Book of NEROIC RACES advanced Catfolk



JON BRAZER ENTERPRISES

heroic Races advanced Catfolk





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This volume is dedicated to my resident felines, Lee Lee and Moxie, who provided me with an abundance of inspiration for the contents herein, as well as to my father, William Richard Moore, who instilled in me a love for all creatures great and small—but especially for cats. — Richard Moore

Introduction

In your hands is the second in a series of releases that will ultimately become the **Book of Heroic Races**: **Advanced Compendium**. This book is being designed for those who want to play something beyond those races included in the *Pathfinder Core Rulebook* which encompass over 30 years' worth of thoroughly covered ground. It is for those who, like myself, were introduced to fantasy by something other than *The Hobbit* and *The Lord of the Rings*. With it, we hope to bring some exciting new elements to your game.

Like many my age, I grew up watching *The Thundercats*, a cartoon series which is much beloved by people of my generation. More recently, catfolk have been featured as a playable race in the *Final Fantasy MMOs* and the *Skyrim* video game. Catfolk have also been a playable race in *Dungeons & Dragons* for many years (remember the moon-dwelling rakasta from Basic D&D?). From Star Trek to DC, Marvel and manga and far beyond, catfolk have been a fantasy and science fiction staple for for a very long time.

When we first decided to give catfolk some serious development, we knew right away that we did not want to dictate how catfolk should look in other peoples' games. Accordingly, the artwork and descriptions in this book reflect both a feline-descended near-human race and an actual cat-headed humanoid race. This way, it is up to you which kind of character you want to feature in your campaign.

Like all the supplements in the Book of Heroic Races Advanced Series, we did not want to duplicate anything already included in the *Pathfinder Roleplaying Game*: Advanced Race Guide. As such, none of that material has been reprinted here beyond the standard racial traits introduced therein, although some of our additions do build upon that content to expand your options if you choose to use it. What you will find, instead, is a number of other feline options that will leave you purring with pleasure. The feral rager is a barbarian archetype that is built for speed as well as strength. Your character can claw an opponent's eves out before it has a chance to blink. The treedancer is a slaver archetype that stalks its enemies from above and drops down upon them with devastating effect. The ghost hunter paladin archetype plays off the folklore concept of cats being able to see the dead. Other class options include new rogue talents and the grymalkin bloodline. The sorcerous descendants of these primordial feline beasts can stalk and hunt their prev in the dark like no other creature alive or undead.

The three new spells and two new magic items can be used by any creature, but are heavily feline-themed. The *vengeful clowder* spell summons a swarm of feral shadowcats to attack nearby creatures. The cat's ability to pass in and out of magic circles in folklore and the *Dresden Files* novels, is reflected in the *disdain circle* spell. And the new deity Sekhmet gets her own new magic item, the *sunwine*.

We hope you enjoy these catfolk options as much as we enjoyed creating them for you. Be sure to tell your friends about these catfolk and our other races from Jon Brazer Enterprises!

Dale C. McCoy, Jr. President, Jon Brazer Enterprises February 2015

How to Use

This book presents a number of new options you can use to create catfolk characters for your game. However, your game master may choose to alter or disregard portions of this book, so it is best to ask him or her first before utilizing the options presented herein.

The classes and options presented here can be found in the following books:

Pathfinder Roleplaying Game Core Rulebook: barbarian, bard, cleric, druid, fighter, monk, paladin, ranger, rogue, sorcerer, wizard

Pathfinder Roleplaying Game: Advanced Players Guide (^{APG}**):** alchemist, antipaladin, cavalier, inquisitor, oracle, summoner, witch

Pathfinder Roleplaying Game: Ultimate Magic (^{UM}): magus

Pathfinder Roleplaying Game: Ultimate Combat (^{uc}): gunslinger, ninja, samurai

Pathfinder Roleplaying Game: Advanced Race Guide (^{ARG}): no new classes

Pathfinder Roleplaying Game: Ultimate Equipment (^{UE}): no new classes

Pathfinder Roleplaying Game: Advanced Class Guide (^{ACG}**):** arcanist, bloodrager, brawler, hunter, investigator, shaman, skald, slayer, swashbuckler, warpriest

Dreamscarred Press' Ultimate Psionics (^{UP}**)**: aegis, cryptic, dread, marksman, psion, psychic warrior, soulknife, tactician, vitalist, wilder

Rogue Genius Games' Genius Guide to the Time Thief: time thief.

Horrors From The Breach

"Glorious Sekhmet, Lioness of Light, Child of Ra, we implore thee: slake thy thirst upon the children of darkness for so long as the sun lights our way, and guard us as we slumber till the dawn; for we are the children of the stars, the seekers in the sand, the—Aritsa, would you please stop that?!" The exasperated Saebul warpriest threw down his sistrum and gathered his patience, which seemed to be draining by the bucketful.

"Oh, c'mon, Rygis, lighten up!" The Faol girl hit a suspended ninth chord on the strange instrument she had cobbled together, a sound she found invigorating but which grated on the ears of Rygis Raab, who was accustomed to little more than soft chorales in his clan's cloister of warrior-priests. Aritsa had taken the remains of a lute from their wild halfling friend, McGavyen, and run its strings into a hodgepodge of wiring, batteries, and metal prongs attached in turn to the middle octave of a magically shrunken harpsichord. The resulting sound was somewhere between a rust monster mating call and the humming of a small generator, each high-pitched note modulating at variable frequencies due to the unstable electronics that emitted the sound.

The tiger-headed catman took a deep breath and closed his eyes, trying to maintain a calm demeanor. "Aritsa, my prayer time is very important to me. It requires me to practice my devotionals without distraction. And it should be important to you, too, because without the power of Sekhmet to guide and protect us, I will have a tough time indeed patching up the next grievous wound you suffer when you botch disarming a trap."

Aritsa scoffed, setting down the makeshift instrument, her eyes rolling back in her head. "Why you gotta keep bringing up old stuff? Sheesh, you set off ONE acid sprayer and the healer never lets you forget about it." Aritsa was also a catfolk, but unlike Rygis, she had more humanoid features she looked like an elf reminiscent of a feline, with decidedly less fur than the dour warpriest.

"Nor should you forget. Where we are going, there will be far worse things than crude poison darts and falling rocks to contend with," Rygis admonished, picking up his sistrum and turning his attention back to his makeshift altar. "None of our order have ever explored a Necrofuge ruin before, but the texts handed down through the ages make clear that they are a power not to be underestimated."

"What's so spooky about this Cosmic Necrofuge lot, anyway?" Aritsa asked, fiddling with the dials on her synthesizer and reaching for her toolkit. "Seems to me they can't be that much of a threat, if your people haven't seen them in nearly ten millennia."

"The temple histories are vague, and much of the meaning of the old hieroglyphs is indecipherable even by magic," said Rygis. "But we know that our forebears were struck down from the stars and landed here after a great war with the Cosmic Necrofuge. The two empires spanned the stars, continually at war with one another. The Lioness of Light and Apep, the Eater of Souls, have long fought their battle, on this plane of existence as in others. Although the records say that Sekhmet's faithful were triumphant in the end, they caution that Apep sleeps dreamless in his dark kingdom beyond the light of the most distant stars, waiting to call forth his servants from beyond the veil of death to strike once more."

Aritsa stretched in her work chair, her prehensile tail wrapping around a wrench and making an adjustment to her musical toy. "Sounds to me like this Apep dropped the ball, then, if this ship has done nothing but collect sand for the last 27 centuries. I mean, sure, they may have left some defenses in place—a lot of the old starship temples were littered with traps when we first found 'em, too. But once we get past those traps, this is gonna be easy-peasy. We'll get our money, and you'll get to report back to your matron and be a clan hero."

"Somehow I do not believe that our expedition will be that simple, although I sincerely hope that you are correct. Hopefully Emadeus' examination of the exterior will yield enough intelligence for us to breach the ship's hull safely." Rygis glanced worriedly at the clockwork timepiece on Aritsa's workbench. "He and the others should have been back by now."

As if on cue, a groan sounded from the half-rusted hinges of the great metal door to Aritsa's workshop, announcing the arrival of their compatriots. A dark-skinned wood elf in green dragonhide armor and a pale, balding human wearing purple robes with gold trimming rushed breathlessly into the main room of the small underground bunker. The elf, Tipanya, was the first to speak. "Aritsa, get ready to maglock the doors! They're coming!"

Aritsa bolted up from her workbench. "What?! Who's coming? Where's McGavyen?"

