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THE CATS!

We were very pleased to transform the following cats into epic *CATaclysm* heroes through the generous contributions made by their owners:

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FORWARD

It is with great pleasure that I introduce to you **Akinji Entertainment's** very first title: *CATaclysm: The Roleplaying Game*. When Shiraz and I first decided to start our own game company four years ago, we tossed around quite a number of ideas, but little did we know then that an RPG revolving around a post-apocalyptic world dominated by anthropomorphic felines would be our debutant game.

CATaclysm has been three years in the making. Originally intended as a one-shot, we first debuted CATaclysm at our very first Gen Con in 2016, where it was warmly received. It was then that we knew we had our first game. In fact, many of the original players we met that year have returned to play CATaclysm in subsequent years, becoming some of our strongest supporters and who we now fondly refer to as our "Gen Con Family."

CATaclysm was successfully funded on Kickstarter in November, 2017 through the generous contributions and support of our backers. To our backers, we want to convey our deepest gratitude for not only believing in us, but for also standing by us through the rough patches. We recognize the great leap of faith you all took in supporting a first-time Kickstarter. For Shiraz and I, this was a huge learning experience, but sometimes you just need to jump off the mountain and grow your wings on the way down, but knowing that you were all behind us made that jump all the more easy.

We were also very pleased to offer some of our backers the opportunity to imagine their furry felines as epic CATaclysm heroes. From the cover to the chapter plates, as well as within its pages, you will find them immortalised in this book. A special thank you also to our amazing team of artists who took great care to meticulously capture not only the physical traits of these cats but a bit of their personalities as well. A full listing of the cats and where they are can be found in a dedicated section in the back of the book.

We would also like to thank the following people who helped us, both during the campaign and in production: Cameron Anderson, Stephanie Anderson, Ali Asaria, Kate Bullock, Simeon Cogswell, Toma Feizo-Gas, Derek Guder, Kevin Hill, Will Jones, Keith LaRue, Craig Logan, Don Logan, Elaine Logan, Jessica Martin, Thomas McIvor, Steve Miller, Matt Reed, Lucas Sciaraffa, Claudio Setti, Emily Shotter, Doug Shute, Angie Starr, Zaffer Siddiqui, Saif Syed, Shin Wong, and Alison Zheng.

And finally, I would like to thank my family: my wife Rebecca and my daughter Amalia. They are the best support system I could ever ask for.

We hope that you enjoy playing CATaclysm as much as we enjoyed creating it!

Sincerely, Brent Logan.



INTRODUCTION

EFEND THE REALM OF CATS FROM THE EVIL RAT HORDES AND CRUEL TOADS

that threaten their world. The time of *humanz* has passed and our beloved feline friends have inherited the earth. They roam the land searching for ancient human relics and *Meowgic*. Choose your cat. Choose your weapon.

And fight for honour, glory, and your ball of yarn.

CATaclysm places the world in the capable paws of our favourite furballs in this easy to learn tabletop roleplaying game. Akinji Entertainment brings a game that is sure to be enjoyed by both cat lovers and roleplaying enthusiasts alike. CATaclysm is *purr*fect for players of all levels, and whether you are new to RPGs or a seasoned veteran, you will enjoy the witty play and the fresh take on dice-adventure games. Using a simple no fuss mechanic, CATaclysm uses a streamlined ruleset that can be learned and played within a short amount of time. This game makes use of a brand new RPG system that uses a single ten-sided die in conjunction with a cutting-edge new life-management system. Whether you are coughing up fireballs or swinging your cat-o-nine-tails, you will love this fun and action-oriented RPG.

The World

Da humanz iz ded. No moar fud for us.

No moar scratchez for us.

No moar protecshun frum teh outsides for us.

We haz taken teh earth...

-Catain Galileo Furwhisker.

The world is bereft of *hooman* life. Over thousands of years cats have evolved into sentient beings that live in cities of their own making, create weapons and armour, and wage war and forge alliances with other sentient animals. No cat knows exactly how long it has been since the humans left, but one thing's for sure, they left in a real hurry. The cats can still see their majestic cities of glass and steel on the horizon on a clear day, but they dare not go there, not without *purr*tection. The human cities of old are engulfed in Miasma, a horrible, evil substance that eventually corrupts and destroys everything it touches... well almost everything. The despicable rats, toads, and frogs feed off of Miasma, and it is even rumoured that they can control it for their own nefurious ends.

With the humans gone, cats have now become the alpha species (naturally, right?) and are now Mommy Nurtur's stewards, a job they believe was bequeathed to the







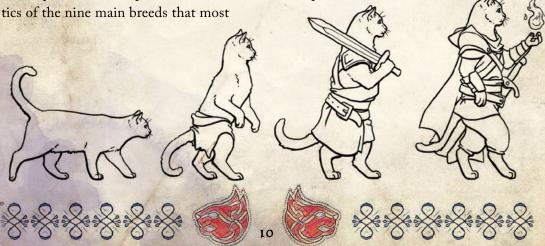


first cats – the venerable Catains – by the humans so many years ago. Cats have evolved, both physically, socially and even mystically, although still retaining their unique cat traits which made them effective evolutionary predators. They now prefer to stand upright on their hind legs, wear the latest feline fashions and live in vast, sprawling cat cities. They also have perhaps the greatest gift of all, and that is the power to control *Meowgic*. Granted to them by Mommy Nurtur, this mystical force is said to be the very fabric that holds the world together, and is the source of where the cats receive their nine lives.

Cats shaped their own governments and monarchies which partly resemble the legendary governments of feudal cities from human history. They built their cities around remnants of human civilization that hold great residual power. These remnants may be collapsed barns, airplane fuselages, or gutted trains that were not corrupted by Miasma. These sites became the centres of cat civilization from which they developed majestic and sprawling capitals of feline commerce.

Cat cities are often built in spiraling loops that centre around pleasurable pastimes, taverns, and catnip dens; whereas industries of manufacture tend to be pushed out towards the outskirts, with residences and administrative buildings sandwiched in between. Some cities have buildings as big as two storeys but most buildings are single-storey dwellings. Bigger cat cities have heavy focus on comfort; everything is designed for lounging and pursuing a decadent life. If there is a couch in a tavern, it is a plush couch with fluffy pillows meant to lure and entice cats to remain upon it for a long while. Cities of this kind are often ruled by a powerful cat monarch who dwells within castles or palaces, which are prominently built on top of or nearby the foundational human remnant.

Cats live in communities (called 'clowders') based on their breeds, however intermixing between breeds is not uncommon. However, there are cat outsiders who live on the fringes of society and try to avoid larger communities. Each breed has a special quality or talent that makes them special: Maine Coons are strong, seafaring felines that are just as at home in the water as they are on land; Manx are shy and mysterious *Meowgicians*; Persians are highly intelligent seekers of knowledge who enjoy reading, teaching and learning, and; Pixie-Bobs are clever tinkerers that can fashion neat gadgets and steam-powered contraptions. This book details the qualities and characteris-



frequent the CATaclysm world, but there are actually many, many more breeds beyond what is listed here.

The Gamemaster

CATaclysm requires the players to participate in an interactive story. Players take on the roles of their unique Heroes and journey through a world generated by the Gamemaster (or 'GM'). The GM serves as the director, narrator, and referee for all of the action that takes place in the world. The GM describes situations, asks the Heroes what they want to do, and resolves actions according to the rules of the game. The GM sets each scene, keeps the story moving, and takes on the roles of the Foes and other individuals which the Heroes encounter during each adventure. If a player is the GM, they should read the rules through all sections of this book. In particular, the GM should read the section dedicated to the GM. While there is no need to memorize all the rules, they should have an idea of where to find them once the game begins.

The Heroes

If a player is not the GM they must be a Hero – one of the stars of the action. The Heroes are each unique and suit individual players' customized specifications, depending on what type of Hero a player wishes to play. Whether they want to be a warrior who is strong and courageous, or a bookish scholar who would rather read than adventure, the choice is theirs. The Heroes work together to form a team or a party who travel through the world created by the GM.

Game Mechanics The Die

CATaclysm requires only a single die to play. This is a special die which has ten sides (referred to as a ten-sided die or d10), and has numbers ranging from 0 to 9. Therefore, the highest number one can roll with this die is nine, and the lowest number one can roll is zero

The Skill Check

CATaclysm makes use of a new RPG system called Ph4se lite© (pronounced "Phase 4"). This system keeps play fast and intuitive. Whenever a Hero attempts an action that has a chance of failure, they roll a ten-sided die (or 'd10'). To determine success of the task (for a Talent, Skill, or Attack) a Hero simply does this:

- * Roll a single die
- * Add any relevant scores and modifiers
- * Compare the result to the required result







If the required result (RR) is met or exceeds the target number the Hero performs the action or task. If the result is lower, the Hero fails.

