



Cats: New Race and Class Features

A sudden, fleeting movement glimpsed in the corner of an eye. A svelte shape insinuating itself into an implausibly small gap. A small, curled form in front of the fire, suddenly startled from sleep. Cats get everywhere, comfortable in any situation and adaptable in the way that few creatures are. They find a home in the most inhospitable of places, making themselves warm and comfortable almost instantly. But they are also deeply loyal, often friendly, and willing to defend those they love to the death. Cats are the perfect adventurers; they are capable of withstanding hardship, and do not trust lightly, but protect fiercely those in whom they have placed their trust.

An Old Bond

Cats have been welcomed into the homes of man, dwarf, elf, and even orcs and goblins for thousands of years. They provide an invaluable service, after all. Catching mice, rats, and other small vermin requires speed and coordination, not to mention a small stature, that most of the bigger races simply do not possess. And so a relationship of mutual advantage began and continued, strengthening the strange bond between the cats and those who, quite mistakenly, believe themselves to be their owners, or masters. Cats aren't recklessly loyal like dogs, but they do love and form deep attachments to those who take the time to earn such devotion. It is not enough, with a cat, to simply feed it and expect adoration. It requires patience and persistence, it requires consistency. Cats are as varied in temperament and appearance as humans or dogs and need to be treated with respect, care, and attention. But they repay those who are prepared to spend the required time to earn their friendship a thousandfold. This is true even with awakened cats, blessed with human levels of intelligence. They are suspicious but, if treated properly, can become fiercely loyal companions.

Common Interest

Cats are, by nature, somewhat solitary creatures, often preferring their own space and company to that of a pack or group. But this is not always the case. Cats often form small circles of friends which, while looser than those formed by other animals, are no less devoted. If a cat is in trouble, their friends arrive in moments to assist them. Cats also form groups to achieve specific goals. Looking to solve a mystery, or loot a dungeon? What about halting a villainous wizard with designs on the city's supply of treats? Cats band together when faced with such threats, utilising each other's differing strengths to achieve their ends. Afterwards, they may part ways or may remain together...not that they need to. They could split up any time they want...

Agile, and Hard to See

Renowned for their nimbleness, cats can make the most extraordinary leaps, fit into spaces that barely seem wide enough to slide a sheet of parchment through, and walk away, casually, from the most dangerous of falls. Awakened cats still possess these traits, but now combined with acute intelligence and an understanding of how to use these natural traits to their best advantage. This makes cats extremely dangerous combatants, able to evade enemy attacks before suddenly appearing at their enemy's back, pouncing onto a vulnerable patch of flesh and sinking their claws in. This makes even heavily armoured and well-trained soldiers fear facing Awakened cats in combat... you never know from where they'll strike next!

Feline Traits

All cats begin with the following traits:

🐾 **Ability Score Increase:** All cats increase their Dexterity score by 2.

🐾 **Age:** Cats reach maturity between the age of 1 or 2, and live, on average to the age of 15.

🐾 **Alignment:** Cats tend toward neutral alignments; they are very rarely wholly evil or wholly good. Their main preoccupation is themselves and the small circle of loved ones they seek to protect. This can occasionally seem like callousness or disinterest in the larger world.

🐾 **Size:** While there are larger and smaller cats, this variation in size and length is much more limited than it is in dogs. As a result, all cats are considered small.

🐾 **Languages:** A cat can speak and read Common, Feline, and one other language. Cats only use language with humans and other races; when with each other, they communicate entirely through gesture, small inflections of the face and eyes, and carefully modulated thrusts of the paw or flank. This language is called Feline and can only be spoken fluently by other cats.

🐾 **Speed:** A cat's basic speed is 30 feet.

🐾 **Darkvision:** Cats have Darkvision up to 60 feet.

🐾 **Bite & Scratch:** Sharp teeth, and claws which can be quickly unsheathed and used to slice through flesh - all cats possess these natural weapons. Cats are proficient with this attack, which counts as both a weapon attack and an unarmed attack. The attack does 1d6 damage plus your Strength modifier bonus. This increases to d8 + your Strength modifier bonus at level 5, and d10 + your strength modifier bonus at level 10.

🐾 **All So Different:** There are many different varieties of cat breed, each with their own idiosyncrasies, preferences, and behaviours - remember that any breed can belong to any of the three subraces; cats are born at all sizes. Choose a feline subrace from the list below and then choose one ability from the subsequent list. You may only choose one such ability.

🐾 **Welcoming Dark:** Cats turn up where they are least expected, and disappear from sight when it seems impossible. On these occasions, a cat is probably visiting the Welcoming Dark. Cats don't Long Rest like other races. Instead, they visit the Welcoming Dark. See page 52 for more detail.

Feline Sizes

Hefty Cat

These big, substantial cats are the biggest of their kind and are tougher and more durable than their feline kin. If you want to play a Maine Coon, a Norwegian Forest cat, or just an unusually chunky version of your favourite breed, choose a Hefty Cat!