"No time!" the human yelled, following up his shout with a flurry of arcane words and releasing an arc of flame into the exit corridor behind him. Two large, loping shapes had entered the tunnel mere moments before, and a terrifying electronic shriek went up as the fire engulfed their bodies. One dropped to the ground, writhing in panic, but the other kept coming. In the light of the tunnel entrance, Rygis could see two more stalking into the tunnel. Suddenly, the door slammed shut behind them, plunging the area back into the soft fluorescent light of Aritsa's overhead worklamps. A nearly-fluid shape popped out from the stone walls of the bunker's entry corridor, coalescing into a lizardlike form. A wet smacking sound echoed off stone and metal as the lizard's lingual lash snagged the loping monster in the rear and drew it closer to its mouth. From the lizard's back leapt a diminutive figure brandishing a pair of sickles, and the halfling hunter, McGayven, slashed his blades against one of the monstrosities.

Aritsa was the first to adjust her eyes to the change in light levels, and she now saw all too clearly the horrors that had

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invaded her hideout: they looked like dire rats, but there the comparison lost all adequacy. Chunks of rotting flesh had fallen from their bones, leaving exposed sinew and festering wounds. Bands of metal circumscribed their bodies, and strange apparatuses sat atop their heads, crackling with electricity and pulsating as a vile, glowing green liquid pumped in and out of the devices. Fear gripped the young tech rigger—an emotion only eclipsed by her irrepressible will to survive. She reached down to her belt and vanked free a conglomeration of wiring, metal, and chemicals, pressing a red button on the device's side and lobbing it between the two creatures in the middle of the corridor. A split second later, the mechanical cries of the wretched beasts were silenced by the deafening roar of an explosion. The corridor was now plastered with blood and viscera. Aritsa smiled to herself, satisfied with her aim-but that satisfaction died as she realized that the monsters were still moving toward them despite their grievous wounds.

The rat-beast in the lead charged over Emadeus, knocking the arcanist to the floor and clawing at his eyes. It reared back on its haunches and gave another terrifying electronic squeal as it eyed Aritsa—and then Rygis dropped onto its back from the rafter above, sinking his fangs deep into the creature's foul flesh, severing the cables that joined it to the strange machinery. The monster tried to roll on its back and pin the catman, but the Saebul rolled with it, planting his foot atop the creature's exposed belly and driving his electrified energy lance deep into its gut.

Emadeus, meanwhile, regained his footing and let loose a mass of webbing with a word of arcane power, pinning a rat-beast to the wall. McGavyen took advantage, driving his sickle into the monster's throat, nearly severing its head. Two down, Aritsa thought, and two to go. Tipanya moved to engage the next assailant alongside Rygis, who laid a hand on Emadeus, closing up a gash on the arcanist's forehead. The rat-beast lunged at the wood elf, its diseased incisors closing down on her shoulder and penetrating the dragonhide, finding purchase in muscles and veins.

Tipanya screamed in pain, but the scream turned into a sylvan song of savagery, and the melodic tone of her low alto voice drove her companions to fight on. She grabbed the ratbeast by its tail and twisted her body, throwing the creature off her. Rygis struck at the beast as it flew past him but scored only a glancing blow. The other rat-beast advanced, challenging the catman warpriest. It emitted another highpitched squeal amplified by the strange circuitry wired into its brain, and Rygis dropped to his knees, covering his ears and wincing in pain.

Tipanya moved to flank the creature and to give Emadeus a clear shot with his spells. Behind them, they heard a clang ring off the bolted metal door—more were trying to batter their way inside, and Aritsa's magnetic lock couldn't handle a sustained assault. Tipanya ignored the racket, striking repeatedly with her curveblade at the rat-beast threatening Rygis. It seized and collapsed, and a bolt of acid came soaring over the wood elf's shoulder, destroying the ratbeast's electronic crown.

McGavyen shouted from the entrance, "Fall back! Fall back! They're going to breach the—oof!" The metal door collapsed, pinning the halfling and his chameleon companion beneath its weight, and another half-dozen rat-beasts flooded into the bunker. Emadeus and Tipanya grabbed the still-shaken Rygis and dragged him into the center of the workshop. The wood elf looked askance at the Faol catgirl, who was hooking her musical synthesizer up to another of her strange gadgets. "Aritsa, what in the Nine Hells are you doing?! This is no time to be playing with your toys!"

"Oh yeah?" the Faol girl said with a sly grin. "Watch this." With a flick of her wrist and a jerk of her pliers, she finished her haphazard rewiring. She breathed a quick prayer to Bannaigh and, with all of her force, hit a discordant series of tritones in rapid succession on the synthesizer's keyboard.

The wiring did its trick. The echoing walls of the bunker carried the sound all too clearly, disorienting the inhabitants of the workshop, but the effect on the cybernetic rat-beasts was even more pronounced. The aberrant beings writhed in pain, shrieking in disharmony against the wail of the synthesizer. One by one, they rolled into balls, seeking relief from the sonic onslaught. Several of their mechanical headgear pieces broke from the tenor of the notes, the glass ampules shattering and spilling forth the goo that sustained the horrors.

Aritsa smiled and released the keys. As she did so, Rygis rose to his feet, grasping the golden, chalice-shaped charm around his neck and shouting, "Slake thy thirst upon the children of darkness!" His bright aura filled the chamber, and positive energy coursed through the necrotic flesh of the rat-beasts, burning them with the light of Sekhmet and leaving only ash, metal, and bone behind.

The adventurers paused in stunned silence, waiting for their breath—and their hearing—to return. Aritsa was first to speak. "Where in the Washerwoman's white skivvies did those things come from?"

"We were followed," McGavyen said, wiping blood and ichor from his sickles and petting his chameleon in reassurance.

Tipanya frowned. "Emadeus' magic breached the hull, and those...creatures emerged from the craft. Investigating this shipwreck might be more dangerous than we originally thought."

Rygis arched an eyebrow and turned to Aritsa. "It would seem that the Cosmic Necrofuge left behind more than just traps and treasures for us to contend with."

"Yeah, yeah," the catgirl said. "No need to rub it in. You told me so." She grabbed her haversack and shoved her synthesizer into its magically-generated depths, along with some extra bombs. "Looks like I'll be needing this after all. Let's go."

Catfolk

Racial Traits

Catfolk as a people are usually joyously optimistic, and occasionally hedonistic, individuals. They tend to be very quirky and self-expressive, and often adopt phrases, affectations, or styles of dress from others with whom they interact, even people not of their own race. Highly inquisitive of anything novel or strange, they seek out new experiences with zeal. Despite emphasizing curiosity and individuality as virtues, however, few people would describe the average catfolk as flighty or undisciplined. Indeed, they can focus upon a task with uncanny intensity and tenacity when the need arises.

Physical Description: All catfolk stand between 5 and 6 feet tall and have retractable claws and a tail. Two distinct types of catfolk are prevalent among the race's many populations, however.

One evolutionary branch, the Saebul, is comprised of cat-headed humanoids, with distinct feline bone structure, eyes, movable external ears, and thick fur. All manner of markings and colorations found in cats are present in this subspecies. They tend to be tall, hardy, and muscular.

The other branch, known as the Faol, more closely resembles humans, with smaller, more lithe builds and less

Catfolk Racial Traits

Catfolk have the following racial traits.

+2 Dexterity, +2 Charisma, -2 Wisdom: Catfolk are sociable and agile, but often lack common sense.

Catfolk: Catfolk are humanoids with the catfolk subtype.

Medium: Catfolk are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Catfolk have a base speed of 30 feet.

Low-Light Vision: In dim light, catfolk can see twice as far as humans.

Cat's Luck (Ex): Once per day when a catfolk makes a Reflex saving throw, he can roll the saving throw twice and take the better result. He must decide to use this ability before the saving throw is attempted.

Natural Hunter: Catfolk receive a +2 racial bonus on Perception, Stealth, and Survival checks.

Sprinter: Catfolk gain a 10-foot racial bonus to their speed when using the charge, run, or withdraw actions.

Languages: Catfolk begin play speaking Common and Catfolk. Catfolk with high Intelligence scores can choose from the following languages: Elven, Gnoll, Gnome, Goblin, Halfling, Orc, and Sylvan. fur, but retains obvious ties to their feline ancestors. Their skin color varies as much as that of humans, although with pronounced pigmentation markings reminiscent of vitigilo but mimicking the stripes and spots of cat species.

Society: Catfolk possess a strong sense of community, and their social organization, usually called a clan, is largely matriarchal. Female catfolk hold positions of power and prestige in communities more often than males, and often act as arbiters of law; males are more common among the soldiers of a catfolk community, and are unlikely to hold political power unless they are highly decorated warriors or accomplished spellcasters. In less-developed catfolk societies, the females hunt for food while the males act as protectors of the clan's territory. Male catfolk also act as dignitaries and ambassadors in talks between neighboring clans, negotiating agreements and arguing disputes in strict accordance with their matrons' instructions.

