

Caturday



By Ken Spencer



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Author's Dedication: Great love goes out to Shiloh, the best kitty a man could have, Sunday, the fattest kitty a boy could love, Peaches and BC and all the garden lizards they failed to eat, Tippy, the \$100 free cat, and Screwballs, my first cat.

Brian Ead's Dedication: For my love, Kirklin, and starting me on this path. And for my cousin, Lisa Cousert, for staying on my butt all these years until I published.

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Disclaimer: This product is a work of fiction. Any and all personages are fictional and do not bear relation to any existing or past people. Except for the Caturday gods, those are all named and modeled after cats the author has had in his life. Yes, even San'day, and yes, she is that corpulent of a kitty.





The Caturday

The Caturday are a lost race, their home city-state destroyed, royal family dead, and people scattered to the winds. Never a very numerous race, the Caturday dwelt in one large city-state ruled over by a long line of benevolent, if somewhat dissipated, monarchs. Their culture was one that emphasized the happier aspects of life. They could brag of great poets, graceful dancers, and the occasional warrior, yet they were not prone to conquer or make a large mark on the world stage.

A generation ago this complacency became their undoing. The rampaging and expansionistic Hobgoblins ate up the small independent towns that surrounded Catopia, the capital of the Caturday's small kingdom. The King and Queen were slow to react, and only when the Hobgoblin hordes were approaching the city did they call out the royal guard and muster the militia.

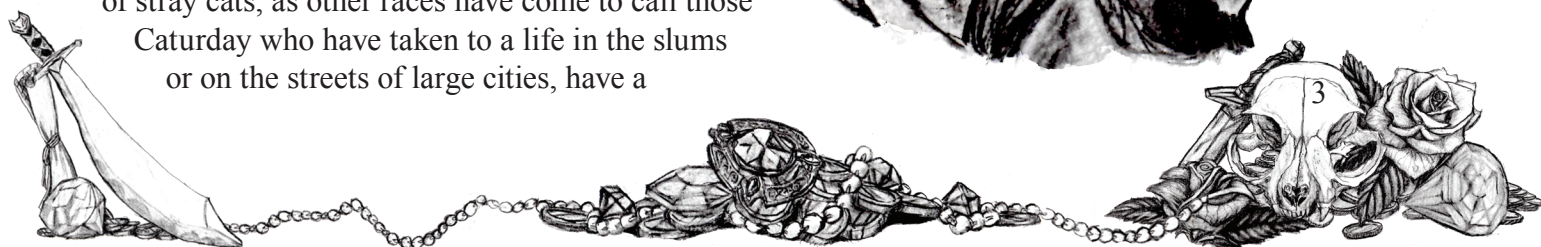
The Caturday, being independent minded, failed to accept rationing and communal defense. The siege was short and brutal. Hobgoblins swarmed through a breached wall. Fighting in the streets and across the rooftops was vicious, bloody, and short. Catopia fell. Surviving Caturday scattered across the known world, seeking what shelter they might find.

The Finer Things in Life

Even as dispossessed exiles the Caturday prefer the finer things, luxury, art, and poetry are chief amongst these, but fine food, drink, and clothes are also sought. Many practice some form of art, and nearly every Caturday knows a bit of simple magic to make their lives easier. Far from indolent, the Caturday are happy to pursue the arts and crafts for profit to maintain the lifestyle they prefer, but they will also fight and steal for what they see as rightful rewards. Even the lowest of stray cats, as other races have come to call those Caturday who have taken to a life in the slums or on the streets of large cities, have a

few baubles tucked away, and try to make the best of their meager resources.

This drive for luxury infuses their every action and often expresses itself as a perfectionist attitude and overweening ambition. Even a beggar desires to be the best, the finest, and most successful beggar in the neighborhood. Such a Caturday wants the choicest spot, not too much shade but not too much sun, and most generous foot traffic, and the best escape routes. The same holds true for their crafts folk, warrior, and others, and it is a sad Caturday who gives up on trying to be the best, and be recognized by their peers as such.





Independent and Strong Willed

The cause of their downfall is still evident, and the Caturday often chafe under any sort of authority, accepting commands, laws, and orders that they agree with, and dismissing all others. While this makes them hard to work with, it also makes them poor slaves, as their Hobgoblins conquerors discovered. You will get no obedience, much less work, out of the Caturday unless they want to follow orders or perform a task.

However, when a Caturday chooses to pursue a task they do so with steadfast focus and wild abandon. The drive to excellence in all things often overtakes them, and Caturday set to complete a job can be single minded to the point of madness. This makes good Caturday fine additions to guilds, temples, and libraries. Those that turn to evil tend to become megalomaniacal leaders who drive their followers to death in pursuit of some lofty goal.

Small but Fierce

Amongst the many races of the world, the Caturday are one of the smaller, being slightly larger than a Halfling or gnome, but still not as big as a dwarf. They rarely grow taller than four feet, and tend to be slight of build (though corpulence is common as a Caturday ages). Their bodies are covered in fur of varying thickness, some very short haired that display their lithe bodies, others with bushy pelts that make them look more rounded and filled out. This fur ranges in color from black to orange-red, and often has patterns of swirls, stripes, or spots.

The Caturday are a feline race. Their eyes exhibit a distinctive slit pupil that changes shape and size depending on light conditions and mood. Their faces are not as expressive as that of other races as most emotions are shown through movement of ears and tails. Caturday have retractable claws in their fingers and toes that, while small, are kept very sharp.

Mystical by Nature

Caturday legends speak of a time long ago when the first pair of their race saved their gods from destruction at the hands of demons. Their Seven Souls of the Sky granted the race a taste of magical power. Caturday say that every new kitten born is blessed with some small magic. Mostly these are tiny magics, the ability to make fire with one's fingers or uncurdle milk with a glare. Others, and these tend to become adventurers, have more potent magics on par with those learned by the most adept students of magic. Even if a Caturday pursues a field that does not involve the study of magic, most are drawn to the mystical, spiritual, and esoteric in life, just as much as they are drawn to the finest luxuries.





Any Port in the Storm

In their exile the Caturday have had to find a means to stay alive, and more, find each other and breed the next generation. Some gather in small communities in the lands and cities of other races, becoming known for their fine artwork and crafts as well as their mercurial and often riotous ways. Others have taken to the wild lands of the world, becoming small tribes that live by the hunt. More than a few have become nomads, roaming from place to place in caravans or on ships, finding no home yet seemingly never needing one. Though rare amongst the other races, a Caturday can be found nearly anywhere, often tucked away in some meager role that proves to be of much greater import.

Ability Scores. Your Dexterity score increases by 2 and your Wisdom score increases by 1.

Age. Caturday mature rapidly, being the equivalent of a ten-year-old human by the age of four and reaching full adulthood by ten years of age. If allowed to live their normally sedentary lifestyle they can live well into their eighties, but curiosity, misfortune, or the adventuring life can shorten that sharply.

Alignment. Most Caturday exhibit a chaotic nature, being prone to sudden flights of fancy, rapid action without much forethought, and looking askance on attempts to control or order their affairs. Even so, these rather mercurial creatures number a few neutral or lawful members. Caturday tend to favor extremes of good or evil, neutrally in this regard is rare.

Size. Caturday are small, standing between three and four feet tall. Most are slight of build, but the fluffiness of their fur can make them appear much stouter. You are small sized.

Speed. Your base walking speed is 35 feet.

Darkvision. You see astoundingly well in the dark, and are well suited to a nocturnal life.

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 colors in darkness, only shades of grey.

Sharp Claws. You have sharp retractable claws that you can easily surprise a foe with. You may use these claws to make an unarmed attack, inflicting 1d4 + your Dexterity modifier slashing damage. You are considered proficient with this attack. You may make this attack as a bonus action, but if you do so you do not add your Dexterity modifier to the damage. This claw attack can be made with either hand, or if you are not wearing shoes, a foot.

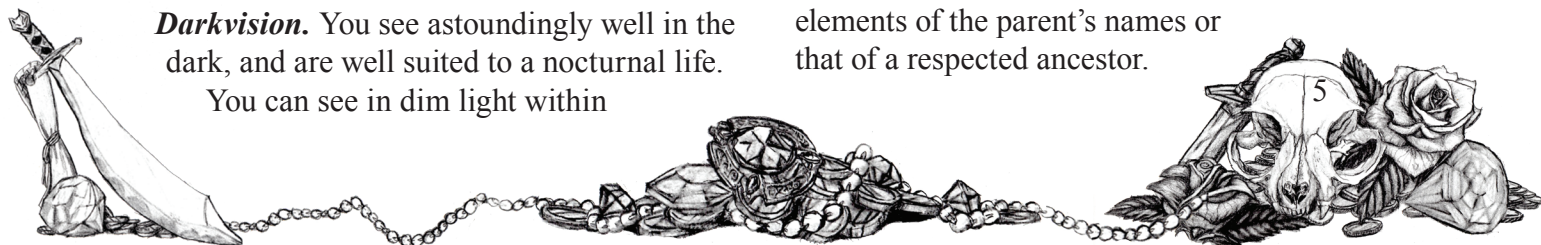
Mystical Cats. Like all Caturday you have an instinctive connection to either the natural world or the arcane arts. You know one cantrip from either the Druid or Sorcerer lists. Wisdom is your spellcasting ability for it.

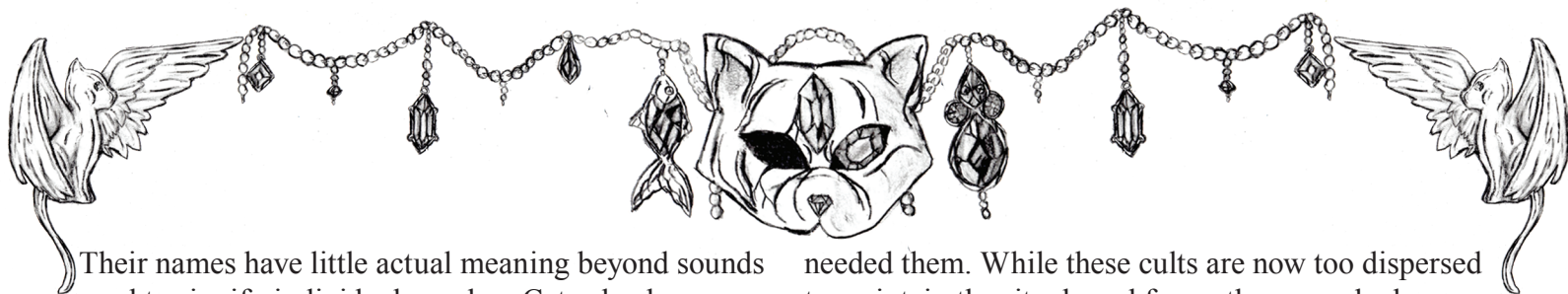
Always on Their Feet. You have proficiency in the Acrobatics skill.

Languages. You can speak, read, and write Common and Caturday. The Caturday language is one of liquid syllables hisses, and shrieks. Body language is often used for emphasis, and it is a difficult language to use for those who lack flexible ears and tails. Written Caturday has two forms, one for temporary use and the other for permanent writing. The common temporary form relies on scents naturally produced by Caturday or made with certain plant and animal extracts. Permanent script is either carved or written and uses varying lengths, thicknesses, and positions of curvilinear arrangements.

Caturday Names

Caturday name their children at birth, again at adulthood, and a third name is given at death. Lineage is shown by the birth name that often contains elements of the parent's names or that of a respected ancestor.





Their names have little actual meaning beyond sounds used to signify individuals, and no Caturday has a name that can be translated into another race's tongue as generic noun. There is no differentiation between male and female names.

Male or Female Names: Bandu, Gatile, Hapile, Jathru, Malvio, Pashta, Quarlu, Rathsa, Sofhio

Religion

The gods of the Caturday have survived the fall of the chosen people's homelands and continue to be worshipped by the Caturday, though not often in temples dedicated to them alone. Prayers are still said, though they might be over a campfire, around a table in some urban slum, or in an unused corner of some like-minded god's temple, but they are still said nonetheless. For many Caturday, especially those living in the lands of other races, their pantheon of deities is all they have left of their people and culture, and thus cling to it even more fiercely.

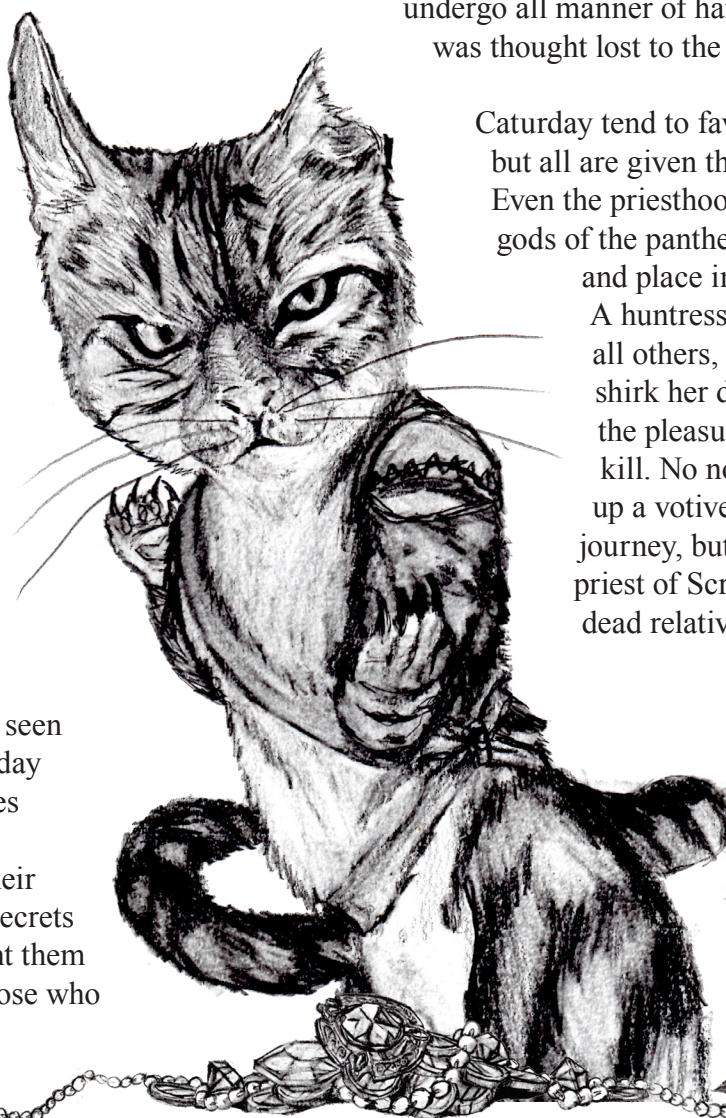
The Caturday religion has long been one of personal enlightenment, sacred scriptures, and pantheistic adoration.

Personal enlightenment is seen as a corner stone of Caturday worship. Each of the deities once supported a thriving mystery cult amongst their faithful that offered secrets to those who sought them and truths to those who

needed them. While these cults are now too dispersed to maintain the rituals and forms they once had, individual Caturday still seek out this knowledge, and the small magics of the Caturday have their roots in the wisdom and hidden lore of these mystery cults.

When the towers fell and the temples burned, the priesthood of the Caturday hurried to save the millions of written works they held sacred. Nearly every priest over thousands of years of Caturday's history had written a sacred tract, commentaries on other writings, enlightened scriptures, retellings of the myths of their people, and scroll after scroll of divine revelations. The written word is of crucial importance to the Caturday, especially as a large part of their faith is the personal search for enlightenment. The writings of those who have walked the same paths in the past are seen as roadmaps to one's own journey. The faithful will undergo all manner of hardship to acquire a work that was thought lost to the fires of the fall.

Caturday tend to favor one deity or another, but all are given their proper due and respect. Even the priesthoods will offer prayers to other gods of the pantheon, for each god has a role and place in the order of the universe. A huntress might venerate Sh'lo above all others, but she certainly will not shirk her duties to thank San'day for the pleasure she feels when eating her kill. No nomadic cat will fail to offer up a votive to Tip'O before starting a journey, but they will also seek out a priest of Scraw'b in order to see their dead relatives properly cared for.





The Founding of Catopia

The legends of the Caturday stretch back to before they built their city and settled the surrounding areas. In the distant past they were a nomadic hunters living in a vast forest on the edge of the world. Their gods in that time were much different, more feral and vicious than the civilized form they take today. A great light fell from the heavens setting the forest aflame driving the Caturday to find a new home.



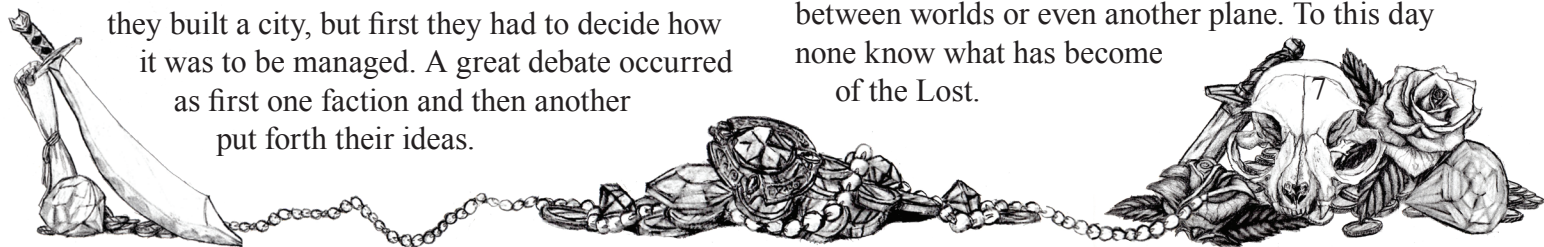
They wandered for eons during the early days of the world until finding a place where the sea met the land, where the fields were green with grass and clover, and where no other race had staked a claim. There they built a city, but first they had to decide how it was to be managed. A great debate occurred as first one faction and then another put forth their ideas.

