

CRINKLEHEART

THE PRECIOUS PADDED SUCCUBRATS OF DIAPER SCHOOL

HOMEBREWED IN THE DIAPER

Sometimes LOVE stinks, but at DIAPER SCHOOL there are plenty of cuties who make it stink just a little bit better... <3

CRINKLEHEART TRAITS

Your Crinkleheart character has the following racial traits:

- **Ability Score Increase.** Your Charisma score increases by 4. In addition, **Wisdom or Intelligence (player choice)** increases by 2.
- **Age.** Crinklehearts reach physical maturity at a similar rate to humans but can live for centuries, often maintaining a deceptively youthful and cute appearance indefinitely if they so choose.
- **Alignment.** Often chaotic, rarely truly evil.
- **Size.** Crinklehearts are typically **Small or medium**, adding to their disarming cuteness. Your size is Small or Medium (your choice).
- **Speed.** Your base walking speed is **30 feet**.
- **Darkvision.** 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.
- **Crinkly Tradition:** Your ancestral lineage within the Diaper School demesne has indelibly altered your once-fearsome infernal bloodlines- Crinklehearts, obviously, need to wear diapers- as their bodies have adapted to physiologically and magically resist any attempts to pottytrain. Because of this, all Crinklehearts qualify to take the Diaper Mastery feature at character creation as they are considered **Incontinent** as per the flaw.
- **Fiendish Resistance.** You have resistance to **fire damage**.
- **Crinkle Charm.** Once per long rest, as an action, you can target one humanoid you can see within 30 feet. The target must succeed on a Wisdom saving throw ($DC = 8 + \text{your proficiency bonus} + \text{your Charisma modifier}$) or be charmed by you for 1 hour. While charmed in this way, the target regards you as an incredibly cute and harmless being and is strongly inclined to indulge your requests as Charm Person
- **Disarming Cuteness.** You gain proficiency in the **Persuasion** skill. Additionally, when a creature makes an attack roll against you, you can use your reaction to impose disadvantage on that roll, as your overwhelming cuteness makes them hesitate or second-guess their aggression. You can use this reaction a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a long rest.
- **Soft Landing.** Your ever-present padding offers a surprising amount of protection from falls. When you fall, you can use your reaction to reduce any falling damage you take by an amount equal to five times your character level.

- **Vestigial Wings.** You have small, often plush, leathery, or feathery wings. They are not strong enough for true flight but might allow you to flutter briefly or slow your descent slightly. With DM permission, they might grant advantage on checks to prevent being knocked prone or allow you to ignore the first 10 feet of a fall when calculating falling damage (stacking with Soft Landing for greater effect).
- **Languages.** You can speak, read, and write **Common** and **Abyssal** or **Infernal** (your choice).



• HEART'S DESIRE.

-Your fiendish nature craves a specific form of emotional sustenance, a source of joy that reaffirms your unique being. At character creation, choose one of the following Sources of Joy:

You must attain your chosen Source of Joy regularly. The longer you go without it, the more your fiendish spirit wanes. The DM will typically track this in periods of approximately seven days (or an alternative interval appropriate for the campaign, such as a set number of long rests).

If you successfully attain your Source of Joy within the current period, your spirit soars! You gain **Inspiration**, and any current negative effects from this trait are immediately removed. Your Charisma score is restored to its full value if it was reduced.

If a period passes and you have *not* attained your Source of Joy, you suffer escalating effects as detailed in the table below. These effects are cumulative.

Source of Joy	Description
Pampered Comfort	You revel in being cared for and kept comfortable. You must have willingly spent at least 1 hour being attentively cared for by another willing creature in a way that emphasizes your cuteness and helplessness (e.g., being dressed/changed in fresh padding, fed simple treats, or extensively cuddled and doted upon).
Adored Limelight	You thrive on being the center of affectionate attention. You must have been the focus of genuine, positive adoration or doting from at least two individuals (not including your adventuring companions) simultaneously for a notable period (e.g., 10 minutes of fawning, gift-giving, or effusive praise directed at your cuteness or charm).
Mischief's Reward	The thrill of a well-executed, harmless prank or act of clever trickery invigorates you. You must have successfully orchestrated and completed a prank or deceptive act that causes notable surprise, confusion, or amusement, without causing lasting harm or serious negative consequences for the target(s).
Delightful Diaper Deeds	Whether it is changing someone else- getting frisky in your oversized demon-huggies, or simply making out in Portents class with a side of heavy pamper-petting, you gain joy from the simple pleasure of padded carnal presents.

