



ANCESTRY **SPRINGFOOT**

Find your community and embrace the three tenets
with this new playable ancestry.



SPRINGFOOT

"No, you can't go see the dwarf today, there's studying to be done and you haven't washed for dinner yet." Allip sighed throwing his short arms to his sides and slunk off to the basin to clean his paws. "Remember to get under your nails" he heard coming from the other room. Life had been relatively calm in the village of late and when things are calm Allip gets quite restless. He yearned for the excitement of the days when scouts came close to the village. Maybe one of these times he would actually get to see one of them. He always had Gorvin as an outside companion to talk to, but the old dwarven hermit was far from the adventuring life that Allip yearned for. As he washed dirt and muck from under his nails, a sound perked his ears, the low rumble of the watch horn sounded and just like that, he was out the door in a flash and a skip, his mother left sighing in the hut.

Springfoot are a reclusive community of creatures, mostly seeking to live their lives and serve their communities as best they can. They learn to survive by relying on one another to get themselves through difficult times. While many of them

are devout in their beliefs of the Three Tenets, some eschew these beliefs as the teachings of elders and nothing more. Many pursue a quiet life of enlightening activities such as hobbies or meditation, but their curious nature makes it difficult for some Springfoot to stay put in their villages for too long. While sharing the location of their varied settlements is a social taboo, each adult Springfoot gets their chance to find their way into the outside world and choose whether or not they return to their communities at the end. While most do, some find that the temptations of the world with all its possibilities and adventures is far too tempting to leave behind for a quiet life.

YOU MIGHT...

- Have a difficult time adapting to busy city life and feel mistrusting of others until they prove themselves.
- Go out of your way to help others expecting, little in return but a thank you.
- Value the experience and joy that comes from exploration without knowing the risks.

OTHERS PROBABLY...

- Consider you a reliable friend once they get to know you and understand your history.
- Are curious and interested in you as you can be a rare sight in many parts of these lands.
- Understand the deep connections you form with your community and admire your willingness to put others before you.

PHYSICAL DESCRIPTION

Springfoot are of a moderate height measuring slightly shorter than most humans and come in a variety of shapes from stringy and spry to slightly pudgy around the midsection. They have long ears that extend far above their heads that some Springfoot choose to style in various ways from leaving them floppy and free to tying them together with fabric to keep a tighter profile. One of their most distinct

features is their 5 foot long tail that juts from the back of their lower torso and extends above their head. It is often topped with a fluffy puffball of fur which is similar to the fur that covers the rest of their bodies. Some say they resemble a taller rabbit, while others compare them to squirrels in the face.

Springfoot derive their name from their reversed knee joints and powerful thigh muscles that allow them to propel themselves through the air at great heights and distances far beyond that of most creatures. They typically reach adulthood at the age of 16 when many of them journey out into the broader world to experience adventure. Most Springfoot can grow to an age of 70 years before they pass.

SOCIETY

While many of their communities practice the teachings of the Talaray, how they do so is quite different. For some communities, they follow literal interpretations and keep themselves far from outside influence. Some communities see the Talaray as more of guidance than a strict prescription, instead preferring to interact with the outside world in limited ways. Some interpret the tenet of peace in different ways leading them to practice in the arts of subversion or diplomacy as methods of maintaining the collective calm in their communities. These varied methods of use of the Talaray lead to some moderate rivalries between nearby communities that interpret their teachings differently.

There have, at times, been squabbles between Springfoot communities, but it usually results in no more than some disagreements or at most, petty altercations until cooler heads prevail. There's a general understanding among Springfoot that the outside world is a much greater threat to their communities than anything they face internally. To this end, diplomatic envoys and gifts are often exchanged between communities to keep relations friendly.

ALIGNMENT & RELIGION

Many springfoot civilizations follow an ancient set of teachings called the Talaray, or "Way of the Tail" in their native tongue. These teachings are known as the three tenets and while Springfoot settlements are as varied as many other cultures, these tenets seem to present in all of them in some way. This owes to a shared history that Springfoot have long ago when they first emerged from a life in burrows and grew more accustomed to the world above. For many Springfoot, the three tenets will be the greatest truth that they cling to for their lives, while others view them as the dusty old teachings of long dead ancestors that are out of touch with the modern world. Regardless of personal feelings, many Springfoot still hold some reverence for the teachings of the tenets as they have kept their communities functioning for ages untold.