Eventually it was decided that the gods should decide, and a priest of each of the gods of the pantheon stepped forward to champion a cause.

First though, the gods revealed that there were to be rules for this contest, and each deity was allowed to state one rule. If the Caturday accepted this, then and only then, would the gods aid them in solving this problem. Pachés declared that the contest would be a battle, but not to the death, but until all parties save the victor have surrendered. Sh'lo proclaimed that no weapons save one's claws would be allowed. San'day ordered that all parties must celebrate the occasion, and not just the victor, with an annual feast. The priests of Scraw'b offered that all who fought in this battle and all who fought in the name of the Caturday would see happiness in the afterlife before punishment. Near the end of the proclamations, Tip'O called out that any who lost the fight and kept bad feelings in their hearts would be cast from the sight of the world. Finally, B'Caul offered up his rule: whomever won would be king.

A great hue and outcry arose among the assembled Caturday, for not only would this mean that the contest would be for naught, for the Caturday had never had a king before, simply chieftains that they followed of their own free will. The gods replied that the Caturday had invited them here to settle the debate and those were the rules that the Caturday agreed to. Those who felt the most betrayed or angered by this final rule gathered in one large group and looked as if they would fight a war against their kinfolk and the very gods themselves.

Tip'O interceded before the first blow could be struck. He offered to take those willing to shed the blood of their kinfolk and gods away to live under whatever rules they wanted. Shining as a beacon of calming light, he led the disgruntled away, some say back to the west from which they came, others say to the worlds between worlds or even another plane. To this day none know what has become of the Lost.





Celebrations and Holidays

Once festive occasions, for most Caturday their traditional holidays have become somber affairs, especially where only a few Caturday have the opportunity to get together. Arcane cats, house cats, temple cats, and nomadic cats often hold small celebrations that sadly can only echo the great festivals of the past. Wild cats, thanks to gathering in larger numbers, still hold large affairs and often invite visiting or neighboring Caturday to them.

Day of the Lost

Held on the second new moon following the Vernal Equinox, this day is one of somber remembrance. Originally, the Day of the Lost was meant to reflect on those who followed Tip'O into the wilds and were never seen again, but over the centuries has become a day to honor the dead. The day starts with a ritual bathing and the washing away of evil. Water is poured across the lintels and window frames of the house, or for those living in tents or other temporary structures, tossed out across the entryway. Ashes from fireplace or campsites are gathered and cleaned of debris. These ashes are then mixed into bread dough and baked to form bitter tasting Lost Cakes which are consumed at sunset. After this unappetizing dinner, the urns of the family's dead are brought out, cleaned, and arranged where they can see the entire household. The night is to be spent in quiet mediation of the dead, death, and the eventual fate of all that lives.

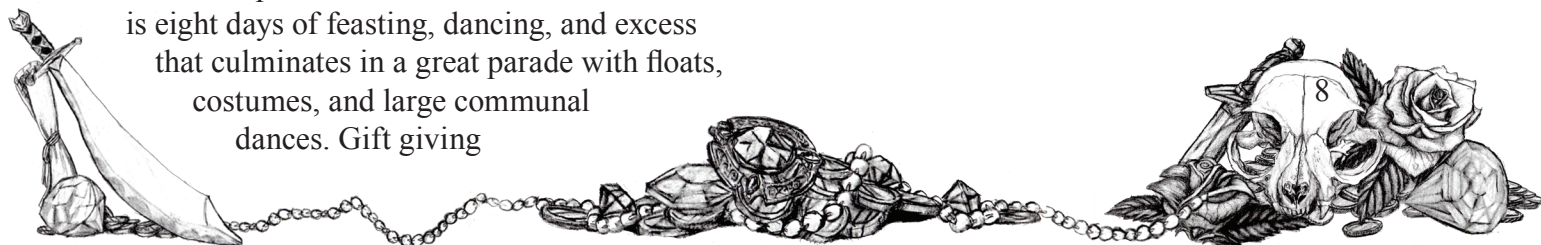
Feast of San'day

This raucous festival begins the morning after the Day of the Lost. The drab clothing of that holiday is cast aside in favor of bright, often expensive, outfits. The elders of the family announce the start of the feast by dancing around the house banging cymbals, drums, and other loud percussion instruments. What follows is eight days of feasting, dancing, and excess that culminates in a great parade with floats, costumes, and large communal dances. Gift giving

is conducted throughout the festival. However all gifts are supposed to be anonymous, either left secretly in the homes of the receivers or delivered by a masked priest of San'day.

First Moon

The first full moon after the Hibernial Solstice marks the start of the Caturday year. This is a night of bonfires, drinking, and loud parties marked by the Ceremony of Truth and Lies at sunrise. During this ceremony Caturday are to stand before their family and friends and state the truth of one lie they told the previous year and proclaim one thing they are to accomplish in the coming year. Afterwards, all the fires in a household are put out and relit, and a meal of sweetened fish and milk is consumed before everyone goes to bed. The following day is a general day of rest.





Founding Day

Commemorating the day of the founding of the city of Catopia as well as the contest between the gods, Founding Day occurs on the Estival Solstice. This is a day of competition and before the fall the Great Arena of Catopia would be filled with athletes and spectators. Not all the competitions are physical. Riddle or poetry contests, dance offs, and craft fairs are also held. The winners of these competitions are awarded a crown of fragrant leaves that traditionally are worn until the leaves wither and the crown falls apart. At the end of the day a great feast is held to honor the victors.

Mask Day

The first new moon following the Autumnal Equinox is marked by a day of contrariness where leaders follow and followers lead, the gods are mocked, pranks are played, and chaos reigns. The day is marked by the celebrants donning elaborate masks that denote those who are participating in the holiday; those not wearing masks are to be left alone. Before the fall of their city-state, the King and Queen would step down and live as commoners for the day while a randomly picked pair of citizens ascended to the throne.

B'Caul, King of the Gods

Massively built and regal in appearance, B'Caul is the king of the gods of the Caturday and the patron of their now extinct royal family. Clad in brocaded silks under heavy plates of armor, B'Caul holds a mace in one hand and a great sword in the other, his mighty frame capable of wielding both with equal ease. As King of the Gods and progenitor of the royal line, he is also the god of the law, which he executes with serious thought and stern force.

B'Caul's power and popularity has fallen since the loss of the Caturday homeland and he is only regularly revered by loyalists who maintain hope that the royal family will be reborn and that Catopia will one day be liberated.

For most Caturday, B'Caul has little meaning in their lives as even the laws of their people can no longer be enforced. Some of the wild cats have begun the process of transforming the worship of B'Caul from one of royalty into chieftainship or just simply fatherhood.

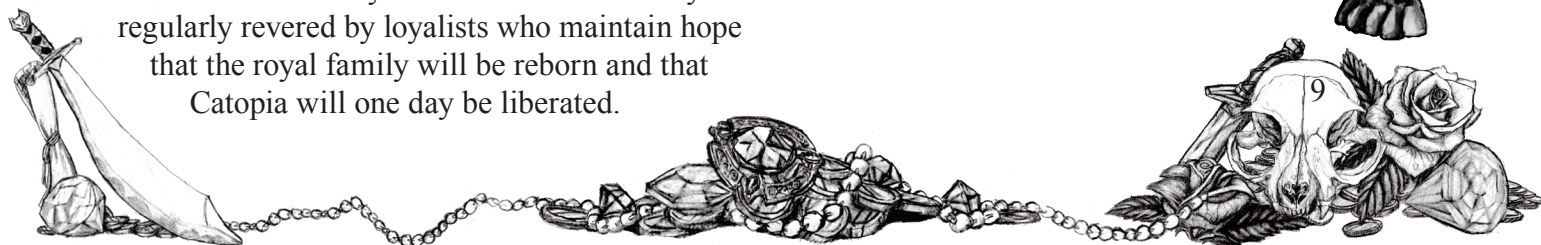
Alignment: LG

Portfolio: Fatherhood, Righteous laws, royalty

Sacred Symbols: crossed mace and sword, shield with the Caturday royal family's heraldry (a field of or with azure diamonds), the color blue, a crown and throne

Holy Days: Founding Day, the full moon

Domains: Kingship





Pachés, Warrior-Queen of the Gods

Wife of B'Caul and mother of the rest of the pantheon, Pachés is depicted as a lithe figure clad in fine armor that shimmers in all the colors of the rainbow where the light strikes it. She wields a spear and shield or a pair of curved swords depending on whether she is in her aspect of Defender of the Home or Renderer of the Her Foes, respectively. Where B'Caul is content to sit upon his throne and pass judgment on the law and those who break it, Pachés goes forth to do B'Caul's work, often in the company of her daughter Sh'lo.

While B'Caul has lost much of his prestige and worship due to the fall of the royal family, all Caturday who go to war regularly

worship Pachés. Soldiers, mercenaries, and adventurers call upon her, usually in her aspect as Renderer of Her Foes. Furthermore, she is worshipped as a goddess of the home and hearth, with many Caturday homes in exile prominently display a votive statue of her as Defender of the Home.

Alignment: NG

Portfolio: Home and hearth, motherhood, royalty, war

Sacred Symbols: A spear upon a shield, rainbows, crossed blades on an orange field, a crown of spears and a throne of blades

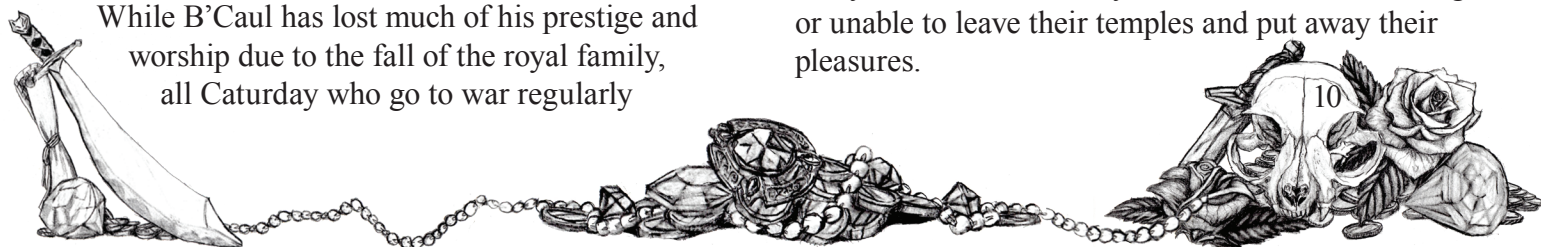
Holy Days: First Moon, the gibbous moon

Domains: Life

San'day, Goddess of Luxury and Wealth

One of the chief goddesses of the Caturday is the Mistress of Luxury, San'day. This slothful goddess San'day often depicted as an immensely overweight Caturday dressed in fine silks and adorned with sparkling diamonds lounging on an overstuffed cushion of rich fabric. She is mercurial and indolent, and given over to only the most relaxing and sublime of vices. Other races point to this goddesses as being one of the causes of the fall of the Caturday, but those who do so do not fully understand the worship of San'day.

San'day does not take from others, nor does she crush the poor under her massive weight. She is a goddess of the enjoyment of wealth and luxury, not the attainment thereof. Caturday pray to her in thanks for what they have and in order to celebrate their successes, but they do not lay the honor of inspiring or bringing those successes at San'day's feet. Her priesthood is as indolent and pampered as the goddess herself, and many died when their city-state fell, either unwilling or unable to leave their temples and put away their pleasures.





There is another aspect to the goddess of Luxury. She has a lot of free time and is usually unbothered by supplicants, thus giving San'day the freedom to watch, to study, and to learn. She is in many ways venerated as a goddess of secrets, for she knows much about the universe even though she rarely acts. In this aspect she is shown reclined upon her divinely silken pillow reading a scroll and contemplating the stars.



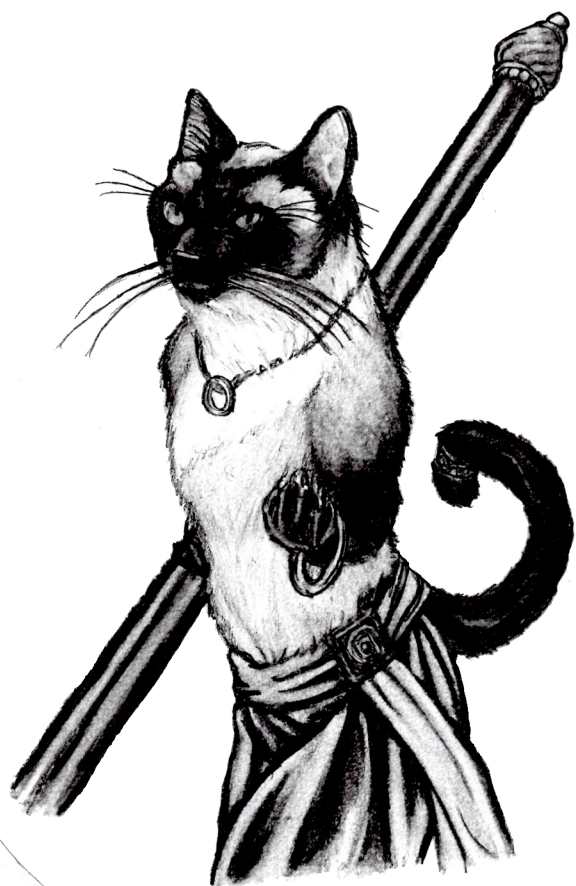
Alignment: CN

Portfolio: food and drink, luxury, merchants, money, silk, wealth,

Sacred Symbols: a purple cushion adorned with gold tassels, doves, and the color purple

Holy Days: Feast of San'day, Half Moons (for San'day's belly is never full)

Domains: Secrets



Sh'lo, Goddess of the Hunt and Enforcer of the Law

Lanky, strong, and swift, Sh'lo is the Grey Huntress who stalks the night and brings her swift claws to action against prey and criminals alike. Not the goddesses of the law itself, but the one that the enforcers of the law turn to for prayers, Sh'lo is seen as a remorseless huntress who always gets her quarry no matter what the cost.

Her worship continued after the fall of the Caturday homeland and, if anything, increased. She is especially popular amongst the wild cats, but all manner of Caturday have had need to turn to Sh'lo to avenge wrongs done to them, help them find food and shelter, and see them through the wilderness they now find themselves in. While many loyalists still venerate B'Caul as the King of the Gods, those most active in driving the Hobgoblins from their homeland have turned to Sh'lo. Her clawed hands can often be found on the walls of Hobgoblins border forts leering down on the stacked bodies of the fort's former occupants.

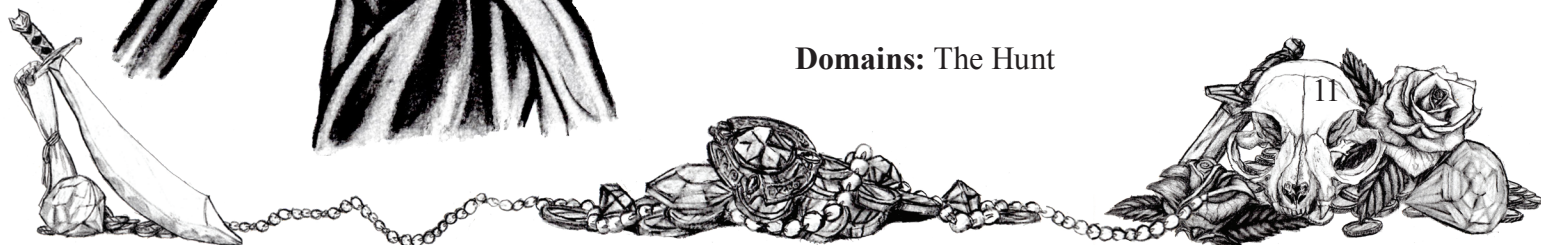
Alignment: CG

Portfolio: Hunting, police, vengeance

Sacred Symbols: Bare Caturday hand with claws extended, crescent moon, the color gray

Holy Days: Crescent Moons

Domains: The Hunt





Scraw'b, God of the Dead

Many pantheons have death gods that are depicted as evil deities bent on the destruction of life and the world, or of murderous villains who seek to cause havoc and despair wherever they go. Not the Caturday, for their god of the Dead, Scraw'b, ushers those Caturday who have fallen to their heavenly reward. He is often depicted as a naked Caturday beckoning the way ahead or leading the recently slain to the cushioned throne of San'day the Goddess of Luxury and Wealth. There the dead are presented to Her Immensity and granted a time in her realm of happiness and pleasure before being ushered before the King of

the Gods, B'Caul for judgment. Those found worthy are returned to the realm of San'day to spend the rest of eternity in magnificent indolence. Those judged poorly are given back to Scraw'b who leads them into the dark spaces between the planes and leaves them there.

