



CATASTROPHIC PAWSIBILITIES

A SMALL SUPPLEMENT OF MONSTROUS FELINE PLAYER OPTIONS

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BAKENEKO TRAITS

Your Bakeneko character will have the following features.

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

Age. Age is meaningless to the Bakeneko, they are spirits made manifest into flesh. If left to their own devices or even unchecked, Bakeneko could live for hundreds or thousands of years. However other aggressive yokai and spirits are one of the major reasons Bakeneko will meet an untimely demise.

Alignment. Bakeneko can fill any moral alignment, should they be vengful and angry spirits they will flock to chaos and evil tendencies, though some Bakeneko find peace in their second life and may find themselves to be lawful or good.

Size. A Bakeneko's size can vary based on their spiritual powers granting them a new physical form, some are squat and stout as dwarves while others stand lanky and lithe like elves. Your Bakeneko is considered a Medium sized creature.

Speed. Your base walking speed is 30 feet.

Yokai Resistance. Your Bakeneko resists Necrotic damage but is vulnerable to Radiant damage.

Darkvision. You have 60ft of Darkvision.

Ethereal Step. As a yokai made flesh, your Bakeneko's movement is under the constant effects of Spider Climb.

Minor Haunting. Bakeneko's bloodlines come from the supernatural, as such you may cast one of the following spells using Intelligence as spellcasting without the use of components; *Dissonant Whispers*, *Farie Fire*, or *False Life*. You may cast any one of these spells again after a short or long rest.

Moderate Haunting. Bakeneko's bloodlines come from the supernatural, as such you may cast one of the following spells using Intelligence as spellcasting without the use of components; *Darkness*, *Invisibility*, or *Knock*. You may cast any one of these spells again after a long rest.

Major Haunting. Bakeneko's bloodlines come from the supernatural, as such you may cast one of the following spells using Intelligence as spellcasting without the use of components; *Animate Dead*, *Revivify*, or *Speak with Dead*. You may cast any one of these spells again after a long rest.

Curse. A Bakeneko's rage can manifest into a dark grudge that can be used to curse any who dare anger it. At 5th level you can cast *Bestow Curse* using Intelligence as spellcasting. You may cast *Bestow Curse* again after a long rest.

Languages. Bakeneko can read, write and speak Common and Infernal.

ADDITIONAL RACIAL FEATURES

At certain levels, your class gives you the Ability Score Improvement feature. You can forgo taking that feature to take a feat of your choice instead. You must meet any prerequisite specified in a feat to take that feat.

HAUNTED MAGIC

(Prerequisite: Tabaxi Race)

You gain a second tail allowing you to cast innate magic from your Yokai heritage. You may choose one spell from the Bakeneko's Minor Haunting feature, you may cast this spell using Intelligence for spellcasting without the use of components. You may cast this spell again after a short or long rest.

GHOST LANTERN

(Prerequisite: Bakeneko Race)

Your tails have whispering embers of fire at their tips, as an action you can create and a 15ft dim light source centered on you. You can dispell the light source as an action.

HALLOWED SPIRIT

(Prerequisite: Bakeneko Race)

You read, write and understand Celestial and you are no longer vulnerable to Radiant damage

WILL-O-WISPS

(Prerequisite: Bakeneko Race)

For 1 + your Intelligence modifier minutes, your melee weapon and unarmed attacks deal fire damage.

CAT FORM

(Prerequisite: Bakeneko Race, Level 3)

Once per day as an action you make take the form of a small cat. Your cat form has the same physical and magical features of your true form such as your extra tails and spectral flames. While in this form you are under the same effects as a Druid's *Wild Shape* for cat features and stats. While in your cat form you may understand and speak with felines and you may speak any languages you know. You may use this feature again after a short or long rest.

CLEANSE

(Prerequisite: Bakeneko Race, Wisdom 13 or Higher)

As an action you can touch any willing creature that is cursed and dispell any one curse effecting that creature. You may use this feature again after a long rest.

