

LAPINE

A 5E PLAYER RACE BY DM TUZ



LAPINE

*"Oh what a great adventure we had,
let's have another tomorrow!"*

Recognized by their long ears and free spirited nature, the lapine are a people whose wanderlust led them to all corners of the world and beyond. They repeatedly left their mark throughout history, unexpectedly appearing and disappearing on the world's canvas. The lapine cared little about their past for their sights are always turned to the wonders ahead of them. So, much to the frustration of historians, few records of the lapine's early history exist.

The lapine have traits of both rabbits and humanoids. One should not underestimate the lapine with their kinship with the timid rabbit. They are blessed with swift bodies built for motion and delicate long ears that grant them superb hearing, which both allowed the lapine to safely traverse the world without fear of monsters or miscreants. To stalk a lapine is commonly equated as a fool's errand.

Avoiding trouble has been the preferred way of most lapine. They do not care for conflict and rarely have great ambitions that could not be realized through other means. What they do care for though is to travel, explore, and indulge in all the world has to offer. To be free and follow one's heart's desire is what it means to be a lapine.

TRAVELERS AND HEDONISTS

All lapine are connected through an innate wanderlust; a pounding feeling within their chest to never stagnate but to be on the move, filling what short time they have upon this world with experiences of all kinds. How this wanderlust expresses itself though, might differ from one lapine to the next. Where one lapine might be urged to be always on the move to explore new vistas, another lapine might be a gourmand, determined to taste the most exquisite dishes the world has to offer. Fact is though, lapine are curious and excitable, often to a contagious degree. Their enthusiastic energy will drag fellow travelers along with them like an unstoppable torrent.

Lapine can grow bored quickly and if forced to inactivity, lapine may grow restless or take it into their own hands to entertain themselves. Games might be invented on the spot, pranks might be played, or trouble might be caused by a lapine. As such people's opinions might differ greatly if asked about these excitable rabbit people, all depending on the limit of their patience.

With such a disposition lapine easily take up a life of adventuring, though some of their kind might be deterred by the violence involved. But those who do become adventurers will be lively companions whose unbound spirit presses their group ever onward.



Phooka
Artwork by Dansome
& QueenChikkibug

Check out these other Player Races!

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



LAPINE 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 or Small. You choose the size when you select this race.

Speed. Your base walking speed is 35 feet.

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

Born Leaper. You can choose whether your Strength or Dexterity determine your jumping distance.

Rabbit Ears. You are proficient in the Perception skill and have advantage on Wisdom (Perception) checks that rely on hearing.

Subraces. Choose one of the following subraces: Phooka, Almiraj, Lunar, or Wolpertinger.

PHOOKA

The go-lucky and ever-positive phooka are the most common breed of the lapine, to the point that in vast swathes of the world the terms lapine and phooka are used interchangeably. Phooka are by far the most sociable of the lapine and eager to share their passions born of their wanderlust with others. They love to travel with like-minded spirits and be inspired by each other's unending enthusiasm.

One defining factor for the phooka's positive attitude which almost borders on naivety is their renowned luck. Strokes of luck and happy coincidences can be observed where phooka travel. Some particular superstitious caravans never take off without at least one phooka in their group to serve as a good luck charm.

Lucky. When you fail an ability check, attack roll, or saving throw, you can roll a d6 and add the number rolled to the result, potentially turning the failure into a success. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a Long Rest.

Striding Leap. When you take the Dash action for the first time on your turn, your jump distance is doubled until the end of your turn.

ALMIRAJ

Despite their undeniable kinship with the other lapine, the Almiraj stand out like sore thumbs compared to their cousins. These boisterous and ambitious lapine manifest their wanderlust in a competitive spirit. Any hurdle they face is seen as a challenge that must be overcome by sheer grit and determination, and in the case challenges are absent, they are quick to set themselves lofty goals to relentlessly pursue.

While their attitude may appear off putting at first, one will quickly realize that Almiraj are supportive companions, as despite their competitive nature, they rarely show signs of envy. They find inspiration in the success of friends and rivals alike and will be among the first to congratulate and celebrate your victories.

Horn. Your horn is a natural melee weapon, which you



Almiraj
Artwork by Dansome & QueenChikkibug

can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Threatening Glare. As a bonus action, you can fix your glare on a creature you can see within 30 feet of you. The target must succeed on a Wisdom saving throw or be frightened of you until the end of your next turn. Beasts have disadvantage on this saving throw.

You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a Long Rest. The saving throw DC equals 8 + your proficiency bonus + your Strength or Charisma modifier.

LUNAR

Ancient songs tell of a group of lapine who explored every corner of the known world. Finding that the world had nothing more for them to offer and yet eager for more, they simply hopped on the moon. How much truth this old song holds is up for debate, but the very existence of the enigmatic lunars might give some credence to this tale.

