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# Species

Your species defines your size and special traits. It also gives stat bonuses.

## Wolf

* Size = 1 (1,80m)
* Speed = m/s
* +2 STR
* Retractable claws: Unarmed strike: 1d4 + STR dmg
* Keen Smell: Advantage on Perception with smell
* (Wolfpacks: multiple wolfpacks with different ideals)
  + Arctic wolves get resistance to cold damage and can give party members resistance to cold damage as well.

## Squirrel

* Size = 0,6
* Speed =
* Intimidation = 0,5
* +1 SOC, +2 NIM
* Can balance on any surface, difficult terrain doesn’t affect squirrels.
* Resistance to poison
* They have a strong wanderlust and have „acorn banks“ all over the country, where they use acorns as currency. They also work as restaurants.

## Vulture

* Size = 0,8
* Speed =
* Flying Speed =
* Intimidation = 1,4
* +2 BRAIN
* Blood Smell: Skill. Per smell perception check, they can find out:
  + DC 5: If there are living creatures around
  + DC 14: If there are more than you can see
  + DC 18: How many there are
  + DC 22: Where they are

## Lion

* Size = 1,2
* Speed =
* Intimidation = 1,5
* +1 BRAIN
* King of animals: Advantage on SOC rolls when you are trying to show your strength/might
* Retractable claws: Unarmed strike: 1d4 + STR dmg
* Majestic Roar: Skill. Fear +1 for every enemy.

## Scorpion

* Size = 0,6
* Speed =
* Intimidation = 1,5
* +1 NIM -1 CON
* Sting: Attack Skill. 1d6 dmg + poisoned. 3 attacks every short rest

## Cheetah

* Size = 1
* Speed = insanely high
* Intimidation = 1,2
* +4 NIM -1CON

## Frog

* Size = 0,8
* Speed = high
* Swimming Speed = higher
* Intimidation = 0,4
* Jump Height = 5m. You stay in the air for an entire round
* -1 SOC
* Tongue Grapple: Bonus Skill. Pull and grapple an enemy, if the enemy has a size equal or smaller 1 and fails a DC 16 STR check. Range 3m.

## Goat

* Size = 1
* Speed =
* +1 NIM
* Wallrun: If the wall is not completely vertical, you can walk on it.

## Mouse / Rat

* Size = 0,3
* Speed =
* Intimidation = 0,4
* +1 NIM, +1 CLE, +1 SOC
* Mice and rats don’t like each other and some even wage war against each other.

## Beaver

* Size = 0,6
* Speed =
* Swimming Speed =
* Intimidation = 0,8
* +2 NIM, +1 SOC
* Builder Ancestry: Advantage on crafting-related checks.

## Armadillo

* Size = 0,8
* Speed =
* +3 CON
* Shield on your back and sides, 6 health, regrow every 2 long rests.

## Ant

* Size = 0,2
* Speed =
* Intimidation = 0,3
* +5 STR

## Bear

* Size = 1,4
* Speed =
* Intimidation = 1,5
* +1 STR
* Retractable claws: Unarmed strike: 1d4 + STR dmg
* Chill: If he gets fear, he starts one level lower, meaning, Fear 1 = Fear 0, Fear 2 = Fear 1 and so on.

## Bat

* Size = 0,8
* Speed =
* Flying Speed =
* Intimidation = 0,8
* +1 CLE
* Blind
* Keen hearing: Advantage on hearing-based perception rolls except echolocation
* Echolocation: Always aware of their surroundings, a little bit of “seeing” around walls.

## Chameleon

* Size = 1
* Speed =
* Almost-Invisibility: Can only be seen with echolocation or a DC 16 sight-based perception check (perception checks like smell-based have to be scaled accordingly)

# Prefixes

# Chapter 8: Prefixes

Prefixes are mechanically important things about your PC additional to your job or species. They can also influence your playstyle. You should first ask your DM, if and how many prefixes he allows you to have.

## Bonded

* If two people have a strong connection of any kind, they form a bond. The Bonded get the following things:
  + Mental connection: Both of them can strategize on the table, as long, as they want, since they normally already know, what the other one wants to do and roleplay-wise, already have a strategy with the other person.
* There are x kinds of bonds:
  + Big Brother Bond: One of the bonded gets hesitant as their negative trait, so that he has to wait for his “big brother” to make the first step. The other bonded is the “big brother” and gets protective instinct towards the other bonded.

## Furrsona

* You get 1 strengthening Furrsona every long rest, that stays for 1 minute and gives you guidance as well as adding +4 to every ACY-roll
* You get a custom negative trait: Overreliant. You get -1 to every stat.

