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Races

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Tibbit - Conversion 3.5e to 5e

This race was originally by Scott Bennie, DRAGON #135, July 198S. The lore displayed here is taken from the book Dragon Compendium - Volume 1. The racial traits has been changed by me to better fit into 5e

Missing figure

Some(if not all) of the pictures of the race from Dragon Compendium. Remember to spread them out a bit

Tibbits (also known as catweres) are small, humanoid creatures that have the ability to turn into a common house cat. They arose from felines kept as familiars in ages past. The powerful magic that allows a familiar to gain intelligence and magic abilities slowly filtered from one generation of cats to the next. Whether tibbits evolved from a natural process, divine intervention, or a sudden surge in the magic running through their ancestry, none can say. Tibbits have never existed in large numbers, and their tendency to spread across the world leaves them with a fractured, incomplete racial history.

Much like their feline ancestors tibbits exhibit independence, curiosity, and quickness of mind and body. They rarely form communities larger than two or three families, and even these small colonies rarely hold together for more than a few years. Shortly after reaching adulthood, a tibbit develops an intense desire to wander the world and satisfy her racial curiosity. Tibbits can be found wherever humans and other civilized humanoid races have established cities, towns, and colonies. Among humans and other humanoids tibbits usually remain in their cat form. The stray cat that prowls a neighborhood, the mangy cat adopted as a temple's unofficial pet, and the lazy feline always close at hand at the local tavern might be tibbits. Driven by curiosity, tibbits love to remain in their animal form while observing humans.

Cynical observers contend that a tibbit seeks to spy on others. Tibbits hold that they merely like to keep an ear and eye out for any interesting bits of news. Tibbits are typically too chaotic, carefree, and impulsive to work as spies or hired killers. Upon overhearing a group of adventurers talking over a treasure map in hushed tones, a tibbit might be just as likely to shift into humanoid form on the spot and offer to join the adventure as she is to lose interest and chase down a juicy mouse she spotted across the tavern.

Personality: Tibbits, as befits their heritage, are moody, curious, and sometimes arrogant. Many tibbits prefer the comforts of a fine meal (whether a succulent rodent or a five-course feast in the lap of luxury), stiff drink, and a soft couch. Even the most decadent tibbit, however, eventually succumbs to the steady pull of its curiosity. A tibbit might spend years living off the treasures it won in adventure, only to suddenly strike out into the unknown once again.

When dealing with others, tibbits show a similar capability to change their attitudes and posture depending on their moods. A tibbit might act relaxed and languid one moment, alert and inquisitive the next. They tend to have a slightly distant, arrogant attitude toward others, as if as a race they share a colossal, secret joke over other intelligent creatures. Still, once a tibbit marks someone as a friend few other creatures match their devotion. A tibbit might complain about a friend's needs or tend toward laziness, but when trouble arises she is a dauntless ally.

Physical Description: In humanoid form, tibbits are small, stealthy, dark-skinned people with pointed ears and catlike eyes. Their hair tends to grow thick and long and males tend to grow sideburns. Their skin tones range from a tawny brown to black, but occasionally a tibbit has pure white skin. Their hair color matches the wide range of colors found in house cats, from pure white to striped silver to deep black.

In their cat form, tibbits look like fat but energetic house cats. They appear identical to-and indistinguishable from-any common, domesticated breed.

Relations: Tibbits tend to regard other folk with a detached sense of bemusement. Much of their lore and common wisdom regarding men, dwarves, and elves filters through their guise as house cats. Thus, tibbits see how other races act when they think no one else is around. To a tibbit, every intelligent creature is a bundle

of secrets just waiting to unfurl before them.

In general, tibbits find humanity's ambition, drive, and fiery passion intriguing. They consider dwarves overly dour. Elves strike them as kindred spirits, as tibbits appreciate that the long-lived races share a similar tendency to see issues from different perspectives. They adore gnomes and halflings and many good-aligned tibbits adopt such folk. More than one kobold or goblin party has descended upon a sleepy gnome village or halfling caravan only to find an enraged tibbit wizard waiting for them. Gnome and halfling folk who have benefited from such welcome surprises have strong traditions of taking care of stray cats and treating their feline pets as treasured companions.

Tibbit Lands: Tibbits have no lands of their own. Instead, they dwell within civilized territories established by other folk. Any civilization that keeps domesticated cats likely houses colonies of tibbits within its cities.

Few tibbits make their identity openly known once they settle in an area. A tibbit is much more likely to remain in cat form as she travels through a city, although she usually keeps a well-hidden, luxurious apartment hidden in an out-of-the-way corner of town. Many tibbits become petty thieves, raiding pantries for fine foods, liquor, and other creature comforts.