🐾 **Ability score increase**
Strength score increases by 1.

Regular Cat

The typical cat. Neither too large, nor too small. Purrfect, you might say. Play a regular cat if you want to be a tabby, a Bengal, or an American Bobtail; you're the kind of cat who knows how the world works. You can live in a home, or in the wild.

🐾 **Ability score increase**
Wisdom score increases by 1.

Lap Cat

Smaller, more delicate, and all the smarter for it, lap cats are experts at getting others to do the work for them. After all, when you're this adorable, why wouldn't you? Play a lap cat if you want to be a Persian, a Sphynx, or a Ragdoll - or if you just want to be small, cute, and loveable.

🐾 **Ability score increase**
Charisma score increases by 1.



Breed Abilities

How Did They Get Up There?

Moving with preternatural speed and grace, you scramble up sheer surfaces with ease. You may add double your proficiency bonus to all climb checks.

Feline Intuition

You know things. Even if you're not entirely sure how sometimes, you just do... Gain +1 to Intelligence score permanently.

Gone!

No thanks, you're not sticking around to be smashed with a mace. You know how to stay safe and stay alive. When fleeing or escaping from combat, double your base walking speed.

Attention must be paid!

Are they...ignoring you? Have they seen what you look like? Well, you'll soon put a stop to that. Add your proficiency bonus to all Charisma checks.

Skilled Hunter

You can follow your prey through any terrain, no one is getting away from you! You gain advantage on all checks relating to tracking, or hunting.

Action Cat

You're always ready for what comes next; you're poised, cunning, and able to anticipate. Add +1 to your Initiative modifier.

Like Smoke

The enemy flails about them, trying to hit you. But you've already gone, like mist in a strong breeze. Whenever attempting to move past an enemy, or disengage from combat, you may avoid the first attack of opportunity made by an enemy.

Flower Marked

Your distinctive patterned fur is actually highly effective camouflage, making you difficult to spot in the wilderness. You have advantage on all stealth rolls made in natural terrain, such as a forest or a jungle.

Lands on Feet

You are incredibly agile, so much so that even falling from a great height seems to scarcely affect you. Whenever you take fall damage, it is halved.

🐾 Good Luck Cat

You're just...lucky. You don't know why, but you are. Once per session, you may reroll one failed test.

🐾 Life in the Shadows

Twilight is your element, your colouring and lithe form making you almost impossible to track as the light dims. Whenever you are in partial or reduced light, you gain advantage on all stealth roles.

🐾 Like a Wolf

As you shed your fur, you begin to resemble a vicious wolf, teeth bared and hungry for blood. You know how to use this appearance to your own ends! Whenever making an Intimidate check, you may use your proficiency bonus on top of any other modifiers.

🐾 Big Unit

Hulking and mighty, it doesn't matter that you aren't as big as a dragon... you pack just as much into a smaller package! Add +1 to your Strength attribute.

🐾 Defensive Fluff

Your fur is spectacularly fluffy, softening the blows of your enemies and protecting you against whatever forces you must confront. Add +1 to your armour class.

🐾 Adaptation

You were born in freezing cold conditions, you're used to them, capable of putting up with anything. You have resistance to cold damage.

🐾 Go Limp

You've spent a lot of time going limp and playing dead. You're eerily good at it, in fact, but you've learned something more while lying there, unmoving. When knocked Prone, you may attack as normal, and enemies do not attack you at advantage, even if within 5 feet of you.

🐾 Everybody Wants to Be a Cat

You know it's natural to envy your grace, your fur, your beauty. How could they not? They won't get close, of course, but they can always watch you. Add +1 to your Charisma score.

🐾 And...Push

Things need pushing! That's what they're there for! Just give them a little nudge and see what happens! Whenever attempting to move a stationary object, you may add your proficiency bonus to the roll.

🐾 Stubborn

You don't go down. You've been in a lot of fights and you don't like losing. You don't like doing anything unless you want to do it. When you're reduced to 0 hit points in combat, make a DC 14 Constitution save. If you succeed, you are not knocked unconscious but remain standing, on 1 hit point. This ability can only be used once per combat.

🐾 **Light Sleeper:** You don't need much in the way of recovery time. You can get by in a way others can't. When short resting, determine the number of hit points regained in the normal fashion (roll a Hit Dice and add the Constitution modifier), then add an additional 1d4+2 hit points to the total.

🐾 Slippery Customer

Someone with your dignity is, most assuredly, not going to be manhandled! Whenever an enemy attempts to grapple you, you make your opposing Dexterity roll at advantage.

🐾 Nine Lives

Everyone knows that cats are too fast for death to catch. You make all death saves at advantage.



