

OTTERFOLK



A cute & cuddly playable race for the world's greatest roleplaying game

OTTERFOLK

Who wouldn't want to play one of these adorable humanoids?

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CHARACTER SHEETS: Emmet Byrne – used with permission.

<https://www.dmsguild.com/product/232835/Class-Character-Sheets--The-Bundle>

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OTTERFOLK

I WASN'T QUITE SURE WHAT I WAS WITNESSING WHEN I FIRST ENTERED AN OTTERFOLK VILLAGE. ONE WAS CHASING MANY, AND THEN MANY WERE CHASING THE ONE. SEVERAL SLID DOWN A MUDDY RIVER BANK, WHILE WEARING NO CLOTHES! IT ALL LOOKED QUITE ENJOYABLE, SO I DROPPED MY ROBES AND JOINED IN THE FUN!

VOLOTHAMP GEDDARM

Otterfolk are petite, lanky, high-energy creatures who exude kindness. Since their nature is to build strong family bonds, it's rare to see an Otterfolk adventurer. Those who do venture outside of their villages and families often do so as a result of being wronged by others, or from being shunned by their family or village for breaking the bonds of trust.

LARGE HEARTS

These humanoid establish quick and trusting relationships with acquaintances they work with or deal with frequently. Otterfolk merchants are typically the most honest, trustworthy, and fair-priced.

INSTANT CHARMERS

Friendly creatures, the Otterfolk accept creatures for what they are. They see the good in everyone until they are proven wrong.

Often the center of attention, they exude a positive, friendly aura and are extremely sociable.

PLAYFUL CREATURES

Otterfolk enjoy playing games and practical jokes. It's common to witness Otterfolk wrestling or chasing one another around in their villages. This same sight is quite surprising

when witnessed in other humanoid cities and establishments.

Though not typically gamblers, those who become adventurers often develop addictions to games of chance.

STRONG BONDS

Otterfolk traveling away from their families and villages find the loss of the familial bond emotionally painful. To counter this loss, they often select one companion with which they travel, expressing this new bond by grooming them, holding their hand, staying near them, or other expressions of affection.

NOT SO FAST

Though acrobats in the water, Otterfolk tend to be clumsy on land. Their webbed-feet, short legs, and lanky bodies aren't built for land travel, causing them to be a tad slower than most other humanoids. Still, they have quick reflexes and are quite nimble and stealthy.

OTTERFOLK NAMES

The Otterfolk language (Otterian) is a series of chirps, growls, squeals, clicks, purrs, and guttural noises. An example of a native Otterfolk name is Click-Gur-Click-Click

Their native name is not often used when interacting with other humanoids. Instead, Otterfolk use names from other races when they venture outside their villages. Examples include Grun'tog the Mighty, Storm Redbeard, and Beatrix.

QUIRKS

Otterfolk have many habits that most other humanoids view as quirks. Some of these are:

- Eating with your mouth open
- Making noises while you chew
- Having a distinct, animal scent

- Rubbing the scent glands located on your cheeks with your hands
- Tending to your fur

OTTERFOLK CLASSES

Their charismatic nature tends to lead Otterfolk to chase careers as Bards or Paladins. Though Ranger and Druid have also been popular career paths for the adventuring Otterfolk.

On occasion, an Otterfolk rogue is met, but they are typically of the Swashbuckler sort.

OTTERFOLK TRAITS

Your Otterfolk character has the following racial traits.

ABILITY SCORE IMPROVEMENT. Your Charisma score increases by 2, your Dexterity score increases by 1, and your Intelligence score increases by 1.

AGE. Otterfolk reach adulthood at age 18 and live up to age 85.

ALIGNMENT. Otterfolk are typically good, as they trust those they meet until that person proves them wrong.

SIZE. Otterfolk are between 5 and 6 feet tall and weigh between 125 and 185 pounds. Your size is Medium.

SPEED. Your base walking speed is 25 feet, and you have a swimming speed of 30 feet.

BITE. Your powerful maw, filled with needle-like teeth, is a natural weapon, which you can use to make unarmed strikes. If you hit, you deal piercing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

CUTE & CUDDLY. You have proficiency in the Persuasion and Performance skills.

HOLD BREATH. You can hold your breath for up to 8 minutes at a time.

NATURAL ACROBAT. You have proficiency in the Acrobatics skill.

PROTECTIVE PELT. You have a thick pelt. When you aren't wearing armor, your AC is 12 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

LANGUAGES. You can speak, read, and write Otterian, Common, and one other language of your choice.

CHARACTER NAME

OTTERFOLK

RACE

BACKGROUND

ALIGNMENT

EXPERIENCE POINTS

ARCHETYPES

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

STRENGTH

SAVING THROWS

ATHLETICS

DEXTERITY

SAVING THROWS

ACROBATICS

SLEIGHT OF HAND

STEALTH

CONSTITUTION

SAVING THROWS

INTELLIGENCE

SAVING THROWS

ARCANA

HISTORY

INVESTIGATION

NATURE

RELIGION

WISDOM

SAVING THROWS

ANIMAL HANDLING

INSIGHT

MEDICINE

PERCEPTION

SURVIVAL

CHARISMA

SAVING THROWS

DECEPTION

INTIMIDATION

PERFORMANCE

PERSUASION

AC

INITIATIVE

SPEED

25 ft., swim 30 ft.

Hit Point Maximum

Temporary Hit Points

HIT DICE

DEATH SAVED

NAME

ATK BONUS

DAMAGE/TYPE

Bite

1d4 + _ piercing

SPELL ATTACK BONUS

SPELL SAVE DC

SPELLS SLOTS

1st 2nd 3rd 4th 5th

RESOURCE NAME

RESOURCE

RESOURCE

NAME

RANGE

CASTING TIME

SAVE

FAVOURITE SPELLS

Level

R

SPILLS PREPARED

SPILLS PREPARED

PROFICIENCIES

LIGHT ARMOUR

SIMPLE WEAPONS

MEDIUM ARMOUR

MARTIAL WEAPONS

HEAVY ARMOUR

SHIELDS

LANGUAGES

You can speak, read, and write Otterian, Common, and one other language of your choice.

TOOLS & OTHER PROFICIENCIES

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