AFTERLIFE SENSES

(Prerequisite: Bakeneko Race, Wisdom 15 or Higher)

You have a 30ft of Blindsight that only works on any creature that are undead.

EXTRA TAIL

(Prerequisite: Bakeneko Race, Intelligence 13 or Higher)

You gain an extra tail proving your magical prowess in physical form. You gain an extra +1 to your Spell Attack Bonus when casting any Necromancy spell. You may take this feature any additional amount of times (Maximum of +4).

ETHEREAL STEP

(Prerequisite: Bakeneko Race, Intelligence 15 or Higher)

You learn to step through the Ethereal Plane. As a bonus action on your turn, you can cast the Etherealness spell with this feature, without expending a spell slot, but the spell ends at the end of the current turn. Once you use this feature, you can't use it again until you finish a short or long rest.

ETHEREAL STRIDE

(Prerequisite: Bakeneko Race, Ethereal Step)

You learn to step through the Ethereal Plane for a longer period of time. As an bonus action, you can cast the Etherealness spell with this feature, without expending a spell slot. You can cast this spell up to 1 + your Intelligence modifier times a day. You regain your amount of usages after you finish a short or long rest.

GRUDGE

(Prerequisite: Bakeneko Race, Intelligence 13 or Higher)

As a reaction to a creature using a Necromancy spell, you may cast Counterspell using Intelligence as spellcasting to interrupt their spell. You may do this again after a short or long rest.

DEEPER GRUDGE

(Prerequisite: Bakeneko Race, Grudge)

As a reaction to a creature using a Necromancy spell, you may cast Counterspell using Intelligence as spellcasting to interrupt their spell. At the start of your next turn you may cast the target's interrupted spell as a Bonus Action without expending a spellslot.

You may hold onto the stolen spell until you take a short or long rest. If the spell you have stolen requires a spellslot you are unable to cast, you may instead cast any of your spells from your Haunting features without expending a spellslot. You may do this again after a short or long rest.

POSSESS THE DEAD

(Prerequisite: Bakeneko Race, Intelligence 15 or Higher)

As an action a Bakeneko can enter an ethereal state and inhabit the body of a humanoid creature that has passed away within 24 hours.

While inhabiting the body, the corpse will gain the appearance of when it was last alive, however the guise will also have a physical attribute of the Bakeneko that is inhabiting it. This could range from physical attributes such as the Bakeneko's eyes, tails, spiritual flames, ears, whiskers, etc.

While inhabiting a corpse, you gain all of the corpse's racial features and stats and know all of its memories of the last 24 hours before its demise, however the corpse's HP is set to 10. When the corpse's HP drop to 0 you will be exiled out of the corpse and appear next to it 5ft away in your true form. You can use a bonus action to exit out of the corpse and appear 5ft out of the corpse.

Once the Bakeneko exits out of a corpse, the corpse returns to its appearance before the Bakeneko possessed it falling prone to the floor and the Bakeneko can no longer inhabit the same corpse until after a long rest. The Bakeneko will exit out of an inhabited corpse after possessing it for 1 + your Intelligence modifier hours. You can be forced out of a corpse's body if you are under the effects of Dispell Magic and appear next to it 5ft away in your true form. You may use this feature again after a long rest.

POSSESS THE LIVING

(Prerequisite: Bakeneko Race, Possess the Dead)

As an action you may inhabit the body of willing creature. You have no control over the creature's actions however you have the following benefits while possessing a target.

- On your turn during battle you may only use actions to cast spells through your possessed ally using them as a focus.
- You may speak to your possessed target through telepathy.
- You may add your Proficiency Bonus to your ally's skill checks.
- When an ally makes saving throw they may add your ability score modifier of the same attribute to their roll.
- Your ally gains 60ft of Darkvision if they do not do so already.
- Your ally may cast any of your Haunting spells without expending any of your spellslots.
- As a reaction, if your possessed ally fails a skill check, you may roll the same skill check and the possessed ally takes the higher outcome.
- If your ally is charmed, stunned, or placed under a magical sleep while you possess them, at the start of your turn as a bonus action you may cleanse them of the effects.

