

# Clans & Cats v0.4.0

## PLAYING AS REGULAR CATS IN 5<sup>TH</sup> EDITION

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These are adjustments to the rules for playing 5<sup>th</sup> Edition as regular cats. Originally inspired by the Warrior Cats universe created by Erin Hunter, these can be used to play any non-humanoid cats in the set in the real world.

There is no magic, no equipment, no feats. Being regular cats from the regular world cuts out a lot of stuff. An updated character sheet is provided, but the regular character sheet will work mostly fine also (there will just be more unused bits on it and a few small adjustments).

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System Reference Document 5.1 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

## CREATING A CHARACTER

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Creating a character is different from the method in the Player's Guide. Choose one class, one clan, and one background, determine your stats. It's fairly simple so it shouldn't be too hard for someone new to roleplaying to get into.

## CLASSES AND CLANS

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There are five character classes to choose from – The combat-oriented classes are Strong Warrior, Agile Warrior, Fierce Warrior, and Fast Warrior. The Nature Cat can be geared towards either combat or a medicine cat. Each cat belongs to one of five clans, which gives simple bonuses to the character based on their clan's specialties.

## SCALES AND SIZES

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Distances and weights aren't used very commonly in cat-based role-playing games.

All cats have a base speed of 30ft and are medium in size when fully grown. Most fully grown cats are between 18-24 inches long, excluding tail.

## CLANS

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**Thunder Clan** - Members have +1 Strength and +1 Wisdom, and proficiency in Perception and Survival.

**Shadow Clan** - Members have +2 Dexterity, and proficiency in Stealth. They also have advantage when taking Constitution checks for poison or illness.

**River Clan** - Members have +1 Strength and +1 Constitution, and they have proficiency in swimming and can swim as fast as they can walk. They also have advantage in fish catching rolls.

**Wind Clan** - Members have +1 Constitution and +1 Wisdom, and proficiency in Perception. Their movement is +10 ft.

**Sky Clan** - Members have +1 Strength and +1 Dexterity, and proficiency in Athletics and Survival.

**No Clan** - Two different ability scores of your choice increase by 1, and you gain proficiency in two skills of your choice. You have disadvantage in Charisma-based checks with clan cats except for Intimidation. You have disadvantage in History checks.

## BACKGROUNDS

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**Clanborn** – Proficiency in History and proficiency in Charisma checks on clan politics and organization.

**Kittypet** – Proficiency in Twolegs Lore and Performance.

**Rogue** – Choose proficiency in two of the following: Deception, Nature, Stealth, Survival.

Alternatively, if you wish to completely customize your cat's background, choose two additional proficiencies.

## ATTACKS

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Five different types of attack are possible, excluding those specific to a particular class.

**Bite** (Str) D8 piercing damage.

**Pounce** (Str) D6 bludgeoning damage. Can only be performed if the target is disadvantaged or more than 5 feet away. A successful hit against prey or similar small creature knocks them prone. Larger creatures must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the cat can make one bite or rake attack against it as a bonus action.

**Rake** (Dex) D8 slashing damage.

**Swat** (Dex) 2D4 bludgeoning damage.

**Wrestle** (Str) D6 bludgeoning damage. Can only be performed on creatures of a similar size or larger. Target must succeed on a DC 7 Strength saving throw or be knocked prone.

## CHANGES TO SKILLS

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These changes are reflected in the character sheet at the end of this document.

Animals (Wis) (replaces Animal Handling)

Twoleg Lore (Int) (replaces Arcana)

Sleight of Hand removed.

Sleight of Hand is not relevant for paw based creatures in the game, and there is no equivalent so it has been removed. "Animal Handling" has been changed to "Animals" to represent more general animal knowledge/skills.

## Strong Warrior

Level	Prof. Bonus	Features
1st	+2	Fighting Style, Second Wind
2nd	+2	Action Surge (1)
3rd	+2	Improved Critical
4th	+2	Ability Score Improvement
5th	+3	Extra Attack
6th	+3	Ability Score Improvement
7th	+3	Remarkable Athlete
8th	+3	Ability Score Improvement
9th	+4	Indomitable (1)
10th	+4	Additional Fighting Style
11th	+4	Extra Attack (2)
12th	+4	Ability Score Improvement
13th	+5	Indomitable (2)
14th	+5	Ability Score Improvement
15th	+5	Superior Critical
16th	+5	Ability Score Improvement
17th	+6	Action Surge (2), Indomitable (3)
18th	+6	Survivor
19th	+6	Ability Score Improvement
20th	+6	Extra Attack (3)



Suggestions: Make Strength your highest ability score.  
Your next-highest score should be Constitution.

### CLASS FEATURES

As a strong warrior, you gain the following class features.

#### HIT POINTS

**Hit Dice:** 1d10 per level

**Hit Points at 1st Level:** 10 + your Constitution modifier

**Hit Points at Higher Levels:** 1d10 (or 6) + your  
Constitution modifier per level after 1st

#### PROFICIENCIES

**Saving Throws:** Strength, Constitution

**Skills:** Choose two skills from Acrobatics, Animals, Athletics, History, Insight, Intimidation, Perception, and Survival.

**Fighting:** Choose two from Bite (Str), Pounce (Str), Wrestle (Str), Rake (Dex), Swat (Dex).

## FIGHTING STYLE

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You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

### BITER

You gain a +1 bonus to bite damage rolls.

### DEFENSE

You gain a +1 bonus to AC.

### WRESTLER

You gain a +2 bonus to hit rolls for a wrestle attack.

### BELLY RAKE

When you roll a 1 or 2 on a damage die for a rake attack, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

### SUPER SWAT

When you use a swat attack, you can add your Dexterity modifier to the damage of the attack.

### PROTECTION

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll.

## SECOND WIND

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You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your level. Once you use this feature, you must finish a short or long rest before you can use it again.

## ACTION SURGE

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Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action.

Once you use this feature, you must finish a short or long rest before you can use it again. Starting at 17th level, you can use it twice before a rest, but only once on the same turn.

## IMPROVED CRITICAL

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Beginning at 3rd level, your attacks score a critical hit on a roll of 19 or 20.

## ABILITY SCORE IMPROVEMENT

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When you reach 4th level, and again at 6th, 8th, 12th, 14th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

## EXTRA ATTACK

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Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

## REMARKABLE ATHLETE

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Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus.

In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to your Strength modifier.

