

TABAXI

Hailing from the deserts and jungles of Mazit, tabaxi are catlike humanoids driven by curiosity to collect interesting artifacts, gather tales and stories, and lay eyes on all the world's wonders. Ultimate travelers, the inquisitive tabaxi rarely stay in one place for long. Their innate nature pushes them to leave no secrets uncovered, no treasures or legends lost. Their families are multigenerational, with the elders teaching the cubs lessons they learned in their travels.

WANDERING OUTCASTS

Most tabaxi remain in their distant homeland, content to dwell in small, tight clans. These tabaxi hunt for food, craft goods, and largely keep to themselves.

However, not all tabaxi are satisfied with such a life. The Cat Lord, the divine figure responsible for the creation of the tabaxi, gifts each of his children with one specific feline trait. Those tabaxi gifted with curiosity are compelled to wander far and wide. They seek out stories, artifacts, and lore. Those who survive this period of wanderlust return home in their elder years to share news of the outside world.

BARTERERS OF LORE

Tabaxi treasure knowledge rather than material things. A chest filled with gold coins might be useful to buy food or a coil of rope, but it's not intrinsically interesting.

THE CAT LORD AND AZERA

In the beginning, the Cat Lord impregnated Azera, the world that gives life to all things, and from her was born a litter of three. They grew to become the Tabaxi and its three breeds. The deity of the tabaxi is a fickle entity, as befits the patron of cats. The tabaxi believe that the Cat Lord wanders the world, watching over them and intervening in their affairs as needed. Clerics of the Cat Lord are rare and typically access the Trickery domain.

In the tabaxi's eyes, gathering wealth is like packing rations for a long trip. It's important to survive in the world, but not worth fussing over.

Instead, tabaxi value knowledge and new experiences. Their ears perk up in a busy tavern, and they tease out stories with offers of food, drink, and coin. Tabaxi might walk away with empty purses, but they mull over the stories and rumors they collected like a miser counting coins.

Although material wealth holds little attraction for the tabaxi, they have an insatiable desire to find and inspect ancient relics, magical items, and other rare objects. Aside from the power such items might confer, a tabaxi takes great joy in unraveling the stories behind their creation and the history of their use.

FLEETING FANCIES

Wandering tabaxi are mercurial creatures, trading one obsession or passion for the next as the whim strikes. A tabaxi's desire burns bright, but once met it disappears to be replaced with a new obsession. Objects remain intriguing only as long as they still hold secrets.



A tabaxi rogue could happily spend months plotting to steal a strange gem from a noble, only to trade it for passage on a ship or a week's lodging after stealing it. The tabaxi might take extensive notes or memorize every facet of the gem before passing it on, but the gem holds no more allure once its secrets and nature have been laid bare.

TINKERS AND MINSTRELS

Curiosity drives most of the tabaxi found outside their homeland, but not all of them become adventurers. Tabaxi who seek a safer path to satisfy their obsessions become wandering tinkers and minstrels.

These tabaxi work in small troupes, usually consisting of an elder, more experienced tabaxi who guides up to four young ones learning their way in the world. They travel in small, colorful wagons, moving from settlement to settlement. When they arrive, they set up a small stage in a public square where they sing, play instruments, tell stories, and offer exotic goods in trade for items that spark their interest. Tabaxi reluctantly accept gold, but they much prefer interesting objects or pieces of lore as payment.

These wanderers keep to civilized realms, preferring to bargain instead of pursuing more dangerous methods of sating their curiosity. However, they aren't above a little discreet theft to get their claws on a particularly interesting item when an owner refuses to sell or trade it.

SLAVES AND STRIFE

Tabaxi find rules unnecessary and absurd, and they tend to view them more as guidelines. Life is short and should be enjoyed. Tabaxi will abide by laws of men and elves if they line up with the Tabaxi's goals, but they will break them as soon as they feel it necessary. Because of this disregard for rules, other races tend not to trust them and view the race as a group of thieves and charlatans. However, over the years, some tabaxi have settled into cities, sometimes claiming entire boroughs and become respected citizens.