Time Since Last Joy Attained	Effect
End of 1st Period	Your Charisma score is reduced by 1. You have disadvantage on Charisma (Persuasion) checks made to interact with creatures who are not already friendly towards you.
End of 2nd Consecutive Period	Your Charisma score is reduced by an additional 1 (total -2). You have disadvantage on all Charisma ability checks.
End of 3rd Consecutive Period	Your Charisma score is reduced by an additional 2 (total -4). You cannot use your Crinkle Charm or Disarming Cuteness traits. Your speed is reduced by 5 feet.
End of 4th Consecutive Period	Your Charisma score is reduced by an additional 2 (total -6). You gain one level of exhaustion that cannot be removed until you attain your Source of Joy.

The Charisma score reduction cannot reduce your Charisma score below 1. All penalties from this trait are removed immediately upon attaining your Source of Joy. If your Charisma score was reduced, it returns to its normal value.

KISS OF THE SUCCUBRAT

In pursuit of their most beloved and cherished heart's desires, the Crinkleheart is blessed with a most potent embrace- either by lip or by hug- that allows them to bend the minds of many peoples and things to their often lust whims.

ADORING EMBRACE

Once per long rest, as an action, you can channel your innate affectionate aura to deliver either a tender kiss or a heartfelt hug to a creature within 5 feet of you. Choose the mode when you use this ability:

Healing Kiss.

- **For Willing Targets:** The target willingly receiving your kiss regains hit points equal to **1d6 + your Charisma modifier**.
- **For Unwilling Targets:** Make a Wisdom saving throw (DC = 8 + your proficiency bonus + your Charisma modifier). On a failure, the creature is so overwhelmed by your affectionate display that it is charmed by you until the end of its next turn. While charmed in this way, the creature's attack rolls against you are made with disadvantage.

Shielding Hug.

- **For Willing Targets:** The target who accepts your hug gains temporary hit points equal to **(your proficiency bonus + your Charisma modifier)** and benefits from a **+2 bonus to AC** until the start of its next turn.
- **For Unwilling Targets:** If the target does not embrace you willingly, it must succeed on the same Wisdom saving throw (DC = 8 + your proficiency bonus + your Charisma modifier) or its next attack roll is made with disadvantage as your endearing affection distracts or disarms it.

