

CATFOLK

WANDERERS AND CURIOUS BY NATURE, the catfolk rarely stay in any one place for too long. Hungry for new experiences, many catfolk take to lives of travel, often adopting the cultures and mannerisms of other races they encounter for a few fleeting moments before wanderlust calls their name again.

HISTORY

Catfolk originated on Fortuna, an island chain across the sea from Rosa. When Rosan settlers sailed back to the mainland, they were often joined by curious catfolk explorers and stowaways.

Many of the catfolk found in Rosa are separated from Fortuna by a generation or two, but older catfolk often tell tales of their homeland with fondness, excitement, and copious creative liberties. According to them, catfolk used to live in the jungles and savannahs of Fortuna, until an event they call "*The Sundering*", which forced most of the surviving catfolk into the desert.

Being a particularly adaptive people, the catfolk took to their new home very quickly, and began to reorganize into nomadic tribes, flourishing around oases and rivers. Some tribes seek to reclaim their original homes, but these reclaimers are often motivated by spite or revenge, rather than attachment to the land itself.

RACIAL TRAITS

PHYSIOLOGY

Catfolk reach maturity in their early teens and can live up to 80 years. Catfolk are, on average, a little smaller than most humans, usually varying between 4 and 6 feet tall. Your size is Medium. Your base walking speed is 30.

ABILITY SCORE INCREASE

Your bestial heritage grants you +2 DEX.

DARKVISION

You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness you can see as if it were dim light. You can't discern color in darkness, only shades of gray.

LANGUAGES

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

CLAWS

You are proficient with your unarmed strikes, and your claws may be treated as if they had the *finesse* property. On a hit, deal 1d4 slashing damage.

CURIOUS

You gain proficiency in Perception.

GRACEFUL

You are immune to the first 20 feet of fall damage, and you have advantage on Dexterity (Acrobatics) checks.

SUBRACE: NOMAD

Nomadic tribes of catfolk wander the world, adapting to each new environment as they migrate. While they don't stay in one place for long, a caravan may stop near a city for a short time to trade, relax, and enjoy the city's culture. These tribes tend to prefer grasslands, forests, and other temperate locations that are rich with food and resources, but are perfectly capable of trekking through harsh snow and fickle deserts as they wander.

ABILITY SCORE INCREASE

Your curiosity and eagerness to experience the world grants you +1 WIS.

WORLD TRAVELER

You are unaffected by most naturally-occurring difficult terrain, including snow, ice, mud, sand, shallow water, and thick vegetation.

SUBRACE: ALLEY CAT

Catfolk who find themselves living among other races often enjoy the variety and busy life that comes with city life. Some settle down and find work, but many prefer the freedom and challenge of vagabondry, and are easily tempted by the thrill of society's criminal underbelly.

SLINKY

Foes have disadvantage on opportunity attacks against you.

ABILITY SCORE INCREASE

Your experience dealing with society grants you +1 CHA.

SUBRACE: WILDCAT

Some catfolk choose to form primitive tribal villages in locations that are especially appealing to their sense of adventure and exoticism. Teeming jungles, rolling savannahs, and desert oases are home to these catfolk, and while they remain largely secluded, any outsiders who stumble upon them are likely to draw curiosity - if not aggression.

UNFLINCHING INSTINCT

When you are surprised in combat, you may participate in the surprise round, with these limitations: your movement speed is reduced by 20 feet, and you cannot use bonus actions.

HEART OF THE WILD

You gain proficiency in Survival, and you have advantage on Wisdom (Perception) checks that rely on hearing or smell.