Life-Force and Lives

Every Hero has a Life-Force, represented by four coloured phases. These phases track a Hero's health and tells the player whether their Hero is well, under stress, injured, or dead. There are four different phases that occur in the following order:

- * Green: which is the optimal condition
- * Yellow: which means the Hero is stressed
- * Red: which means the Hero has suffered a critical injury
- * Black: which means death

Generally, all Heroes start in the green phase, but certain situations (such as combat) may cause a Hero to alter their phase (i.e. moving from green to yellow, or red to black). A Hero who finds themselves in the black phase is dead, but since a Hero is a cat, death

is only temporary! Thanks to the gift of *Meowgic* from Mommy Nurtur all cats have nine lives. Each time a Hero dies, after a short period of time they are able to return to life by spending one of their nine lives. Once a life is spent a Hero returns to life with all of their wounds healed (except where rules state otherwise). Once all of a Hero's lives have been spent, they are completely dead and cannot return to life. One can only hope that their glorious deeds will deliver them to

Heroes can track their Life-Force and lives using their character sheet (available online on the CATaclysm website or at the back of this book), or by using a Life-Force dial. The CATaclysm box set comes with a set of Life-Force dials which players can use. Alternatively, you can build your own Life-Force dials by printing them off the CATaclysm website (you will need a colour printer).



Kitty Heaven.







Feats

Feats represent a Hero's special abilities which they can perform. These feats are a form of Hero progression and training, and as a Hero gains experience or levels, they gain an extra feat that allow them to become more powerful.

Talents and Skills

Every Hero has nine abilities known as Talents. These Talents represent a Hero's strengths and weaknesses. The Talents allow a Hero to perform tasks (called Skills) in the game like looking around, using *Meowgic*, or fighting. All Talents can be attempted even if a Hero has no score in the corresponding Talent.

Skills represent how well a Hero does at dramatic tasks. All Heroes are assumed to have a wide selection of average Skills; the game only measures the Skills in which a Hero has a better than average ability and thus can use these Skills to attempt tasks in action situations. Skills are measured by the scores placed in the Talents. Each Skill is attached to a particular Talent and thus the Skill uses the Talent score to resolve the check. All Skills can be attempted even if a Hero has no score in the corresponding Talent.

Steps to Take

There are certain steps that must be followed to create a Hero in CATaclysm. First in the journey of becoming a Cat Hero is to decide what your Hero's personality is going to be. You can choose to be the standoffish loner cat or the cuddly snuggly lovable cat, the choice is yours. Next is selecting a Breed. Each Breed has a Breed Bonus and a Breed Feat which are unique to that cat. Third, is to choose a Feat which provides a specific bonus that may improve a combat ability or a specific Talent. For the last step, a Hero must disperse their 21 available Talent points into the 9 Talents (no Talent score can exceed 5, without bonuses). Once these steps are completed a Hero should select their equipment and prepare for the *pawesome* adventure that awaits!





BREEDS

HEN CREATING A HERO THERE ARE A COUPLE OF THINGS THAT A PLAYER

will need to consider. A player needs first to decide what type of Hero they wish to play. Do they want to be a brave and cunning warrior or do they want to be a bookish mage, or would they like to be a daring thief or a master of technology? These traits will be exemplified in a player's choices of cat breed, dispersal

of Talent points, and weapons and equipment.

Each player starts with **21** points to spend on Talents. It is recommended that players put at least one point in each Talent; however this is not required. A maximum of 5 points can be allocated to any one Talent, not including bonuses. Those points will represent a Hero's aptitude at any Skills that correspond with that Talent.

Who are the Cats?

In short they are cats, though, there are a few significant differences from the cat that is snoozing on your keyboard. The primary difference is that these cats are a much more evolved version of our furry feline friends that we know and love. Cats have developed over a thousand years into the dominant species on the planet. During this time there have been three Cat Ages; the Age of the Bronze Paw, the Age of Bright Whisker, and the current age; the Age of the Shining Claw. Throughout these ages cats created more and more civilized and complex societies. Keep in mind cats are still deeply fascinated by shiny and tassely things and their homes, catnip dens, and businesses often pay homage to these mesmerizing elements of their old lives.

Cat Breeds

When creating your Hero, it is imperative to choose your Hero's Breed. Each Cat Breed has their own traits. These traits manifest as a bonus to one of the Hero's nine Talents. That bonus applies to all the Skills that correspond with a Talent. Therefore, if a player chooses to play a Persian, they receive a bonus of +1 to *Intellect*, meaning they gain a +1 to all of their skills under the Intellect Talent. All Cat Breeds stand between 3-3.5 feet tall unless otherwise stated. In addition, each Breed gains a unique Breed Feat.

The following nine Breeds represent the most common Breeds found in the main cat dwellings. This is by no means an exhaustive list. In fact, there are few exotic Breeds that choose to live outside of the main cities, and there are even rumours that there are even more Breeds that exist beyond the furthest reaches of cat country.









Bengal

Bengals are highly skilled at performing tasks in rapid succession; they move fluidly and without hesitation. This is why they receive a +1 to *Coordination*. Though not traditionally descended from the royal wildcats that they resemble, Bengals often hold true to the traits of those noble wild breeds. Bengals have a very unique colouration pattern that resembles feline royalty such as leopards, ocelots, and margays. All Bengals have an 18 Ft. movement speed.

Pride: Due to their unique colouration Bengals behave as though they were one of the legendary cats they descended from. Due to this they gain a +1 to Intimidate checks.

Egyptian Mau

Egyptian Mau are very fast and agile; they make excellent thieves or assassins. This is why they receive a +1 to *Reflexes*. Egyptian Mau are well known for their unbelievable loyalty: they stick to their companions through thick and thin. Egyptian Mau have a very particular colouration, grey with black spots. All Egyptian Mau have an 18 Ft. movement speed.

Cat's Best Friend: Due to their devotion to their companions twice per day the Egyptian Mau can transfer their +1 to *Reflexes* to an ally in need for one round.

Maine Coon

Maine Coons are tough and strong, often seen wielding heavy weapons with ease. They are the biggest of the common breeds and often stand 3.5-4 feet tall. This is why they receive a +1 to *Strength*. Unlike other cats, Maine Coons have a strange love of water and many find work as sailors, pirates, or travelling soldiers of fortune. Maine Coons have a number



of fur colourations varying from mottled grey to purest white. All Maine Coons have an 18 Ft. movement speed.

Sea Cat: Due to their love of water, Maine Coons do not move into the stressed phase (yellow) on their Life-Force dial when they are near or in water, in addition they gain a +1 bonus to *Coordination*: Swim.

Manx

Manx are mystical individuals, a Breed most comfortable playing with *Meowgic*. Manx are mysterious and often seen as outsiders from typical cat society, possibly due to their natural affinity with *Meowgic*. This is why they receive a +1 to *Meowgic*. Manx have varying colour fur patterns, and may have short or long hair. All Manx have an 18 Ft. movement speed.

Ninth Sense: Due to their outsider-like behaviour, Manx have learnt to look after themselves, which gives them a +1 to Sense Danger checks.

Persian



Edified Nerve: Due to their high intelligence Persians have learned to evaluate threats and maintain a cool head, because of this they do not move into the stressed phase (yellow) when frightened by Foes.

Pixie-Bob

Pixie-bobs are tinkerers, they are naturals when it comes to playing with or fiddling with tech. This is why they receive a +1 to *Tech/Mechanical*. Pixie-bobs are proud of their royal wildcat heritage and flaunt their lineage whenever they can. Pixie-bobs have a mixed striped spotted coat, occasionally with hints of deep red. They also have a short bobbed tail. All Pixie-bobs have an 18 Ft. movement speed.

Meowgineer: Due to Pixie-bobs' natural affinity with mechanics, they gain a +1 to creating objects (see the appropriate section in GM Chapter 5).

Shorthair

Perhaps the most common Breed, Shorthairs are adaptive and capable of doing anything they set their minds to. This is why they receive a +1 to any Talent the player chooses. Shorthairs hold no cat-cultural bias and get along with everyone. Shorthairs have a number of fur colourations varying from patchy grey to purest white. All Shorthairs have an 18 Ft. movement speed.

Nuzzle: Due to a Shorthair's amiability, they are natural diplomats, gaining a +1 to Diplomacy when dealing with other cats.



Siamese

Siamese are clever and naturally attractive. They are usually the charmer in the party, and always have a song or joke to lighten the mood. This is why they receive a +1 to *Physique*. Siamese are highly social and love being around other cats. Siamese have a very distinct colouration pattern, often light in the body fur and dark on the extremities and face. All Siamese have an 18 Ft. movement speed.

*Purrs*uasive: Due to their unique colouration and natural wit, Siamese gain a +1 to Bluff checks, because opponents find it hard to believe that they would lie.

Sphynx

Sphynx have keen senses that make them able to detect the slightest sound or movement with little effort. This is why they receive a +1 to *Perception*. Sphynx are highly enthusiastic and energetic, and this combined with their heightened senses make them an excellent addition to any party. Though thought to be hairless, they are actually covered with fine hair, not limited to one colour or pattern. All Sphynx have 18 Ft. movement speed.

Fleet of Paw: Due to their heightened senses, Sphynx can elect to go first in any encounter, whether in a roleplaying or combat situation. This ability can be used twice per day.



are tall (standing about 4 feet), long-necked, lithe, and athletic, and almost every single one is beautiful. Due to this trait they receive a +1 to *Physique*. Though directly descended from wildcats of ancient and forgotten lands they do not behave as their ancient ancestors. Savannahs' coats are each unique in pattern containing stripes, spots, and bands of varying shades of black and brown. All Savannahs have an 18 Ft. movement speed.