Scraw'b is also the god of the storm, of thunder, wind, and lightening. There once was a separate deity in the Caturday pantheon with that portfolio, Tig'ar, but that deity was slain in a battle against the Sky Demon. For fifty days and nights, the Sky Demon raged across the heavens, bringing wicked storms and massive flooding to Catopia. In the end, Scraw'b took on the fallen god's mantle and defeated the Sky Demon, imprisoning it in the Land of the Dead.

The clergy of Scraw'b are highly revered by the Caturday, for they serve many useful purposes. Scraw'b's priests tend to the dead, retrieving bodies, cleansing them and preparing them for funerals, conducting the final rituals, and then properly cremating the bodies. The Caturday do not maintain cemeteries but instead place the ashes of their dead in urns carved to show the likeness of the deceased. The crudest of these are simple wooden boxes with a rough Caturday carving on the lid, often marked with some significant trait of the deceased. The grandest, such as those once used by the royal family, are massive life size marble statues carved by the finest hands.

Alignment: LN

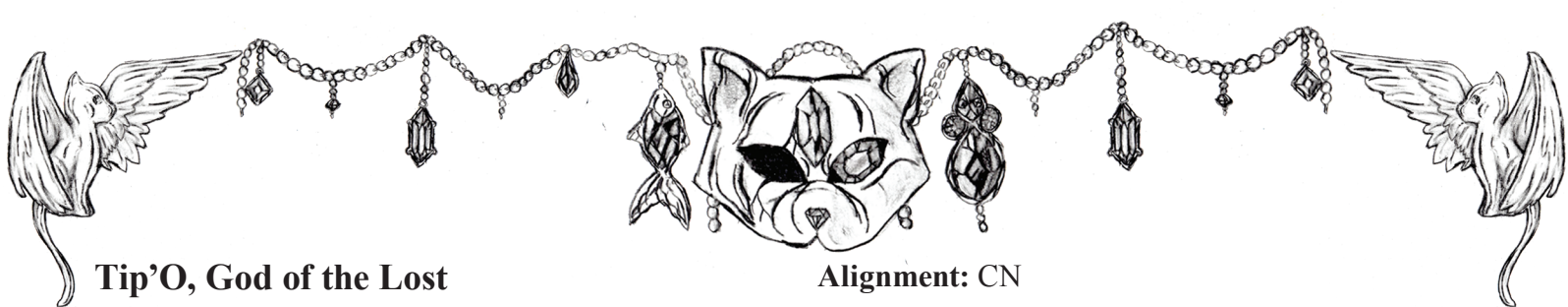
Portfolio: Death and the dead, storms, wind

Sacred Symbols: A Caturday skull, the color black, the letter 'W' (the first letter in the Caturday word for "Dead")

Holy Days: New Moons, Day of the Lost

Domains: Repose





Tip'O, God of the Lost

For most Caturday, Tip'O is a forgotten god, the one who led the Lost back into the wilderness and an unknown fate. In the past he had not been worshipped and was often used as a boogeyman of sorts. Tip'O might come for you in the night to take you away to the Land of the Lost if you did not obey the laws and hold to the social norms. While venerated on the Day of the Lost, the Caturday never regularly worshiped him and no priesthood or temple had been formed for him.

That has changed in recent years. Having been driven from their homeland and cast to the winds, the Caturday have sought some form of solace. Traditionalists continue to cling to their ways and hopes. However, a growing number of Caturday have forsaken many of the old ways and have found new. Priests of Tip'O are preaching a new religion among the scattered Caturday communities, a religion that seeks freedom from regulation and a return to the ways of the Caturday's ancestors.



Alignment: CN

Portfolio: The Lost Caturday, travelers

Sacred Symbols: A broken compass, the color red

Holy Days: Day of the Lost, Day of the Fall

Domains: Wanderer

Social Structure

Independent minded, ravaged by curiosity, and used to a loose yet highly defined social order, the Caturday do not take well to being told what to do. Leading a group of Caturday is an exercise in frustration. Adding to this, many exiles have ended up in conditions far less rich than they left, and a certain amount of pride has made them prickly to attempts by those they would have once considered inferiors to boss them around.

Government

Catopia enjoyed both a semi-hereditary monarchy and a constitutional government. While the reigning monarch was chosen through election by the Senate (a representative body with a hereditary membership), the past three hundred years have seen all monarchs elected from the same lineage, and most often the first born son or daughter of the previous monarch has been chosen to lead.

The Monarchy

The monarchy was not strictly hereditary; it was a onetime appointment that lasted the life of the elected monarch. The elected monarch's spouse became the co-ruling king or queen, and their children by default were princes and princesses. When the elected monarch died, the co-ruler stepped down and the princes and princesses passed their titles on to the next





family. The transition was usually a smooth one, for it was rare that any of the royal family had either come from humble beginnings or failed to enrich themselves during their time in the palace.

The reigning monarch had limited powers and privileges. The greatest privileges were the respect given to the monarchy and the right to reside in the palace and enjoy the fruits of the royal holdings, most especially the royal farms and hunting preserves. The Senate of Catopia handled all internal affairs of the city-state, leaving external relations such as trade agreements, defense, and war to the monarchy.

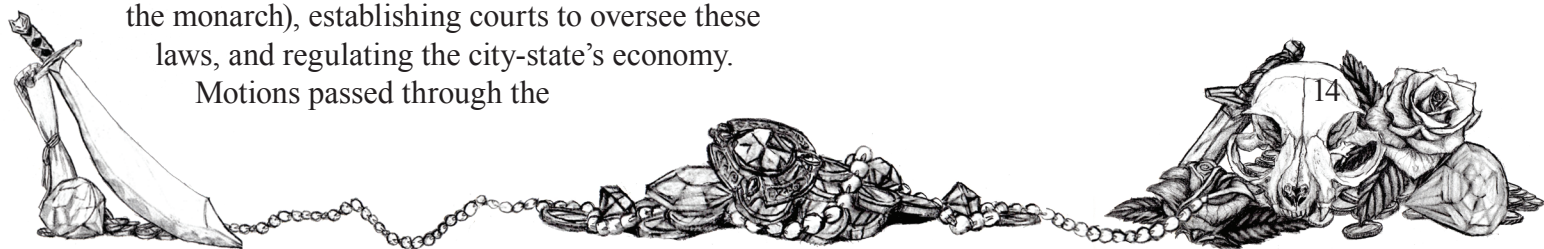
The Senate

Membership in the Senate of Catopia was not representational. You either inherited your position, were granted senatorial status by the monarch, or bought your way into this exclusive group. Once in, membership was for life and was passed on to the first-born child of a senator when they came of age. Thus, the senate was composed almost entirely of the wealthy and their children. Those promoted to the Senate by an act of the monarchy were rare, and often seen as simply the monarch's agents within the Senate. In time, and once these upstarts had been properly vetted (and intermarried into the wealthy families, given the right education, and thoroughly vested in the interests of the senatorial class) they often found themselves just another part of the senatorial class, one with a particularly interesting ancestor. Those who bought their way into the senate tended to be the newly rich, who were given a certain amount of respect, or at least deference, due to their wealth. Spending millions of gold on a title and the right to vote was one of the most conspicuous forms of consumption in Caturday society.

The Senate governed the internal affairs of the city-state, writing and passing laws (subject to veto by the monarch), establishing courts to oversee these laws, and regulating the city-state's economy. Motions passed through the



senate in a three-tiered process. First, an individual senator or a combination of senators would draft a motion, be it a law or judicial appointment. The draft motion is presented to the Senate at large for a vote on its merits and if approved, assigned to a Senate committee. The Committee, comprised of other than the motion's sponsors, investigates the motion, and decides if it has merit and should be considered by the Senate as a whole. If so, the motion is returned to the Senate for a majority yes or no vote.





The Guilds

While they held no official political authority, the guilds of Catopia nonetheless wielded a great deal of power. Many of the leaders of the wealthier guilds had purchased senatorial seats, or were granted them by the monarchy for good deeds done for the city or for artistic merit. Over the years this added up to a large percentage of the senate being composed of guild members and those with vested interests in the guilds. The most powerful guilds were known as the Five Toed Paw, and were composed of the Royal Guild of Bakers, the Honorable Shipwrights, the Siblinghood of the Metal Workers, the Merchant's Association, and the Union of Painters, Limners, and Scribes.

Aside from their political clout, and no doubt because of it, the guilds controlled nearly every profession in Catopia. There was even a guild for innkeepers, restaurateurs, waiters, and prostitutes, the Exquisite Order of Service. For the most part these guilds were destroyed during the Fall, but a few have managed to relocate to new homes and reestablish themselves in some fashion. Often they have come into conflict with the guilds of their new homes, but two have managed to continue their existences virtually unimpeded. The Merchant's Association still exists and links the scattered Caturday merchants into a larger network. A dozen cities across the world have discovered a new form of thieves' guild crop up in the form of Exquisite Orders. Derived from the survivors of the Exquisite Order of Service and originally intended to be Caturday-in-exile social and support organizations, rapidly became several independent criminal organizations.

Government in Exile

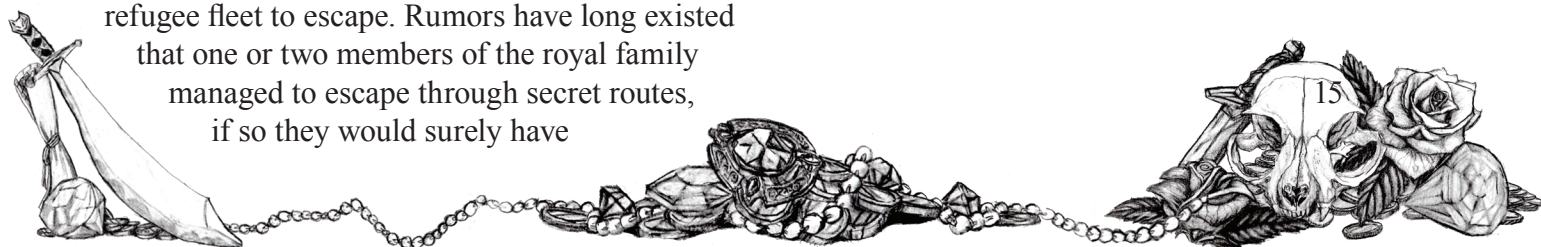
The last monarch of Catopia died alongside his family in defense of the capital, fighting a last ditch effort to hold back the Hobgoblins hordes long enough for the refugee fleet to escape. Rumors have long existed that one or two members of the royal family managed to escape through secret routes, if so they would surely have

shown themselves by this point. Some of the Senate managed to survive, and as membership in that body was hereditary, their descendants are just reaching adulthood and ready to take up the duties of a Senator.

The surviving senators and their descendants have established a loose confederation of exiles that exerts no actual power but has a great deal of cultural authority. Every five years since the Fall, the surviving Senate meets at a city hosting a large Caturday population to discuss issues related to their race as a whole. Mostly they have ruled on cultural issues such as praising those who hold to their Caturday traditions and chastising those who too freely adopt foreign ways. To date, this body in exile has yet to actually help the Caturday as a whole but have merely reinforced their traditional role and authority.

The Caturday Resistance

A small number of senators, always working in secret and keeping their identities hidden, have formed an underground movement to retake Catopia from the rampaging Hobgoblins. They have focused on intelligence gathering and sabotage. Senators have funded several guerilla groups containing the few Caturday left behind and exile groups that have returned. They also engage in less than wholesome activities aimed at more than directly fighting the Hobgoblins conquerors. These efforts have often involved illegal activities that would look bad for the exiled Caturday and bring unwanted attention to the race as a whole. A movement does need funding, after all, and crime can be so profitable.





Marriage

The Caturday have practiced an endless array of marriage systems, from nuclear families to sprawling group marriages. For the most part a marriage consists of two to four adult Caturday pledging eternal love and loyalty to each other, joining together their material and political wealth, and agreeing to raise any children produced by the union. Divorce is unheard of, for the Caturday believe that a marriage contract exists for the life of all the signers. This can create a long-lived marriage that outlasts the original partners if new signatories are added as time passes and the original husbands and wives die.

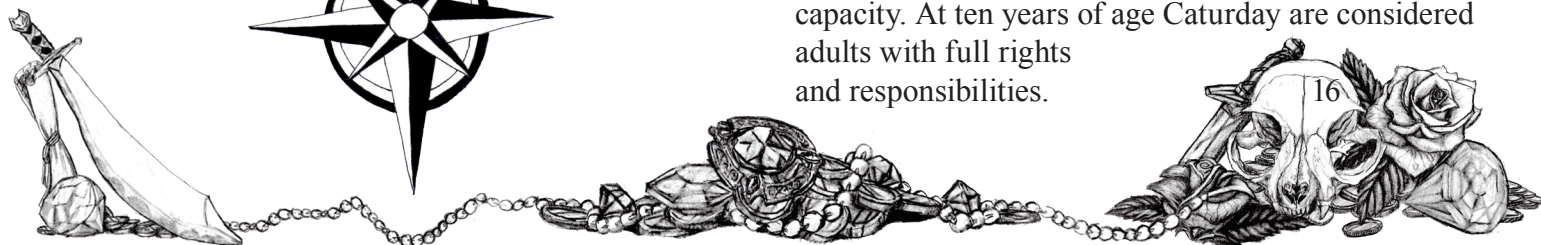
Births and Childrearing

Caturday generally give birth to one or two infants, with triplets being rare but not unheard of. Newborns are helpless, blind, and furless for several months, and the first sprouting of fur is a sure sign that the infant Caturday's eyes will soon open, and preparations are then made for the Welcoming ceremony. This rite occurs when the infant takes its first look at the world, and during it the child is named and placed in the lineage books, or at least was placed in those books before they were lost.

Childcare is an issue best negotiated between the marriage partners. Most Caturday marriages have at least one if not two partners who dedicate themselves to childcare and managing the home. When a young Caturday reaches two years of age it is taken to the temples for education, spending several hours a day receiving instruction from the priesthoods. For the next three years the young Caturday will cycle through all the temples, being taught the basics of Caturday life, history, religion, and scholarship. By five years of age Caturday are ready to begin their apprenticeship, and are either contracted out (most often to relatives of some sort) or join the family business in a minor capacity. At ten years of age Caturday are considered adults with full rights and responsibilities.

Family Life

Caturday families have long been diverse and complex. There is no traditional style of family, instead every group of adults that enter into some form of familial arrangement decides for themselves how the family will be organized. Most of these last only one or two generations before they evolve into a different form or simply disappear as family members move on. The Caturday do not make use of surnames thus creating a confused mess as to who is related to whom. Before the Fall the temples of Pachés kept detailed lineages that showed the blood relations of all Caturday, but in this age of diaspora no one keeps such records.





Death and Burial

Even in this age of diaspora, the Caturday still attend to their dead. The priesthood of Scraw'b has managed to survive the Fall and even expand, with many priests and priestess wandering from Caturday enclave to enclave performing their necessary work. The dead are washed, dressed in the finest clothing the family can afford, and cremated on a funeral pyre. The ashes are then gathered and placed in a wax-sealed urn. Before the Fall these urns were interred in the local temple of Scraw'b, but that is now impossible for most Caturday. Some retain the urns in their homes in the hopes of one day returning to Catopia or making a pilgrimage to one of the newly erected temples, but many simply cast the urns into the sea in the hopes that the souls of the dead will find their own way to a fitting resting place.

Law, Crime, and Punishment

For the most part Caturday views on outsider law, crime, and punishment are moot. However, amongst themselves they still keep to their own ways as much as possible, policing their people according to their ancient traditions. Sometimes this causes them conflict with the local law.

Law in Catopia

Before the Fall, Catopia enjoyed a raucous legal climate. Two competing codes of law, that of the Senate and that of the temples of Pachés and Sh'lo, kept the peace in the city-state. The Senate passed laws that largely dealt with property crimes, regulation of the public good, and taxation. The temples dealt with personal crimes and moral issues, though with the Caturday moral restrictions were largely the same as personal crimes. At times the two codes of law came into conflict, and usually resolved themselves by having two separate trials, and if the guilty party was convicted in both, two sets of punishment.

Traditional Crimes

Most of the crimes that the Caturday saw fit to legislate against were those that resulted in either the breaking of contracts or offenses against people and property. A contract was seen as binding in both a legal and moralistic sense, and the breaking of one could land the offender in both the Senatorial judicial system and the temple courts. What few moralistic crimes the Caturday recognized were limited to slavery, worship of evil deities, and treason against the people and the state.



Punishments

The dual legal system also offered differing punishments. By law and tradition, the Senatorial courts could only levy fines against the guilty, but these fines could be very extreme. Often, the fines





were paid over to the offended party in contract disputes, but a portion of all fines ended up in the royal treasury. The temple courts could enact a variety of punishments, such as fur dying (a temporary punishment at best), branding (common for minor offenses such as assault), whipping (for major assaults and attempted murder), and tail amputation (for heinous crimes such as murder and rape).

Material Culture

Much of the material culture of the Caturday, as well as the materials themselves, was lost during the Fall. The Hobgoblins can tear down buildings and loot homes, they cannot destroy ideas. The Caturday have a long tradition of craftsmanship and use that has not suddenly disappeared just because they have become exiled. Caturday today must make do with decreased fortunes, limited selections, and in some cases the complete loss of the resources they would traditionally employ. More than simply the extremes of their situation has caused Caturday material culture to change; living among other cultures has encouraged the mixture of new ideas, the use of new materials, and the adoption of different techniques and technologies.

