

Ocelot: A system for article feedback

v t [For the tameable mob split from the ocelot, see *Cat*. For other uses, see *Cat* \(disambiguation\).](#)

An **ocelot** is a trustable passive mob found in jungles. They run away from nearby players, but their trust can be gained by feeding them raw cod or raw salmon. Creepers, as well as phantoms in *Bedrock Edition*, stay away from ocelots.

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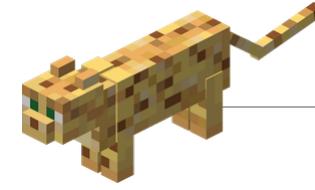
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Mojang Images

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Textures

References

Ocelot	
<u>Adult</u>	Baby
	
Health points	10 (❤️❤️❤️)
Behavior	Passive
Mob type	 Animal  Monster [JE only] [1]
Attack strength	3 (❤️) against chickens or baby turtles only
Hitbox size	Adult: Height: 0.7 blocks Width: 0.6 blocks Baby: Height: 0.35 blocks Width: 0.3 blocks
Speed	0.3
Spawn	 Jungle  Bamboo Jungle [BE only]  Sparse Jungle [BE only]
Usable items	 Raw Cod  Raw Salmon  Lead

Navigation

Spawning

Ocelots spawn above grass blocks in jungle biomes at the world's sea level (Y-level 63 per default). Ocelots spawn in groups of 1-3 [*JE only*] or 1-2 [*BE only*] adult ocelots 95% of the time or as babies 5% of the time. There is a small chance for two baby ocelots to spawn when an adult ocelot spawns naturally. Ocelots can spawn at a light level of 7 and above and are found in all kinds of jungle biomes in *Bedrock Edition*. In *Java Edition*, ocelots spawn as part of the "monster" group; as a counterbalance, there is a $\frac{1}{3}$ chance for a spawn attempt to fail in jungles and spawning does not occur in bamboo jungles or sparse jungles. Because of this, while ocelots are passive animal mobs, they cannot spawn at all on Peaceful difficulty.^[1] Even though ocelots spawn as part of the "hostile" mob cap, they are not restricted to spawn within 128 blocks of the player, but will spawn like passive mobs in chunks close to the player.

Ocelot spawns in: [hide]

Category: Monster Creature	Java Edition			Bedrock Edition	
	Spawn area	Spawn weight	Spawn chance	Group size	Spawn weight
Jungle	2/517	0.39%	1–3	30	1–2
Sparse Jungle	—	—	—	30	1–2
Bamboo Jungle	—	—	—	30	1–2

1. MC-1788 [*Java Edition only*]

Drops

On death

Adult ocelots drop 1–3 experience orbs when killed by a player or tamed wolf. Killing a baby ocelot yields no experience.

Breeding

Upon successful breeding, 1–7 is dropped.

Behavior

Ocelots are immune to fall damage, but still avoid falls. Similar to foxes, ocelots attack chickens and baby turtles they see within 15 blocks. Like cats, they sneak and stalk their prey until they

are within 4 blocks, then chase it down. They can kill through a [fence](#), [fence gate](#), or [door](#) if they are against it.

[Creepers](#) stay six blocks away from ocelots. A creeper within this range that has begun its detonation does not flee unless the player leaves its blast radius. [Phantoms](#) stay 16 blocks away from ocelots in *Bedrock Edition*.



With the exception of a faster movement rate, baby ocelots have the same behavior as adults.

Ocelots are one of the few mobs that can [sprint](#), and they sprint away from nearby players in [Survival](#) or [Adventure mode](#).

Ocelots approach players holding [raw cod](#) or [raw salmon](#) within 10 blocks. If the player moves, turns their head too quickly, or stops holding the item while within 6 blocks, the ocelot flees and does not attempt to approach the player again for a few seconds.

Ocelots cannot be tamed. Instead, a player can gain an ocelot's trust by feeding it raw cod or salmon until heart particles show, causing it to no longer flee from players. Each food item has a $\frac{1}{3}$ chance of gaining the ocelot's trust.

In *Bedrock Edition*, ocelots that are trusting do not despawn. In *Java Edition*, trusting ocelots despawn like other mobs when beyond 128 blocks from the player unless named or in a boat.