Alignment and Religion: Good- and Evil-aligned catfolk are equally common, but most of their kind are Chaotic by their very nature, inclined to exercise the greatest possible degree of individual freedom so long as it does not endanger their clan's well-being. Catfolk communities typically welcome worshipers of most any



deity, provided that those worshipers aren't actively hostile toward their people.

Saebul clans are more likely to venerate specific deities most commonly Sekhmet, who has formal temples in many settlements (unlike other common catfolk deities). Kellas has followers among the Saebul as well, but his most devout worshipers typically meet in strict secrecy. Bannaigh is worshiped by most forest- and mountain-dwelling Saebul, and her religion was passed on to the catfolk by elves and humans. It is not uncommon to find that a Saebul clan has absorbed the religious practices of their neighbors, especially if their clan drifted far away from centers of catfolk civilization to find new homes. Clerics, paladins, and warpriests are the most common divine casters among the Saebul.

Faol clans typically have no established patron deities, but they are quite fond of reciting well-written prayers, hosting feasts honoring gods, engaging in ritual mating, being baptized, performing rites of libation, fire-walking, or doing anything else that catches their fancy—and if a particular god seems to like that sort of thing, then so much for the better. A Faol catfolk community with neighbors of widely varying religious beliefs may be home to dozens of small shrines to different deities as they see fit. Profoundly religious Faol usually harbor a complex spiritual system reliant on ritual and superstition, and Faol divine casters tend to be druids, oracles, and shamans.

Names: Catfolk names are typically composed of two words. The first is the individual's given name; the second is that of their clan. Clanless catfolk who have been exiled or chosen a life of nomadism are forbidden to use their birth clan name, although they may adopt a new one if they are accepted into another clan. Communication among catfolk combines a complex system of body language with vocalizations—incorporating tail movement, facial twitches, muscle stretches, and other physical cues—and for this reason, catfolk names cannot be pronounced fully and properly by a non-catfolk, although they will happily provide those of other races with the closest approximation that their language can express.

Clan Names: Ashere, Bhengal, Khenas, Saka, Vaab. *Male Names*: Celos, Eraol, Khol, Thaeve, Vharlan. *Female Names*: Faori, Guara, Mieshka, Sitara, Zhandi.

Traits

The following race traits are available for catfolk.

Cat Napper: You're good at catching a little shut-eye in between all of your other daily activities to ensure that you get plenty of rest each day. Any nap of at least a 1-hour duration during the day may be subtracted from the usual eight hours of rest needed to recover hit points normally. If you take at least four such naps in addition to a normal 8-hour rest, you recover hit points and ability damage at double the normal rate (as if you had spent a full day of downtime resting in bed).

Impressive Stance: You can appear more threatening by raising your fur and standing on your toes. You gain a +2 bonus to Intimidate checks.

Polydactyl: You were born with an extra digit on each hand and foot. You gain a +1 bonus to Climb checks and CMB checks to grapple or steal.

Alternate Racial Traits

Feline Bite: Some catfolk are adept at delivering powerful bites in combat. Catfolk with this racial trait have a bite attack they can use as a natural weapon. This bite is a primary attack that deals 1d6 points of damage. This replaces natural hunter.

Nine Lives (Su): A few catfolk exhibit a preternatural knack for avoiding or surviving perils that would kill any other being. Up to eight times over the course of their lifetime, such catfolk can use one instance of this ability to save his life as follows: If an attack or effect would otherwise kill him due to hit point loss, he is instead knocked unconscious and automatically stabilizes at −1 hp. If an attack or effect would otherwise kill him due to herwise kill him due to energy drain, he is instead knocked unconscious, but retains a number of negative levels equal to his hit dice minus one. If an attack or effect would kill him due to Constitution damage or drain, he is instead knocked unconscious and his Con is reduced to 1. This replaces cat's luck.

Society and Lands

Government and Leaders: Most catfolk clans are ruled by as few as three to as many as a dozen matriarchs, depending on the size of the population and the scope of their territory. Each matriarch is free to interpret and enforce clan law on a case by case basis, dispatch troops to deal with an outside threat in the event of an emergency, and engage in relations with other clans and outside entities through whatever agents she deems to appoint; appeals against a single matriarch's decision in a legal hearing may be made to the full council of clan matriarchs if the disputing parties do not accept her interpretation of clan law as valid, however.

Clan members typically claim a single matriarch as their pledged sovereign, and although they are answerable to all of the clan's matriarchs, vows of allegiance form the basis of each ranking catwoman's power within the community—in theory, all matriarchs are equal in rank, but in practice, those with the most followers dominate politically and socially. Matriarchs are typically chosen from among catwomen who excel at hunting and defending territory from outside forces, explorers who scout out new locations and establish friendly ties with neighboring races, or members of arcane, religious, and spiritual orders. When a matriarch dies, another is swiftly chosen to replace her from among the best candidates in the female population.

Matriarchs are occasionally ousted from their positions of power, usually by a coalition of other matriarchs in the clan, and typically only due to egregious violations of clan law. Additionally, if the individual catfolk (both males and females) who swear allegiance to a given matriarch find her leadership unsuitable, they may freely switch allegiance to another matriarch within the clan. Catmen may also choose to abandon their birth clan altogether and seek out new matriarchs to whom they can pledge allegiance if they feel that their ideals or needs are better met by rival clans; indeed, some conflicts between clans may be solved bloodlessly if a majority of males defect en masse of their own volition. A matriarch whose followers have all abandoned her may find herself exiled, or may choose nomadism of her own volition. Some ex-matriarchs will seek out another clan to join. Acceptance of an outside female into a new clan is exceptionally rare, however, and



with that acceptance usually comes the loss of considerable social status which the ex-matriarch may be loathe to accept, pushing her toward a life of adventuring and exploration rather than climbing back up the ladder of clan hierarchy.

Language and Script: Catfolk linguistics are an extremely complex form of communication. Combining subtle body cues with felid vocalizations, the language is nearly impossible for other species to emulate and comprehend in totality. What a catfolk does and how he or she moves when speaking is as important, if not more so, than what they say, and this subtlety is often lost on foreign diplomats and visitors from the outside world. A small handful of other species with the proper appendages can simulate the language, including the kitsune and vanaras, as well as tieflings who possess tails and most ratfolk (although relations with this race are weak, since they tend to look a little too much like prey to the average catfolk). Strangely enough, lizardfolk are markedly adroit at simulating catfolk kinesics, although native speakers say they come across as robotic and stilted despite usually being grammatically correct.

Catfolk writing is exceptionally rare; Saebul who come from clans that worship Sekhmet adopted a system of hieroglyphics inherited from the religion's alien forebears, but most Faol rely more on a strong oral tradition to pass on their knowledge. Magical scripts are used by catfolk, although the inscription of scrolls is quite rare (as are wizards in general). Catfolk approach written languages with the same eclectic zeal as they do most other interests, however, and have inherited a great deal of scripts from neighboring races. Forest-dwelling catfolk, in particular, love to use elven and halfling trail markings, and will carve messages and warnings into trees to aid both themselves and their humanoid neighbors when exploring new territory.

Love and Mating: Catfolk may take spouses from time to time out of deep affection for a long-time partner, but their relationships are rarely monogamous. Females often establish a hierarchy among themselves that relies on the number of males with whom each catwoman has had children to denote their own desirability and influence (indicating that her genes will be passed on to many other clan families as a result of her status). The sharing of sexual partners is a regular occurrence among most catfolk commoners, although clan matriarchs typically disdain the practice, preferring to keep a small cadre of venerated warriors or esteemed counselors strictly within her own purview and refusing to share those partners with other females. Homosexuality is viewed as a curiosity among catfolk, but is not a taboo by any means; play is universal among their people from infancy into old age, and childhood friendships and strong bonds between hunting partners often develop into romantic relationships that transcend even gender lines.

Gender	Base Height	Base Weight	Modifier	Multiplier
Male	4 ft. 10 in.	120 lbs.	+2d8	x5 lbs.
Female	4 ft. 5 in.	85 lbs.	85 lbs. +2d8	
Adulthood	Table 2: R	andom Start	ing Age	Trained
	+1d4		+1d6	
15 years	104		Tuo	+2d6
15 years	· · · · · ·	3: Aging Effe		. 200
15 years Middle Age	· · · · · ·	3: Aging Effe		Max Age

Relations: Catfolk, as a general rule, treat their neighbors as well as those neighbors treat them. If their borders and customs are respected, they return that respect in kind, and strong political and military allegiances are often formed between catfolk and other races who have lived in harmony for a few generations.

