound consequences.

Experience a rich and immersive story of tooth and scale, where your primal instincts are tested against newfound alliances and challenging societal norms. Every decision you make as a Carcharodonian carries true weight—for good or ill. Will you be a fearsome guardian of the abyss, a misunderstood scholar on land, a leader among your shoal, or an outcast charting your own solitary path? The choice is yours.

Join a band of unique adventurers and surge forth to explore the uncharted waters beyond the reef or the bewildering shores of the surface. Along the way, you'll face perilous aquatic challenges, navigate complex social currents, confront ancient deep-sea horrors, and perhaps uncover a shadowy plot that threatens not only your ancestral waters but also your tenuous place in the world above. The fate of the Carcharodonians, and perhaps the delicate balance between two worlds, rests on your powerful fins.

## MORE FROM LULU

See more of my D&D&D (bet you can guess what the third "D" stands for....) content, including the illustrious Diaper School handbook and materials!

## CRINKLEHEART

Perfect, pretty, padded succubi and incubi with a charming demeanor and an entralling kiss— but cursed with a constant hunger for affection and physiological compulsion to wear diapers.

## AEGISKNIGHT

A modular armor-based class that can replace almost all base and even hybrid D&D5e classes. Includes character creator and numerous helpful functions. Creates level 5 characters, which means you are pre-qualified to join DIAPER SCHOOL!

