

FELINE

A 5E PLAYER SPECIES BY DM TUZ



FELINE

Originating from the warm southern lands, the Felines are a curious people. Today, one can meet the Felines in most of the world's realms and beyond thanks in part to that curiosity. The ancient tribes of Felines were a collection of nomadic peoples, a tradition which most modern Felines still follow. To cater to their wanderlust, Felines tend to travel light and don't make lasting bonds with people. Pleasant as the occasional friend can be, the common Feline would not want to be tied down. Lasting and deep relationships with Felines are commonly forged with fellow travelers, with whom they can stray together.

Felines are unmistakable in silhouette and stride, their bodies marked by the elegant adaptations of one born to roam. Large swathes of sleek fur cloak their arms and legs, providing enough warmth for cold nights, yet allow plenty of surface to cool during the heat. Their retractable claws serve as versatile tools—perfect for scaling sheer surfaces and equally adept at snatching an unwary meal. An elegant tail swerves behind them, granting effortless balance across narrow beams or tangled undergrowth alike. Most striking are their expressive ears, which can pivot to capture and pinpoint even the slightest noise. These feline features, while highly aesthetic, ensured not only their survival, but allowed them to traverse most landscapes the world has in order to offer to follow wherever their curiosity drives them next.

Because of their roving nature, Felines leave few landmarks in their wake. Instead, Felines' culture is rich with portable art which tells their tales, such as carved trinkets, woven sashes, or melodies. These stories commonly feature groups of Feline individuals who came together to overcome a great challenge, but once it was dealt with, the group quickly disbanded. Felines rarely settle down for life, unless they find a personal paradise. Rarely have Felines founded long-standing cities of their own, preferring to dwell in already existing settlements for as long as they need. Feline-founded settlements - or rather colonies - are rarely permanent and seldom become more ambitious than fortified encampments. The few Feline cities that have existed and thrived were usually created from dire circumstances which forced the Felines to cooperate over generations.

SOLITARY STRAYS

At their core, Felines are solitary creatures, enjoying the freedom that comes with such solitude. Solitude doesn't mean loneliness, as Felines tend to be entirely fulfilled by their own company. This does not mean that they shun social bonds, quite the contrary, they do enjoy the company of others. To them, though, social gatherings and friendships are experienced as treats rather than essential needs that must be fulfilled.

Due to their individualistic disposition, Felines may come off as aloof or stand-offish to most. To add to this reputa-



Catsi
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Dansome &
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tion, agreeableness is a rarely observed trait among their kind. A Feline's bonds are created on their own terms and those terms alone. They don't feel the need to keep attachments to people and may decide not to further invest in a new acquaintance on a whim. None of this means that Felines do not love and cherish a true friend or lover. Individuals that earn the loyalty of a Feline are regarded as precious to their Feline companion. Such a special person may notice that their Feline friend will go to unexpected lengths to please them. A bond of this nature is such a rare occurrence due to the Feline's peculiar nature. These true bonds should be especially cherished for you do not choose the Feline, but the Feline chooses you.

FELINE TRAITS

Creature Type. You are a Humanoid.

Size. Medium

Speed. 30 feet

Catrobatics. You are proficient in the Acrobatics skill.

Claws. Your claws are natural weapons with the finesse property which you can use to make Unarmed Strikes. They deal Slashing damage equal to 1d4 plus your Strength or Dexterity modifier, instead of the normal damage of an unarmed strike.

Additionally, your claws allow you to climb, giving you a Climb Speed equal to your Speed.

Darkvision. You have a 60 feet darkvision.

Lineages. Choose one of the following lineages: Catsi, Panthera, Twin-Tail (Nekomata), Cuaal Cuaal, and Lewks. Your lineage grants you additional traits.

CATSI

The Cait Sith, or as they are commonly called, the Catsi were the first of the Feline to make contact with the other people of the world. Because of their catlike appearance people initially believed them to be enchanted cats or creatures of the feywild, a misconception that some shrewd Feline gladly accepted for their advantage.

Drawn by the endless boons and opportunities that bustling towns and growing cities provided, the Catsi began weaving themselves into civilisation. Quick-witted and adaptable, they found no shortage of ways to benefit from their unique wit and agility, and being indifferent whether these new opportunities were savory or not. Despite their penchant to roam, the Catsi found themselves comfortable enough amid the lively streets and close-knit communities to linger and call these rather curious and entertaining places home.