While possessed, the ally will gain a physical attribute of the Bakeneko that is inhabiting it. This could range from physical attributes such as the Bakeneko's eyes, tails, spiritual flames, ears, whiskers, etc. You can spend a bonus action to exit out of your possessed ally 5ft next to them. You can be forced out of an ally's body if you or your possessed ally are under the effects of Dispell Magic. You may use this feature again after a long rest.

SPECTRAL FLIGHT

(Prerequisite: Bakeneko Race, Intelligence 15 or Higher)

As an action you may grant yourself 30ft of flight for your Intelligence modifier hours. While under this effect you may inhabit the body of a willing creature to grant them your flight ability. However inhabiting the willing creature, the target no longer has the ability to use move actions on its own as it has forfeited its body for you to possess it.

The target you inhabit may still speak and make actions of their own free will. You may exit out of a possessed target's body as a bonus action, the target regains the ability to make move actions upon your exiting at the start of its next turn. If you exit the target while during flight, the target falls to the ground.

You will be forced out of flight or a target's body if you or your possessed ally are under the effects of Dispell Magic and appear next to them 5ft away in your true form. You may use this feature again after a long rest.

NEKO'S LUCK

(Prerequisite: Bakeneko Race, Charisma 13 or Higher)

As an action, while using Persuasion or Deception for bartering goods or valuables, the target must make a Wisdom saving throw versus your Persuasion or Deception check. On failure the target either believes the goods or money you are peddling is worth half or double its actual value. You may use this feature again after a short or long rest.



CHESHIRE TRAITS

Your Cheshire character will have the following features.

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

Age. In most realms of madness one forgets the concept of time or one's mortality. Cheshire can often live well into 300 years.

Alignment. Chaos is inherent in the mind of a Cheshire, be it with malicious or whimsical intent. This makes Cheshire dangerous as they are often impossible to read.

Size. Cheshire can bend and stretch their physical bodies to suit their emotions. While this act of transformation is illusion magic warping other creature's perceptions of the Cheshire, most tend to stand as tall as an average human. Your Cheshire is considered a Medium sized creature.

Speed. Your base walking speed is 30 feet.

Confounding. At character creation your Cheshire may choose to have proficiency in one of the following: Deception, Persuasion, or History.

Darkvision. You have 60ft of Darkvision.

Floaty. The magic that flows through the Cheshire's blood alters their gravitational density while within the Material Plane. Cheshire are always under the effects of Feather Fall.

Gibberish. Cheshire's are masters of misdirection, their words can enter the ear of others and leave jarring or even damning effects to their cognitive thoughts. You speak utter gibberish that either infuriates or confuses your enemy so much that your words harm them.

As an action, a target you can see up to 60ft and can verbally hear you speak must make a Wisdom saving throw. On a failed save, the target takes 1d6 Psychic damage and has disadvantage to all Wisdom saving throws until the end of its next turn. The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Disguise Self. Cheshire's innate magic allows them to alter the appearance of themselves and any object they hold on their person. Once per day you may cast *Disguise Self* without the use of components using Charisma for spellcasting.

Invisibility. After a certain amount of time, a Cheshire's magic to alter its appearance can manifest into something more portentous and mask the Cheshire's existence from sight. At 3rd level, once per day you may cast *Invisibility* without the use of components using Charisma for spellcasting.

Languages. Cheshire can read, write and speak Common and Sylvan.

ADDITIONAL RACIAL FEATURES

At certain levels, your class gives you the Ability Score Improvement feature. You can forgo taking that feature to take a feat of your choice instead. You must meet any prerequisite specified in a feat to take that feat.

NONSENSE

(Prerequisite: Tabaxi Race)

Your voice and your reason has become one with the concept of enigmas. You gain the Cheshire's Gibberish feature.