## INDOMITABLE

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Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature twice between long rests starting at 13th level and three times between long rests starting at 17th level.

## ADDITIONAL FIGHTING STYLE

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At 10th level, you can choose a second option from the Fighting Style class feature.

## SUPERIOR CRITICAL

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Starting at 15th level, your attacks score a critical hit on a roll of 18–20.

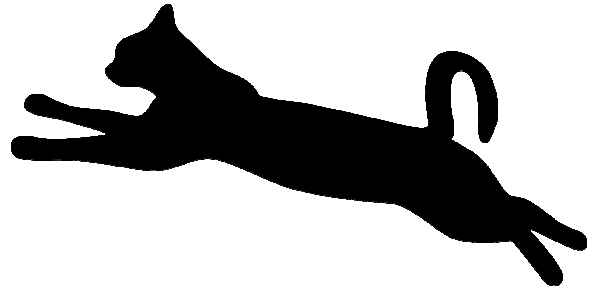
## SURVIVOR

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At 18th level, you attain the pinnacle of resilience in battle. At the start of each of your turns, you regain hit points equal to 5 + your Constitution modifier if you have no more than half of your hit points left. You don't gain this benefit if you have 0 hit points.

## Agile Warrior

Level	Prof. Bonus	Sneak Attack	Features
1st	+2	1d6	Expertise, Sneak Attack
2nd	+2	1d6	Cunning Action
3rd	+2	2d6	Jaw Swipe, Climb
4th	+2	2d6	Ability Score Improvement
5th	+3	3d6	Uncanny Dodge
6th	+3	3d6	Expertise
7th	+3	4d6	Evasion
8th	+3	4d6	Ability Score Improvement
9th	+4	5d6	Supreme Sneak
10th	+4	5d6	Ability Score Improvement
11th	+4	6d6	Reliable Talent
12th	+4	6d6	Ability Score Improvement
13th	+5	7d6	Extra Attack
14th	+5	7d6	Blindsense
15th	+5	8d6	Slippery Mind
16th	+5	8d6	Ability Score Improvement
17th	+6	9d6	Fast Reflexes
18th	+6	9d6	Elusive
19th	+6	10d6	Ability Score Improvement
20th	+6	10d6	Stroke of Luck



Suggestions: Dexterity should be your highest ability score. Make Intelligence your next-highest if you want to excel at investigation and strategy.

### CLASS FEATURES

As an agile warrior, you have the following class features.

#### HIT POINTS

**Hit Dice:** 1d8 per level

**Hit Points at 1st Level:** 8 + your Constitution modifier

**Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per level after 1st

#### PROFICIENCIES

**Saving Throws:** Dexterity, Intelligence

**Skills:** Choose four from Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, and Stealth

**Fighting:** Choose one from Bite (Str), Pounce (Str), Wrestle (Str), Rake (Dex), Swat (Dex).

## EXPERTISE

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At 1st level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 6th level, you can choose two more of your proficiencies to gain this benefit.

## SNEAK ATTACK

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Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must be dexterity based.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the Agile Warrior table.

## CUNNING ACTION

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Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

## JAW SWIPE

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Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity check to pick up an item in your mouth.

## CLIMB

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At 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier.

## ABILITY SCORE IMPROVEMENT

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When you reach 4th level, and again at 8th, 10th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

## UNCANNY DODGE

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Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

## EVASION

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Beginning at 7th level, you can nimbly dodge out of the way of certain area effects. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

## SUPREME SNEAK

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Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

## RELIABLE TALENT

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By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

## EXTRA ATTACK

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Beginning at 13th level, you can attack twice, instead of once, whenever you take the Attack action on your turn that isn't a Sneak Attack.

## BLINDSENSE

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Starting at 14th level, if you are able to hear, you are aware of the location of any hidden creature within 10 feet of you.

## SLIPPERY MIND

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By 15th level, you have acquired greater mental strength. You gain proficiency in Wisdom saving throws.

## FAST REFLEXES

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When you reach 17th level, you have become adept at laying ambushes and quickly escaping danger. You can take two turns during the first round of any combat. You take your first turn at your normal initiative and your second turn at your initiative minus 10. You can't use this feature when you are surprised.

## ELUSIVE

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Beginning at 18th level, you are so evasive that attackers rarely gain the upper paw against you. No attack roll has advantage against you while you aren't incapacitated.

## STROKE OF LUCK

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At 20th level, you have an uncanny knack for succeeding when you need to. If your attack misses a target within range, you can turn the miss into a hit. Alternatively, if you fail an ability check, you can treat the d20 roll as a 20. Once you use this feature, you can't use it again until you finish a short or long rest.

## Fierce Warrior

Level	Prof. Bonus	Features	Rages	Rage Damage
1st	+2	Rage, Excellent Defense	2	+2
2nd	+2	Reckless Attack, Danger Sense	2	+2
3rd	+2	Primal Path	3	+2
4th	+2	Ability Score Improvement	3	+2
5th	+3	Extra Attack, Fast Movement	3	+2
6th	+3	Path feature	4	+2
7th	+3	Feral Instinct	4	+2
8th	+3	Ability Score Improvement	4	+2
9th	+4	Brutal Critical (1 die)	4	+3
10th	+4	Path feature	4	+3
11th	+4	Relentless Rage	4	+3
12th	+4	Ability Score Improvement	5	+3
13th	+5	Brutal Critical (2 dice)	5	+3
14th	+5	Path feature	5	+3
15th	+5	Persistent Rage	5	+3
16th	+5	Ability Score Improvement	5	+4
17th	+6	Brutal Critical (3 dice)	6	+4
18th	+6	Indomitable Might	6	+4
19th	+6	Ability Score Improvement	6	+4
20th	+6	Primal Champion	Unlimited	+4

Suggestions: Make Strength your highest ability score.  
Your next-highest score should be Constitution.

### CLASS FEATURES

As a fierce warrior, you gain the following class features.

#### HIT POINTS

**Hit Dice:** 1d12 per level

**Hit Points at 1st Level:** 12 + your Constitution modifier

**Hit Points at Higher Levels:** 1d12 (or 7) + your  
Constitution modifier per level after 1st

#### PROFICIENCIES

**Saving Throws:** Strength, Constitution

**Skills:** Choose two skills from Animals, Athletics,  
Intimidation, Nature, Perception, and Survival

**Fighting:** Choose two from Bite (Str), Pounce (Str),  
Wrestle (Str), Rake (Dex), Swat (Dex).

### RAGE

In battle, you fight with primal ferocity. On your turn, you can enter a rage as a Bonus Action.