The lunar, according to their own history, hail from the very moon and returned to the material world they once left to rediscover it. While reserved in their nature, they are just as curious and open to the new as the rest of their kin. Though a lunar's wanderlust has become an esoteric one.

Unlike most lapine, whose curiosity drives them to explore the world around them, lunars seek to expand their minds. They pursue riddles, philosophies, and esoteric teachings, delighting in ideas that challenge their understanding and broaden their mental and spiritual horizons. As such one can find that many lunar are studious or carry plenty of obscure knowledge and facts which they acquired on their journeys.

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.

Low Light Adaption. Lightly obscured areas due to dim light do not cause you to have disadvantage on Wisdom (Perception) checks.

Lunar Curl. You can use an action to curl up and rise up to 10 feet in the air and remain there suspended. While you levitate like this your movement speed becomes 0 and you emanate bright light in a 20 foot-radius and dim light in an additional 20 foot-radius. On each of your following turns, you must use an action to continue levitating like this, or the effect ends and you gently descend 10 feet. If you are still in the air after this movement, you fall.

Moon Magic. You know the *Minor Illusion* or *Prestidigitation* cantrip. When you create the character, you choose Intelligence, Wisdom, or Charisma as your spellcasting ability for it.

DM Tuz: A glowing lunar on a string?

Even though a lunar when using their lunar curl has a speed of 0, it is still suspended in the air similar to the spell *Levitate*. A suspended lunar has no flight speed of their own, but can be pushed or pulled by other creatures, provided the creature is strong enough to push or pull the suspended lunar.



Lunar
Artwork by Dansome & QueenChikkibug

WOLPERTINGER

The furtive wolpertinger are perhaps the most curious of the lapine breeds. They bear delicate antlers, carry small useless wings upon their back, and bear small fangs that they are too timid to ever use. The absurdity of the wolpertinger's appearance and rare sightings of their kind have caused many people to dismiss their existence as mere legend. Most wolpertinger are content with this assumption, as they are shy beings who hate attention of any kind.

Hiding from the world, the wolpertinger are nonetheless lapine in body and mind, and as such are driven by the same wanderlust that unites them all. Stealthily and often with the use of magic, they satisfy their innate urge to travel. Most commonly wolpertinger travel, but occasionally are accompanied by adopted critters they met along their journeys. While the presence and attention of other humanoids are cause for anxiety for the shy wolpertinger, they are fond of animals and may show a more outgoing side of themselves around them.

Timid as they are, the wolpertinger delight in participating in passive activities, such as observing or listening.

Wolpertinger can remain unseen for weeks within a locale before moving to the next.

There are few circumstances where the pull of their curiosity dares them to approach. In those cases a wolpertinger is completely absorbed by an object of their fancy and they become careless. It is in these moments wolpertinger are most commonly sighted.

To startle or catch a wolpertinger will surely make you witness one of the wolpertinger's most surprising traits: their voice. Typically the wolpertinger are soft spoken creatures but if stressed or startled the full range of their vocal capabilities are revealed. Wolpertinger are able to emit high pitched screeches that will shortly deafen one's hearing and numb one's mind, which the bashful wolpertinger use to create openings for themselves to escape.

Fey. Your creature type is fey instead of humanoid (the material world is still considered your home plane) and you can read and write Sylvan.

Jumpy. You add your proficiency bonus to your initiative rolls.

