

Elritch Ancestries

FELSINE



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CONTENTS

Credits:	pg1
Felsine Heritage Lore:	pg 2-3
Felsine Mechanics:	pg 3
Felsine Heritages	pg 3-4
Felsine Feats:	pg 4-5
Felsine Equipment:	pg 6
Traits:	pg 6
Word From A.E.D.G.:	pg 6

FELSINE

The motivated and friendly Felsine, also known as Kittfolk, travel far from their homeland of incredible landscapes and massive monsters to hone their abilities, gather knowledge, spread respect, love, and culture, and taste all the world has to offer!



Remembered only by ancient beings and recorded only in musty scrolls in the back of some Felsine sage's library is the knowledge that long ago, catfolk and Felsine lived as one people. This was before forgotten events that drove them apart across entire continents shattering their shared history and diverging their cultures. The Felsine people now hail from a distant land of wondrous landscapes, fearsome megafauna, and delectable, if strange cuisine. They have developed in their long journeys as a people a culture of community, aid, and appreciation of the small things in life. Felsine build communities to last, but are aware that something may force them to move on at a moment's notice.

Felsine, commonly referred to as Kittfolk are well known for their can-do attitudes and social respect toward those who provide public services, such as innkeepers, guards, cooks, and craftspeople. Felsine are seen far and wide as they are natural wanderers. Even those that do not travel often roam the areas near their homes in search of new things, new people, and relaxing places to sit and have a rest.

If you want to play a feline-like character that is small, cute, and holds a balance of wanderlust and strong social ties, Felsine may be for you!

YOU MIGHT...

- Enjoy making friends and helping them with their endeavors.
- Seek to prove yourself as a strong and capable person despite your size.
- Hold a place in your heart for the servers and laborers that bring good food, company, and stories to the table.

OTHERS PROBABLY...

- Enjoy your company and comforting presence.
- Think you are a bit silly, even when you are very serious.
- Underestimate your ferocity and individuality.

PHYSICAL DESCRIPTION

Felsine are anthropomorphic felines standing between 2'6" to 4' toe to ear tip, generally on the smaller side. Their fur comes in a wide variety of colors and patterns but most often are similar to what are seen in domestic cats. They have pawed digitigrade legs and have small paw-like hands that are adapted to manipulating even complex tools. They walk upright most of the time but are capable of running on all fours without any awkwardness.

SOCIETY

Felsine are a communal people, often congregating around local eateries to socialize after a long day of work, wander, or training. They hold a high respect for those that serve others through their skills and professions, and it is rare to find a truly lazy Felsine as many pursue some form of betterment. Most Felsine learn farming, fishing, or similar supportive trades for their societies.

There are those that choose another path however, find themselves seeking self betterment through study, skill, and might. These "masters-away" as they are sometimes known are often adventurers seeking to broaden and enhance their abilities but fill a very important role for their society, one that no Felsine wishes they must ever fulfill, but always must be ready. This responsibility is to protect their people in the case of some destructive event, whether this is natural disaster, invasion, or some other catastrophe. Felsine are socially conscious of the history they have moving from place to place as a people to survive danger and avoid supplication.

ALIGNMENT AND RELIGION

Felsine alignments vary, but those close to their societies tend to lean towards lean toward neutral or good alignments. This dedication to their people builds a sense of community and support among each other. Many Felsine offer praise and offering to several gods, including deities of thought, agriculture, luck, nature, and heroism.



However, they do not generally enter full worship of these deities, instead practicing a general reverence for spirits held in nature, objects, and even actions. This reverence has lead to many Felsine communities performing a form of god-calling (see [Paizo] Lost Omens: Gods and Magic) and forming their own community deities.

NAMES

Felsine have a wide variety of names, but most of them involve either some form of wordplay and/or include sounds they are able to produce more easily than most other ancestries such as purrs or meows. Given the well-traveled nature of the Felsine and the great deal of respect they hold for others, remnants of naming conventions from a great deal of cultures can be found peppered around Felsine communities.

SAMPLE NAMES

Anya, Patches, Momo, Meowkle, Nyan, Ficher,

FELSINE HERITAGES

You select a heritage at 1st level to reflect abilities passed down to you from your ancestors or common among those of your ancestry in the environment where you were born or grew up. You have only one heritage and can't change it later. A heritage is not the same as a culture or ethnicity, though some cultures or ethnicities might have more or fewer members from a particular heritage.

BOBTAIL FELSINE

You are adept at balancing and running along high, narrow perches found in your homeland. Whenever you succeed an acrobatics check to balance you critically succeed instead

FISHER FELSINE

You were taught to catch fish without traditional tools and are quite comfortable in water. When you succeed a check to subsist (gather food) in an area with aquatic flora and fauna you critically succeed instead. You become trained in athletics. If you become trained in athletics from another source (such as from your background or class), choose another skill to become trained in instead.

