

Awakened Animal

Awakened animals were once normal creatures before they obtained sapience that gave them one paw in nature and the other in the world of cities and society. Almost any animal can be awakened, allowing for a wide variety of characters. Every animal takes the process of awakening differently. For some, the opening of their mind is electric, allowing them to perceive and ponder the world like never before. Others are overwhelmed by emotions and thoughts that they didn't ask for and weren't ready to hold. No matter how an awakened animal reacts, they still must find their way in the world. Some awakened animals try to go back to their lives but almost always find themselves disconnected from their unawakened peers. Others embrace the civilized world entirely, doing their best to navigate a world built for humanoids.

Awakened Animal Traits

- **Ability Score Increase.** When determining your character's ability scores, increase one score by 2 or increase two different scores by 1. You can't raise any of your scores above 20.
- **Creature Type.** You are a Beast.
- **Size.** You are Large, Medium, Small, or Tiny. You choose when you select this race.
- **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.
- **Natural Weapons.** You have natural weapons which you can use to make unarmed strikes. Choose two from among mouth (piercing damage, finesse property), horns (bludgeoning damage), claws (slashing damage, finesse property), or normal unarmed strike (bludgeoning damage, heavy property). The damage dice for these is a d6, rather than the normal unarmed strike damage.
- **Languages.** You can speak, read, and write one language that you and your DM agree is appropriate for the character.
- **Speed.** Choose a column of the table below to determine your movement speeds.

| Walk | 40ft | 35ft | 20ft | 35ft | 30ft |
|-------------|--|--|--|------------------------------|---|
| Climb | | Equal to your walk speed | | | Equal to your walk speed |
| Fly | | | Twice your walk speed | | |
| Swim | | | | Equal to your walk speed | Equal to your walk speed |
| Bonus trait | Moving through nonmagical difficult terrain costs you no extra movement. | You can attempt to hide even when only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena. | You can take the disengage action as a bonus action. | You can breathe under water. | You can hold your breath for up to 4 hours. |