Mighty Leaper: Due to their long and slender form Savannahs can leap great heights and distances from a stand still. Due to this they gain a +1 to *Coordination*: Leap checks.

Forest Cat

Forest Cats, or *Skogkatts* as they are also known, are hearty, fluffy, tough, and big. Really big. These huge cats thrive in the wilderness and frontiers of cat society. Forest Cats are huge by cat standards and stand between 4.5-5 feet tall and make Maine Coons look small. These felines love the company of their fellows and are known to laugh the loudest, drink the deepest, and fight the most ferociously. They are loyal and make fast friends but are also quite content to roam the woods and wilderness alone. Due to their immense size they gain a +2 to *Strength*. Their thick and double coat comes in a variety of colours and patterns that are seemingly unlimited. Forest Cats have an 15 Ft. movement speed.

Size Matters: Due to their massive size and hulking gait, Forest Cats take a -1 to all Defence rolls. This is because they present a bigger and slower target to any Foe that is attacking them.







PARADIGMS

OME CATS ARE SPECIAL, VERY SPECIAL. THESE CATS OFTEN HAVE SERIOUS

faux-paws, tabby-boos, or shortcomings that may make them outcasts from typical cat society. These traits have left them with certain hindrances but have also granted them envious benefits and abilities that are out of reach

of the average feline. These cats have learned to reap rewards from their apparent downfalls in order to rise to new and great heights. Players that select a Paradigm for their Hero are subject to the penalties and limitations that these traits possess but also receive rich rewards. These Paradigms should not be chosen lightly and players can opt out of this step in character creation. However, adding a Paradigm to your Hero can enhance the roleplaying experience and create a more rich and diverse game setting.

Paradigms are like a set of feats that players can apply to their character to make their roleplaying experience more rich and compelling. Keep in mind that these Paradigms limit a character's ability to function in the world in some ways while expanding their abilities in others. A Paradigm is selected after a player chooses their Breed and the bonuses and penalties apply on top of the Breed bonuses.

Cat Paradigms

Aristo-Cat

Aristo-Cats are fancy, delicate, and a little extravagant. They are well-known pretty well everywhere they go within civilization and if they are not directly

known, their names are. Aristo-Cats are wealthy and have powerful feline genealogy that precedes them everywhere they go. As a result of their fame Aristo-Cats gain a +1 to all

Intuition based skills and Intellect: Collect Information

checks. However, due to their refined lifestyles they are not used to roughing it. As a result they take a -1 penalty to *Physique*: Durability, *Strength*: Climb, and *Strength*: Move Objects. They also enter the stressed phase (yellow) when they are uncomfortable or dirty. Aristo-Cats may also have a canine valet (see the rules for small dogs in the GM section) as a companion (GM's discretion). This valet is completely loyal to the Aristo-Cat, and will even sacrifice themselves for the safety of their master.







Aristo/Cat



Black Cat

Perhaps the most notorious of all cats is the Black Cat. These misunderstood and much maligned felines are victims of superstitious legends that have permeated since the dawn of the Cat Age. Due to their dark coats Black Cats receive a +1 to *Coordination*: Sneak. Also, because of their connection to the supernatural, real or *purrceived*, once per day they can force an opponent to reroll any result against them and make that opponent take the worst of the two results. Additionally, the Black Cat can then reroll his next Talent, Skill, Attack, or Defence roll and take the higher result, having stolen their Foe's luck. Unfortunately, the presence of Black Cats in a group does cause a bit of bad luck; all creatures (Ally or Foe) within 12 feet of a Black Cat must subtract -1 to their rolls when rolling on Critical Injury tables. And finally, As a result of their bad reputation they take a -2 penalty to any Talent or Skill that involves a Black Cat interacting with an unfamiliar cat.

Blind Cat

Blind Cats were either born without sight, or they lost their sight through some sort of misfortune, injury, or just bad luck. Whatever the cause they have learned to adapt, survive, and thrive with this seeming disability. Blind Cats are able to detect the dimmest of sounds, the briefest of odours, or the faintest of tastes much more acutely than typical felines. Because of their highly attuned senses Blind Cats gain a + 2 bonus to *Perception:* Listen, *Perception:* Sense Danger, and *Coordination:* Sneak. However, as a result of their lack of vision Blind Cats cannot use any Talent or Skill that uses sight such as *Intuition:* Find Worth, *Intuition:* Forgery, and *Perception:* Look Around.



Ragdoll

Ragdolls are lovable and friendly felines who love to snuggle and bring comfort to themselves and those around them. Their *purrfectly* cuddly nature soothes their allies and allows them to calm themselves and others when they are in a situation of duress and stress. As a result of this Ragdolls are able to remove stress from themselves or an ally anytime they feel the need to spread their loveable attitude. This means that if a Ragdoll snuggles ('snuggling' requires one round per target) an ally they can move out of the stress phase (yellow) and they can target themselves or an ally (this ability works very well in situations that cause *Perpetual Stress*). However, they are terrified of combative situations, and as a result of this they take a -1 penalty to all melee combat rolls, preferring to wage combat from ranged instead. Additionally, a Ragdoll cannot break free from a successful grapple attack, as their bodies go completely limp and are at the mercy of the grappler. For this reason it is very important for a Ragdoll not to engage the enemy at close range.

Fat Cat

Fat Cats just cannot help themselves. They eat because they love food, they eat because they exude decadence, and they eat because they can. If there is food present, a Fat Cat cannot help but partake. If something gets in between a Fat Cat and their food, they must enter the stress phase, until they can indulge in their insatiable craving. Fat Cats are not altogether unhealthy or greedy, though some do show these traits. These cats embrace their need to feed and due to their healthy appetite Fat Cats gain a +2 to any *Physique*: Durability checks. Unfortunately, because of their large size Fat Cats take a -1 penalty to *Reflexes*:

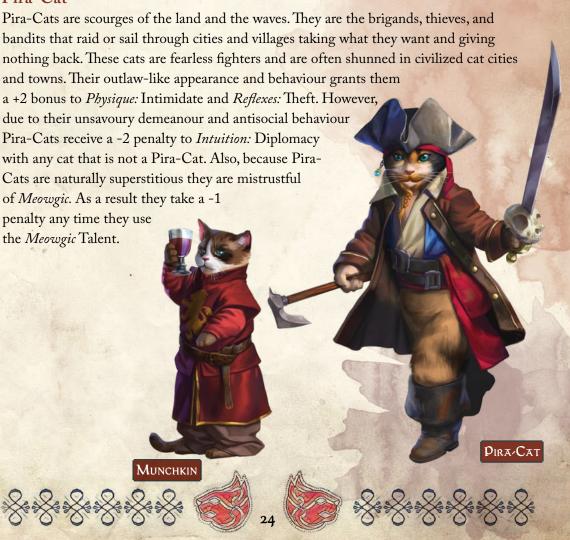


Evade and *Coordination:* Sneak Skill checks. However, a welcome benefit from their wide girth is a +2 to Defence, as a result of their "extra padding." Also, Fat Cats eat twice as much as normal cats, which usually amounts to four times a day. If they do not get their usual daily intake they will become *hangry* and extremely unpleasant, causing them to receive a -1 to *Intuition:* Diplomacy and *Physique:* Charm.

Munchkin

Munchkin Cats are short, stout, and adorable. They are diminutive cats who are not wholly outcast from cat society but often don't see eye to eye with typical cats. Despite their small stature they are not excluded from cat society, and are not uncommon in large cat cities. Munchkins are excellent at evading danger. Due to their tiny size Munchkins are harder to hit in combat and receive a +2 bonus to Defence checks. However, their small limbs make them slower than average cats. Munchkins have a movement speed of 12 ft. rather than 18 ft.

Pira-Cat



Smelly Cat

Smelly Cats are precisely what their name describes, smelly. For some reason or another Smelly Cats stink, reek, and just plain smell. These cats tend to be itinerant outsiders and often band together with other Smelly Cats to form small smelly cabals. Due to their pungent malodorousness, Smelly Cats gain a +1 to *Coordination:* Sneak as their smell displaces their actual location. This bonus is also granted to their comrades so long as they are sneaking within 9 feet of the Smelly Cat. However, since Smelly Cats... well... smell, they take a -2 penalty to *Intuition:* Diplomacy and *Physique:* Charm skill checks as anyone who interacts with them is generally repulsed.

Steam Cat

Steam Cats have lost the use of a limb permanently to some sort of calamity and the damage was not healable by *Meowgic* or time. This disadvantage has not slowed these fastidious felines down as they have learned to cope with their disability using technology. Steam Cats have created mechanical limbs, powered by *Meowgic*, that assist them in their day-to-day life. These limbs provide a +1 to *Strength* as they make the cat hardier and tougher. Steam Cats also gain a +2 bonus to *Tech/Mechanical*: Repair when repairing their own limbs. However, this limb is heavy, cumbersome, and at times obtrusive and as a result of the clunky nature of the limbs Steam Cats take a -2 to all skills in the *Coordination* talent.





FEATS & PROGRESSION

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ACH PLAYER BEGINS THE GAME WITH ONE FEAT. THEY CAN SELECT THE

Feat from the list below. Each Feat provides special abilities, bonuses, or actions that would otherwise be impossible for the Hero to perform. Additional Feats can be unlocked or improved upon by a Hero when they gain Progression Points.