## Furreteer

* You get 1 Furrsona, but it’s a companion that you can control just like an animal companion in DnD.
* Possible to get as a job

## Werebeast

* Skill. You can transform into another animal at will. 2 times every long rest.

# Classes

## Knight

### Proficiencies

**Armor:** All armors, shields

**Weapons:** All melee weapons

**Saving Throws:** STR and CON

**Skill Checks:** Athletics and Durability

### Hit Points (HP)

Level 1: 10 + CON

For every level after that: Previous HP + 1d10 or 6 + CON

### Features

**Martial masteries(MM):**

Martial masteries are multiple abilities, that you can choose from at levels 1, 3, 12, 15 and 19

* Defense: You can use your reaction to reduce incoming damage by 1d10 + your knight level (depends on level)
* Offense: You can use your reaction, when getting attacked, to make an attack.
* Presence of Honor: Proficiency in Persuasion and Insight
* Stand your ground: Rolls against forced movement, becoming prone or becoming stunned have advantage.
* Shoving Mastery: Shove as a bonus action. You can choose to push the target away 3m, if successful.
* Reflexes: (Not available at level 1) Get a second reaction.
* Shield mastery: (Not available at level 1) Get a +2 to your shields AC.

**Follow-up-attack:**

Starting at level 6, if you make two consecutive successful attacks in the same turn, you add 1d10 + your knight level to the damage of the second attack.

**Hardened Will:**

Starting at level 7, you can choose to succeed a failed saving throw once every long rest. This improves to twice every long rest at level 11 and three times every long rest at level 19.

**Til the last breath:**

Starting at level 13, if you drop below 1 HP, you instead stay at 1 HP and cant drop below 1 HP until the start of your next turn.

|  |  |
| --- | --- |
| **Level** | **New features** |
| 1 | Subclass Ability, MM |
| 2 | ASI |
| 3 | MM |
| 4 | Extra Attack, ASI |
| 5 | Subclass Ability |
| 6 | ASI, Follow-up-Attack |
| 7 | Hardened Will |
| 8 | ASI |
| 9 | Extra Attack |
| 10 | ASI |
| 11 | Subclass Ability, Improved Hardened Will |
| 12 | ASI, MM |
| 13 | Til the last breath |
| 14 | ASI, Extra Attack |
| 15 | MM |
| 16 | ASI |
| 17 | Subclass Ability |
| 18 | ASI, Resistance against all non-magical attack damage |
| 19 | MM, Extra Attack, Improved Hardened Will |
| 20 | ASI, Immunity to either bludgeoning, slashing or piercing damage |

### Subclasses (Houses)

#### House of the Holy Warrior

**Heroic Battlecry**

Starting at level 1, you can use your Bonus Action to release a heroic battlecry, that gives yourself or an ally in 5m range an additional d6 to their skill check and saving throw for this and the next 10 turns (1 minute). Twice a Short Rest.

**Mighty Presence**

Starting at level 5, you get expertise in Persuasion and Intimidation.

**Touch of Grace**

Starting at level 11, you can touch a creature as a bonus action to heal them for 1d10 + your knight level.

**Protecting ward**

Starting at level 17, you can touch any creature, including yourself and that creature then heals for half of its HP (rounded up) and gains immunity against all damage until its next turn. It also gains immunity against all status effects for the next 10 rounds (1 minute). Once every long rest.

## Scoundrel

### Proficiencies

Armor: Light and Medium Armor

Weapons: Subclass Gun, all finesse weapons

Saving Throws: Dexterity and Constitution

Skill Checks: 2 out of Acrobatics, Intimidation and Knowledge

### Hit Points (HP)

HP at level 1: 8 + CON

HP for every consecutive level: previous HP + 1d8 or 5 + CON

### Features

|  |  |
| --- | --- |
| **Level** | **New features** |
| 1 | Subclass Gun, Subclass Ability |
| 2 | ASI, |
| 3 | Climbing doesn’t cost extra movement |
| 4 | ASI |
| 5 | Subclass Ability |
| 6 | ASI |
| 7 | Extra Attack |
| 8 | ASI, Subclass Ability |
| 9 |  |
| 10 | ASI |
| 11 | Subclass Ability |
| 12 | ASI, Extra Attack |
| 13 |  |
| 14 | ASI |
| 15 |  |
| 16 | ASI |
| 17 | Subclass Ability |
| 18 | ASI |
| 19 | Extra Attack |
| 20 | ASI |

### Deadeye

(Scoundrels have a network that spans the world)