Catfolk

written by CresthavenRPG Guru | January 23, 2020

Rare | *Medium* | *Neutral good* | *Humanoid*

Catfolk are a playable character ancestry! Check it out here: Catfolk Playable Ancestry

Catfolk are lithe and slender, standing about 4-5 ft in height. While clearly humanoid, they possess many feline features, including a coat of soft fine fur, slit pupils, and a sleek, slender tail.

Armor Class	Hit Points	Move
16	8 *(2 Hit Dice)*	walk 60 ft
Appearing	1d12	
Habitat	Any	
Negotiation	yes	
Morale DC	11	
Challenge	0.7 (210 XP per monster)	

Ability Scores

STR	DEX	CON	INT	WIS	CHA
0	2	0	0	-2	2

Combat

Has 1 attack. Damage: Sword 1d8 or Longbow 1d8

Special Defense

Lucky. Catfolk have advantage on all save checks

Treasure

Individual: 2d12 gp, Adventure Gear

Lair: 1d6×1,000 cp (30%); 1d6×1,000 sp (25%); 1d10×1,000 gp (45%); 1d4×100 pp (20%); 5d8 gems (50%); 4d12 jewelry (65%); 25% chance of any 3 maps or magic.