While raging, you gain the following benefits:  
You have advantage on Strength checks and Strength  
Saving Throws.

When you make an attack using Strength, you gain a +2  
bonus to the damage roll. This bonus increases as you level.  
You have resistance to bludgeoning, piercing, and slashing  
damage.

Your rage lasts for 1 minute. It ends early if you are  
knocked Unconscious or if your turn ends and you haven't  
attacked a hostile creature since your last turn or taken  
damage since then. You can also end your rage on your  
turn as a Bonus Action.

Once you have raged the maximum number of times for  
your level, you must finish a Long Rest before you can rage  
again. You may rage 2 times at 1st level, 3 at 3rd, 4 at 6th,  
5 at 12th, and 6 at 17th.

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## EXCELLENT DEFENSE

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Your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier.

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## DANGER SENSE

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At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity Saving Throws against effects that you can see, such as traps. To gain this benefit, you can't be Blinded, Deafened, or Incapacitated.

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## RECKLESS ATTACK

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Starting at 2nd level, you can throw aside all concern for defense to Attack with fierce desperation. When you make your first Attack on your turn, you can decide to Attack recklessly. Doing so gives you advantage on Attack rolls using Strength during this turn, but Attack rolls against you have advantage until your next turn.

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## FRENZY

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Starting at 3rd level, you can go into a Frenzy when you rage. If you do so, for the Duration of your rage you can make a single Attack as a Bonus Action on each of your turns after this one. When your rage ends, you suffer one level of Exhaustion.

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## ABILITY SCORE IMPROVEMENT

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When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two Ability Scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

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## EXTRA ATTACK

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Beginning at 5th level, you can Attack twice, instead of once, whenever you take the Attack action on your turn.

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## FAST MOVEMENT

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Starting at 5th level, your speed increases by 10 feet.

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## MINDLESS RAGE

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Beginning at 6th level, you can't be Charmed or Frightened while raging. If you are Charmed or Frightened when you enter your rage, the effect is suspended for the duration of the rage.

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## FERAL INSTINCT

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By 7th level, your instincts are so honed that you have advantage on Initiative rolls.

Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on

your first turn, but only if you enter your rage before doing anything else on that turn.

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## BRUTAL CRITICAL

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Beginning at 9th level, you can roll one additional damage die when determining the extra damage for a critical hit with an attack.

This increases to two additional dice at 13th level and three additional dice at 17th level.

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## INTIMIDATING PRESENCE

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Beginning at 10th level, you can use your action to frighten someone with your menacing presence. When you do so, choose one creature that you can see within 30 feet of you. If the creature can see or hear you, it must succeed on a Wisdom saving throw (DC equal to 8 + your Proficiency Bonus + your Charisma modifier) or be Frightened of you until the end of your next turn. On subsequent turns, you can use your action to extend the Duration of this effect on the Frightened creature until the end of your next turn. This effect ends if the creature ends its turn out of line of sight or more than 60 feet away from you.

If the creature succeeds on its saving throw, you can't use this feature on that creature again for 24 hours.

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## RELENTLESS RAGE

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Starting at 11th level, your rage can keep you fighting despite grievous wounds. If you drop to 0 Hit Points while you're raging and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead.

Each time you use this feature after the first, the DC increases by 5. When you finish a short or Long Rest, the DC resets to 10.

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## RETALIATION

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Starting at 14th level, when you take damage from a creature that is within 5 feet of you, you can use your Reaction to make an attack against that creature.

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## PERSISTENT RAGE

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Beginning at 15th level, your rage is so fierce that it ends early only if you fall unconscious or if you choose to end it.

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## INDOMITABLE MIGHT

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Beginning at 18th level, if your total for a Strength check is less than your Strength score, you can use that score in place of the total.

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## PRIMAL CHAMPION

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At 20th level, you embody the power of the wilds. Your Strength and Constitution scores increase by 4. Your maximum for those scores is now 24.

# Fast Warrior

Level	Prof. Bonus	Martial Arts	Energy points	Superior Movement	Features
1st	+2	1d4	—	—	Excellent Defense, Fast Attack
2nd	+2	1d4	2	+10 ft.	Energy, Fast Movement
3rd	+2	1d4	3	+10 ft.	Deflect Missiles, Open Paw Technique
4th	+2	1d4	4	+10 ft.	Ability Score Improvement, Slow Fall
5th	+3	1d6	5	+10 ft.	Extra Attack, Stunning Strike
6th	+3	1d6	6	+15 ft.	Wholeness of Body
7th	+3	1d6	7	+15 ft.	Evasion, Stillness of Mind
8th	+3	1d6	8	+15 ft.	Ability Score Improvement
9th	+4	1d6	9	+15 ft.	Superior Movement improvement
10th	+4	1d6	10	+20 ft.	Purity of Body
11th	+4	1d8	11	+20 ft.	Tranquility
12th	+4	1d8	12	+20 ft.	Ability Score Improvement
13th	+5	1d8	13	+20 ft.	Tongue of the Sun and Moon
14th	+5	1d8	14	+25 ft.	Diamond Soul
15th	+5	1d8	15	+25 ft.	Timeless Body
16th	+5	1d8	16	+25 ft.	Ability Score Improvement
17th	+6	1d10	17	+25 ft.	Quivering Paw
18th	+6	1d10	18	+30 ft.	Hidden Body
19th	+6	1d10	19	+30 ft.	Ability Score Improvement
20th	+6	1d10	20	+30 ft.	Perfect Self

Suggestions: Dexterity should be your highest ability score and Wisdom should be your second highest.

## CLASS FEATURES

As a fast warrior, you have the following class features.

### HIT POINTS

**Hit Dice:** 1d8 per level

**Hit Points at 1st Level:** 8 + your Constitution modifier

**Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per level after 1st

### PROFICIENCIES

**Saving Throws:** Dexterity, Strength

**Skills:** Choose two from Acrobatics, Athletics, History, Insight, Religion, and Stealth

**Fighting:** Choose one from Bite (Str), Pounce (Str), Wrestle (Str), Rake (Dex), Swat (Dex).

## EXCELLENT DEFENSE

Beginning at 1st level, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

## FAST ATTACK

You gain the following benefits

- You can use Dexterity instead of Strength for the attack and damage rolls of your pounce and wrestle attacks.
- When you use the attack action with a pounce or swat on your turn, you can make one swat as a bonus action.

