

## Kitsune (Player Race)

Contributed by  
 Sunday, 11 February 2007  
 Last Updated Sunday, 11 February 2007

Kitsune are to foxes the way that Gnolls are to hyenas.

### Kitsune

Kitsune seem to be a race of two faces. While they often have serious faces and perform the work needed without complaint, almost all kitsune seem to have a prankster hidden inside. They are known for their wisdom in everyday life as well as their penchant for pulling pranks on others. They are also known for their Foxfire ability. Personality: Kitsune are usually calm, not giving way to panic in times of need. While they enjoy pranks, they know when it is appropriate and refrain from them when it is not. Loyalty is at the top of a Kitsune's priorities. Loyalty to their family, their pack, and to any others who deserve it. While almost all kitsune are honorable and loyal, they will often require another to show some reason for their respect and loyalty. Physical Description: Kitsune are usually about 5 1/2 feet to 6 feet tall. Their facial features are that of a fox, including pointed snout and fur over their body. A kitsune is usually slim due to their dedicated work ethic. Their fur usually ranges from white to brown from mono-coloured to fur with patches. A kitsune has a number of tails ranging from one to nine. A kitsune begins life with one tail like a typical fox, but will grow more tails as it progresses through life. When a kitsune does or learns something important in life he or she will grow a new tail. Those with 9 tails are often elders respected by other kitsune for their knowledge that they have. Occasionally a kitsune will rename himself when he grows a new tail in order to emphasize the change in his life. While growing a new tail is an important aspect of a kitsune's life, it is not considered one for celebration of any kind. Alignment: Due to being brought up to learn and respect honor and loyalty, kitsune tend to shy away from aspects of chaos and lean towards being lawful. Religion: Kitsune are natural diviners, being able to learn and read meanings from dreams. In times when something matters to the whole tribe and they need guidance, the tribe will often participate in a group dreaming. Everyone involved can see this dream (which can be done while awake) and it will be interpreted by the tribe leader. Names: The names of the kitsune often describe something about the character: Pearl-Ear, Sharp-Ear, Snow-Tail, White-Hunter, etc. There is no difference between male and female names. Kitsune Racial Traits

- +2 Wisdom, -2 Charisma: While wise, they can often seem aloof to the other races causing them to seem haughty.
- Medium: As medium creatures, Kitsune have no special bonuses or penalties to their size.
- Kitsune base land speed is 40 feet.
- Low-Light Vision: A kitsune can see twice as far as a normal human can so long as there is a source of light to provide illumination.
- Bite Attack: A kitsune has sharp fangs like a normal fox, and can make a bite attack that deals 1d4 piercing damage.
- +2 racial bonus on Survival and Knowledge (nature). A kitsune is brought up to be able to fend for him or herself and not be reliant upon others.
- Foxfire (Su): A Kitsune is able to create foxfire, which appears as a floating flame. The kitsune use it to guide people to safety through forests without revealing themselves. It appears as a 5 inch diameter flame that floats around at the kitsune's command. It does not burn and is unable to deal damage. A kitsune can use it 1/day, and it lasts for 1 minute per level of the kitsune.