New Background: Awakened Cat

Not that you weren't ever aware of being different. Better. You're a cat. Of course you knew everything you needed to about the world around you; you knew how to hunt, where the cleanest water was to be found, and where to go when you fancied sharpening your claws on another cat's face. But now...now you're even more advanced than the stupid animals you run into (and, on the most degrading occasions, run from) on the streets or in the fields of your home. What exactly happened you're not sure...was it something you ate? Did you sleep too near that sorcerer's hearth? It doesn't really matter. Instead, you've got the chance to go out and get yourself the respect, and the food, you've always wanted. No more of this having to meow for attention. Not for you. And there's lots of other things you could be doing with your time...lots more of the world to see. And lots of different food to try. There are even stories of treasure. Imagine the food you could buy with that! Not that it's all about food. No...you're a cat. It's also about reminding everyone how graceful and beautiful you are. And if there's some food that happens to need eating...well, who would say no to that?

Feelin' Feline

Cats aren't the friendliest of species, but you are loyal and, once you've chosen to like someone (and it's always that way round) then you'll keep them safe and fight to do so. Unlike awakened dogs, who typically maintain their relationships with their less fortunate kin, cats rarely bother. Why would you? Just because they can speak doesn't mean that other cats aren't still a threat! Cats are predators, smoothly sliding through the world around them, and being awakened only made you more aware of the dangers and the risks you must confront. It also made you ever more protective and loyal to your friends. You know you can't trust them to look after themselves, not really. Cats are highly self-sufficient, and you are skilled in hunting for food in even the most unprepossessing of situations. You are also highly capable of navigating either the urban or the rural environment, as though you were born to either. You can find sources of food and water anywhere you go - whether in a bakery or a warehouse, your keen senses are able to find sustenance. You can also squeeze yourself into tiny spaces, ensuring a dry and warm haven wherever you go (though there is rarely enough room for your companions).



Suggested Characteristics

Every cat has their own peccadillos and unusual behaviours. Awakened cats are no different; if anything, they are likely to be amplified as you deal with the dangers and difficulties of the world. This manifests itself as some form of personality flaw — arrogance, timidity, belligerence — but cats typically embrace such aspects of themselves. While a dog might be in constant conflict over their anger towards some humans, you feel no such divisions. All that matters is: what keeps you alive? A cat is all about survival — if you have a personality trait, it's because it helped keep you alive this far, so why try and 'improve' yourself or your attitude? No. Stay alive. Anything that helps with that task can stick around.

Skill Proficiencies: Insight, Acrobatics

Languages: Any one of player's choice

Feature: You can spot another awakened cat immediately, and know how to speak to them, how to win them over, and how to earn their trust. You also communicate with unawakened cats easily.

Equipment: A single reminder of your life before becoming awakened; a collar, a bowl with your old name emblazoned on it, a bell attached to a length of yellow ribbon that was your favourite toy. A pouch containing 15gp.



Personality Trait

- 🐾 I'm pretty much the most perfect creature who has ever existed. Have you seen me walk? You lucky thing, getting to watch me stroll down the street for the first time. You can come with me, if you must. I guess looking at you reminds everyone of how amazing I am.
- 🐾 I'm a fighter; a scrapper; a brawler. I've lost fur, ears, teeth...everything. But I'm still here. Because I'm tough. Really, really tough. And I'm afraid of nothing. Bring me the bloody Tarrasque...I'll still take it!
- 🐾 Sigh. Yes, yes, I'm coming. It really is too much, you know. Some call me lazy. They're wrong, of course. What I am is considered. I don't go running around. I conserve my energy and act at just the right time.
- 🐾 I'm fun! I'm fun! Look at what I can do! Look at my tail! I'm a happy catty and I'm always ready for another game. Or just to run in circles! It's all fun!
- 🐾 I've never seen a hole in a wall I didn't want to investigate, or a scent-trail I didn't want to follow. It gets me in trouble sometimes, but it also gets me the kind of experience I want. Who wants to be a house cat?
- 🐾 Hmmm... Distracted? I guess I can be easily...oh! Is that chicken? Yes, I'd love some!
- 🐾 I just prefer hiding under the nearest bed to being outside. Is that really being timid or scared? I don't think so...Wait! What was that? Alright yes, I'm a complete coward. Just let me get somewhere safe!
- 🐾 Of course I'm angry! Do you know what I've endured? How much I've seen? Suffered? Life as a cat isn't curling up in front of the fire for all of us, you know. Sometimes, it's much more difficult.

Ideal

- 🐾 Courage. Bravery is the highest goal any can achieve; to master your fear is to master yourself.
- 🐾 Change. The world is not as it should be. I'm going to change that, whatever it may cost.
- 🐾 Survival. Ensuring my survival, and that of the few I love, is the only worthwhile goal.
- 🐾 Knowledge. There is much out there to learn. I intend to use this knowledge to my advantage.
- 🐾 Revenge. Getting rid of those who harmed me is the only reason I travel through these lands.
- 🐾 Restoration. Bad things have happened to me, and I have done bad things myself. I want to make everything right, if I can.
- 🐾 Preservation. Too much has been lost to time. Now that I can speak and write, I want to preserve the true nature and history of my species.
- 🐾 Family. My love is not easily earned. These people have done so and I spend my life ensuring their safety and comfort.



