



“Red Anthro” © Marianna Gadzhy, accessed at her ArtStation [here](#)

[The paka is weirdly designed in the *Ravenloft Appendix III: Creatures of Darkness*. It appears like a playable race that was awkwardly converted into a monster entry, without having a lot of the relevant information. So I made it a playable race. I spent several hours yesterday looking through internet art trying to find just the right level of cat features—more than just ears and a tail, but not full furry—before deciding just to use the original art.

Edit: I found a piece I liked better while looking for art for another cat-themed monster. Sometimes serendipity happens.]

Paka

CR ½ CE Humanoid

This tall, lithe humanoid has the eyes, ears, and tail of a cat. Her skin has a thin layer of fur bearing feline patterns. Her claws are long and sharp, and her expression is sardonic.

Paka are cruel, shapechanging offshoots of the catfolk that can assume human guise. They are likely to embody negative stereotypes of cats, and most of them are cruel and indolent. Paka are prone to plotting revenge for even the most trivial slights, and bear an enmity against humans that is so ancient that its origins are unknown even to them. Even those few paka who are not evil tend to distrust humans. They tend to view catfolk proper as unsophisticated country cousins, although this does not prevent socialization and even romantic entanglements between the two species.

Most paka are semi-nomadic, moving from place to place when times are tough and settling down when opportunities present themselves. They are fond of using domestic cats as spies and informants, and larger cats as assassins, and frequently keep cats of all kinds as pets. Families are typically matrilineal, and several unrelated mothers may raise their children cooperatively. “Sister” and “aunt” are common honorifics among female paka, but male paka are more likely to be loners.

Paka advance by character class, and most classes are found among them. They tend to be too impatient for wizardry or alchemy—most spellcasters are sorcerers, bards or druids. Druids and rangers frequently take feline animal companions. Swashbucklers are common among paka, as their finesse and mobility suit paka sensibilities.

Paka as Characters

A paka does not have racial Hit Dice and advances by character class. A paka character has the following traits:

+2 Dexterity, +2 Charisma, -2 Constitution Paka are nimble and charming, but lack stamina

Medium size A paka gains no benefits and suffers no penalties due to its size

Normal speed A paka has a land speed of 30 ft.

Claws A paka gains 2 claw attacks as primary natural weapons that deal 1d4 points of damage

Change Shape (Su) A paka can assume the appearance of a single specific human form. The paka always takes on this specific form when she transforms. A paka in human form cannot use her claw attacks, but gains a +10 racial bonus on Disguise checks to appear human. This ability otherwise functions as *alter self*, except that the paka does not adjust her ability scores.

Feline Empathy (Ex) A paka can use wild empathy as per a druid of her level, except that she can only use it to influence cats and other felines. If a paka has levels in a class that grants wild empathy, she gains a +4 bonus on checks made to influence felines.

Lick Wounds (Su) As a standard action, a paka can lick an open wound on herself or another creature in order to affect it as per a *cure light wounds* spell of a CL equal to her level. This can only be used to heal damage, not to deal damage to the undead or other creatures with negative energy affinity. A paka may use this ability a number of times per day equal to her level + her Cha modifier. At 5th level, this ability upgrades to heal damage as per a *cure moderate wounds* spell.

Nimble A paka gains a +2 racial bonus on Acrobatics and Climb checks

Paka Magic A paka with a Charisma of 11 or higher gains the following spell-like abilities, usable 1/day each: *feather fall*, *speak with animals* (felines only)

Languages A paka begins play speaking Catfolk and Common. Paka with high Intelligence scores may choose from the following bonus languages: Elven, Gnoll, Gnome, Goblin, Halfling, Orc, and Sylvan

Paka rogue 1 CR ½

XP 200

CE Medium humanoid (catfolk, shapechanger)

Init +3; **Senses** low-light vision, Perception +4

Defense

AC 16, touch 13, flat-footed 13 (+3 Dex, +3 armor)

hp 10 (1d8+2)

Fort +1, **Ref** +5, **Will** -1

Offense

Speed 30 ft.

Melee 2 claws +3 (1d4+1) or rapier +3 (1d6+1/18-20), claw -2 (1d4)

Ranged light crossbow +3 (1d8/19-20)

Special Attacks sneak attack +1d6

Spell-like Abilities CL 1st, concentration +2

1/day—*feather fall*, *speak with animals* (felines only)

Statistics

Str 12, **Dex** 17, **Con** 12, **Int** 13, **Wis** 8, **Cha** 12

Base Atk +0; **CMB** +0; **CMD** 13

Feats Weapon Finesse

Skills Acrobatics +8, Bluff +5, Climb +6, Disable Device +5, Disguise +5, Knowledge (local) +5, Perception +4, Sleight of Hand +6, Stealth +6; **Racial Modifiers** +2 Acrobatics, +2 Climb

Languages Catfolk, Common, Halfling

SQ change shape, feline empathy +2, lick wounds (2/day, 1d8+1), trapfinding

Ecology

Environment warm forests and urban

Organization solitary, pair or pride (3-12)

Treasure NPC gear (studded leather armor, rapier, light crossbow with 20 bolts, thieves' tools, other treasure)

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