Breeding

Main article: [Breeding](#)

When a trusting ocelot is fed [raw cod](#) or [raw salmon](#), it enters love mode. In *Bedrock Edition*, breeding creates a baby ocelot that trusts the player. The adults cannot breed again for 5 minutes once they have completed breeding. The growth of baby ocelots can be accelerated using cod or salmon; each feeding takes 10% off the remaining time to mature.

Sounds

Java Edition:

Sounds									[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance	
	Cat meows [sound 1]	Friendly Mobs	Randomly	entity .ocelot .ambient	subtitles .entity .cat .ambient [sound 1]	varies [sound 2]	0.8-1.2 (Baby: 1.3-1.7)	16	
	Cat hurts [sound 1]	Friendly Mobs	When an ocelot is damaged	entity .ocelot .hurt	subtitles .entity .cat.hurt [sound 1]	0.45	0.8-1.2 (Baby: 1.3-1.7)	16	
	Cat dies [sound 1]	Friendly Mobs	When an ocelot dies	entity .ocelot .death	subtitles .entity .cat .death [sound 1]	0.45	0.8-1.2 (Baby: 1.3-1.7)	16	

1. The ocelot reuses the cat's sound events [\[verify\]](#) instead of having its own, resulting in these unintuitive subtitles - see [MC-98316](#)
2. 0.3 for idle1 and idle2; 0.35 for idle3; 0.45 for idle4

Bedrock Edition:

Sounds								[hide]
Sound	Closed captions [upcoming: BE 26.0]	Source	Description	Identifier	Translation key [upcoming: BE 26.0]	Volume	Pitch	
	?	Friendly Mobs	Randomly	mob .ocelot .idle	?	varies [sound 1]	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	When an ocelot is damaged	mob.cat .hit	?	0.45	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	When an ocelot dies	mob .ocelot .death	?	0.45	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	When an ocelot is fed a fish	mob.cat .eat	?	1.0	0.8-1.2 (Baby: 1.3-1.7)	

1. 0.3 for idle1 and idle2; 0.35 for idle3; 0.45 for idle4

Data values

ID

Java Edition:

Name	Identifier	Entity tags	Translation key [hide]
 Ocelot	ocelot	fall_damageImmune followable_friendly_mobs	entity.minecraft.ocelot

Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key [hide]
 Ocelot	ocelot	22	mob ocelot	entity.ocelot.name

Entity data

Ocelots have entity data associated with them that contain various properties.

Java Edition:

Main article: Entity format

Entity data

Additional fields for mobs that can breed

Tags common to all entities

Tags common to all mobs

Trusting: 1 or 0 (true/false) - true if the ocelot trusts players.

Bedrock Edition:

See [Bedrock Edition level format/Entity format](#).

Achievements

[hide]						
Icon		Achievement	In-game description	Actual requirements (if different)	Gamerscore earned	Trophy type (PS)
PS4	Other					
		Lion Hunter	Gain the trust of an Ocelot.	—	15	Bronze
		It Spreads	Kill a mob next to a catalyst	Kill any mob that drops experience near a sculk catalyst, with the sole exception of the ender dragon. Mobs that drop no experience are ignored for this achievement.	10	Bronze

Achievements that apply to all mobs:

[\[show\]](#)

Advancements

Icon	Advancement	In-game description	Actual requirements (if different)	[hide]
	It Spreads	Kill a mob near a Sculk Catalyst	Kill <i>any</i> mob that drops <u>experience</u> near a <u>sculk catalyst</u> , with the sole exception of the ender dragon. Mobs that drop no experience are ignored for this advancement.	
	The Parrots and the Bats	Breed two animals together	Breed a pair of <i>any</i> of these 27 animals: [show] A <u>mule</u> must be the result of <u>breeding a horse</u> and a <u>donkey</u> for this advancement as they are not breedable together. Other breedable mobs are ignored for this advancement.	
	Two by Two	Breed all the animals!	Breed a pair of <i>each</i> of these 26 animals: [show] A trader llama does not count as a <u>llama</u> , and a <u>mule</u> must be the result of <u>breeding a horse</u> and a <u>donkey</u> for this advancement as they are not breedable together. Other breedable mobs can be bred, but are ignored for this advancement.	