Bond

- 🐾 My old owner, who gave me this power, was a good person. They're gone now but they deserve to be remembered. I'll ensure they are.
- 🐾 I don't know what is in this jar, just that when I licked it, I learned to speak as humans do. Now I carry it with me, granting small amounts to the few cats I judge worthy.
- 🐾 The collar I tore off myself and flung away. I can still feel it, rubbing against my fur. I'll not wear one again.
- 🐾 A can of fish. My favourite food. It reminds me of the past, of what has changed, and of the future I will make myself.
- 🐾 A vow I took to protect the two children who took me in and gave me milk, when I was barely a kitten. I have not forgotten them, or my oath.
- 🐾 My mother was taken away when I was young. I never saw her again. I can feel that she is still alive, and I pursue her trail wherever it goes.
- 🐾 Once, cats ruled this world. They can do so again. I carry this knowledge inside me and share it with whomever listens...and believes.
- 🐾 I was an experiment — one that failed and was cast aside. The person who treated me so poorly will pay for it.

Flaw

- 🐾 I lose my temper over the most minor of slights. I cannot help myself. I just love the adrenaline thrill of an imminent fight. Have done since I was a kitten.
- 🐾 I was superior even when I was a normal cat. Now... well, let's be honest. There just isn't another creature in this miserable corner of the world to compare to me.
- 🐾 They call me selfish, and even I have to admit that I am. I earned (or stole) this stuff by myself. I see no reason to share it with those who don't have the wit to do the same.
- 🐾 I take nothing seriously. Risk, danger, my life or those of others...all just one more set-up in a great joke no one else seems to notice. Even other cats!
- 🐾 Setbacks have a horrible habit of making me believe that I should just give up. Even the most minor incident can make me sit down, fold my paws, and refuse to move.
- 🐾 I once bit a man's nose off because I thought he was being too friendly with my family. It turned out he was a friend of theirs and had brought them a present. I may, on occasion, be overprotective.
- 🐾 Style matters far more than the end result. It has been known for me to leave someone in (very mild) peril, because I didn't want to mess up my fur. I know *it* doesn't look great, but I really did.
- 🐾 It's not that I'm a coward, I just refuse to put myself at any risk, for any reason, for anyone. Ever.





Class Options

The following gives a brief overview of how the cat-versions of the individual classes manifest themselves and provides unique class features. A player may elect to take this feature instead of one of the standard class features.

Barbarian

Raised in the mountains or on the plains, barbarian cats are unused to human companionship and are often hostile to any who they believe might try and restrain them or limit their freedom. They are dangerous fighters, lashing out with teeth, claws, and tail while utterly unconcerned for their own safety. While they are rarely the most social of cats, they form deep attachments and become fiercely loyal to those they trust.

At **1st level**, in place of *Unarmoured Defense*, you may take the following ability:

Ferocious Attack

Lunging towards the enemy, claws extended and fangs gleaming, you inflict massive damage as you attack. Whenever rolling for damage following a successful attack, roll two damage dice and choose the highest result.

At **7th level**, instead of *Feral Instinct*, you may take the following ability:

Heavyweight

Heavyweight: When making a successful grapple attack against any enemy of Medium size or smaller, the Barbarian immediately knocks them prone.

At **15th level**, instead of *Persistent Rage*, you may take the following ability:

Go for the Throat

Go for the Throat: When the barbarian has made a successful attack and dealt damage to a creature, they may immediately make a second attack against the same creature as a bonus action. This second attack delivers half damage.



Bard

Entrusted with remembering the history of the cats, bards are highly respected within the ranks of the awakened cats and are welcomed warmly wherever they go. Expected to tell stories and act, in some fashion, as teachers, they remind fellow cats both of where they come from and where they might go. This responsibility means that bards are frequent adventurers, drawn into strange circumstances and mysterious events, in pursuit of new knowledge to return to the ears of those cats who would listen.

At **1st level**, you may take the following ability, in place of your normal 1st level abilities:

High Pitched Screech

While a cat bard can use its voice to achieve the most beautiful, musical effects, they can also do substantially less pleasant things. A bard can unleash a hideous screeching noise as an attack (using Charisma), targeting one enemy within its line of sight. This enemy is afflicted by the Fear condition for the next turn.

At **6th level**, alongside your Bardic College ability, you may take the following ability:

Laughter of the Cat

A strange hybrid of a growl and a purr leaves your mouth, bubbling through the air and leaving all who hear it convinced of your ineffable cuteness. Once per long rest, you can use this ability to convince all creatures within 15 feet not to attack you for one round unless they succeed on a Charisma save with a DC equal to your Spell Save DC.