Tibbits who travel the land might keep their humanoid guise to make dealings with other creatures easier. Even these tibbits prefer to pass themselves off as travelers from other planes, and they rarely publicize their ability to change shape

Religion: Tibbits pay homage to the Cat Lord, a powerful creature who watches over all felines. They generally lack an organized religion, instead preferring to view the Cat Lord as a big brother figure and protector. Some clerics believe that tibbits are simply too arrogant and independent to shackle themselves to a deity, and few tibbits argue against this assessment.

The Cat Lord's domains are Chaos, Travel, and Trickery. Her favored weapon is the dagger.

Language: Tibbits speak Common or whatever other language dominates the area they settle in. The Feline language, a strange combination of purrs, hisses, and empathic transfers, allows tibbits to communicate with cats of all forms. Tibbits are born with the knowledge of this language.

Names: Tibbits tend to adopt names based on their physical traits and deeds.A tibbit kitten is given a nickname by her parents, one that reflects her temperament and appearance. When a tibbit comes of age she adopts a name of her choice. Tibbits tend to pick names from other folk, usually based solely on the sound.

Strangers and business partners use the name a tibbit picks for herself, while the tibbit's close friends and family use the original nickname chosen by her parents. A tibbit allows only her closest friends to learn and use her nickname. A nontibbit given such a privilege has re-

ceived one of the highest honors a tibbit can grant to an outsider

As a tibbit travels the world, she adopts a surname that reflects her experiences and important deeds. A tibbit usually changes her surname after such an event, but her true name uses all of her adopted surnames from childhood onward, and not just her latest one. When two tibbits meet, they share these long-form names to express their pasts with one another.

In general, tibbit names work for either sex. Whether male or female, a tibbit who has a short tail in cat form likely ends up with the nickname "Spiketail."

Parent-Bestowed Names: Blackpaw, Glittereye, Longear, Patchfur, Quickfang, Tumblepaw.

Adventurers: The life of an adventurer comes naturally to a tibbit, as her curiosity pushes her ever onward. While many tibbits satisfy this drive with travel to civilized areas and exploration of a city's corners, some tibbits want more out of life. "Adventurer" is seen as a respected occupation among tibbits, and they have a natural fascination for adventurers of other races. In some cases, a tibbit in cat form takes to following an adventuring band, concealing its true nature until an opportune moment. A tibbit fighter might spring from cat to humanoid form in time to drive off a group of orcs that threatens the party's camp. In this manner, tibbits prove their valor and demonstrate their unmatched stealth in hopes of winning a place with their unwitting comrades.

Tibbit Racial Traits

Ability Score Increases.

Age.

Allignment. Tibbits have a strong tendency toward chaos and an equally strong lethargy toward moral issues, making the majority of them chaotic neutral. Carefree, decadent, and given to long periods of wallowing in luxury, tibbits can be maddeningly self-centered. Some tibbits tend toward proactive freedom-seeking, marking chaotic good as their second most common alignment. Such tibbits share many of their neutral brethren's tendencies, but a righteous struggle or a chance to spring a trap on evildoers rouses them to action.

Evil tibbits, particularly chaotic evil ones, are rare but dangerous. They use their shapeshifting ability to spy on humanoids for information useful for extortion schemes. Many of them work as spies and assassins, as their innocent, feline form makes it easy for them to slip into even heavily guarded areas. After all, even the most alert guard pays little mind to a cat. Some evil tibbits become powerful crime lords, observing their underlings and competitors in cat form and ruthlessly culling those who plot against them.

Size. Tibbits average about 3 feet tall and weigh about 40 pounds. Your size is Small.

Speed Your base walking speed is 25 feet.

Darksvision. 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 colar in darkness, only shades of Gray.
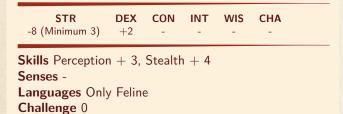
Feline Transformation

Cat Form

Tiny beast

Armor Class As normal but note extra dex from cat form
Hit Points -
Speed 40 ft, climb 30 ft

STR	DEX	CON	INT	WIS	CHA
-8 (Minimum 3)	+2	-	-	-	-

Skills Perception + 3, Stealth + 4
Senses -
Languages Only Feline
Challenge 0

Keen Smell.. As a cat, you have advantage on Wisdom (Perception) checks that rely on smell.

Actions

Claws. Melee Weapon Attack: reach 5 ft., one target. *Hit:* 1d2 damage

Bite. Melee Weapon Attack: reach 5 ft., one target. *Hit:* 1d3 damage

Frenzy. You must not have taken a move action this turn before choosing this action. You make 2 Claw and 1 Bite attacks against 1 target. Then end your turn.

Languages: You can speak, read and write Feline and one extra language. Tibbits travel far and wide and their curiosity pushes them to learn a number of languages. The Feline language is spoken by all tibbits and cats (including cougars, tigers and more), allowing a tibbit to converse with them as if using *speak with animals* against such felines. This language is part of the felines' racial heritage. Other races cannot master it, but spells such as *speak with animals* can be used to understand it.