## ENERGY

Starting at 2nd level, you can skillfully use energy stores in your body. Your access to this energy is represented by a number of energy points. Your level determines the number of points you have, as shown in the Energy Points column of the Fast Warrior table. You can spend these points to fuel various features. You start knowing three such features: Flurry of Blows, Patient Defense, and Step of the Wind. You learn more features as you gain levels.

When you spend an energy point, it is unavailable until you finish a short or long rest, at the end of which you recover all of your expended energy. You must spend at least 30 minutes of the rest napping to regain your energy points. Some of your features require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows:

**Energy save DC** = 8 + your Proficiency Bonus + your Wisdom modifier

### FLURRY OF BLOWS

Immediately after you take the attack action on your turn, you can spend 1 energy point to make a swat attack as a bonus action.

### PATIENT DEFENSE

You can spend 1 energy point to take the Dodge action as a Bonus Action on your turn.

### STEP OF THE WIND

You can spend 1 energy point to take the Disengage or Dash action as a Bonus Action on your turn, and your jump distance is doubled for the turn.



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## SUPERIOR MOVEMENT

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Starting at 2nd level, your speed increases by 10 feet. This bonus increases when you reach certain levels, as shown in the fast warrior table.

At 9th level, you gain the ability to move along vertical surfaces and across liquids on your turn without falling during the move.

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## DEFLECT MISSILES

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Starting at 3rd level, you can use your reaction to deflect or catch the missile when you are hit by a thrown or falling object. When you do so, the damage you take from the attack is reduced by 1d10 + your Dexterity modifier + your level.

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## OPEN PAW TECHNIQUE

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Starting at 3rd level, whenever you hit a creature with one of the attacks granted by your Flurry of Blows, you can impose one of the following effects on that target: It must succeed on a Dexterity saving throw or be knocked prone. It must make a Strength saving throw. If it fails, you can push it up to 15 feet away from you. It can't take reactions until the end of your next turn.

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## ABILITY SCORE IMPROVEMENT

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When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two Ability Scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

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## SLOW FALL

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Beginning at 4th level, you can use your Reaction when you fall to reduce any falling damage you take by an amount equal to five times your level.

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## EXTRA ATTACK

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Beginning at 5th level, you can attack twice, instead of once, whenever you take the attack action on your turn.

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## STUNNING STRIKE

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Starting at 5th level, when you hit another creature with an attack, you can spend 1 energy point to attempt a stunning strike. The target must succeed on a Constitution saving throw or be Stunned until the end of your next turn.

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## WHOLENESS OF BODY

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At 6th level, you gain the ability to heal yourself. As an action, you can regain Hit Points equal to three times your level. You must finish a Long Rest before you can use this feature again.

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## STILLNESS OF MIND

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Starting at 7th level, you can use your action to end one effect on yourself that is causing you to be Charmed or Frightened.

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## EVASION

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At 7th level, your instinctive agility lets you dodge out of the way of certain area effects. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

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## PURITY OF BODY

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At 10th level, your mastery of the energy flowing through you makes you immune to disease and poison.

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## TRANQUILITY

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Beginning at 11th level, you can enter a special meditation that surrounds you with an aura of peace. At the end of a Long Rest, you gain the effect of a saving throw against one attack that lasts until the start of your next long rest. The saving throw is 8 + your Wisdom modifier + your Proficiency Bonus. You take no damage from that attack if you succeed.

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## TONGUE OF THE SUN AND MOON

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Starting at 13th level, you learn to understand all spoken languages of other creatures. Moreover, any creature that can understand a language can understand what you say.

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## DIAMOND SOUL

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Beginning at 14th level, your mastery of energy grants you proficiency in all Saving Throws. Additionally, whenever you make a saving throw and fail, you can spend 1 energy point to reroll it and take the second result.

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## TIMELESS BODY

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At 15th level, your energy sustains you so that you suffer none of the frailty of old age. You can still die of old age, however. In addition, you can last up to a week without food or water.

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## QUIVERING PAW

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At 17th level, you gain the ability to instinctively know where to injure a creature. When you hit a creature with an pounce, bite, rake, or swat, you can spend 3 energy points to use this ability. The creature must make a Constitution saving throw. If it fails, it is reduced to 0 Hit Points. If it succeeds, it takes 10d10 necrotic damage.

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## HIDDEN BODY

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Beginning at 18th level, you can use your action to spend 4 energy points to be undetectable to other creatures for 1 minute. During that time, you also have resistance to all damage but force damage.

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## PERFECT SOUL

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At 20th level, when you roll for Initiative and have no energy points remaining, you regain 4 energy points.

## Nature Warrior

Level	Prof. Bonus	Skill Points	Features
1st	+2	—	Favored Enemy, Natural Explorer
2nd	+2	2	Fighting Style, Nature Skills
3rd	+2	3	Primeval Awareness, Feline Enemy
4th	+2	4	Ability Score Improvement
5th	+3	5	Extra Attack, Nature Skills Improvement
6th	+3	6	Favored Enemy and Natural Explorer improvements
7th	+3	7	Defensive Tactics
8th	+3	8	Ability Score Improvement, Land's Stride
9th	+4	9	Nature Skills Improvement
10th	+4	10	Natural Explorer improvement, Hide in Plain Sight
11th	+4	11	Multi-attack
12th	+4	12	Ability Score Improvement
13th	+5	13	Nature Skills Improvement
14th	+5	14	Favored Enemy improvement, Vanish
15th	+5	15	Fast Defense
16th	+5	16	Ability Score Improvement
17th	+6	17	Nature Skills Improvement
18th	+6	18	Feral Senses
19th	+6	19	Ability Score Improvement
20th	+6	20	Foe Slayer

Suggestions: Dexterity and Wisdom should be your highest ability scores.

### CLASS FEATURES

As a nature warrior, you have the following class features.

#### HIT POINTS

**Hit Dice:** 1d10 per level

**Hit Points at 1st Level:** 10 + your Constitution modifier

**Hit Points at Higher Levels:** 1d10 (or 6) + your Constitution modifier per level after 1st

#### PROFICIENCIES

**Saving Throws:** Dexterity, Strength

**Skills:** Choose three from Animals, Athletics, Insight, Investigation, Nature, Perception, Stealth, and Survival

**Fighting:** Choose one from Bite (Str), Pounce (Str), Wrestle (Str), Rake (Dex), Swat (Dex).

### FAVORED ENEMY

Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of creature.

