

VULPINE

A 5E PLAYER RACE BY DIM T'UZ



VULPINE

Vulpine are foxfolk who can be met in nearly every land, city, and roadside settlement. Strangely, they boast no empires, no homeland tragically left behind, nor any singular saga one may recount—not counting miscellaneous folk tales of questionable credibility. Their story much is quieter, though no less remarkable: a legacy defined not by conquest or destiny manifested, but by an unbroken series of cultural success. Where other peoples carved their place through might and diligence, the vulpine simply recognized openings and seized them where they could. They spread one opportunity at a time; following trade routes, migrations, political upheavals, and economic booms as others might follow divine portents.

Vulpine communities form wherever conditions allow, adapting swiftly to foreign customs and weaving themselves into existing societies. Their history reads less like a chronicle of events and more like a ledger of well-timed decisions.

Physically, they are unmistakable: fine fur accenting their limbs, agile paws suited for delicate work, and keen ears. Yet it is their tails that are most captivating—lush, expressive, and rarely still. A vulpine's tail sways, flicks, or curls in subtle ways, ever motion hinting at the vulpine's ever-racing mind. Many claim those restless movements betray a scheming mind; vulpine tend to call this an accusatory insinuation.

Vulpine are deeply pragmatic people. Laws, traditions, and social norms are regarded neither as sacred nor immutable, but as structures to be navigated. All systems possess limits, gaps, and blind spots, and vulpine excel at understanding such intricacies. This talent has earned them a complicated reputation. Their sharp perception, social fluency, and readiness to exploit advantage are undeniably valuable, but don't go unnoticed. Thus many societies meet them with baseline suspicion. Still, their strengths can flourish in respectable spheres and dubious underworlds alike: diplomacy, administration, strategy, negotiation, and commerce all reward quick thinking and adaptability. Ultimately, their defining trait is neither dishonesty nor charm, but cunning—a capacity so fundamental to vulpine nature that it shapes not only how they live, but how they think, particularly when circumstances turn dire.

ALWAYS ONE STEP AHEAD

Among vulpine, the seizing of opportunity is more than custom; it is instinct. Long before they made contact with the rest of the world, their ancestors survived as feeble creatures in hostile lands. This necessitated a mind honed not merely for cleverness, but for immediacy. When confronted with danger, a vulpine's thoughts sharpen like a blade. Many describe the sensation as the world slowing, details snapping



Fayxen
Artwork by
Qewie

into clarity as escape routes, unutilized tools, and surrounding threats are measured within a single heartbeat. Where one might freeze and trip, the vulpine mind composes a plan to make it to another day.

To a vulpine, survival is and always has been the first victory, and everything thereafter a matter of negotiation. For those privy to this aspect of the vulpine mind, it can paint them as egotistical or ignoble, particularly when a vulpine voices a course of action others might deem distasteful or ruthless.

Vulpine themselves tend to view the matter more plainly. A plan that ensures one lives to argue about ethics tomorrow is, in their estimation, preferable to a noble demise today.

VULPINE 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. Your creature type is humanoid.

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. 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.

Vulpine Cunning. In a moment's notice you can take in your surroundings and formulate your cunning plan. As a bonus action you do one of the following:

Nothing Goes Unnoticed. You take the Search action.

The Perfect Escape. You take the Disengage action, and until the end of your turn, you can move through the spaces of other creatures. You can't end your movement in another creature's space.

You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a short or long rest. When you use this trait, you can expend an additional use to choose the **Nothing Goes Unnoticed** option in addition to any other option as part of the same bonus action.

Sly. You are proficient in the Investigation and Perception skills.

Subraces. Choose one of the following subraces: Fayxen, Kitsune, or Tulikko.

FAYXEN

Among the vulpine, Fayxen are by far the most numerous—so much so that many outsiders mistakenly assume they represent the species as a whole. The distinction is largely academic beyond vulpine circles, where the term persists more from tradition than necessity. Fayxen embody the image most commonly associated with their kind: red fur, sharp features, and an energy that favors motion over contemplation.

Fayxen are often regarded as the most grounded of their kin. They possess a rough-and-tumble temperament, a practical outlook, and a faint but undeniable predatory streak that surfaces in competition, negotiation, or survival. Fortunately for those around them, Fayxen are rarely demanding. Comfort is welcome but not required; the bare necessities—a roof overhead and a full belly—are typically sufficient to earn their contentment.

Fayxen Cunning. You have additional options to choose from when you use your **Vulpine Cunning** trait:

Right Where It Hurts. Your next weapon attack roll you make against a target you can see before the end of your turn has advantage.

Out Of Sight. You take the Hide action.

Starting at 5th level, when you choose **Right Where It Hurts**, you can expend additional uses of **Vulpine Cunning** to gain advantage on one additional weapon attack per use spent before the end of your turn.

Exploit Attack. Whenever you score a Critical Hit, you deal an extra 1d6 damage.



Kitsune
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KITSUNE

In contrast to the Fayxen, the ambitious Kitsune are vulpine of refinement, known for their taste, poise, and careful cultivation of appearances. Where their cousins rely on grit, kitsune favor subtlety, navigating courts, salons, and influential circles with grace. Their words are chosen, their gestures measured, their intentions rarely obvious.

Kitsune possess a natural affinity for illusion, a talent expressed as easily as breathing. Many employ such magic to misdirect and blur the line between performance and deception. As they age, kitsune grow additional tails—up to nine—as a visible proof of survival, power, and social weight. With lifespans and ambition in abundance, few reach a venerable age, and each new tail is understood as proof of competence rather than maturity.

