



D&D

EXPLORER'S GUIDE TO WILDEMOUNT

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D&D 5e – Cat Girls

Everybody loves cat girls. If you don't like cat girls, you're probably a faggot, and thus not a person. If you're thinking to yourself "gee, I don't like cat girls but I don't think I'm a faggot", you outta go watch some tranny porn and figure it out, gayboi. Anyways, this legit pdf is all about cat girls as a 5e D&D racial option for everybody who's not a fag and can appreciate real art. We'll start off with an FAQ for the aesthetically impaired. Enjoy!

Q: Why would I want to play as a cat girl?

A: That's a fucking stupid question, but that's OK – it's probably to be expected of autistic anti-weeb crusaders such as people who would even bother reading this FAQ instead of just skipping to the racial stats. The answer is that cat girls are a truly essential PC race in any and all D&D games. In fact, they're so essential to the game that in *Chainedmale* (Gary Gaygax's first whack at the universe's 8th tabletop role-playing game ever made) they were the **only** player race available! Not only that but, given people were such unimaginative fucks, the cat girl PC race was simultaneously its own class. Well, at least Gary Gaygax understood the importance of cat girls!

Q: How can I incorporate cat girls into my setting?

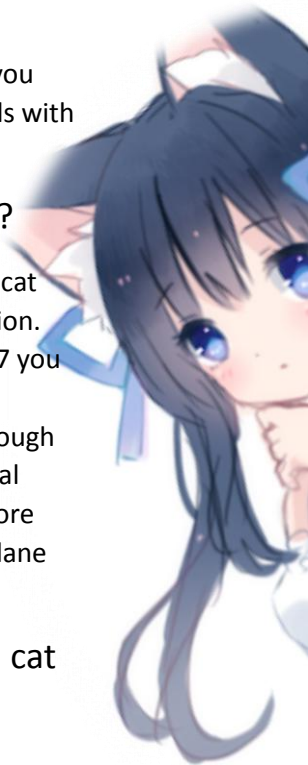
A: Why aren't cat girls *already* in your setting? What fucked up world do you have in which you have dragons/wizards/nalfeshnees/emus/trees/xylophones/tiny people and yet you lack girls with cat ears and tails? Dude just use magic or some shit. You don't need this spoonfed to you.

Q: I want to play as a cat girl, but my DM won't let me. What should I do?

A: Call him a faggot and then just play as a warlock, druid, or wizard and turn yourself into a cat girl anyway. Starting at level two as a warlock, you can cast *disguise self* at will as an invocation. Once you reach 15th level you can cast *alter self* at will as an invocation. Once you hit level 17 you get *true polymorph* and you're golden. As a moon druid, you get the Thousand Forms circle feature at level 14, which lets you cast *alter self* at will a level earlier than warlock gets it, though you'll sadly never have access to *true polymorph*. As a wizard, you get access to all the normal spells (*disguise self*, *alter self*, *true polymorph*) and, of course, *wish*. I can think of nothing more worthy of a suicidal casting of *wish* than to turn each and every humanoid on the material plane into a cat girl. The gods will surely smile upon your heroic sacrifice for the greater good.

Q: Why does everyone assume I'm a pervert just for wanting to play as a cat girl?

A: Because they're degenerate cocksuckers who cannot fathom that another person might have pure intentions in wanting to play as the cat girl master race. Their wish-fulfillment fetish-tier races like elves, aasimars, goliaths, and hobgoblins are perfectly fine in their mad, lust-filled minds, such that the purity and perfection of cat girls burns at their evil perverted hearts.





Neko Revēlāt 57:20 - But the wicked are like the tossing sea; for it cannot be quiet, and its waters toss up mire and dirt.

Q: Where are the cat boys?

A: I don't follow.

Q: What is a cat girl's favored class?

A: Cat girls make excellent barbarians because they are fast and possibly strong! Cat girls also make great bards, due to the fact that they are charismatic and tend to have lovely voices. You can't go wrong with a cat girl cleric, as no other race produces such wise and devoted acolytes. The path of a druid is one that suits a cat girl perfectly, as they are natural protectors and nurturers of nature. Cat girl fighters may be found amongst the greatest warriors in any setting, being innately talented martial combatants due to their speed and possible strength. The life of a cat girl monk is one of sweat and discipline, and that suits a cat girl just fine since they have great mental fortitude and physical talent. Cat girls make the very best paladins, as cat girls have a potent sense of justice and dedication to righteous causes. The role of a ranger is one of a silent guardian and watchful protector, which cat girls fill perfectly with their keen senses and rustic grit. No other race offers you a better choice as a rogue, as the dexterity and cunning of cat girls is unmatched in the world of intrigue, tactics and espionage. Innate magical power and talent flows through the veins of every cat girl, making cat girls the ideal race for being sorcerers. Cat girls are experts of diplomacy and finding alternative ways to make their dreams reality when things go awry, making them superb candidates for finding their way into the warlock class. As intelligent and studious as the average cat girl is, it's no wonder that cat girls also make such top-of-the-line wizards. I hope that answers your question!

That concludes this FAQ segment. I hope you now have a better understanding of the depth, utility, and general import of cat girls as a D&D 5e PC race.

Cat Girl Traits

Your cat girl character has many unique and potent traits inherent to your noble bloodline.

Ability Score Increases. Your Dexterity score increases by 2, and your Charisma score increases by 1.

Age. Cat girls grow up at about the same rate as humans, reaching physical maturity generally in their late teens. Cat girls, however, do not age after maturity, and can potentially live forever.

Even if she dies though, remember she will always live on in your heart.

Alignment. Cat girls are always good. No exceptions. If you suspect a cat girl is evil, you're mistaken – they are probably just pretending.



Size. Cat girls tend to range in height from just under 5 feet to just below 6 feet tall. Your size is Medium.

Speed. Cat girls are fast! Your base walking speed is 40 feet.

Languages. Cat girls know English, which is the only language anyone needs.

Darkvision. Cat girls can see in the dark! 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.

Keen Senses. Cat girls have exceptional senses. You have proficiency in the Perception skill.

Surefooted. Cat girls are great on their feet. You have advantage on any saving throw or ability check made to maintain balance, keep or land on your feet, or otherwise avoid being knocked prone.

A Cute. Cat girls are very cute! You can cast the *enthrall* spell once using this trait. You regain the ability to do so when you finish a short or long rest. Charisma is your spellcasting ability for this spell.

