Catfolk Tribe

Total population of 45 Catfolk. Gold piece limit is 40 gp. The total amount of available coinage, or the total value of any given item of equipment for sale at any given time, is 90 gp.

	Lv 1	Lv 2	Lv 3	Lv 4	Lv 5	Lv 6	Lv 7
Bard	2	1					
Cleric	1						
Fighter	1						
Rogue	1						
Spellthief	1						
Expert	1	2			1		
Warrior	1	2		1			
Commoner	27		2				1

Skill	Highest Bonus
Appraise	10
Bluff	10
Climb	9
Concentration	5
Craft (bowyer)	14
Craft (armorsmith)	10
Craft (leatherworking)	10
Craft (woodworking)	7
Craft (basketweaving)	7
Craft (trapmaking)	5
Decipher Script	10
Diplomacy	12
Disable Device	5
Escape Artist	9
Handle Animal	8
Heal	8
Hide	10
Intimidate	10
Jump	7
Knowledge (arcana)	8

Knowledge (architecture)	5
Knowledge (dungeoneering)	5
Knowledge (geography)	8
Knowledge (history)	8
Knowledge (local)	8
Knowledge (nature)	10
Knowledge (nobility)	6
Knowledge (religion)	8
Knowledge (the planes)	6
Listen	11
Move Silently	11
Open Lock	9
Perform (dance)	10
Perform (wind instruments)	10
Ride	4
Search	5
Sense Motive	11
Spellcraft	7
Spot	4
Survival	9
Swim	8
Use Magic Device	7
Use Rope	7

• +4 Dexterity, +2 Charisma.• A catfolk’s base land speed is 40 feet.
• Low-Light Vision: Catfolk can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
• Racial Skills: Catfolk have a +2 racial bonus on Listen and Move Silently checks.
• +1 natural armor bonus.
• Automatic Languages: Common, Feline. Bonus Languages: Draconic, Gnoll, Halfling, Sylvan.
• Favored Class: Ranger.
• Level adjustment +1.

Size/Type: Medium Humanoid (Catfolk) Commoner 7
Hit Dice: 7d4 (17 hp)
Initiative: +2
Speed: 40'
Armor Class: 13 (+2 dex, +1 natural), flat-footed 11, touch 12
Base Attack/Grapple: +3/+5
Attack: Unarmed +5 (1d4+2)
Saves: Fort +2, Ref +4, Will +2
Abilities: Str 14, Dex 15, Con 11, Int 12, Wis 10, Cha 14
Skills: Craft (bowyer) +14, Survival +7, Diplomacy +4, Move Silently +4, Heal +2, Listen +2, Sense Motive +2
Feats: Skill Focus (craft bowyer), Self-Sufficient, Negotiator

Alignment: TN
Languages: Feline, Common, Sylvan

Size/Type: Medium Humanoid (Catfolk) Expert 5 (diplomat)
Hit Dice: 5d6 +5 (22hp)
Initiative: +1
Speed: 40'
Armor Class: 12 (+1 dex, +1 natural), flat-footed 11, touch 11
Base Attack/Grapple: +3/+3
Attack: Unarmed +3 (1d4)
Saves: Fort +2, Ref +2, Will +5
Abilities: Str 11, Dex 12, Con 12, Int 15, Wis 13, Cha 14
Skills: Appraise +10, Diplomacy +12, Hide +3, Knowledge (nature) +10, Listen +11, Move Silently +5, Perform (dance) +10, Sense Motive +11, Survival +9, Swim +8
Feats: Negotiator, Stealthy
Alignment: LN
Languages: Feline, Common, Sylvan, Halfling

Size/Type: Medium Humanoid (Catfolk) Warrior 4
Hit Dice: 4d8 +4 (22 hp)
Initiative: +5
Speed: 40'
Armor Class: 18 (+5 dex, +1 natural, +2 masterwork leather), flat-footed 13, touch 15
Base Attack/Grapple: +4/+5
Attack: Masterwork composite (+2) shortbow +10 ranged (1d6+2/x3, 105' range)
Saves: Fort +5, Ref +6, Will +1
Abilities: Str 15, Dex 20, Con 13, Int 11, Wis 10, Cha 16
Skills: Climb +9, Intimidate +10, Listen +2, Move Silently +7
Feats: Point Blank Shot, Far Shot
Alignment:
Languages: Feline, Common

