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D&D 5e Character Sheet

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# Tabaxi D&D 5th Edition 5e Race

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Hailing from the strange and distant land the wandering tabaxi d&d are the catlike humanoids which are driven by the curiosity to collect the interesting artifacts and also gathering stories and tales, lay eyes on all over the world's wonders.

The tabaxi will stay in a one place rarely for a long time. Without losing their treasure or legends, secrets uncovered these characters have been come from their innate nature which is let them leave.





## Tabaxi Traits

The below are the d&d tabaxi traits and you can read them to know about its most of the details such as age, what types of languages it can speak, write..etc and also it's size and at what speed this d and d tabaxi can move..etc, so to get these details just scroll down the cursor now. Here the detailed guide of [yuan ti pureblood](#) and more about it.

**Ability Score Increase:** Your Charisma score can be increased by 1 and also your Dexterity score can be increased by 2.

**Age:** How humans have their lifespans these tabaxi's also same. Tabaxi have lifespans equivalent to humans

**Alignment:** The tabaxi are evil very rarely, they tend toward chaotic alignments

**Cat's Claws:** You can able to climb with the speed of 20 feet and this speed is just because of your claws. Additionally, Your claws are natural weapons and with those weapons you can make unarmed strikes.

The advantage of those weapons is, if you hit those weapons you deal slashing damage would be equal to 1d4 + your Strength modifier and it is normal for an unarmed strike instead of the bludgeoning damage.

**Cat's Talent:** In the **Stealth** and **Perception** skills you have proficiency.

**Darkvision:** In the dark, you have a cat's keen senses and of course it is the very special sense. The features of this cat's keen senses are you have capability to see in the dim light with in 60 ft of you when if it was bright light, and also in the darkness as if it was dim light. But you have no capability to discern color in the darkness only shades of

gray.

**Feline Agility:** You can move with a burst of speed from the help of reflexes and agility cause they only allow you to move. You also have a feature to move with the amount of double speed it lasts until the end of the turn but it happens when you move on your turn in combat. You can not use this trait after you use it for once, until you move 0 feet on one of your turns.

**Languages:** You can able to speak, write and read common language and also one other language of your personal choice.

**Tabaxi Size:** The Tabaxi's are nearly 6 to 7 feet tall on average height than the humans and relatively slender. Your size is medium.

**Speed:** 30 feet is your base walking speed.

With the above traits the tabaxi fighter or tabaxi player race 5e can easily beat others cause it has the above benefits.

## Wandering Outcasts

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In 5e races almost most of the d&d 5e tabaxi's are stay remain in their distant homelands, content to dwell in little and tight clans. They hunt for craft goods, food and also they largely keep for themselves. Apart from all of these most of the tabaxi 5e aren't satisfied with their life.

For the creation of the tabaxi monk, the cat lord and the divine figure are responsible, with the one specific feline trait it gifts each of his children. Those dnd 5e tabaxi\_gfted

with its much curiosity are compelled to the wander far and also wide.

They seek out lore, artifacts and stories. So those who are survive this period of wanderlust return home n their elder years for sharing news which is out side of the world. This is the way how the tabaxi dnd remain isolated but they never be like ignorant of the world beyond their home.

## Barterers Of Lore

Rather than the material things tabaxi has the treasure knowledge. To acquire food or a coil of rope their chest which is filled with the gold coins might be helpful. But intrinsically it is not interesting.

In the view of tabaxi the gathering of wealth is like packing amenities for a long time or for a long trip. For tabaxi miniature's it is mandatory to to survive in the world, but not worth for fussing over. Instead the tabaxi value knowledge and also its new experiences.

The d&d tabaxi rogue or the d&d tabaxi monk ears perk up in a busy tavern so they tease out the stories by having the offers like food, coin and also drink. Sometimes the d&d 5e tabaxi race might walk away with empty purses because they mull themselves over the stories and also rumors like they have collected miser counting coins.

Although for the tabaxi d&d 5e the material wealth holds little attraction and they have insatiable desire in finding and inspect ancient relics, magical items and also other items which are seldom.

Aside from the power such items might be confer and also a tabaxi d&d can take the great joy in unraveling the stories which are behind history of their use and also behind their use.

## Fleeting Fancies

These wandaring d&d 5e tabaxies are mercurial creatures and they are trading passion or one obsession for the next duration as the whim strikes. The tabaxi's desire will burn bright but at the time it dsappears to be replaced with a new obsession once met it.

A tabaxi rogue can deliberately spend more than 20 days nearly months plotting to steal a strange gem from a noble background and only for trade it for passage on any ship or a week's of lodging after filch it in any corrupted way or non corrupted way.