Recently the Dominion has begun to raid the tabaxi homelands of Mazit for slaves. While a common practice against the barbarians in the north, it has caused controversy among tabaxi population living under Dominion control. Ten years, the minimum time a slave must serve before release by the state, represents a quarter of a tabaxi's lifespan. There is a popular movement to change the laws in regards to Tabaxi specifically.

Slavery is a common fact of daily life in the Dominion, and punishment for serious crimes results in forced servitude instead of incarceration. However, your Tabaxi character does not need to have any experience with slavery if you don't want them to. Think of slavery as prison in other cultures.



TABAXI NAMES

Each tabaxi has a single name, determined by clan and based on a complex formula that involves astrology, prophecy, clan history, and other esoteric factors. Tabaxi names can apply to both males and females, and most use nicknames derived from or inspired by their full names.

Clan names are usually based on a geographical feature located in or near the clan's territory.

The following list of sample tabaxi names includes nicknames in parenthesis.

Tabaxi Names: Cloud on the Mountaintop (Cloud), Five Timber (Timber), Jade Shoe Qade), Left-Handed Hummingbird (Bird), Seven Thundercloud (Thunder), Skirt of Snakes (Snake), Smoking Mirror (Smoke)

Tabaxi Clans: Bright Cliffs, Distant Rain, Mountain Tree, Rumbling River, Snoring Mountain

TABAXI PERSONALITY

A tabaxi might have motivations and quirks much different from a dwarf or an elf with a similar background. You can use the following tables to customize your character in addition to the trait, ideal, bond, and flaw from your background.

The Tabaxi Obsession table can help hone your character's goals. For extra fun, roll a new result every few days that pass in the campaign to reflect your ever-changing curiosity.



TABAXI OBSESSIONS

d8 My curiosity is currently fixed on ...

- 1 A god or planar entity
- 2 A monster
- 3 A lost civilization
- 4 A wizard's secrets
- 5 A mundane item
- 6 A magic item
- 7 A location
- 8 A legend or tale

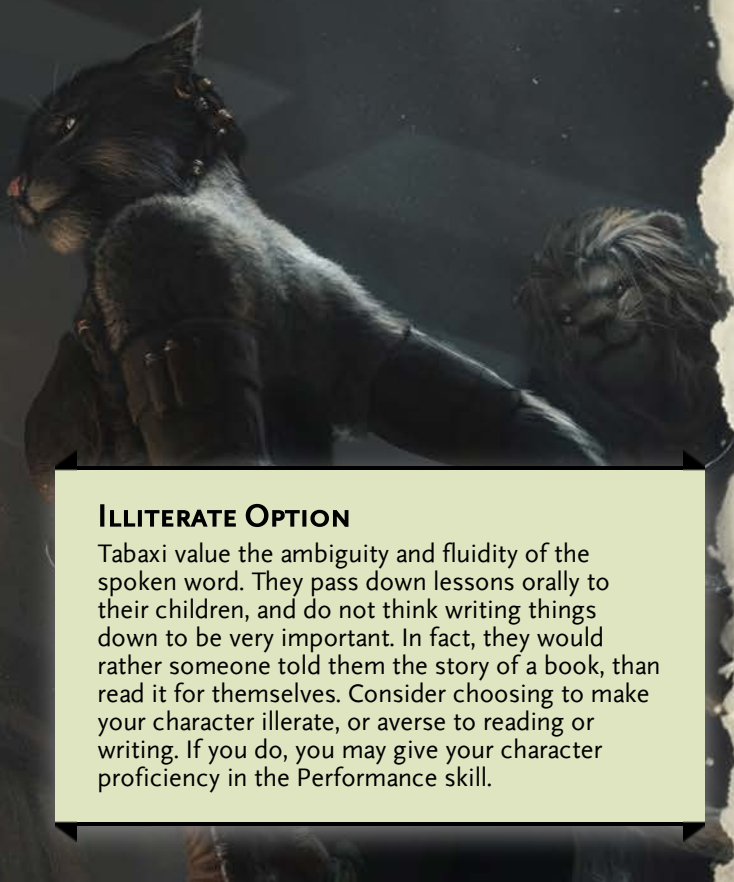
TABAXI QUIRKS

d10 Quirk

- 1 You miss your tropical home and complain endlessly about the freezing, weather, even in summer.
- 2 You never wear the same outfit twice, unless you absolutely must.
- 3 You have a minor phobia of water and hate getting wet.
- 4 Your tail always betrays your inner thoughts.
- 5 You purr loudly when you are happy.
- 6 You keep a small ball of yarn in your hand, which you constantly fidget with.
- 7 You are always in debt, since you spend your gold on lavish parties and gifts for friends.
- 8 When talking about something you're obsessed with, you speak quickly and never pause and others can't understand you.
- 9 You are a font of random trivia from the lore and stories you have discovered.
- 10 You can't help but pocket interesting objects you come across.