Progression Points

As your Hero adventures through the world of CATaclysm your Hero will gain valuable experience called *Progression Points* (PP). Progression Points are awarded by the GM when:

- * Heroes complete adventures or Chapter Missions (smaller quests within a larger adventure).
- * Heroes perform amazing deeds (either by exceptional role-playing or cleverly defeating a Foe). This is completely up to the GM's discretion and should be done sparingly.

When a player receives a Progression Point they must immediately spend it on progressing their Hero. Progression Points can be spent in one of two ways: selecting and unlocking a new Feat, or selecting and completing a *path* within an already unlocked Feat.

Selecting New Feats

Instead of improving an already existing Feat a player may opt to unlock a new Feat. Spending your Progression Points on new Feats rather than improving existing ones will make your Hero a kind of 'Jack of All Trades, Master of None' type of Hero. This can be very useful for small adventuring parties.

Selecting and Completing a Path

A path is an added bonus to the existing Feat that a Hero has. Each Feat has two paths, and each path has two tiers. Once a path is selected all of its tiers must be completed before a new path or Feat can be selected.









Feats and Paths

The following are the Feats a Hero can select as well as their corresponding paths.

Cats Always Land on Their Feet

A Hero with this Feat is light on their feet and can move quickly after a fall or leap. This feat allows a Hero to make a *Coordination:* Leap check as a free action once per day. This Leap does not cost a move action or an attack action and the Hero is able to make both those actions after the leap. For example, *Caterina leaps from the 20 ft. castle wall and lands deftly on her feet to pursue and attack the terrified Frog warrior.*

- * Going the Distance 1: The Hero can now perform the Cats Always Land on Their Feet ability twice per day.
- * Going the Distance 2: The Hero can now perform the Cats Always Land on Their Feet ability thrice per day.
- * High Flying Pounce 1: The Hero can knock an opponent prone after pouncing on top of a Foe (by doing a *Coordination:* Leap roll) while performing a **Cats Always Land on Their Feet** Feat. This ability is usable once per day.
- * High Flying Pounce 2: The Hero can now add +1 to their attack after they perform the Cats Always Land on Their Feet Feat. This ability is usable once per day.

Cat Burglar

A Hero with this Feat is so deft-fingered that they are able to steal any object from a Hero or a Foe with relative ease. This Feat grants a Hero a +1 to all *Reflexes* Talent checks when attempting to steal any object from any Hero or Foe, up to two times per day.

- * Fast Thief 1: The Hero can now perform the Cat Burglar Feat ability thrice per day.
- * Fast Thief 2: The Hero can now perform the Cat Burglar Feat ability four times per day.
- * Lucky Thief 1: The Hero can reroll a failed attempt once per day after performing the Cat Burglar Feat.
- * Lucky Thief 2: The Hero can choose to be automatically successful on one theft attempt per day after performing the Cat Burglar Feat.



Cat Got Your Tongue

A Hero with this Feat is so physically impressive and intimidating that they can stop any Foe in their tracks. This Feat provides a +1 to *Physique* when trying to intimidate any Hero or Foe twice per day.

A Hero or Foe that is dazed cannot attack, move, or actively defend. However, they still get any bonuses to their Reflexes (including armour) Registers any incoming attacks against any incoming attacks (as though they rolled a 0 for Defence).

- * Frightening Feline 1: The Hero is so intimidating they can force an opponent to take a -1 penalty to attack this Hero after performing the Cat Got Your Tongue Feat for the duration of combat. This Feat applies to only one Foe and this ability is only usable once per day.
- * Frightening Feline 2: The Hero is so intimidating they can force an opponent into the stress phase (yellow) when they are intimidated after performing the Cat Got Your Tongue Feat. This ability is usable once per day. This Feat applies to only one Foe.
- * Menacing Mouser 1: The Hero is so intimidating they can force an opponent to take a -1 penalty to defending against them after performing the Cat Got Your Tongue Feat. This Feat applies to only one Foe and this ability is usable only once per day.
- * Menacing Mouser 2: The Hero is so intimidating they can force an opponent to be dazed for one round after performing the **Cat Got Your Tongue** Feat. This Feat applies to only one Foe and is usable only once per day.

Cat's Meow

A Hero with this Feat is able to use *Meowgic* that is more potent if they howl out while casting. Once per day this Feat provides a +1 to *Meowgic* Talent checks. This effect lasts for an entire combat phase. For example, *Misty howls out as she casts her spell and green Meowgical energy pulsates powerfully from her paws*.

- * Alley Howl 1: The Hero can now perform the Cat's Meow ability twice per day.
- * Alley Howl 2: The Hero can now perform the Cat's Meow ability thrice per day.
- * Moving Meowgician 1: The Hero can move before and after their Meowgic Talent check after performing the Cat's Meow Feat. However, a Hero cannot exceed their maximum movement speed. This ability is usable once per day.
- * Moving Meowgician 2: The Hero can use the *Meowgic* Talent as a free action while performing the **Cat's Meow** Feat. This ability is usable once per day.



Cat and Mouse

A Hero with this Feat is able to skilfully evade one attack from any Foe. Once per day this Feat allows a Hero to designate a single attack from any Foe and evade it and damage. This designation must take place before the Attack is resolved. A Hero can only take this Feat if they have a +4 or higher in their *Reflexes* Talent.

- * Fast Defenses 1: The Hero can now perform the Cat and Mouse ability twice per day.
- * Fast Defenses 2: The Hero can now perform the Cat and Mouse ability thrice per day.
- * Defensive Maneuvers 1: A Hero gains a +1 Defence bonus against the designated opponent after performing the Cat and Mouse Feat. This Feat is usable once per day and lasts for the duration of combat.
- * Defensive Maneuvers 2: A Hero can activate the Cat and Mouse Feat ability after the Foe's Attack is resolved. This negates any damage that would have been sustained after the Attack. This ability is usable once per day.

Cat Out of the Bag

A Hero with this Feat is exceptionally quick on the draw. Twice per day, during the combat round, the Hero gains a +1 bonus to Initiative during that combat phase.

- * Open the Bag 1: The Hero can now perform the Cat Out of the Bag ability thrice per day.
- * Open the Bag 2: The Hero can now perform the Cat Out of the Bag ability four times per day.
- * Always Aware 1: A Hero who uses the Cat Out of the Bag Feat cannot be caught unaware during a drop round. This means they get a Defence check against surprise attacks.
- * Always Aware 2: A Hero who uses the Cat Out of the Bag Feat is so fast to react they gain a free Attack action against the surprise attacker.





Cat Walk

A Hero with this Feat can skilfully climb onto any surface with great ease. Twice per day a Hero can gain a +1 to *Strength* when making a Climb check to climb onto any ledge, cliff, or wall.

- * Climbing Kitty 1: The Hero can now perform the Cat Walk ability thrice per day.
- * Climbing Kitty 2: The Hero can now perform the Cat Walk ability four times per day.
- * Clambering Kitty 1: The Hero can reroll a failed Climb attempt once per Cat Walk Feat.
- * Clambering Kitty 2: The Hero can choose to be automatically successful on one Climb attempt per day after performing the Cat Walk Feat.

Caterwaul

A Hero with this Feat can create an awful noise that stuns Foes and causes them serious harm. Once per day, a Hero can make a cacophonous noise, which causes enemies large amounts of stress that immediately puts one Foe (excluding Bosses and Epic Bosses) into their yellow phase.

- * Little Screamer 1: The Hero can now perform the Caterwaul ability twice per day.
- * Little Screamer 2: The Hero can now perform the Caterwaul ability thrice per day.
- * Wild Wailer 1: A Hero can affect 2 Foes when using the Caterwaul Feat. This ability is usable once per day.
- * Wild Wailer 2: A Hero can affect 3 Foes or one Boss when using the Caterwaul Feat. This ability is usable once per day.

Cool Cat

A Hero with this Feat is able to ignore some of the stresses that plague felines. Once per day, a Hero can ignore stressful situations that would normally cause them to move into the yellow phase (including *Perpetual Stress*). This Feat does not apply to damage, it only applies to stress-inducing situations.

- * Coolest Cat 1: The Hero can now perform the Cool Cat ability twice per day.
- * Coolest Cat 2: The Hero can now perform the Cool Cat ability thrice per day.









- * Cold Kitty 1: A Hero can delay any of the adverse effects of stress for one round after performing the Cool Cat Feat. This means that the Hero is not affected by any ability penalty that is caused by being in the stressed phase. This ability is usable once per day.
- * Cold Kitty 2: A Hero is no longer affected by *Meowgical* abilities causing stress after performing the Cool Cat Feat (example: Cat Got Your Tongue effects and Snake Fear). This ability is usable once per day.

Curiosity Killed the Cat

A Hero with this Feat is adept at discovering knowledge that is difficult to obtain. Once per day a Hero can become stressed and move into the yellow phase (duration 1 hour) and receive one answer to any knowledge-based question they ask the GM. It is the GM's discretion as to how to answer to the question, however, the GM does have to answer the inquiry with truthful answers, even if they are vague.