In 5e races this tabaxi have an habit to take an extensive notes or else it can memorize every facet of the gem but before passing it on, But the gem holds no more attract once its secrets and the nature have laid bare.

## Tinkers And Minstrels

Your character curiosity drives most of the tabaxi found outside of their homeland, but all of them are not become adventurers. The tabaxi race who seek a safer path for satisfying their obsessions will become wandering thinkers and also minstrels.

In a small troupes these tabaxi works, which usually consisting of an elder and also the more experienced tabaxi who can guides up to four young ones by learning their way in the world. They keep moving from settlement to settlement by traveling in the small and also colorful wagons.

They do set up a tiny stage in a public square when ever they arrive and they sing, tell stories, play instruments and also they offer exotic goods in trade for items which spark their interest. The tabaxi's are interesting to take the objects or pieces of lore as payment but they don't accept gold, sometimes they had to accept the gold reluctantly.

These tabaxi wanderers keep on to civilized realms and also preferring to bargain instead of persuing the more dangerous methods in order to stating their curiosity. Any how they are not above the little discreet theft to get their claws on any particular interesting item when the owner refuses to sell or for trade it.

## Tabaxi d&d Names

Each and every tabaxi has a single name either it could be a tabaxi ranger, tabaxi warlock and rogue tabaxi\_ or even tabaxi miniatures. Those names were determined by the clan and based on a complex formula which involves astrology, prophecy, clan history, and other esoteric factors too. Those tabaxi names can be applied for both males and also females and most of them are use their nicknames which are derived

from or inspired by their full names.

Usually, the clan names are based on the geographical feature located in or near by the clan's territory. We are providing the sample tabaxi names below of this line which have included in their nicknames in parenthesis.

### **Tabaxi Names:**

Smoking Mirror (Smoke), Skirt of Snakes (Snake), Seven Thundercloud (Thunder), Left-Handed Hummingbird (Bird), Jade Shoe Qade), Five Timber (Timber) and Cloud on the Mountaintop (Cloud).

### **Tabaxi Clans:**

Snoring Mountain, Rumbling River, Mountain Tree, Distant Rain, Bright Cliffs.

## Tabaxi Personality

From a dwarf or an elf, the tabaxi might have motivations and also they quirk much different with the same background. To customize any of your character you have to use the following tables and the character can be customized in addition to the trait, ideal, bond, and also flaw from your background.

From the below two table the tabaxi obsessions table can help one your character's goals. For an extra fun, we have to roll a new result for every few days which pass in the campaign for reflecting your curiosity which ever-changing.

## Tabaxi Obsessions

D8	<i>My Curiosity Is Currently Fixed On</i>
1	a god or planar diety
2	a monster
3	a lost civilization

4	a wizard's secret
5	a mundane item
6	a magic item
7	a location
8	a legend or tale

## Tabaxi Quirks

D10	Quirk
1	You miss your tropical home and complain endlessly about the freezing weather, even in summer.
2	You never wear the same outfit twice, unless you absolutely must.
3	You have a minor phobia of water and hate getting wet.
4	Your tail always betrays your inner thoughts.
5	You purr loudly when you are happy.
6	You keep a small ball of yarn in your hand, which you constantly fidget with.
7	You are always in debt, since you spend your gold on lavish parties and gifts for friends.
8	When talking about something you're obsessed with, you speak quickly and never pause and other's can't understand you.
9	You are a font of random trivia from the lore and stories you have discovered.

10

You can't help but pocket interesting objects you come across.

## Frequently Asked Questions (FAQ'S) Of Tabaxi d&d

### 1 Q: How tall are Tabaxi?

**Ans:** The Tabaxi are nearly 6 to 7 feet tall on average than the humans and relatively slender.

### 2 Q: What Book Is The Tabaxi In?

**Ans:** The Tabaxi Is In “**Monstrous Manual**” book!

### 3 Q: What Is tabaxi wizard ?

**Ans:** The tabaxi wizard is the tail nox in the 5e races and he is the only level 1! The tabaxi wizard is bit of the talker and also have good knowledge at getting people to do things all for him. On tabaxi it is a wonderful and also creative take. Finally, it is very funny to play.

### 4 Q: Do Tabaxi have Litters?

**Ans:** Like the cat tabaxi's don't have litters but they have offspring like the humanoids. They usually gives the birth to a child or kit. These tabaxi's are the humanoid medium creatures.

### 5 Q: What Language Do Tabaxi Speak?

**Ans:** The sub language of chultan language.

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