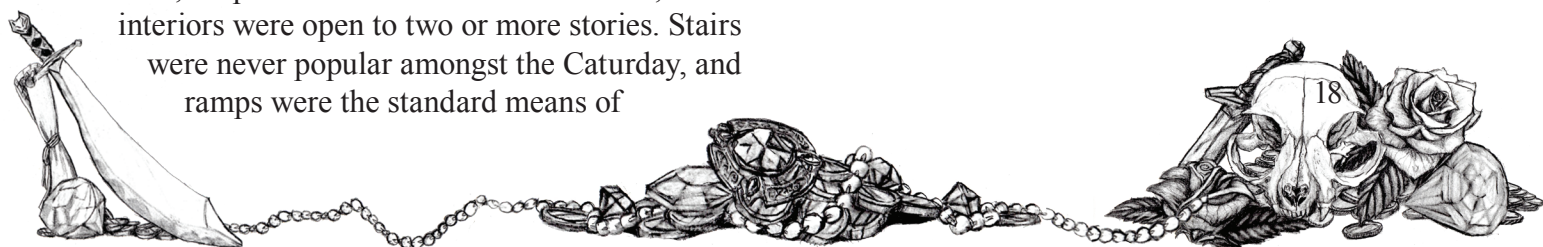
Structures

Catopia was a beautiful city of stucco-covered houses painted in blues, greens, pinks and yellows. Multicolored tiles adorned the roofs, and the public buildings were built from pink granite quarried from the nearby mountains. Parks and squares boasting fountains were elegantly placed to provide open air, and the streets were paved with sandstone cobbles taken from seaside cliffs.

The Caturday built homes to their own scale, which often made entering them uncomfortable to visitors. However, despite the short stature of the doors, the interiors were open to two or more stories. Stairs were never popular amongst the Caturday, and ramps were the standard means of

climbing higher in buildings, though many younger Caturday were more than happy to leap from one open level to the next. Balconies and roof access was common, and most streets had a secondary route across the roofs.

Public buildings were of stone and often copied the open plan of Caturday homes and businesses. They prefer imposing but carefully planned public buildings that feature deep porticoes, high peaked pediments, and close adherence to balance and symmetry. The Caturday decorate their buildings with reliefs and statuary, which they paint in a lifelike style.





Goods

Caturday goods, elegant and finely detailed, were once found in the best merchant's stalls throughout the lands that border the Ensorcelled Sea. While these goods were manufactured for trade, even their common goods were designed with an eye towards beauty as well as utility. Today the Caturday either make do with what they can find or manufacture their goods for others in whatever workshops they can borrow or afford.



easily discern). Clothing is an optional adornment for the Caturday, merely a conspicuous display of wealth and status.

Because of this focus on clothing as adornment rather than climatic necessity or moral imperative, Caturday clothing is meant to impress and features intricate stitching, bold colors, and striking patterns. As the climate of their homeland only necessitated a light cloak at the worst of times, even the poorest owned clothing that displayed a level of detail and luxury that other cultures only see amongst their elites.

For many Caturday, their current situation has led to a sorry state. Those that have settled in less hospitable climates or amongst cultures with nudity taboos have to clothe themselves using whatever means necessary. This has led to Caturday not only wearing clothes, but wearing *inferior* clothing. Gone are the intricately stitched silk robes with fur trim, the jaunty hats made from three different types of cloth and topped with the long tail feathers of tropical birds, and for many never again will they wear loose jagged sleeved jackets of black silk over bright yellow cotton shirts.

Weapons and Armor

According to the Caturday, the rapier was their invention, and when looking at the traditional weapons of many of the cultures of the Ensorcelled Sea, there is no reason to dispute this. Partially due to their small stature and great agility, the Caturday have long favored more acrobatic fighting styles that place greater emphasis on mobility and skill than thick armor and brute force. Even their knights and paladins, roles that traditionally favor heavily armed and armored combatants, tend to be agile rapier wielding bravos more keen to leap about the fight than stand and trade blows with a foe.

Clothing

Due to the gentle climate of their homeland and their natural body fur, Caturday have never had much need for clothing. Modesty is not an issue with the

Caturday, their fur hides their genitalia and they have few secondary sexual characteristics save for voice and ear shape (neither of which other races can





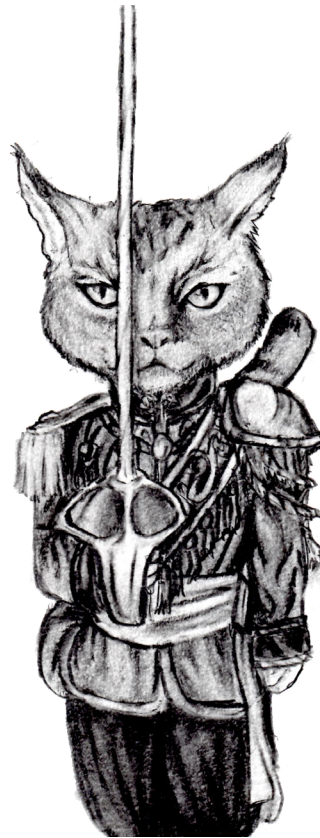
Ranged combat has also been one of the strengths of the Caturday martial traditions.

The crossbow was adopted centuries ago, and it has been perfected over time. Although smaller in size than those used by larger races, the Caturday crossbow packs a significant punch due to its high tension and exacting construction. Complicated gearing systems allow for even the slightest built warrior to rapidly crank back the arms of the bow in the heat of battle. Armors and weapon smiths of the diminutive race have even managed to perfect crossbows capable of firing multiple shots before reloading, and rumors abound that Leon the Wary, a famed Caturday inventor, escaped the Fall and has established a secret workshop where he is building an armory of thundering weapons with which his people can take back their homeland.

Food and Drink

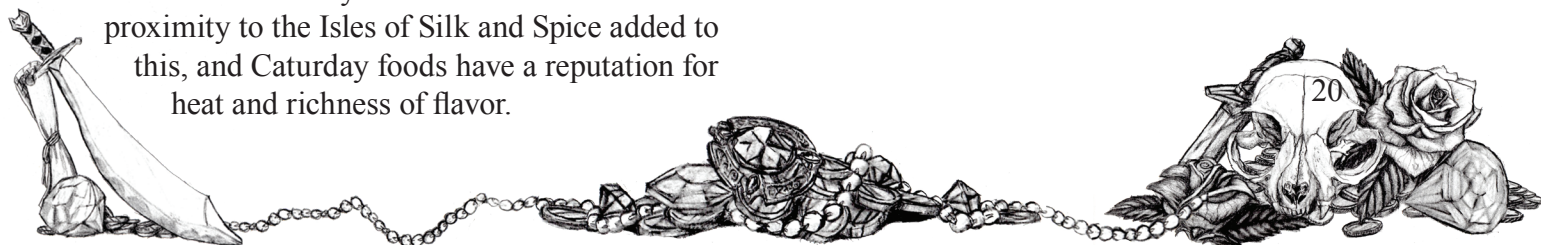
Caturday are often thought of as a race of gourmands, though this is a bit of an exaggeration. While the enjoyment of food and drink is central to their culture and they have many rules and customs regarding dinning. Consumption of exotic foodstuffs and intricate recipes was largely limited to the wealthiest segments of society even at the height of Catopia's power. For the majority of the population of Catopia, foodways were rather simpler, though still luxurious by the standards of others.

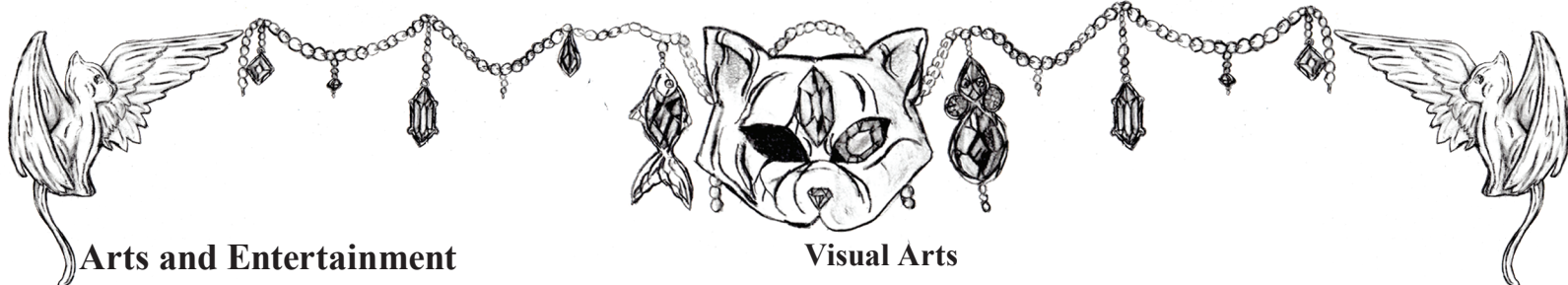
The farms and orchards outside the city walls produced abundant wheat, barley, apples, apricots, oranges, limes, lemons, cherries, and pomegranate, as well as herbs and vegetables. Fresh salads started and ended every meal, and rich stews served with crusty flat breads were the norm. Catopia, a port city with a broad mercantile network, was rich in spices, and the cuisine of the Caturday reflects this. Their homeland's proximity to the Isles of Silk and Spice added to this, and Caturday foods have a reputation for heat and richness of flavor.



The farmlands of the city-state also provided some meat and dairy goods, though never enough to meet demand. Most protein in the Caturday diet came from the sea and rivers that tumbled down from the mountains. Fishing has long been a Caturday past time in addition to a staple industry, and nearly every family boasted at least one recreational fisher amongst their number. *Ghair*, a popular condiment made from fermented anchovies and grape must, is still produced and consumed in large numbers in Caturday enclaves.

Wine has long been the drink of choice for the Caturday, with beer or ale a distant second. Liquors made from fruits and often heavily flavored with spices were common aperitifs and cordials. To this day, most Caturday will not seal a contract or close a bargain without toasting San'day with demitasse of fine liquor.





Arts and Entertainment

The arts are an important part of Caturday life, for they epitomize living the fine life. Although a great many of their works of art are now in the hands of the hobgoblins who overran their homeland, the Caturday continue to produce art while in exile, famed for their work in textiles and furnishings. Their performing arts are a different matter. Many other races do not find the high-pitched notes and discordant nature of Caturday music to be terribly pleasing.

Visual Arts

The visual arts have long been one of the great strengths of the Caturday. Even their most common items are highly decorated with intricate designs painted or carved into them. Before the Fall, statuary was seen as the height of the visual arts and often incorporated a strong tactile element. Public art displays were sponsored by the guilds or paid for by the Senate, and included installations, statuary, murals, and arrangements of living plants that also served as parks.

Caturday painting and sculpture are very advanced, making great use of perspective, color, and light. Painting and sculpture are not always separated. To see a painted statue or a painting with portions that raised in relief is not unusual. Common themes were Caturday religion and mythology, great heroes (which to the Caturday included not just soldiers but artists and philosophers as well), and explorations of the Caturday physical form. The latter was the subject of one of the most highly appreciated of Caturday public arts, a long series of statues that depicted all the known races with anatomical precision, which also highlighted the greatest attributes of the Caturday form.

Performing Arts

Music and dance are the heights of Caturday performing arts, with oratory seen less as an art form than as a well-developed social skill. Theatre was traditionally limited to the morality plays of the temples, and few Caturday engaged in public displays of drama or comedy for entertainment) thought he temple plays tended to feature high drama and low comedy in equal amounts). The Caturday have a well developed, is somewhat idiosyncratic, musical tradition that features the voice, strings, and percussion. Their dances are acrobatic and when performed on a traditional Caturday stage, make use of three-dimensional space.





Wealth

Wealth is not something for the Caturday to accumulate, but something for them to spend. Conspicuous consummation is the name of the game, and the wealthiest Caturday are those that can host the largest feasts, give the biggest gifts, and endow the finest art. Merely having money is not something the Caturday respect, though one must accumulate the largess before one can spend it. Even Caturday merchants rarely have much wealth on hand, for what would be the point of having a chest full of coins if they are not spent?

New Domains

Clerics of the Caturday pantheon use the following domains, though they are also found amongst the devotees of other deities.

The Hunt Domain

Some deities of nature focus more on the role of predator than on the balance of the natural world. To them nature is always red in fang and claw, and it is the hunt that brings about the natural order of the universe, the intricate dance of predator and prey, the quiet stealth and the terrible eerie moment of death and blood. Their clerics are less mannered than that of others, and often have auras of menace mixed in with their quiet alertness.

The Hunt Domain Spells

Cleric Level	Spells
1st	<i>entangle, longstrider,</i>
3rd	<i>locate plants and animals, pass without trace</i>
5th	<i>conjure animals, water breathing</i>
7th	<i>dominate beast, stoneskin</i>
9th	<i>commune with nature, tree stride</i>

Stalker of the Wilds

At first level you learn a druid cantrip of your choice. You also gain proficiency in one of the following skills of your choice: Nature, Stealth, or Survival.

Hunter's Weapons

Also at 1st level, you gain proficiency with heavy crossbows, longbows, and nets.

Channel Divinity: Scent of the Predator

Starting at 2nd level, you can use your Channel Divinity to turn away beasts, as you would turn undead using Channel Divinity: Turn Undead.

Cull the Weak

Starting at 6th level, you have advantage on attack rolls against a target that is below its maximum hit points.

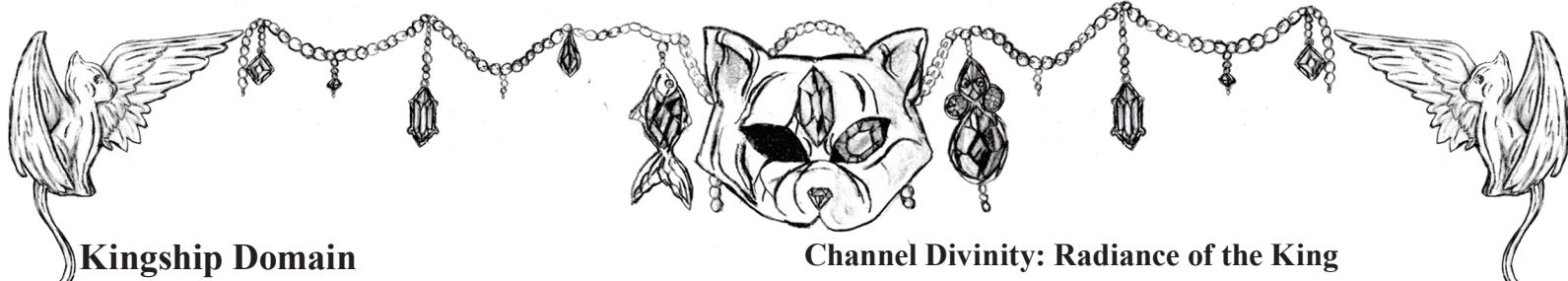
Divine Strike

Starting at 8th level, you gain the ability to imbue your weapons with the might of your deity. Once on each of your turns when you hit a creature with a weapon attack (including any natural weapons you might have), you can cause the attack to deal an extra 1d8 damage of your choice: bludgeoning, piercing, poison, or slashing to the target. When you reach 14th level, the extra damage increases to 2d8.

Predator's Strike

Starting at 17th level, when you attack a creature that is surprised, it must succeed on a Constitution saving throw with a DC equal to 8 + your Wisdom modifier + your proficiency bonus or suffer double damage from the attack.





Kingship Domain

As a god of kings, B'Caul is also the patron of chieftains, ship captains, and leaders of all types. His rule is one that is both strong and just. He sees that not just the letter of the law is adhered to but its intent as well. His supplicants beseech his wisdom in their judgments and his strength when the loneliness of command falls upon them.

Kingship Domain Spells

Cleric Level	Spells
1st	<i>charm person, heroism</i>
3rd	<i>enthrall, suggestion</i>
5th	<i>fear, phantom Steed</i>
7th	<i>compulsion, dominate beast</i>
9th	<i>dominate person, modify memory</i>

Lordly Panoply and Lore

At 1st level you gain proficiency with martial weapons and History.

Commanding Presence

At 1st level, you aid a creature within 60 feet in completing a task. That creature gains a Command Die, a d6. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after the d20 roll has been made to use the Command Die, but must do so before the DM rules as to the success or failure of the roll. Once used, the Command Die is lost, and a creature can only have one Command Die at a time.

You can use this feature a number of times per day equal to your Wisdom modifier (a minimum of once). You regain any expended uses following a long rest. As you gain levels as a cleric, the Command Die increases to a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

Channel Divinity: Radiance of the King

Starting at 2nd level, you can use your Channel Divinity to enhance your personality. As an action, you may choose Deception, Intimidation, or Persuasion. For the next 10 minutes you have advantage with that skill.

Instill Courage

At 6th level, you can use your Channel Divinity to send forth a burst of courage to all allies within 30 feet. Those affected by this burst gain advantage on saving throws to resist the frightened condition and gain temporary hit points equal to your cleric level plus your Charisma modifier. If a creature affected by this burst is already suffering from the frightened condition, they may immediately make a new saving throw to recover from it.

