DUALINK

Mink

Race



One Piece Edition

Mink

The Minks are a proud and resilient race of humanoid beastfolk, possessing the traits and instincts of various animals. Originating from the secluded island of Zou, they have lived in harmony atop the wandering colossus, Zunesha, for generations. Minks are known for their deep sense of camaraderie, honor, and unwavering loyalty to their people and allies. Their society, though tribal in nature, is highly structured and built upon mutual respect, strength, and tradition.

Children of the Wild

Minks are born with the physical attributes of different animals, ranging from canines and felines to more exotic creatures like reptiles or marsupials.

Despite their diversity, all Minks share enhanced senses, heightened agility, and an innate connection to nature. Their fur-covered bodies grant them natural protection from the elements, and their sharp claws and fangs make them formidable combatants even without weapons.

Their culture is deeply ingrained with respect for the natural order, and they possess an almost supernatural bond with animals.

Unbreakable Bonds

Loyalty and kinship form the foundation of Mink society. To a Mink, comradeship is sacred, and they will stand by their allies no matter the cost. They hold deep respect for their elders and leaders, adhering strictly to the codes of their warrior traditions.

While they are wary of outsiders due to the history of their isolation, once a Mink deems someone a friend, they will fight to the death to protect them.

Electro Warriors

A defining trait of the Mink race is their ability to generate and control Electro, a bioelectric energy they can unleash through their bodies. This natural power allows them to electrify their strikes, stunning enemies with each blow. From a young age, Minks are trained in the use of Electro, honing it into a devastating weapon in both armed and unarmed combat. Their warriors, known as the Musketeers and Guardians, are feared for their mastery of this unique ability.

The Awakened Beast

A rare and awe-inspiring transformation, Sulong is a heightened state that only the Minks can achieve under the full moon. When bathed in moonlight, a Mink's body undergoes a dramatic change—fur turns radiant, eyes glow with an ethereal light, and their strength, speed, and ferocity increase to an astronomical level. However, Sulong is not without its risks. If a Mink remains in this state for too long without proper control, they may lose themselves to their primal instincts, becoming nothing more than a wild beast in battle. As such, only the most disciplined of Minks can harness Sulong without succumbing to its overwhelming power.

Mink Names

Mink names often reflect their beastly nature and tribal traditions, sometimes incorporating elements of their animalistic heritage. They can range from simple, instinct-driven names to those carrying deep ancestral meaning.

Male Names: Inuarashi, Pedro, Giovanni, Roddy, Blackback
Female Names: Wanda, Carrot, Milky, Consomme, Tristian
Unisex Names: Pekoms, Zeppo, Sicilian, Bepo

Mink Traits

Ability Score Increase. Your Dexterity score increases by 2, and your Wisdom score increases by 1.

Age. Minks mature at the same rate as humans but can live up to 200 years.

Alignment. Minks tend towards good alignments, valuing loyalty and community, but individuals can be of any alignment.

Size. Minks vary widely in size, from 5 to 7 feet tall. Your size is Medium.

Speed. Your base walking speed is 35 feet.

Darkvision. You can see in dim light within 60 feet as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Electro. You can channel bioelectric energy they can unleash throughyour body. You gain teh following benefits:

- ***Electro Touch:*** When you hit a creature with an unarmed strike or melee weapon attack, you deal an extra 1d6 lightning damage.

This damage increases at 5th (1d8), 11th (1d10), and 17th level (1d12). You can use this a number of times equal to your proficiency bonus per long rest.

• ***Electro Charge:*** As an action, you unleash electricity in a 10-foot radius. Each creature in range must make a Dexterity saving throw or take 2d6 lightning damage (scaling up to 5d6 at 17th level) and lose reactions until the start of their next turn. You can use this a number of times equal to your proficiency bonus per long rest.

Natural Athlete. You have proficiency in Athletics and Acrobatics.

Claws. Your claws are natural weapons.

• You can make unarmed strikes with them, dealing 1d6 slashing damage instead of normal unarmed damage.

• When you use Electro Touch with an unarmed strike, the lightning damage increases by one die size (e.g., 1d6 → 1d8).

Sulong Form. At 5th level, when exposed to the full moon, as an action you can transform for 1 minute.

• Your speed increases by 15 feet.
• You gain +1 AC.
• You have advantage on Dexterity-based attack rolls, saving throws, and Acrobatics checks.
• Your Electro abilities deal an additional 1d8 lightning damage instead of 1d6.
• You have advantage on Perception checks relying on hearing or smell.

Feral Instincts. You can add your Dexterity modifier twice to Initiative rolls instead of once.

Languages. You can speak, read, and write Common.