The first tenet is "Peace". While the word is simple enough, it stands for more than just getting along with those around you. It also refers to inner peace and a comfort with your place in the world. Many Springfoot pursue meditation and look to understand their nature as a way of aspiring to this tenet. While it is understood that many Springfoot prefer to find diplomatic solutions to problems, others view this tenet as a charge that they must solve problems that would interrupt this peace by whatever means. Interpretations vary across their communities with some taking a more literal stance of passive acceptance. Others maintain that some problems must be solved by the use of force to secure the sanctity of their communities.

The second tenet is "Secrecy" and serves as the greatest defense that the Springfoot have from the outside world. Many of their communities are tucked far away from the social centers of other creatures with distance serving as their greatest defense. While some Springfoot journey forth into the outside world and remain there for good, it is rare to ever be invited to the community that they came from and even rarer for their locations to be revealed. So important is this tenet that many Springfoot communities keep long ranging patrols running at all times to intercept and deter others from finding them.

The final tenet is "Service". No Springfoot is an island and they understand the necessity of keeping those around them safe and cared for. Many communities share in what they have and raise their young as a communal effort rather than in individual family units. While most maintain strong connections with those that birthed them, it is understood that the entire village is their family and they should seek to serve it how they can.

Hit Points

8

Size

Medium

Speed

25 feet

Ability Boosts

Dexterity

Wisdom

Free

Ability Flaw

Constitution

Languages

Common

Talaran

Additional languages equal to your Intelligence modifier (if it's positive). Choose from Dwarven, Elven, Gnomish, Halfling, and any other languages to which you have access (such as the languages prevalent in your region).

Traits

Springfoot

Humanoid

Low-Light Vision

You can see in dim light as though it were bright light and you ignore the concealed condition due to dim light.

NAMES

A Springfoot has a singular given name when they're born and use that name to identify themselves. They also will append their community name when addressing outsiders or members of another community.

Given Names

Ami, Caveni, Curtse, Dolle, Durse, Enne, Fallime, Garema, Golle, Jonne, Jurima, Mati, Noey, Palli, Serri, Tollen, Vineste

Community Names

Brightweather, Clearglade, Dawnsong, Dunewave, Evensteppe, Everflow, Forrestwalker, Greentide, Leapstream, Purpledew, Tailrest

SPRINGFOOT HERITAGES

Springfoot make a point of journeying out for a time after they become adults and while many return to their communities, some opt to stay in the world meaning all heritages can be found in many places across the lands.

SUREFOOT

As a Surefoot, you are sturdy and powerful in build. You've spent most of your life working with your hands and often value strength and stability in others. You are a stalwart friend to those whom you trust and consider protecting others who are less capable in combat to be one of your greatest goals.

Surefoots often take to adventuring more readily as they find this line of work comfortable. They can choose what jobs to take and live up to their desire to aid others. You gain the Titan Wrestler feat as a bonus feat even if you aren't trained in Athletics.

SWIFTFOOT

Swiftfoot are at one with the forests or the shadows wherever they may lurk. The most skittish of all Springfoot, you prefer to keep out of the way and monitor things from a distance, engaging only when you have the upper hand. Swiftfoot worship the tenet of secrecy more so than other Springfoot and consider it to be tantamount to their survival. Your reclusive nature may lead others to mistrust you, but you see this as a benefit. You've spent more time in the dark than most Springfoot granting you the ability to see in the dark. You gain darkvision.

SLYFOOT

As a Slyfoot you consider words as your greatest ally. You've grown up in a community that values the spoken word of poetry and storytelling. Some of your earliest memories may be of sitting around the village fire and hearing tales of long forgotten history. You have been educated in writing and the arts and have a healthy love for all forms of beauty.

Many Slyfoot are lovers of instruments and learn as many as they can get their hands on. Songs and ballads performed in the Talaran language are embedded in your mind and verse comes to you naturally. You gain a +2 circumstance

bonus to attempts to Perform if you are performing a song, poem, or telling a story in the Talaran language even if the observers cannot speak the language.

ANCESTRY FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th level). As a Springfoot, you select from among the following ancestry feats.

