

Catfolk

Medium humanoid (catfolk), chaotic good

Armor Class 12 (leather armor)

Hit Points 9 (2d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	11 (+0)	10 (+0)	10 (+0)	12 (+1)

Skills Acrobatics +5, Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages Common, Feline

Challenge 1/4 (50 XP)

Savannah Stalker. The catfolk has advantage on Dexterity (Stealth) and Dexterity (Acrobatics) checks made to move in plains terrain.

Actions

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Catfolk NPCs

Catfolk are people of the wild and prefer stealth and agility. The Druid, Scout, and Spy NPC statblocks from the *Monster Manual* as well as the Archer, Bard and Swash-buckler from *Volo's Guide to Monsters* are typical catfolk NPCs. See the Monsters as Characters section on page 210 for catfolk racial features.

Catfolk

Catfolk are lithe humanoids, covered in sleek fur, with feline features. Graceful, quick, and observant, they are master hunters of the savannah. Catfolk resemble lithe humanoids with the head of a great predatory cat, most commonly lions, but the appearances of tigers, cheetahs, or leopards are not uncommon either. Catfolk organize in great tribes segregated by these differences in appearance but are by no means hostile to different looking catfolk or even other races. They are open to relations with other people but prefer the company of people of the wild over that of city dwellers. Male catfolk wear their mane-like hair long and in thick braids while females usually keep it short and sleek. Both often wear braids decorated with trinkets or small trophies found in their travels.

Tireless Nomads. Catfolk do not form large nations and have little exposure to the politics and power struggles that other races experience in their societies. Catfolk tribes however are largely organized in nomadic communities and roam the open plains of subtropical and warmer temperate regions. They do not settle down for any extended period of time or get attached to any location the way nomads of other races might. Their short-lived settlements are focused equally on defensibility and escapability, since the loss of the settlement itself is of little consequence to the ever-moving catfolk tribe.

Bursts of Activity. Catfolk prefer to accomplish tasks in short bursts of energy, quickly completing a task, if possible, before taking a rest, making the methods of other races appear determined and plodding by comparison. This is mirrored in the way they move, as they dash forward a distance before stopping for a short time while creatures moving more slowly and consistently catch up to them.

Catfolk Hunter

Medium humanoid (catfolk), chaotic good

Armor Class 15 (studded leather)

Hit Points 22 (4d8 + 4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	13 (+1)	12 (+1)	13 (+1)	12 (+1)

Skills Acrobatics +5, Perception +3, Stealth +5, Survival +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, Feline

Challenge 1 (200 XP)

Savannah Stalker. The catfolk has advantage on Dexterity (Stealth) and Dexterity (Acrobatics) checks made to move in plains terrain.

Actions

Multiattack. The catfolk hunter makes two melee attacks or two ranged attacks.

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