- * Curious Cat 1: The Hero can now perform the Curiosity Killed the Cat ability twice per day.
- * Curious Cat 2: The Hero can now perform the Curiosity Killed the Cat ability thrice per day.
- * Answer the Ocelot 1: A Hero can utilize the Curiosity Killed the Cat Feat and ask the GM a yes or no follow-up question which the GM *must* answer truthfully. This ability is usable once per day.
- * Answer the Ocelot 2: A Hero can utilize the Curiosity Killed the Cat Feat and ask the GM a more specific follow-up question pertaining to what the Hero is looking for. This ability is usable once per day.

Glamour Puss

A Hero with this Feat is very charming and can disarm any Foe with their smile. Twice per day the Hero gains a +1 bonus to *Physique* when trying to Charm a Foe or ally. This Feat does not guarantee success of a Charm check, it only assists in that achievement.

- * Charismatic Kitty 1: The Hero can now perform the Glamour Puss ability thrice per day.
- * Charismatic Kitty 2: The Hero can now perform the Glamour Puss ability four times per day.
- * Glamourous Cat 1: The Hero can reroll a failed Charm attempt once per day after performing the Glamour Puss Feat.
- * Glamourous Cat 2: The Hero can choose to be automatically successful on one Charm attempt per day after performing the Glamour Puss Feat.



Hellcat

A Hero with this Feat is a hellion on the battlefield. Once per day a Hero gains a +1 bonus to all *Strength* Talent checks during one combat phase. This bonus lasts for one full encounter and finishes when all visible Foes are dead or gone.

- * Furrious Feline 1: The Hero can now perform the Hellcat ability twice per day.
- Furrious Feline 2: The Hero can now perform the Hellcat ability thrice per day.
- * Purrserker 1: The Hero can move before and after their Melee Attack action after performing the **Hellcat** Feat. However, a Hero cannot exceed their maximum movement speed. This ability is usable once per day.
- * Purrserker 2: The Hero can make a Melee Attack action as a free action while performing the **Hellcat** Feat. This ability is usable once per day.

Make the Fur Fly

A Hero with this Feat is able to fire projectiles with pinpoint accuracy. Once per day a Hero gains a +1 bonus to all *Coordination* Talent checks during a combat phase. This bonus lasts for one full encounter and finishes when all visible Foes are dead or gone.

* Furious Feline 1: The Hero can now perform the Make the Fur Fly ability twice per day.

Furious Feline 2: The Hero can now perform the Make the Fur Fly ability thrice per day.

* Flying Fur 1: The Hero can move before and after their Ranged Attack action after performing the Make the Fur Fly Feat. However, a Hero cannot exceed their maximum movement speed. This ability is usable once per day.

* Flying Fur 2: The Hero can make a Ranged Attack action as a free action while performing the Make the Fur Fly Feat. This ability is usable once per day.









Scaredy Cat

A Hero with this Feat is able to disengage from combat without incurring an attack of opportunity once per day.

- * Frightened Feline 1: The Hero can now perform the Scaredy Cat ability twice per day.
- * Frightened Feline 2: The Hero can now perform the Scaredy Cat ability thrice per day.
- * Truly Fearful Feline 1: A Hero can add 3 feet to their movement speed when performing a Scaredy Cat Feat.
- * Truly Fearful Feline 2: A Hero can add 6 feet to their movement speed when performing a Scaredy Cat Feat.







TALENTS & SKILLS

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VERY HERO HAS A SET OF 9 TALENTS (4 MENTAL, 5 PHYSICAL) WHICH

represent their mental and physical aptitudes to do just about anything in the world. Within these Talents are several *Skills* which use the Talent score to resolve Skill checks. Whenever a Hero is confronted with a situation which may result in success or failure, the GM may ask that Hero to perform a Skill check.

During Hero creation, players divide 21 points across their 9 Talent scores. You do not need to put points in every Talent, and you cannot place more than 5 in one Talent. These points represent the bonus the Hero gets when resolving Skill checks.

To make a Skill or Talent check, roll the die and add the appropriate Talent score.

Roll Die + Talent Score + Bonus = Skill Check

For example, a Hero who wants to attempt a *Melee Attack* rolls an 8 with a 4 in *Strength* and has a weapon that provides a +1 bonus would achieve a result of 13.

Skills within a Talent that does not have a point can still be attempted, the Hero just does not get a bonus to their roll.

For example, A Hero who rolls a 4 with no score in her *Tech/Mechanical* Talent would achieve a result of 4.

Sometimes, a situation may arise that does not fit neatly into one of the listed Skills. In these cases, the GM may adjudicate which Talent score to use for determining success in that situation.



Intellect (mental)

This Talent measures the mind's ability to come to correct conclusions about what is true or real.

Intuition (mental)

This Talent measures the Hero's ability to make good judgments and quick decisions.

Perception (mental)

This Talent measures how well a Hero can see, smell, hear, or become aware of something through the senses.

Meowgic (mental)

This Talent measures the ability to cast Meowgic.









TALENTS & THEIR CORRESPONDING SKILLS

Intellect (mental)

Collect Information

Knowledges

Mental Defence

Navigate

Read/Write

Intuition (mental)

Barter

Bluff

Diplomacy

Find Worth

Forgery

Hunt

Perception (mental)

Listen

Look Around

Sense Danger

Instinct

Meowgic (mental)

Meowgic Physical Attack

Meowgic Mental Attack

Meowgic Heal

Tech/Mechanical (physical)

Disable/Rig Device

Repair

Use Item

Physique (physical)

Charm

Durability

Intimidate

Perform

Reflexes (physical)

Evade

Defence

Theft

Coordination (physical)

Leap

Ranged Attack

Sneak

Swim

Strength (physical)

Climb

Melee Attack

Moving Objects









Tech/Mechanical (physical)

This Talent measures the aptitude for understanding and using machines or tools.

Physique (physical)

This Talent is the use of the body as per its form, size, development and aesthetic.

Reflexes (physical)

This Talent measures muscle memory, sleight of hand, and the ability to avoid harm.

Coordination (physical)

This Talent measures hand-eye coordination, and performing complex activities effectively.

Strength (physical)

This Talent is the action of utilizing muscular aptitude.

Skill Descriptions

Intellect Skills

Collect Information

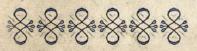
A Hero has the uncanny ability to resourcefully obtain information. This skill covers shaking down locals, investigating clues found at a scene, spreading rumours, and gathering facts. A Hero who uses Collect Information obtains facts through charisma, cunning, monetary exchanges, and persuasion. To make a Collect Information check, a Hero rolls a die and adds their *Intellect* Talent score to the roll. The higher the result the better the information gleaned. Often a Hero who achieves a low result can offer a bribe in order to achieve the desired result.

Knowledges

A Hero has exceptional knowledge on a number of subjects. This skill covers discovering the answers to questions, knowing what something means, or determining the next logical step. A Hero uses Knowledge to figure things out when they come across a problem or needs answers to burning questions. To make a Knowledge check, a Hero rolls the die and adds their *Intellect* Talent score to the roll. For general knowledge questions, the required total is low (4 or less); for more precise or acute knowledge the required total is higher (5-9 if the knowledge is not well known, 10-14 if the knowledge is rare, and 15+ if the knowledge is extraordinarily rare).

Mental Defence

A Hero is able to cerebrally defend against mental attacks. This skill covers avoiding mental *Meowgical* intrusions. A Hero utilizes their quick thinking when using Mental









Defence. To make a Mental Defence check, a Hero rolls the die and adds their *Intellect* Talent score to the roll. A Mental Defence roll is made when a Hero comes under mental attack. A Foe targets the Hero and rolls their mental *Meowgic* Attack (Melee or Ranged). Then the Hero makes a Mental Defence check to see if the attack hits or misses. If the Hero's Mental Defence check is greater than the Foe's attack, the attack has no effect. If the Mental Attack is higher, the Hero is stunned for one round. For more comprehensive instructions and rules see the chapter on *Meowgic* (chapter 7).

Navigate

This skill covers finding locations, learning directions, reading maps, and making maps. A Hero uses Navigate in order to discern locations through knowledge of land forms and map reading. To make a Navigate check, a Hero rolls the die and adds their *Intellect* Talent score to the roll. The higher the result, the greater the accuracy in the task the Hero is trying to do. Something simple like reading a well-drawn map complete with compass and legend requires only a low result. More complicated tasks require higher results. More complicated tasks include discerning direction, creating a map (cartography), or discovering locations.

Read/Write

This Skill is about reading and writing languages that are not known to the Hero. The number of languages that are known to a Hero is determined by their *Intellect* Talent score. For each point a Hero has in their *Intellect* Talent, they can read or write a new language plus one. Thus, if a Hero has 4 points in their *Intellect* Talent, they can read and write a total of 5 languages. A list of

READ/WRITE

TEBRIDI II TERLE	
Language	Result
A common dialect of a known language	4
An uncommon or antiquated dialect of a known language	6
Not known but common language	8
An uncommon language	10
A language that the Hero could never have heard in their lifetime	12
Ancient or dead language (i.e. human language)	15+

possible languages can be found in the GM section. However, a Hero may come across a language they don't know, either being spoken or in script. In this case, the Hero makes a Read/Write Skill check to see if they can decipher/interpret the unknown language. The chance of success is determined by how similar the new language is to any that are already known to the Hero.