At **14th level**, alongside your Bardic College ability, you may take the following ability:

Feline Fine

You have an inner reserve of strength, drawn from the great song of creation that so few can truly hear. When reduced to 0 hit points, you may automatically reroll any failed death saving throws. You must accept the second result



Cleric

Religion is a strange new phenomenon for cats. While it seems to come naturally to dogs, for cats it has been rather different. Cleric Cats are those who came to recognise the gods earliest, heard their voices in dreams or in a waking trance and, more importantly, followed their instructions. Clerics provide guidance for cats bewildered by their awakening or unsure of their place in the world and attempt to tread the path of the Ailurokin - combining the dignity of Urbaste, the wiliness of Tom o'th'Alley, and the wisdom of the Old Striped Cat. Clerics are sought out for their guidance and for their skill in combat, almost equally. Especially as many cats simply don't care what the gods say...and, sometimes, it doesn't seem like the gods are especially bothered either...

Instead of one of the standard Domains, cat clerics may choose to follow the Subtle Domain:

The Subtle Domain

Religion is new amongst cats and still undefined. Amongst those who have devoted themselves to the worship of the recently discovered feline deities, many choose to embrace the path of the Ailurokin, the trio of gods called Urbaste, Tom o'th'Alley, and the Old Striped Cat (amongst their many, many other names...what god only has the one?), believing this is the truest and most natural form of belief for their kind. The Subtle Domain emphasises the use of stealth, speed, and wit to evade attacks and protect cats from danger. It is a domain of game playing, teasing, and highlights the mercurial nature of cats, loving one moment, suddenly distant and aloof the next. For the followers of the Ailurokin, this is all part of the game. Enemies are there to be played with, friends to be defended.

The Subtle Domain Spells

- 🐾 **1st level:** Shield of Faith, Healing Word
- 🐾 **3rd level:** Calm Emotions, Hold Person
- 🐾 **5th level:** Spirit Guardians, Dispel Magic
- 🐾 **7th level:** Remove Curse, Banishment
- 🐾 **9th level:** Guardian of Faith, Mass Cure Wounds

Wit of Tom

When you choose this Domain at first level, you gain the ability to cast Tasha's Hideous Laughter as a 1st Level Spell. You may do this without expending a spell slot, once per visit to the Welcoming Dark. You also gain proficiency in Deception.

Channel Divinity: Blessing of Urbaste

Starting at **2nd level** you can use your Channel Divinity to swathe those close to you in the Welcoming Dark, for a few moments.

This is represented by casting Invisibility, as a 2nd level spell, on one player character as a bonus action. This ability scales with level, in the same way as the Invisibility spell does.

Channel Divinity: Cute as a Kitten

At **6th level**, you can persuade your foes that fighting you and your fellows is just... silly. What a waste of everyone's time!

As an action, you present your Holy Symbol and cast Glibness on yourself. It lasts for 10 minutes. You must long rest before you can use this ability again.

Divine Strike

At **8th level** you gain the ability to infuse your weapon strikes with the combined strength of your allies. Once in each of your turns, when you hit a creature with a weapon attack, you can cause the attack to deal an additional 1d8 bludgeoning damage. When you reach 14th level, the extra damage increases to 2d8.

Knowledge of the Old Striped One

At **17th level** you receive the blessed insight of the Old Striped One, the undying font of feline wisdom; even as they look at you, your enemy feels the divine power aligned against them. Any enemy attempting to make a melee attack against you must pass a DC 12 Wisdom test or be unable to act for the rest of the turn.



Druid

The natural world flows through the druid, awakening them to the ways in which the earth and the beings on it are a single organism, all one and inextricably connected. Cats, as predators, know this intimately; they know how deeply they rely on the creatures beneath them in the food chain for survival. Cat druids are determined to protect the balance of nature, never letting their brethren take too much, preserving the precious equilibrium of the world that birthed them which they recognise as their duty to protect.

At **1st level**, you may take the following ability as a bonus:

Wild Cat

You gain Nature or Animal Handling as a starting skill, for free. This does not replace any of the other two skills you may take at 1st level.

At **6th level**, you may take the following ability in place of the corresponding ability from your Druid Circle:

Cat Nap

You have drawn the essence of nature into yourself. Whenever you are in a natural environment, you gain the benefits of a long rest in half the normal time (that is 4 hours rather than 8).

At **14th level**, you may take the following ability in place of the corresponding ability from your Druid Circle:

Nature's Child

You move through the natural world with absolute ease; nothing obstructs you. You may cast the Freedom of Movement spell at will.



