

FELINE

A 5E PLAYER RACE BY DM TUZ

Basic Edition



"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.

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, Paarrah, 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).

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.

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.

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.

MY OTHER WORKS

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[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](#).