Changelings: Changelings are a rare sight in catfolk territory, but clans who revere the goddess Bannaigh consider changelings to be rare and precious gifts from the Washerwoman. Changeling children who have been abandoned by their human parents are often taken in by catfolk and raised as one of their own, and catfolk matriarchs who are skilled in the practice of magic prize changeling proteges as adept students of spellcraft.

Halflings: Catfolk get on exceedingly well with halflings, with whom they share a zeal for new experiences and a keen sense of humor. Halfling diplomats are always treated as honored guests by a clan's matriarchs when formal negotiations between the races are necessary, and many a halfling visitor to a clan's territory has remarked that other "big folk" could learn a thing or two about grace and dignity from the catfolk.

Humans: Relationships between catfolk and humans are perhaps the most complex; when catfolk territory borders small human villages and towns, relations between the two races are typically amicable, but large cities and expansionist governments founded by humans are less well-received by catfolk neighbors. If a human empire invades territory belonging to a clan (knowingly or not), the matriarchs will typically send a diplomatic envoy to explain the humans' error and request that they cease their advancement. If such overtures are not well-received by their human neighbors, things can get ugly quite quickly. Clans who live near ancient structures belonging to the faith of Sekhmet are particularly sensitive about incursions by outsiders, and their priests will strike decisively at any human foolish enough to infiltrate a temple or spaceship wreck in search of forgotten technology.

Tengus: Tengus are not a welcome sight in most catfolk communities, especially among the Saebul. Their penchant for thievery and deception runs contrary to the catfolk's sense of honor and honesty. A few generations ago, some very sneaky tengus brokered an uneasy truce with a few Saebul clans to let refugees settle within their borders, and in a month's time, the scavenging newcomers had salvaged and sold off a considerable amount of stolen technology and artifacts from a site held holy by the worshipers of Sekhmet. The Saebul no longer tolerate their presence within their borders under any circumstances as a result of this transgression.

Adventurers: Catfolk frequently take to adventuring by virtue of their natural inquisitiveness about the world around them. Some seek honor for their clan, and others simply desire glory and gold for themselves. Warriors and priests may be sent far and wide by their matriarchs to engage threats to their clan, and specialists and magicusers are seldom satisfied by seeing just the world that their clan's lands encompass in their search for new experiences and knowledge.

Fighters: Fighters are equally pervasive in catfolk populations. Most catfolk fighters focus on claw attacks in addition to weapon training, and become formidable combatants when using the racial feats included below. Much like rogues, catfolk fighters rely on their mobility and speed to win battles more than brute strength.

Rogues: Rogues are very common among catfolk due to their natural quickness and knack for surviving the odds through raw, uncanny luck. Few catfolk who live among their clans resort to theft as a matter of honor, choosing instead to develop their stealth and hone their combat instincts so as to dispatch foes quickly and decisively with sneak attacks.

Skalds: Skalds tend to be more common than bards among catfolk, especially in clans who worship Sekhmet. A strong oral tradition of the church's heroes and the deeds of the goddess herself runs among the warriors who do her homage, and skalds are highly valued assets among patrol teams due to their ferocity, magical talent, and inspiring songs. Skalds are also commonly assigned as liaisons between clan matriarchs, since they tend to be the most well-spoken and understand the intricacies of clan etiquette.

Shamans: Shamans might seem like an unlikely class to hold representation among a race that is not known for being overly wise, but there are actually quite a few shamans among the numerous clans. Faol catfolk, in particular, are drawn to the practice of shamanism since it aligns well with their sense of eclectic spirituality and quirky superstition. Nearly every catfolk clan counts at least one shaman among the ranks of their matriarchs, and their aptitude for divination and formidable hexes make them both respected and feared by their subordinates.

Sorcerers: Catfolk arcane casters are most commonly sorcerers, and their bloodlines reflect the influence of the cultures and deities that surround them. More than a few accursed, fey, or grymalkin bloodline sorcerers are found among clans that claim Bannaigh as an honored deity, and clans allied with the faith of Sekhmet commonly sport celestial bloodlines. A rare few catfolk sorcerers carry the blood of rakshasa in their veins, and are nearly always evil-aligned. Indeed, the most feared and reviled sorcerers in catfolk legend are said to have been sired by rakshasa, and anyone who expresses such traits may find themselves subject to persecution or exile if they make any misstep that catches the attention of their clan's matriarchs.

Racial Options

Racial Archetypes

Catfolk can make use of these archetypes.

Feral Rager

Catfolk barbarians are extraordinarily dangerous opponents, harnessing their fury to accomplish amazing feats of dexterity and dodging attacks and spells that would easily hit a less-nimble target. Feral ragers are equally common among both Faol and Saebul catfolk, counting on rushing blood and pounding heartbeats to drive their battle frenzy and keep themselves light on their feet during a skirmish.

Associated Class: barbarian

Associated Race: catfolk

Replaced Abilities: trap sense, damage reduction, indomitable will

Modified Abilities: rage, greater rage, mighty rage

Rage: This ability functions as the barbarian ability of the same name, except that a feral rager gains a +2 morale bonus on Reflex saves instead of Will saves.

Slinking Dodger: At 3rd level, a feral rager gains a +1 bonus on Acrobatics and Stealth checks and a +1 dodge bonus to armor class against touch attacks. These bonuses increase by +1 every three feral rager levels thereafter (6th, 9th, 12th, 15th, and 18th level).

Mobile Defender: At 7th level, a feral rager gains a +1 insight bonus to AC in any round during which she has moved more than 5 feet. This bonus increases by +1 for every three levels beyond 7th.

Greater Rage: This ability functions as the barbarian ability of the same name, except that a feral rager gains a +3 morale bonus on Reflex saves instead of Will saves.

Impeccable Reflexes: While in rage, a feral rager of 14th level or higher gains a +4 bonus on Reflex saves to avoid or resist area effects. This bonus stacks with all other modifiers, including the morale bonus on Reflex saves she also receives during her rage.

Mighty Rage: This ability functions as the barbarian ability of the same name, except that a feral rager gains a +4 morale bonus on Reflex saves instead of Will saves.

Rage Powers: The following rage powers complement the feral rager archetype: bestial leaper ^{UC}, boasting taunt ^{APG}, chaos totem ^{APG}, come and get me ^{APG}, flesh wound ^{APG}, greater chaos totem ^{APG}, lesser chaos totem ^{APG}, no escape, raging leaper, sprint, swift foot.

Treedancer

Forest-dwelling catfolk frequently learn to use trees to their advantage, moving silently from branch to limb and stalking their enemies from above. An invading force often has no idea of the ambush it has stumbled into until they are far too deep in the woods and surrounded by the near-silent padding of feline feet dropping to the ground to strike.

Associated Class: slaver

Associated Race: catfolk

Replaced Abilities: track, swift tracker, slayer's advance

Modified Abilities: slayer talents, stalker

Combat Rappeller (Ex): Starting at 1st level, a treedancer adds 1/2 his level (minimum 1) to Acrobatics and Climb checks made to avoid falling when damaged while balancing, jumping, or climbing.

Slayer Talents: Starting at 2nd level and every 2 levels thereafter, a treedancer may select from the following list of rogue talents and ninja tricks when choosing a rogue talent in place of a slayer talent: bleeding attack, camouflage, combat trick, fast stealth, finesse rogue, hissing assault, hunter's senses, ledge walker, nimble climber, peerless maneuver, powerful sneak, rope master, slow reactions, snap shot, sniper's eye, surprise attack, terrain mastery, trap spotter, unwitting ally, wall climber, wall scramble, or weapon training.

Stalker (Ex): At 7th level, a treedancer gains his studied target bonus on Bluff, Survival, and Stealth checks against his studied opponent.

Fast Climber (Ex): Starting at 11th level, when climbing normally, a treedancer moves at half his speed. When attempting accelerated climbing by accepting a –5 penalty on the Climb check, he can move at full speed with a successful check. If the treedancer already possesses a climb speed in excess of this amount, his climb speed is instead increased by 10 feet.

Acrobatic Assault (Ex): At 13th level, a treedancer can drop from above onto an enemy as a charge action, incurring the usual bonuses and penalties for a charge. The distance that the treedancer drops cannot exceed double his speed. With a successful Acrobatics check (base DC 15 + 2 per 10 feet of the drop), the treedancer takes no falling damage, and the target of his charge suffers the falling damage the treedancer would have suffered instead (this is in addition to any other damage dealt by the attack). Additionally, when making a melee attack in the middle of a jump, the treedancer's attack deals sneak attack damage as if the target was flat-footed.

New Rogue Talents

Catfolk can take the following rogue talents.