CHAMELEON

(Prerequisite: Cheshire Race, Level 3)

While standing still, once per day as an action you can turn invisible. The effects of invisibility end the moment you move, attack, receive damage, or an object or creature moves into you.

AFTERIMAGE

(Prerequisite: Cheshire Race, Dexterity 13 or Higher)

As a reaction from taking damage from a melee, ranged or spell attack you may take half damage and teleport 30ft away without invoking Attack of Opportunity. You may use Afterimage again after a long rest.

VANISHING ACT

(Prerequisite: Cheshire Race, Dexterity 13 or Higher)

While under the effects of invisibility, as a bonus action you may teleport 30ft in any direction you can see without dropping your invisibility. You may use Vanishing Act again after a short or long rest.

VORPAL ANCESTRY

(Prerequisite: Cheshire Race, Intelligence 13 or Higher)

You have advantage on Saving Throws against illusions, and magic can't put you to sleep.

RIDDLE

(Prerequisite: Cheshire Race, Intelligence 13 or Higher)

Your voice is laced with magical properties that demand a verbal result from your target. The target must be within 30ft of you and you both must be facing each other, as an action once per day you engage a question or riddle with the target, the target must make a Wisdom Saving throw vs Intelligence. On failure the target must answer the question truthfully to the best of it's ability and the target rolls a 1d20 taking effects from the Sphinx's **Riddle Effects Table**. You may use Riddle again after a long rest, this effect does not work on Constructs or Undead.

THE EYE'S HAVE IT

(Prerequisite: Cheshire Race, Intelligence 13 or Higher)

As an action, you may place your eyes on a surface or upon a willing ally within 120 feet of you. A pair of your eyes will either be placed on the desired surface or replace your ally's eyes, during this time you may see from the perspective of the surface or the ally's field of vision. While under this effect your face no longer has eyes. Your eyes return to your face when an ally moves 120ft away from your body or you choose to have your eyes return from a surface. You may use this feature again after a short or long rest.

LEVITATION

(Prerequisite: Cheshire Race, Charisma 13 or Higher)

As an action, you can levitate 5ft off the ground for one hour. During combat, Levitation can be activated as a bonus action or as a reaction if the Cheshire should take fall damage at the end of it's turn. Activating Levitation as a reaction will negate fall damage and the Cheshire will simply hover 5ft above the ground at the end of it's turn. While levitating you are immune to being knocked prone.

A Cheshire's Levitation ends either after one hour's duration, at will outside of combat, as a bonus action on the start of it's next turn during combat, or if the Cheshire is knocked unconscious. You may use Levitation again after a long rest.

FLOAT

(Prerequisite: Cheshire Race, Charisma 15 or Higher, Levitation)

You are now constantly under the effects of Levitation and may now levitate up to 10ft off the ground at will.

EYES UP HERE

(Prerequisite: Cheshire Race, Charisma 13 or Higher)

As an action, you may cast an illusionary effect that appears as if your head or other body parts are dismembered and floating before your target, hypnotizing them to remain focused on an illusionary dismembered body part. As an action you force the target to make a Wisdom vs 8 + Proficiency + your Intelligence modifier, on failure the target's gaze is fixed on a direction of your desire and will react to the illusion of the body part as if you were in it's place. While under this effect you have advantage on all ability checks against the hypnotized target. The target is released from the spell if attacked, physically moved, or you choose to dispell the illusion. You may use this feature again after a long rest.

FLAT REALMER LOGIC

(Prerequisite: Cheshire Race, Charisma 13 or Higher)

As a bonus action, when using a Deception check to lie to a singular target, you may roll with advantage. If the target fails they will believe your lie as truth and swear by it for 24 hours. After the 24 hours are complete, the target will continue to believe the lie, unless proven otherwise by conventional evidence or sound logic. You may use this feature again after a short or long rest.