Fighter

Resilience and discipline aren't always the characteristics expected of a cat, but they possess them along with courage and skill. These are the attributes a fighter requires and must be prepared to bring to bear in the most ferocious of battles. Cat fighters are renowned for their willingness to fling themselves into the most desperate conflicts, laying about them with deadly speed and accuracy, deflecting blows with ease, and withdrawing before being overwhelmed.

At **1st level**, you may take the following Fighting Style in place of the standard styles:

Artful

You are perfectly poised and exactly balanced when wielding a blade. Whenever using a weapon with the *finesse* quality, you gain a +2 to damage rolls with that weapon.

At **3rd level**, you may take the following Martial Archetype in place of the standard Martial Archetypes:

Cat's Paw Martial Archetype

At **3rd level**, when you take this Archetype, you immediately gain the following ability:

Improved Critical

Your weapon attacks score a critical on a roll of 19 or 20.

At **7th level**, you gain the following ability

Cat's Scratch

Whenever you roll a critical hit, you may make a second attack as well as rolling additional damage. This second attack may be on the same target or on a different target, provided they're within range.

At **10th level**, you gain the following ability:

Impossible Speed

You strike with astonishing speed and then withdraw. When you have made a successful melee attack against an enemy, you may then move up to half your movement away from the enemy, without incurring any attacks of opportunity.

At **15th level**, you gain the following ability:

Superior Critical

Your weapon attacks score a critical on a roll of 18, 19 or 20.

At **18th level**, you gain the following ability:

Cat's Claw

Whenever you roll a critical hit, you may make two additional attacks, as well as rolling additional damage. These additional attacks may be on the same target or on a different target, provided they're within range.



Monk

Precision, grace, speed, flair...these are the traits commonly attributed to all cats, but only a few elevate them to something resembling a divine gift. Such is the monk. A cat monk is agile in a way that leaves any witnesses to such celerity and nimbleness awed; gravity seems to relax its hold on the monk, allowing them to move faster than should be possible. Cat monks form a deep bond with their mentors, learning much from them before their natural wanderlust takes hold and forces them to venture into the world. Such is the path they must follow...

At **1st level**, in addition to the standard monk abilities, you may also take the following ability:

Nothing in the Laws of Physics

When making a Dexterity test to overcome any difficult terrain or jump over a gap, you make the test at advantage.

At **5th level**, you may take the following ability in addition to your other abilities:

Between the Rain

You gain advantage on all Dexterity saves.

At **13th level**, you may take the following ki-empowered ability in place of *Tongue of the Sun & Moon*:

Paw Flurry

You can dash as a single action. Rather than have to move, and then move again as your second action, you can travel up to your full move as a single action.



Paladin

Awakened cats are rarely committed to their faith, being unconcerned whether or not their gods are watching over them. There are some, however, who see in the Ailurokin a model of behaviour that all cats should endeavour to follow. Those who have heard the (fairly infrequent) call of the cat gods become Paladins, dedicated to providing their fellow cats with the defences of faith and dedication. Cat paladins are often thought somewhat strange amongst their feline fellows but are greatly respected for their strength, resilience, and for their determination to help their kin no matter what it is they face.

At **1st level**, you gain the following ability along with your other starting abilities:

Defender of the Fur-th

Cat Paladins are fortified by their belief in the Ailurokin and, as a result, are immune to the Frightened condition.

At **3rd level**, you may take the following Sacred Oath in place of one of the standard Oaths:

Oath of Twilight

You are the guardian of the inbetween. You protect the balance, maintain the equilibrium between the light and the dark. You remain perfectly poised, your powers precisely aligned and balanced between the two extremes of day and night. You protect the innocent, but you do not condemn the wicked, not without having ensured that you know what it is they have faced. Forgiveness is a powerful weapon, too, if used correctly.

Tenets of Devotion

Paladins who have sworn themselves to the Oath of Protection must adhere to the following creed:

- 🐾 **Balance:** You strive to achieve equilibrium in yourself and to help others achieve - ensuring that the world remains in harmony.
- 🐾 **Belief:** No one is wholly good or wholly evil. You know that anyone can be redeemed if they choose to be - and you'll help them if you can.
- 🐾 **Honour:** You never deceive your friends, never take from them, and never deny them.
- 🐾 **Commitment:** You stand between the light and the darkness, ensuring that neither ever overrides the other. You unite them in yourself, and must ensure that they remain reconciled, no matter how difficult it might be.

Oath Spells

You gain oath spells at the paladin levels listed:

- 🐾 **3rd level:** Command, Identify
- 🐾 **5th level:** Mirror Image, Shield of Faith
- 🐾 **9th level:** Flame Blade, Protection from Poison
- 🐾 **13th level:** Mass Healing Word, Remove Curse
- 🐾 **17th level:** Guardian of Faith, Banishment

Channel Divinity

When you take this oath at **3rd level** choose one of the two following Channel Divinity options:

Fellowship of the Old Striped One

With the sagacity and solemnity of the Old Striped Cat you worship, you can use divine power to defend a friendly character from the darkness of a fallen creature. As an action, you may choose one player character within 30 feet to receive the boon of the Old Striped One. They gain +2 armour class for the next turn.