ILLITERATE OPTION

Tabaxi value the ambiguity and fluidity of the spoken word. They pass down lessons orally to their children, and do not think writing things down to be very important. In fact, they would rather someone told them the story of a book, than read it for themselves. Consider choosing to make your character illiterate, or averse to reading or writing. If you do, you may give your character proficiency in the Performance skill.



TABAXI TRAITS

Your tabaxi character has the following racial traits.

Age. You mature faster than humans, becoming an adult at 13 years old, though you tend to live a much shorter life of 40 years.

Alignment. Tabaxi tend toward chaotic alignments, as they let impulse and fancy guide their decisions. They are rarely evil, with most of them driven by curiosity rather than greed or other dark impulses.

Darkvision. You have a cat's keen senses, especially in the dark. 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 color in darkness, only shades of gray.

Cat's Claws. Because of your claws, you have a climbing speed of 20 feet. In addition, your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Languages. You can speak, read, and write Common and one other language of your choice.

Subrace Tabaxi vary widely in size, shape and breed. Choose one of these subraces: Cajit, Panthis, or Leonin.

PANTHIS TRAITS

The most common breed of Tabaxi, they are often called 'jaguar-men' or 'catmen'.

Ability Score Increase. Your Dexterity score increases by 2, and your Charisma score increases by 1.

Size. Panthis can range from a little shorter to a little taller on average than humans and relatively slender. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Cat's Talent. You have proficiency in the Perception and Stealth skills.

Feline Agility. Your reflexes and agility allow you to move with a burst of speed. When you move on your turn in combat, you can double your speed until the end of the turn. Once you use this trait, you can't use it again until you move 0 feet on one of your turns.



CAJIT TRAITS

The smallest breed of Tabaxi are commonly called 'catfolk'.

Ability Score Increase. Your Dexterity score increases by 2, and one other Ability Score of your choice increases by 1 (except for Strength).

Size. Catji are sleight, short, and lightweight most being slightly over 3 feet in height. Your size is Small.

Speed. Your base walking speed is 25 feet.

Sly Friend You have proficiency in Stealth and your choice of either Persuasion or Deception.

Nine Lives. When you are reduced to 0 hit points, but not killed outright, you can drop to 1 hit point instead. If you are killed outright, you can mark a death saving throw failure permanently, dropping to 1 hit point instead. You can't use this feature again until you finish a long rest.





LEONIN TRAITS

The large Leonin look like humanoid tigers or lions, many sporting beautiful manes of hair.

Ability Score Increase. Your Constitution score increases by 2, and your Strength score increases by 1.

Size. Leonin are typically over 6 feet tall, with some standing over 7 feet. Your size is Medium.

Speed. Your base walking speed is 35 feet.

Hunter's Instincts. You have proficiency in one of the following skills of your choice: Athletics, Intimidation, Perception, or Survival.

Daunting Roar. As a bonus action, you can let out an especially menacing roar. Creatures of your choice within 10 feet of you that can hear you must succeed on a Wisdom saving throw or become frightened of you until the end of your next turn. The DC of the save equals 8 + your proficiency bonus + your Constitution modifier. Once you use this trait, you can't use it again until you finish a short or long rest.

FAMILY AND CLAN

Tabaxi in Asera are short lived, but they value their lives and live it fully. They raise children by the litter, remarry quickly after mourning the death of a loved one and keep family and clan ties strong when possible. The result is that your character most likely has several siblings and family members. Try to think who they are, what they are doing or why they are not adventuring with you. Who are your parents? Are they still alive? Alternatively, if you prefer, you can leave those details for your Dungeon Master to decide.