



TIBBIT

A Shapechanger Lineage for Tales of the Valiant.

TIBBIT

ERIN DOESN'T USUALLY HAVE MUCH DIFFICULTY outrunning the town guards. However, the market is unusually crowded today and everytime she glances over her shoulder, they're still hot on her heels.

Luckily, she only needs to out of site for a moment to make good on her escape.

Turning down an alley, she sees her chance. When the guards turn the corner all they find is a calico holding the stolen fish in its mouth atop a stack of crates. A pair of guards keep running down the alley while another pair start searching the crates.

While they're distracted, Erin saunters out of the alley, today's catch firmly between her teeth.

Tibbits, also known as werecats, are 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.

TIBBIT LINEAGE TRAITS

Your tibbit has the following traits.

Age: Tibbit reach maturity at age 9 and can live up to 160 years.

Size: You are medium or small. Medium tibbit range between 5 and 6 feet tall, but rarely weight more than 150 lbs. If you choose to be shorter than 4 feet, you are considered to be small.

Speed: Your base walking speed is 30 feet.

Darkvision: You have a cat's keen eyesight, granting you darkvision out to a range of 60 feet.

Naturally Stealthy: You gain proficiency in the Stealth Skill.

Feline Form: As a bonus action you may transform into a cat or revert to your humanoid form. You may use this ability a number of times equal to your PB. You regain all uses of this ability after finishing a long rest.

Natural Adaption: You've inherited one set of the following unique traits depending on the kind of cat you are -

- **Alley Cat** - You can move through the space of any creature that is of a size larger than yours.
- **Domestic** - You are used to taking short naps throughout the day whenever you can get the opportunity. You are able to complete a short rest in only 30 minutes, and you gain the benefits of a long rest after just 4 hours. You may still only benefit from one long rest in any twenty-four hour period.
- **Wildcat** - Hunger is no stranger, you need half as much food to survive. You may also go without food for 6 + CON modifier days before suffering from exhaustion.

SHAPESHIFTING AND YOUR GEAR

Discuss with your GM what happens to your gear when you transform. Is it dropped when you stand? Or perhaps it transforms with you, affecting the appearance of your cat form.

CREDITS

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