Personality Goes a Long Way

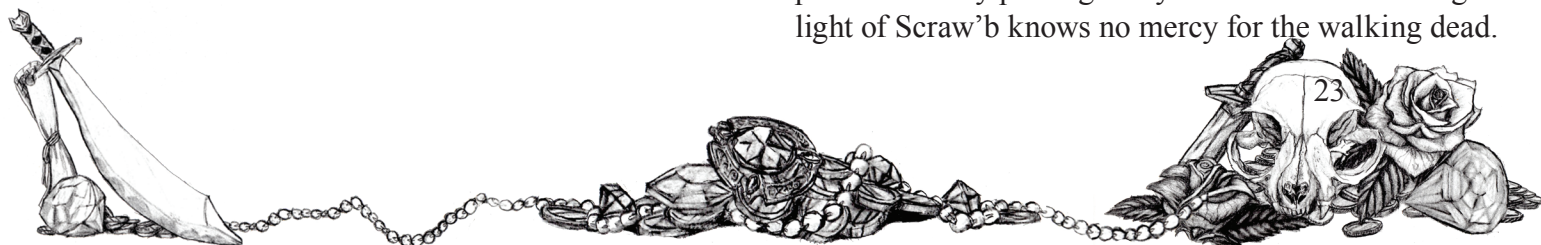
Starting at 8th level, you add your Charisma modifier to damage you inflict with cleric spells.

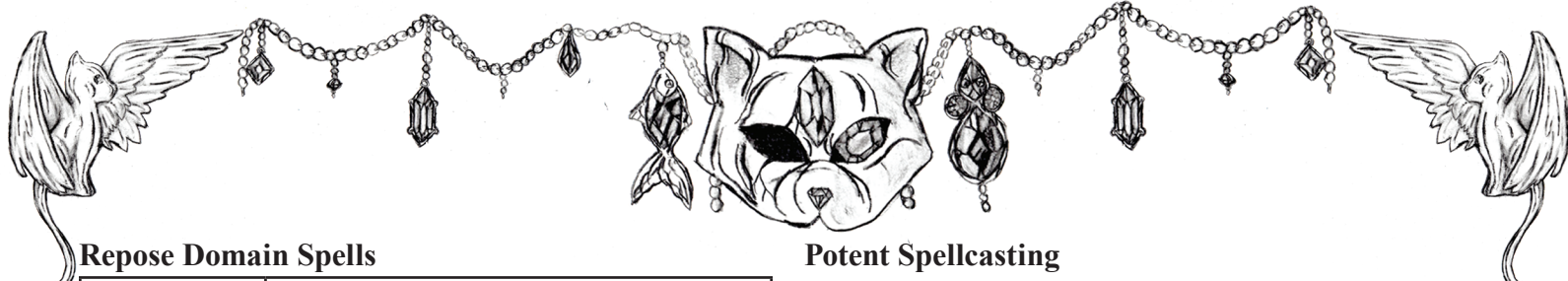
Divine Sovereignty

Beginning at 17th level, you may draw upon the faith that your followers put into you to fuel your divine gifts. As long as you have at least ten loyal followers who are not under a magical compulsion to follow you, you may use an action to recharge one spell slot of 3rd level or less, or one use of channel divinity. You may use this feature a number of times per day equal to your Charisma modifier. Expended uses recharge after a long rest.

Repose Domain

Scraw'b oversees the dead, and part of that remit is to make sure the dead stay dead. He grants his devotees the power to lay the foul undead to rest and cleanse the world of their stain. Many an up and coming vampire has thought that they could find an ally in the Caturday god of the dead or that his black shrouded and quiet priests are easy pickings only to find that the searing light of Scraw'b knows no mercy for the walking dead.





Repose Domain Spells

Cleric Level	Spells
1st	<i>burning hands, thunderwave</i>
3rd	<i>arcane lock, scorching ray</i>
5th	<i>Daylight, fireball</i>
7th	<i>Fire shield, wall of fire</i>
9th	<i>flame strike, hold monster</i>

Freedom of Death

At 1st level, you gain the ability that upon your death your body and soul cannot be consumed, abused, or raised by necromantic magic. While living, you have advantage against spells from the necromantic school.

Bonus Cantrip

When you choose this domain at 1st level, you gain the *sacred flame* cantrip if you don't already know it.

Channel Divinity: Deny the Unclean

Starting at 2nd level, you can send forth a wave of divine energy that disrupts and destroys the undead. As an action, you present your holy symbol and target all undead within 30 feet. The target creatures must make a Constitution saving throw. A creature takes 2d10 + your cleric level in radiant and fire damage and is stunned for one round on a failed saving throw, and takes half damage and is not stunned on a successful one. A creature with total cover is not affected.

Purifying Flames

Starting at 6th level, when you inflict damage with the fire descriptor you may use a bonus action to set the target on fire. A target set on fire suffers 1d6 + your cleric level in damage per round until they take an action to put the flames out or are doused in water. You may use this feature a number of times per day equal to your Wisdom modifier. Expended uses are regained following a long rest.

Potent Spellcasting

Starting at 8th level, you add your Wisdom modifier to the damage you deal with your cleric spells.

Cleansing Flames

Starting at 17th level, your targets set on fire by your Purifying Flames feature cannot put out the fires themselves and must be doused in water.

Secrets Domain

San'day is said to know the secrets of the universe, but telling them might just be too much effort. She sees and hears much from her golden pillow, but keeps these secrets less for their value than for the pleasure of knowing them. Her clerics are also keepers of secrets and seekers of hidden lore, provided that the lore can be discovered from a comfortable position.

Secrets Domain Spells

Cleric Level	Spells
1st	<i>charm person, identify</i>
3rd	<i>detect thoughts, see invisibility</i>
5th	<i>hypnotic pattern, nondetection</i>
7th	<i>arcane eye, private sanctum</i>
9th	<i>contact other plane, dream</i>

Student of Lore

At first level, choose two skills or tools. You gain proficiency with these skills or tools, and double your proficiency bonus for any check involving the chosen skills or tools.

Channel Divinity: Half Truths

Starting at 2nd level, you may use your Channel Divinity to create an aura of shadows, half lies, and illusory sensations. All creatures within 30 feet of you gain advantage on Deception and Stealth checks. You may designate up to your Wisdom modifier in creatures who are immune to this effect.





Blessing of Secrets

Starting at 6th level, you may touch a creature and grant it secret knowledge that will aid it. The target chooses one skill or tool proficiency, one saving throw, or one weapon. It gains proficiency with the chosen subject for the next hour. At any time during this duration, the target may choose to gain advantage on one check involving the subject matter they have chosen. You may use this feature a number of times equal to your Wisdom modifier, and you regain spent uses following a long rest.

Whispered Lies

Starting at 8th level, you may add your Charisma modifier to the DC for any cleric spells you cast.

Master of Obfuscated Lore

Starting at 18th level, you may spend 1 minute meditating on a skill, language, tool, person, item, or place. Following this mediation, you may choose one of the following:

Skill, language, or tool: You gain proficiency with the chosen subject, and if already proficient with it, you may double your proficiency bonus. This effect lasts until you take a long rest or use Master of Obfuscated Lore again.

Person, item, or place: For each minute spent meditating on the subject, you learn one pertinent piece of information. However, this information is always vague in some regard and comes to you as a hazy vision. For example, you may try to discern where a person is located, and you will see the tower it is being held in, but will not be given the name of the tower or its location in the world (though you might be able to determine these things through other means).

Wanderer Domain

Tip'O is the god of the Lost, the Caturday who forsook their fellows during the dawning ages of the world.

Since then, he has seen over those Caturday who have left Catopia to wander the world. These footloose travelers have been joined by

thousands of Caturday driven from their homeland and cast upon the roads and seas of the world. His clerics now move amongst the Caturday, calling them back to another way of life and shepherding them further down the road.

Secrets Domain Spells

Cleric Level	Spells
1st	<i>expeditious retreat, longstrider</i>
3rd	<i>misty step, spider climb</i>
5th	<i>haste, fly</i>
7th	<i>dimension door, hallucinatory terrain</i>
9th	<i>passwall, teleportation</i>

Lore of the Road

At first level you gain proficiency in the Survival skill.

Freedom to Travel

Also at 1st level,

Channel Divinity: Sudden Movement

Starting at 2nd level, you may use your Channel Divinity to grant yourself and any allies of your choice within 30 feet a bonus action that they can use to take the Dash or Disengage actions. The effect lasts until the end of your next turn.

Channel Divinity: Step of a Thousand Paws

Starting at 6th level, you may use your Channel Divinity to teleport you and up to your Wisdom modifier in allies that are within 10 feet of you. This acts as the *teleport* spell.

Precise Spellcasting

Starting at 8th level, you add your Dexterity modifier to the damage you deal with your cleric spells.

Spring Away

Starting at 18th level, you may use Step of a Thousand Paws as a reaction.





New Backgrounds

The following backgrounds are for use with Caturday, reflect their natures, and exile status. Their intent is to add flavor to the playing of the race, and if a more suitable background from a different source is more acceptable, than use that. These backgrounds are based on where the current generation of Caturday has found a place in the world, and how they relate to other races.

keeps, witches' huts, and arcane universities are ones that have found the arcane art on their own, largely due to their reputation of being connected to the arcane arts on a primal level. Others, raised in these environments, are children of the first generation of exiles. Even Caturday with no more than the normal connection to the mystical forces of the universe learn much in their service to mages, and those with talent soon find that they are perfectly placed to learn and grow in power.

Most arcane cats show some signs of overexposure to the mystic elements of the universe. Their fur might have an odd pattern or color. They might be scarred, either physically or mentally, by the experiments in which they assisted and the weirdness they have seen. A rare few discovered that the kindly mage who took them in was prone to experimentation with living subjects, and bear the marks of these attempts to extract their inherent magical powers.

Skill Proficiencies: Arcana, Investigation

Tool Proficiencies: Alchemist's Tools

Languages: Choose one: Abyssal, Elvish, Draconic, Infernal, or Primordial

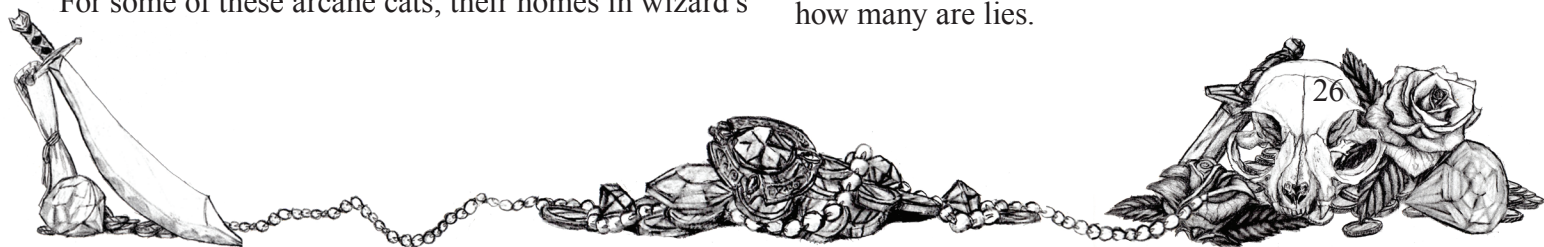
Equipment: scroll case with secrets, robes with lots of pockets, satchel of stolen books, a small purse containing 10gp.

Arcane Cat

The naturally mystical Caturday are drawn to the arcane arts. More than a few exiles have found a welcome home assisting wizards and sorcerers, even warlocks, in their endeavors. Arcane cats are those who have worked long hours researching clues in dusty tomes, mixing basic ingredients in alchemical labs, or serving as apprentices to mages of all kinds. For some of these arcane cats, their homes in wizard's

Feature: Secrets and Lies

You know things, things that you maybe should not. Ancient tomes of lore, the mutterings of mad wizards, and the hints found in the margins of scrolls all hint at something big, bigger than you could possibly dream. Others expect you to know these things, and you are willing to share, but not share all. Even you do not know how many of these theories, much less the prophecies and clues they are based upon, are true, and how many are lies.





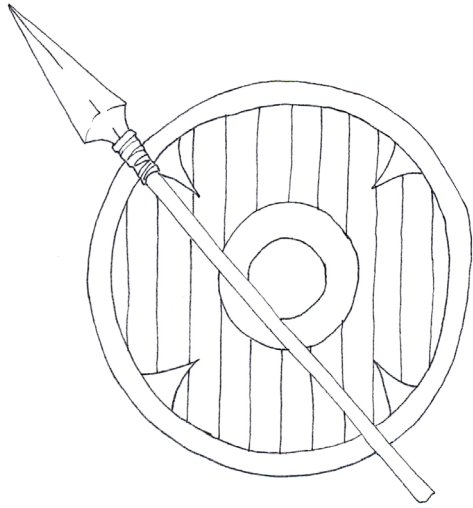
Suggested Characteristics

d8	Personality Trait
1	Learning new secrets is the best thing you do.
2	Magic is in your blood, your very soul, watch out universe, here you come.
3	You have seen vistas of worlds, but only from books, and now you leave home to see them with your own eyes.
4	If one were to let emotions cloud one's judgment, then all the knowledge in the world cannot save one.
5	Ever since that accident in the alchemical workshop you have not been quite right.
6	The sacrifices you make for the pursuit of knowledge are petty compared to what you stand to gain by that knowledge.
7	Small tricks and a few odd words will take you far in life, and the ignorant will not know any different.
8	You once found a scroll dated to the third dynasty of the Pathris Empire, and hope to find even more rare discoveries soon.

d6	Ideal
1	Knowledge is all; everything else is just a means to this end.
2	Use the arcane mysteries to help others.
3	Ignorance is not bliss, it is slavery, and you can save the world by breaking the chains of ignorance.
4	The Truth is for the finding, and you are the one to find it.
5	One must prove one's right to the secrets one has.
6	A secret ill shared is a secret lost too soon.



d6	Bond
1	You can never forget the debt you owe to the mage who taught you so much.
2	You need strong backs to defend you, at least for now, and rewarded when you learn the final secret you seek.
3	You know the prophecy, it might not be true, but you must stick by the Chosen One until the very end.
4	By tracking the movement of the stars, you know what is to come, and you need these companions with you at that precise moment.
5	Your family still toils in the evil wizard's tower, turning their arcane energies into weapons, and one day you will return to free them.
6	The old tome you carry is more than just some ancient book, it is a link to your past, and your race's past as well.





d6	Flaw
1	My curiosity often gets me into trouble.
2	I know more than you know and I am not afraid to prove it.
3	Knowledge is power and you must hoard it so others cannot gain that power.
4	You often pretend to have more magical might than you actually do.
5	Arrogance is just a word the unworthy use to betray their jealousy.
6	Flaw? What flaw? One privy to the secrets of the universe has no flaws.

Skill Proficiencies: Performance, Sleight of Hand

Tool Proficiencies: Disguise kit

Languages: Any one of your choice

Equipment: costume, musical instrument, playbill from favorite performance, a belt pouch containing 10gp.



Circus Cat

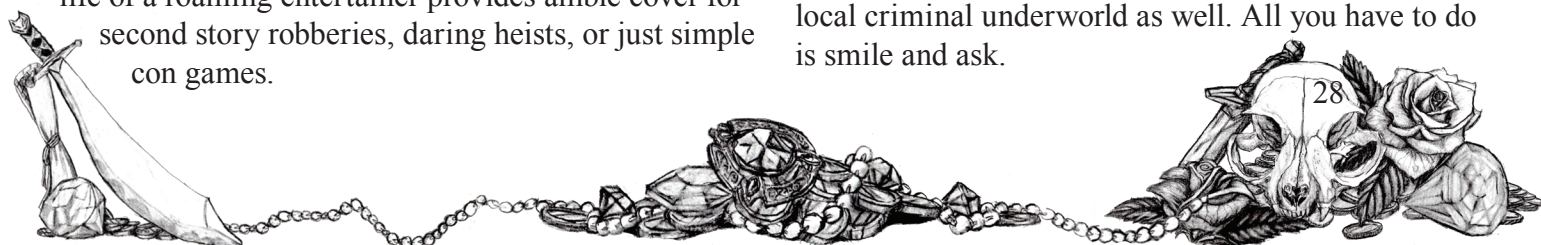
Caturday are naturally agile and flexible, and when combined with their unusual appearance, they often find themselves in the role of entertainers. Many traveling carnivals have Caturday acrobats as part of their acts, the death defying stunts being only part of the draw of seeing these rare beings in the flesh. Other Caturday become troubadours, minstrels, and other types of wandering entertainers, trading the security of a troupe for the freedom of the road.

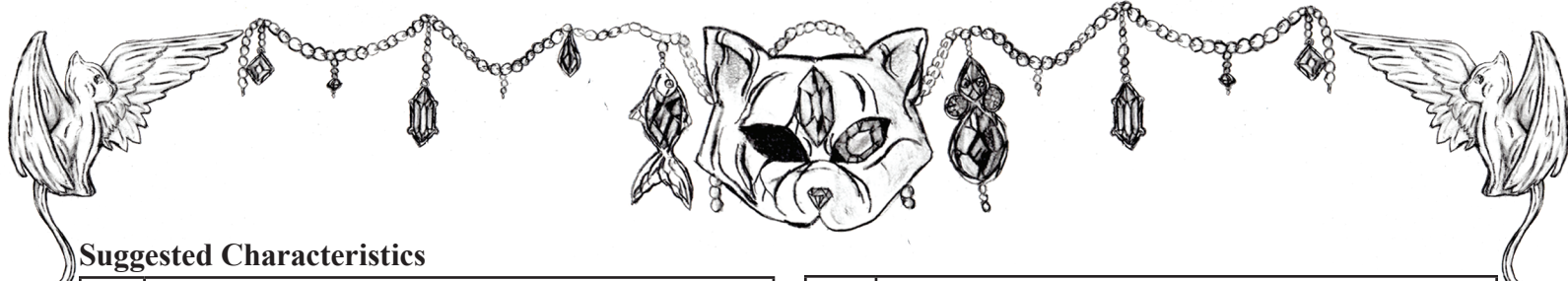
Circus cats tend to be rather vain amongst a race already prone to vanity. They are performers in life as well as on the stage, hiding their true natures behind the roles they fill and the needs of their audience. It is that audience that draws them the most, for any action done in private cannot be applauded. This, combined with their vanity, can make circus cats some of the flashiest of all the Caturday.

