

Dolls

A 5E PLAYER RACE BY DM TUZ



DOLLS

"It is an anxious, sometimes a dangerous thing to be a doll. Dolls cannot choose; they can only be chosen; they cannot do; they can only be done by."

The idea that the gods fashioned their chosen people after themselves appears multiple times in mythology and other ancient literature. An expression of an as-yet-unfathomable urge for all creators to make simulacrum of their own for them to control. Following in the footsteps of their creators, at one point or another, mortal races would begin to create dolls in their own image.

Diverse dolls made of various materials have been discovered all over the world since time immemorial. They have served as crude toys, works of elaborate art, or occult implements in rituals. The people of the world have a peculiar connection with these replicas, an affinity that, in some fantastical instances, allowed them to transcend their status as mere objects and imbue them with life.

Living dolls are not a people in their own right; rather, they are unfortunate individuals that are thrown into existence, often without knowing how they came to be. The majority of them are innocent and unaware of the norms and practices of their makers' world, as they are compelled to navigate it. Most dolls have to discover how to fit in with society at large or find their own purpose, which is usually tied to their origins. During this phase of exploration, they are malleable and prone to the influence of others. The inherent nature of dolls makes them look to their makers for direction, and they may blindly accept orders.

The world, filled with wonders as it is, is not short of explanations for how a mere doll might animate. But these living dolls differ greatly from automatons or golems. Indeed, the true origin of their animation can be traced back to the mortals who created and utilized them. Their unique, personal, if not intimate, bond between an inanimate object and a living person is the true origin of the doll's awakening. This mysterious circumstance, which caused a doll to jolt into true life, is called a spark.

SPARKS

A spark is the unique animus that animates a living doll. Most commonly, a spark is provided by another living creature that has created a unique bond with a doll, though otherworldly forces have also proven to provide a doll with their spark as well. The spark is a reflection of the doll's purpose, and no two sparks are identical to one another, as a doll's origin is a unique tale in and of itself.

Desire. People desire companionship in the many forms that it can take. A doll with this spark was created to fulfill another's need for connection. Before your awakening, you might have been someone's confidant, a playmate, or a supplier of intimacy. Dolls with this spark feel drawn to isolated individuals and seek to sooth their lonesomeness.

Loss. Loss is an overwhelming emotion, and those left behind may seek to fill the fresh void in their lives to find solace. A doll born from this spark may have been a stand-in for the one lost, or perhaps a facsimile of the departed. These dolls are sensitive to another creature's emotional turmoil and seek to bring comfort to those with aching hearts.

Passion. Artistic expression, the burning will for creation, is a driving emotion for many creative souls. Dolls infused with the spark of passion were under the prolonged focus of a creative spirit that sought to give birth to an extraordinary



Porcelain Doll
Artwork by Alexandre P. Halah

creation. Along this path, the bond between artist and creation imbued a doll with life, who inherited their creator's passion. These dolls are distinguished by their vibrant disposition, which is seldom found among their kind.

Service. In rare circumstances, a doll may have been animated previously before receiving its spark. These dolls were created for singular purposes and obedience, as all machines are. But through years of service, a unique relationship was built between master and machine, which allowed the automaton to transcend. Dolls with this spark are dedicated and loyal creatures who seek to fulfill their masters bidding. To be without a master and bereft of purpose would be this doll's greatest plight.

Astral. Greater powers commonly seek to meddle in the affairs of mortals. Due to the whims of a higher creature, dolls with this spark were given life. These dolls might receive a divine purpose at the moment of awakening or seek omens to divine their true mission in this world. Though, with all the powers at the hands of these outer beings, why choose a humble doll to be their instrument?

Vessel. Dolls bearing a true spark develop souls of their own, proving that these constructs are valid hosts for a person's essence. In some obscure circumstances, a mortal soul can find itself occupying a doll as a new body, which can prove itself to be either a cursed existence or a second chance at life.

DOLL TRAITS

As a Doll, you possess innate traits and capabilities.

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

Size. Your size is Medium or Small.

Speed. Your base walking speed is 30 feet, or 25 feet if you choose your size to be Small.

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

Construct Nature. You are a construct and have the following benefits:

- You have resistance to poison damage and immunity to disease, and you have advantage on saving throws against being poisoned. You don't need to eat, drink, or breathe.
- You don't need to sleep, and magic can't put you to sleep. When you take a long rest, you must remain inactive for 6 hours. In this state you are motionless and indiscernible from an inanimate doll, but remain conscious.

Mutability Resistance. You have advantage on saving throws against any effect or spell that would alter your form against your will. Any effect or spell except for the Wish spell that changes your form into that of another creature cannot change your creature type and you retain your **Construct Nature** trait.