Intuition Skills

Barter

A Hero can wheel and deal for the best possible price. This skill covers purchasing, trading, and haggling. A Hero uses Barter to lower the cost of an object or weapon or to trade services or goods. Barter outcomes vary based on the amount of difference between the









Hero's Barter check and the target's Barter check. To make a Barter check, the Hero rolls the die and adds his *Intuition* Talent score to the roll. Then the target of the Barter makes an opposing Barter check. For every point that the Hero's Barter check beats the target's Barter check, the price of the good or service goes down by 5%. If the Hero's check does not beat the target's check, then no deal is made.

Bluff

A Hero can make the untrue seem plausible. This skill covers conning, fast-talking, misdirecting, and misleading. A Hero uses Bluff to create temporary confusion, get out of a situation, or draw attention. Bluff outcomes can vary greatly depending on the circumstances of the Bluff. A Bluff can be outlandish or simple, but these circumstances affect how the Foe will perceive it. To make a Bluff check, the Hero rolls the die and adds their *Intuition* Talent score to the roll. Then the Foe will make a *Perception:* Instinct

BLUFF

CIRCUMSTANCE	Instinct Bonus
Target wants to believe you	-6
The bluff is believable or does not affect the Foe greatly	+0
The bluff is a little hard to believe or places some risk on the Foe	+1
The bluff is hard to believe or places serious risk on the Foe	+3
The bluff is impossible to believe	+6

check (see Instinct) to try to beat the Bluff check. If the Bluff succeeds, then the Foe believes the yarn that has been told. The success of the Instinct check is determined by the Bluff table.

Diplomacy

A Hero can persuade someone through negotiation and arbitration. This skill covers negotiating, arbitrating, managing, and connecting with others in peaceful, non-threatening ways. A Hero who uses Diplomacy shows tact, etiquette, social grace, and subtlety to convince those around them that their way is the right way. Diplomacy outcomes can vary greatly depending on the circumstances. If the situation is hostile, the act of Diplomacy will be more difficult. To make a Diplomacy check, the Hero rolls the die and adds their *Intuition* Talent score to the roll. The success of the Diplomacy check is determined by the table below:

DIPLOMACY

E	New Attitude					
[TTUD]		Hostile	Unfriendly	Indifferent	Friendly	Helpful
11	Hostile	6 or less	8	10	12	15
LA	Unfriendly	4 or less	5	6	8	10
Initial	Indifferent	N/A	2 or less	4	6	8
Z	Friendly	N/A	N/A	2 or less	4	6









Find Worth

A Hero can find the worth of any object they comes across. This skill covers appraising, discovering age, and determining the worth of objects or items. A Hero who uses Find Worth employs inference deduction and past knowled

FIND WORTH

RARITY OF ITEM	Result
Common	3-9
Rare	10-14
Exotic	15+

employs inference, deduction, and past knowledge to discover the value of an object. To make a Find Worth check, a Hero rolls the die and adds their *Intuition* Talent score to the roll. The success of the check is determined by the Find Worth table.

Forgery

A Hero can forge any document or signature they wish. This skill covers forgery of documents, signatures, and copies of any paper, parchment, or scroll. A Hero who uses Forgery uses their wit, cleverness, and dexterity to create exact replicas. To make a Forgery check, a Hero rolls the die and adds their *Intuition* Talent score to the roll. Then the examiner will

FORGERY

CIRCUMSTANCE	Instinct Bonus
Type of document is unfamiliar to examiner	-6
Type of document somewhat known to examiner	+0
Type of document is well known to the examiner	+1
Document is examined by more than one individual	+3

make a *Perception*: Instinct check (see Instinct) to try to beat the Forgery check. If the Forgery succeeds, then the examiner believes that the forgery is authentic. The success of the Instinct check is determined by the Forgery table.

Hunt

A Hero can track down prey or targets using their keen wits and sense of smell. This skill covers pursuing, hunting, and tracking Foes or prey. A Hero who uses Hunt makes use of their instincts and quick wits to discern the location of their quarry through observation and deduction. To make a Hunt check, a Hero rolls the die and adds their *Intuition* Talent score to the roll. The higher the roll, the better they are at tracking their prey. To determine the success of a check, see the Hunt table.

HUNT

Circumstance	RESULT
The target just passed through the area	4
The Hero possesses an article of clothing or item belonging to the target	6
The target is actively trying to cover their scent and tracks	10
The target passed through the area between 24 – 48 hours	12
The target passed through more than 48 hours ago	15+

A target is considered actively covering their tracks by going through a river or stream or covering themselves with some substance that will mask their smell. Also, if the target is frightened, the GM may award up to +2 bonus to the Hunt as applicable.









Perception Skills

Listen

This skill covers secretly eavesdropping on a conversation, listening for signs of trouble, and detecting a Foe sneaking up from behind. To make a Listen check, a Hero rolls the die and adds their *Perception* Talent score to the roll. The most common use of Listen would be to discover a hidden Foe: a Hero matches their roll against the foe's *Coordination:* Sneak check (see Sneak). If the Hero rolls a higher result than the Foe, the Foe is no longer hidden. Other common uses for Listen include eavesdropping or listening for trouble. In these cases, the higher the result of the Listen check, the greater amount of information heard.

Look Around

A Hero is very perceptive and knows how to spot precisely what they are looking for. This skill covers using sight to locate objects, noticing things that are out of place, spotting a hiding Foe, and searching for clues in an environment. A Hero who uses Look Around utilizes their keen eyes and their quick reactions to see what otherwise cannot be seen. To make a Look Around check, a Hero rolls the die and adds their *Perception* Talent score to the roll. The most common use for Look Around would be discovering a hidden Foe: a Hero matches their roll against the Foe's Sneak check (see Sneak). If the Hero rolls a higher result then the Foe, the Foe is no longer hidden. Another common use is seeing things that are out of the ordinary (e.g., spotting a pickpocket, finding a hidden object). In this case, the higher the result of the Look Around check the greater the success in finding something.

Sense Danger

A Hero can detect danger before it happens. This skill covers detecting a trap, detecting an incoming surprise, or just being generally alert. A Hero who uses Sense Danger makes use of their instincts to be alert and aware of their surroundings. To make a Sense Danger check, a Hero rolls the die and adds their *Perception* Talent score to the roll. The higher the roll, the better they are at sensing impending doom. A Hero can also use this skill as a means to increase their awareness. The Hero must state that they are using the skill in this way and make a Sense Danger skill check. This result stays with the Hero as they walk at half speed in order to feel their way through a situation. It is assumed that throughout they will be focused on their surroundings and have their Sense Danger Skill activated. Doing any other activity that requires focus (i.e. combat) will cancel their perpetual Sense Danger Skill.



Instinct

A Hero is capable of differentiating lies and rumour from truth. A Hero who uses Instinct uses their cunning, intelligence, and wit to discern facts from lies. To make an Instinct check, a Hero rolls the die and adds their *Perception* Talent score to the roll. One of the key uses of Instinct is to oppose a Bluff check by a Foe. The Foe will make a Bluff check (see Bluff) to try to lie to the Hero. Then the Hero makes an Instinct check to discern the truth. If the Instinct succeeds, then the Foe's lie is revealed. See the table for the Bluff skill for bonuses to Instinct. Another common use is to discover a forgery. The Foe will attempt to pass a forgery by making a Forgery check. The Hero will make an Instinct check to try to beat the Forgery check. If the Instinct succeeds, then the Foe's forgery will be revealed. See the table for the Forgery skill for bonuses to the examiner's Instinct.

Meowgic Skills

Meowgic

A Hero is skilled in the art of *Meowgic*. This skill covers attacking *Meowgic* and healing *Meowgic*. A Hero who uses *Meowgic* calls on the mysticism of the world around them to manifest powers. A Hero can either attack or heal with *Meowgic*. To make a Spell Casting check, a Hero rolls the die and adds their Meowgic Talent score to the roll. This works for attacking and healing. For more comprehensive instructions and rules see the chapter on *Meowgic* (Chapter 7).



Tech/Mechanical Skills

Disable/Rig Device

A Hero is clever enough to disable or rig any device that they comes across. This skill covers disabling and rigging traps, technical devices, as well as *Meowgic*al devices. A Hero using Disable/Rig Device uses their sharp mind, nimble fingers, and knowhow to safely disarm or rig an object. To make a Disable/Rig Device check, a Hero rolls the die and adds their *Tech/Mechanical* Talent score to the roll. The success of the Disable/Rig check is determined by the table below.

DISABLE/RIG DEVICE

Device	Time Required	REQUIRED RESULT	Examples and Notes
Disable or rig a simple device	1 round	1	Jamming a lock
Disable or rig a tricky device	2-3 rounds	3	Sabotage a wheel or axel
Disable or rig a difficult device or set a simple trap	5-6 rounds	6	Disable or rearm a simple trap
Open a simple lock	1 round	6	_
Open an average lock	2 rounds	9	_
Disable or rig an extremely complex device or set a complex trap	9 rounds	12	Disable or rearm a complex trap or sabotage a clockwork device
Open a good lock	3 rounds	12	_
Open an amazing lock	5 rounds	15+	_
Disable or arm an explosive	8 rounds	15+	Failure on this check results in the Hero moving down two Life-Force phases

Repair

A Hero using the Repair Skill uses their cleverness, manual dexterity, and knowhow to repair all sorts of mechanical devices. This skill covers repairing clockwork devices, repairing mechanical hardware, and repairing weapons and armour. To make a Repair check, a Hero rolls the die and adds their *Tech/Mechanical* Talent score to the roll. Repairs not only require skill checks but also incur particular costs for tools and materials. The success of the Repair check is determined by the table below.

