

# LAPINE

A 5E PLAYER RACE BY DM TUZ



# LAPINE

*"Oh what a great adventure we had, let's have another tomorrow!"*

Recognized by their long ears and free spirited nature, the lapine are a people whose wanderlust led them to all corners of the world and beyond. They repeatedly left their mark throughout history, unexpectedly appearing and disappearing on the world's canvas. The lapine cared little about their past for their sights are always turned to the wonders ahead of them. So, much to the frustration of historians, few records of the lapine's early history exist.

The lapine have traits of both rabbits and humanoids. One should not underestimate the lapine with their kinship with the timid rabbit. They are blessed with swift bodies built for motion and delicate long ears that grant them superb hearing, which both allowed the lapine to safely traverse the world without fear of monsters or miscreants. To stalk a lapine is commonly equated as a fool's errand.

Avoiding trouble has been the preferred way of most lapine. They do not care for conflict and rarely have great ambitions that could not be realized through other means. What they do care for though is to travel, explore, and indulge in all the world has to offer. To be free and follow one's heart's desire is what it means to be a lapine.

## TRAVELERS AND HEDONISTS

All lapine are connected through an innate wanderlust; a pounding feeling within their chest to never stagnate but to be on the active, filling what short time they have upon this world with experiences of all kinds. How this wanderlust expresses itself though, might differ from one lapine to the next. Where one lapine might be urged to be always on the move to explore new vistas, another lapine might be a gourmand, determined to taste the most exquisite dishes the world has to offer. Fact is though, lapine are curious and excitable, often to a contagious degree. Their enthusiastic energy will drag fellow travelers along with them like an unstoppable torrent.

Lapine can grow bored quickly and if forced to inactivity, lapine may grow restless or take it into their own hands to entertain themselves. Games might be invented on the spot, pranks might be played, or trouble might be caused by a lapine. As such people's opinions might differ greatly if asked about these excitable rabbit people, all depending on the limit of their patience.

With such a disposition lapine easily take up a life of adventuring, though some of their kind might be deterred by the violence involved. But those who do become adventurers will be lively companions whose unbound spirit presses their goal ever onward.



Phooka  
Artwork by Dansome & QueenChikkibug

## LAPINE NAMES

Lapine names have roots in the sylvan language which were adapted to the common tongue. Generally speaking, a lapine's name are long, but in conversation they shorten their own and each other's names to first few syllables. The lapine's habit of shortening names is extended to other races as well.

### Male Name Examples:

Aranmul, Connevil, Donoghley, Ervighril, Flannvali, Haghvey, Jackaneli, Langolor, Malikil, Nickolviz, Owaylivayn, Padrili, Rhodavan, Toffarali, Ullivann, Volanlomi, Wilvalis

### Female Name Examples:

Annaflaha, Barrilough, Cailoghlein, Edafalaghn, Fionghula, Gormlaitha, Lasairiona, Mhumahane, Oilaghlinn, Raghnaighley, Slainofaleigh, Zerighalitha

## LAPINE TRAITS

As a lapine, you possess innate traits and capabilities.

**Ability Score Increase.** Increase one ability score by 2 and increase a different one by 1, or increase three different ability scores by 1.

**Age.** Lapine reach maturity at 14 years of age and live up to 80 years.

**Size.** Lapine's sizes can range widely from breed to breed. Typically they are between 4 and 6 feet tall. Your size is medium.

**Speed.** Your base walking speed is 35 feet.

**Languages.** You can speak, read, and write Common, and another language of your choice.

**Born Leaper.** You can choose whether your Strength or Dexterity determine your jumping distance.

**Rabbit Ears.** You are proficient in the Perception skill and have advantage on Wisdom (Perception) checks that rely on hearing.

**Subraces.** Choose one of the following subraces: Almiraj, Lunar, or Phooka.

### ALMIRAJ

Despite their undeniable kinship with the other lapine, the Almiraj stand out like sore thumbs compared to their cousins. These boisterous and ambitious lapine manifest their wanderlust in a competitive spirit. Any hurdle they face is seen as a challenge that must be overcome by sheer grit and determination, and in the case challenges are absent, they are quick to set themselves lofty goals to relentlessly pursue.