Advancements that apply to all mobs:

[\[show\]](#)

History

Java Edition

Java Edition		
[hide]		
		 Added ocelots.
	12w04a	Ocelots are the first mob created by Jon Kågström, an AI specialist who worked with Jens Bergensten on <i>Minecraft</i> . ^[2] Jens created the texture for the ocelot, as Jon had trouble doing so himself. ^[3]
		In real life, cats are known for their ability to flip upright during a fall, particularly larger ones; though they still might be injured by landing. In reference to this, cats and ocelots take no fall damage.
		Ocelots are difficult to tame.
1.2.1		Ocelots have a debug message appear when they are spawned.
	12w05a	Taming ocelots is now easier.
		The debug message for taming ocelots has been removed.
		Tamed cats can now be sat down by pressing "use item" control. ^[4]
		Ocelots and cats have now become immune to fall damage.
		Ocelots and cats now frighten creepers.
	12w06a	Ocelots and cats now have sounds.
		Cats now try to jump on a bed if one is present.
		Ocelots no longer spin in circles on non-full-height blocks.
	1.2.4	Jeb has now made cats "more realistic... probably more annoying". ^[5] They now sit not only on beds, but also on active furnaces and chests.
1.4.2	12w32a	Spawning an ocelot now has a chance of spawning two babies as well.
1.5	?	Baby ocelots now sometimes despawn upon becoming adults. This can be prevented by feeding them raw fish once they are an adult.
1.6.1	?	Ocelots now spawn <i>much</i> more frequently.
	13w16a	Added leads, which can be used to leash ocelots.
1.7.2	13w36a	Ocelots can now be fed using raw salmon, pufferfish and clownfish.
1.8	14w02a	Baby ocelot and cat growth can now be accelerated using raw fish, raw salmon, pufferfish and clownfish.
	14w10a	Cats named using a name tag now display death messages to the owner.
1.8.2	pre7	Ocelots now spawn at above sea level, rather than a constant Y=63.
1.9	15w38a	All cats – even unnamed cats – now display death messages to their owner.
1.10	16w20a	A cat spawn egg has been added, which spawns ocelots with cat textures.
	pre2	The cat spawn egg has been removed.
1.13	18w07a	Ocelots now seek and attack baby turtles.
1.14	18w43a	 The textures of ocelots have been changed.

	18w44a	Ocelots and <u>cats</u> have been split into their own separate <u>mobs</u> . Ocelots can no longer be tamed. Ocelots can now gain trust for the <u>player</u> by being fed <u>raw cod</u> and <u>raw salmon</u> . Ocelots can no longer be fed <u>pufferfish</u> and <u>tropical fish</u> .
1.15	19w37a	Ocelot <u>spawn eggs</u> no longer have a chance to spawn 2 baby ocelots in addition to the adult one. ^[6]

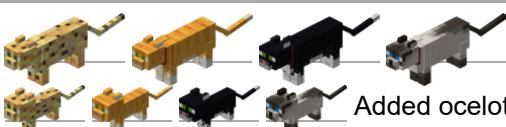
Bedrock Edition

Pocket Edition Alpha		
v0.12.1	build 1	 Added ocelots and <u>cats</u> .
	build 2	Added tame button for ocelots.
v0.14.0	build 1	Baby <u>zombie jockeys</u> now check for nearby adult ocelots to mount prior to attacking the player, a <u>villager</u> or a <u>golem</u> .
v0.15.0	build 1	Baby <u>husks</u> can now mount ocelots.
v0.16.0	build 4	Untamed ocelots now have idle <u>sounds</u> .
Bedrock Edition		
1.5.0	beta 1.5.0.4	Ocelots now seek and attack baby <u>turtles</u> .
1.8.0	beta 1.8.0.8	Ocelots and <u>cats</u> have been split into their own separate <u>mobs</u> .
		Ocelots can no longer be tamed.
		Ocelots can now gain trust for the <u>player</u> by being fed <u>raw cod</u> and <u>raw salmon</u> .
		Ocelots are no longer <u>leashable</u> .
1.10.0	beta 1.10.0.3	 The textures of ocelots have been changed.
1.14.0	beta 1.14.0.1	Ocelots are now <u>leashable</u> again.