MERRY UNBIRTHDAY

(Prerequisite: Cheshire Race, Charisma 13 or Higher)

As an action, you grin at your target and the sheer mirth of your smile makes them compelled to share in their wealth. As an action you force a target to make a Wisdom vs 8 + Proficiency + your Charisma modifier saving throw, requesting them to grant you either a visible item in their hands, or anything they deem most valuable on their person. On failure on the target's next turn they must spend their first action giving you the requested item. You use this feature again after a short or long rest.

INFECTIOUS GRIN

(Prerequisite: Cheshire Race, Charisma 15 or Higher)

As an action, you make a wicked grin towards a target you can see within 30ft, offering honied words to them in the form of a compliment. Your target must make Wisdom vs Persuasion saving throw, On success the effect fails. On failure the target's mouth magically curls into a grin similar to your own and their eyes turn the same color as yours. The target is now charmed by you, it believes you to be a close ally and will assist you in any way it is possible until you are no longer in it's line of sight. Once the target no longer sees you, at the beginning of it's next turn the charm drops and the target will have no recollection of your existence. You may use Infectious Grin again after a long or short rest.

DANCING MAD

(Prerequisite: Cheshire Race, Charisma 15 or Higher)

As an action, you dance or rhythmically sway in an attempt to hypnotize a target you can see within 60ft of you to join you in dance. The target must make a Wisdom vs 8 + Proficiency + your Charisma modifier saving throw. On failure the target dances in place and no longer is capable of using it's move action for the rest of it's turn. At the end of it's turn the target must make another Wisdom saving throw to stop dancing, on failure it continues to dance losing on it's following turn losing it's move action until it succeeds. You may use Dancing Mad again after a long rest.

WE'RE ALL MAD HERE

(Prerequisite: Cheshire Race, Charisma 15 or Higher)

As an action you cast a psychic aura that scrambles the faculties of the minds around you. This aura spreads in a 15ft square centered in an area you can see within 60ft, all creatures caught in this square must make a Wisdom vs 8 + Proficiency + your Intelligence modifier saving throw. On failure the targets enter a rage similar to the Barbarian *Rage* feature, however they are compelled to make a melee attack on the nearest target either they be friend or foe for one round. After the round of combat is over the effects of *Rage* subside. This feature can be used again after a short or long rest.

PAINTING ROSES RED

(Prerequisite: Cheshire Race, Charisma 18 or Higher)

Your trusting yet enigmatic gaze insights aimlessness in others. As an action you force a target to make a Wisdom vs 8 + Proficiency + your Charisma modifier saving throw. On failure the target loses one of it's turn's actions to enact a harmless and meaningless task. The target must make another Wisdom saving throw on the start of it's turn. On failure it becomes so invested in it's meaningless task it skips it's turn. The target will continue to skip it's turn until it finally succeeds it's saving throw at the start of it's next turns. You may use this feature again after a long rest.



DISPLACER TRAITS

Your Displacer character will have the following features.

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

Age. Despite their physical attributes in speed and power a Displacer's lifespan nearly mirrors their less limbed kin. Displacers can live upwards of 80 years before mortality catches up to them.

Alignment. Displacers are hunters, morality if often a second thought to getting their job or kills completed with speed and efficiency. They can be apart of a wide range of moral spectrums, so long as the hunt allows them to be capable of showing them.

Size. Despite their lean and agile movements, a Displacer's size and muscular build can often rival if not surpass an orcs, your Displacer is considered a Medium sized creature.

Speed. Your base walking speed is 30 feet.

Stealthy. You have proficiency in Stealth.

Darkvision. You have 60ft of Darkvision.

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

Extra Arms. You have an extra pair of arms that can be used for the purposes of holding and using items and weapons. You may now wield up to two one handed weapons, or one two handed weapon in your extra pair of hands. You may only use up to two single handed weapons or one two handed weapon per action taken. You only gain the benefits of magic items equipped on one pair of arms.

Tentacles. You have a pair of tentacles with barbed suction used to slash at targets that sprout from your back. You have a natural Tentacle weapon attack that deals 1d6 Piercing damage with Finesse and Reach.

