

Therian

Heritage

Therian are a peculiar group of peoples created by Alfey, Paria, and Antelle to ensure that Life would endure. All Therian originally come from Hyboreal, the mysterious and barely known Savage Lands, but how they got to the Bright Lands is questionable. Therian make up about 1% of the total population in the Bright Lands.

They are humanoid, with marked animalistic features such as ears, tails, claws, and even skin that is derived from what they came from originally.

Therian practicality extends beyond their clothing. They're concerned with basic needs and simple pleasures and have little use for ostentation. They look for the most straightforward solution to a problem and have little patience for lollygagging.

The diminutive Therian survive in a world full of larger creatures by avoiding notice or, barring that, avoiding offense. Therian are adept at fitting into a community of humans, dwarfs, or elves, making themselves valuable and welcome. The combination of their inherent stealth and their unassuming nature helps Therian to avoid unwanted attention.

They are often enslaved, and many of those Therian in the Bright lands are run away slaves or their descendants, especially from Lemuria, where raids often go out to capture and enslave them.

Because of their strong racial tendency to be wise and kind to others, feminine Therian tend to be exoticized in human cultures.

Commentary

Their origin makes them a Shadow Race, and in their homeland, those who live near the ocean often are on good terms with the denizens there.

They like to wear simple, comfortable, and practical clothes, favoring bright colors. They often will use hoods or elaborate hairstyles to disguise their ears. They are quick with a laugh, generally attentive to the needs of others, but also quite unforgiving when it comes to personal failings such as being out of shape or unsuited to



Features

Height	30 to 40 inches
Weight	35 to 75 lbs
Size	S
Speed	30
Lifespan	3 mature, 35 pass

Ability Scores

STR	
DEX	1
CON	
INT	
WIS	
CHA	
SAN	1
HON	

Inherents

Lucky

When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Animal Sense

You have advantage on saving throws against being frightened or surprised.

Nimbleness

You can move through the space of any creature that is of a size larger than yours.

Feral Savagery

survival. They are strongly carnivorous, but love sweets whenever they can get them, though a few varieties are herbivores with the same sweet tooth. Therian usually set out on the adventurer's path to defend their communities, support their friends, or explore a wide and wonder-filled world. For them, adventuring is less a career than an opportunity or sometimes a necessity. Coming from a tribal and deeply familial background, Therian work readily with others, and they are loyal to their friends, whether Therian or otherwise. They can display remarkable ferocity when their friends, families, or communities are threatened. They are adaptable, remarkably fast, and on a constant state of alertness about the world around them and see it as something that is happening. When pushed, they channel primal magic to enhance their bestial nature, causing their teeth and nails to sharpen, gaining a more animalistic look. There are several different kinds of Therian, but only 10 of the 18 known types are presented.

You can make a melee attack on a creature within 10 feet of you; if you hit, you do 1d10 damage, and gain your action back. If you miss, you must make a Wisdom (animal handling) saving throw or your animal side dominates the next turn and will attack the nearest creature to you. You can only do this 3 times between long rests.

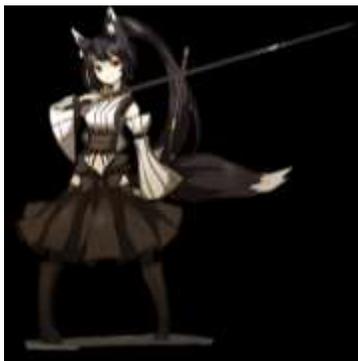
Tenen crouched low, stifling the urge to growl, as she watched the Lemurian merchant wander through his shop, blithely unaware of her sitting within his rafters. She pushed back the hood to allow her to hear the little sounds, the slow, sonorous beat of his heart, the slight wheeze in his breathing that would have given him away in the forests of her childhood. She could still hear her mother's cautions whispering in the back of her head.

This one had sold her. Had bought her. As if she was property, a thing, and the exchange was nothing real, nothing tangible, only a few pieces of metal that one could find anywhere, the smell of them angering her as she recalled the look on her mother's face as they were separated. He smelled like the one that had bought her, and she could still recall the feel of sinking her claws in that's one's fat belly, thinking she was so young she hadn't learned the higher art of her people yet.

Her people had been fashioned from the badgers of the savanna, it was said, smart and fearless, vicious and unrelenting. They had called them "honies" and said they were good for guarding and had missed the fact that what they were best at was hunting. And Tenen was hunting now, drawing the long knife from the leg sheath, the muscles their still and coiled for the leap that was to come as the Merchant turned, oblivious to the death that awaited him.

SUB-RACES:

There are several tribes of Therian: Feline, Canine, Mustelidine, Squamatine, Procynonine, Lagomorphiine, Lophinine, Vulpine, Ursine, and Simian.



CANINE

Ability Score Increase. Your Wisdom score increases by 1.

Naturally Stealthy. You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

FELINE

Ability Score Increase. Your Intelligence score increases by 1.

Naturally Stealthy. You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

Animal Ears: Cat, You gain advantage when someone tries to sneak up on you thanks to incredibly keen hearing.

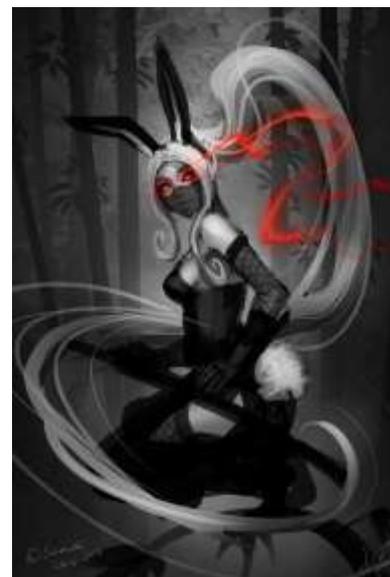
LAGOMORPHINE

Ability Score Increase. Your Dexterity score increases by 1.

Naturally Stealthy. You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

LOPHINE

Ability Score Increase. Your Dexterity score increases by 1.





Naturally Stealthy. You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

MUSTELINE

Ability Score Increase. Your Dexterity score increases by 1.

Naturally Stealthy. You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

PROCYNINE

Ability Score Increase. Your Intelligence score increases by 1.

Naturally Stealthy. You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

SERPENTINE (SQUAMATINE)

Ability Score Increase. Your Constitution score increases by 1.

Naturally Stealthy. You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

Slow Movement: Due to not having legs, and the strength needed to hold yourself upright, your movement speed is 15.

SIMIAN

Ability Score Increase. Your Charisma score increases by 1, your Dexterity increases by 1.

Naturally Stealthy. You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

URSINE

Ability Score Increase. Your Strength score increases by 1.

Naturally Stealthy. You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

VULPINE

Ability Score Increase. Your Wisdom score increases by 1.

Naturally Stealthy. You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.



