

MOUSEFOLK

A 5E PLAYER RACE BY DM TUZ



MOUSEFOLK

*"I don't need to be seen to make a difference.
I just need to keep going."*

History rarely spares words for the quiet ones. It favors the brave, the brazen, and the boisterous — those whose influential deeds drew the attention of the world. As such, scholars have no satisfying answer for the appearance of the Mousefolk. Neither grand creation myth explains their existence, nor historic events marked their arrival. One day they simply were there. And by the time anyone paused to wonder where they had come from, the Mousefolk were already neighbors, coworkers, and friends.

Mousefolk are small, fine-featured, bearing velvety fur, sporting large ears, and carrying lithe tails. Their coats commonly are of unremarkable earth tones and grays. All of their features lend them to never draw attention and disappear in one's corner of their eye. Their expressions tend to be gentle, and their voices are as soft as their delicate steps. So easily overlooked, especially among the larger folk, they adapted. There is care in the way they move, always considerate of the presence of others and unwilling to intrude or hinder. Everything about them, from posture to tone, speaks of practiced mindfulness.

But make no mistake: their meek demeanor does not mean a lack of ability or confidence. While Mousefolk rarely draw attention to themselves, they are far from docile. They listen intently, act with purpose, and remain strong where others would break. The world at large may not regard them as prominent figures, but Mousefolk have shaped it in many unseen ways—organizing movements, holding together broken communities, or preserving ancient knowledge. What gives them this quiet strength is their convictions. Every Mousefolk carries some inner ideal: a cause, a promise, or a belief that defines how they live. They do not need others to share it, nor do they seek recognition for upholding it. Once a Mousefolk has chosen their path, they shall remain on it no matter what. They follow their path, resolute and consistent—their silent convictions are their greatest strength.

SILENT CONVICTIONS

Mousefolk are not born into a shared dogma, nor do they follow a single unifying cause. What defines them is not the subject of their conviction, but its depth. One may devote themselves to a divine calling, another to the



Ratling
Artwork by Ceehaz

preservation of a tradition, a third to a personal vow made long ago. Some choose grand ideals—justice, mercy, truth. Others give themselves to quieter pursuits: restoring a crumbling structure, tending a forgotten hero's grave, or keeping a single promise no one else remembers. Their convictions are as varied as the paths they walk.

These beliefs are not worn loudly. A Mousefolk does not boast or debate to prove herself right. They may listen kindly, thank you for your thoughts, and even agree with your reasoning—yet still act in quiet defiance, unmoved from the course they have chosen. Conviction, to them, is not prideful or dramatic. It is an unshakable constant.

Mousefolk do not demand recognition. They ask only to be where they are needed, and to do what must be done.



Mys
Artwork by Ceehaz

MOUSEFOLK TRAITS

Ability Score Increase. Increase one ability score by 2 and increase a different one by 1, or increase three different ability scores by 1

Creature Type. You are a Humanoid.

Size. Your Size is Small, as a Ratling your Size is Medium.

Speed. Your base walking speed is 30 feet.

Language. You can speak, read and write Common and another language of your choice.

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.

Duck and Dash. Whenever you dash, opportunity attacks against you have disadvantage until the beginning of your next turn.

Subraces. Choose one of the following subraces: Mys, Ratling, or Jackie.

Mys

The Mys are the most common Mousefolk—small and gentle, yet guided by unwavering purpose. They

aren't defined by station but by the belief at life's center. Each Mys devotes herself to something greater; faith, institution, movement, or ideal. They seldom seek recognition, quietly organizing, supporting,

and sustaining efforts. Their satisfaction lies in progress, not praise, and they judge success by whether their cause endures, even if their deeds go unseen. Belief is duty, and once pledged, they endure without complaint. When others lose faith or walk away, the Mys remains—working, believing, and holding the line. Their humility invites underestimation, but when tested, Mys do not break.

Conviction of Faith. You have an amount of conviction charges equal to your proficiency bonus. You regain all expended conviction charges when you finish a long rest. When you make an attack, skill check, or saving throw, you can expend a conviction charge and add 1d4 to the check. When you use this trait you can expend additional charges to increase the dice you add to the check by 1 for each additional charge spent (to a maximum of a 1d12).

Lost in the Crowd. You can move through spaces of creatures of a larger Size than yourself. Spaces of other creatures that are 2 or more Sizes larger than yourself do not cost you extra movement to move through.

Mindful. You are proficient in Insight or Stealth.

RATLING

Ratlings are the sturdy heart of Mousefolk, loyal not to abstract ideals but to people—family, friends, and communities. Where Mys champion causes, Ratlings champion those who carry them forward.

They arrive with supplies, mend wounds, and offer steadiness when fear grips the bold. Their commitment is personal: they know each face they protect, and no one falls through their cracks. Though they seldom lead, their presence underpins every triumph. They lend strength to leaders, remind dreamers of reality, and shoulder burdens until others are ready.

Conviction of Unity. You have an amount of conviction charges equal to your proficiency bonus. You regain all expended conviction charges when you finish a long rest. On your turn, when you damage a creature with an attack or spell, you can use a bonus action and expend a conviction charge to grant an allied creature within 30 ft. of yourself advantage on its next attack it makes before the end of your next turn that targets the creature you damaged.