Not all circus cats are simply performers, or at least not all are just performers. Some are, if you would pardon the expression, cat burglars of skill and prowess. The constantly moving nature of circus life means that circus cats can expect to be far away when the authorities catch on to what has happened. The life of a roaming entertainer provides ample cover for second story robberies, daring heists, or just simple con games.

Varied Contacts

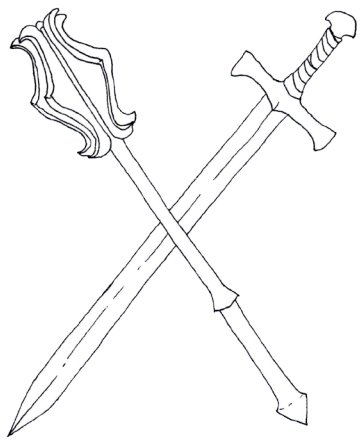
You have traveled far and wide and met with people both high and low. Nearly anywhere you go in civilized society, and even outside of it, you can find someone who either knows of you or knows a person you know. While you cannot expect them to lay their lives on the line for you, you can easily garner information about local affairs, the movement of circuses and other traveling entertainers, and often the local criminal underworld as well. All you have to do is smile and ask.





Suggested Characteristics

d8	Personality Trait
1	Look! At! Me!
2	All life is a stage and your role changes every day.
3	Why not take a risk, if the reward is great?
4	Never play the clown, always play the hero.
5	When you buy my services, you get your money's worth.
6	Trapeze by day, open windows by night.
7	Behold, for I will do this thing no other has done before.
8	Flamboyant, flamboyant! I will show you the true meaning of flamboyant!



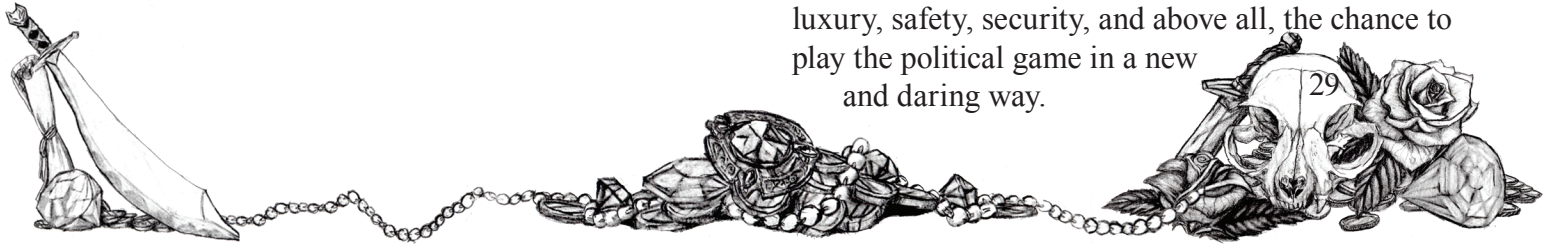
d6	Ideal
1	When the act moves on all debts are paid.
2	The performance is all that matters and must be done with flair.
3	If no one sees it, did it really happen?
4	Somewhere there is a permanent home, and ongoing engagement, a gig that does not end.
5	Cheers or jeers, at least they have felt something.
6	The face they see is nothing like the face you feel.

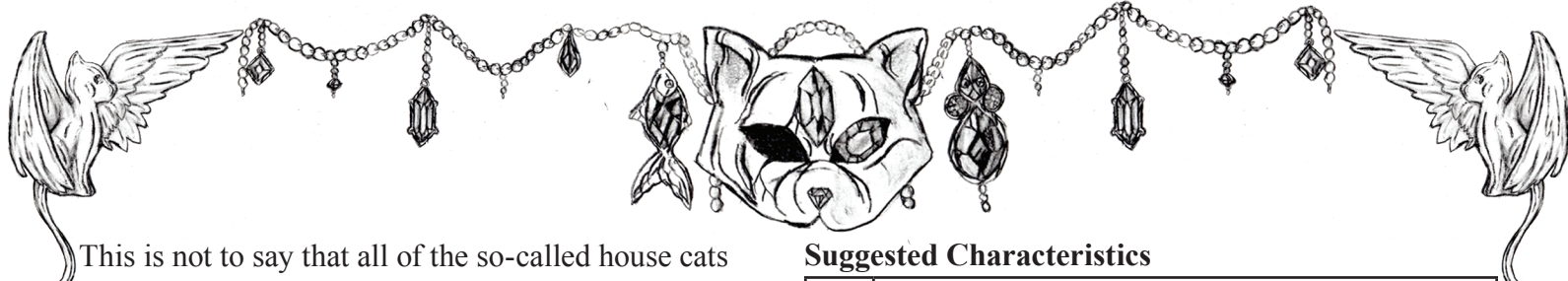
d6	Bond
1	You have a signature act, and fear the day someone does it better than you.
2	Your costume is not just an amusing outfit; it is a mark of pride in your profession.
3	A rival cast you out of your old troupe, and you will have your revenge.
4	One day you will come across your family's troupe again, and the reunion will be something special.
5	Only your true friends know your true nature, all the others just get a mask.
6	You can juggle flaming knives, but can you juggle your feelings for two of your companions?

d6	Flaw
1	Without a cheering crowd, is it even worth it?
2	Do you know who I am?
3	It is far better to be known than to die unremembered.
4	It is always worth the risk to your life if it will make you famous.
5	You never take criticism lightly, or with good grace.
6	You are happy, as long as you do not share the spotlight.

House Cat

Caturday who present a natural elegance, taste for refinement, and willingness to serve others often end up in the households of wealthy nobles, merchants, and clergy. In recent years, it has become something of a fad to have a well-dressed and well-mannered Caturday on one's household staff, and many Caturday have taken full advantage of this trend. The life of a kept house cat is one that allows for the indulgence in luxury, safety, security, and above all, the chance to play the political game in a new and daring way.





This is not to say that all of the so-called house cats are scheming courtiers, or even that they all chose this life. Those born into the house cat life often find the rigors and restrictions of court life too much and thus rebel. Taking to the road as an adventurer is more than just a means of denying the wealth and privilege they have known, it is a means of taking their future into their own hands.

Then there are the house cats that have not chosen the life of adventure, but had it thrust upon them. Noble houses fall, rebellions cast down the aristocracy, and the intrigues of court cast favored servants aside. Forced to find some kind of life, any kind, these outcast cats wander from place to place seeking new security. If some noble were to see how valuable such a lost house cat is, surely they would take them into service.

Skill Proficiencies: Insight, Persuasion

Tool Proficiencies: Your choice of one artisan's tool or musical instrument

Languages: Your choice of any one.

Equipment: fancy clothes, one tool kit or musical instrument, gilt ball, a belt pouch containing 25gp

Feature: A Place to Stay

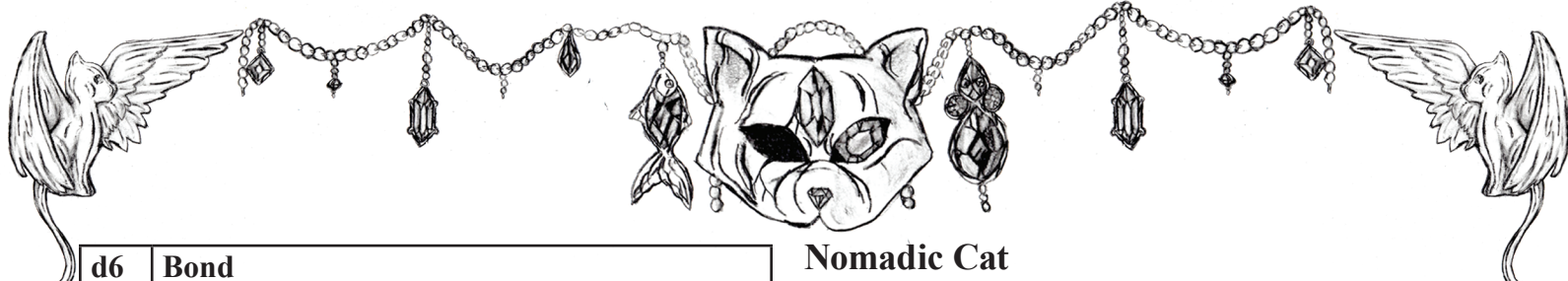
House cats are not solitary creatures; they tend to build connections with each other that span the boundaries of noble estates and even nations. Favors are traded, marriages arranged, and rumors are spread in these networks. Most of all, house cats respect that their positions in the houses of other races' nobility is a precarious one, and an owed favor is a serious thing. Whenever you are in a place that has an aristocracy of any kind, you can seek out a house cat and cash in those favors and connections and find a place of rest for a few days or catch up on the latest juicy gossip.

Suggested Characteristics

d8	Personality Trait
1	Yes, yes, yes, but what have you done for <u>me</u> lately?
2	You always look the best no matter what the situation.
3	Your name must shine, and not just now, but for all the years after.
4	Flattery will get you everything.
5	Your life is now our own and you will fight to keep that freedom.
6	Every stitch, every jewel, every thread tells a story.
7	Yes, yes, yes, you are fortunate to have me with you this day.
8	I have sacrificed much for the chance to be here and will not give up now.

d6	Ideal
1	Noblesse oblige are not just words, it is a way of life.
2	Until they backstab you, and they will, give them all your trust, for honor dictates nothing less.
3	The lords of this world have their place for a reason.
4	The trappings of nobility are more important than the actions of the nobility.
5	Wealth is the only thing keeping you from a cold bed and an empty belly.
6	Life is for the living and must be enjoyed to honor the dead.





d6	Bond
1	You might have little more than your word, but that is something that all can trust.
2	You know that a trustworthy friend is worth more than all the gold in a king's coffers.
3	Allies are the advantage that separates those who live from those who lose.
4	Your pedigree is noble though your house may be fallen, and you will not dishonor that memory.
5	Your family was once nobility, then a noble's plaything, and now by your own hands you will be noble again.
6	You will avenge those who murdered your noble and cast you out into the cold.



d6	Flaw
1	Vain? No my dear man, not vain, just merely accustomed to certain standards.
2	Arrogant is such an ugly word.
3	You are only considered pretentious because others do not understand that you pretend to be nothing, you are this incredible.
4	You value luxury and comfort more than honor or honesty.
5	Why does it have to be cold? This food is terrible! Can't we stay at an inn tonight?
6	The things that you enjoy you enjoy immensely and let everyone know about it.

Nomadic Cat

Their city-state fallen, their people cast to the wind, many Caturday take to the road as their new home. Some travel in search of a new homeland or possibly the mythical Second Kingdom of the Caturday that legends say lies out beyond the known world. Others see no reason to settle down, for the world is bright and big and just waiting for them to explore it. Then there are those who wander in shock at the loss of their home, a shock that has lasted for a generation and might continue for many generations.

Nomadic cats take to various means of travel; some preferring one type to all others, some taking whatever conveyance comes along. Most do not travel in the company of many of their kind and often find themselves the only Caturday for dozens of miles. Other wandering Caturday form caravans, ship's crews, or nomadic bands that move restlessly from place to place.

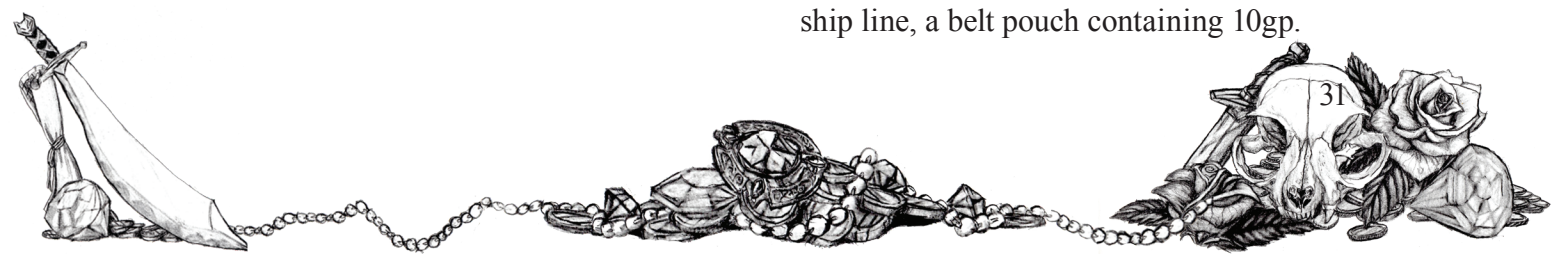
Amongst sailors there has long been a tradition that having a Caturday on board is good luck. This superstition stretches back to before the fall of the Caturday city-state and has only become more pronounced in the years since. Some say that the loss of their homeland ate up all the bad luck a Caturday might have, and that leaves nothing but good luck. Others say that those who managed to escape the armies of the hobgoblins were lucky, and thus any Caturday today is descended from that luck.

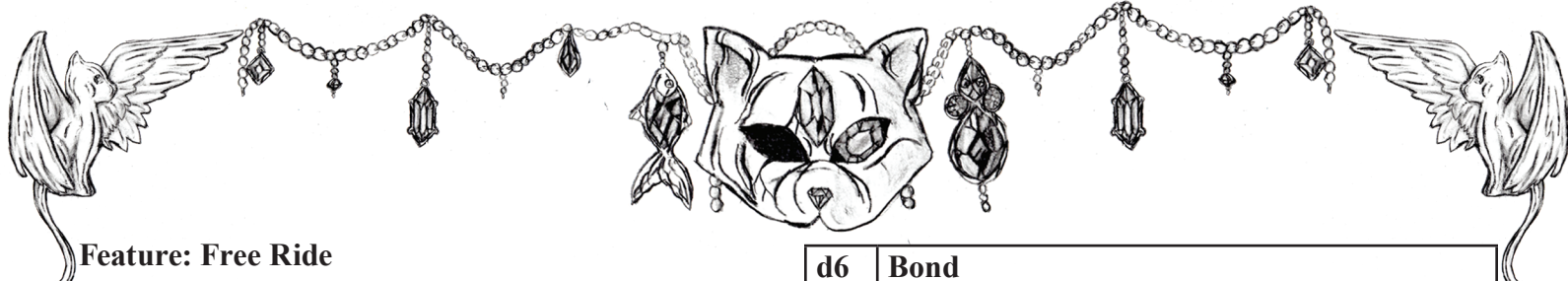
Skill Proficiencies: Athletics, Perception

Tool Proficiencies: Proficiency with any one vehicle of your choice.

Languages: Your choice of any one.

Equipment: common clothes, souvenirs from your journeys, a ticket good for passage with a caravan or ship line, a belt pouch containing 10gp.





Feature: Free Ride

You have traveled, you have seen the world, and you have made friends along the way. These friends can help you out by giving you a lift to wherever you are going. It might not be the best of accommodations, and you might have to work some for your passage, but there is always a spot for you on their ship, in their caravan, or with their roaming band.

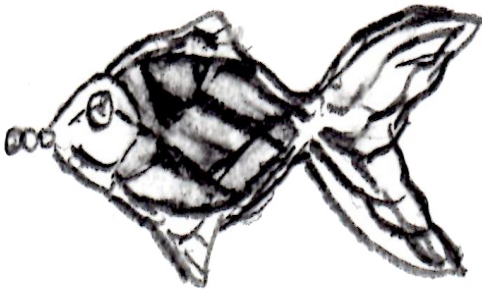
Suggested Characteristics

d8	Personality Trait
1	You love to see new things, new place, and new people.
2	Curiosity may have killed the cat, but it won't get you.
3	You have a hard time making permanent connections.
4	You pepper your speech with words in other languages.
5	You always have a tale of your travels.
6	If you haven't been there, it might not be worth going to.
7	The happiness moments of your life are with the wind in your face and the horizon before you.
8	You might only have a short time with people, so you make friends as fast as you can.

d6	Bond
1	Those you travel with are your friends no matter what.
2	You know someone in nearly every trade town and port city.
3	New sights are better when shared.
4	With your homeland lost the world is now your home and worth protecting.
5	Share a campfire with a person and you are their friend for a night and a day.
6	It is dangerous out there and we all have to look out for one another.

d6	Flaw
1	I'm not flighty, I just...would you look at that!
2	You care little for the havoc you leave in your wake.
3	Living without a safety net can make one hard, cruelly hard.
4	Never having a home means sometimes never building deep connections.
5	You often get cross with people who won't simply walk away from trouble.
6	You tend to flaunt your knowledge of the world.

d6	Ideal
1	There is no problem you can't walk away from.
2	Work hard, play hard, move on.
3	Being free means having nothing to lose.
4	The road sometimes wears you down, but it is always there calling when you are ready.
5	The freedom of travel is the only true freedom there is.
6	When the ship sails, all debts are paid.





What do Caturday Think About Cats?

