Uune: Species Builder

Introduction

This mini module is a collection of perks representing features that could be found on nonhuman characters, such as animals, monsters, aliens, fantasy races, etc.

Note that these are regular perks that give characters a mechanical advantage, and this will require the appropriate levels for them to take.

Nonhuman PCs

If you have a player who wishes to play a character with some of these (such as in a fantasy game with magical creatures) then the GM should feel free to start them at a slightly higher level to accommodate that.

Level differences in Uune are not as substantial as in other TTRPGs due to the lack of hitpoints, i.e. characters are not immediately more likely to die because of a level difference.

However, the GM may also feel free to start everyone at a slightly higher level, giving the human characters some added flexibility with their features.

Sensory Perks

Night Vision

Perk

You have excellent vision in the dark and can see more clearly than most. You do not gain disadvantage on your sight rolls when in a dark environment.

Acute Sense

Perk

Pick one of your five senses when you take this perk. You gain advantage on all resource rolls with this sense.

Clawed

Perk

You are equipped with dangerous claws, capable of both hunting and defending. This counts as a resource for you when applicable.

Pack Animal

Perk

You are at home on a team. Whenever you aid somebody else's challenge, that roll gains advantage.

Play Dead

Perk

At will, you may put yourself into a temporary death-like state. While like this, you are limp and do not react to external stimulus. After 1d6 minutes, you regain your normal composure.

Construct Perks

Electric Sheep

You do not require sleep of any form. You heal and regain stamina by doing light repairs on yourself, this takes half the time that a normal creature would need to rest.

Mutation/Special Power Perks

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