

Thearbitorlife's Revised Warriors DnD

This document is supposed to go along with all the PDFs of the official Warrior cat's table top RPG game here: <https://warriorcats12.weebly.com/adventure-game.html>

Maybe it's because I'm not a child anymore, but I find most every aspect of the Warriors TTRPG too simple and lackluster. So I'm going to build upon it and expand it. It's still going to be simpler than the average Dungeons and Dragons character sheet, though. And it will be a little more leaning towards resource management than the average DnD session.

!!Keep in mind that as of this moment, this revised sheet hasn't been tested for real gameplay yet!! (I'll remove this warning when it has) and the contents of this PDF is subject to change to better balance the experience.

Beginning of character creation:

Keep in mind I'm making this with apprentices about to become warriors in mind, so their skills will be much higher than the rulebook's. If you wish to have your players begin playing as new apprentices, I recommend just not giving them the two extra skill points their character class gives them, and instead award one at a time upon level up.

Starting off, creating the character is the same as the rulebook's. The player gets 5 points to split between strength, Intelligence, and spirit. I'm adding an extra one, and calling it Agility. I wouldn't recommend letting players have zeros in any skill, but you may still do so, especially if it is backstory relevant.

There is no health and armor class in the TTRPG and I don't like that, so I'm changing it. Agility will be the armor class, and Spirit will pertain to health. More on that later.

Skills I'm changing to Agility are: Jump, Climb, swat, and Pounce. This will be reflected upon the new character sheet.

I'm also changing how fighting works. Different attacks will do different damage. More on that later.

Skills is where the rules diverge from the official rulebook. Skills depend on one of the classes that I will list below. Skills and Knacks will be determined by Class, and not how the original rulebook showcases. I still recommend reading the rulebook to get a grasp on skills and knacks. What skills and Knacks do stay the same, and you may use the original rulebook to see. Ignore the chip system, however. That no longer applies. The points the player receives to distribute are the dice roll modifiers. For example, if you have a 2 in Agility, and you are attempting to jump, you would add a +2 to the D20.

If you are a player and aren't familiar with too many Warrior cats terms, I suggest opening up the warriors wiki page and Ctrl F find any terms you are unfamiliar with while going through this document and glance over them.

Medicine Cat Classes:

below are the classes that are typical of a Medicine cat or a Medicine cat apprentice. Medicine cats are the religious seers and herbalists of the clans. Their duties are to attend to the health of the clan, memorizing herbs and keeping their herbs stocked, and identifying signs from Starclan, their ancestors, whether they be signs in nature or in dreams. Usually there are 1-5 medicine cats per clan. While sometimes there are medicine cats that don't perform religious duties, this is rare. Sometimes a cat becomes a medicine cat later in life and may have a different class, but this is rare. Cats outside the clans can also have herb and religious knowledge.

Oracle:

Oracles are cats well-versed in Starclan and their signs. They are sensitive to having Starclan visit them in their dreams, and can interpret Starclan's signs easier than the typical medicine cat.

Proficiency in Focus and Ponder

Ability scores: Increase Spirit and Intelligence by 1.

Knacks: Clan Lore, Interpret Dreams, Medicine Lore

Herbal pack - for inventory

Herbalist:

Herbalists are the quiet backbone of the clan. Well versed in most to all herbs and how to apply them, they are skilled in wounds, illnesses, and knowing how to heal others.

Proficiency Climb and Smell

Ability scores: Increase intelligence by 2

Knacks: Medicine Lore, Herb Lore, Balance

Warrior Classes:

Warriors are cats trained how to hunt, fight, and protect their clan. They are the majority of a Clan's population. Rogues and loners may also have these skills.

Hunter:

Hunters make up a lot of the Warriors in any particular clan. They specialize in hunting and killing prey, feeding their clan. Hunting alone or in parties, these cats are particularly observant and stealthy, even if they lack strength.