There is a simple answer to this question. What do humans think about monkeys? Sure, there are similarities in form and action, but some humans eat monkeys, use them as pets, or treat them as pests. The Caturday are much the same with domestic cats.

Stray Cat

Cast out of their homeland and sent to flight, some Caturday never found a new home. This might be due to poor luck, bad situations, or even choice. These stray cats have no home, but unlike the nomadic cats, this is not because they travel the world. Instead, stray cats are found wherever the poor and downtrodden gather. Mostly city dwelling Caturday, strays are usually found in the slums or on the outskirts of other races' settlements. They eek what living they can out of whatever they can find, and more often than not, make do.

In cities where stray cats have congregated they often find themselves the victims of prejudice. Their merge situations do not impress outsiders with their worth, and it is not unusual for strays to turn to lives of crime in order to survive. This only heightens the animosity other races feel towards the strays, and can even taint the view of the entire race. Adding to this, after a generation of being outcast strays some Caturday have established criminal enterprises and networks.

Not all strays are criminals; most are just suffering under the yoke of poverty. Some work to improve their situation, others become rebels against a social and economic system they feel has done them wrong. A rare few become heroes of the poor, fighting against tyrants and despots and making a name for themselves that belies their humble beginnings.

Skill Proficiencies: Deception, Intimidation

Tool Proficiencies: Gaming set and your choice of either forgery kit or thieves' tools

Equipment: crooked gaming set, dark clothes, thieves' tool or cudgel, stolen goods worth 10gp.

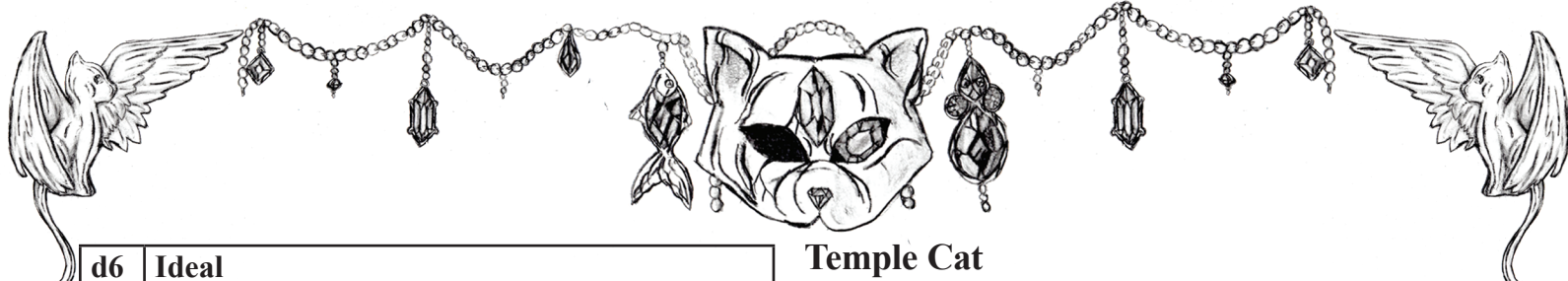
Feature: Food and Shelter

Stray cats know what it is like to be cold and hungry, to sleep in alleyways and always have to keep an eye out for threats. They tend to look out for one another, and it is not uncommon for a stray to share their only meal and bare shelter with another. If in a community that has stray cats in it, you may find some food and a place to stay for the night. Neither will be grand, but it will keep you alive one more day. Sometimes that is all you need.

Suggested Characteristics

d8	Personality Trait
1	Your persona is far more gruff and standoffish than you really are.
2	You live life as full as you can while you can.
3	You take pride in your independence, even if it means sleeping in the cold every once and awhile.
4	I never become riled up or show signs of weakness.
5	You can speak in common, but prefer to use a mixture of Caturday, the common tongue, and lots of slang.
6	You tend to watch people, usually from a perch or the shadows.
7	Generosity is best when you have the least.
8	Caution is for those who have something to lose.





d6	Ideal
1	One day you will be the one on top of the world.
2	Your word is often all you have.
3	Respect must be given and must be earned.
4	Having a home is far overrated.
5	Suffering makes one stronger.
6	If just given the chance you can prove yourself as more than your humble origins.

d6	Bond
1	When you choose to run with someone, you are loyal to the end.
2	You have heard rumors of one big score that will set you up for life.
3	You are very territorial, and that protective instinct extends to your friends.
4	Treasure what you have, you might not get anything else, this extends to your friends as well.
5	Faith is the only things you cannot lose.
6	When you are in the money so are all those you love.

d6	Flaw
1	You owe nothing to anyone.
2	There is only one person important, and you look out for number one.
3	You talk a big game but fear you cannot back it up.
4	All you want is respect and will do anything to get it.
5	Your wear pride like an easily tarnished badge.
6	You have trouble getting along with your 'betters', the snooty sots.

Temple Cat

Despite rivalries, most priesthoods are fairly welcoming to those who worship gods with similar portfolios and values. One god of royalty is much like another and it suits the prestige of the priesthood to protect and aid their dispossessed cousins. When the Caturday lost their homeland, the refugee priests found safety and new homes in like-minded temples scattered across the world. A generation later and these temple cats have raised their children in foreign lands while still clinging to the pantheon of their lost homes. Temples that have welcomed the refugee priesthood tend to be more open minded and permissive. They have had to let the Caturday build small shrines within their precincts of the visiting pantheon, allow not just the worship of the Caturday's gods but also the religious festivals, and open up space to store what few relics and sacred texts the Caturday were able to rescue. All this costs money, and there is the expectation that the Caturday will be able to, if not now then in the near future, pay their own way to some degree.

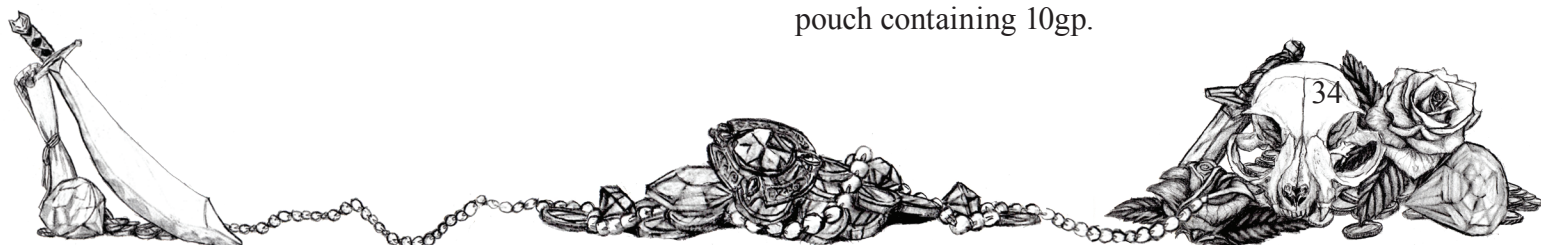
Some temple cats are not the children of disposed priests, but devotees of the gods of the Caturday that have sought out their peoples priests and studied with them. This new blood is seen as crucial to the survival of the race and their gods, for if the priesthood remains just a few scattered families it can never grow and never move out and build its own temples. No one wants to remain a houseguest for their entire lives, much less relegate their descendants to the same fate.

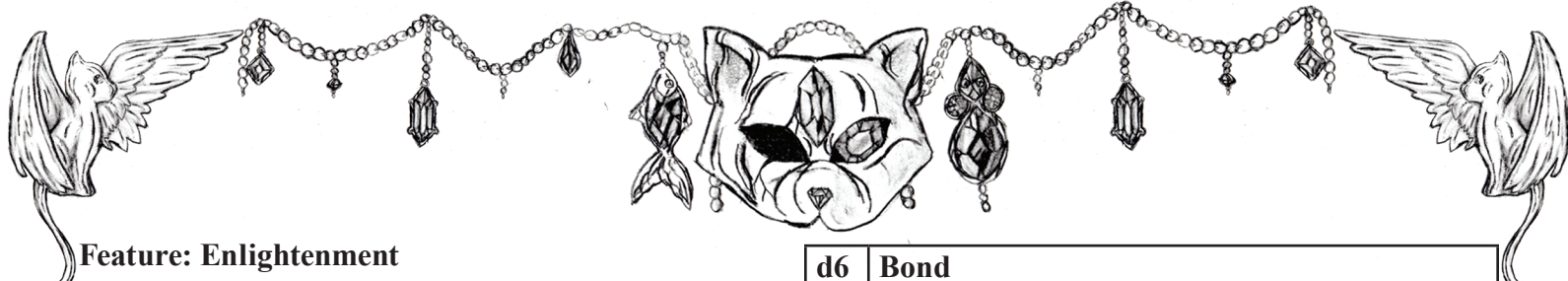
Skill Proficiencies: Religion, Medicine

Tool Proficiencies: Herbalism kit

Languages: Your choice of Abyssal, Celestial, Infernal, or Primordial

Equipment: scripture, vestments, holy symbol, a belt pouch containing 10gp.





Feature: Enlightenment

The Caturday religion places a great focus on personal enlightenment, and one raised or trained in the secrets of the gods can seek out answers to their problems through meditation and consulting sacred texts. You can spend some time, hours at the least, but normally several hours over many days, seeking enlightenment on some issue. This insight tends not to be terribly specific, but the clues you gain should point you in the right direction.

Suggested Characteristics

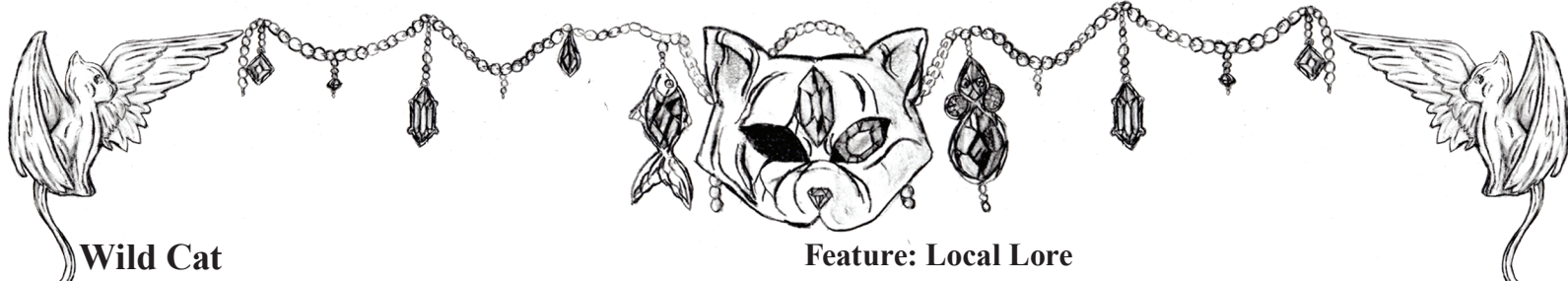
d8	Personality Trait
1	You talk in parables and stories of the Caturday gods.
2	Preaching just comes naturally, and you tend to act in accord with your nature.
3	You are quite and solemn most of the time.
4	Serenity is something you seek, but too often is hard to find.
5	The Truth, capital ‘T’ mind you, is all there is.
6	You have taken one of the Caturday gods as a patron and follow their creed above all else.
7	You remember your lessons well, always be polite and attentive to duty.
8	You abjure all the gods and make sure everyone knows that.

d6	Ideal
1	The Caturday must cleave to their own gods or lose them.
2	Perhaps there are not individual gods but aspects of divine ideals?
3	One day our gods will have their own temples.
4	The law is the law, no matter what kings and merchants say.
5	Do not fear the gods, fear only failure.
6	Without a home, all our people have are their gods.

d6	Bond
1	The temples that protected your people and your gods are to be repaid in full.
2	You serve your people and through them the gods.
3	You have heard rumors of a lost relic of the Caturday gods and must find the means to seek it out.
4	You must prove your worth to your gods and the gods that have hosted them.
5	You feel the need to find a new home for your gods.
6	All Caturday are cousins, and those with similar ethos are our brothers.

d6	Flaw
1	Your way is the right way, and nothing can change that.
2	Living in a foreign temple has shown you that all is lost.
3	Your faith should be your bedrock, but it is a fragile perch at best.
4	Bitterness sits too firmly on you.
5	You tend to trust religious figures too much.
6	Where your faith could be a shield, you wield it as a wedge to drive others away.





Wild Cat

Not all Caturday found a home in the cities of other races, though the vast majority have gravitated to urban areas. Some fled their homeland and took to a life in the wild areas of the world, forming tribes of Caturday that hunt the forests and mountains much as once did their distant ancestors. These tribes have small numbers, but the innate hunting ability of the Caturday has aided them greatly. Tribal numbers are growing and some fear, or hope, that the wild cats will become the nucleus of a new Caturday, one that lives by hunting game and farming small plots of land.

The wild cats are some of the most resilient of the Caturday, for their path does not rely on any other race as host or helper. They are, if anything, more independent and strong willed than their fellows. They need to be, for they have had to cut a new life out of the wilderness, and often at the expense of other races (mostly goblins, orcs, and other savage races of the wild lands).

Many Caturday go years without seeing another of their kind outside of their immediate family, but the wild cats live amongst their own and in their own lands. This has led to some of the wild cats seeing themselves as the true expressions of their people's culture, uncorrupted by other races' ideas. This arrogance, not an unusual trait among the Caturday, has caused some friction between the wild cats and their relatives in the cities.

Skill Proficiencies: Stealth, Survival

Tool Proficiencies: Navigator's kit

Languages: Any one of your choice.

Equipment: traveler's clothes, half-eaten recent kill, map of local area, belt pouch containing 10gp.

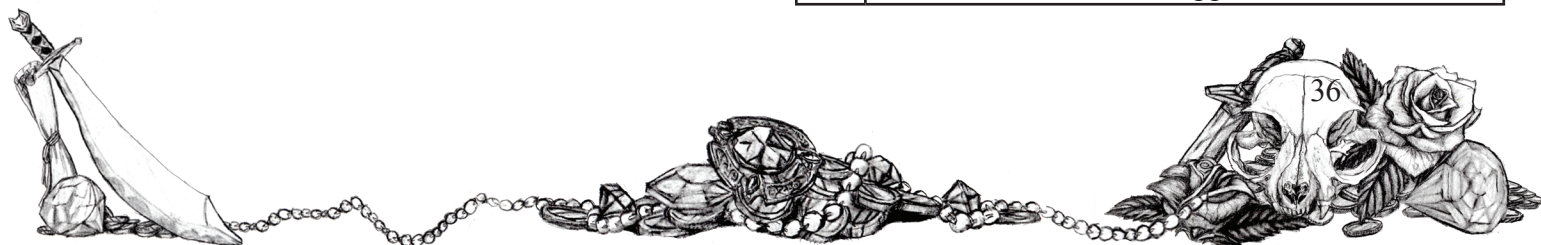
Feature: Local Lore

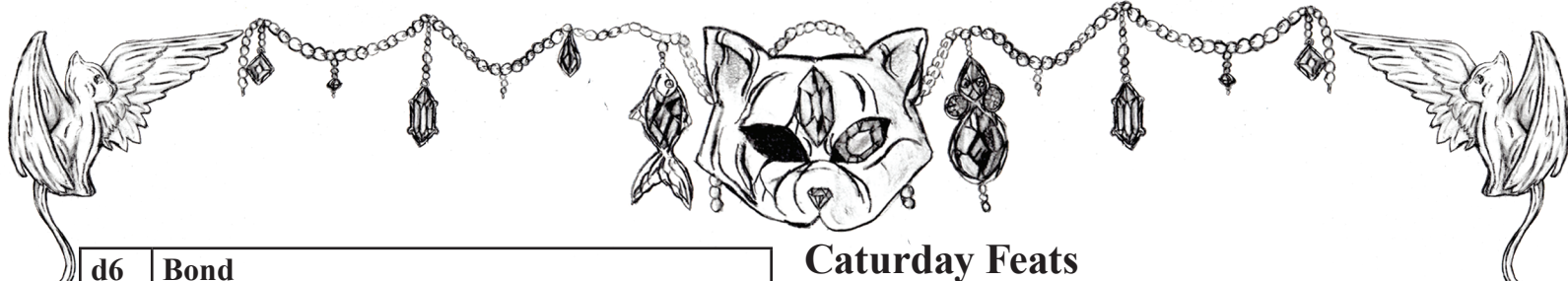
Wild cats know their land better than anyone else. In your home region you know where the food sources are, where the predators and prey gather, what water is safe to drink, and what areas are to avoid. Your knowledge of the landmarks and paths means you do not become lost in your home areas. Furthermore though you might have a reputation as being aloof to outsiders, you know the locals, both Caturday and not, and have some sort of relationship with them.

