

KITSUNE

You are a free-spirited demi-human, with a natural talent for spellcasting. You are long-lived, and through your life you have assumed many identities and lived many lives. You have an adventurous and mischievous spirit; you are never content to settle down in one place for too long; instead you are always travelling from place to place assuming different identities wherever you go. You are secretive and inquisitive; most of those who know you never know what you truly are.

Kitsune are a long-lived shape-shifting race of demi-humans, whose lifespan spans several centuries. In their natural form, kitsune appear as humanoid foxes. Most never see a kitsune in their natural form, as a kitsune will go to great lengths to conceal their identity. Most often, kitsune appear in one of their other two forms: their human form or their animal form.

Hit Points: A kitsune gains 1d6 hit points at each level.

Weapon Training: A kitsune is trained in the use of daggers, javelins, longswords, short swords, longbows, short bows, spears, staves and slings. The use of armour and shields places a great strain on a kitsune's spellcasting abilities; therefore, it is very rare to see a kitsune wearing armour or using a shield.

Alignment: Kitsune value their individuality and free-will; they rarely conform to the rules established by society. Instead, they follow their own rules, creating their own definitions of right and wrong. Thus, most kitsune are chaotic in nature, following their own morale codes, instead of relying on laws and customs to dictate their behaviour. Occasionally, kitsune will be of the neutral alignment. Very rarely will a kitsune be of the lawful alignment; these kitsune are often looked upon with pity.

Magic: Kitsune are natural spellcasters, practicing arcane magic in the same fashion as wizards and elves. Like wizards, a kitsune's spells are randomly determined; like elves, a kitsune automatically receives the invoke patron and the patron bond spells.

Caster Level: A kitsune's caster level is the same as their class level. For instance, a 3rd-level kitsune has a caster level of 3.

Supernatural patrons: A kitsune automatically receives the invoke patron and patron bond spells at 1st-level.

Luck: At 1st-level a kitsune can apply their luck modifier to their spell checks for a single spell of their choosing. Once this spell is selected, the kitsune cannot apply their luck modifier to any other spell. This modifier does not change as the kitsune's Luck score changes.

Karma: Kitsune are blessed with good karma. As a result, a kitsune regains 1 spent Luck point after a full night's rest, up to their maximum natural Luck score.

Shape-shifting: Kitsune can shape-shift into three different forms: their natural form, a human form and an animal form. When a kitsune shape-shifts, their clothing and the items they are carrying do not change during the transformation; thus, a kitsune must be mindful of what clothing they are wearing and gear they are carrying during the transformation process. For instance, a kitsune must have clothing readily available that could accommodate for their bushy tail when transforming to their natural form.

In their animal form, a kitsune takes the form of a fox. The smaller size and the keen animal senses of a fox can be advantageous for a kitsune in many situations. In the fox form, a kitsune can see up to 60' in total darkness, and gains a +4 bonus to their perceptions checks due to their animal senses. However, in the fox form, a kitsune's attack actions are limited to bite attacks, which inflicts 1d3 (+strength modifier) points of damage. As well, a kitsune cannot use humanoid speech (a kitsune is, however, able to use the speech of foxes and other related mammals) or cast magic in their fox form.

A kitsune's appearances in each of their forms remains consistent to the form they take. That is, as a human, a kitsune will always

appear as the same person whenever they take this form. However, due to generations of living among humans, kitsune have developed the talent for altering their appearances through disguises and theatrical skills.

Languages: At 1st-level, a kitsune automatically knows Common, the kitsune racial language and a randomly determined language. A kitsune knows one additional language for every point of their Intelligence modifier. The additional languages are randomly determined by using Table III-I (Eastern Languages) in DCC Eastern Adventures Campaign Guide.

Action Dice: A kitsune's action dice can be used for attacks or spell checks at any level. At 5th-level, a kitsune can cast two spells in a single round: the first with a d20 spell check and the second with a d14 spell check. Likewise, a kitsune can make two attacks in a single round, using a d20 for their first attack and a d14 for their second attack. Alternately, a kitsune can cast one spell and make one attack in a single round, using a d20 for one check and a d14 for the other. It should be noted the results of mercurial magic supersede the action dice, so a kitsune with a particularly high (or low) spell check die from mercurial magic uses that result instead (with her total actions still limited by her level).

TABLE 1-20: KITSUNE

Level	Attack	Crit Die/Table	Action Die	Known Spells*	Max Spell Lv	Ref	Fort	Will
1	+1	1d6/II	1d20	3	1	+1	+1	+1
2	+1	1d8/II	1d20	4	1	+1	+1	+1
3	+2	1d8/II	1d20	5	2	+1	+1	+2
4	+2	1d10/II	1d20	6	2	+2	+2	+2
5	+3	1d10/II	1d20 + 1d14	7	3	+2	+2	+3
6	+3	1d12/II	1d20 + 1d16	8	3	+2	+2	+4
7	+4	1d12/II	1d20 + 1d20	9	4	+3	+3	+4
8	+4	1d14/II	1d20 + 1d20	10	4	+3	+3	+5
9	+5	1d14/II	1d20 + 1d20	12	5	+3	+3	+5
10	+5	1d16/II	1d20 + 1d20+1d14	14	5	+4	+4	+6

*Plus patron bond and invoke patron.

TABLE 1-21: KITSUNE TITLES

Level	Title by Alignment		
	Law	Neutral	Chaos
1	Conformist	Changeling	Nonconformist
2	Homebody	Spell Seeker	Trickster
3	Formalist	Spell Weaver	Prankster
4	Traditionalist	Pathfinder	Radical
5	Conservative	Way Seeker	Free Spirit