Proficiency in Pounce and Sneak

Ability scores: Agility and spirit

Knacks: Animal lore, Stalk, Track

Defender:

These cats are especially good at defending borders and going on patrol. They have strong bodies and quick instincts, able to move attackers away from them or other cats.

Proficiency in See and Dodge

Ability scores: Strength and Agility

Knacks: Dodge, Launch, Pummel

Attacker:

These cats specialize in fighting other cats and fighting large animals. Very helpful in Clan skirmishes. All warriors learn how to fight, but these cats know a lot about it.

Proficiency in Wrestle and Hiss

Ability scores: increase Strength by 2

Knacks: Belly Rake, Mighty Swat, Pin

Sweet-paws:

Sweet-paws usually have a Kittypet origin. Much better with sweet-talking others than hunting or fighting. They find it easier to convince others and easier to get in and out of trouble.

Proficiency in: Listen and Hiss

Ability scores: Spirit and Agility

Knacks: Orate, Yowl, Feint

Faction Bonuses

Every cat learns certain skills depending on what faction they belong to. They will be listed below. Players may only choose one.

Shadowclan: Stalk knack.

Riverclan: Swimming skill.

Thunderclan: Orate knack.

Windclan: Dash Knack.

Skyclan: Climb skill.

Rouge: Chomp Knack.

Loner: Pathfinding Knack.

Kittypet: Twoleg lore.

Tribe of Rushing Water: Dash Knack.

Bloodclan: Chomp Knack.

The Sisters: Ghost Sight.

Defense and Health:

Every cat's health will be $8 +$ their Spirit modifier. This will increase as they level up. More on level up later.

Defense will be $8 +$ Agility modifier. Cats can gain more defense by getting different wearable items. More on that later.

Fur color and fur length

In the wild, some cats might have an advantage or disadvantage in the environment they are in due to their physical fur attributes. These tables reflect that in a character.

Fur color

Below will be a list of fur colors and the attributes given to the cat based on the fur color. If your cat has multiple colors, choose the one or two with the most coverage on the cat's body. These attributes change depending on environment and season.

Natural colors

- white: disadvantage to sneaking in new-leaf, green-leaf, and leaf-fall, +1 to sneaking in snow and double advantage to sneak hunt for fish.
- Grey: +1 to sneaking in stone environments and urban areas
- Black: advantage on sneaking at night, disadvantage to sneaking at day
- Brown: +1 to sneaking in muddy environments
- Yellow: advantage sneaking on sunny days, -1 to sneaking on cloudy days and harsh weather
- Orange: +1 to sneaking on treetops, -1 to sneaking at night
- Cream: +1 at sneaking in harsh weather environments
- Lilac: advantage at sneaking in flowery areas, -1 to sneaking in urban environments
- Blue: advantage in sneaking in urban and stormy conditions, -1 sneaking at day otherwise
- Pink(hairless): -1 sneaking at night, +1 sneaking in leaf-fall

Unnatural colors

- red: disadvantage sneaking in leaf-fall, advantage sneaking on battlefield
- Green: advantage sneaking in green-leaf and new-leaf, -2 sneaking in leaf-fall and leaf-bare
- Blue: advantage at sneak hunting fish, disadvantage at sneaking in dry environments
- Turquoise: +1 at sneaking in rain and mist, -1 at sneaking in sunny days
- Pink: advantage at sneaking in flowery environments, -1 to sneaking in battlefields
- Purple: +1 sneaking at night, -1 sneaking in boggy areas

Fur length

The purpose of fur on a cat is to protect from the cold, or stave off heat. Cats can only have a few fur lengths, but it is important to their survival.

Fur lengths

- long: +3 against cold weather, -3 against warm weather
- Medium: +2 against cold weather, -2 against warm weather
- Short: +1 against cold weather, +1 against warm weather
- Hairless: -3 against cold weather, +3 against warm weather

Disabilities

Whether born with it or given it through battle or trial, some cats have disabilities. This can effect the way they move through the world, in expected and unexpected ways. Below will be a list of disabilities that have commonly been seen throughout the Warriors universe, and how it will mechanically effect a cat. Disabilities not listed are up for DM discretion on how they effect a cat.