The Bond of the Trickster

Quick wits define your friendships, including those you share with your god. As an action, you can utter a series of strange whispers and whistles that disorient one creature attacking a fellow player character. Your friend gains advantage on all attacks made against that creature for the next turn.

At **7th level**, you gain the following ability:

Loyal to the End

Nothing could make you betray your oath. You and all friendly characters within 10 feet become immune to all psychological conditions - such as Frightened. At 18th level, the range of this ability extends to 30 feet.

At **15th level**, you gain the following ability:

Rescued from the Darkness

When a friendly player character is reduced to 0 hit points within 5 feet of you, they can elect to drop to 1 hit point instead. An individual player character may make use of this ability once per long rest.

At **20th level**, you gain the following ability:

Not Today

With a whispered word, you extract your friends from the grip of the darkness or the light. As an action, you can teleport a friendly character within 30 feet of you, to your side. The teleported player character cannot make any action for that turn, but they also cannot be attacked and any enemies they were in combat with do not make an attack of opportunity.

Ranger

Cat rangers are experts in surviving in inhospitable terrain, overcoming the dangers and hazards posed by nature and the works of man. Whether seeking to hide in the bustling city or track a foe through a river, the ranger possess the skills and instincts to do just that. In many ways, the cat is the natural ranger...they stalk their prey with the same caution, avidity and focus; they move with the same stealth and care. A cat ranger is amongst the deadliest and most gifted hunters imaginable, emerging from nowhere to bring their target to ground. Cats are not only inhabitants of the wilderness, however; they can move and trace their prey as deftly and lethally in cities and towns as they can in the vastness of nature.

At **1st level**, you may take the following ability in addition to your other starting abilities:

Urban Explorer

A Cat Ranger can choose a city and treat it as favoured terrain as though it were subject to the Natural Explorer class feature. When within a city, you receive the following benefits:

- 🐾 Difficult terrain doesn't slow your group's travel
- 🐾 Your group can't become lost except by magical means
- 🐾 Even when engaged in another activity while traveling (such as foraging, navigating, or tracking) you remain alert to danger.
- 🐾 If you are travelling alone, you can move stealthily at a normal pace
- 🐾 When tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

At **10th level**, you may take the following ability in place of *Hide in Plain Sight*:

Untouchable

You gain advantage on saves against attacks from any creatures with the 'monstrosity' tag.

At **18th level**, you may take the following ability in place of *Feral Senses*:

Not a Muscle

Staying impossibly still, you focus your senses for a single, perfect attack. If you take no actions for one turn, your next attack (whether melee or ranged) deals double damage. If you score a critical hit on this next attack, roll double your damage dice, as normal, and then double the total.



Rogue

At one with the shadows, untraceable, capable of clambering up a wall in seconds, slipping through the tightest of spaces and escaping moments later with something precious and valuable clenched between their teeth, cat rogues excel at their chosen profession. Whether it be thief or assassin, whether they seek gold for themselves or to help others, cat rogues move with the swift certainty of purpose that makes them virtually undetectable. How many guards have entered a room to check on a precious jewel only to find it gone with nary but a nearby a single strand of fur, left mockingly in its place?

At **1st level**, you may take the following ability in addition to your other starting abilities:

Light on Your Paws

Cat Rogues are agile even for cats. As a result, you may reroll one failed Dexterity save of your choice. This ability can then only be used again after a visit to the Welcoming Dark.

At **11th level**, you may take the following ability in place of *Reliable Talent*:

Vicious Slice

Your claws have been honed to razor sharpness. Whenever you make a successful Bite attack, you may immediately make a second attack as a bonus action.

At **15th level**, you may take the following ability in place of *Slippery Mind*:

And...Gone

You have advantage on all Dexterity (Sleight of Hand) checks, and on all Dexterity saves.



Sorcerer

Power is drawn from many places; for a Sorcerer, it comes from within. From something innate to the individual, from something that is essentially them. Some awakened cats have felt the same stirrings of power; their awakening doing more than blessing them with greater intelligence and consciousness...it has also unleashed their latent magical ability. Cat sorcerers are powerful nodes of magical energy; human, elvish, and dwarven expectations of cats contribute to this power, increasing an awakened cat's consciousness of itself and its abilities. It also makes them more susceptible to the cat's nascent power...

At **1st level**, you may take the following ability along with your other starting abilities:

I'm Sure I Live Here

Cat Sorcerers retain an essential feline confidence which they cannot help but project onto those who meet them, luring them into a false sense of security. As a result, you may take the Command spell as a cantrip.