Choose a type of favored enemy from this list: rats, mice and other non-rat rodents like voles, fish, small birds, large birds (hawks, eagles, owls), badger, fox.

You have advantage on Wisdom (Survival) checks to track your favored enemy, as well as on Intelligence checks to recall information about them.

When you gain this feature, you also learn one language of your choice that is spoken by your favored enemy, if they speak one at all.

You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of creatures you have encountered on your adventures.

### NATURAL EXPLORER

You are particularly familiar with the natural environment and are adept at traveling and surviving in it. When you make an Intelligence or Wisdom check related to the local terrain, your Proficiency Bonus is doubled if you are using a skill that you're proficient in.

While traveling, you gain the following benefits:

- Difficult terrain doesn't slow your travel or the travel of anyone following directly behind you.
- Your group can't become lost
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

## NATURE SKILLS

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By the time you reach 2nd level, you have learned to use the essence of nature to do useful tasks.

### SKILL POINTS

The nature warrior table shows how many skill points you have. To use one of these skills, you must expend a skill point. You regain all expended skill points when you finish a long rest.

### SKILLS

You know the following skills when you reach 2nd level:

*Spare the Dying:* You make a salve out of herbs to apply to the wounds of an animal that has been reduced to zero hit points. The creature no longer needs to make any death saving throws but remains unconscious.

*Longstrider:* Your speed is 10ft higher for this turn. Anyone following directly behind you also gains this bonus.

*Animal Bond:* You can understand the thoughts and feelings of an animal you can see.

*Great Smell:* You can find a particular plant by smell within 10 feet if it is present. The range increases by 10 ft for every skill point you use on this skill.

You know the following skills when you reach 5th level:

*Cure Wounds:* You make a salve out of herbs to apply to the wound to make it heal faster. The creature gains hit points equivalent to d8 + your Wisdom modifier. The healing increases by d8 for each skill point you expend.

You know the following skills when you reach 9th level:

*Healing Helper:* You show up to two cats which herbs to prepare for healing. They heal d6 damage on the cat(s) they apply it to. You can show one additional cat for each additional skill point you use for this skill.

*Detect Poison and Disease:* You can find a source of poison or disease within 30 feet if one exists. Uses two skill points and takes several minutes.

You know the following skills when you reach 13th level:

*Attract Predators:* You can use two skill points to make a sound that can attract nearby animals of a particular type toward you, if any are in range. Choose from: fox, badger, hawk, owl.

*Animal Friendship:* An animal that can see you becomes convinced that you mean them no harm. If this is intentionally deceptive, the animal must succeed on a Wisdom roll of DC 10 in order not to be deceived.

You know the following skills when you reach 17th level:

*Sick Scents:* By concentrating for a minute on smell, you can all detect types of plant/animal/insect in the open air within 20 feet and some types within 50 feet or covered. Uses three skill points.

## FIGHTING STYLE

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At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Defense: You gain a +1 bonus to AC.

Pouncer : You gain a +2 bonus to damage rolls with a pounce attack.

Swatter: You can add your Dexterity modifier to the damage of a swat attack.

## PRIMEVAL AWARENESS

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Beginning at 3rd level, you can use your action and expend one skill point to focus your awareness on the region around you. For 1 minute per skill point you expend, you can sense whether the following types of creatures are present within 50 feet of you: rodents, birds, flying insects, burrowing creatures, large mammals, twolegs. This feature doesn't reveal the creatures' location or number.

## FELINE ENEMY

---

At 3rd level, you gain one of the following features of your choice.

Colossus Slayer: Your tenacity can wear down the most potent foes. When you hit a creature with an attack, the creature takes an extra 1d8 damage if it's below its hit point maximum. You can deal this extra damage only once per turn.

Giant Killer: When a large or larger creature within 5 feet of you hits or misses you with an Attack, you can use your reaction to attack that creature immediately after its attack, provided that you can see the creature.

Horde Breaker: Once on each of your turns when you make an attack, you can make another attack against a different creature that is within 5 feet of the original target and within range of you.

## ABILITY SCORE IMPROVEMENT

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When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two Ability Scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

## EXTRA ATTACK

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Beginning at 5th level, you can attack twice, instead of once, whenever you take the attack action on your turn.

## DEFENSIVE TACTICS

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At 7th level, you gain one of the following features of your choice.

Escape the Horde: Opportunity attacks against you are made with disadvantage.

Multi-attack Defense: When a creature hits you with an attack, you gain a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.

Steel Will: You have advantage on saving throws against being frightened.

## MULTI-ATTACK

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At 11th level, you gain this feature. You can use your action to make an attack against any number of creatures within 5 feet of you, with a separate attack roll for each target.

## LAND'S STRIDE

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Starting at 8th level, moving through difficult terrain costs you no extra movement. You can also pass through plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

Starting at 10th level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage. Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

## VANISH

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Starting at 14th level, you can use the hide action as a Bonus Action on your turn. Also, you can't be tracked by any means, unless you choose to leave a trail.

## FAST DEFENSE

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At 15th level, you gain one of the following features of your choice.

**Evasion:** When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

**Uncanny Dodge:** When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

## FERAL SENSES

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At 18th level, you gain preternatural Senses that help you fight creatures you can't see. When you attack a creature you can't see, your inability to see it doesn't impose disadvantage on your attack rolls against it. You are also aware of the location of any creature within 30 feet of you, provided that you aren't blinded or deafened.

## PREY SLAYER

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At 20th level, you become an unparalleled hunter of your prey. Once on each of your turns, you can add your Wisdom modifier to the attack roll or the damage roll of an attack you make against one of your favored prey. You can choose to use this feature before or after the roll, but before any effects of the roll are applied.

## Creatures

### ALLIGATOR

See Crocodile.

