

Pet Cat

Tiny beast, unaligned

Armor Class 12 (dexterity)

Hit Points 2 (1d4)

Speed 40 ft. climb 30 ft.

<i>STR</i>	<i>DEX</i>	<i>CON</i>	<i>INT</i>	<i>WIS</i>	<i>CHA</i>
3 (-4)	14 (+2)	10 (+0)	3 (-4)	11 (+0)	14 (+2)

Saving Throws Dexterity +4

Skills Perception +2, Stealth +4

Senses Darkvision 60 ft., Blindsight 5 ft., passive Perception 12

Languages -

Challenge 0 (10 xp)

Keen Hearing. The cat has advantage on Wisdom (Perception) checks that rely on Hearing.

Cat's Whiskers. The cat has blindsight to a range of 5'.

Actions

Claws. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target.

Hit: 1 slashing damage.

Pet cats have developed a high charisma in order to manipulate other species into feeding them.

Feral or farm Cat

Tiny beast, unaligned

Armor Class 12 (dexterity)

Hit Points 2 (1d4)

Speed 40 ft. climb 30 ft.

<i>STR</i>	<i>DEX</i>	<i>CON</i>	<i>INT</i>	<i>WIS</i>	<i>CHA</i>
4 (-3)	15 (+2)	10 (+0)	3 (-4)	12 (+1)	7 (-2)

Saving Throws Dexterity +4

Skills Perception +3, Stealth +4, Survival +3

Senses Darkvision 60 ft., Blindsight 5 ft., passive Perception 13

Languages -

Challenge 0 (10 xp)

Keen Hearing. The cat has advantage on Wisdom (Perception) checks that rely on Hearing.

Cat's Whiskers. The cat has blindsight to a range of 5'.

Actions

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 1 slashing damage.

Cats who have to hunt their own food have little interest in other species.

Wildcat Companion

small beast, unaligned

Armor Class 13 (dexterity)

Hit Points 7 (2d6)

Speed 40 ft. climb 30 ft.

<i>STR</i>	<i>DEX</i>	<i>CON</i>	<i>INT</i>	<i>WIS</i>	<i>CHA</i>
6 (-2)	16 (+3)	10 (+0)	3 (-4)	14 (+2)	7 (-2)

Saving Throws Dexterity +5, Constitution +2, Wisdom +4

Skills Perception +5, Stealth +5

Senses Darkvision 60 ft., Blindsight 5 ft., passive Perception 13

Languages -

Challenge 1/4 (50 xp)

Keen Hearing. The cat has advantage on Wisdom (Perception) checks that rely on hearing.

Cat's Whiskers. The cat has blindsight to a range of 5'.

Ready Companion. As a bonus action, a beastmaster companion can command the wildcat to make its claw attack or to Hide.

Actions

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 1d4+3 slashing damage.

Wildcats are a little bigger domestic cats, and far meaner. They aren't above befriending beastmasters if they see some advantage in it though.

Mythical Cat

Tiny abomination, Chaotic Evil

Armor Class 13 (dexterity)

Hit Points 5 (2d4)

Speed 40 ft. climb 30 ft.

<i>STR</i>	<i>DEX</i>	<i>CON</i>	<i>INT</i>	<i>WIS</i>	<i>CHA</i>
3 (-4)	16 (+3)	10 (+0)	4 (-3)	11 (+0)	16 (+3)

Saving Throws Dexterity +5, Charisma +5

Skills Deception +5, Intimidation +5, Perception +2, Purrsuasion +5, Stealth +5

Senses Darkvision 120 ft., Blindsight 5 ft., passive Perception 12

Languages Can understand Common when it wants to.

Challenge 1/4 (50 xp)

Cat Sense. The cat has advantage on Wisdom (Perception) checks to detect food, warmth, or the best chair.

Devil's Sight. Magical Darkness does not impede the cat's darkvision.

Cat's Whiskers. The cat has blindsight to a range of 5'.

Nine Lives. If the cat is reduced to zero hit points and not killed outright it is reduced to 1 hp instead. It can only use this ability eight times. It cannot use this ability if it is reduced to zero hp as a result of curiosity.

Actions

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 5 (1d4+3) slashing damage.

Slave, the **cat** wants dinner. NOWWW!