Fast Squeezer (Ex): A rogue with this talent can squeeze through a tight space with a successful DC 20 Escape Artist check. For every 2 by which this check result exceeds the DC, the time required to squeeze through the opening is reduced by 1 round.

Hissing Assault (Ex): When a rogue with this talent hits a creature with a melee attack in the surprise round, that creature is shaken for 1 round per 3 rogue levels attained.

Hunter's Senses (Ex): Whenever a rogue with this talent comes within 10 feet of a creature of which she was not previously aware due to a Stealth check, she receives an immediate Perception skill check to notice the creature again. This check should be made in secret by the GM.

Improved Prehensile Tail (Ex): A catfolk rogue with this talent treats her tail as an extra off hand. This allows her to make an additional attack during a full attack action with all usual penalties applying as normal. The tail can only wield light weapons and never makes more than one attack per round. This is an advanced talent (rogue level 10+), and the rogue must have the prehensile tail rogue talent before choosing this talent.

Kinesic Messenger (Ex): A rogue with this talent can deliver secret messages to another catfolk by using tail motions and the Bluff skill without doubling the amount of time needed to do so. When passing a message to another catfolk, the DC of the check is reduced to 10 for simple messages and 15 for complex ones, and a rogue with this talent can always take 10 on the Bluff check to do so. Non-catfolk who attempt to intercept such a message and do not speak the catfolk language fluently take a -4 penalty on Sense Motive checks to do so.

Kinesic Caster (Ex): A rogue with this talent can utilize the motions of her tail to replace verbal components when casting a spell, or to replace somatic components if her hands are bound. This ability may be used a number of times per day equal to the rogue's Intelligence modifier. A rogue must either be able to cast 1st-level spells or have the major magic rogue talent before choosing this talent.

Prehensile Tail (Ex): A rogue with this talent can loosen ropes and other bindings with her tail. Escaping from rope bindings takes her only 30 seconds (5 rounds), and she ignores the binder's CMB when calculating the Escape Artist DC to do so. Escaping from a net or an *animate rope*, *command plants, control plants*, or *entangle* spell takes only a standard action. Additionally, the rogue may attempt



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a Sleight of Hand check as a move action without taking the usual –20 penalty on the check.

Prone Skirmisher (Ex): While prone, a rogue with this talent takes no penalty on melee attacks with natural weapons, and her penalty to AC while prone is reduced to -2. At 10th level, she takes no penalty to AC while prone, and ranged attacks against her suffer a 20% miss chance while she is prone.

New Sorcerer Bloodline

Grymalkin Bloodline

One of your ancestors was a grymalkin, a primordial feline creature closely related to the fey and beloved of Bannaigh the Washerwoman. You are aloof and cunning, and most deadly when confronting your enemies under the cover of darkness. You have a penchant for stalking your enemies quietly and striking at them decisively before they know what hits them.

Class Skill: Survival

Bonus Spells: true strike (3rd), dust of twilight ^{APG} (5th), darkvision (7th), shadow projection ^{APG} (9th), suffocation ^{APG} (11th), mislead (13th), word of chaos (15th), discern location (17th), mass suffocation ^{APG} (19th)

Bonus Feats: Agile Maneuvers, Dodge, Eldritch Claws ^{APG}, Mobility, Rending Claws ^{APG}, Spring Attack, Stealthy, Weapon Finesse

Bloodline Arcana: Whenever you cast a spell with the darkness descriptor, you gain a bonus on Bluff, Stealth, and Survival skill checks equal to the level of the spell for 1d4 rounds.

Bloodline Powers: Your grymalkin heritage allows you to stalk and subdue creatures easily under the cover of darkness, and the goddess of the grymalkin looks upon your endeavors with great favor as you grow in power.

Choking Touch (Sp): At 1st level, you can make a melee touch attack as a standard action that inflicts 1d4 points of damage + 1 for every two sorcerer levels you possess. In addition, the target is dazed for 1 round. You can use this ability a number of times per day equal to 3 + your Charisma modifier. Creatures that do not breathe are not affected by this ability.

Nightstalker (Ex): At 3rd level, you gain a bonus equal to half your level on all Stealth and Survival checks to track creatures in conditions of dim light or darker.

Lunging Strike (Ex): At 9th level, you can make melee attacks as if you possessed the Lunge feat, extending your reach by 5 feet and reducing your AC by 2 until your next turn. You may use this ability for a number of rounds per day equal to your sorcerer level. These rounds need not be consecutive. *Steal Breath (Su)*: At 15th level, a creature affected by your choking touch must succeed on a Fortitude save or become helpless for a number of rounds equal to your Charisma modifier. The DC of this save is equal to $10 + \frac{1}{2}$ your sorcerer level + your Charisma modifier.

Beloved of Bannaigh (Su): At 20th level, you can see perfectly in natural or magical darkness. You also gain DR 10/cold iron. Creatures of the magical beast type do not attack you unless compelled to do so through magic. Once per day, you can cast *unwilling shield* as a spell-like ability using your sorcerer level as your caster level.

Racial Feats

Many catfolk make use of the following feats.

Cat's-Paw (Combat, Teamwork)

You set up a cunning diversion when flanking your enemies, allowing an ally to benefit from your superior positioning and strike a deadly blow in your stead.

Prerequisites: Outflank, base attack bonus +6, catfolk.

Benefit: When attacking a flanked enemy, you can forego any precision damage your attack would normally deal (such as from sneak attack or studied strike) and grant that damage to your flanking partner instead. Provided you maintain your flank with that ally, the next attack that ally makes against the flanked target deals your foregone precision damage in addition to any other damage dealt by the attack.

Copy-Cat

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You are adept at mimicking the abilities of your comrades, adapting their techniques into your own repertoire of skills with ease.

Prerequisites: Combat Expertise, Int 13, catfolk.

Benefit: Once per encounter as a swift action at the start of your turn, you can gain the benefit of any single feat possessed by one of your allies, provided that ally has used it since the encounter started. You need not meet any of the prerequisites for this feat. This effect lasts for 1 round, plus 1 additional round per 5 levels or hit dice you possess.

Dangerous When Cornered (Combat)

When surrounded or cut off from all escape routes, you become a fearsome feline foe.

Prerequisites: Uncanny dodge, catfolk.

Benefit: When you are flanked, or when you are unable to move from your current position without using the Acrobatics skill to move through an enemy's space, the threat ranges of all your attacks increase by 1, and you gain a +2 circumstance bonus to damage rolls. These bonuses still apply when opponents have you in a flanking position even if you cannot actually be flanked (such as due to possessing the improved uncanny dodge ability).

Frightening Sneak (Combat)

Your sneak attacks strike terror into the hearts of your opponents, forcing them to flee from you in panic.

Prerequisites: Dazzling Display, Weapon Focus, base attack bonus +6, sneak attack +4d6, catfolk.

Benefit: When you successfully target a creature with a melee sneak attack, you may cause it to become frightened for a number of rounds equal to your Charisma modifier. Using this ability reduces any sneak attack damage dealt by 2d6.

Lethal Charge (Combat)

When charging, you can deliver a powerful neck bite that damages your target's spine.

Prerequisites: Str 15, Dex 13, Nimble Striker ARG, base attack bonus +10, catfolk, feline bite racial trait.

Benefit: When you hit a creature with your bite attack as part of a charge, you may forego dealing normal damage to the target and instead deal Constitution damage equal to your Strength modifier.

Pounce And Rake (Combat)

You can grab onto an enemy with your claws and maul them for as long as you can manage to hold on.

Prerequisites: Str 13, Dex 15, Claw Pounce ^{ARG}, Nimble Striker ^{ARG}, base attack bonus +10, catfolk, cat's claws racial trait ^{ARG} or Aspect of the Beast ^{APG} (claws of the beast manifestation).

Benefit: When charging, any creature hit by your claw attacks is also hit with a free grapple attack, substituting your attack roll for the combat maneuver check. This does not provoke an attack of opportunity. This round, and each subsequent round that you maintain the grapple, you deal damage to the grappled creature equal to double your claw attack damage.

Rolling Strike (Combat)

As you dart and dive through an enemy's position, you can strike at them with your weapons.

Prerequisites: Dex 13, Nimble Striker ^{ARG}, base attack bonus +4, catfolk, sprinter racial trait ^{ARG}.

Benefit: When you succeed on an Acrobatics checks to move through an enemy's space, you may make one melee attack against that enemy. This feat may only be used once per round.

Sensitive Whiskers

The sensitive hairs on yo<mark>ur</mark> face and body grant you a preternatural acuity to sense your surroundings, even in conditions of total darkness.

Prerequisites: Wis 15, Perception 5 ranks, catfolk.