Languages. Displacers can read, write and speak Common and any one language of your choice.

ADDITIONAL RACIAL FEATURES

At certain levels, your class gives you the Ability Score Improvement feature. You can forgo taking that feature to take a feat of your choice instead. You must meet any prerequisite specified in a feat to take that feat.

TENTACLES

(Prerequisite: Tabaxi Race)

You sprout two tentacles from your back, the suckers are aligned with barbed hooks that can rend flesh. You gain a Natural Tentacle attack 1d6 Piercing + Finesse + Reach.

AMBIDEXTROUS TETHERS

(Prerequisite: Tentacles)

Your tentacles can now hold objects, when contesting Dexterity skill checks with your Tentacles you may roll with Advantage. You may use an action with one tentacle at a time.

SIMPLE REND

(Prerequisite: Displacer Race, Strength 13 or Higher)

If you make an attack action while equipped with 3 or more a simple melee weapons you may use a bonus action to attack with the equipped weapons not used in the previous attack action.

MARTIAL REND

(Prerequisite: Displacer Race, Strength 15 or Higher)

If you make an attack action while equipped with 3 or more a martial melee weapons you may use a bonus action to attack with the equipped melee weapons not used in the previous attack action.

HEAVY REND

(Prerequisite: Displacer Race, Strength 15 or Higher, Martial Rend)

If you make an attack action while equipped with 2 two handed martial melee weapons you may use a bonus action to attack with the equipped melee weapons not used in the previous attack action.

TRIGGER HAPPY

(Prerequisite: Displacer Race, Dexterity 13 or Higher)

If you make an attack action while equipped with 2 simple ranged weapons you may use a bonus action to attack with the equipped ranged weapons not used in the previous attack action.

SIEGE HAPPY

(Prerequisite: Displacer Race, Dexterity 15 or Higher)

If you make an attack action while equipped with 2 martial ranged weapons you may use a bonus action to attack with the equipped ranged weapons not used in the previous attack action.

LATCH

(Prerequisite: Strength 13 or Higher, Tentacles)

As a reaction when you hit a target with your Tentacle attack you can attempt to grapple the target. If the target fails their save they are restrained. At the start of their turn the restrained target takes 1d6 Piercing. If you have Extra Limbs feature you instead apply the damage granted by said feature. On the end of the target's turn it may roll to escape the restrains.

FILCHING TENTACLES

(Prerequisite: Dexterity 13 or Higher, Tentacles)

You gain Proficiency in Sleight of Hand, if you do so already you may add double your proficiency bonus. Once per day, you may use your Tentacles to make a Sleight of Hand check with advantage. You may gain advantage again after a short or long rest.

TENTACLE WHIP

(Prerequisite: Dexterity 13 or Higher, Tentacles)

As a bonus action you may make an extra attack action with your Tentacles. You may only do this once per short or long rest.

AVOID

(Prerequisite: Displacer Race, Dexterity 13 or Higher)

If you are subjected to an effect that allows you to make a saving throw to only take half damage from the effect, if you succeed the saving throw you take no damage. If you fail you only receive half damage.

FEELERS

(Prerequisite: Displacer Race, Dexterity 13 or Higher)

You gain a climb speed of 30ft. You may use your tentacles to make Investigation checks with advantage. So long as your are not restrained or your speed is reduced to 0, you can use your tentacles as feelers to see through 10ft of magical darkness.

SLINK

(Prerequisite: Displacer Race, Dexterity 13 or Higher)

While within low light or darkness you gain advantage to Stealth checks.

DISPLACE

(Prerequisite: Displacer Race, Dexterity 13 or Higher, Level 8)

When an enemy attempts to attack you, as a reaction you can impose disadvantage by creating an illusory copy of yourself. If the target successfully hits you, you can choose to take half damage or take the full damage and move 30ft. If the target fails to hit you, move up to double your movement speed.