Kitsune Magic. You know the *Minor Illusion* cantrip and learn the *Disguise Self* spell. You can cast *Disguise Self* targeting yourself without expending a spell slot by spending 2 uses of your **Vulpine Cunning** trait (no action needed).

When you create the character, you choose Intelligence, Wisdom, or Charisma as your spellcasting ability for these spells.

Kitsune Cunning. You have additional options to choose from when you use your Vulpine Cunning trait:

A Clever Distraction. You weave a brief magical illusion to distract a foe. Choose one creature you can see within 30 feet of you. The creature must succeed on a Wisdom saving throw against your spell save DC (same that you chose for your Kitsune Magic trait) or have disadvantage on the next attack roll it makes before the start of your next turn. Creatures with truesight or otherwise immune to illusions are unaffected.

Smoke and Mirrors. You cast *Minor Illusion*.

TULIKKO

The Tulikko are the rarest of vulpine, hailing from northern lands and immediately recognized by their playful, jovial nature. So lively that early observers suspected they were fey, these northern foxfolk are unmistakably vulpine, their cunning expressed not through calculation but through mischief and delight. Their fur shimmers with the colors of the aurora, seeming to trail like a living light as they move, and they can craft small displays of dazzling illumination, charming those who watch from afar. For the Tulikko, every moment is an unrealized opportunity for spectacle and fun.

Firefox Magic. You know the *Dancing Lights* cantrip and learn the *Faerie Fire* spell. You can cast the *Faerie Fire* spell without expending a spell slot and regain the ability to do so again when you finish a long rest.

When you create the character, you choose Intelligence, Wisdom, or Charisma as your spellcasting ability for these spells.

Tulikko Folly. You have additional options to choose from when you use your **Vulpine Cunning** trait:

Pretty Lights! You use your *Dancing Lights* Cantrip.

Starting at Level 5 you can when you use **Vulpine Cunning** expend an additional use to gain the following option:

The Prettiest Lights! You cast the *Faerie Fire* spell if you can.



Tulikko
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VULPINE UNIQUE FEATS

HEIR OF REYNARD

Prerequisite: Vulpine, Level 4+

Ability Score Improvement. Increase your one Ability scores by 1 (to a maximum of 20).

Reynard's Cunning. Your **Vulpine Cunning** trait gains the following options:

Another Thing. You interact with an object (such as open a door, or draw a weapon).

I got it. You add a 1d6 bonus to your next ability check you make before the end of your turn.

Won't Fall for That. Choose a hostile creature that you can see, you add a 1d6 bonus to your next saving throw against an effect originating from that creature before the beginning of your next turn.

Additionally when you use this trait, you can expend an additional use to choose the **Another Thing** option in addition to any other option as part of the same bonus action.

Think On Your Feet. When you roll for Initiative and have no uses of your **Vulpine Cunning** left, you gain a bonus use of it that lasts until the end of your turn.

MARK OF THE TEUMESSALOPEX

Prerequisite: Vulpine (Fayxen), Level 4+, Dexterity 13+

Ability Score Improvement. Increase your Dexterity score by 1 (to a maximum of 20).

Teumessalopex' Cunning. Your **Vulpine Cunning** trait gains the following options:

Easy Escape. When you attempt to escape a grapple or a restraint, you may roll an additional 1d6 and add it to your check.

Like the Wind. You take the dash action.

Food For Thought. If you have no uses of your Vulpine Cunning left and you score a critical hit or reduce a creature to 0 hit points, you gain 1 bonus use of Vulpine Cunning (maximum of 1) that lasts until the end of your next turn.

MALEVOLENT CHARM

Prerequisite: Vulpine (Kitsune), Level 4+, Charisma 13+

Ability Score Improvement. Increase your Charisma score by 1 (to a maximum of 20).

Kitsune Charm. You learn the *Friends* cantrip. You use the same spellcasting ability as you chose for your **Kitsune Magic** trait.

Seducer's Cunning. Your **Vulpine Cunning** trait gains the following options:

Hey Handsome. A creature within 10 ft. of you must succeed on a Wisdom saving throw against your spell save DC (same that you chose for your Kitsune Magic trait) or be charmed until the beginning of your next turn.

Let's Talk This Out. You make a Charisma (Deception) or Charisma (Persuasion) check to converse with a creature you can see.



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Wink. You cast the *Friends* cantrip needing no material components and only your eyes as somatic components.

AURORA TAIL

Prerequisite: Vulpine (Tulikko), Level 4+

Ability Score Improvement. Increase your Charisma score by 1 (to a maximum of 20).

Aurora Tail. You are proficient with unarmed strikes made with your tail. You can use your tail to make an unarmed strike, dealing 1d6 plus your Strength radiant damage on a hit. You may use your Strength or Charisma modifier for your tail's attack and damage rolls, but must the same modifier for both.

As an action you can slam your tail on the ground to create an aurora in the sky or ceiling above you which remains for 8 hours. The aurora is visible to anyone within a 2 mile radius, but only visible at night or similar dark lighting conditions. Once you use this action you can't do so again until you finish a Long Rest.

Aurora Cunning. Your **Vulpine Cunning** trait gains the following options:

Have some light! You make an attack with your tail, on a hit the target is cowed in light until the end of your next turn. The next attack against a creature cowed in light has advantage and a creature cowed in light can't hide or benefit from being invisible.



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