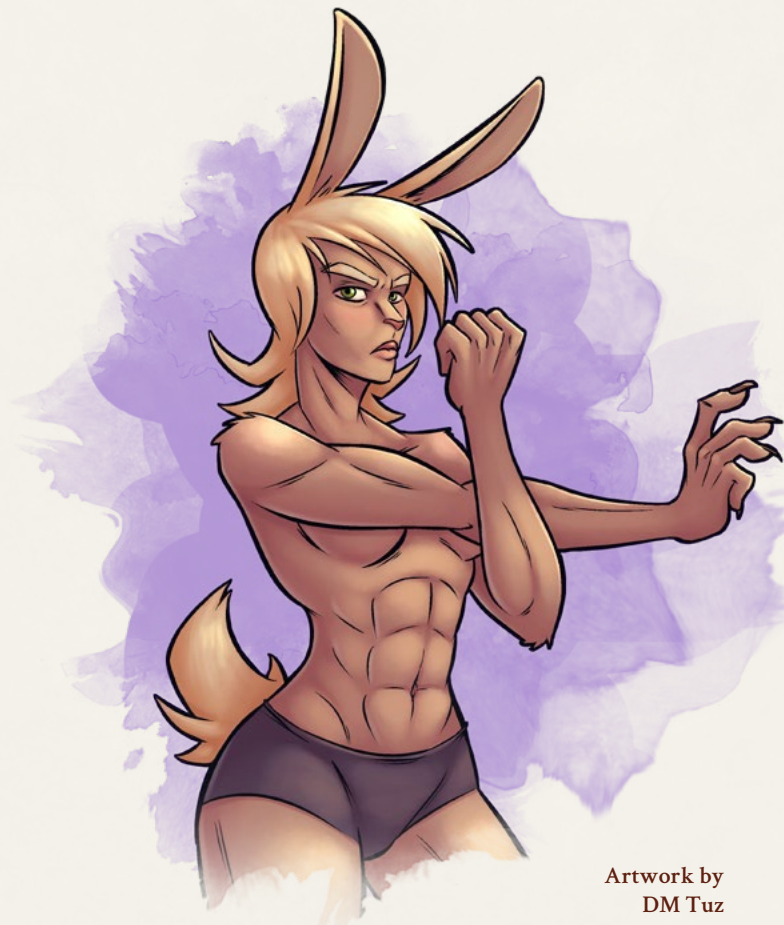
Keening. As a bonus action you can let out a piercing shriek that is audible within 1 mile. Each creature within 20 ft. of you that can hear you must succeed a Constitution saving throw. On a failed save a creature is deafened and can't use reactions until the end of your next turn. The saving throw is equal to 8 + your proficiency bonus + your Con modifier. You can do so an amount of times equal to your proficiency bonus before you have to finish a Long Rest to use it again.

Startled. When you are surprised during the first round of combat, you can use an action to use your **Keening** trait (even if being surprised does not allow you to use actions).

Loud Mouth. When you speak, you can choose to have your voice be three times as loud.



Wolpertinger
Artwork by Dansome & QueenChikkibug



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LAPINE UNIQUE FEATS

RABBIT PRINCE'S BLESSING

Prerequisite: Lapine

- **Ability Score Improvement.** Increase your one Ability scores by 1 (to a maximum of 20).
- **Be Swift.** Your movement speed is increased by 5 feet.
- **Be Cunning.** When you take the dash action, opportunity attacks against you have disadvantage until the end of your turn.
- **Be Full of Tricks.** You learn the *Expeditious Retreat* and *Jump* spells, and can cast them without expending a spell slot. Once you cast either with this trait, you can't do so again until you finish a Short or Long Rest. Intelligence, Wisdom, or Charisma is your spellcasting ability for this spell.

BLACK HORN BLADE

Prerequisite: Lapine (Almiraj), Level 4+

- **Ability Score Improvement.** Increase your Strength or Charisma score by 1 (to a maximum of 20).
- **Black Blade.** You can use a bonus action to draw your horn out of your forehead which then transformed into a black longsword that only you are proficient with. The longsword deals 1d10 damage one-handed and 2d6 two-handed. Once drawn, you can't use your horn to attack until you sheathe the black sword. If the sword is lost or destroyed, your horn regrows within 24 hours.

When you draw your horn you can choose which ability modifier you use for attack and damage rolls made with this weapon.

- **Threatening Draw.** You can draw your horn out of your forehead as part of the same bonus action if you use your threatening glare.

LUCKBENDING

Prerequisite: Lapine (Phooka), Level 4+

- **Ability Score Improvement.** Increase your Dexterity or Charisma score by 1 (to a maximum of 20).
- **Luckbending.** When a creature within 30 ft. of you that you can see makes an ability check, attack roll, or saving throw, you can use a reaction and expend a use of your **Lucky** trait to increase the roll by 1d6 (you must declare that you do so before the roll is made).
- **Pushing Your Luck.** When you use your **Lucky** trait, you can expend additional uses of your Lucky trait to increase the dice size of the 1d6 by 1 for each additional use spent (to a maximum of 1d12).
- **Lucky Streak.** Whenever you use your **Lucky** trait and the dice rolls its highest possible number you do not expend the use of the trait for that roll.

LUNAR MYSTICS

Prerequisite: Lapine (Lunar), Level 4+

- **Ability Score Improvement.** Increase your Intelligence or Wisdom score by 1 (to a maximum of 20).
- **Goodcakes.** You learn the *Goodberry* spell and can cast it without expending a spell slot. When you do so, rather than creating berries, you conjure delectable rice cakes. Once you cast it with this trait, you can't do so again until you finish a Short or Long rest.
- **Moonbeam.** You learn the *Moonbeam* spell which you can cast without expending a spell slot. You can cast the spell normally, or as part of the same action when you use or maintain your **Lunar Curl** trait. Once you cast it with this trait, you can't do so again until you finish a long rest. Intelligence, Wisdom, or Charisma is your spellcasting ability for this spell.

You can cast this spell at higher spell levels without expending a spell slot as you gain levels: You can cast it at 3rd level when you reach level 9, and at 4th level when you reach level 13.