- **Blindness:** Cannot use any skill or knack related to sight. +1 to hearing and smell skills.
- **One eyed:** disadvantage on any skill or knack related to sight. +1 to hearing skills.
- **Unusable paw:** -2 to any battling skill or knack, as well as jumping. +1 to Spirit. Gain Yowl knack.
- **Paralyzed back legs:** -3 to pouncing. Cannot jump. +2 Strength, gain Orate knack.
- **Deafness:** Cannot use any skill or knack related to hearing. +1 to sight and smell skills.
- **No tail:** -1 to pouncing, climbing, and jumping. Gain Pathfinder knack.

Honor and Heart

I'm taking a page out of Warriors: Untold Tales books and adding a form of social currencies to the TTRPG.

Honor Mechanics

Honor is how other cats in the clans think of you. Higher Honor means they will treat you well and you'll get better prices. You get honor by helping/protecting the clan through feats. Chasing off a rouge, engaging and wining in political disputes, and fulfilling a prophecy will all give Honor. Giving Honor is at DM discretion. You lose honor by breaking the Warrior code, even if no one is watching. Starclan knows all. Or if you do something frowned upon, like secretly crossing into another clan's border. Honor is taken away at DM discretion. If a clan cat hits negative honor, they will be driven out of the clan, and other clans might not take them. Every player starts with 10 honor.

Heart Mechanics

You get Heart by doing your duty as a Medicine cat or Warrior. Bringing prey to the clan, teaching an apprentice, healing an NPC's wounds, interpreting dreams, playing with kits, cleaning out moss beds. Given out by DM discretion. Heart can be spent by getting food from the prey pile, getting herbs or medical attention from NPCs, as well as other items from NPCs. How much these cost depends on the season/amount stocked and also DM discretion. Players start with 10 Heart.

Armor

The deputy of every clan, and a few loners, have items that can boost a cat's defense. They are generally accessories that give a buff. Some examples are below.

Armor buff table

Tattered collar +1 AC cost 10 Heart
Small Bandana + 1 AC cost 10 Heart
Bandana + 2 AC cost 20 Heart
Flower accessory + 2 AC cost 20 Heart
Leaf Accessory + 2 AC +1 Spirit cost 25 Heart
Collar with Bell +3 AC -3 Intelligence cost 25 Heart
Sweater +1 warmth +1 AC cost 15 Heart
Butterfly accessory +1 Intelligence +1 AC cost 20 Heart
Crown accessory +3 AC cost 30 Heart
Tattered T-shirt +2 AC -1 Spirit cost 20 Heart
Spiked collar +2 Strength +2 AC cost 40 Heart

Every cat has one accessory slot and one collar slot. Cat clothing counts as a collar slot.

Leveling Up System:

A lot about the Warriors franchise is training to hone their skills, so leveling up won't automatically increase skills. Leveling up will, however, increase base health by 2. It will also give players a plus 1 to knacks per-day. (At first level, players can only use each knack once per day) Level your players up by milestone.

For players to get increased ability modifiers, they must train. Either with others or with NPCs. Using the ability modifiers a lot over a relatively long amount of time will increase them. I'll leave this to DM discretion.

For players to learn more/new Knacks, they must train under an NPC knowledgeable in that Knack. Each training will take a day, and at the end of the day the player must roll to see if they got closer to learning it or not. If they did not get closer to learning it, they must stay on the same level of the Knack Learning Table.

Knack Learning Table

1st Day ——— 10 or higher (using the agility, spirit, strength, or intelligence roll the Knack uses)

2nd Day ——— 14 or higher (using the agility, spirit, strength, or intelligence roll the Knack uses)

3rd Day ——— 17 or higher (using the agility, spirit, strength, or intelligence roll the Knack uses)

Fighting/damage system

I find the damage system in the original TTRPG very lackluster, so I'm scraping it.