Size/Type: Medium Humanoid (Catfolk) Commoner 3
Hit Dice: 3d4 (7hp)
Initiative: +4
Speed: 40'
Armor Class: 15 (+4 dex, +1 natural), flat-footed 11, touch 14
Base Attack/Grapple: +1/+3
Attack: Unarmed (1d4)
Saves: Fort +1, Ref +4, Will +3
Abilities: Str 14, Dex 19, Con 10, Int 12, Wis 15, Cha 16
Skills: Craft (armorsmithing) +10, Craft (woodworking) +7, Heal +4, Listen +4, Move Silently +6, Survival +7
Feats: Skill Focus (craft armor), Self-Sufficient
Alignment:
Languages: Feline, Common, Sylvan

Size/Type: Medium Humanoid (Catfolk) Commoner 3
Hit Dice: 3d4 (7hp)
Initiative: +2
Speed: 40'
Armor Class: 13 (+2 dex, +1 natural), flat-footed 11, touch 12
Base Attack/Grapple: +1/+2
Attack: Unarmed (1d4)
Saves: Fprt +1, Ref +3, Will +1
Abilities: Str 12, Dex 15, Con 10, Int 12, Wis 11, Cha 16
Skills: Craft (leatherworking) +10, Craft (basketweaving) +7, Listen +2, Move Silently +4, Survival +5
Feats: Skill Focus (craft leather), Self-Sufficient

Alignment:
Languages: Feline, Common, Halfling

Size/Type: Medium Humanoid (Catfolk) Savage Bard 2
Hit Dice: 2d6-2 (5hp)
Initiative: +3
Speed: 40'
Armor Class: 16 (+3 dex, +1 natural, +2 masterwork leather), flat-footed 13, touch 13
Base Attack/Grapple: +1/+2
Attack: Masterwork composite (+1) shortbow +5 (1d6+1/x3, 70' range)
Spells per Day: 3, 2
Spells Known: Flare, Know Direction, Prestidigitation, Resistance, Summon Instrument; Calm Animals, Cause Fear
Special Abilities: Bardic knowledge +1, bardic music 1/day: countersong, fascinate, inspire courage +1
Special Qualities: Illiterate
Saves: Fort +2, Ref +3, Will +3
Abilities: Str 13, Dex 16, Con 9, Int 8, Wis 11, Cha 20
Skills: Bluff +10, Concentration +4, Diplomacy +10, Hide +10, Listen +2, Move Silently +7, Perform (wind instruments) +10
Feats: Stealthy
Alignment: CN
Languages: Feline, Common

Size/Type: Medium Humanoid (Catfolk) Expert 2 (lorekeeper)
Hit Dice: 2d6+4 (11hp)
Initiative: +2
Speed: 40'
Armor Class: 13 (+2 dex, +1 natural), flat-footed 11, touch 12
Base Attack/Grapple: +1/+2
Attack: Unarmed +2 (1d4+1)
Saves: Fort +2, Ref +2, Will +3
Abilities: Str 13, Dex 14, Con 14, Int 16, Wis 11, Cha 13
Skills: Appraise +10, Decipher Script +10, Knowledge (arcana) +8, Knowledge (architecture) +5, Knowledge (dungeoneering) +5, Knowledge (geography) +8, Knowledge (history) +8, Knowledge (local) +8, Knowledge (nobility) +6, Knowledge (religion) +8, Knowledge (the planes) +6, Listen +2, Move Silently +4
Feats: Diligent
Alignment:
Languages: Feline, Common, Sylvan, Halfling, Draconic

