

FELINE

A 5E PLAYER RACE BY DM TUZ



FELINE

"I could be convinced..."

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.

The history of Felines often features groups of renowned 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 reputation, 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.



Catsi
Artwork by Dansome &
QueenChikkibug

FELINE NAMES

Feline names originate from their ancestral home of the warm south. Felines are not attached to their birth names, which is most of the traditional Feline names are only known about from ancient tomes of their history. Felines commonly don't keep their birth names and choose one or several calling names over their life.

Male Name Examples:

Airan, Bakhum, Dahl, Elzar, Farim, Hilan, Jaru, Laurr, Malhak, Nazil, Omran, Purks, Rathsi, Tarlar, Ulunur, Viari, Wadarim

Female Name Examples:

Abai, Banri, Chiska, Evali, Fahana, Hayasi, Lusha, Mahzi, Paarah, Raifi, Shara, Tamiya, Vizbi, Zaina

FELINE TRAITS

As a feline, you possess innate traits and capabilities.

Ability Score Increase. Increase one ability score by 2 and increase a different one by 1, or increase three different ability scores by 1.

Age. Feline reach maturity at 16 years of age and live up to 100 years.

Size. Feline's sizes can range widely from breed to breed. Typically they are between 4 and 6 feet tall. Your size is medium.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write Common, and another language of your choice.

Claws. Your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength or Dexterity modifier, instead of the bludgeoning damage normal for an unarmed strike.

Darkvision. You have a cat's keen senses and can see in the dark. You can see in dim light within 60 feet of you 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.

Climbing. You have a climbing speed of 20 ft., which improves as your speed increases. If your movement speed is 40 ft. your climbing speed becomes 30, and when your movement speed is 60 ft. your climbing speed becomes 40 feet. Any temporary increases of your speed increase your climbing speed only temporarily as well.

Subraces. Choose one of the following subraces: Catsi, Panthera, Twin-Tail (Nekomata), Cuaal.

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.

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. You add your proficiency modifier when you roll for initiative and when you roll for initiative, you can use a reaction to move up to half of your speed, draw up to two weapons or objects, or don a shield.

Flexibility. To determine through which narrow passages or occupied spaces you can squeeze or move, you are considered one size smaller.

Swift Claws. Your claws have the finesse trait and after you make a weapon attack, if you have one hand free, you can use a bonus action to attack with your claws until the end of your turn.

Nimble. You are proficient in either Acrobatics, or Stealth.



Panthera
Artwork by Dansome & QueenChikkibug

Check out these other Player Races!

Aside from the Lapine 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 creature within 5 ft. of you that can smell you.

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

Panthera Pounce. When you move at least 20 ft. straight towards a creature and hit it with a melee attack, you can use a bonus action to make a melee weapon attack against the same creature until the end of your turn. You can do so a number of times equal to your proficiency modifier, and you regain all expended uses when you finish a Long Rest. If your attack made as a bonus action by this trait misses, you do not expend a use of this trait.

Predator. You are proficient in Perception or Stealth.

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.

Fire Resistance. You are resistant to fire damage.

Igniting Paws. As an action you can touch a flammable object that is not held 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 cantrip. When you create the character, you choose Intelligence, Wisdom, or Charisma as your spellcasting ability for it.

Trickster. You are proficient in Arcana or Deception.



Twin Tail

Artwork by Dansome & QueenChikkibug

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 this depiction of the panther is much less known.

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 unfavorable 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 ft., 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 modifier, and you regain all expended uses when you finish a Long Rest.

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

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

Illusive. You are proficient in Deception or Stealth.

FELINE UNIQUE FEATS

Feline characters have access to unique feats when they level up in a class. Some DMs allow the use of feats to further customize a character, see chapter 6, "Customization Options", of the Player's Handbook.

The following special feats allow your character to expand upon their innate abilities, as each feat represents an evolution of your character's nature and traits.



Cuaal
Artwork by Dansome &
QueenChikkibug

BASTET'S BOON

Prerequisite: Feline

You have been bestowed with the power of a greater feline entity that enhance your innate Feline abilities. Whether it was a merciful god or cruel demon, you do not know. You gain the following benefits:

- Your claws are considered magical for the purpose of overcoming immunities and resistances.
- You gain a climbing speed equal to your walking speed.
- When a creature that you see misses you with an attack and your speed is higher than 10 ft., you can use a reaction to move up to 10 ft. without provoking opportunity attacks and your next attack roll against the triggering creature is made with advantage.



Bastet's Boon
Artwork by DM Tuz

CLAIM INITIATIVE

Prerequisite: Feline (Catsi)

Your reflexes have been honed to such a degree that your first move in battle almost seems involuntary. You gain the following benefits:

- Increase your Dexterity or Intelligence score by 1.
- When you roll for initiative you gain an additional reaction. You can use this bonus reaction only to use your Cat Reflexes trait.
- 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.

CUAAL'S GAMBIT

Prerequisite: Feline (Cuaal)

You learned to fully take advantage of the openings created by your misdirecting powers. You gain the following benefits:

- Increase your Dexterity or Wisdom score by 1.
- When a creature misses you with an attack roll while you are under the effect of your Blur trait, you can move up to 10 ft. without provoking opportunity attacks and your next attack roll against the creature has advantage. Once you do, you can't do so again until you rolled initiative. You can't use this trait when your movement speed is 0 or you are incapacitated.

SWEETEST BREATH

Prerequisite: Feline (Panthera)

Your breath is of exceptional fragrance that only few can resist. You gain the following benefits:

- Increase your Constitution or Charisma score by 1.
- The range of your Alluring Breath now affects any non-dragon creature within 20 ft. of yourself.

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. 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

Prerequisite: Feline (Twin Tail)

Tales of old warn people of the Twin Tail's shapeshifting powers. You seem to give these myth a tad of credence. You gain the following benefits:

- Increase your Intelligence or Charisma score by 1.
- You learn the *Alter Self* spell which you can cast 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 spell-casting ability for this spell.
- 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 Intelligence, Wisdom, and Charisma scores, but you can't speak.

MY OTHER WORKS

If you like my work, consider checking out my other freely available works:

[Horrors of the Dark](#) - A complete bestiary fan adaptation of Red Hook Studio's *Darkest Dungeon*

[Bloodstained Notes](#) - A Hunter's Bestiary - A complete bestiary fan adaptation of From Software's *Bloodborne*

[Unbound Monsters: Slaughterhouse Horrors](#) - A small collection of horrific monsters given as a free sample of my patreon exclusive monsters

Tuz's Fearsome Foes - A set of unique foes designed to be the centerpiece of a one shot monster hunt, or a longer story, such as the notorious [Rat Pile](#), or [Gemhide, the White Bulette](#).



Created by Dungeon Master Tuz
You can find more of my content here:

https://twitter.com/dm_tuz

<https://dm-tuz.tumblr.com/>

Check out <https://www.patreon.com/DMTuz> or <https://ko-fi.com/dmtuzoh>
if you want to support me and my work!