Instead, things that do damage will be shown here:

Wrestling: Not a move that actually does damage, but you need to be wrestling to do some damage moves. This mechanic will be like the grappling mechanic in DnD. Do a contested strength check to Wrestle.

Pounce: A variant of wrestle while in Combat. Agility check instead.

Sneak: while not a move that actually does damage, if someone attacks while sneaking, they get advantage and plus one to the attack.

Swat: The most basic fighting move. It is 1d4 plus Agility modifier. (Does 1 more damage every time a player levels up)

Bite: Does 1d8 damage, makes the target Immobilized for a turn. (Does 1d4 more damage every level up) Costs one Honor

Chomp: does 2d5 damage, makes the target Immobilized for a turn. (Does 1d4 more damage every level up) Costs one Honor

Launch: Launches an opponent 15 feet away. (Cats can move 10 feet per turn)

Mighty Swat: A stronger variant of The most basic fighting move. It is 1d8 plus Agility modifier. (Does 1 more damage every time a player levels up)

Fighting Encounters: in the beginning of a fighting encounter, all players and NPCs must roll a d20 plus Intelligence to see who goes after who. Highest number goes first, the second number goes next, etc. some things to keep in mind:

- Only one knack may be used per turn
- Only one attack may be used per turn (this includes non-damage attacks)
- Only one attempt to heal a cat per turn

If a player wants to attack, they must first get past the other's Defense. A d20 plus Strength attribute, if it meets the Defense stat or is above the defense stat, the attack hits. Then they may roll damage. NPCs do roll on the wound table. All cats move up to 15 feet per turn.

Hunting:

Hunting works differently than fighting. To hunt, a cat must first find a prey animal. They may do this by using Smell, Listen, or See checks. (Roll a d20, add the appropriate modifier.) it is still possible for there to not be prey around, even with a high roll. The players will just know for certain that there isn't.

Once a player finds prey, they must roll a sneak check to remain undetected, then a pounce check must be performed. Ground prey is easier to catch (roll of 10 or more) while sky prey is more difficult (roll of 15 or more).

Catching fish is slightly different. After finding a fish, a player must perform a sneak check, then a swim check. The swim check must be at or surpass 13 for large fish. For small fish, a 16 is needed.

Large Prey

Large prey refers to prey that is not typically taken down by cats. This form of prey will create a combat encounter, should the players attack.

Wound System

In Warriors, wounds and how they affect cats are important. Medicine cats are there for a reason, after all. So, I've added a wound table to add more realism.

Healing

Wounds will heal over time, but if the wound draws a little blood, it will take 4 days to heal on its own without medical attention. If it draws a moderate amount of blood, 6 days to fully heal. If it draws a lot of blood, it will take 9 days to heal. Pain for a wound will leave after 1-2 days. Of course, all the Warrior cats herbs apply here. If a wound is infected, there will be a minus one to the player's max health for 3 days or until medical attention is sought.

If a cat is bleeding, they will lose 1 hit point per turn. When out of turn, they will continue to bleed and lose health every in-game minute.

Every time a player or NPC gets wounded, roll this table for how bad the wound is.

Healing a cat:

Because the knowledge of how herbs work is already extensive, this mechanic will be simple. To find herbs, one must use Smell or Herb Lore. Clan Lore may also work in some cases. Relatively high rolls might lead one to herbs that exist in their current environment. In some cases, herbs might not be in the vicinity. Herbs will have the intended effect they give when applied correctly with Medicine Lore or Ponder. I suggest both DM and players open up the Herb wiki for Warrior cats for this.