Size/Type: Medium Humanoid (Catfolk) Expert 2 (animal wrangler)
Hit Dice: 2d6-2 (5hp)
Initiative: +2
Speed: 40'
Armor Class: 15 (+2 dex, +1 natural, +2 masterwork leather armor), flat-footed 13, touch 12
Base Attack/Grapple: +1/+2
Attack: Unarmed +2 (1d4+1)
Saves: Fort -1, Ref +2, Will +5
Abilities: Str 12, Dex 14, Con 9, Int 15, Wis 14, Cha 12
Skills: Bluff +6, Handle Animal +6, Hide +7, Intimidate+6, Knowledge (nature) +7, Listen +4, Move Silently +9, Survival +7, Use Rope +7
Feats: Track
Alignment:
Languages: Feline, Common, Sylvan, Halfling

Size/Type: Medium Humanoid (Catfolk) Warrior 2
Hit Dice: 2d8 (9 hp)
Initiative: +4
Speed: 40'

Armor Class: 17 (+4 dex, +1 natural, +2 masterwork leather armor), flat-footed 13, touch 14
Base Attack/Grapple: +2/+4
Attack: Masterwork composite (+2) shortbow +8 ranged (1d6+2/x3, 105' range)
Saves: Fort +3, Ref +4, Will +3
Abilities: Str 15, Dex 19, Con 10, Int 14, Wis 16, Cha 14
Skills: Climb +7, Intimidate +7, Listen +4, Move Silently +7
Feats: Point Blank Shot
Alignment:
Languages: Feline, Common, Sylvan, Halfling

Size/Type: Medium Humanoid (Catfolk) Warrior 2
Hit Dice: 2d8+2 (11 hp)
Initiative: +3
Speed: 40'
Armor Class: 16 (+3 dex, +1 natural, +2 masterwork leather armor), flat-footed 13, touch 13
Base Attack/Grapple: +2/+4
Attack: Masterwork composite (+2) shortbow +7 ranged (1d6+2/x3, 105' range)
Saves: Fort +4, Ref +3, Will +2
Abilities: Str 14, Dex 17, Con 13, Int 14, Wis 14, Cha 14
Skills: Climb +7, Intimidate +7, Listen +4, Move Silently +5
Feats: Point Blank Shot
Alignment:
Languages: Feline, Common, Sylvan, Halfling

Size/Type: Medium Humanoid (Catfolk) Savage Bard 1
Hit Dice: 1d6+1 (4hp)
Initiative: +3
Speed: 40'
Armor Class: 16 (+3 dex, +1 natural, +2 masterwork leather armor), flat-footed 13, touch 13
Base Attack/Grapple: +0/+1
Attack: Masterwork composite (+1) shortbow +4 (1d6+1/x3, 70' range)
Spells per Day: 2
Spells Known: Flare, Know Direction, Prestidigitation, Resistance
Special Abilities: Bardic knowledge +1, bardic music 1/day: countersong, fascinate, inspire courage +1
Special Qualities: Illiterate
Saves: Fort +3, Ref +3, Will +4
Abilities: Str 13, Dex 17, Con 13, Int 11, Wis 12, Cha 18
Skills: Bluff +8, Concentration +5, Diplomacy +8, Hide +9, Listen +3, Move Silently +11, Perform (wind instruments) +8
Feats: Stealthy
Alignment:
Languages: Feline, Common

Size/Type: Medium Humanoid (Catfolk) Savage Bard 1
Hit Dice: 1d6+1 (4hp)
Initiative: +2
Speed: 40'
Armor Class: 15 (+2 dex, +1 natural ,+2 masterwork leather armor), flat-footed 13, touch 12
Base Attack/Grapple: +0/+0
Attack: Masterwork shortbow +3 (1d6/x3, 70' range)
Spells per Day: 2
Spells Known: Flare, Know Direction, Prestidigitation, Resistance
Special Abilities: Bardic knowledge +1, bardic music 1/day: countersong, fascinate, inspire courage +1
Special Qualities: Illiterate
Saves: Fort +3, Ref +2, Will +2
Abilities: Str 10, Dex 14, Con 13, Int 13, Wis 11, Cha 19
Skills: Bluff +8, Concentration +5, Diplomacy +8, Hide +8, Listen +2, Move Silently +10, Perform (wind instruments) +8, Spellcraft +5