Today Catsi are the most numerous of the Feline and made their habitat in cities where they can stray to their heart's content through the labyrinthine streets and alleys. One may find the occasional Catsi on the road who grew weary of their old stomping grounds.

Cat Reflexes. When you roll Initiative, you can add 1d4 to the roll and whenever you roll for Initiative, you can use a Reaction to move up to half of your speed, draw or stow up to two weapons or objects, or don a shield.

Flexibility. When squeezing through narrow passages or when passing through spaces of other creatures, you are considered one Size smaller than your own. Additionally, whenever you take the Dash action, moving through spaces of other creatures does not take you extra movement until the beginning of your next turn.

Swift Claws. After you make a melee attack and have one hand free, you can use a Bonus Action to make an attack with your claws until the end of your turn.



Panthera
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Check out these other Player Races!

Aside from the Feline I also have created many other player races such as the [Lapine](#), star-eyed rabbit folk, and the [Slime Folk](#), affable ooze-like humanoids.



PANTHERA

The tall Panthera are a peculiar breed of Feline. Their ancestor's inquisitive nature drove them into strange, hostile lands occupied by powerful monsters. To survive, these Felines had to become as fierce as the creatures that roamed these lands. Curiosity certainly didn't kill these cats as they thrived. Strength and resourcefulness are exalted traits among the Panthera who take pride in their heritage.

Panthera are commonly lean, yet strong Felines with shaggy fur growing along their bodies, with a pair of horns atop their heads. The most unique of their features is their saliva, which is as sweet as honey and emanates an alluring smell which seems to draw in most creatures. Only dragons appear to be entirely unaffected by this odor.

Alluring Breath. You have advantage on Charisma (Persuasion) checks when talking to a non-dragon type creature within 5 ft. of you that can smell you.

Sprint. When you take the Dash Action, you gain an additional 10 ft. of extra movement, unless your movement is reduced by any amount.

Panthera Pounce. When you move at least 10 feet straight toward a creature and hit it with a melee attack, you can use a bonus action to make a melee weapon attack against that creature until the end of your turn. Your attack deals additional damage equal to your Proficiency Bonus or 1d6, whichever is higher. You can do so a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest. If this attack misses, you do not expend a use of this trait.

TWIN TAIL (NEKOMATA)

The Twin Tails are distinguished from their more common kin by their split tail, for which they are named. Many tales of these Felines exist, very few of which paint the Twin Tails in a good light. Most of these tales speak of them as mischievous magic users that play malicious tricks on people, or outright cause widespread chaos with a single nudge.

The Twin Tails possess innate pyromancy, which more often than not manifests at unfortunate times. Perhaps it is because of this unpredictable gift that today's Twin Tails are even more aloof than most other Felines and keep away from cities. Individuals that do decide to stay in larger settlements tend to hide their true nature by curling their tails around each other to appear as one.

Igniting Paws. As a Magic Action you can touch a flammable object not held by another creature and ignite it. Additionally, when you hit a creature with your claws, you can choose to deal Fire damage instead of Slashing damage.

Pyromancy. You know the *Dancing Lights* and the *Firebolt* cantrips. When you create the character, you choose Intelligence, Wisdom, or Charisma as your spellcasting ability for it.

Twin Tail's Fire Jewels (Nekomata no Hidama). Starting at 3rd level you learn the *Scorching Ray* spell and have it always prepared. You can cast it without expending



Twin Tail

Artwork by Dansome & QueenChikkibug

a spell slot at a level equal to your Proficiency Bonus once with this trait and regain the ability to do so when you finish a Long Rest. Use the same spellcasting ability for this spell as you chose in your **Pyromancy** trait.

DM Tuz Note: Isn't a Panther a Jaguar with Melanism?

The panthera is less based on the panther found in nature or the panther referred to in Egyptian mythology, but rather based upon the mythological panther of European medieval heraldry, in which the heraldic panther is depicted as a powerful and lean beast with alluring breath. It feels important to make note of this since since this depiction of the panther is not well known.