### BADGER

Medium beast

**Armor Class** 10

**Hit Points** 26 (4d10 + 4)

**Speed** 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	15 (+2)	12 (+1)	12 (+1)	5 (–3)

**Senses** darkvision 30 ft., passive Perception 11

**Challenge** 1/4 (50 XP)

**Keen Smell.** The badger has advantage on Wisdom (Perception) checks that rely on smell.

#### Actions

**Multi-attack.** The badger makes two attacks: one with its bite and one with its claws.

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

**Claws.** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) slashing damage.

### BAT

Small beast

**Armor Class** 13

**Hit Points** 4 (2d4)

**Speed** 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	11 (+0)	2 (–4)	12 (+1)	6 (–2)

**Senses** blindsight 60 ft., passive Perception 11

**Challenge** 1/4 (50 XP)

**Echolocation.** The bat can't use its blindsight while deafened.

**Keen Hearing.** The bat has advantage on Wisdom (Perception) checks that rely on hearing.

#### Actions

**Bite.** Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) piercing damage.

### BIRD (SMALL)

Small beast

**Armor Class** 12

**Hit Points** 4 (2d4)

**Speed** 10 ft., fly 50 ft

STR	DEX	CON	INT	WIS	CHA
2 (–4)	14 (+2)	8 (–1)	2 (–4)	12 (+1)	6 (–2)

**Skills** Perception +3

**Senses** passive Perception 13

**Challenge** 1/8 (25 XP)

#### Actions

**Peck.** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

### BIRD (MEDIUM)

Small beast

**Armor Class** 12

**Hit Points** 8 (1d6)

**Speed** 10 ft., fly 60 ft

STR	DEX	CON	INT	WIS	CHA
6 (–2)	15 (+2)	10 (+0)	2 (–4)	14 (+2)	7 (–2)

**Skills** Perception +4

**Senses** passive Perception 14

**Challenge** 1/4 (50 XP)

#### Actions

**Peck.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 2 (1d4) piercing damage.

### BIRD (LARGE)

See Eagle/Hawk, Owl.

### BOAR

Large beast

**Armor Class** 12 (natural armor)

**Hit Points** 42 (5d10 + 15)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	10(+0)	7 (–2)	5 (–3)

**Senses** passive Perception 8

**Challenge** 2 (450 XP)

**Charge.** If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

**Relentless** (Recharges after a Short or Long Rest). If the boar takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead

#### Actions

**Tusk.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

### CENTIPEDE

Tiny beast

**Armor Class** 8 (natural armor)

**Hit Points** 2 (1d4)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (–3)	14 (+2)	12 (+1)	1 (–5)	7 (–2)	3 (–4)

**Senses** blindsight 30 ft., passive Perception 8

**Challenge** 1/4 (50 XP)

#### Actions

**Bite.** Melee Weapon Attack: +2 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or take 10 (3d6) poison damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

## COYOTE/FOX

Large beast

**Armor Class** 12

**Hit Points** 45 (6d10 + 12)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	12 (+1)	12 (+1)	7 (−2)

**Skills** Perception +3

**Senses** passive Perception 13

**Challenge** 1 (200 XP)

**Rampage.** When the coyote reduces a creature to 0 hit points with a melee attack on its turn, the coyote can take a bonus action to move up to half its speed and make a bite attack.

### Actions

**Bite.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage.

## CRAB

Small beast

**Armor Class** 15 (natural armor)

**Hit Points** 5 (1d6+1)

**Speed** 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	11 (+0)	1 (−5)	9 (−1)	3 (−4)

**Skills** Stealth +4

**Senses** blindsight 30 ft., passive Perception 9

**Challenge** 1/8 (25 XP)

**Amphibious.** The crab can breathe air and water.

### Actions

**Claw.** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage, and the target is grappled (escape DC 11). The crab has two claws, each of which can grapple only one target.

## CROCODILE/ALLIGATOR

Huge beast

**Armor Class** 14 (natural armor)

**Hit Points** 85 (9d12 + 27)

**Speed** 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (−1)	17 (+3)	7 (−2)	10 (+0)	7 (−2)

**Skills** Stealth +5

**Senses** passive Perception 10

**Challenge** 5 (1,800 XP)

**Hold Breath.** The crocodile can hold its breath for 30 minutes.

### Actions

**Multi-attack.** The crocodile makes two attacks: one with its bite and one with its tail.

**Bite.** Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 21 (3d10 + 5) piercing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

**Tail.** Melee Weapon Attack: +8 to hit, reach 10 ft., one target not grappled by the crocodile. Hit: 14 (2d8 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

## DOG (SMALL)

Medium beast

**Armor Class** 12

**Hit Points** 20 (4d10)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	11 (+0)	13 (+1)	9 (−1)	7 (−2)

**Skills** Perception +3

**Senses** passive Perception 13

**Challenge** 1 (200 XP)

**Keen Hearing and Smell.** The dog has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Pack Tactics.** The dog has advantage on an attack roll against a creature if at least one of the dog's allies is within 5 feet of the creature and the ally isn't incapacitated.

### Actions

**Bite.** Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 4 (1d6) piercing damage.

## DOG (LARGE)

Large beast

**Armor Class** 12

**Hit Points** 50 (8d12)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	13 (+1)	12 (+1)	10 (+0)

**Skills** Perception +3

**Senses** passive Perception 13

**Challenge** 3 (500 XP)

**Keen Hearing and Smell.** The dog has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Pack Tactics.** The dog has advantage on an attack roll against a creature if at least one of the dog's allies is within 5 feet of the creature and the ally isn't incapacitated.

### Actions

**Bite.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

## EAGLE/HAWK

Large beast

**Armor Class** 13

**Hit Points** 26 (4d10 + 4)

**Speed** 10 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	13 (+1)	13 (+1)	14 (+2)	10 (+0)

**Skills** Perception +4

**Senses** passive Perception 14

**Challenge** 1 (200 XP)

**Keen Sight.** The eagle has advantage on Wisdom (Perception) checks that rely on sight.

### Actions

**Multi-attack.** The eagle makes two attacks: one with its beak and one with its talons.

**Beak.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

**Talons.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

## ELK/DEER

Huge beast

**Armor Class** 14 (natural armor)

**Hit Points** 42 (5d12 + 10)

**Speed** 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	14 (+2)	10 (+0)	14 (+2)	10 (+0)

**Skills** Perception +4

**Senses** passive Perception 14

**Challenge** 2 (450 XP)

**Charge.** If the elk/deer moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

### Actions

**Ram.** Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

**Hooves.** Melee Weapon Attack: +6 to hit, reach 5 ft., one prone creature. Hit: 22 (4d8 + 4) bludgeoning damage.

## FOX

See Coyote/Fox.