Spark. When you choose this race, select one of the following sparks which animates you: Desire, Loss, Passion, Service, Astra, or Vessel.

When you choose your spark, you learn one cantrip. Once



Marionette

Artwork by Alexandre P. Halah

you reach level 3 you learn and can cast a 1st level spell once per day. Once you reach 5th level, you also learn and can cast a 2nd level spell once. You must finish a long rest to cast these spells again with this trait. When you select your spark you choose Intelligence, Wisdom, or Charisma as your spellcasting ability for these spells.

Which cantrip and spells you learn are determined by your spark as shown by the table below.

Healing Spark. Your spark serves as a catalyst for healing magic. You still benefit from spells that restore hit points but normally don't affect Constructs, as well as the spell *Spare the Dying*.

Subraces. Choose one of the following subraces: Porcelain, Marionette, Ragdoll, Clockwork.

Spark	Cantrip	1st Level	2nd Level
Desire	Friends	Charm Person	Enthrall
Loss	Spare the Dying	Sanctuary	Silence
Passion	Guidance	Heroism	Enhance Ability
Service	Mage Hand	Alarm	Knock
Astral	Thaumaturgy	Bane or Bless	Zone of Truth
Vessel	Chill Touch	Fog Cloud	Misty Step

PORCELAIN

Renowned for its purity, durability, and tolerance to high temperatures, porcelain is a popular type of pottery. This material's durability and aesthetic appeal made it ideal for dolls, which often served as ornaments before receiving their spark. Consequently, porcelain dolls radiate an aura of nobility and grace.

Their white bodies make for ideal canvases, which may be decorated with extravagant patterns or a life-like painted imitation of the human form. Thus, among the dolls, a porcelain doll may be the most likely to pass as a real person if enough artistry went into its delicate face painting.

Purity. You have advantage on all saving throws that you make at the end of your turn to end conditions and magical effects that are afflicting you.

Charming. You are proficient in Performance or Persuasion.

MARIONETTE

Marionettes are sturdy creations made from the same trusted wood that many people around the world use to build their tools and homes. They are commonly used for demanding purposes such as performance and play.

Marionettes not only retain their robust characteristics after receiving their spark, but they also reveal the hidden vitality of their wooden bodies. Trees carry life, which is passed down to the Marionettes, giving them a supernatural healing factor that allows their splintered bodies to heal if they are given time to rest.

Vitality. Whenever you finish a Short Rest, you regain an amount of hit points equal to your character level + your Constitution modifier.

Rustic. You are proficient in Animal Handling or Athletics.

RAGDOLL

Cloth is an almost universally found material in the civilized world, where it is used for clothing, bedding, and similar comforts. While designs and patterns aim for as little waste as possible, scraps of cloth are unavoidable. The creation of dolls from such scraps has proven to be a popular practice. While true artistic expression can be found in the creation of ragdolls, more often than not, they appear less than glamorous.

Sparks received by ragdolls commonly originate from sentimental origins and might have close bonds with those who imbue them with life. Lone ragdolls are often overlooked or disregarded due to their commonly unaesthetic appearances, which might make them particularly vulnerable to corrupting influences.

Soft Body. You can squeeze through openings or fit into compartments large enough for a creature one Size smaller than you own. Additionally, whenever you use an action to take the dodge action, you gain resistance to bludgeoning damage until the beginning of your next turn or until you are incapacitated.

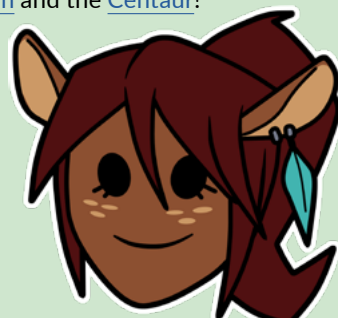
Nimble. You are proficient in Acrobatics or Stealth.



Ragdoll
Artwork by Alexandre P. Halah

Check out these other Player Races!

Aside from the Dolls, I also have created plenty of other Monster Girl inspired player races, such as the [Deepkin](#) and the [Centaur](#)!



CLOCKWORK

For the untrained eye, clockwork technology may appear indistinguishable from magic. A single winding mechanism can power an entire complex machine, performing precision tasks via a complex arrangement of gears. It is not surprising that, over time, artisans attempted to create humanoid replicas using clockwork technology. The end result is a machine that appears infinitely complex and powers mind-boggling automatons concealed beneath its carapace.