DRAINING KISS

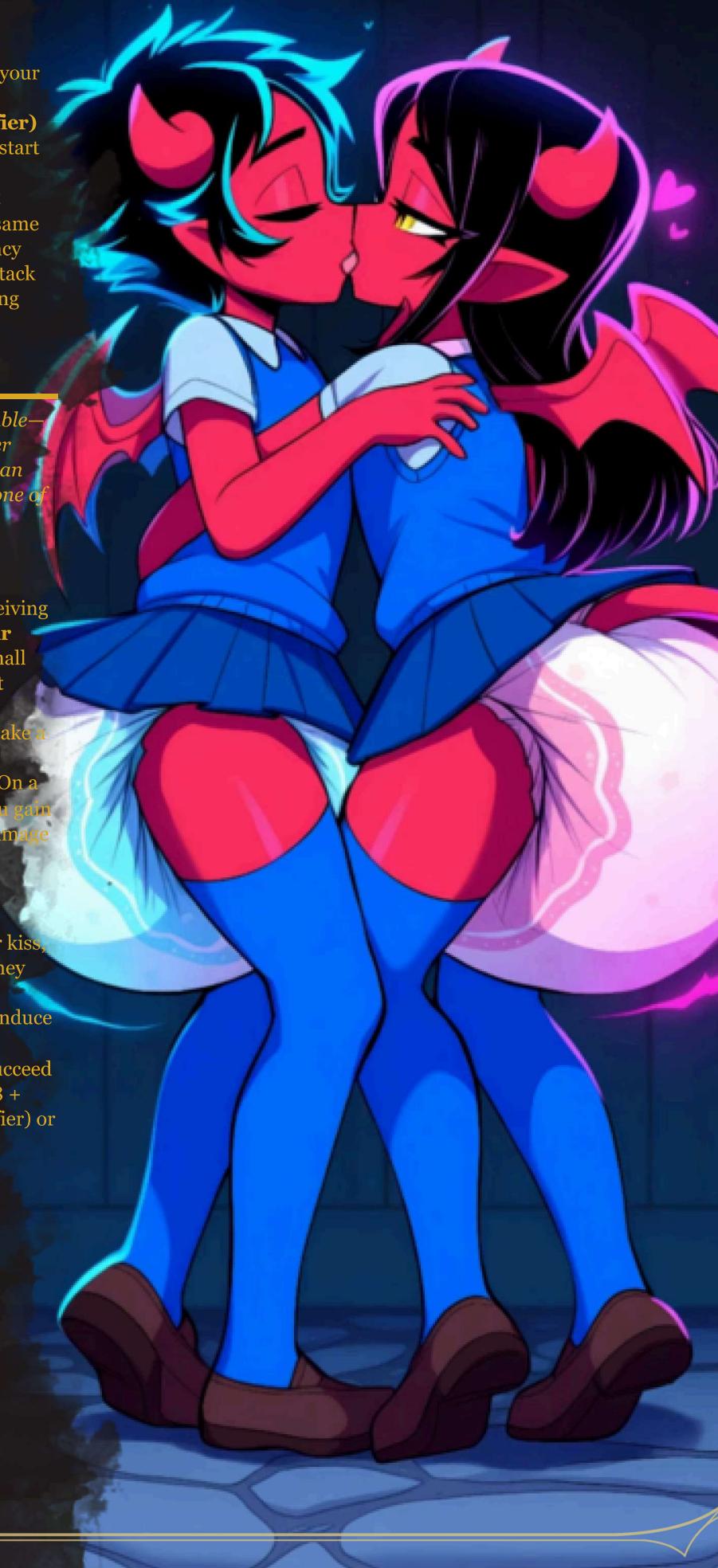
Your fiendish charm can be more than just adorable—it can subtly sap energy from those who fall under your spell. Once per long rest, as an action, you can deliver a kiss to a creature within 5 feet. Choose one of the following effects when you use this ability:

Energy Drain.

- **For Willing Targets:** The target willingly receiving your kiss regains hit points equal to **1d6 + your Charisma modifier**, but you also absorb a small portion of their vitality. You gain temporary hit points equal to half the amount restored.
- **For Unwilling Targets:** The creature must make a Constitution saving throw (DC = 8 + your proficiency bonus + your Charisma modifier). On a failure, it takes **1d6 necrotic damage**, and you gain temporary hit points equal to the amount of damage dealt.

Fatigue Whisper.

- **For Willing Targets:** If the target allows your kiss, they experience a wave of soothing lethargy. They gain **advantage on their next saving throw against exhaustion** or any effect that would induce unnatural fatigue.
- **For Unwilling Targets:** The creature must succeed on the same Constitution saving throw (DC = 8 + your proficiency bonus + your Charisma modifier) or suffer disadvantage on its next attack roll as a sudden wave of sluggishness overtakes it.



CRINKLEHEART SUB-RACES

IMPISH HEART

These Crinklehearts lean into the more mischievous side of their fiendish heritage, delighting in playful pranks and using their charm to sow delightful confusion. Their cuteness is a weapon of delightful chaos.

- **Ability Score Increase.** Your **Intelligence** score increases by 1.
- **Master of Mischief.** You gain proficiency in the **Deception** or **Sleight of Hand** skill (your choice).
- **Playful Hex.** You know the *minor illusion* cantrip. Charisma is your spellcasting ability for it. When you reach 3rd level, you can cast the *hideous laughter* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for this spell.
- **Oopsie Daisy.** When a creature you can see within 30 feet fails a Dexterity (Acrobatics) check to maintain balance or a Dexterity saving throw to avoid falling prone, you can use your reaction to make their tumble slightly more spectacular and distracting. That creature has disadvantage on its next Wisdom (Perception) check made before the end of its next turn.
- Draining Kiss or Adoring Embrace: you may use either the Adoring Embrace or Draining Kiss power, as your Crinkleheart nature is one of both impish devilry and loving sweetness.