Legacy Console Edition

Legacy Console Edition							[hide]
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch	
TU12			<u>1.00</u>				 Added ocelots and cats.
TU13		<u>CU1</u>		<u>1.00</u>	<u>1.00</u>	<u>Patch 1</u>	Added a sound for hitting ocelots and cats.
TU14			<u>1.04</u>				Baby ocelots and cats can now be spawned by using  /  /  on that mob using its spawn egg.
TU31	<u>CU19</u>	<u>1.22</u>	<u>1.22</u>	<u>1.22</u>	<u>Patch 3</u>		Baby cat growth can now be accelerated using raw fish. Other fish may or may not affect them.
				<u>1.83</u>			Ocelots and cats have been split into their own separate mobs.
							Ocelots can no longer be tamed.
							Players can now gain ocelots' trust by feeding them raw cod and raw salmon.

New Nintendo 3DS Edition

New Nintendo 3DS Edition							[hide]
0.1.0							 Added ocelots and cats.

Data history

Java Edition			[hide]
<u>1.11</u>	<u>16w32a</u>	The entity ID has been changed from Ozelot to ocelot.	
<u>1.13</u>	<u>17w47a</u>	Numeric IDs for entities were presumably deprecated in this version.	[more information needed]

Issues

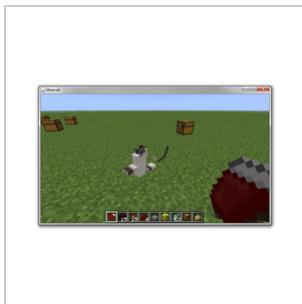
Issues relating to "Ocelot" are maintained on the [bug tracker](#). Issues should be reported and viewed there (<https://bugs.mojang.com/issues/?jqql=project%20in%20%28MC%2C%20MCPE%29%20AND%20%28resolution%20is%20EMPTY%20OR%20resolution%20in%20%281%2C%202%2C%206%29%29%20AND%20%28summary%20~%20%22Ocelot%22%29%20ORDER%20BY%20resolution%20DESC>).

Gallery

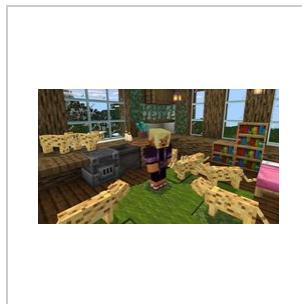
Mojang images



A teaser image of the ocelot released by [Jens Bergensten](#). The ocelot can be barely seen through the grass on the right side of the picture.



An image tweeted by [Nathan Adams](#) of his attempt at making a cat laying down animation.



Kai surrounded by ocelots.

Screenshots



One ocelot and several cats with a baby. Other ocelots dot the background in the jungle biome.

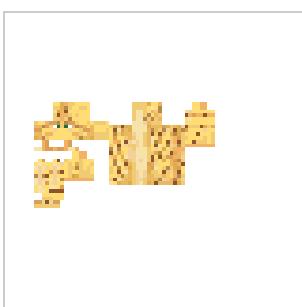


A screenshot showing an untamed ocelot, three cat patterns and a small tuxedo baby cat.



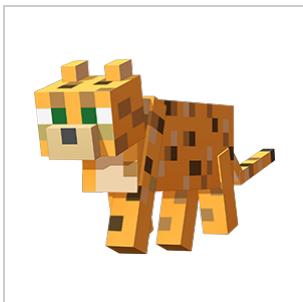
An ocelot attacking a chicken.

Textures



Ocelot texture file.

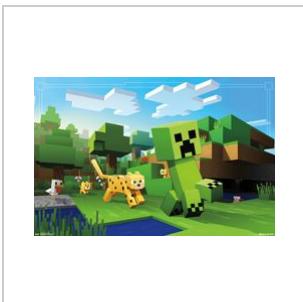
In other media



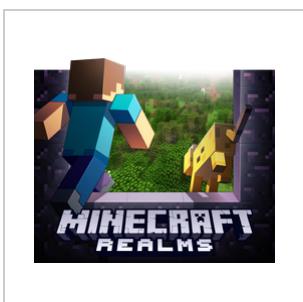
Art.