REPAIR

Repair Task	Purchase Cost	Required Result	Тіме
Simple repair – replace a wooden hand	1 ss	3	10 min.
Moderate repair – mechanical component or blacksmithing (repair a weapon or armour)	10 ss	6	3 hours
Complex repair – mechanical device or simple clockwork device	3 ms	9	6 hour
Advanced repair – top of the line mechanical device or clockwork device	5 ls	12	9 hours
Exceptional repair – top of the line clockwork device	10 ls	15+	18 hours







Use Item

This skill covers using Relics found in the world, whether mechanical or technical, and having the ability to know how these items work. To make a Use Item check, a Hero rolls the die and adds their *Tech/Mechanical* Talent score to the roll. The success of the *Tech/Mechanical* check is determined by the Use Item table.

USE ITEM

Task	Required Result
Use an ancient writ or scroll or a technical readout	9
Use a Relic or tech- nical device that is known by user	9
Decipher an ancient or technical text	10
Activate a Relic device or a piece of tech	12

Physique Skills

Charm

A Hero with a high Talent score in *Physique* is so charming, so charismatic, that their wiles woo wanton wallflowers. This skill covers charming others, wooing a potential lover, convincing others to your cause, and just simply being a good-looking cat. A Hero makes use of their handsome fur, bright eyes, and charming wit to tame the savage beasts around him. To make a Charm check, a Hero rolls the die and adds their *Physique* Talent score to the roll. By use of Charm, a Hero can change the opinion of a target to one that is more helpful towards the Hero making the Charm. The success of the Charm check is determined by the table below.

CHARM

DE			New Attitude		
ritub		Unfriendly	Indifferent	Friendly	Helpful
Ar	Unfriendly	5	6	8	10
TIAL	Indifferent	2 or less	4	6	8
Inr	Friendly	N/A	2 or less	4	6

Durability

A Hero uses the Durability Skill to endure consuming large quantities of hazardous consumables and potables with little to no effect. This skill covers swallowing poison, very heavy drinking, and eating copious amounts food. A Hero uses their great fortitude and iron gut to overcome these toxins and grub. To make a Durability check, a Hero rolls the die and adds their *Physique* Talent score to the roll. The higher the roll the more likely it is a Hero overcomes poisons, drunkenness, or food comas. The success of the Durability check is determined by the Durability table.







DURABILITY

Ingested Item	REQUIRED RESULT	Fail Result
Overeating food	4	The Hero enters a comatose state for 2 hours
Heavy drinking	6	The Hero vomits/passes out for 4-6 hours
Ingests contaminated or spoiled food/drink	8	Hero is stressed for 6 hours
Ingests poison	8	Roll of 0 = death Roll of 1-4 = move two life phases Roll of 5-7 = move one life phase

Intimidate

A Hero using this Skill is trying to be physically terrifying and to make their presence known. This Skill covers intimidating, threatening, and brow-beating Foes into giving you what you want. To make an Intimidate check, a Hero rolls the die and adds their *Physique* Talent score to the roll. In order to Intimidate a Foe, the Hero must beat the Foe's check result, which is the sum of the Foe's *Intuition*, *Perception*, and *Physique* Talent scores. If the Hero's Intimidate check is greater than the Foe's check result, then the Foe is intimidated.

Diplomacy vs. Charm vs. Intimidate: Though these Skills seem interchangeable, they all have very different applications and consequences. A Hero must decide if they want to persuade someone with their wit and rhetoric, through their appearance, or frighten them into doing what they desire. A few things to consider about each of these Skills:

Diplomacy: A Hero will want to use Diplomacy in situations where they are

Diplomacy: A Hero will want to use Diplomacy in State of the encountering a person of importance. This may be an official, a dignitary, or a political leader. By using Diplomacy, you are flexing your intellect in the situation and allowing for rational thought to prevail.

A Hero guill want to use Charm

Charm: A Hero will want to use Charm in situations when they are trying to impress someone like a prospective lover, an ornery barmaid or bartender, or a less intelligent or unsavory type. By using Charm you are employing your good looks and wit in the situation and allowing baser feelings to prevail.

Intimidate: A Hero will want to use Intimidate in situations when they are trying to frighten someone into doing what they want. This Skill employs fear to force or coerce a Foe into bending to the Hero's will. Once this tactic is employed, the Foe cannot be reasoned with through Diplomacy or enchanted through Charm.





Perform

A physically impressive or exceptionally talented Hero can affect audiences by using their impressive gifts and abilities. This Skill covers performing of any kind to wow audiences or to earn money. A Hero uses their natural charm, talent, and gusto to perform in front of audiences. To make a Perform check, a Hero rolls the die and adds their *Physique* Talent score to the roll. The success of the check is determined by the Perform table.

PERFORM

Performance	Monetary Reward	Required Result
Routine performance	6 ss	3
Enjoyable performance	12 ss or 1 ms	6
Great performance	24 ss or 2 ms	9
Memorable performance	48 ss or 4 ms	12
Extraordinary performance	6 ms or 1 ls	15+

Reflexes Skill

Defence

A Hero is able to dodge or deflect blows and avoid danger. This skill covers avoiding damage from incoming attacks. A Hero utilizes their quick reflexes when using Defence. To make a Defence check, a Hero rolls the die and adds their *Reflexes* Talent score to the roll. A Defense roll is made when a Hero comes under attack. A Foe targets the Hero and rolls

their Attack (Melee or Ranged). Then the Hero makes a Defence check to see if the attack hits or misses. If the Hero's Defence check is greater than the Foe's attack, the Hero takes no damage. If the attack is higher, the Hero takes damage. For more comprehensive instructions and rules see the chapter on Combat (Chapter 5).

Evade

This Skill covers dodging moving objects, leaping from an explosion, or avoiding falling debris. A Hero makes use of their quick feet and mobility to avoid harm. To make an Evade check, a Hero rolls the die and adds

their *Reflexes* Talent score to the roll. There are three levels of success for the Evade skill: pure success, partial success, and failure. Pure success is achieved on a roll of 14 or higher: The Hero made the Evade check successfully and takes no damage. Partial success is achieved on a roll of 9-13: the Hero did not fully get out of harm's way









while performing the Evade and moves their Life-Force level down by one. Failure is any result of 8 or lower: the Hero failed their Evade check and takes full damage. Full damage requires a Hero to move their Life-Force level down by two. If the Hero moves their Life-Force into the red phase they have incurred critical damage (see Critical Damage for more information).

Theft

A Hero with a high Reflexes Talent will have deft hands and can lift a purse as easily as lifting a finger. This Skill covers theft of all kinds. A Hero who uses Theft makes use of their quick hands, precision, and fast thinking. To make a Theft check, a Hero rolls the die and adds their Reflexes Talent score to the roll. The success of the check is determined by the Theft table.

THEFT

Аттемртед Тнегт	REQUIRED RESULT
Palming a shiny or making a shiny item disappear	3
Stealing an unattended item	6
Stealing a purse, pouch, or item from an unaware target's being	9
Stealing an object from plain sight or stealing a purse, pouch or item from an aware target's being	12
Stealing an object from a trap or stealing a purse, pouch, or item from an aware target's being	15+

Coordination Skills

Leap

As a frisky feline, leaping comes natural to you. A Hero uses the Leap Skill to perform leaping, pouncing, and jumping. This Skill covers jumping up onto fences or low walls, leaping across a pit, or pouncing onto a Foe. A Hero using Leap uses their reflexes and speed to jump over any obstruction. There are two options for making a Leap check. A Hero can make a high Leap by jumping up onto a fence post or ledge. They can also make a long Leap by leaping over a ditch or a pit. Both of these options use the skill in the same way. To make *Requires a 10-foot running start

LEAP

Height or Distance of Leap	Required Result
1-3 feet	1
4-6 feet	3
7-9 feet*	6
10-12 feet*	9
13-15+ feet*	12+

a Leap check, a Hero rolls the die and adds their Coordination Talent score to the roll. The required result depends on the conditions of the leap. The success of the *Coordination* check is determined by the Leap table.

Ranged Attack

A Hero uses this Skill when attacking from a distance. A Hero who uses Ranged Attack makes use of their keen feline eyes, determined focus, and a sturdy weapon. To make a









Ranged Attack, a Hero rolls the die and adds their *Coordination* Talent score to the roll. A Ranged Attack is always made against a Foe's Defence Skill. Once the Attack is declared, the Foe rolls a Defence check (see Defence Skill). If the Ranged Attack roll is higher, the Hero hits the Foe. For more comprehensive instructions and rules see the chapter on Combat (Chapter 5).