Wound Table

- 1 - Doesn't draw blood. Will heal in a day.
- 2 - Draws a little blood, but the bleeding will stop on its own.
- 3 - Draws a little blood. If the player's health is 3 or below, the wound will not close on its own.
- 4 - Draws a relative amount of blood. If player's health is 5 or below, they will bleed for 2 rounds.
- 5 - Draws a relative amount of blood. If player's health is 3 or below, they bleed for 1 round.
- 6 - Draws a little blood. If player's health is 10 or above, bleed for 1 round.
- 7 - Draws a lot of blood. The wound will not stop bleeding until there is medical attention.
- 8 - The wound unbalances you and draws a little blood. -1 to Agility checks for a day.
- 9 - The wound disheartens you and draws a little blood. -1 to Spirit checks for a day.
- 10 - The wound weakens you and draws a little blood. -1 Strength until the wound heals.
- 11 - Blood from the wound gets in your eye. -1 to Intelligence for the round, draws a relative amount of blood.
- 12 - You twist too hard trying to get out of the way of the attack, and you pull a muscle. -1 to Strength checks for a day.
- 13 - The wound gets infected.
- 14 - The wound causes internal bleeding. Bleed for 1 round.
- 15 - Draws a lot of blood. The bleeding won't stop unless there is medical attention.
- 16 - Your wound bleeds for one round and leaves you in a lot of pain, -1 to all checks until you no longer feel pain.
- 17 - The wound is in a particularly painful place. -1 to all intelligence checks until you no longer feel any pain.
- 18 - Draws a little blood, but the bleeding will stop on its own. It will get infected unless medical attention is sought out.
- 19 - The attack only takes out some of your fur. Undo all damage done by the attack.
- 20 - The wound leaves you sore from where it connected. - 1 to strength.

Hunger, Warmth, Cold mechanics

Every cat gets hungry. They also get cold and warm. But they don't all experience this at the same rate. Cats with longer fur stave off the cold easier but get hot quicker. Below will be some helpful tables and an explanation of how all these mechanics work.

Hunger

Cats must eat an adequate amount per day or they will begin to feel the effects of the first tier of hunger. If they do not eat the right amount of food for two days, they will progress to the next tier of starvation. There are three tiers of starvation:

1. Hunger gnaws at your belly. Minus one to strength and intelligence.
2. Hunger is a constant twinge, filling your senses and disorienting you. Minus one to all skills. (A successful focus check will remove the penalty for one roll.)
3. Food and eating is all you can think of. It consumes every waking and sleeping thought. Minus three to all stats. (A successful focus check will reduce the penalty by 1 for one roll.)

Eating an inadequate amount of food on level three will make the player go back to level two for the day. If a cat makes it to the next day while on level three, roll a d20 with spirit modifier. If the roll is 15 or above, the cat lives. If they roll below.. Starclan awaits them.

A cat needs to eat 1 meal's worth of food each day. Not all prey can provide that in all circumstances. All small prey like mice, squirrels, small birds, small fish, and voles provide one meal each. Larger prey like rabbits, rats, toads, and fish provide two meals each. Pack tactic prey like deer and birds of prey provide 10 meals worth of food each. Tiny prey like tadpoles, lizards, and clumps of berries provide 1/4th meal each. Scrawny and starving versions of prey will provide 1/4th less of a meal.

Hunger suppressing herbs: some herbs can suppress hunger. When used, they will act like 1 meal's worth of food.

Cold and Heat

Unlike hunger, cats can survive longer being cold or hot. Cats can also have natural resistance to cold or heat with their fur length. There are 5 tiers of cold and hot, and they work much like the exhaustion mechanic Dungeons and Dragons have. Both cold and hot have the same effects, but lowering the cold and hot levels take different actions.

1. You are beginning to feel the effects of cold/hot. Disadvantage to ability checks.
2. The cold/heat is wearing you out. Your speed is halved.
3. The oppressive cold/heat is wearing down on your abilities, you have disadvantage on attack rolls.
4. This cold/heat isn't healthy. Unless you get warm/cooled your hit point maximum will be -2.

5. Starclan awaits.

Cold and hot points are given when a cat is in a cold/hot environment for a long time. An overbearingly hot new leaf or a freezing cold winter. Of course, jumping through fire or falling into a cold river will automatically give at least one point. To determine if a cat gains a level, the player must roll a d20 and add their agility modifier.