## FROG/TOAD (LARGE)

Small beast

**Armor Class** 11

**Hit Points** 5 (2d8)

**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	11 (+0)	2 (-4)	10 (+0)	3 (-4)

**Skills** Perception +2, Stealth +3

**Senses** darkvision 30 ft., passive Perception 12

**Challenge** 1/4 (50 XP)

**Amphibious.** The frog can breathe air and water.

**Standing Leap.** The frog's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

### Actions

**Bite.** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: zero damage but the target is grappled (escape DC 11). Until this grapple ends, the target is restrained if a Small or Tiny target, and the frog can't bite another target.

**Swallow.** The frog makes one bite attack against a Small or Tiny target it is grappling. If the attack hits, the target is swallowed, and the grapple ends.

## GOAT

Large beast

**Armor Class** 11 (natural armor)

**Hit Points** 25 (4d10 + 3)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	12 (+1)	10 (+0)	12 (+1)	6 (-2)

**Senses** passive Perception 11

**Challenge** 1/2 (100 XP)

**Charge.** If the goat moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 5 (2d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

**Sure-Footed.** The goat has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

### Actions

**Ram.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) bludgeoning damage.

## HAWK

See Eagle/Hawk.

## LIZARD

Small beast

**Armor Class** 12 (natural armor)

**Hit Points** 7 (2d6 + 3)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

**Senses** darkvision 30 ft., passive Perception 10

**Challenge** 1/4 (30 XP)

### Actions

**Bite.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

## MOUSE

Tiny beast

**Armor Class** 10

**Hit Points** 2 (1d4)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	11 (+0)	9 (-1)	2 (-4)	10 (+0)	4 (-3)

**Senses** darkvision 30 ft., passive Perception 10

**Challenge** 0 (10 XP)

**Keen Smell.** The mouse has advantage on Wisdom (Perception) checks that rely on smell.

### Actions

**Bite.** Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

## OWL

Large beast

**Armor Class** 12

**Hit Points** 19 (3d10 + 3)

**Speed** 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	12 (+1)	13 (+1)	10 (+0)

**Skills** Perception +5, Stealth +4

**Senses** darkvision 120 ft., passive Perception 15

**Challenge** 1/4 (50 XP)

**Flyby.** The owl doesn't provoke opportunity attacks when it flies out of an enemy's reach.

**Keen Hearing and Sight.** The owl has advantage on Wisdom (Perception) checks that rely on hearing or sight.

### Actions

**Talons.** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 8 (2d6 + 1) slashing damage.

## RABBIT

Small beast

**Armor Class** 10

**Hit Points** 11 (3d6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
7(−2)	16(+3)	11(+0)	7(−2)	10(+0)	5(−3)

**Senses** passive Perception 14

**Challenge** 1/8 (25 XP)

**Keen Sight and Hearing.** The squirrel has advantage on Wisdom (Perception) checks that rely on sight and hearing.

### Actions

**Flee.** One opponent does not get advantage on attacks if the rabbit is aware of their presence.

## RAT

Small beast

**Armor Class** 12

**Hit Points** 7 (2d6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
7(−2)	15(+2)	11(+0)	7(−2)	10(+0)	4(−3)

**Senses** darkvision 60 ft., passive Perception 10

**Challenge** 1/8 (25 XP)

**Keen Smell.** The rat has advantage on Wisdom (Perception) checks that rely on smell.

**Pack Tactics.** The rat has advantage on an attack roll against a creature if at least one of the rat's allies is within 5 feet of the creature and the ally isn't incapacitated.

### Actions

**Bite.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

## SCORPION

Small beast

**Armor Class** 13 (natural armor)

**Hit Points** 7 (2d6)

**Speed** 15 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	13(+1)	11(+0)	1(−5)	9(−1)	3(−4)

**Senses** blindsight 60 ft., passive Perception 9

**Challenge** 1/4 (50 XP)

### Actions

**Multi-attack.** The scorpion makes three attacks: two with its claws and one with its sting.

**Claw.** Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage, and the target is grappled (escape DC 10). The scorpion has two claws, each of which can grapple only one target.

**Sting.** Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 2 (1d4) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 6 (1d8 + 1) poison damage on a failed save, or half as much damage on a successful one.

## SNAKE (SMALL)

Small beast

**Armor Class** 7

**Hit Points** 3 (d6)

**Speed** 10 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
7(−2)	14(+2)	12(+1)	4(−3)	10(+0)	3(−4)

**Skills** Perception +2

**Senses** blindsight 10 ft., passive Perception 12

**Challenge** 1/4 (50 XP)

### Actions

**Bite.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

## SNAKE (LARGE)

Medium/Large beast

**Armor Class** 12

**Hit Points** 22 (4d10 + 2)

**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19(+4)	14(+2)	12(+1)	7(−2)	10(+0)	3(−4)

**Skills** Perception +2

**Senses** blindsight 10 ft., passive Perception 12

**Challenge** 1/2 (100 XP)

### Actions

**Bite.** Melee Weapon Attack: +6 to hit, reach 10 ft., one creature. Hit: 11 (2d6 + 4) piercing damage. If the snake is venomous, target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

**Constrict (if applicable).** Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.

## SQUIRREL

Small beast

**Armor Class** 12

**Hit Points** 7 (2d6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
7(−2)	16(+3)	11(+0)	7(−2)	10(+0)	5(−3)

**Senses** passive Perception 12

**Challenge** 1/8 (25 XP)

**Keen Smell.** The squirrel has advantage on Wisdom (Perception) checks that rely on smell.

### Actions

**Bite.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.



## SPIDER (LARGE)

Small beast

**Armor Class** 14 (natural armor)

**Hit Points** 5 (2d4 + 2)

**Speed** 10 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	10 (+0)	2 (-4)	11 (+0)	4 (-3)

**Skills** Stealth +7

**Senses** blindsight 10 ft., darkvision 60 ft., passive

Perception 10

**Challenge** 1/8 (25 XP)

**Spider Climb.** The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Web Sense.** While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

**Web Walker.** The spider ignores movement restrictions caused by webbing.

### Actions

**Bite.** Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

## SWARM OF INSECTS

Tiny beasts

**Armor Class** 14

**Hit Points** 13 (2d10 + 2)

**Speed** 10 ft., fly 30 ft. (if applicable)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	4 (-3)

**Skills** Perception +5

**Damage Resistances** bludgeoning, piercing, slashing Condition

**Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 10

**Challenge** 1/4 (50 XP)

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny member.