At **6th level**, you may take the following ability, replacing the ability of corresponding level from your Sorcerous Origin:

Grimalkin's Charm

Whenever you suffer damage, you may reduce the total by your Charisma modifier.

At **14th**, you may take the following ability, replacing the ability of corresponding level from your Sorcerous Origin:

Cat's Eye View

Whenever an enemy creature begins to use magic, you can immediately identify what the spell is. In addition, you gain advantage on any spell save roll against this spell.



Warlock

Who knows what the act of awakening might do to a cat, or to any animal? To be suddenly confronted by a world made new and different despite its apparent familiarity. Such a transformation can often trigger a search for meaning, for guidance. While many turn to the gods of Ailurokin, some want something more definite. For some cats, this takes the form of a bargain made with some being of great power, offering them something precious in exchange for potent magical capabilities. The cat warlock is a participant in such a pact, exchanging something of themselves for magical gifts...perhaps it is a soul the cat has offered, or perhaps it is even their awakening...who knows? Such secrets are not meant to be told.

At **1st level**, you may take the following ability along with your other starting abilities:

Cat Nap

Cat Warlocks can use their power to send their enemies into a deep slumber. You can cast Sleep as a 1st level spell.

At **10th level**, you may take the following ability, in place of the ability of corresponding level from your Pact features:

Furbidden Lore

You gain advantage on all Wisdom saves and gain resistance to force damage.

At **14th level**, you may take the following ability, replacing the ability of corresponding level from your pact features:

Welcome to My World

When you hit a creature with an attack, you can use this ability to instantly polymorph the creature into a cat for a turn (except in duration, this works precisely as a polymorph spell does). At the end of the creature's next turn, the creature reverts to its previous form, but it takes 8d10 psychic damage from the experience and disorientation it causes. You must visit the Welcoming Dark before you can use this ability again.



Wizard

Even before awakening, some cats appear to be deeply wise and sagacious; they watch the events of the world going on around them with the cynicism of those who have seen it all before. Such traits remain behind after Awakening and many who possess such characteristics become Wizards, learning to write the Feline tongue with paw and claw and nose, translating spells and grasping the basics of casting them until they become as competent and powerful as any spellcasters of any species. Of course, cat wizards are still cats and are susceptible to the same foibles as any of their kin, like an affinity for bright lights and swatting them. Many cat wizards, however, have learned to use this to their advantage...

At **1st level**, you may take the following ability along with your other starting abilities:

Hit the Lights!

A cat wizard may take Dancing Lights as an additional cantrip.

At **10th level**, you may take the following ability, replacing the ability of corresponding level from your School features:

Animal Friendship

You immediately add the spell Faithful Hound to your spellbook, if it isn't there already. You may cast this spell without expending a spell slot.





Welcoming Dark Rules

Ever wondered how it is that cats can seem to be there one minute and gone the next? How it is that they can disappear for hours at a time in a room with nowhere to hide? Between worlds, outside of time, beyond the wit of any mortal species save other cats, lies the Welcoming Dark. Its presence is felt by all cats at all times, an ancestral home, a place of respite from the harshness of a world which treats animals so cruelly. This is the domain of the cat gods. It is because of their presence in the Welcoming Dark that cats know their gods are real, and also why they feel so ambivalent towards them. They have met them, walked by their side in the Welcoming Dark...they know them in a way that few other mortal races can be said to know their deities. The Welcoming Dark renders all cats equal, even if it is never the same for any two cats. Indeed, the Welcoming Dark manifests itself differently for every cat who visits, swaddling them in the contents of their dreams and nourishing them in the fashion each cat requires. All cats are conscious of the presence of their brothers and sisters in the Welcoming Dark, but only as a vague, ephemeral presence; a comforting reminder of the link they all share.

The Welcoming Dark functions as a replacement for a Long Rest, restoring all lost hit points, and spent hit dice, up to a number of dice equal to half of the character's total number of them. The cat must spend at least 8 hours in the Welcoming Dark, not undertaking any strenuous activities. A cat also cannot visit the Welcoming Dark more than once per 24-hour period and must possess at least 1 hit point at the start of its rest to gain its benefits. However, the Welcoming Dark is a physical space, a place apart. When a cat enters the Welcoming Dark, they are gone from the game world and cannot be attacked by any monsters or creatures near to where they previously were. They have entirely vanished and only return when the individual cat chooses. While the Welcoming Dark is safe from terrestrial threats, curious and dangerous things do lurk there. Each time a cat enters the Welcoming Dark, roll a d20.

On a 1, the following occurs:

- 🐾 The Welcoming Dark suddenly opens up and spits you out! You cannot re-enter for 24-hours and only gain the benefits of a short rest.

On a 20, the following occurs:

- 🐾 The Welcoming Dark grants you a vision of things to come, warning you of the threats you'll face. Gain one point of Inspiration, which can be used to retake any failed test of the player character's choice.