

Tengus

Tengus are a race of wingless avian humanoids with humanoid hands, clawed feet, and a beak that resembles that of a crow or raven. Matching the colors of these birds, most tengus' feathers are jet black; however, a few possess white, brown or blue-black coloration instead.

Ranging throughout almost all of the Dragon Empires, tengus have long suffered the scorn and abuse of the ruling humans, treated as a lesser race and relegated to the underclass. The recent fall of Lung Wa has allowed tengus to break free from the tyranny of other races, and the tengu nation of Kwanlai is testament to this achievement. Nonetheless, centuries of poverty and strife have made many tengus covetous of the wealth of other races, and tengus' reputation for thievery, deceit, and secrecy often precedes them wherever they go.

Tengus possess a rich culture that combines aspects from the numerous societies their people have been a part of, though they are loath to share the more unique parts of their own culture with outsiders, as they are largely distrustful and scornful of others.

Tengu Mechanics

Hit Points

6

Size

Medium

Speed

25 feet

Ability Boosts

Dexterity
Wisdom
Free

Ability Flaw(s)

Constitution

Languages

Common
Tengu
Additional languages equal to 1 + your Intelligence modifier (if it's positive). Choose from the list of common languages and any other languages to which you have access (such as those in your region).

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.

Claws

Your sharp claws offer an alternative to the fists other humanoids bring to a fight. You have a claw unarmed attack that deals 1d4 slashing damage and has the agile and finesse traits.

Tengu 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 Tengu, you select from among the following ancestry feats:

Name	Level	Traits	Prerequisites	Benefits
Avian Speaker	1	Tengu	—	You can communicate with and use Deception, Diplomacy and Intimidation on animals that are birds (the GM determines which animals count).
Blood Beak	1	Tengu	—	You gain an unarmed bite attack that deals 1d8 piercing damage.
Carrion Feeder	1	Tengu	—	You don't gain the sickened condition from meat you ingest. You can feed yourself without using the Subsist downtime activity as long as corpses are readily available. You can eat and drink things when you are sickened.
Gifted Linguist	1	Tengu	—	You gain the Sign Language skill feat. Whenever you select the Multilingual feat, you learn three new languages instead of two.
Glide	1	Tengu	—	You gain the Cat Fall skill feat. Whenever you fall, you may move 5 feet horizontally for every 20 feet you fall.
Lovable Scoundrel	1	Tengu	—	If you fail (but not critically fail) a Deception check to Lie, an Intimidation check to Coerce, or a Thievery check to Palm an Object, you can roll a Diplomacy check as a reaction against the same DC. If you succeed, the target assumes your actions were just some awkward tengu behavior, and its attitude toward you does not worsen.
Razor Claws	1	Tengu	—	Your claw attack deals 1d6 slashing damage instead of 1d4 and gains the versatile (piercing) trait.
Swordtrained	1	Tengu	—	Choose a number of Knife or Sword weapons equal to 3 + your Intelligence modifier. You are trained in these weapons and gain access to them if they are uncommon.
Very Sneaky	1	Tengu	—	As the Goblin Feat of the same name.

Amongst Humans	5	Tengu	—	Select a 1st Level Human Feat.
Clever Linguist	5	Tengu	Gifted Linguist	You gain a +2 circumstance bonus on Society checks to Decipher Writing or Create a Forgery.
Tengu Wings	5	Tengu	Glide	While unencumbered and not carrying anything in your hands, you gain a fly Speed equal to your land Speed. You may only fly horizontally or descend, may not attempt any flight maneuvers, and fall if you do not land after your movement.
Sword Deftness	5	Tengu	Swordtrained	Whenever you critically hit using a Knife or Sword weapon, you apply the weapon's critical specialization effect.
Unarmed Cunning	5	Tengu	—	Whenever you critically hit using a claw or bite unarmed attack, you apply the unarmed attack's critical specialization effect.
Bird Hop	9	Tengu	—	When you Step, move up to 10 feet instead of 5.
Urban Advantage	9	Tengu	—	When you are in an urban environment in dim light, non-tengu creatures are flat-footed to you.
Swordexpert	13	Tengu	Swordtrained	Whenever you gain a class feature that grants you expert or greater proficiency in certain weapons, you also gain that proficiency for the weapons you chose with Swordtrained.
Very, Very Sneaky	13	Tengu	Very Sneaky	As the Goblin Feat of the same name.