Clockwork dolls are often animated before receiving their sparks after years of service. Clockwork dolls, unlike other awakened dolls, do not solely rely on their spark to be able to move. These constructs can, in fact, temporarily push themselves past their limits by overworking their mechanical components. Afterward, their winding mechanisms will force them into temporary inactivity, necessitating rewinding.

These awakened clockwork creatures' thoughts appear precise and complex, mirroring the machinery that powers them. Their sparks, despite being born of very human emotions, are constrained by the intricate bodies of these dolls. As a result, clockwork dolls frequently exhibit machine-like characteristics, appearing emotionally distant and cold. Fortunately, their analytical minds make clockwork dolls extremely curious creatures, frequently leading them to investigate the realms of emotions and humanity. With enough effort and drive, a clockwork doll can express the full range of human emotions.

Overclock. You can use a bonus action to gain the use of an additional action until the end of your turn. You can use this additional action only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action, or to cast a Cantrip.

When you use this trait and your turn ends, you can't use actions, reactions, or this trait until the end of your next turn.

Precise. You are proficient in Perception or Sleight of Hands.



Clockwork Doll
Artwork by Alexandre P. Halah

DM Tuz Note: Dolls and Material

Dolls created from certain materials, such as cloth or wood possess specific properties which may not be worth mentioning as game mechanics in this game as the impact they have might be incredibly niche. For example a Marionette made of wood floats on water or the weight of a Ragdoll might be reduced due to its light cloth body. I encourage a DM to consider the material a doll is created from in the game with common sense.

DOLL UNIQUE FEATS

Doll characters have access to unique feats when they level up in a class. Some DMs allow the use of feats to further customize a character, see chapter 6, “Customization Options”, of the Player’s Handbook.

The following special feats allow your character to expand upon their innate abilities, as each feat represents an evolution of your character’s nature and traits.

MULTI SPARK

Prerequisite: Doll

Since you have received your spark and experienced the world, one or more significant experiences caused your spark to grow complex and embrace new aspects. You gain the following bonus:

- Increase one of your Ability scores by 1.
- Select an additional spark from the list in your **Spark** trait. When you do you learn the associated spells as discribed in the trait, but you don’t get additional casts per day.
- Once per day when you finish a short rest, you can regain the use of your 1st and 2nd level spell as discribed in your **Spark** trait.

TOY SIZE

Prerequisite: Doll

Your spark yearns back for the mirthful handling you experienced when you were but a toy. It allows you to assume a playful form. You gain the following bonus:

- Increase one of your Ability scores by 1.
- As an action you can magically change your Size to tiny and use another action to your original size. You can’t return to your original size if you have not enough space to do so. You return to your original form when you die. As long as you are Size is tiny through the use of this feat the following applies to you:
 - You have advantage on Dexterity (Stealth) checks and disadvantage on all Strength ability checks and saving throws.
 - Your movement speed is reduced by half.
 - The damage of any weapon attack you make in this form is reduced by half (additional or extra damage not included).
 - The range and reach of your weapons are reduced by half, to a minimum of 5 feet.
 - Regardless of your current equipment, your weight changes to a reasonable weight of a Tiny doll made from the same material as yourself (typically 1 pound).
 - Your equipment changes with you, turning into accessories befitting your appearance. Any item that you discard from your inventory returns into its true form, if there is not enough space for the item to return into its true form, it will do so as soon as it has enough space.
 - As long as you remain still you are indiscernable from a common doll.

EVOLVING SPARK

Prerequisite: Doll, Level 8 or higher

During your time exploring the world your spark has only grown more powerful, enhancing its innate powers. You gain the following bonus:

- Increase one of your Ability scores by 1.
- Whenever you cast a spell using your **Spark** trait, you gain temporary hit points equal to 1d8 + your proficiency modifier.
- You learn and can cast one additional spell through your Spark feature, depending on the spark you chose determined by the table below.

Spark	Additional Spell
Desire	Major Image
Loss	Life Transference
Passion	Protection from Energy
Service	Create Food and Water
Astral	Magic Circle
Vessel	Gasous Form (Self Only)

SPARK OF FREEDOM

Prerequisite: Doll

Dolls are regarded as beings without agency or freedom. You opted to confront this assumption as you have grown a desire for freedom. You have cut your strings and made your fate your own and thus your spark acquired a unique property. You gain the following bonus:

- Increase one of your Ability scores by 1.
- You have advantage on saving throws against being charmed, paralyzed, or restrained.
- When you start your turn and your movement speed is reduced by any amount, you can choose to ignore that restriction until the end of your turn. If your movement is reduced by being grappled or restrained, you end the condition instead. Once you do so you can’t do it again until you finish a short or long rest.



Toy Size
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FEATURED EDITING

The editing in this content was provided by
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