

# WHITE BOX

## *In Boots*

### Variant Racial Class

for

Use With Swords & Wizardry White Box

Spahn



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## The Master Cat

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Legends speak of a dashing rogue, a silver-tongued devil, a nefarious ne'er-do-well, and a wandering hero. The Master Cat, errant protector of the Marquis of Carabas, is known far and wide – in all lands. What is most remarkable about the Master Cat is not the fact that he is almost as deadly with a blade as he is with a kiss. It is not that he is said to have once transformed an ogre into a mouse with but a whisper. It is not that he convinced a great king to surrender his most fabulous castle to a lowly peasant on a promise and a smile. It is that he is, according to all legends, a simple cat who travels from kingdom to kingdom with only his boots, his hat and a sword at his hip. He is Puss n Boots, the Master Cat.

The Master Cat joins adventuring parties at his whim, traveling with them in hopes of satisfying his endless lust for the thrill of danger. He is a skilled combatant, small and agile – but his recklessness and bravado often endanger those with whom he travels. Stories of the Master Cat describe him as calico, siamese, tabby, and any number of other conflicting breeds. He is said to come from a realm in the west, beyond the setting sun by some and from the grandest palace by others. Those who spin the most far fetched versions of this already outrageous legend say that he is not one hero – but that there are many who wear both his regalia and his name with pride.

The Master Cat can achieve 5th level.

### The Master Cat Advancement

Level	XP	HD	BHB	ST	Natural Grace
1	2,500	1	+0	14	3
2	5,000	1+1	+1	13	3
3	10,000	2	+2	12	4
4	20,000	2+1	+2	11	4
5	40,000	3	+3	10	5

**Weapon/Armor Restrictions:** Because of his tiny size, the Master Cat can only wield short swords and daggers. Why would he wield anything else, when these weapons are more than he shall ever need? He is too agile, too quick, to swift to need armor or shields.

**Quick as a Cat:** Due to their extraordinarily small size (that of a house cat), the Master Cat receives a -6 bonus to his armor class when fighting man-sized opponents. When fighting halfling or goblin-sized foes this bonus is reduced to -4. To ask the Master Cat, he would say that it is his fearsome reputation that causes his opponent's blade to waiver the instant before they strike.

**Keen Senses:** The Master Cat can see at a distance of up to 60 feet in darkness. In addition, they are only surprised on a roll of a 1 on 1d6 – even when ambushed.

**Natural Grace:** The Master Cat is able to hide in any shadowed or darkened area large enough to conceal them. They can also move with less than a whisper of noise. When attempting to move silent or conceal themselves in darkness, the referee rolls 1d6. If the roll is equal to or lower than their Natural Grace ability, they are successful.

**Cat's Claws:** The Master Cat can naturally climb at a speed of 30 feet across most surfaces. When trying to traverse particularly slick surfaces, such as ice, they have a 1 in 1d6 chance of failure. These claws can be used in combat, but always inflict but a single point of damage.

**Always Lands on His Feet:** The Master Cat suffers only half damage from a fall. If he makes a successful saving throw, he suffers one-quarter damage (rounded up).

**Cute and Charming:** Whether through their silver tongue or ridiculous cuteness, The Master Cat spend one round trying to convince a single target to regard them as a friend. This mimics the effects of the Magic-User spell *Charm Person* and may be used once per day.

**Saving Throws:** The Master Cat gains a +2 bonus to all saving throws to resist death effects. They also receive a +2 bonus to all saving throws to resist an effect that would publicly and obviously embarrass them.

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