Suggested Characteristics

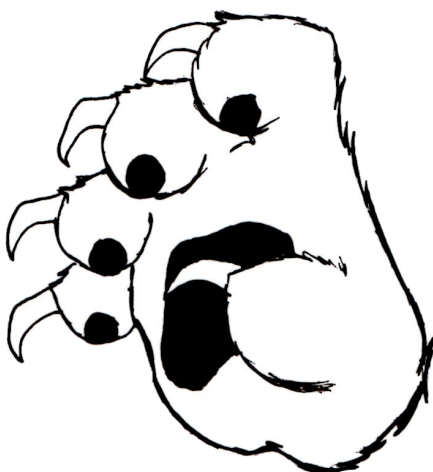
d8	Personality Trait
1	You are used to your own freedoms.
2	You are always on the lookout for danger.
3	Feral and savage are just the city-folks' ways of saying ready and willing.
4	Your patience knows no bounds.
5	You only feel truly alive when on the hunt.
6	You bend your knee to no one.
7	Your personal appearance might be barbaric to some eyes, but you take great pride in it.
8	You cannot stand defeat but would rather just slink away to fight another day.

d6	Ideal
1	We are a wild people and only in returning to our old ways can we find salvation.
2	The comforts of civilization make one soft and weak.
3	Death is just part of the natural cycle of all things.
4	When the wind is in the trees and the tall grass sways, this is the best of life.
5	For you, the hunt is the most important part of life.
6	What is natural occurs naturally, what is unnatural must be forced to happen.





d6	Bond
1	Your word is to be trusted for the Wild Ones do not lie.
2	One day you will return and be a chieftain of your people.
3	Your aunt did not flee to the wilds with your parents and you believe she might have found a different sanctuary after the fall of your homeland.
4	You know something of the Lost and think you can find them.
5	One day you hope to unite all your people in the wild lands.
6	Honor is the bread and meat of the Wild Ones.



d6	Flaw
1	You will do anything to survive.
2	You have no respect for foreign authorities.
3	Your disparagement of civilized ways blinds you to their benefits
4	Your temper is short with those who consider you less for living a free and wild life.
5	Your pursuit of personal glory makes you reckless.
6	The chip on your shoulder is large and easily dislodged.

Caturday Feats

The following feats are for use by Caturday adventurers, though at the GM's discretion they might be taken by similar races.

Climber

Prerequisite: You must be a Caturday

You have learned to turn your natural claws and agility towards climbing, and can move up nearly any surface.

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain a climb speed equal to your speed.
- If you suffer a fall, you may make a DC 15 Dexterity save to reduce the damage you take by half.

Claw Master

Prerequisite: You must be a Caturday

You have perfected not just the use of your natural claws, but you keep them nice and sharp.

- When you use Sharp Claws as a bonus action to make an attack with your claws, you may add your Dexterity modifier to the damage.
- When you make an attack with Sharp Claws, you may choose to inflict piercing or slashing damage.

New Class Option: Monastic Tradition — The Way of the Four Claws

This ancient Caturday martial art focuses on the use of the natural weapons of the Caturday, their claws and their sharp teeth, as well as their inherent agility and small size. A major part of the philosophical teachings of this style is based on freedom of thought and unity of thought and deed, as well as attunement with the natural world.





Wind of the Flying Claws

At 3rd level when you choose this tradition, your unarmed attacks may use your paws to inflict bludgeoning damage, your claws to inflict slashing damage, or your teeth to inflict piercing damage. Additionally, when you spend a Ki point to use Flurry of Blows, you may choose one of the following options to accompany the attack:

- You may use the Disengage action as a free action.
- You may make one additional unarmed attack, but it must be of a different damage type than others you have made this round.
- You may add your proficiency bonus to your AC until the end of your next turn.

Cut the Tree Down from the Highest Branches

At 6th level, you may spend a Ki point to leap onto the neck or head of a foe of one target larger than yourself. Make an attack roll. If you succeed, you have managed to find a position on your opponent's neck, head, or back that is difficult for them to reach yet leaves you free to attack them at will. Your opponent may dislodge you by using an action to make Strength saving throw with a DC equal to 8+ your Dexterity modifier + your proficiency bonus. While on your opponent, you have advantage on attack rolls against it, and your opponent has disadvantage on all attack rolls.

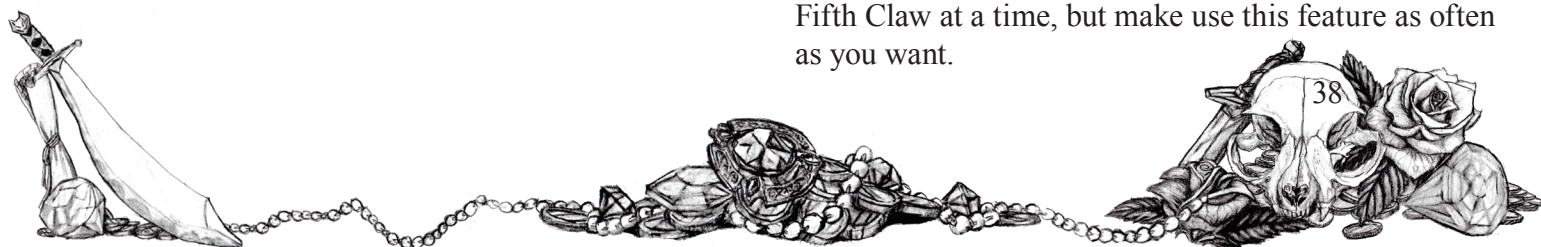
Movement of the Nine Lives

At 11th level, you have learned meditative techniques and sacred rituals dedicated to Pachés in her form of the Warrior Goddess that allow you to cheat death. You may spend a short rest preparing yourself, and after that you may expend hit dice any time you are forced to make a saving throw or death save, adding the result of the hit die to the roll. If the total of a death save after you have added a hit die to exceeds 20, you revive with 1 hit point. You may use this feature once, and regain use of it following a long rest.



Slash of the Fifth Claw

At 17th level, when you make an unarmed attack using your claws, you may choose to inflict no damage at that time. Instead, the target is deeply cut and begins to bleed. On the following turns, you may as a free action, spend 1 Ki point to cause the target to lose 3d10 hit points. After you have caused it to lose hit points three times, the target must make a Constitution save with a DC equal to 8 + your Dexterity modifier + your proficiency bonus or be reduced to 0 hit point. If the target succeeds on this saving throw, you can continue to cause it to bleed on your turn. You may only have one target under the effects of Slash of the Fifth Claw at a time, but make use of this feature as often as you want.





Caturday Trinket Table

d100	Trinket
01-05	An exotic feather, perfect for putting in a hat.
06-10	A dead mouse.
07-15	A small bag of catnip.
16-20	A fist sized gilt ball with a silver bell in the middle.
21-25	A small stone used to sharpen claws.
26-30	A bracelet charm that never tarnishes.
31-35	Half a signet ring to a lost Caturday noble house.
36-40	A small wooden box with a clockwork mechanism that opens the lid and slowly moves a fuzzy blob out before snapping it back in.
41-45	A vial of fur wax.
46-50	A locket containing the silhouette portraits of long dead Caturday.
51-55	A map of the Caturday homeland dating to before the conquest.
56-60	Fifteen feathers of different sizes and colors.
61-65	A short length of copper tubing.
66-70	Three small oddly colored pebbles.
71-75	A scrap of paper covered in ciphers.
76-80	Nine small Caturday statues, eight of them are broken open and hollow.
81-85	A piece of paper with a red dot on it, proof of your great victory.
86-90	A dead songbird.
91-95	A whistle that only dogs can hear.
96-00	A magical silver cricket that once per day can be animated and made to hop about at random.





Caturday Crossbows

Caturday crossbows are works of art and engineering surpassing that of other races. Even their regular crossbows feature minor enhancements to stability, cocking mechanisms, and accuracy. Their finest creations are the repeating crossbows that are capable of sustained fire without the need to reload.

Repeating crossbows do not have the loading property. Instead, they have a listed number of bolts they can fire before they have to be reloaded. Reloading a repeating crossbow to maximum capacity takes and action, and they cannot be reloaded until they have been emptied.

Power Bow

Using Caturday expertise and secrets, this crossbow is a heavy crossbow upsized to serve the increased strength and mass of larger races. Power bows are rare, the Caturday are not keen to give away their secrets or arm those who might harm their people. The life of an exile is a desperate one and some Caturday artisans are willing to part with a power bow to eat. Using the same high tension and geared winding as Caturday bows, the power bow is much the same, only bigger.

Repeating Hand Crossbow

These small, boxy crossbows have internal mechanisms that allow them to reload and recock themselves. Bolts are loaded into the enclosed frame one at a time and the design of the weapon allows each bolt to drop down and rearm the mechanism after the trigger is pulled.

Repeating Heavy Crossbow

Much like the repeating hand crossbow, the heavy crossbow uses complex gears and mechanisms that allow for repeated firing of the weapon. Up to five bolts can be loaded into the frame. Each pull of the trigger recocks the bow and drops a bolt onto the flight groove. These same mechanisms allow the user to work the bow with much less muscle strength, making it ideal for use by the small statured Caturday.

Repeating Light Crossbow

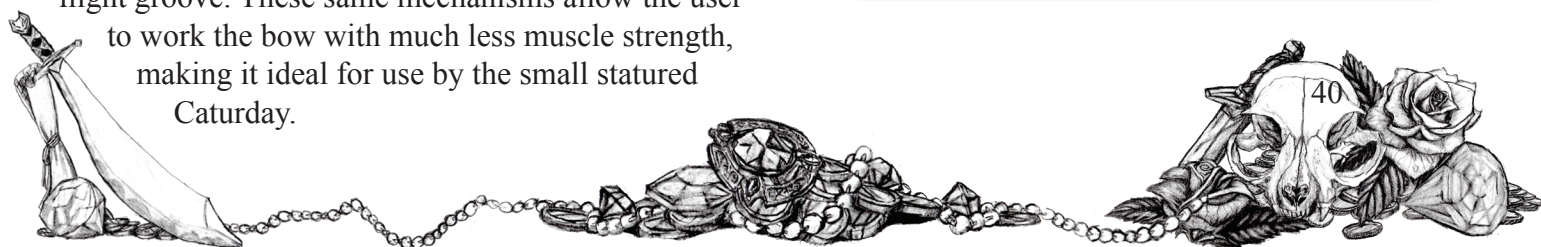
Lighter than the repeating heavy crossbow but still made with the same complex gearing and mechanical ingenuity that Caturday bows are famed for, the repeating light crossbow has a larger ammunition supply. Ten bolts are loaded into the boxy bow and can be fired in rapid succession with a simple pull of the trigger. Caturday greatly prefer of the light repeating crossbow, as they are much easier to make and maintain than the more powerful and more complex heavy repeaters.

Scatter Bow

A rare Caturday invention as perhaps only a few dozen craftsmen who can make one managed to survive the Fall of Catopia. These craftsmen have not taken very many apprentices, and the knowledge of how to make scatter bows might become lost. Designed originally to hunt small game such as birds, the scatter bow is a boxy affair of two stacked decks of five small bolts each all fired by the same mechanism. When the trigger is pulled, these bolts fly out all at once creating a cloud of steel headed wooden shafts. Highly inaccurate, the advantage of the scatter bow is in quantity, not quality, of shots.

The Scatter Property

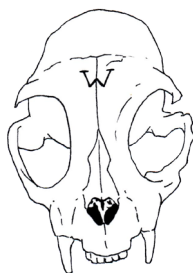
Scatter: This weapon fires a spread of shot that can hit multiple targets. Weapons with this property do not make normal attack rolls. Instead, they fire a cone with the listed range. All creatures in that cone must make a Dexterity save with a DC equal to the 8 + the attacker's Dexterity modifier + the firer's proficiency bonus if proficient with the weapon or suffer the listed damage. Success on the save results in half damage.





Martial Ranged Weapons

Weapon	Cost	Damage	Weight	Properties
Power Bow	100	2d6 piercing	25	Ammunition (150/ 600), heavy, loading, two-handed
Repeating Hand Crossbow	150	1d6 piercing	4	Ammunition (30/ 120), light
Repeating Heavy Crossbow	100	1d10 piercing	20	Ammunition (100/ 400), two-handed
Repeating Light Crossbow	50	1d6 Piercing	8	Ammunition (80/ 320), two-handed
Scatter Bow	150	1d6 piercing	10	Ammunition (5 x 30), scatter, two-handed





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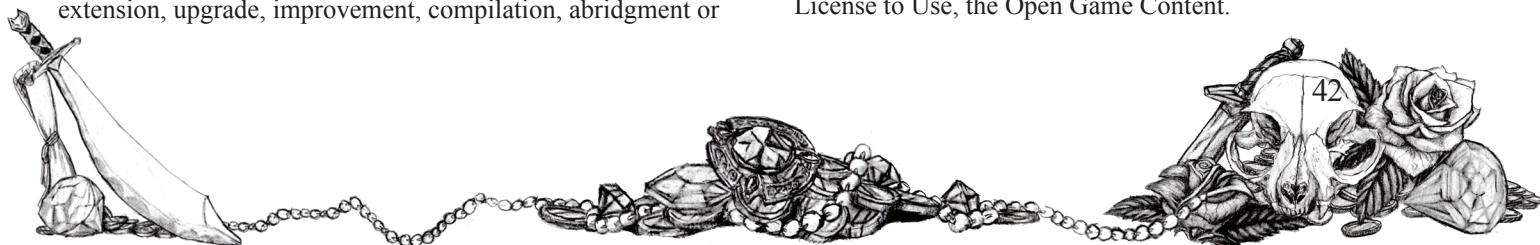
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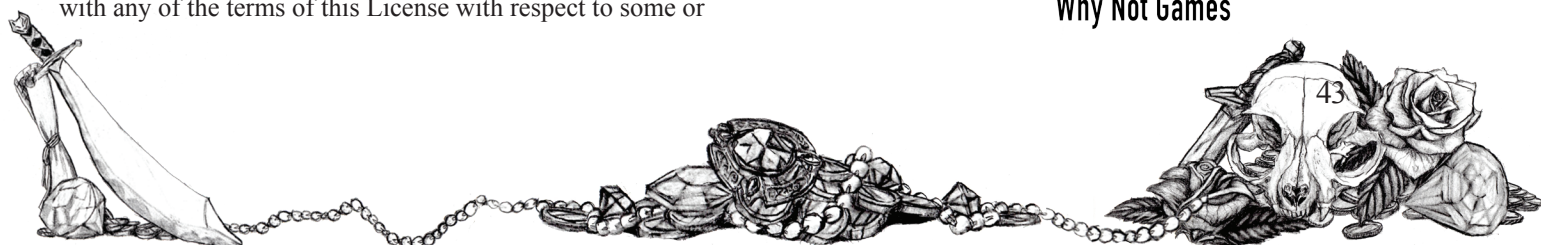
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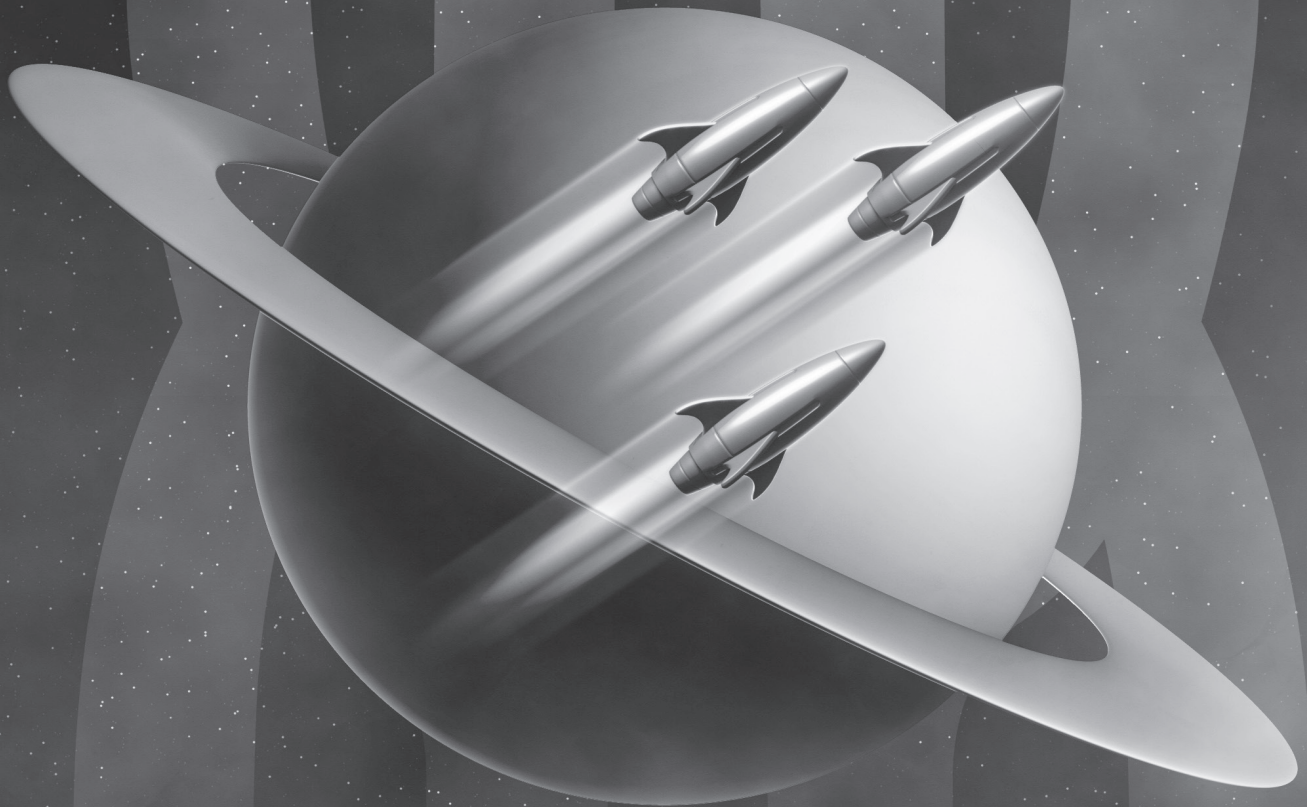
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