WOLPERTINGER FLUSTER

Prerequisite: Lapine (Wolpertinger), Level 4+

- **Ability Score Improvement.** Increase your Dexterity or Wisdom score by 1 (to a maximum of 20).
- **Deterrent Sound.** Any creature deafened by your Keening trait has disadvantage on attack rolls targeting you unless the creature is immune to being frightened.
- **Embarrassed Shriek.** When you take damage or fail a Charisma check, you can use a reaction to use your **Keening** trait. If the damage was caused by a critical hit against you, you can use your **Keening** trait without expending a use.
- **Escape Attention.** Whenever you use your **Keening** trait your movement speed increases by 10 ft until the end of your next turn (you can only benefit from this bonus once at a time).

UMISAGI

Whereas the mirthful Lapine wander the world's roads and fields, the Umisagi drift through their coral homes. According to their songs, the Umisagi descended from Lapine who followed their restless hearts into the sea. There, their bodies adapted to the depths. When asked how this transformation was possible, the Umisagi respond with a smirk and a shrug. Indeed, the Umisagi's relation to the Lapine has been highly challenged by the world at large, due to how different they are.

Compared to the Lapine, the Umisagi are sluggish and clumsy on land, yet graceful and fluid in water. In place of fine fur, they carry endless rippling tendrils that give the illusion of hair. As for their ears, they are substituted with feathery sensory organs—not for hearing, but for taste. And their tails are not fluffy but are blossoming tendrils that allow them their aquatic mobility. For all their differences, their curiosity is as boundless as the Lapine's, though their wanderlust is directed toward the ocean that once beckoned their ancestors.

One of the Umisagi's most notable adaptations is their resistance to toxins, which are bountiful in their colorful coral homes. This resistance to toxins allows them to feast on plenty of otherwise deadly delicacies, not only ingesting them but converting them into a toxin of their own: a deadly secretion for those who attempt to capture the Umisagi. It is a potent weapon at their disposal, yet rarely used. After all, the Umisagi are gentle souls that yearn for harmony and belonging.

UMISAGI 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 Small.

Speed. Your base walking speed is 25 feet.

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

Aquatic. You can breathe underwater and have a swimming speed of 35 feet.

Umisagi Ears. You are proficient in the Perception skill and have advantage on Wisdom (Perception) checks that rely on taste. Additionally, as an action you can gain blindsight of 30 feet until the beginning of your next turn. You make a Wisdom (Perception) check as part of the same action to find hidden creatures in a 30 ft. radius of yourself by “tasting” the air or water around you. If you use this action you must blend out your other senses making you blind beyond that 30-foot radius until the beginning of your next turn.

Greater Poison Resistance. You are resistant to poison damage and have advantage on saving throws against being poisoned. Additionally, whenever you take poison damage, the damage is reduced by an amount

equal to your Constitution or Charisma modifier + your proficiency bonus (this reduction happens after your resistance is applied).

Toxic Discharge. You have an amount of toxic charges equal to your proficiency modifier. When a creature hits you with a melee attack you can use a reaction and expend one or more toxic charges and force the attacking creature to make a Constitution saving throw. On a failed save the creature takes 1d8 poison damage for each toxic charge spent and if you spent 2 or more charges the creature is also poisoned for 1 minute. On a successful save a creature takes half as much damage and is not poisoned. The DC of the saving throw is equal to 8 + your Constitution or Charisma modifier + your proficiency bonus. A poisoned creature repeats the saving throw at the end of its turn, ending the condition on a success.

Whenever you take any amount of poison damage (including poison damage reduced to 0 by your Greater Poison Resistance) you gain a bonus toxic charge that lasts until the end of your next turn. You can have a maximum of one bonus charge at a time.



Umisagi
Artwork by DM Tuz

UMISAGI UNIQUE FEAT

POISON DARTS

Prerequisite: Umisagi

- **Ability Score Improvement.** Increase your one Ability scores by 1 (to a maximum of 20).
- **Poison Prick.** Hidden among your soft tendrils are poisonous darts. In addition to the poison damage a creature takes when you use your **Toxic Discharge** trait as a reaction, a creature also takes an amount of piercing damage equal to 1d4 + your Constitution or Charisma modifier.
- **Dart Attack.** You can fire darts from your body as a natural ranged weapon attack, which deals 1d4 + your Dexterity modifier piercing damage. You can use your Constitution or Charisma modifier in place of your Dexterity modifier. When you fire a dart you can expend one or more toxic charges. On a hit the creature is subjected to the effect of your **Toxic Discharge** as if it hit you with a melee weapon attack.
- **Toxic Adaption.** You evolved to create toxins inside your body naturally. You gain 1 toxic charge whenever you finish a Short Rest.



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