CHERISHED HEART

Cherished Hearts exude an almost irresistible aura of sweetness and vulnerability. Their charm inspires fierce loyalty and a powerful desire in others to protect and pamper them. They are experts at tugging heartstrings and making even the toughest individuals melt.

- **Ability Score Increase.** Your **Wisdom** score increases by 1.
- **Aura of Adorableness.** You learn the *friends* cantrip. When the spell ends, the target doesn't automatically become hostile to you; instead, they must succeed on a Wisdom saving throw against your spell save DC or feel a lingering fondness for you for 1 minute, though they are no longer charmed.

• **Protective Pout (1/Short or Long Rest).** When an ally you can see within 30 feet is hit by an attack, you can use your reaction to let out a heart-wrenching whimper or pout. The attacker must make a Wisdom saving throw ($DC = 8 + \text{your proficiency bonus} + \text{your Charisma modifier}$). On a failed save, the attacker feels a pang of guilt and the damage dealt by the attack is halved.

- **Comforting Presence.** When you use the Help action to aid an ally in an ability check, the creature you help gains temporary hit points equal to your Charisma modifier (minimum of 1), which last for 1 minute.
- **Adoring Embrace:** Your lips and hugs are preciously powerful. You can use the Adoring Embrace ability as outlined above.

FERAL HEART

Feral Hearts embrace a more primal, instinctual aspect of their fiendish nature, yet they retain an undeniable, almost wild-child cuteness. They are more attuned to the raw, untamed energies of their lineage, often appearing a bit scruffier, with perhaps more pronounced (though still adorable) fiendish features like slightly longer claws or a more expressive, twitchy tail. Their charm is less about refined manipulation and more about an irresistible, untamed allure mixed with a hint of playful danger.

- **Ability Score Increase.** Your **Wisdom** score increases by 1.
- **Primal Instincts.** You gain proficiency in the **Survival** skill. Your connection to your more 'native' fiendish senses gives you an edge when tracking, foraging, or navigating harsh or unfamiliar environments.
- **Wildheart Allure.** You know the *animal friendship* cantrip. Charisma is your spellcasting ability for it. You can only target **Small** or **Tiny** beasts with this version of the spell, and the friendship manifested is often more of a boisterous, playful bond.
When you reach **3rd level**, you can cast the *entangle* spell once using this trait, envisioning the restraints as grasping, playful shadowy vines or fiendishly cute, thorny brambles. You regain the ability to cast *entangle* this way when you finish a long rest. Charisma is your spellcasting ability for this spell.
- **Sudden Pounce.** If you move **at least 15 feet straight toward a creature** and then hit it with a melee weapon attack on the same turn, you can use your **bonus action** to attempt a **playful, surprising shove**. The target must succeed on a **Strength saving throw** ($DC = 8 + \text{your proficiency bonus} + \text{your Strength or Dexterity modifier}$, your choice) or be pushed **5 feet away** from you. This shove does not knock the target prone.

PADDED POWER

Step into the adorably deceptive world of the Crinkleheart, a creature of fiendish lineage wrapped in an irresistible package of cherubic cuteness. Here, the gentle rustle of comfortable, crinkly padding is more than just a fashion statement—it's a tool of subtle influence and playful manipulation. Forget brute force; Crinklehearts master the art of getting what they desire through an endearing sound, a disarming smile, or a strategically deployed pout that can melt the hardest of hearts.

Embark on adventures filled with adorable chaos and charming escapades. Every interaction is a chance to weave a delightful web of influence. Will you embrace the path of the Impish Heart, delighting in playful pranks and using your charm to sow delightful confusion? Or will you embody the Cherished Heart, exuding an aura of sweetness that inspires fierce loyalty and an overwhelming urge in others to protect and pamper you? Your brand of charming manipulation is yours to define.

Embrace your unique blend of innocence and cunning and step into a realm where your adorable appearance and endearing sounds are your greatest assets. Be the Crinkleheart who charms their way out of trouble, whose fiendish heritage is cleverly masked by an irresistible presentation. Whether you're turning a dangerous foe into an adoring guardian with a well-placed Crinkle Charm, or simply enjoying the comforting presence of your ever-present padding, you'll discover that the world is surprisingly eager to bend to your whims when you're this delightful.

Unleash your inner Crinkleheart: Charm, crinkle, and conquer with cuteness!

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