

HALF-TABAXI

I REMEMBER SEEING ONE OF THESE FOR THE very first time. Had to look twice. Thought my eyes were deceiving me. Humans have been mingling with a lot of races, but have you ever heard about a union between them and the catfolk? I certainly haven't. But I won't forget that encounter. Guy had keen eyes for wares and the wits of a devil. Definitely lost coin that day.

— Ulfgar Torunn, *dwarven shopkeep*

Humans are constantly evolving and are known to adapt to all kinds of circumstances. Although it is a very rare occurrence, some have managed to procreate with Tabaxi. Their offspring inherit traits from both parents, but usually one side is more predominant than the other. A half-tabaxi gains physical abilities from their catlike parent as well as the flexibility of a human.

FIRST OF THEIR KIND

The half-tabaxi are a new breed of creatures, even if their parent races have existed for a long time. Some speculate that this hybrid race already existed for decades and simply decided to live far away from most societies, hidden away from the world's sight. But in recent years more and more were seen walking the streets of larger cities and villages.

There's the possibility you've encountered one without even noticing, as it is easy for them to disguise as humans if they hide their ears under a hood and their tail in their pants.

MORE CAT THAN TABAXI

Even if tabaxi are generally known as catfolk, most of them would probably resent being compared to a simple cat. The half-tabaxi on the other hand resemble those animals a lot more. They've lost most of their tabaxi features and became more human. Some don't have a single patch of fur on their body or completely lost their claws.

What still remains are their instincts and natural ability to move with grace and composure. Most would describe them as serene and delicate.

EAGER TO EXPLORE

Being part human and part tabaxi, it's natural for them to develop a strong wanderlust. The world has a lot to offer and half-tabaxi would like to see every facet of it. They value experiences over coin and tend to be more inclined to take risks.

Depending on the individual, some half-tabaxi enjoy learning from books as much as first-hand experiences. It's hard to guess their motivation as they tend to be as complex as their human ancestors when it comes to reasoning.

LOYAL COMPANIONS

Some half-tabaxi may be hard to convince, but once someone earned their trust, they're going to be loyal friends for life. They prefer travelling with groups of people and know that strength doesn't lie in numbers, but in unity. Therefore most try to get along with everyone around them. Even if they dislike an individual, they rather see them as a friendly rival than an enemy.



HALF-TABAXI NAMES

Naming conventions haven't been fully established for this rare race, but most seem to carry two names. One of which is derived from their human parent's side to align with whatever is culturally appropriate in their homeland.

The other name hails from the Tabaxi side but isn't as complex as a full Tabaxi's name. While it usually is a string of words that is based on astrology, prophecy, clan history and other esoteric factors, a half-tabaxi often adopts the nickname of their parent or something that relates to it.

The following list shows human first names of different cultures as well as Tabaxi nicknames including their parent's nickname in parenthesis.

Human Names: (Male) Bor, Malark, Shaumar, Wen, Zasheir; (female) Alethra, Hama, Ling, Navarra, Selise

Tabaxi Nicknames: Beryl (Emerald), Cyan (Teal), Lightning (Thunder), Mist (Cloud), Twig (Bough)

HALF-TABAXI TRAITS

Every half-tabaxi shares these traits.

Ability Score Increase. Your Dexterity score increases by 1 and one other ability score of your choice is also increased by 1.

Age. Half-Tabaxi have lifespans equivalent to humans.

Alignment. As most catfolk, half-tabaxi tend toward chaotic alignments, as they are impulsive and often stubborn. Whether they are good, evil or anything in-between depends largely on their social environment.

Size. Depending on the more dominant side of your character, they're either a similar size to most humans or slightly taller and leaner. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Since you are part tabaxi, you have their superior vision. 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.

Superior Hearing. You have human ears as well as a pair of catlike ears. You have proficiency in the Perception skill and advantage on Perception checks that rely on hearing.

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

Subrace. Each child of a human and a tabaxi has generally more features of one of their parents. This goes beyond the color of skin, hair or eyes and comes with certain ability developments. All half-tabaxi are either animalistic or cultured.

ANIMALISTIC

As a more animalistic half-tabaxi you've inherited most of your being from your tabaxi parent. In addition to your cat ears and tail you still have retractable claws. You can have one or more additional features that show your heritage.

Either choose them yourself or roll on the following table as many times as you like, but at least once.

ANIMALISTIC FEATURES

d4 Feature

- 1 Cat Eyes
- 2 Cat Nose
- 3 Whiskers
- 4 Fur on hands and feet

Ability Score Increase. Your Dexterity score increases by 1 in addition to the initial half-tabaxi Dexterity increase, for a total of 2.

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.

Moody Feline. Tabaxi are known for their mood swings and half-tabaxi are generally better at managing their emotions. You have proficiency in either the Intimidation or Persuasion skill. You can switch this proficiency after every long rest if you wish to, depending on your character's mood.

CULTURED

Half-Tabaxi that inherit more from their human parent are considered as cultured half-tabaxi. They have their signature cat ears and tail, but lack any other tabaxi feature. In exchange for that, they are known to be more adaptable to unknown situations and are generally more accepted in most cultures than their more animalistic counterpart.

Ability Score Increase. You can increase one ability score of your choice by 1. You can't choose Dexterity or the ability score you've increased with the initial half-tabaxi ability score increase.

Avid Learner. You're fascinated by the world and eager to explore and learn as much as you can. You gain proficiency with one skill of your choice as well as one tool of your choice.

Curious Feline. You have a hard time not fussing over things you don't understand. You gain advantage on Investigation checks that are related to the gathering of information about people, places or objects.



CREDITS

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