Cuaal
Artwork by Dansome &
QueenChikkibug

CUAAL

The Cuaal are a strange, secretive breed of Feline. Their origins are a mystery even to their own, but clear similarities can be drawn between their appearance and that of a certain illusive type of feline monster. Cuaal possess gray-blue skin and dark fur in shades very uncommon for their cousins. Most distinguishing, though, are the pair of tentacles they have on their back. These slender appendages end in pads which are highly sensitive to touch.

Very few know of the existence of the Cuaal, and far less know their true nature. A Cuaal does not simply reveal themselves to anyone who is not one of their own every day, after all. The Cuaal prefer to keep their own existence a secret from the world. To do so, they use an innate magical ability that allows them to appear distorted and displaced. Thanks to this ability, most sightings of the Cuaal were dismissed as mere tricks of the light.

What little is known about the Cuaal stems from reports of the equally elusive Blinkies, the wolf folk's fey cousins. Ever since both the Blinkies and the Cuaal crossed paths, their species have been in a bitter feud, competing over habitats and resources. As to expect, the Blinkies paint an unfav-

orable image of the Cuaal, describing them as cold and vicious manipulators. Needless to say, one should not take this depiction at face value.

Blur. When a creature targets you with an attack and your speed is higher than 0 feet, you can use a Reaction to impose disadvantage on all attacks targeting you until the beginning of your next turn. You can use this trait an amount of times equal to your Proficiency Bonus before you have to finish a Long Rest to use it again.

Flummoxing Steps. Any Wisdom (Survival) check made to follow your trail is made with disadvantage.

Tentacles. You have a pair of tentacles that can each hold objects not heavier than 1 pound. You can use these tentacles to touch creatures or objects and perform somatic components, but cannot perform complex tasks such as wielding weapons and using tools.

Additionally, your tentacles are natural weapons with the finesse property which you can use to make Unarmed Strikes. They deal Piercing damage equal to 1d4 plus your Strength or Dexterity modifier, instead of the normal damage of an unarmed strike.

Illusive. You are proficient in Deception or Stealth.

LEWKS

Lewks are known for their refined conduct and their keen eyesight. Many say that a Lewk's gaze can penetrate secrets and lies. This is more than a mere figure of speech; while Lewks are extraordinarily perceptive and sharp of mind, they possess a supernatural sight undeterred by solid barriers and walls. According to Lewkish legend, this magical sight was the final gift of their ancient queen. Lewks are among the few Feline who claim to have belonged to a civilization of their own, though its memory now lingers only in myth. Their once-splendid kingdom fell into ruin after the queen was led astray by a wicked force—whether vile hag, spiteful traitor, or plotting fiend, the true nature of this force remains disputed to this day. At the precipice of the realm's fall, the queen finally saw through the deceptions that had led her there, though it was too late. With a desperate plea to the heavens, she asked that her people be spared her folly. In her last act of reflection and penance, her subjects were blessed with the Amber Eyes, so they would never again be led astray by falsehood. While proof of this lost kingdom has faded into legend, this tale is a favorite among the Lewks and as good an explanation as any for their penetrating gaze.

Lewks are distinguished from their Feline cousins by their elegant, tufted ears and notably short tails. This feature does nothing to lessen their balance, yet remains the subject of lighthearted teasing among their kin. Preferring the company of courts and noble houses, perhaps yearning for the days of old. They shine in spaces where the sharpest weapons are lies.

Amber Sight. As a Bonus Action, you can sharpen your senses and gain the following benefits for 10 minutes:

- You have advantage on Perception and Investigation checks. (Your passive Perception increases by 5.)
- Creatures and objects with the invisible condition are faintly outlined to you. You can determine their location and size, but attacks against them still have disadvantage and you can't target them with effects that require sight.
- You can use an action while **Amber Sight** is active to focus your vision through nonmagical barriers. You briefly see a snapshot of whatever lies beyond a barrier you are looking at, provided the barrier is no more than 5 feet thick. The view cannot extend more than 30 feet beyond the barrier and is blocked by any further barriers. Using this action ends **Amber Sight** early. (Note: this does not allow you to immediately find anything that requires a check to find, such as hidden creatures or traps, as those require an additional action to detect unless the barrier is the sole thing that obscures it.)

You can activate **Amber Sight** a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Detect Falsehood. You have advantage on saving throws against illusion spells and other effects that create illusions. You also have advantage on Wisdom (Perception) and Intelligence (Investigation) checks made to see through illusions or disguises.