MULTI REND

(Prerequisite: Dexterity 15 or Higher, Tentacle Whip)

You may now attack twice with your tentacle attack per attack action.

EXTRA LIMBS

(Prerequisite: Displacer Race, Constitution 13 or Higher)

You grow an extra pair of tentacles from your back. Your Natural Tentacle attack down deals 2d6 Piercing. You may take this feature again two more times, each time raising the amount of damage die for your Tentacle attack by one (Maximum 4d6).

LENGTH

(Prerequisite: Constitution 15 or Higher)

Your Tentacles and Tentacles attack now have an addition 5ft range.



SPHINX TRAITS

Your Sphinx character will have the following features.

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

Age. As paragons of truth, the truth shall not go quietly and will remain vigilant for centuries. Sphinxes can live for centuries some of the oldest Sphinxes have been documented for living for 800 to 1000 years.

Alignment. The law must be kept and order must be maintained, that is the creed and soul of a Sphinx's divination magic infused blood. A Sphinx who dares to go against the law will lend itself to chaos if their means of knowledge and truth would otherwise be obstructed by conventional means.

Size. Sphinxes are powerful and possess the physical body of a large lion, male Sphinxes known as Androsphinx's have more muscle mass compared to females known as Gynosphinx. Where Gynosphinx's lack in strength they make up for in superior wisdom and intellect, your Sphinx is considered a Medium sized creature.

Speed. Your base walking speed is 30 feet.

Clumsy Flight. You have a pair of wings upon your back, granting you a 30ft flying speed. However on the end of your turn you will return to the ground if you end your movement within the air.

Prehensile Paws. You can hold and use items in your paws with adequate capability. You have disadvantage using weapons with the Heavy property unless granted proficiency from another feature. While holding a weapon in your paws you move at half speed, you regain full movement if the weapon is dropped or put away with a Use Object action. You may move your full movement speed while equipped with weapons with the Light property.

Riddle. Your voice is laced with magical properties that demand a verbal result from your target. The target must be within 30ft of you and you both must be facing each other, as an action you engage a question or riddle with the target, the target must make a Wisdom Saving throw vs Intelligence. On failure the target must answer the question truthfully to the best of its ability and the target rolls a 1d20 taking effects from the **Riddle Effects Table**. You may use Riddle again after a long rest, this effect does not work on Constructs or Undead.

Knowledgeable. Your Sphinx is proficient in History.

Languages. Sphinxes can read, write and speak Common and Draconic.

RIDDLE EFFECTS TABLE

Result	Effect
1	The Target takes 3d6 Psychic damage, is charmed and on its next turn will be compelled to ask for another riddle they automatically fail the Wisdom save DC. Damage by the riddles do not break the charm spell.
2-5	The Target takes 3d6 Psychic damage and is confused. On the end of its turn it must reroll a Wisdom Save to not be compelled to ask for another riddle.
6-10	The target is confused and takes 3d6 Psychic damage.
11-19	The target takes 2d6 Psychic damage.
20	The target succeeds the saving throw.
Refusal	A target may opt to not answer the riddle, if the target does so it takes 3d6 Psychic Damage.

ADDITIONAL RACIAL FEATURES

At certain levels, your class gives you the Ability Score Improvement feature. You can forgo taking that feature to take a feat of your choice instead. You must meet any prerequisite specified in a feat to take that feat.

CLUMSY FLIGHT

(Prerequisite: Tabaxi Race)

You have a pair of wings upon your back, granting you a 30ft flying speed. However on the end of your turn you will return to the ground if you end your movement within the air.

RIDDLE

(Prerequisite: Tabaxi Race)

You are gifted with the powers of mental divination, you gain the Sphinx's Riddle feature.

INTELLECT DEVOUR

(Prerequisite: Riddle)

When a target of your Riddle feature takes damage, refuses to answer your riddle, or rolls lower than 10, you gain 5 + your Intelligence modifier in temporary HP.