Lythe. You can move through allied creatures' spaces without having to expend extra movement and other allied creatures can move through your space without having to expend extra movement as well.

Voyeur. You are proficient in Persuasion or Stealth.



Jacky
Artwork by Ceehaz

JACKY

Jackys stand apart from other Mousefolk, not just in their springing gait and long-legged form, but in spirit. Where Mys and Ratlings are rooted in cause and community, Jackys are defined by their conviction to freedom. Not the kind written into laws or creeds, but the kind that lives in every breath and step: the freedom to move, to speak, to dream, and to exist on their terms. They are lively, vibrant, and hard to pin down—flitting between places, people, and moments with an energy that defies the Mousefolk's usual quiet reserve. But beneath their whimsy lies deep resolve. Jackys cannot abide chains, and when they see someone trapped by fear, law, or cruelty, they act. Not for glory or principle, but because their very soul demands it.

They are often the first to show up when trouble brews and the first to disappear once the dust settles, carried onward by their irresistible wanderlust. Jackys don't build monuments or found institutions, but they spark change where they pass. Their laughter cuts through silence, their spirit stirs others to motion, and their legacy lingers in the courage they leave behind. They are living reminders that there are many paths, and it's always your choice which one to walk.

Their untethered nature sometimes causes friction with other Mousefolk, who may see their self-direction as selfish or unserious. Yet when the time comes to stand against injustice, Jackys are never far behind. No matter how often they drift, they are kin at heart—and if there's a tyrant to topple or a soul to unshackle, a Jacky will be right there, bounding into the fray with fire in their eyes and a grin on their face.

Conviction of Freedom. You have an amount of conviction charges equal to your proficiency bonus. You regain all expended conviction charges when you finish a long rest. You can use a bonus action to expend a conviction charge to dash. If you are grappled or restrained when you do so, you can attempt to break free as part of the same reaction (either by escaping the grapple, or by repeating the saving throw that caused you to become restrained). If this causes you to end the grappled or restrained condition, you become immune to either condition until the end of your turn.

Speedy. You have a movement speed of 35.

Jumpy. The amount of feet you can jump vertically is increased by your proficiency bonus, and half as much (rounded up) if you jump horizontally.

Nimble. You are proficient in Acrobatics or Stealth.

MOUSEFOLK UNIQUE FEATS

The following special feats allow your character to deepen and expand upon your heritage, as each feat represents an evolution of your character's innate power and nature.

VERMINLORD'S MARK

Prerequisite: Mousefolk

Ability Score Increase. Increase one of your Ability Scores by 1, to a maximum of 20.

Gnashing Bite. You can use your bite to make unarmed strikes. Your bite has the finesse trait and when you hit with it, the attack deals 1d6 + your Strength or Dexterity modifier piercing.

Rodent Speak. By squeaking and twitching with your whiskers, you can communicate with rodent-like beasts and monstrosities as if you share a language.

Beast Form. You can use a bonus action to polymorph into a tiny beast for up to 10 minutes, until you take any amount of damage, or fall unconscious. You can change back into your true form with another bonus action. In that form you can only use your bite attack. Any equipment you wear and items you carry merge into your new form. Once you do, you can't do it again until you finish a long rest or expend 2 Conviction Charges.

Once you reach 5th level your transformation lasts up to 1 hour. Once you reach 13th level your transformation has no time limit and falling unconscious no longer causes you to return into your true form.

CONVICTION'S EDGE

Prerequisite: Mousefolk (Mys), Level 4+

Ability Score Increase. Increase your Dexterity or Wisdom by 1, to a maximum of 20.

Hopeful. When you use your Conviction of Faith and your roll fails, you can choose to regain all Conviction Charges you expended for it. Once you do so you can't do it again until you finish a Long Rest.

Believer's Chance. You can now use your Conviction of Faith after you made your roll, potentially turning a failure into a success.

CRANIUM WEFT

Prerequisite: Mousefolk (Ratling), Level 4+

Ability Score Increase. Increase your Dexterity or Intelligence by 1, to a maximum of 20.

Weft Binding. Over the course of a short rest you can establish a thought weft with an amount of creatures equal to your proficiency modifier. You can telepathically communicate with creatures you establish a connection with as long as you are within 60 ft. of one another. This lasts until you finish a long rest.

While you are connected this way, you can use a bonus action and expend a conviction charge to help a creature connected with you within 60 ft. of you.

Weft's Bounty. Whenever you finish a short rest with any creature you are connected with you regain 1 Conviction Charge.

ROVING SOUL

Prerequisite: Mousefolk (Jacky), Level 4+

Ability Score Increase. Increase your Dexterity or Charisma by 1, to a maximum of 20.

Inspire Freedom. When you expend a Conviction Charge, one allied creature within 10 ft. of you can use a reaction attempt to break free from a grapple or restraint (see Conviction of Freedom).

Skipping and Striding. You learn the *Jump* and *Expeditious Retreat* spells. You can cast either of them without having to expend a spell slot and can do so again when you expend a Conviction Charge or finish a Long Rest. If you cast *Jump* with this trait you can only target yourself. When you learn these spells you choose whether Intelligence, Wisdom, or Charisma is your spellcasting ability for it.



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