HIGHLAND FELSINE

You are accustomed to sheer cliffs and sharp falls. Treat all falls as 10 feet shorter when calculating when you should take damage and how much damage you take.

SPRINTER FELSINE

You cover open plains with greater speed than anyone expects. If your hands are free your speed is 5 higher as you run on all fours. Additionally when you use stride action and your most recent action was a stride action increase your speed by an additional 5 to a maximum of a 10 foot bonus.

RARITY

Common

HIT POINTS

6

SIZE

Small

SPEED

25 feet

ABILITY BOOSTS

Dexterity
Charisma
Free

ABILITY FLAW

Strength

LANGUAGES

Common
Nem (Felsine Language)
Additional languages equal to your Intelligence modifier (if it's positive). Choose from Amurrun, Gnommish, Halfling, Dwarven, Elven, Goblin, and any other languages to which you have access (such as the languages prevalent in your region.)

TRAITS

Felsine
Humanoid

LOW-LIGHT VISION

You can see in dim light as though it were bright light, and you ignore the concealed condition due to dim light.

FISHER LORE

Fisher Felsine have a strong tradition of fishing. Most groups of fisher Felsine hold a coming of age ceremony where the young kittfolk is allowed to hunt in deeper waters alone for the first time. The catch they arise with becomes their first self-sufficient feast and they prepare this meal with recipes passed down from their ancestors so that they may eat a hard earned meal seasoned with the wisdom of generations, tempering their future among their people and a memory of home when traveling abroad.

STALKER LORE

"The nose knows" and any Stalker Felsine can tell you that they know better than most. Not content to merely use their strong olfactory sense for hunting, Their cooking is famous among all Felsine for their rare spices and subtle nuances in each dish. Giving them a coveted place in their culture.

STALKER FELSINE

Your nose is finely attuned to the aromas of nature and fine food. You gain scent (imprecise) with a range of 30 feet.

WAR-BAND FELSINE

You have been taught to fight with the preferred weapons of your people. You are trained with greatclubs and shortbows. You gain access to uncommon Felsine weapons. For you, martial Felsine weapons are simple weapons, and advanced Felsine weapons are martial weapons. Additionally, you begin play with a Felsine Battle-Horn and are trained in its use. This weapon is culturally important and if you sell it your war-band will shun you until you retrieve it or otherwise redeem yourself.

ANCESTRY FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th levels). As a Felsine you select from among the following ancestry feats.

APPETITE FOR PURRFECTION

FEAT 1

FELSINE

You have learned under the culinary masters of your people. you become trained in Culinary Lore and when you use that skill to earn income you make 10% more (minimum 1 cp) on a success or better. At 5th level you become an expert in Culinary Lore.

BLACK CAT MAGIC

FEAT 1

FELSINE UNCOMMON

You have learned the fortune shaping ways of the Black Cat clans and can cast *ill omen* once per day as a 1st level innate occult spell. At 5th, 9th, 13th and 17th levels you may cast this spell an additional time per day.

CAT CLAWS

FEAT 1

FELSINE

You gain a claw unarmed melee attack that deals 1d4 slashing damage that also has the agile and finesse traits.

DISCERNING NOSE

FEAT 1

FELSINE

you have trained your sense of smell to be more discerning than the average Kittfolk. You gain scent (imprecise) to a range of 15 feet.

DISJOINTED DEXTERITY

FEAT 1

FELSINE

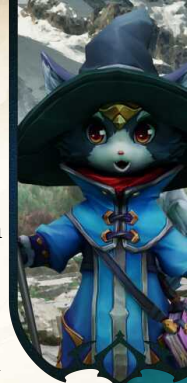
You are adept at squeezing through small spaces and moving in compromising conditions. You move twice as far as normal when squeezing and can move 10 feet when using the crawl action.

FELINE GRACE

FEAT 1

FELSINE

You always land on your feet, well, almost always. When taking falling damage you do not fall prone unless you take 10 points of damage or





more from the fall that damaged you. You also gain a +1 circumstance bonus to saves and DCs against effects that would knock you prone.

FELINE FRIENDSHIP

FEAT 1

FELSINE

You have a natural kinship with cats and catlike animals. They begin one attitude step friendlier than they would treat others. This stacks with other abilities that improve the attitude of animals.

FELSINE WEAPON FAMILIARITY

FEAT 1

FELSINE

You have been taught to fight with the preferred weapons of your people. You are trained with greatclubs and shortbows. You gain access to uncommon Felsine weapons. For you, martial Felsine weapons are simple weapons, and advanced Felsine weapons are martial weapons.

SELF PURRIFICATION

FEAT 1

FELSINE

Your purrs offer mental and physical comfort to yourself in times of pain and danger. When using a skill to treat wounds on yourself you heal 1 additional Hit Point per die rolled. If using using treat disease or poison on yourself you increase the circumstance bonus granted by 1.

