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MUSTELS

The small badger-like Humanoids known as mustels are all as different as they are similar to another. Some use endurance and hyper-fixation to wear down their prey, while others use their sheer force of will and fury to defeat foes ten times their size.

These folk found a way to survive in their respective climates, and though those climates have changed the way each mustel looks, they all share a similar ancestor, with keen survival traits. There are four major heritages of mustels are found among the worlds of The System: badgerkin, otterlin, stoatling, and wolver.

BADGERKIN

The badgerkin were one of the earliest heritages of mustels. They are highly independent and learn from a very young age how to survive on their own. badgerkin have had such an effect on their ecosystem that some ki-ti cubs are born with an early coat that resembles them to better hide from badgerkin hunters. Most badgerkin are identifiable by the dark black or brown fur on their sides and bellies, with a stark white head of hair that continues down their back. Their skin is incredibly tough, deflecting blows and protecting themselves from mortal strikes thanks to the thickness of their hide.

OTTERLIN

The most intelligent of the mustels, otterlin have spent most of their existence living in or beside the waters. They have adapted to swim easily in lakes

and ponds, as well as to look adorable to other Humanoids. However, this playful and pleasant facade hides the dark and sinister side of otterlin behavior. Otterlin society, below the surface, is rife with violence, trickery, mistrust, and evil deeds. Even most other mustels are unaware of otterlins' true sinister nature.

STOATLING

The stoatling are some of the smallest of the mustels, but have the most energy. Their incredible drive keeps them chasing enemies long after the fight seems over, just to tire them out to make a final strike. Stoatling may be small, but will fight harder and longer than creatures ten times their size.

Stoatlins' natural enemy are the hare-like people, the rabbitfolk. For eons these two species have been prey and predator. As such, stoatlins have evolved to hunt them, increasing their speed and pushing themselves past their limits to exhaust their prey.

WOLVER

Wolvers are regarded as the elite hunters of all Mustels. Built for the freezing climes of the various worlds, these mustels will track their prey for days at a time to seek the perfect opportunity to strike. Wolver are known for their prowess hunting in the cold and snowy conditions of the northern Mountains. They are expert hunters and will wait days in trees for their prey to enter their meticulously laid traps.



BADGERKIN TRAITS

Creature Type: Beast and Humanoid. You are also considered a mustel for any prerequisite or effect that requires you to be a mustel.

Size: Small (about 2-4 feet tall)

Speed: 30 feet

As a Badgerkin, you have these special traits.

Mustel Adaption. You have proficiency in two skills of your choice.

Bite. You have a fanged maw that you can use to make Unarmed Strikes. When you hit with your Unarmed Strike and deal damage, you can deal Bludgeoning or Piercing damage equal to 1d6 plus your Strength modifier instead of the normal damage of an Unarmed Strike.

Resistant Hide. Your tough hide protects you from the prodding spikes of a giant porcupine or the tip of a lance. You have Resistance to Piercing damage and Poison damage from Contact or Injury type Poisons (such as from a Dagger or Arrow coated in a poison but not from an Adult Green Dragon's Breath Weapon).

In the Face of Fear. Badgerkin make up for what they lack in size and intelligence with sheer force of will, and never back down from a fight. You have Immunity to the Frightened condition.

STOATLING TRAITS

Creature Type: Beast and Humanoid. You are also considered a mustel for any prerequisite or effect that requires you to be a mustel.

Size: Small (about 2-4 feet tall)

Speed: 30 feet

As a Stoatling, you have these special traits.

Mustel Adaption. You have proficiency in two skills of your choice.

Bite. You have a fanged maw that you can use to make Unarmed Strikes. When you hit with your Unarmed Strike and deal damage, you can deal Bludgeoning or Piercing damage equal to 1d6 plus your Strength modifier instead of the normal damage of an Unarmed Strike.

Endurance Fighter. Your Speed increases by 5 feet and your Speed cannot be reduced by the effects of Exhaustion.

Focused Killer. As a Bonus Action, you can force a creature you can see within 30 feet of yourself to make a Wisdom saving throw. On a failed save, the target has Disadvantage on attack rolls against creatures other than you, and it can't willingly move to a space that is more than 30 feet away from you.

This effect ends if you make an attack roll against a creature other than the target, if you cast a spell on an enemy other than the target, if an ally of yours damages the target, if you end your turn more than 30 feet away from the target, or you lose Concentration. The DC for this trait equals 8 plus your Proficiency bonus and Intelligence, Wisdom, or Charisma ability modifier (choose the ability when you select this species).

You can use this trait a number of times equal to your proficiency bonus and regain all expended uses when you finish a Long Rest.

OTTERLIN TRAITS

Creature Type: Beast and Humanoid. You are also considered a mustel for any prerequisite or effect that requires you to be a mustel.

Size: Small (about 2-4 feet tall)

Speed: 30 feet, 30 feet swimming

As an Otterlin, you have these special traits.

Mustel Adaption. You have proficiency in two skills of your choice.

Bite. You have a fanged maw that you can use to make Unarmed Strikes. When you hit with your Unarmed Strike and deal damage, you can deal Bludgeoning or Piercing damage equal to 1d6 plus your Strength modifier instead of the normal damage of an Unarmed Strike.

Unassuming Appearance. The whimsical, playful, and social nature of otterlin leads others to let their guard down when they are around you. As such, when you decide to unleash your true ferocity, most are taken aback. You have Advantage on Initiative rolls.

WOLVER TRAITS

Creature Type: Beast and Humanoid. You are also considered a mustel for any prerequisite or effect that requires you to be a mustel.

Size: Small (about 2-4 feet tall)

Speed: 30 feet

As a Wolverine, you have these special traits.

Mustel Adaption. You have proficiency in two skills of your choice.

Bite. You have a fanged maw that you can use to make Unarmed Strikes. When you hit with your Unarmed Strike and deal damage, you can deal Bludgeoning or Piercing damage equal to 1d6 plus your Strength modifier instead of the normal damage of an Unarmed Strike.

Northern Hunter. You have Resistance to Cold damage and Immunity to Hazards caused by being at high elevations.

Solo Predator. You have proficiency in two of the following skills: Survival, Intimidation, Stealth, and Perception.