Feats: Stealthy
Alignment:
Languages: Feline, Common, Sylvan

Size/Type: Medium Humanoid (Catfolk) Cleric of Obad-Hai 1
Hit Dice: 1d8+1 (5hp)
Initiative: +5
Speed: 40'
Armor Class: 17 (+5 dex, +1 natural, +2 masterwork leather armor), flat-footed 13, touch 15
Base Attack/Grapple: +0/+2
Attack: Masterwork light crossbow +5 (1d8/19-20)
Spells per Day: 3; 2+1
Typical Spells: Guidance x3; Bless x2, Entangle
Special Abilities: Turn undead 3/day, speak with animals 1/day, rebuke plant creatures 3/day
Saves: Fort +3, Ref +5, Will +6
Abilities: Str 15, Dex 20, Con 13, Int 10, Wis 18, Cha 11
Skills: Diplomacy +7, Heal +8, Listen +6, Move Silently +7
Feats: Skill Focus (Diplomacy)
Alignment: TN
Languages: Feline, Common

Size/Type: Medium Humanoid (Catfolk) Fighter 1
Hit Dice: 1d10+2 (7hp)
Initiative: +3
Speed: 40'
Armor Class: 16 (+3 dex, +1 natural, +2 masterwork leather armor), flat-footed 13, touch 13
Base Attack/Grapple: +1/+4
Attack: Masterwork composite (+3) shortbow +5 (1d6+3/x3, 105' range)
Saves: Fort +4, Ref +3, Will +0
Abilities: Str 17, Dex 17, Con 15, Int 14, Wis 10, Cha 17
Skills: Climb +7, Intimidate +7, Jump +7, Listen +3, Move Silently +5, Swim +7
Feats: Point Blank Shot, Far Shot
Alignment:
Languages: Feline, Common, Sylvan, Halfling

Size/Type: Medium Humanoid (Catfolk) Wilderness Rogue 1
Hit Dice: 1d6+1 (4hp)
Initiative: +5
Speed: 40'
Armor Class: 18 (+5 dex, +1 natural, +2 masterwork leather armor), flat-footed 13, touch 15
Base Attack/Grapple: +0/+2
Attack: Masterwork composite (+2) shortbow +5 (1d6+2/x3, 70' range)
Special abilities: Sneak attack +1d6, trapfinding
Saves: Fort +1, Ref +7, Will +0
Abilities: Str 15, Dex 21, Con 13, Int 13, Wis 11, Cha 15
Skills: Climb +6, Craft (trapmaking) +5, Disable Device +5, Escape Artist +9, Hide +9, Listen +6, Move Silently +11, Search +5, Survival +4
Feats: Point Blank Shot
Alignment:
Languages: Feline, Common, Halfling

Size/Type: Medium Humanoid (Catfolk) Spellthief 1 (traded sneak attack for fighter feats)
Hit Dice: 1d6 (3hp)
Initiative: +5
Speed: 40'
Armor Class: +18 (+5 dex, +1 natural, +2 masterwork leather armor), flat-footed 13, touch 15
Base Attack/Grapple: +0/+1

Attack: Masterwork composite (+1) shortbow +5 (1d6+1/x3, 70' range)
Special Abilities: Steal spell (0 or 1st), trapfinding
Saves: Fort +0, Ref +5, Will +2
Abilities: Str 13, Dex 20, Con 11, Int 14, Wis 10, Cha 12
Skills: Concentration +4, Decipher Script +5, Disable Device +5, Knowledge (arcana) +5, Listen +2, Move Silently +7, Open Lock +9, Spellcraft +7, Spot +4, Use Magic Device +7
Feats: Dodge, Magical Aptitude
Alignment:
Languages: Feline, Common, Halfling, Draconic

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