Benefit: You gain the blindsense ability out to a range of 10 feet. Additionally, you receive a +2 circumstance bonus to your AC and Reflex saves against traps and hazards.

Subduing Slap (Combat)

You can target an opponent with a vicious slap that knocks them off-balance but does not kill them.

Prerequisites: Improved Unarmed Strike, base attack bonus +4, catfolk.

Benefit: As a standard action, you may make a single unarmed strike against a creature's touch AC. Any damage dealt by the attack, including precision damage, counts as nonlethal.

Religion

Deities

Many catfolk worship the following deities.

Bannaigh

CN goddess of magic, omens, and rivers **Priests** clerics, druids, hunters, oracles, rangers, shamans **Domains** Chaos, Luck, Magic, Water **Subdomains** Arcane, Curse, Fate, Rivers **Mysteries** Lore, Nature, Waves **Favored Weapon** quarterstaff

Faith

Sacred Animal bobcat; Symbol a pail of water Sacred Texts Of Weal And Woe

Bannaigh is a relatively new addition to the catfolk pantheon, absorbed via contact with forest-dwelling elves and humans. Also called the Washerwoman, Bannaigh appears to those she deems impressive or worthy as a beautiful humanoid woman with vaguely feline features (a combination of Faol catfolk and elf), offering warnings of future peril or revealing unknown opportunities for fortune and glory. To the foolish or unworthy, she takes the countenance of a gruesome felid hag, placing dark dooms upon those who invoke her name too casually. Several great catfolk heroes of recent generations claim to have been aided by Bannaigh, and a mad few who dishonored their clans and fell from grace mutter of being visited by her as well. She is said to be guarded by a pack of deadly fey beasts called the grymalkin. Priests of Bannaigh engage in ritual washing at dawn and water collection dusk in obeisance to the Washerwoman, and frequently display a marked talent for divination.

Kellas

NE god of night, assassins, and hunters **Priests** antipaladins, clerics, druids, inquisitors, oracles, hunters, rangers, shamans, warpriests **Domains** Darkness, Death, Destruction, Strength **Subdomains** Ferocity, Murder, Night, Rage **Mysteries** Ancestor, Battle, Bones **Inquisitions** Anger, Fervor, Persistence **Favored Weapon** natural attack/unarmed strike

FAITH

Sacred Animal panther; Symbol claw marks on tree bark

Sacred Texts The Slayer's Creed

Kellas is as old as the first darkening of the moons in the skies; he is the shadow that shrouds the hunter from its prey. Wraiths, shadows, and other incorporeal undead do him homage and obey his priests' murderous commands with glee. Kellas' most fervent followers claim that their god twisted some of the goddess Bannaigh's grymalkin guardians into beings of his own creation called the Cat Sidhe, whose descendants were the first catfolk. Most catfolk outside of Kellas' faith dispute this legend and take great offense at its implications, especially if it is ever mentioned by non-catfolk. Neutral-aligned commoners still make offerings of their kills to Kellas and believe their prayers to be heard while hunting for meat or sport, while his more fanatical followers accept contract killings in his name in exchange for exhorbitant fees and use the blood of their marks in savage rituals to summon the Cat Sidhe into their servitude. Kellas himself rarely manifests physically, but is said to take the form of a great black panther with vellow eyes and a single white spot on his chest when he does.

Sekhmet

LG goddess of war, triage, and libation **Priests** clerics, inquisitors, paladins, warpriests **Domains** Healing, Nobility, Sun, War **Subdomains** Day, Leadership, Resurrection, Tactics **Mysteries** Battle, Flames, Life **Inquisitions** Justice, Tactics, Valor **Favored Weapon** longspear

FAITH

Sacred Animal lion; Symbol cup of wine Sacred Texts To Drink The Sun

Early catfolk societies in desert regions competed fiercely for territory and resources with other races, most notably the gnolls. The angelic figure Sekhmet, who appears as a Saebul warrior woman swathed in bright clothing and wielding a fiery longspear, sided with the catfolk, and many a great temple to her was raised among the sands in antiquity. Sekhmet is said to have manifested at the culmination of a great war between gnolls and catfolk eons ago, healing the righteous and smiting the wicked. Legend says her thirst for battle was only slaked by a draught of magic *sunwine* brewed by her high priestesses. This resulted in a strong tradition of libation among her faithful, and even dwarven visitors to catfolk lands have been known to admit—under duress—that a warpriest of Sekhmet could likely outdrink him or any of his brothers.

Priest Archetype

Ghost Hunter

In the shadows lurk terrors that escape the notice of even the most careful and observant people, even the unusually perceptive catfolk. Clan lore holds that the evil god Kellas, Lord of the Night, counts among his children such insubstantial horrors as shadows, specters, and wraiths. A ghost hunter hones her senses so as to see the unseen and aid her compatriots against these otherworldly horrors most of which are never so much as glimpsed by those under her protection.

Associated Class: paladin

Associated Race: catfolk

Replaced Abilities: detect evil, divine grace, divine health, aura of resolve, aura of justice, aura of faith, aura of righteousness, holy champion

Divine Resilience (Su): At 1st level, a ghost hunter gains a bonus equal to her Charisma bonus (if any) on saves against all death spells and magical death effects, including energy drain and channeled negative energy.

Intuitive Defense (Ex): At 2nd level, a ghost hunter gains a dodge bonus to AC equal to her Charisma bonus (if any) against attacks from incorporeal or invisible creatures.

Table 4: Deities

Deity	AL	Area of Concern	Domains	Mysteries	Favored Weapon
Bannaigh	CN	magic, omens, rivers	Chaos, Luck, Magic, Water	Lore, Nature, Waves	quarterstaff
Kellas	NE	night, h <mark>unters,</mark> assassins	Darkness, Death, Destruction, Strength	Ancestor, Battle, Bones	natural attack/ unarmed strike
Sekhmet	LG	war, triage, liba <mark>tion</mark>	Glory, Healing, Nobility, War	Battle, Flames, Life	longspear

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See Invisibility (Sp): At 3rd level, a ghost hunter can use *see invisibility*, as the spell, for a number of rounds per day equal to 2 + 1/2 her level + her Charisma modifier. These rounds need not be consecutive.

Spirit Render (Su): At 8th level, a ghost hunter threatens critical hits normally against incorporeal creatures and can affect incorporeal creatures with precision damage.

Shared Insight (Su): At 11th level, any creature that attacks an enemy with concealment within 10 feet of the ghost hunter is entitled to make its miss chance percentile roll twice to see if their attacks actually hit. This ability functions only while she is conscious, not if she is unconscious or dead.

Strike the Unseen (Su): At 14th level, a ghost hunter's weapons, including natural weapons and unarmed strikes, are treated as though they possess the *ghost touch* weapon special ability. Additionally, a ghost hunter can expend two rounds of her *see invisibility* ability to grant that ability to all allies within 30 feet. This effect persists until the start of the ghost hunter's next turn. Using this ability is a free action.

Aura of Radiance (Su): At 17th level, a ghost hunter gains resistance 15 against negative energy and immunity to death spells and magical death effects, including energy drain. Each ally within 10 feet of her gains a +2 morale bonus on attack and damage rolls against incorporeal creatures. This ability functions only while the ghost hunter is conscious, not if she is unconscious or dead.

Scourge of Spirits (Su): At 20th level, a ghost hunter becomes a bane to all things dark and occluded. Whenever she uses smite evil and successfully strikes an incorporeal undead creature, that creature is also subject to an *undeath to death* effect, using her paladin level as the caster level (her weapon and holy symbol automatically count as the required material components and divine foci for the spell). After the spell effect and the damage from the attack is resolved, the smite immediately ends. In addition, she gains blindsight out to a distance of 60 feet.

Racial Magic

Many catfolk use these spells, as well as spellcasters of other races who learn from them.

Disdain Circle

School abjuration; **Level** arcanist/sorcerer/wizard 5, cleric/oracle/warpriest 5, inquisitor 5, paladin 5, shaman 5, summoner 5, witch 5

Casting Time 1 standard action

Components V, S, M (a feline creature's trimmed claw nail or whisker)

Range personal



Target you Duration 1 round/level Saving Throw Will negates (harmless); Spell Resistance no

This spell allows the caster to ignore the effects of a *protection from chaos/evil/good/law* or *magic circle against chaos/evil/good/law* spell. The caster ignores any deflection and resistance bonuses and protections from mental control bestowed by such a spell for the duration of this spell. Creatures summoned by the caster during the duration of this spell which would normally be warded away by such effects ignore that limitation as well. Additionally, the caster cannot be held by an inward-focused *magic circle* or subjected to a *dimensional anchor* effect during this spell's duration.

