

Kasha Playable Character Race by Daniel C. Pryor



Kasha

Kasha are a race shrouded in mystery. They tend to be a people that separate themselves from the rest of society, much like elves do. Some say that they are descendants of the evil Rakashasa or that they were some sort of experiment gone wrong. Whatever the case may be their history is forever shrouded in a cloud of mystery as they have no written language or ancestry. To further their mystique they are hermit like, speak very little, and are flighty at the sight of over races.

Quick and Quiet

They look and move much a cat only in humanoid form. They are referred to in most human cultures as catfolk or catpeople. They are covered in short fur all over much like a cat and when sprinting

unencumbered bent over can be mistaken for a panther or lion. Their coloration and patterns vary but many are typically a solid color of black, grey, or white. The best way to describe them is to just simply say they are cat-like, from their purring sound when they are content, to licking their fur to stay clean, and their swift ninja-like stealth, everything about them is feline.

Hidden Realms

Most live in small remote villages. They can be seen from desert dunes to arctic wastes, but many prefer the deep jungle or forests of the realms. Kasha hunt game, gather food, and grow vegetables. Their nature skills allow them to support themselves without the need for clearing big plots of land. Their contact with outsiders is usually limited, though a few of them make a good living by trading furs and skins (which they have no need of).

Kasha encountered outside their own lands are commonly traveling hunter/trappers, guides, or bounty hunters.

Exploration and Adventure

Kasha take up adventuring out of curiosity. They also enjoy exercising their martial prowess or gaining greater magical power, and adventuring allows them to do so. Some might join with rebels fighting against oppression, and others might become champions of moral causes.

Kasha Names

Their names sound short but describes a complete description of their personality. They are named by their elders usually around the time they are 13. Male names usually denote physical attributes or valor, etc. while female names denote stealth, beauty, or intelligence. Their total name consists of their personal name and then their family or clan name. This last part of their name is closely guarded by them as it can reveal a dark shame or a great honor. The Kasha are very much a honor-driven society and your clan name is vital to your rank and position in society. Example of clan names are Wind-walker, night hunter, dagger tooth, and soft paw.

Male names: Tor, Tong, Var, Dar, Sun, Win, Hun, Wen, Clar, Har, Far, Non. Mostly one syllable.

Female names: Taeun, Salune, ChRae, QuaSune, NaBae, Cresune, TelAna. Mostly comprise of one word with two syllables.

Kasha Traits

Age. They mature like humans but tend to live up to 200 years.

Size. Kasha are about the same size as humans, ranging from 5 to 6 feet tall. Your size is Medium.

Alignment. Kasha love freedom, variety, and self-expression, so they lean strongly toward chaos, whether good, neutral, or evil. They share the Elfish value of protecting others' freedom.

Speed: Your base walking speed is 40. This drops to 30 if carrying over 50 pounds of weight, regardless of any natural Strength bonus. This limitation is due to a limitation in the skeletal structure. For this reason many Kasha prefer to travel light and tend to pick classes that use little or no armor (Wizard,

Rogue, Ranger, Druid, and Monk). If you choose the Warrior (Claw) subrace ignore this penalty to movement.

Darkvision. Accustomed to the night and small dark alleyways, you have superior vision in dark and dim conditions. 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.

Natural Weapons

Bite Attack: 1d4 piercing damage.

Claw Attack: 1d4 slashing damage

Cat-like Movement

Running Jump: With a 10-foot running start, the kasha can long jump up to 20 feet.

Climb +2

Enhanced Perception

Proficiency in the Perception Skill.

Keen Smell: has advantage on Wisdom (Perception) checks that rely on smell. Kasha are able to smell a humanoid corpse from up to 500 feet away.

Legend of the Soul Eaters

Dead Flesh Feasting: You can feast upon a humanoid body that has been dead for less than a day. In doing so you gain bonus hitpoints during a long rest equal to your Constitution score. A kasha will not eat a body that is more than 2 days old, preferring it to be a fresh kill. They also prefer to feed of a body that was evil the more so the better. The feast takes one hour to consume enough flesh to be beneficial.

Magic Curse: Kasha suffer from a vulnerability against any good-aligned or positive energy magic. Some say this due to their Rakashasa heritage or that their ancestors come from Hell itself. Whatever the reason it is a severe disability, especially when a cleric nearby channels positive energy and instead of healing it actually does damage. Because of this kasha need to eat flesh (see *Flesh Feasting*), take long rests, use natural herbs, or drink potions.

Spell Resistance: Kasha get an advantage when saving versus spells that affect the mind.

Languages. You can speak, read, and write Common.

Subraces:

Many centuries of breeding and caste levels have produced different types of subraces: those who are stealthy (Hunters or "Huns"), those who are strong (Warrior or "Claw"), and those of the Skull (Sage Caste) who pursue to study nature or magic.

Huns (Hunter Caste):

are typically a solid, short fur, with colorations of black, grey, or white.

Stealth +2.

Ability Score Increase. Your Dexterity increases by 2.

Standing Leap: The kasha's high jump is up to 20 feet, with or without a running start.

Claw (Warrior Caste):

have either long or short fur with any kind of color variation.

Ability Score Increase. Your Constitution increases by 2.

Pounce : 3/day (short rest needed to refresh) If the kasha moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the kasha can make one bite attack against it as a bonus action.

Skull (Sage Caste):

usually have strange cuttings, markings, tattoos, jewelry etc. that denote they are in this caste. Almost all in this caste has one obvious piece of jewelry that typically depicts skulls, stars, moon, lightning bolts, etc.

Ability Score Increase. Your Wisdom and Intelligence increase by 1.

Wisdom Checks. Up to 3/day you gain an advantage on any wisdom-based checks and saves.

Nature Attunement. Up to 3/day you gain an advantage on any Nature lore checks.

Natural Spell Ability. 1/day you can cast one of the following (choose only one): Animal Friendship, Comprehend Languages, Detect Poison and Disease, Expeditious Retreat, or Speak with Animals.