While their attitude may appear off putting at first, one will quickly realize that Almiraj are supportive companions, as despite their competitive nature, they rarely show signs of envy. They find inspiration in the success of friends and rivals alike and will be among the first to congratulate and celebrate your victories.

**Bully.** You are proficient Athletics or Intimidation.

**Horn.** Your horn is natural melee weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

**Threatening Glare.** You can use a bonus action to give a creature within 60 ft. of you a threatening glare. If the creature can see you, it must succeed a Wisdom saving throw. If the creature is a beast, it has disadvantage on the saving throw. On a failed check a creature is frightened by you until the end of your next turn. Once the effect ends on a creature, it becomes immune to your threatening glare for 24 hours. You can use this feature an amount equal to your proficiency modifier before you have to finish a long rest to use it again. The saving throw is equal to 8 + your proficiency modifier + your Str or Cha modifier.



Almiraj  
Artwork by Dansome & QueenChikkibug

#### Check out these other Player Races!

Aside from the Lapine I also have created 2 other player races: the [Wolf Folk](#), sociable canine people and man's best friends, and the [Slime Folk](#), affable oozelike humanoids that want to experience what the world has to offer and make new friends.



## LUNAR

Ancient songs tell of a group of lapine who explored every corner of the known world. Finding that the world had nothing more for them to offer and yet eager for more, they simply hopped on the moon. How much truth this old song holds is up for debate, but the enigmatic lunars might give some credence to this tale.

The lunar, according to their own history, hail from the very moon and returned to the material world to rediscover it. While reserved in their nature, they are just as curious and open to the new as the rest of their kin. Though a lunar's wanderlust has become an esotherical one. They indulge in experiences for mind and soul and are ever widening their horizons in matters of philosophy and spirituality.

**Darkvision.** 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.

**Lunar Curl.** You can use an action to curl up and rise up to 10 ft. in the air and remain there suspended. While you levitate like this your movement speed becomes 0 and you emanate bright light in a 10 ft. radius and dim light in an additional 30 ft. radius. On each of your following turns, you must use an action to continue levitating like this, or the effect ends and you gently descend 10 ft. - if you are still in the air after this movement, you fall.

**Moon Magic.** You know the minor illusion or prestidigitation cantrip. When you create the character, you choose Intelligence, Wisdom, or Charisma as your spellcasting ability for it.

**Mystic.** You are proficient in Arcana or Religion.

## PHOOKA

The go-lucky and ever-positive phooka are the most common breed of the lapine, to the point that in vast swathes of the world the terms lapine and phooka are used interchangeably. As all lapine, the phooka are enticed by the new and always ready to explore, preferably in good company. Phooka are by far the most sociable of the lapine and eager to share their passions born of their wanderlust with others. They love to travel with like-minded spirits and be inspired by each other's unending enthusiasm.

One defining factor for the phooka's positive attitude which almost borders on naivety is their renowned luck. Strokes of luck and happy coincidences can be observed where phooka travel. Some particular superstitious caravans never take off without at least one phooka in their group to serve as a good luck charm.

**Lucky.** When you fail an ability check, attack roll, or saving throw, you can choose to roll it again, but have to choose the second result. Once you do you can't do so again until you finish a long rest.

**Nimble.** You are proficient in Acrobatics or Stealth.

**Striding Leap.** When you dash for the first time on your turn, your jumping distance is doubled until the end of your turn.



Lunar

Artwork by Dansome & QueenChikkibug

DM Tuz: A glowing lunar on a string? Even though a lunar when using their lunar curl has a speed of 0, it is still suspended in the air similar to the spell *Levitate*. A suspended lunar has no flight speed of their own, but can be pushed or pulled by other creatures, provided the creature is strong enough to push or pull the suspended lunar.

## MY OTHER WORKS

If you like my work, consider checking out my other freely available works:

[Horrors of the Dark](#) - A complete bestiary fan adaptation of Red Hook Studio's *Darkest Dungeon*

[Bloodstained Notes](#) - A Hunter's Bestiary - A complete bestiary fan adaptation of From Software's *Bloodborne*

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