

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.
- **Variable Trait.** You gain one of the following options of your choice:
 - Darkvision with a range of 60 feet.
 - Proficiency in two skills of your choice
- **Natural Weapons.** You have natural weapons which you can use to make unarmed strikes. Choose two from among among the following options:
 - **Claws.** 1d6 slashing damage, finesse property
 - **Horns.** 1d8 bludgeoning or piercing damage (choose when you select this race)
 - **Mouth.** 1d6 piercing damage, finesse property
 - **Tail.** 1d4 bludgeoning or slashing damage (choose when you select this race), finesse and reach properties
 - **Normal Unarmed Strike.** Your default unarmed strike gains the heavy property and you can use a d10 instead of a d4 in the damage rolls.
- **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	15ft	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	You can attempt to hide even when	You can take the disengage action	You can breathe under water.	You can hold your breath for up to 4

	difficult terrain costs you no extra movement.	only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.	as a bonus action.		hours.
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