

# Feretia

Feretia are magical animals that came to be by their own wishes and goals.

Originally, these little ferret fellas were wild animals or pets of other creatures

Driven by their often selfless mission, feretia transformed into small beings that roughly count as a humanoid and gained the ability to talk and understand complex languages.

They often try to integrate themselves into humanoid societies and attempt to train in guilds or royal armies, but are typically rather seen as adorable and treated like a mascot.

Even in adventurer parties, the benefits of having these fluffy little allies are sometimes overlooked.



Feretia paladin on a courageous journey

## Adorable Furball

**On 2nd Level** you gain the ability to cast the *Charm Person* spell exclusively as a first-level spell with one free charge per *Long Rest*.

**Starting at 4th Level** you know the *Heroism* spell.

**Creature Type:** Tiny humanoid

**Size:** Tiny or Small (0.5 - 1.2 feet tall)

**Speed:** 40 feet

**Life Span:** 10 - 15 years on average

**Additional racial trait:** You have Darkvision with a range of 60 feet.

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

**Ability Score Increase:** Your Intelligence score increases by 1 and your Dexterity score by 2.

Feretia are often seen as adorable pets who try to imitate the adventurers they look up to. But despite the widely popular opinion on their actions, feretia are very courageous little creatures with hearts as big as their hands - Which isn't very big, but for a feretia, it means the world.

## Magical Being

Feretia originally were wild animals or tamed indoor pets, but through their wishes and hope they became something greater. Your body radiates magical energy and it is impossible for you to hide this nature even if you tried.

## Friend shaped

Feretia are generally seen as adorable and trustworthy by humanoid creatures. You also know the *Friends* cantrip and can cast it without component requirements.

## Tiny Fists with greater Power

When wielding a small object that vaguely resembles a known basic, non-magical weapon in shape, you can attack with it and instead of counting as an improvised weapon, the damage is one die lower than the original weapon's damage die. The lowest possible damage is *1d3*. You are always proficient in the usage of such a weapon.

*Examples:*

Object	Resembling Weapon
Fork	Trident [1d6] → [1d4]
Needle	Dagger [1d4] → [1d3]
Hammer	Warhammer [1d8] → [1d6]
Knife	Sword [1d6] → [1d4]
Stick or Pipe	Mace [1d6] → [1d4]