



SHUNGMO (PANDAFOLK)

Shungmo are pandafolk, friendly humanoids that live in the forests surrounding Rokugan. Wise and amiable, shungmo enjoy most things in life, especially eating, drinking, and sleeping. However, an angered shungmo is a fearsome sight.

SHUNGMO TRAITS

Your shungmo character has certain characteristics in common with all other shungmo.

Ability Score Increase. Your Wisdom score increases by 1.

Age. Shungmo mature at the same rate humans do. They are considered adults when they reach 15 years of age and can live until they are just over 75 years of age.

Alignment. Most shungmo are good-natured, even the red shungmo who tend to be a bit more chaotic than their giant brethren.

Keen Smell. You have advantage on Wisdom (Perception) checks that rely on smell.

Bear Claws. Because of your claws, you have a climbing speed of 20 feet. In addition, your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

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

Subrace. Two main subraces of shungmo populate the worlds of D&D: giant shungmo and red shungmo. Choose one of these subraces.

GIANT SHUNGMO

Giant shungmo are the largest of the shungmo subraces, sturdier and stronger than red shungmo. They are also much more pleasant, although many of the Rokugan races consider them lazy.

Ability Score Increase. Your Strength score increases by 2.

Size. Giant shungmo stand between 5 to 6 feet tall and can weigh between 150 to 225 pounds. Your size is Medium.

Burst of Strength. When you make a Strength ability check or saving throw, you can roll a d6 and add the number rolled to the check or saving throw. After you use this trait, you can't use it again until you finish a short or long rest.

Natural Athlete. You have proficiency in the Athletics skill.

Powerful Build. You count as one size larger when you determine your carrying capacity and the weight you can push, drag, or lift.

RED SHUNGMO

Often mistaken for raccoonfolk, red shungmo are smaller, faster shungmo. They tend towards roguish lifestyles and are often found scheming or pulling pranks.

Ability Score Increase. Your Dexterity score increases by 2.

Size. Red shungmo are smaller than giant shungmo. They stand between 2 to 3 feet tall and weigh between 60 to 90 pounds. Your size is Small.

Fleet of Foot. Your base walking speed increases to 35 feet.

Natural Acrobat. You have proficiency in the Acrobatics skill.

Deftness. You can take the Dodge action as a bonus action. You can't use this feature again until you finish a short or long rest.