CLAWS

(Prerequisite: Sphinx Race, Strength 13 or Higher)

You gain a natural Claw attack that deals 1d6 Slashing + your Strength modifier damage.

POUNCE

(Prerequisite: Sphinx Race, Strength 13 or Higher)

While using a Dash action, as a bonus action you can attempt to grapple a Medium or smaller sized creature with advantage.

POWERFUL BUILD

(Prerequisite: Sphinx Race, Constitution 13 or Higher)

Your mass is stockier and heavier than most of other Sphinxes. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

DIVEBOMB

(Prerequisite: Sphinx Race, Strength 15 or Higher)

While in flight if you end your movement 5ft above a Medium or smaller sized target, as a bonus action you can attempt to grapple a creature with advantage.

TRUE FLIGHT

(Prerequisite: Sphinx Race, Dexterity 13 or Higher)

You have a pair of wings upon your back that no longer are hampered by your weight. You no longer must land on the ground at the end of your turn while flying.

APPRAISER

(Prerequisite: Sphinx Race, Intelligence 13 or Higher)

Your innate divination magic grants you insight in deciphering an item's meaning or purpose so long as you possess it for a time. Any time you touch and hold an item for 1 minute you instantly identify the item.

KNOW IT ALL

(Prerequisite: Sphinx Race, Intelligence 13 or Higher)

Your intelligence and ability to multitask the arcane grant you swifter reaction time to casting rituals. You now may cast Divination rituals at half their casting time.

HIDDEN KNOWLEDGE

(Prerequisite: Sphinx Race, Intelligence 13 or Higher)

For some reason be it in your studies or through the divination magic within you grants your mind unforeseen knowledge, even if you lack complete know how in a subject you somehow are able to give advice and wisdom. You gain Expertise in either Arcana, History or Nature.

You may take this feature multiple times until you have Expertise in all three listed skills.

QUERY

(Prerequisite: Sphinx Race, Intelligence 15 or Higher)

Curiosity will not kill you this day, you have a lot of questions and you must get your results. You may use Riddle up to 2 + your Intelligence modifier times a day. After expending all of your uses of Query, you may regain all your uses of Riddle again after a short or long rest.

FEEL NO FEAR

(Prerequisite: Sphinx Race, Wisdom 13 or Higher)

Through your deductions of logic and reason, there is no reason to ever feel fear and your allies can benefit from your words. You are immune to all fear effects. You can spend an action to verbally reaffirm an ally stricken with Fear and cure them of it, your ally must be within 30ft and must be able to hear and understand you verbally.

MINDFUL EXPLORER

(Prerequisite: Sphinx Race, Wisdom 13 or Higher)

Your diligence in learning of your surroundings pays off. If you possess a map of an area while within the area on the map you gain advantage to Survival and Nature checks.

ABSOLUTISM

(Prerequisite: Sphinx Race, Wisdom 15 or Higher)

You can hear the shift in the voices of others when they tell you falsehoods, now and forever lies physically make you wince. You gain expertise in Insight.

INQUISITOR

(Prerequisite: Sphinx Race, Charisma 13 or Higher)

Your words carry authority that can be very intimidating to others you speak to even if you do not mean to be. You gain advantage Persuasion and have advantage on Insight to detect lies.

CHARMING INTELLECT

(Prerequisite: Sphinx Race, Charisma 15 or Higher)

Your visage and your worded are laced with enchanting verbal magics that your request for knowledge simply cannot go unheard by your targets. While using Riddle if the target rolls 10 or below, they will be charmed by you for 1 + your Charisma modifier hours as if under the effects of *Charm Person*. Damage from your Riddle feature does not break the Charm effect, you may use this feature again after a long rest.

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A WARM THANK YOU TO MY FRIENDS
AND ALL WHO HAVE SUPPORTED
MY WORK ON TEAM FOUR STAR,
THE UNEXPECTEDABLES,
TWITTER, AND THE KOBOLD DEN
DISCORD.

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