

Cat RPG



Introduction

In the time before time, before man was raised up to his lofty position, the animals were his equal. All lived in blessed equality, until the day of the great contest. All of the animals took part to see who was the best. After many days of contest the field was whittled down to two animals, the Cat and the Man.

They decided that the winner would be looked after by the loser, and the loser protected by the stronger winner. The contest was hard, and long. Both competitors sought strenuously to win the agreed prize. Finally after many days the Cat proved the winner through strength, persistence and fortitude. And so, down through time even until today, the winner is housed and fed by the loser, and the loser is protected by the winner.

Man has become softer and has even forgot the dangers that surround him because the protection of the Cat has allowed him to become so. The evil Snuffles that thrive and swarm over the world are beyond the sight of man, but the Cat has not forgotten its duty and continues to protect the Man.

Creating your Character (Cat)

Decide on a Name for your Cat. Then assign a Breed, don't worry too much about the name of the breed, if you want to enter "Ginger Tom" for Breed, then feel free. Each Cat has a pet. A Pet is the human that the cat has decided to protect.

There are 10 statistics for a Cat, these being, Leap, Bat, Pounce, Patience, Speed, Climb, hear, Love, Transcend and STWCNBS. Roll 3D6 for each statistic, reroll any 1's. You may then swap any totals around amongst the various statistics until you have them arranged in a way your happy with.

Statistics

Leap : If the Cat attempts to jump up, across or down will use this statistic.

Bat : A Cat that wants to swipe at anything with its paw, will use its Bat statistic.

Pounce : A Pounce is different to a Leap. A Pounce is an attempt to either catch something or jump onto a moving target.

Patience : Often a Cat will simply have to out wait an enemy, the Patience statistic is used when challenged in this way.

Speed : A Cat that has to race, escape, or otherwise be challenged for speed will use this statistic.

Climb : Whether climbing curtains or trees, the Climb statistic is used.

Hear : The ability to hear is vital to a Cat. When checking for prey or danger this statistic is often used.

Love : Sometimes only love can save someone. Also if a cat wishes to bond with a person in order to transmit a message, Love is used.

Transcend : The ability to pass from the Real to the Dream lands is controlled by this statistic.

STWCNBS : The capability to See That Which Can Not Be Seen is vital to a Cat, only by using this ability can a Cat see the Snuffles that threaten Man.

What threatens Man

Man is always threatened by the Snuffles. These ethereal creatures resemble Jellyfish and are invisible to Man. They have always been with us, and we have always been protected by Cats.

The Egyptians had a small inkling of what Cats do for us, which is why they worshipped them. The Snuffles live beneath the ground and emerge to prey on the minds of Humans. They are capable of flight and drift on the air without apparent effort. Often they are able to pass through solid walls, but this varies from Snuffle to Snuffle.

A Man with worries or guilt attracts the Snuffles. The Snuffles feed on the mind of Man, and an agitated mind allows them to feed with ease. An unchallenged Snuffle could float into the bedroom of a sleeping Man, send its ethereal tendrils into the Mans mind and strip him of thoughts, memories or even personality. Many is the Man who has gone to sleep only to wake with lost memories, ideas or humour.

Cats take direct action when they see a Snuffle threatening a Man. They often attack without thought for themselves. Cats are also fully aware of what attracts the Snuffles, to wit, the unsettled mind of a Man. Cats often leap onto a lap using Love to protect the Man by settling the mind. At need a Cat can pass from the Real world into the Dream world and enter a Man's dreams, and once there give suggestions, and even take actions to settle the mind.

When a Snuffle feeds on a human mind (which it does by rubbing the mind with a tendril) it can have many effects. The human might forget something or change their mind. This does not seem too bad. However a person who suffers many little attacks or a sudden swarm attack might lose an emotion, forget how to speak or even go insane.

What you don't know about Cats

A cat staring at a wall is probably watching a Snuffle.

A cat that leaps onto your face while sleeping, is fending off a Snuffle attack.

A cat that claws your foot as you pass, is snapping a Snuffle tendril.

A cat is active at night because Snuffles are active at night.

A wailing screeching cat has found a Snuffle nest or is passing news of a Snuffle attack.

Snuffles can smell Cat scent, and Cat fur is a Snuffle deterrent.

Older Cats spend more time in the Dream lands.

Cats play with string because its Snuffle fighting practice.

Cats like sitting in / under things that might be used by Snuffles to hide in / under.

Challenges

When a Cat has to do something that constitutes a challenge the Referee of the game will assign the task a Challenge Rating in the form of a number. The player rolls a D20 and adds the appropriate Statistic, if the total matches or exceeds the Challenge Rating the task has been accomplished. A total of less than the Challenge rating is a failure. If the die roll is a 1 then the task is failed, regardless of the total. If the die roll is a 20, then the task is always successful, and if possible done exceptionally well.

Combat / Conflict

In a situation where sides come into conflict you need to decide who goes first. In one side has the advantage of surprise they go first. Once the chance for surprise is gone start each turn by all sides rolling a D20 and adding their Speed Statistic (or nearest equivalent) to create an initiative score, each side then takes their actions in order of highest to lowest initiative score.

When two creatures come into conflict the creatures who go it is states what they are doing. Then the creature being attacked states what they are going to do. Then both sides in the conflict roll a D20 and add appropriate Skill, the higher total is successful.

For Example a Cat and Small Snuffle come into conflict and its is the Cats Turn. The Cat says it is going to Bat the Snuffle. The Snuffle says it will Move out of the way. So the Cat will roll a D20 and add its Bat Skill. The Snuffle will roll a D20 and add its Speed. If the Cat wins, it damages the Snuffle, if the Snuffle wins it escapes any damage.