1ST LEVEL

FLEETFOOT

FEAT 1

SPRINGFOOT

You are especially mobile and good at getting around, your speed increases by 5 feet

FORCEFUL JAWS

FEAT 1

SPRINGFOOT

You have a particularly powerful bite, perhaps due to all of those trees you gnawed on to keep your teeth in great shape. You gain a bite unarmed attack that deals 1d6 piercing damage. Your bite is in the brawling group and has the finesse and unarmed traits.

HELPFUL

FEAT 1

SPRINGFOOT

It's in your nature to help those around you and do what you can to see them succeed. At the GM's discretion, when you attempt to Aid an ally, you gain a +2 circumstance bonus on the check to do so if you know the creature and consider them trustworthy.

In addition to using it for skill checks, you can use the Aid basic action to grant a bonus to another creature's saving throw. As usual for aid, you need to prepare by using an action on your turn to encourage the creature to fight against the effect.

NATURAL NEGOTIATOR

FEAT 1

SPRINGFOOT

You've spent time in the upper ends of your community and learned the ways of getting what you want without specifically saying it. You gain a +2 circumstance bonus when you attempt to use Diplomacy to make a request from someone. If the creature that you are making a request from is friendly to you or better, treat your degree of success on the check as one step higher.

POWERFUL LEAPS

FEAT 1

SPRINGFOOT

You've spent your youth bounding and springing around the

countryside and have become especially adept at leaping. You can leap an additional 10 feet horizontally and an additional 5 feet when attempting to high jump. Additionally, you do not automatically fail attempts to long jump or high jump if you didn't stride for 10 feet before the attempt.

SPRINGFOOT LORE FEAT 1

SPRINGFOOT

You've spent your life learning how to move around your homelands and how to stay out of sight and out of mind of outsiders you may have come across. You've dutifully listened to your mentors teachings and gain the trained proficiency rank in Acrobatics and Stealth. If you would automatically become trained in one of those skills (from your background or class, for example) you instead become trained in a skill of your choice. You also become trained in Springfoot Lore.

SPRINGFOOT WEAPON FAMILIARITY FEAT 1

SPRINGFOOT

You have trained in the martial ways of your ancestors and have become adept at using weapons native to your community. You have the trained proficiency with the kama, kukri, sling, and spear.

5TH LEVEL

QUICK REFLEXES FEAT 5

SPRINGFOOT

You have a keen eye for danger and know how to anticipate it. When you roll initiative, you may Leap as a free action.

RIPPING JAWS FEAT 5

SPRINGFOOT

Prerequisite Forceful Jaws or you have a bite unarmed strike.

Your teeth are especially sharp and deal an additional 1d4 persistent bleeding damage on a critical hit.

SPRINGFOOT WEAPON AUTHORITY FEAT 5

SPRINGFOOT

Prerequisite Springfoot Weapon Familiarity

You are particularly adept at fighting with your people's favored weapons. Whenever you critically succeed at an attack roll using a kama, kukri, sling, or spear you apply the weapon's critical specialization effect.

9TH LEVEL

A TRUE FRIEND FEAT 9

SPRINGFOOT

Prerequisite Helpful

You go out of your way to help others even at a cost to yourself. When you Aid an ally on a Saving throw, if the result causes them to take damage of any type, you can choose to split the damage evenly between yourself and that ally.

STEADY MIND FEAT 9

SPRINGFOOT

Through meditation and observation, you have become adept at warding off attempts to shake your mental state. When you roll a success on a saving throw against a strike or spell with the mental trait, you get a critical success instead. If your heritage is Surefoot, when you roll a critical failure on a saving throw against a strike or spell with the mental trait, you get a failure instead.

13TH LEVEL

LIGHTNING REFLEXES FEAT 13

SPRINGFOOT

Prerequisite Quick Reflexes
Frequency Once per hour
Trigger An ally takes damage as the result of a strike or spell.

You stride toward your ally and can make a strike as part of the same action.

SPRINGFOOT WEAPON MASTER FEAT 13

SPRINGFOOT

Prerequisite Springfoot Weapon Authority

Through your training, you've found great proficiency in all manner of weapons and especially those that are native to your community. Whenever you gain a class feature that grants you expert or greater proficiency in a given weapon or weapons, you also gain that proficiency in the kama, kukri, sling, and spear.