Race2

> Make conversion of Kitsune from pathfinder

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Race3

> Create own race, probably with shapeshifting ;P

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Classes

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SubClass1

Work on "Animal/Beast I have become" idea for berserker.

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SubClass2

Work on "Lest start a riot" idea for fighter(perhaps rogue too?).

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SubClass3

Work on spec ops idea for various classes.

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Fighter Martial Archetypes:

Diehard

You are as stalwart, hardy, and driven as can be imagined. When others are ready to quit, you're just getting started.

Ideas

rapid recovery? - more hit dice to heal on short rest or +something to the healing on dice used check against poison and psychics is with advantage Advantage on death saves no exhaustion when travelling Easier travelling over cumbersome terrain Where's the damage? Could be a real problem.

3rd level - Never say die!

Whenever damage reduces you to 0 hit points, you can make a Constitution saving throw (DC 12). On a success, you instead drop to 1 hit point. You cannot use this feature if you are reduced to 0 hit points by a critical hit. Once you use this feature 2 times, you can't use it again until you finish a long rest.

7th level

10th level

15th level

18th level

At level 18th, you resilience even put deaths door at bay.

Arcane Tradition:

School of Souls(WT)

2th level

storing souls in crystal Be able to summon it, talk to it. Sacrifice it for more powerful spells

6th level

10th level

14th level

Backgrounds

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Time Traveller

Some explanation of the background
Skill Proficiencies: History, Perception
Tool Proficiencies:
Languages:
Equipment: A hastily written note, giving you an idea why you where sent back.

> Taking inspiration from "Specialty" some backgrounds have - Rewrite it or remove it

The Reason

To determine the nature of your trip to past and why you took it, roll a d8 or choose from the options in the table below

1d8	The Reason
1	To save the one you loved, the world be damned
2	No time to explain!
3	Some Text
4	Some Text
5	Some Text
6	Some Text
7	Some Text
8	Some Text

Feature:

> Make feature for those who start at new campaign for the first time

> Make better explanation

Deja Wu variant is meant to allow players to play the same campaign without them meta gaming being to much trouble, as knowledge collected from previous playthroughs can is inevitable.

Variant Time Traveller: Deja Wu

Though you lost some of you memories from your travel trough time, you still remember key events...blablabla You may use you real life knowledge and experience from previous playthroughs of the campaign at the DM's discretion.

1d8	Personality Trait
1	Some Text
2	Some Text
3	Some Text
4	Some Text
5	Some Text
6	Some Text
7	Some Text
8	Some Text

1d6	Ideal
1	Some Text (Good)
2	Some Text (Neutral)
3	Some Text (Evil)
4	Some Text (Chaotic)
5	Some Text (Lawfull)
6	Some Text (Any)

1d6	Bond
1	You stepped trough time to save someone dear to you, if only you could remember who...
2	Some Text
3	Some Text
4	Some Text
5	Some Text
6	Some Text

1d6	Flaw
1	Some Text
2	Some Text
3	Some Text
4	Some Text
5	Some Text
6	Some Text

BACKGROUND2

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Hello
Skill Proficiencies:
Tool Proficiencies:
Languages:
Equipment:

1d8	Personality Trait
1	Some Text
2	Some Text
3	Some Text
4	Some Text
5	Some Text
6	Some Text
7	Some Text
8	Some Text

1d6	Ideal
1	Some Text (Good)
2	Some Text (Neutral)
3	Some Text (Evil)
4	Some Text (Chaotic)
5	Some Text (Lawfull)
6	Some Text (Any)

1d6	Bond
1	Some Text
2	Some Text
3	Some Text
4	Some Text
5	Some Text
6	Some Text

1d6	Flaw
1	Some Text
2	Some Text
3	Some Text
4	Some Text
5	Some Text
6	Some Text

Equipment

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Equipment1

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Equipment2

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Equipment3

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Monsters

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Monster1

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Spells

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Spells1

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Spells2

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Spells3

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Example Section

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Fun with boxes

Even more fun!

Neat Green Box!

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As you approach this template you get a sense that the blood and tears of many generations went into its making. A warm feeling welcomes you as you type your first words.

Table head	Table head
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Do the Players need direction?

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Monster Foo

Small metasyntatic variable (golbinoid), neutral evil

Armor Class 12
Hit Points 16 (3d8 + 3)
Speed 50 ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses -
Languages Common Lisp, Erlang
Challenge 0

Monster-super-powers. This Monster has some serious superpowers!

Actions

Generate text. This one can generate tremendous amounts of text! Though only when it wants to.

More actions. See, here he goes again! Yet more text.

ACKNOWLEDGMENTS

The hero Spyro, who is an inspiration to us all.