Toxoplasmosis

School necromancy [disease, evil] **Level** antipaladin 3, arcanist/sorcerer/wizard 4, bloodrager 4, cleric/oracle/ warpriest 3, druid/hunter 3

Casting Time 1 standard action

Components V, S, M (a pinch of feline dung) **Range** touch

Target living creature or weapon touched

Duration instantaneous (living creature) or 1 round/level (weapon)

Saving Throw Fortitude negates; **Spell Resistance** yes The subject contracts toxoplasmosis (see below). The disease is contracted immediately (the onset period does not apply). Alternatively, a weapon (including an unarmed strike or natural weapon) may be targeted by the spell, possibly infecting a creature damaged by that weapon with the disease.

Vengeful Clowder

School illusion (shadow) [shadow]; **Level** arcanist/ sorcerer/wizard 6, bard/skald 6, shaman 6, witch 6

Casting Time 1 standard action

Components V, S, M (a pinch of black fur from a feline creature)

Range medium (100 ft. + 10 ft./level)

Target see text

Effect see text

Duration 1 round/level (D)

Saving Throw Will disbelief (if interacted with); Spell Resistance no

You use material from the Plane of Shadow to form a quasireal swarm of feral cats. The swarm occupies a 5-foot by 5-foot area and manifests harmlessly in your space when it is first created. When you, or an allied creature, are targeted by an attack, spell, or other effect that deals damage, the swarm immediately moves to occupy the space of the attacker (provided it is within the spell's range), dealing damage to that creature equal to any damage inflicted by it. Half of this damage is slashing and half of it is piercing, and is treated as magic, cold iron, and silver for the purposes of overcoming damage reduction. The swarm has hit points equal to 1/5 (20%) of your total maximum hit points, an AC of 20, and possesses both the swarm and incorporeal subtypes. A disbelieving creature takes only one-fifth damage from the swarm.

New Disease

Toxoplasmosis

Type disease, injury; **Save** Fortitude DC 15 **Onset** 1d3 days; **Frequency** 1/day

Effect 1d3 Con damage and 1d3 Int damage, if the affected creature fails 2 consecutive saves, the creature must succeed a DC 15 Will save or develop schizophrenia ^{GMG}; **Cure** 2 consecutive saves

New Racial Magic Item

The following item is made by catfolk spellcasters.

All-Gods' Prayer Kit

Aura moderate enchantment; CL 6th Slot none; Price 7,500 gp; Weight 2 lbs.

DESCRIPTION

These kits are commonly passed down through generations of well-to-do catfolk families, and are an important social necessity during large religious festivals and in meetings between clan delegates and matrons. Typically, an *all-gods' prayer kit* is kept in a box made of metal and bone, and contains a multitude of items used during religious rites: small candles of varying colors; cloying sweet and bitter incenses and oils; gem and bone totems; small packets of salt, sugar, dirt, and sand; and other items.

To activate an *all-gods' prayer kit*, the user must make a DC 15 Knowledge (religion) check and perform a ritual of prayer to a specific deity that takes 5 minutes of uninterrupted concentration. Success grants the user or an ally within 30 feet the ability to apply a +1 bonus to any one attack roll, combat maneuver check, saving throw, caster level or concentration check, or skill check within the next 8 hours as an immediate action, after discovering whether the roll was successful or not. The user must choose whether the bonus will be granted to him or her self or to an ally when the kit is activated. A given creature can only benefit from one such bonus within an 8-hour time period. This bonus is either sacred or profane, depending on the alignment of the god upon which the user has called (or the GM's discretion, in the case of Neutral-aligned gods). For every 5 that the check result exceeds DC 15, the bestowed bonus increases by 1, to a maximum of +6 at DC 40. An all*aods' prayer kit* is only usable once per day, and after every seven uses of the kit, the user must pay 1/10th of the item's price to replenish consumed materials before using it again.

The user can obtain a bonus on their Knowledge (religion) check to activate the *all-gods' prayer kit* by having a positive interaction with a worshiper of the deity to whom they choose to pray (typically determined by shifting the worshiper's attitude to Friendly with a Diplomacy check, or by performing a small service for them). For every such interaction the user has had within the 4 hours prior to activating the kit, they receive a +2 circumstance bonus to the check.

CONSTRUCTION

Requirements Craft Wondrous Item, *aid, moment of greatness* ^{UC}; **Cost** 3,750 gp

Sunwine

Aura moderate enchantment; CL 5th Slot none; Price 3,000 gp; Weight 1 lb.

DESCRIPTION

Fermented and bottled by a special sect of the high priestesses of Sekhmet at high noon during full moons, *sunwine* is both a powerful ritual intoxicant and a boon to priests of the Lioness. Sunwine is an extremely potent spirit and counts as 3 alcoholic beverages for the purposes of determining intoxication GMG. However, its natural and magical potency can only be retained by storing and serving the draught in vessels of rare Arcadian gold. The wine has several uses among Sekhmet's faithful. A worshiper of Sekhmet with the ability to channel positive energy who imbibes a cup of *sunwine* treats her level as 2 higher for the purposes of channeling energy and may reroll any result of 1 on her channel energy dice to either deal or heal damage for a full day after drinking. If *sunwine* is consumed by a creature with the rage ability who is actively raging, the rage immediately ends, and the creature experiences no fatigue as a result of the rage. Lastly, a piece of armor anointed with sunwine grants its wearer DR 5/good and lawful for 8 hours.

CONSTRUCTION

Requirements Craft Wondrous Item, *bless water, imbue with aura* ^{UM}, *mantle of calm* ^{ACG}, creator must worship Sekhmet; **Cost** 1,500 gp



In Your Campaign

- A large allied network of catfolk clans, whose • territories border the nation in which the adventurers happen to be currently, extends an invitation to the leaders of that country to send diplomats to a great seasonal festival. The adventurers are selected to represent the nation before the clans' matriarchs. Their arrival is met with fanfare, and the clans host party after party where numerous deities are honored and rites and feasts are held to mark the occasion (this is a great opportunity to break out the rules for alcohol intoxication!). The diplomat-adventurers may be given clandestine orders by the officials who sent them, perhaps to negotiate a treaty to allow historians or soldiers access to the clans' lands, or to spy upon the matriarchs' conclave and report their findings. Unknown to all those in attendance, however, a great army of gnoll warriors led by powerful priests and mages intends to strike at the catfolk while they are off-guard and celebrating, and the adventurers find themselves thrust into a bloody conflict between two mortal enemies.
- Pervasive rumors of dark figures-shadows, ghosts, specters, and even wraiths-stalking the streets and stealing away people in the night circulate among the common folk in your adventurers' home town or city. The local clerics are powerless to stop the fiends; they strike too guickly and their numbers are too great to cow with magic, even that bestowed by the gods. Theaters and taverns shut their doors for good as people fear to step into the streets after sunset, and entire farming villages are devoured by the spectral dead, swelling their ranks to even greater magnitudes of strength. The adventurers are sent to request help from the ghost hunters. an elite force of catfolk paladins who specialize in dispatching such horrors. But their nation crossed the catfolk clans long ago by breaking a treaty and encroaching upon their lands; consequently, the ghost hunters are honor-bound to obey their matriarchs, who remain hesitant to help the humans lest they be betrayed once more. The adventurers must convince the matriarchs to lend their assistance and forge an allegiance with the paladins, or their homeland will be doomed.
- A catfolk oracle contacts the PCs on a matter of dire importance: the goddess Bannaigh has spoken to her in a vision and foretold the birth of a very special child: a changeling whose mother is one of Bannaigh's own heralds. But the cult of Kellas seeks the changeling for their own foul purposes, hoping to sacrifice the child to their dark god in exchange for a boon of power. The oracle pleads with the PCs

to help her find the child before the cultists do, but crossing Kellas' worshipers will almost certainly bring his wrath upon them all—perhaps even causing the god to dispatch one of his powerful assassins, the legendary Cat Sidhe, to eliminate these new enemies. (More information about the Cat Sidhe can be found in *The Book Of Beasts: Legendary Foes.*)

The church of Sekhmet did not originate on this • world. Her followers built great starships in the distant past and fought for planetary territory against another faction known as the Cosmic Necrofuge, a galactic consortium of mummy priests who worshiped the evil deity Apep. Outlander technologists jealously compete with catfolk tech riggers for control of the lands where these great ships crash-landed. The faithful of Sekhmet have built their temples atop some of this wreckage, and consider any intrusion by outsiders a grave violation of their sovereignty. No wreckage from the spacecrafts of the Cosmic Necrofuge has ever been found... but is that because they no longer exist—or because the explorers who have gone searching for them never came back alive?