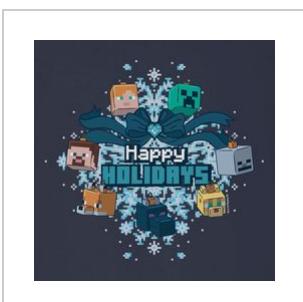
Artwork of a ocelot.



Artwork of an ocelot chasing a creeper in a plains biome.

Lego Minecraft figureAn Ocelot in promotional art for Minecraft Realms.

Official T-shirt artwork "Lucky Ocelot" made by JINX.



"Happy Holidays," an official T-Shirt design featuring an ocelot ornament.



Ocelot plush by JINX.



Baby ocelot plush by JINX.



Baby ocelot plush by JINX in the real world.



The same plush "chasing" a creeper.

Ocelot-themed Hot Wheels toy.



An ocelot as it appears in *Minecraft: Story Mode*



An ocelot as it appears in *Minecraft: Story Mode*



Concept art for an ocelot in *A Minecraft Movie*

References

1. MC-1788 — Ocelots do not spawn naturally on peaceful difficulty in jungle and bamboo jungle biomes
2. "Teaser of the new jungle mob (first mob by @jonkagstrom):" (https://twitter.com/jeb_/status/162226607346565120) – @jeb_ (https://twitter.com/jeb_) (Jens Bergensten) on X (formerly Twitter), January 25, 2012
3. "Thanks, @jeb_ drew all the amazing textures for the ocelot! (it turned out I was really bad at pixeling)" (<https://twitter.com/jonkagstrom/status/162552698019909632>) – @jonkagstrom (<https://twitter.com/jonkagstrom>) (Jon Kågström) on X (formerly Twitter), January 26, 2012
4. "In the next version you will be able to make cats stay by sitting just like wolves." (<https://twitter.com/jonkagstrom/status/163970822497763328>) – @jonkagstrom (<https://twitter.com/jonkagstrom>) (Jon Kågström) on X (formerly Twitter), January 30, 2012
5. <http://mcupdate.tumblr.com/post/19734344120/minecraft-1-2-4>
6. MC-160999 — Baby ocelots no longer spawn along with adult ocelots when using ocelot spawn eggs — resolved as "Works As Intended".

Navigation

Entities																
Mobs																
Passive		Allay	Armadillo	Axolotl	Bat	Camel	Camel Husk	Cat	Chicken	Cod	Copper Golem	Cow	Donkey	Frog		
		Glow Squid	Happy Ghast	Horse	Mooshroom	Mule	Ocelot	Parrot	Pig	Rabbit	Salmon	Sheep	Skeleton Horse	Sniffer		
		Snow Golem	Squid	Strider	Tadpole	Tropical Fish	Turtle	Villager	Wandering Trader	Zombie Horse	Bee	Cave Spider	Dolphin	Drowned	Enderman	Fox
Neutral		Goat	Iron Golem	Llama	Nautilus	Panda	Piglin	Polar Bear	Pufferfish	Spider	Trader Llama	Wolf	Zombie Nautilus	Zombified Piglin	[hide]	[hide]

	Blaze Bogged Breeze Creaking Creeper Elder Guardian
Hostile	Endermite Evoker Ghast Guardian Hoglin Husk
	Magma Cube Parched Phantom Piglin Brute Pillager
	Ravager Shulker Silverfish Skeleton Slime Stray Vex
	Vindicator Warden Witch Wither Skeleton Zoglin Zombie
	Zombie Villager
Bosses	Ender Dragon Wither
Mob types	Animal Aquatic Arthropod Illager Monster Undead
	Jockey (Camel Husk Chicken Hoglin Ravager)
	Skeleton Horseman Spider Strider Zombie Horseman
	Zombie Nautilus) Mob variants Mob conversion
	Other entities [show]
	Unimplemented [show]
	Joke [show]

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