KEEN SNIFFER

FEAT 5

FELSINE

Prerequisites stalker felsine heritage or discerning nose feat

Your scent range increases by 10 feet and you may track creatures using your scent, nullifying the effects of covered tracks, unless they took actions to obscure their odor, or a lack of physical tracks (such as following a low-flying creature). You are also able to determine more detailed information from an odor, what this information is up to the GM, but may discern such things as some carried items of a creature, number of creatures, or presence of a specific ingredient or even poison in food or drink.

FELSINE WEAPON TRICKS

FEAT 5

FELSINE

Prerequisites warband Felsine heritage or felsine weapon familiarity

You've learned cunning techniques to get the best effects out of your Felsine weapons. Whenever you critically hit using a greatclub, shortbow, or Felsine weapon, you apply that weapon's critical specialization effect.

SHARED PURRIFICATION

FEAT 5

FELSINE

Prerequisites self purification feat

You may now apply your self purification bonuses to other creatures when you use treat wounds, treat disease, and treat poison on them. Additionally, when using this ability on yourself only, the bonuses granted by self purification are doubled.

STUN HUNTER

FEAT 5

FELSINE

You know the secret tricks to immobilize your foes passed from generations of traveling hunters. You gain paralyze as a 3rd level occult innate spell that you can cast once per day. If your target has half of its Hit Points or less, its level of success is reduced by 1 step.

PURRIFYING MASTERY

FEAT 9

FELSINE

Prerequisites self purification feat

Your purrs have a near otherworldly healing quality. The bonuses granted by self purification are doubled. this stacks with the shared purification feat and doubles the bonus granted to other creatures. Additionally, once per day you may heal living creatures within 30 feet as if casting a 3 action heal spell of 4th level with the divine and auditory traits.

UPRUNNER

FEAT 9

FELSINE

You have developed your claws and muscles to be able to cling to nearly any surface. You gain a climb speed of 10 feet.

FELSINE WEAPON EXPERTISE

FEAT 13

FELSINE

Prerequisites war-band felsine heritage or felsine weapon familiarity feat

Your Felsine affinity blends with your training, granting you great skill with Felsine weapons. Whenever you gain a class feature that grants you expert or greater proficiency in certain weapons, you also gain that proficiency for greatclubs, shortbows, and all Felsine weapons in which you are trained.

PAL-NO-PUNCHES

FEAT 13

FELSINE

You are incredible at distracting enemies to help your allies. you treat your reach as 10 feet larger for the sake of flanking and can flank with ranged weapons against creatures within 10 feet.

NINE-LIVES

FEAT 17

FELSINE | FORTUNE

Your tenacious soul refuses to accept death before your time. When you suffer effects that would instantly slay you or that has the death trait you suffer one degree less severe. Additionally, once per day when you would die, you instead are left with the dying 3 and wounded 2 conditions. Unless you are healed by other methods, your next recovery check DC is increased by 2 when this effect takes place.

FELSINE EQUIPMENT

WEAPON DESCRIPTIONS

CEREMONIAL BATON

This small metal banded rod is decorated with ivory ornaments and a long tassel of fur and feathers.

FELSINE BLADE CLAWS

these specialized Felsine gauntlets have three or four long blades styled to look like elongated cat claws.

FELSINE BATTLE-HORN

This heavy reinforced musical horn is made of the hollowed horn of a large beast and is decorated with the clan sign of its owner.

TRAITS

FELSINE

A creature with this trait is a member of the Felsine ancestry. Felsine are a hard working and friendly people steeped in unique traditions and a wholesome way of life. An ability with this trait can be used or selected only by Felsine. A weapon with this trait is created and used by Felsine.

A WORD FROM A.E.D.G.

Thank you for purchasing the Felsine! If you are here after purchasing the old version, we greatly appreciate your support prior to refinement! If you are a newcomer to An Eldritch Dream Game products, welcome!

We have received some amazing help from our small, but loving community. With this re-release, we are taking a step forward refining our products both new and old. These releases will come as quick as they can given our situation as a primarily single person team. I (Shawn, author) am super grateful to all who buy our products and help to support my dream of becoming a designer within the vast TTRPG community. Someday I hope to be able to do this full-time and be able to support myself and my family. It's thanks to those out there who support A.E.D.G. that that goal seems to creep slowly closer, though it is still very far off.

Please if you enjoy our products leave a review, share with your friends, and let us know what you think on social media (@EldritchDream on Twitter). If you use one of our products in your game, review, stream, or other media, let us know! We love to hear about your experiences!



FELSINE WEAPONS

Simple Weapons	Price	Damage	Bulk	Hands	Group	Traits
Cerimonial Baton	4 sp	1d4 B	1	1	Club	Felsine, parry, two-hand d6
Uncommon Martial Weapons						
Felsine Blade Claws	8 sp	1d4 S	L	1	Brawling	Agile, felsine, finesse, parry
Uncommon Advanced Weapons						
Felsine Battle-Horn	3 gp	1d10 B	2	2	Club	Felsine, forceful, shove, acts as a handheld instrument



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