

ISETSU

"Isetsu are warriors, but we do not live for war. We live for that which our battles defend."

— Koyo

Along stony, shattered cliffs, blasted by howling wind and icy rain, the isetsu stand guard. A race of large, crustacean-like Humanoids, isetsu have made a home facing the ocean for millennia, thriving and hunting beneath the open waves and resting on the shore. Although they do not swim as nimbly as nishikin or ryūjin, the isetsu's superior eyesight, towering bodies, and resolute carapaces serve them well in the deep; they are the undisputed rulers of the cliffs and seabeds.



SHORELINE GUARDIANS

It is said that at the dawn of the world, isetsu were tasked with the defence of the land against the roiling sea. All manner of horrors dwell in the black void of the ocean depths, and core to the isetsu way of life is the shared, endless responsibility to stand watch on the shore. All isetsu train in combat, and all feel an aching longing to face the ocean. Even isetsu that travel the world, shirking their divine responsibility, feel this pull, and the reverberation of an isetsu's heartbeat through its carapace mimics the gentle lapping of waves on the shore—a whisper to return home. This is the isetsu's burden: to be in love with the ocean, yet tasked to defend against it. They are the first line of defence against any threat that rises from the sea, be it pirate, typhoon, or kaiju.

FORTUNE FAVOURED

Isetsu hold a deterministic philosophy: just as their destiny was set at the dawn of the world, so are others beating an inevitable path, whether they realise it or not. To the isetsu, luck is a complex, measurable science, and good fortune is a talent that can be trained, a skill they dedicate endless hours to mastering. Many tales of incredible, serendipitous events occurring in favour of the isetsu seem to indicate this training holds worth. Even the most sceptical members of other races begrudgingly accept that the isetsu come up “lucky” in battle at a rate far beyond any other creature. A common idiom across the realms, referring to an incredible stroke of good fortune, is “an isetsu's million-to-one”.

ISETSU TRAITS

As an isetsu, you have the following traits:

Ability Score Increase. Your Strength score increases by 2, and your Constitution score increases by 1.

Age. Isetsu grow swiftly, reaching adulthood in less than a decade, and they go on to live for up to a century.

Anatomy. You have two arms, two legs, and four vestigial appendages.

Size. You are Medium. Isetsu stand taller than most Humanoids, averaging around 7 feet in height.

Speed. Your walking speed is **30 feet**.

Creature Type. You are a Humanoid.

Brittle Shell. Your carapace has a brittle but tough, outer layer that regenerates over time. When you finish a short or long rest, you gain a **+2 bonus** to AC if you don't already have this bonus. This bonus ends after you are hit by an attack roll.

Crustacean Physiology. Your antennae aid you in keeping watch, and your natural bulk and size serve you well in contests of strength. You gain proficiency in the Athletics and Perception skills.

Claws. You have claws that you can use to make unarmed strikes. If you hit with them, you deal piercing damage equal to **1d6** + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. Starting at 5th level, when you hit a creature with an unarmed strike on your turn, you can immediately use a bonus action to attempt to grapple it.

Darkvision. Accustomed to the deep blackness of the ocean floor, 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 colour in darkness, only shades of grey.

Fortune Favoured. Be it sheer dumb luck, the result of intense training, or the fruition of a divine blessing, you have an uncanny ability to find fortune in combat. If you miss an attack roll, or fail an ability check or saving throw, you can reroll the attack roll, check, or save. You can use this trait a number of times equal to half your proficiency bonus, and you regain all expended uses when you finish a long rest.

Natural Armour. Your shell acts as a natural source of protection. When you aren't wearing armour, your base AC is 12 + your Constitution modifier. You can use your natural armour to determine your AC if the armour you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armour.

Waterborne. You can breathe in both air and water. Additionally, being underwater doesn't impose disadvantage on your weapon attack rolls.

Languages. You can speak, read, and write Common and one other language that you and your GM agree is appropriate for your character.