Greater Darkvision. You have a 120 feet darkvision.

Keen Eyes. You are proficient in Perception.



Lewks
Artwork by DM Tuz

FELINE UNIQUE FEAT

AMBER'S ACCURACY

General Feat (Prerequisite: Lewsk Feline, Level 4+)

Ability Score Improvement. Increase your Dexterity or Wisdom by 1 (to a maximum of 20).

Amber Focus. When you make an attack and the roll has disadvantage, you can expend a use of your **Amber Eyes** to no longer have disadvantage. Once you do so, you can't do so again until the beginning of your next turn.

Inescapable Vigilance. Whenever you make a Wisdom (Insight) or Wisdom (Perception) ability check, you can expend a use of your **Amber Eyes** to reroll the check, but you must use the second result. You must choose to reroll the check before the DM resolves the check.

Ocular Respite. Whenever you finish a Short Rest you regain one expended use of your **Amber Eyes** trait.



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FELINE UNIQUE FEATS

BASTET'S BOON

Origin Feat (Prerequisite: Feline), You can replace your Origin Feat from any Background with this.

Empowered Claws. Your claws' damage dice is 1d6.

Graceful Agility. When you move, you can choose one of the following:

- You double your speed until the end of your turn.
- You double the the distance you can jump until the end of your turn.
- The next melee weapon attack you make before the end of your turn has advantage.

Once you use this trait, you can't do so again until finish your turn without having taken an action.

CAIT SITH CUNNING

General Feat (Prerequisite: Catsi Feline, Level 4+)

Ability Score Improvement. Increase your Dexterity or Intelligence by 1 (to a maximum of 20).

Muscle Memory. When you roll for Initiative you gain an additional Reaction. You can use this bonus Reaction only to use your **Cat Reflexes** trait.

Patient Predator. When a new round of combat begins, you can choose to change your position within the Initiative

Order to a place lower than your current position. Once you do so, you can't do so again until you roll again for Initiative.

Sharp Wit. When you roll for Initiative, you can choose whether you use your Dexterity or Intelligence modifier.

CUAAL'S GAMBIT

General Feat (Prerequisite: Cuaal Feline, Level 4+)

You gain the following benefits:

Ability Score Improvement. Increase your Dexterity or Wisdom by 1 (to a maximum of 20).

Bonus Blur. Whenever you finish a Short Rest you regain one expended use of your **Blur** trait.

Cuaal's Gambit. When a creature misses you with an attack while you are under the effect of your **Blur** trait, you can move up to 10 feet without provoking opportunity attacks and your next attack targeting the triggering creature has advantage. Once you use this trait, you can't do so again until you rolled initiative or you finished a Short or Long Rest. You can't use this trait when you're movement speed is 0 or you have the Incapacitated Condition.

SWEETEST BREATH

General Feat (Prerequisite: Panthera Feline, Level 4+)

You gain the following benefits:

Ability Score Improvement. Increase your Constitution or Charisma score by 1.

Extended Aroma. The range of your **Alluring Breath** now affects any non-dragon creature within 20 ft. of yourself.

Panthera Breath. As an action, you can exhale a cloud of your fragrant breath in a 30 ft. cone. Each non-dragon creature in the area must succeed a Wisdom saving throw or be charmed by you until the beginning of your next turn or until you deal damage to them. The charmed creature cannot willingly move away from you. Once you use this action, you can't do so again until you finish a Short or Long Rest. The DC is equal to 8 + your proficiency bonus + your Constitution or Charisma modifier.

TWIN TAIL TRICKERY

General Feat (Prerequisite: Twin Tail Feline, Level 4+)

You gain the following benefits:

Ability Score Improvement. Increase your Intelligence or Wisdom, or Charisma score by 1.

False Feline. You learn the *Friends* cantrip. Additionally you learn the *Alter Self* spell which you have always prepared. You can cast the *Alter Self* spell on yourself without having to expend a spell slot. Once you do so, you can't use it again until you have finished a long rest. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells.

When casting *Alter Self* on yourself using this trait, you can choose to assume the form of a tiny Cat that has two tails, as if by the spell *Polymorph*. In this form you retain your senses, and your Intelligence, Wisdom, and Charisma scores, but you can't speak.



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