### Actions

**Bite/Sting** Melee Weapon Attack: +4 to hit, reach 5 ft., one target in the swarm's space. Hit: 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

## TOAD

See Frog/Toad.

## TWOLEG

Large beast

**Armor Class** 13

**Hit Points** 60 (8d12 + 8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
19(+4)	12 (+1)	19(+4)	12 (+1)	9(-1)	11 (+0)

**Skills** Perception +2

**Senses** passive Perception 12

**Challenge** 5 (1,800 XP)

### Actions

**Multi-attack.** The twoleg makes two punch/kick attacks or one ranged weapon attack.

**Punch/Kick.** Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 12 (3d8 + 5) bludgeoning damage.

**Ranged Weapon Attack:** +4 to hit, range 20/60 ft., one target. Hit: 21 (3d10 + 5) bludgeoning damage.

## WEASEL

Medium beast

**Armor Class** 13

**Hit Points** 18 (3d10 + 2)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	10 (+0)	4 (-3)	12 (+1)	5 (-3)

**Skills** Perception +3, Stealth +5

**Senses** darkvision 60 ft., passive Perception 13

**Challenge** 1/2 (100 XP)

**Keen Hearing and Smell.** The weasel has advantage on Wisdom (Perception) checks that rely on hearing or smell.

### Actions

**Bite.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

## WOLF

Large beast

**Armor Class** 12

**Hit Points** 60 (8d12 + 8)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	7 (-2)

**Skills** Perception +3, Stealth +4

**Senses** passive Perception 13

**Challenge** 3 (500 XP)

**Keen Hearing and Smell.** The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Pack Tactics.** The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

### Actions

**Bite.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

## Nonplayer Characters

This section contains statistics for various feline nonplayer characters (NPCs) that adventurers might encounter during a campaign. These stat blocks can be used to represent both clan cats and nonclan NPCs.

### BANDIT

**Armor Class** 12

**Hit Points** 11 (2d8 + 2)

**Speed** 30 ft.

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

**Senses** passive Perception 10

**Challenge** 1/8 (25 XP)

#### Actions

**Pounce.** +3 to hit. Hit: 4 (1d6 + 1) bludgeoning damage.

**Rake.** +1 to hit. Hit: 6 (1d8 + 1) slashing damage.

### CAPTAIN

**Armor Class** 15

**Hit Points** 65 (10d8 + 20)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	14 (+2)	11 (+0)	14 (+2)

**Saving Throws** Str +4, Dex +5, Wis +2

**Skills** Athletics +4, Deception +4

**Senses** passive Perception 10

**Challenge** 2 (450 XP)

#### Actions

**Multi-attack.** The captain makes three attacks.

**Pounce.** +3 to hit. Hit: 4 (1d6 + 1) bludgeoning damage.

**Rake.** +2 to hit. Hit: 6 (1d8 + 1) slashing damage.

**Wrestle.** +2 to hit. Hit: 5 (1d6 + 2) bludgeoning damage.

### EXPERIENCED WARRIOR

**Armor Class** 16

**Hit Points** 112 (15d8 + 45)

**Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

**Saving Throws** Str +7, Dex +5, Con +6

**Skills** Athletics +10, Intimidation +5

**Senses** passive Perception 11

**Challenge** 5 (1,800 XP)

**Brave.** The warrior has advantage on saving throws against being frightened.

**Reckless.** At the start of its turn, the warrior can gain advantage on all attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

#### Actions

**Multi-attack.** The warrior makes three attacks.

**Bite.** +4 to hit. Hit: 9 (1d8 + 4) piercing damage.

**Pounce.** +5 to hit. Hit: 7 (1d6 + 4) bludgeoning damage.

**Rake.** +2 to hit. Hit: 7 (1d8 + 3) slashing damage.

**Swat.** +2 to hit. Hit: 7 (2d4 + 2) bludgeoning damage.

**Wrestle.** +4 to hit. Hit: 7 (1d6 + 4) bludgeoning damage.

### LEADER

**Armor Class** 18

**Hit Points** 52 (8d8 + 16)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	11 (+0)	11 (+0)	15 (+2)

**Saving Throws** Con +4, Wis +2

**Senses** passive Perception 10

**Challenge** 3 (700 XP)

**Brave.** The leader has advantage on saving throws against being frightened.

#### Actions

**Multi-attack.** The leader makes two attacks.

**Bite.** +3 to hit. Hit: 8 (1d8 + 3) piercing damage.

**Pounce.** +3 to hit. Hit: 4 (1d6 + 1) bludgeoning damage.

**Rake.** +2 to hit. Hit: 6 (1d8 + 1) slashing damage.

**Swat.** +2 to hit. Hit: 7 (2d4 + 2) bludgeoning damage.

**Wrestle.** +2 to hit. Hit: 5 (1d6 + 2) bludgeoning damage.

**Leadership** (Recharges after a Short or Long Rest). For 1 minute, the leader can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the leader. A creature can benefit from only one Leadership die at a time. This effect ends if the leader is incapacitated.

#### Reactions

**Parry.** The leader adds 2 to its AC against one melee attack that would hit it. To do so, the leader must see the attacker.

### SCOUT

**Armor Class** 13

**Hit Points** 16 (3d8 + 3)

**Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	11 (+0)	13 (+1)	11 (+0)

**Skills** Nature +4, Perception +5, Stealth +6, Survival +5

**Senses** passive Perception 15

**Challenge** 1/2 (100 XP)

**Keen Hearing and Sight.** The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

#### Actions

**Multi-attack.** The scout makes two attacks.

**Pounce.** +3 to hit. Hit: 4 (1d6 + 1) bludgeoning damage.

**Rake.** +2 to hit. Hit: 6 (1d8 + 1) slashing damage.

**Swat.** +2 to hit. Hit: 7 (2d4 + 2) bludgeoning damage.

### ORDINARY WARRIOR CAT

**Armor Class** 10

**Hit Points** 5 (1d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

**Senses** passive Perception 10

**Challenge** 1/8 (25 XP)

#### Actions

**Pounce.** +0 to hit. Hit: 3 (1d6) bludgeoning damage.

**Rake.** +0 to hit. Hit: 4 (1d8) slashing damage.

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