

FOXFOLK

MISCHIEVOUS AND PLAYFUL, THE foxfolk embody the freedom and curiosity of the forest. Foxfolk often live in sprawling tribes or beautiful cities built among the trees, banding together for festivals and celebrations. They are often content to enjoy nature for their entire lives, but for some, the strangeness of civilization appeals to their curiosity. Foxfolk lean toward chaotic alignments. They are often playful and like to play pranks, but are rarely malicious or evil.

HISTORY

Foxfolk were rare and reclusive even before the Rosan Empire began its conquest, and are now so rare that many doubt their existence. Nonetheless, the foxfolk still flourish in what remains of the wilderness, far to the north.

The foxfolk are a very peaceful people, and have taken the loss of their land in stride. They still maintain a good political relationship with the elves of Snowflower, but rarely bother to participate in politics with the rest of the Rosan Empire.

Though their culture often appears primitive to outsiders, foxfolk are very intelligent, and flourish in mixed society. Foxfolk who travel are often motivated by curiosity and adventure, rather than greed or revenge, but can be swayed into darker lifestyles that appeal to their mischievousness.

RACIAL TRAITS

PHYSIOLOGY

Foxfolk reach maturity in their early teens and can live up to 70 years. Foxfolk are, on average, a little smaller than humans, ranging between 4 and 6 feet. Your size is Medium. Your base walking speed is 30 feet.

ABILITY SCORE INCREASE

Your nimble physique grants you +2 DEX.

LANGUAGES

You can speak, read, and write Common, Sylvan, and Elven.

SLINKY

Foes have disadvantage on opportunity attacks against you.

SUBRACE: WILDLING

Most foxfolk who live in the wilds survive by hunting and gathering. Their primitive lifestyle makes them particularly adept at surviving in the untamed forests north of Snowflower.

KEEN SENSES

You have advantage on Wisdom (Perception) checks that rely on hearing or smell.

LIGHTFOOT

You gain proficiency in Stealth and Acrobatics. Your base walking speed is increased by 5 feet.

SUBRACE: SNOWCHILD

After the Rosan Empire tamed the land south of the mountains, many foxfolk retreated into Snowflower, where they lived peacefully with the elves, who shared their love of nature. After many generations of cooperation, the elves helped these foxfolk attune to their innate magic.

ABILITY SCORE INCREASE

Your cunning mind grants you +1 CHA.

SOCIAL INTEGRATION

You can speak, read, and write one language of your choice.

CHARMING PERSONALITY

You gain proficiency in Persuasion and Insight.

KITSUNE MAGIC

You know the *dancing lights* cantrip. When you reach 3rd level, you can cast the *disguise self* spell once per day. When you reach 5th level, you can also cast the *suggestion* spell once per day. Charisma is your spellcasting ability for these spells.

