

## Pet Cat

*Tiny beast, unaligned*

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**Armor Class** 12 (dexterity)

**Hit Points** 2 (1d4)

**Speed** 40 ft. climb 30 ft.

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<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)

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**Saving Throws** Dexterity +4

**Skills** Perception +2, Stealth +4

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

**Languages** -

**Challenge** 0 (10 xp)

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**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*

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**Armor Class** 12 (dexterity)

**Hit Points** 2 (1d4)

**Speed** 40 ft. climb 30 ft.

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<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)

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**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)

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**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*

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**Armor Class** 13 (dexterity)

**Hit Points** 7 (2d6)

**Speed** 40 ft. climb 30 ft.

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<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)

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**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)

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**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*

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**Armor Class** 13 (dexterity)

**Hit Points** 5 (2d4)

**Speed** 40 ft. climb 30 ft.

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<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)

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**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)

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**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!