

Roll 6d20 to roll up your stats.

These are your races.

Rabbit

Speed: 50 ft

Size: Tiny

Weight: 3-8 lbs

Height: 4-11 in

Languages: Common, Rabbit

Modifiers: +4 DEX, -2 STR

Limited Capabilities: Can use paws for everything except attacking. Can only carry weapons with mouth that are counted as one hand and light weapons.

Bunny Hop: You move so fast in battle no one can really see you. In battle you are in permanent Disengagement and can move around freely with no attack of opportunity against you, enemies can only attack you if their passive perception matches or surpasses your character's Dexterity score, this will stop once you attack an enemy. When you are already in combat with someone you still need to Disengage from the fight in order to go back into Bunny Hop.

Cat

Speed: 30 ft

Size: Tiny

Weight: 5 to 16 lbs

Height: 7 in

Languages: Common, Cat

Modifiers: +1 Int, +1 Dex, -1 Con, -1 Str

Limited Capabilities: Can use paws for everything except attacking. Can only carry weapons with mouth that are counted as one hand and light weapons.

Marked for Death: You see your target, and now you want them dead. Once per day you can target one enemy for death, doing double damage to that one target for three turns or until the target is dead (The enemies weaknesses, immunities, and resistances still apply towards the result). You will regain this ability after a long rest.

Dog

Speed: 30 ft

Size: Medium

Weight: 10 to 75 lbs

Height: 7 in to 3 foot

Languages: Common, Dog

Modifiers: +3 Cha, -3 to any stat of your choice

Limited Capabilities (Dog): Can use paws for everything except attacking. Medium Dogs can carry weapons with their mouths that are counted as two handed.

Supspecies: choose one of the following.

House Dog

Modifiers: +2 Intelligence

Second Wind: You will not fail when it comes to protecting those you care about. Once a day you can roll a 1d10 + your current level and recover the result towards your HP, you will regain this ability after a long rest.

Wolf

Modifiers: +2 Strength

Born Leader: You are the leader to this herd, it is your job to lead them in the right direction. Your natural charisma allows you to make a speech before battle to increase your teammates' chances giving them an advantage for 1d4 turns once per day. It will come back after one long rest.

Fox

Modifiers: +2 Dexterity

Master Sneak: Gain proficiency on Stealth Rolls

Bear

Speed: 30 ft

Size: Large

Weight: 600 lbs

Height: 7 1/2 feet

Languages: Common, Bear

Modifiers: +3 Str, +2 Con, -3 to any stat of your choice

Limited Capabilities (Bear): Due to your hands being human like you have the ability to carry some weapons. Can carry most weapons with their mouth and paws except weapons that are Heavy or ranged. You cannot dual wield either.

Thick Fat and Fur: You still have that fat that helped you survive the winter, it gives out an extra +1 to your AC.

Raccoon

Speed: 40 ft

Size: Small

Weight: 10 to 40 lbs

Height: 10 in

Languages: Common, Raccoon

Modifiers: +2 Dex, +1 Int

Limited Capabilities (Raccoon): Can use paws for everything except attacking... or maybe you can. Can carry weapons with their mouth and/or paws except weapons that are considered heavy or two handed. Can dual wield.

Expert Pickpocket: You are an excellent thief, you know how to steal things stealthily, even when everyone is looking. You get proficiency in Sleight of Hand.

Race: Deer

Speed: 40 ft

Size: Medium

Weight: 40 to 85 lbs

Height: 4 feet

Languages: Common, Deer

Modifiers: +2 Wis, +1 Dex

Limited Capabilities (Deer): Can use paws for everything except attacking. Can only carry weapons with their mouth that are counted as one hand.

Expert Healer: When it comes to healing, the Great Spirits are at your side. You get an extra d4 healing whenever you try to heal someone.

Classes and Backgrounds can be found in the D&D 5E Player's Handbook or through these sights.

<http://dnd5e.wikidot.com/#toc24>

<http://dnd5e.wikidot.com/#toc13>