NPCs

CR 1/2

VHARLAN VAAB

XP 200

Male catfolk rogue (cutpurse ^{APG}) 1 CN Medium humanoid (catfolk) **Init** +3; **Senses** low-light vision; Perception +5

DEFENSES

AC 15, touch 13, flat-footed 12 (+2 armor, +3 Dex) hp 10 (1d8+2) Fort +2, Ref +5, Will –1 Defensive Abilities nine lives

OFFENSE

Speed 30 ft. **Melee** short sword +1 (1d6+1/19-20), or dagger +1 (1d4+1/19-20) **Ranged** hand crossbow +3 (1d4/19-20) **Special Attacks** sneak attack +1d6

STATISTICS

Str 13, Dex 17, Con 14, Int 12, Wis 8, Cha 10
Base Atk +0; CMB +1; CMD 14
Feats Black Cat ^{ARG}
Skills Acrobatics +7, Appraise +5, Bluff +4, Climb +5, Escape Artist +7, Knowledge (local) +5, Perception +5, Sleight of Hand +7, Stealth +9, Survival +1; Racial Modifiers +2 Perception, +2 Stealth, +2 Survival Languages Common, Catfolk, Elven

SQ measure the mark, natural hunter, sprinter

Other Gear backpack, dagger, grappling hook, hand crossbow with 20 bolts, hemp rope (50 ft.), leather armor, short sword, 13 gp

RENSHKA THE CLANNLESS CR 2

XP 600

Female catfolk aristocrat 1/warrior 3 CN Medium humanoid (catfolk) Init +2; Senses low-light vision; Perception +2

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex) hp 25 (4 HD; 3d10+1d8+4) Fort +5, Ref +4, Will +2

OFFENSE

Speed 30 ft.

Melee 2 claws +6 (1d4+1)

STATISTICS

Str 12, Dex 14, Con 13, Int 8, Wis 7, Cha 12
Base Atk +3; CMB +4; CMD 16
Feats Weapon Finesse, Weapon Focus (claw)
Skills Climb +7, Intimidate +8, Perception +2
Languages Catfolk, Common
SQ cat's luck, sprinter
Combat Gear potion of invisibility; Other Gear cloak of

CR 4

resistance +1, masterwork chain shirt

GRENSFIT KHOL

XP 1,200

Male catfolk sorcerer 5 NE Medium humanoid (catfolk) **Init** +7; **Senses** low-light vision; Perception +2

DEFENSE

AC 15, touch 14, flat-footed 11 (+3 Dex, +1 dodge, +1 natural) hp 30 (5d6+10) Fort +2, Ref +4, Will +4

Offense

Speed 30 ft.

Melee mwk morningstar +3 (1d8)

Sorcerer Spell-Like Abilities (CL 5th; concentration +9)

- 7/day—choking touch
- **Sorcerer Spells Known** (CL 5th; concentration +9) 2nd (5/day)—*dust of twilight* ^{APG}, *steal breath* ^{ARG} (DC 16),

summon monster II

1st (7/day)—color spray (DC 15), feather fall, mage armor, magic missile, true strike

o (at will)—dancing lights, detect magic, disrupt undead, mage hand, open/close (DC 14), ray of frost **Bloodline** grymalkin

STATISTICS

Str 10, **Dex** 16, **Con** 13, **Int** 8, **Wis** 10, **Cha** 18 **Base Atk +2; CMB +2; CMD** 16

Feats Combat Casting, Dodge, Eschew Materials ^B, Improved Initiative

Skills Use Magic Device +12; **Racial Modifiers** +2 Perception, +4 Stealth, +2 Survival (+4 to track in dim light or darkness)

Languages Catfolk, Common

 \mathbf{SQ} cat's luck, nightstalker, sprinter

Combat Gear *elixir of fire breath*; **Other Gear** mwk morningstar, *amulet of natural armor* +1

SITARA ASHERE

CR 7

XP 4,800

Female catfolk paladin of Sekhmet (ghost hunter) 8 LG Medium humanoid (catfolk) **Init** +3; **Senses** scent; Perception +1 **Aura** courage (10 ft.)

DEFENSES

AC 21, touch 13, flat-footed 18 (+8 armor, +3 Dex) hp 56 (8d10+8) Fort +6, Ref +5, Will +7 Defensive Abilities cat's luck, divine resilience (+4), intuitive defense (+4)

OFFENSE

Speed 30 ft.

Melee +1 shock longspear +12/+7 (1d8+5/x3 and 1d6 electricity) or +1 claw blades +10/+10/+5 (1d4+4) **Special Attacks** channel positive energy (DC 18, 4d6),

smite evil 3/day (+4 attack and AC, +8 damage), spirit render

Paladin Spell-Like Abilities (CL 8th; concentration +12)

At will-see invisibility (10 rounds/day)

Paladin Spells Prepared (CL 5th; concentration +9) 2nd—effortless armor ^{UC}, weapon of awe ^{APG} 1st—ghostbane dirge ^{APG} (DC 15), veil of positive energy ^{APG}

STATISTICS

Str 16, Dex 16, Con 10, Int 8, Wis 12, Cha 18

Base Atk +8; CMB +11; CMD 24

Feats Nimble Striker ^{ARG}, Rolling Strike, Two-Weapon Fighting, Weapon Focus (claw blades)

Skills Diplomacy +11, Intimidate +8

Languages Common, Catfolk

SQ aura of good, code of conduct, cat's claws, divine bond (+2 weapon, 8 minutes, 1/day), lay on hands (4d6, 8/day), mercies (diseased, fatigued), sprinter

Combat Gear sunwine; Other Gear +1 claw blades ARG (2), +1 shock longspear, +2 undead defiant ^{UE} breastplate, belt of physical might +2 (Str, Dex)

Guara Khenas

XP 12,800

Old female catfolk shaman (speaker of the past ^{ACG}) 12 NG Medium humanoid (catfolk)

CR 11

Init -2; Senses low-light vision; Perception +12

DEFENSES

AC 10, touch 8, flat-footed 10 (+2 armor, -2 Dex) hp 69 (12d8+12) Fort +4, Ref +2, Will +13

Offense

Speed 30 ft.

Melee +1 spell-storing quarterstaff +8/+3 (1d6)

Special Attacks hexes (brain drain [6d4, DC 19], charm [2 steps, 3 rounds, DC 22], shapeshift [12 minutes/day, *beast shape II*], share knowledge [4 minutes], tongues [12 minutes/day])

Shaman Spells Prepared (CL 12th; concentration +15) 6th—vengeful clowder (DC 19), mass cure moderate wounds

- 5th—disdain circle, stoneskin, true seeing
- 4th–control water, ice storm, ride the waves ^{UM}

3rd—call lightning (DC 16), cure serious wounds (2), protection from energy, speak with dead

2nd—animal purpose training ^{ACG}, barkskin, bear's endurance, resist energy, sickening entanglement ^{ACG} (DC 15)

1st—charm animal (DC 17), charm person (DC 17), hex vulnerability ^{ACG} (DC 14) wave shield ^{ACG} (2)

o (at will)—create water, guidance, know direction, read magic

Spirit Lore

STATISTICS

Str 9, **Dex** 7, **Con** 10, **Int** 12, **Wis** 17, **Cha** 18 **Base Atk** +9; **CMB** +8; **CMD** 17

Feats Improved Iron Will, Iron Will, Leadership, Persuasive, Spell Penetration, Toughness

Skills Bluff +8, Diplomacy +16, Handle Animal +13, Heal +12, Knowledge (history, nature, religion) +10, Linguistics +10, Perception +12, Sense Motive +5, Spellcraft +10, Survival +12; **Racial Modifiers** +2 Bluff, +2 Diplomacy, +2 Sense Motive

Languages Common, Catfolk, Dwarven, Elven, Gnome, Gnoll, Sylvan

SQ cat's luck, clever cat, greater spirit (lore), spirit abilities (automatic writing 2/day, monstrous insight 7/day), mysteries of the past, nimble faller, revelations of the past (aging touch [6 Str or 12d6, 3/day], blood of heroes [+2, 3 rounds, 3/day] spirit of the warrior [6 rounds/day]), spirit magic (lore)

Combat Gear potion of shield of faith +5; **Other Gear** +1 spell-storing quarterstaff (contains inflict critical wounds), bracers of armor +2, headband of inspired wisdom +2, ring of eloquence ^{ACG}, storyteller's dust ^{ACG}

book of heroic Races compendium



JON BRAZER

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- 9 New Feats expanding on your feline heritage
- 6 New Feline-Themed Spells
- 2 New Magic Items

• **3 New Deities**, each with a unique perspective on hunting and stealth

• Details on catfolk adventurers as well as suggestions on how to incorporate this race into your world.



Be Heroic with This Advanced Race Today!