The Snuffle could just have easily said it was going to Bat the Cat back, with the Cat suffering damage if it lost.

A successful Bat attack will do 1D6 damage to the target.

A successful Pounce attack will do 2D6 damage to the target. A Pounce can only be done in the first turn of a combat, or with complete surprise.

Two consecutive successful Bat attacks allows the Cat to automatically Bite in the next round doing 3D6 damage to the target.

When a creature suffers damage, the creatures statistics are reduced by the amount of damage inflicted. For instance a players Cat suffers 5 points of damage from a Dog bite. The player decides to lose 2 points from both the Love and Pounce statistics, with the last point coming off of the Hear statistic. Damage can be replaced by rest at the rate of 1 point for every 8 hours of repose.

Sample Snuffles

Snuffles come in all shapes and sizes. Literally spanning from the size of a small spider to the size of a house. The length of a Snuffles tendrils has nothing to do with its size. So it might be possible for a small Snuffle to wait outside a house while one of its tendrils snakes in through the kitchen window, reaches up stairs into a bedroom and sucks the thoughts out of a man in his bed.

Small Snuffle :

A Small Snuffle is not necessarily a young one. The small ones have a tendency to hunt humans minds while at heavy mental work. They are attracted it the heavy scent of busy minds.

Speed 2D6, Bat 1D6, Climb 2D6, Fly 3D6, Tendrils 2D6

Medium Snuffle :

A medium Snuffle is a vicious hunter of young minds. They are more able to discern a good meal without the urgent need of the smaller Snuffles. Thus they hunt the small human mind that has few defences.

Speed 2D6, Bat 3D6, Climb 3D6, Fly 3D6, Tendrils 3D6

Large Snuffle :

A large Snuffle is always hungry and always tries to feed on the most nutritious troubled minds. They have been known to hover over a street and be feeding on 20 minds in 20 houses all at once (when all of the Cats were elsewhere of course).

Speed 3D6,Bat 4D6,Climb 3D6, Fly 4D6,Tendrils 5D6

Other Enemies

As well as the Ethereal Snuffles there are many other enemies that the Cats defend mankind from, not all of them are as magical.

Bird

Birds are distant cousins of the Snuffle. They do not feed on humans like the Snuffle. Bird eggs are an alternate hatching ground of Snuffles. It is not uncommon that when a bird hatches a Snuffle is hatched

as well. The Budgie is the very worst offender, for some reason Budgie eggs often hatch 5–10 Snuffles.

Speed 2D6, Fly 4D6, Peck 1D6

Dog

A Dog is almost as natural an enemy of the Cat as is the Snuffle. Dogs like humans for the simple reason that Dogs receive a pleasurable euphoric feeling when Snuffles feed on humans. Snuffles do not attack the Dogs. A Dog will by choice chase a Cat because Cats deprive it of the feelings it so likes.

Speed 3D6, Bite 2D6, Leap 3D6

Ghost

A haunted house is a dangerous place for human. The Ghost is a very very bright light to Snuffles, attracting them from afar with its psychic energies. A swarm of Snuffles attracted to Ghost can be a great danger to any nearby humans.

Speed 2D6, Bat 2D6, Fly 3D6

Mouse

The common or garden Mouse is not as innocent as humans believe. Mice are alien to the Earth and have a hankering to move into Human houses. Although they don't directly attack humans they do counteract the protective properties of Cat scent and fur. A number of Mice in a house makes the human inhabitants far more vulnerable to Snuffle attacks, and so have become enemies of Cats.

Speed 4D6, Bat 1D6, Climb 3D6.

Designing an Evenings Game

To start a game you should begin by coming up with a Family for the players Cats to protect. Here's an Example : Father – John Baxter 35, Mother – Jane Baxter 34, Daughter – Sheila 17, Son – David 6

Then when the Players create their Cats they each pick a member of the Family to adopt as a Pet.

Then you need to make a sketch map of the family home, possibly the garden and if the game requires it the streets near by.

Now comes the difficult bit for the referee, coming up with mission that the cats have to carry out. This can be anything such as killing a Snuffle that drifts into the house through to keeping watch on a Birds nest waiting for the Snuffles to hatch.

These simple missions are not very challenging, it can be much more fun to stir up the situation by adding separate elements that link in. Imagine that a birds nest is in the tree outside the boys window.

This is obviously a cause for concern for the Cats. Now what can we add, that will make things more interesting. How about the child is having bad dreams, and these dreams attract Snuffles. That should really start to shake things up a bit. We can add more trouble. How about the parents are worried

about the child's bad dreams have hired a nurse to watch over the child, but the Nurse does not like Cats.

Now we have a good challenging situation. The Cats have to protect the Child but there is an obstruction, the Nurse. Your Players are going to have to keep watch on the Nest, and keep trying to get into the child's bedroom, and the Nurse will keep throwing them out. Perhaps a Snuffle might float down through the roof, or up through the floor. So the Cats will have to keep a watch everywhere!

Now if you want to play the above game in a different way the Cats could try to enter the child's dreams and discover the cause of the bad dreams. If they try this, the referee needs to have a cause for the bad dream and a possible way to deal with it. Perhaps the child is afraid of a pending school test, and the Cats could perhaps pass into the teacher's dreams and look for the test (yes cheating) and bring it to the child to scope out. Will the teacher be willing to give up the test?

Cat Sheet



Name :

Breed :

Pets Name :

Leap :

Bat :

Pounce :

Patience :

Speed :

Climb :

Hear :

Love :

Transcend :

STWCNBS :