Sneak

In a world where small mammals rule the day moving around silently is fairly ubiquitous. Still, for felines, it's a splendid gift. This Skill covers hiding from enemies, sneaking around silently, and moving without being detected. A Hero using Sneak utilizes their stealth and sneakiness to move without a trace. To make a Sneak check, a Hero rolls the die and adds their *Coordination* Talent score to the roll. The most common use for Sneak would be hiding from a Foe or prey. A Hero would match their Sneak result against a Foe's Look Around Skill check or a Foe's Listen Skill check. If the Hero's Sneak result is higher than the Foe's Look Around or Listen check, the Hero stays hidden. The Hero would need to make a Sneak check every round if they are moving nearby any Foe or prey unless their initial Sneak check was 9 points higher than the Foe's Look Around or Listen checks, in which case they remain hidden for the duration of that Sneak.

Swim

Unless you're a Maine Coon, your cat Hero does not particularly enjoy the water. Still, an unfortunate feline may find themselves submerged in a body of water or some other

SWIM

Water	Required Result
Calm water	6
Rough water	9
Stormy water	15+

liquid, and swimming becomes necessary. To make a Swim check, a Hero rolls the die and adds their *Coordination* Talent score to the roll. There are certain conditions that make Swimming more difficult. Failing a Swim check results in the Hero coming to a complete stop in the water and begins to drown (see GM Chapter 4 for rules on drowning).

Strength Skills

Climb

Although cats prefer leaping onto high objects or ledges, cats are still natural climbers. This skill covers climbing any object including trees, walls, ropes, and gates. Further, this Skill also includes balancing on objects such as posts, tight-ropes, or walls. A Hero using Climb uses their agility and cleverness to scale the obstruction. To make a Climb check, a Hero rolls the die and adds their *Strength* Talent score to the roll. The required result depends on the conditions of the climb. The success of the *Strength* check is determined by the table below.









CLIMB

Example of Surface or Activity	Required Result
A steep yet non-slippery slope	1
A steep slippery or smooth slope	3
A near-vertical surface with ledges/balancing on a beam or wall top	6
A vertical surface with soft walls or handholds (like a tree), a hanging rope, or pulling up from a dangling position/Balancing on fence top or railing	9
A vertical surface with some uneven portions (like a stone wall)/Balancing on a tight-rope	12
An overhang or ceiling with handholds	15+

Note: Although cats are great at climbing up things, climbing down is a totally different matter. Unlike other mammals like squirrels, cats cannot climb down head first, and must carefully climb down backwards. Alternatively, if they can just simply jump down they would prefer to do so, but only if the option was there. If they have no other option but to climb down, they take a -2 penalty to their Climb check, and move at half the speed.

Melee Attack

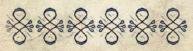
This Skill covers attacking from close quarters. A Hero who uses the Melee Attack Skill makes use of their physical prowess, ferocity, and a robust weapon. To make a Melee Attack, a Hero rolls the die and adds their *Strength* Talent score to the roll. A Melee Attack is always made against a Foe's Defence Skill. Once the Attack is declared, the Foe rolls a Defence Skill check (see Defence Skill). If the Melee Attack roll is higher, the Hero hits the Foe. For more comprehensive instructions and rules see the chapter on Combat (Chapter 5).

Moving Object

A Hero with great strength and can move and lift objects without a care. This Skill covers moving, lifting, carrying, and otherwise cathandling heavy objects. A Hero uses brute strength and sturdiness to shift objects out of the way. To make a Moving Object check, a Hero rolls the die and adds their *Strength* Talent score to the roll. The success of the Moving Object check is determined by the table below.

Moving Object

Weight of Object	Required Result
Lifting a light weight object such as a stool or pot	0
Lifting a medium weight object such as a large table or pulling an empty wagon	6
Lifting a heavy weight object such as a medium chest of loot or pulling a half -loaded wagon	9
Lifting a very heavy weight object such as a large chest of loot or a armour-clad Foe	12
Lifting an extremely heavy object such as a giant log or pulling a full wagon	15+











COMBAT

OMETIMES A SITUATION DETERIORATES AND A FELINE MUST TURN TO

fighting to survive. A Hero must be efficient in combat if they want to effectively keep their nine lives intact. Combat functions as follows: A Hero makes an attack, either *Melee* or *Ranged*, using the corresponding Talent.

Then the Foe uses their *Defence* Skill to determine whether the attack hits or misses. A *Defence* result that is lower than the Attack result leads to a hit and the Foe will take damage. A missed attack results in no damage to the enemy.

Combat Rounds

Combat is broken into rounds. A round is an unspecified amount of in-game time, usually amounting to only a few seconds. During the round, each Hero (and each Foe) performs a number of maneuvers which allow the Heroes to react in combat. A combat situation usually involves three basic actions: *Move*, *Attack*, and *Defend*. In a typical round a Hero may do one or all of these actions. In each round, a Hero gets one Move action and one Attack action. They can move up to their allowed speed (18 ft. per round) each round and perform one attack against a single Foe. A Hero also gets a Defend action against any incoming attack. If a Hero is confronted by three Foes and each one attacks the Hero, the Hero will get three Defend actions. There is no limit to how many Defend actions a Hero can make because a Defend action is considered a *Free Action* (see below).

Typically a GM will provide the players with a map that displays a bird's eye view of what the Heroes are seeing (There are reusable play-mats that are made for this purpose, but graph paper works just as well). These maps have a great effect on visualizing the scene and making it easier for Heroes to move around in combat. This way, both the GM and players can trace movements and accurately take action in a given round. A standard map for combat is generally broken down on a grid. A single square on the grid represents a 3x3 foot patch of ground. This means that a Hero that can move 18 feet in a round, and therefore can travel 6 squares in any direction on the map. Note that a diagonal movement costs a player 3 squares.

Free Actions

A Hero can make a number of free actions in a round. A free action is not limited by the rules concerning movement and attack actions. Typically, a free action is generally one of two different actions: talking to an Ally or Foe or making a Defence check against an attack (see below). Generally, a Hero can make as many free actions as









need be during a round, but within reason. For example, your GM might restrict you for speaking beyond short commands or engaging Drop on all Fours: A Hero might decide they want to move very quickly and cover more ground faster. They who wants to run on all fours has to sheath or drop any their move is double their land speed (36ft per round).

in 'monologuing' during combat, since rounds are supposed to be only a few seconds long. Certain Feats,

Talents, or Skills could fall under the category of a free action, although there may be a limit to the number a Hero may perform.

Movement

Movement is one of the most important elements during combat rounds. A Hero gets to choose how they wish to move in a round. A Hero gets to make one of several types of movements. These movements that a Hero can do in one round are: a standard movement, a defensive retreat, and a feint.

A Hero can make either one standard movement or one defensive retreat per round. A standard movement is when a Hero runs into combat. They can move in any direction up to their full speed (18 ft.) unless otherwise encumbered. This movement can happen before or after an Attack but not both. A defensive retreat is similar to a standard movement except this movement is away from a Foe. A defensive movement is guarded and slow; a Hero moves away from his Foe at half speed, parrying and dodging blows. If a Hero moves away from a Foe without making a defensive movement, they are subject to

an additional attack from his Foe which is resolved immediately after the move is declared. This is called an *attack of opportunity*. That Hero is still able to make their Defence check as normal.

Feint

Another movement a Hero can choose to perform is a *feint*. Feinting is an *Intuition*: Bluff check that a Hero can do to force a Foe off-guard. A feint check requires a Hero to make an *Intuition*: Bluff check as a move action forcing the Foe to make a *Perception*: Instinct check to try









and discern the feint. If the Hero succeeds their feint attempt and the *Intuition*: Bluff beats the Foe's *Perception*: Instinct check

the Foe takes a -1 penalty to Defence in that round. If the attempt fails there is no effect and the Attack is resolved normally.

Order of Play (Initiative)

Players must determine the order of Initiative. Initiative is when a player can take their turn during a combat round. Initiative is determined by rolling the die and adding the result to a Hero's *Reflexes* Talent.

Drop Round: In a Drop Round
some combatants are aware of
their opponents before a regular
Combat round begins. In order
of Initiative, the combatants
of Initiative, their oppothat are aware of their oppothat are aware additional attack
nents gain an additional attack
on these Foes denying the Foe a
defensive action.

For example, Caterina and Clawdius approach a pair of rats. They want to know which one of them has the first move in the round. Caterina rolls a 3 and adds her *Reflexes*Talent score of 5 for a total of 8. Clawdius rolls a 4 and adds his *Reflexes* Talent score of 3 for a total of 7. Thus, Caterina moves first in the round followed by Clawdius. The rats also need to roll for initiative. The GM rolls for each of the rats and they score a 9 and a 5. This means that during combat, each round, the rat that rolled a 9 goes first, followed by Caterina with an 8, then Clawdius with a 7, and then the last rat with a 5.

Attacking

Attacking is performed like any other Talent check. In order to attack, a Hero first decides whether their attack is *Melee* or *Ranged*. A Melee attack uses the Hero's *Strength* Talent while a Ranged attack uses the Hero's *Coordination* Talent. To make an attack, the Hero rolls the die and adds the corresponding Talent score to the roll. All Attack roll results are matched against a Foe's Defense roll results; if the Attack result is higher than the Defense result, the Hero scores a hit. Any attack that scores a hit deals damage to the Foe (see Life and Lives); however, if the difference between the Hero's Attack and the Foe's Defence is 9 or higher, the result is a *Critical Hit*. In the event of a Critical Hit the Foe takes more damage than a standard hit and moves down two Life-Force phases. Attacking requires a half-round action. If the Hero or the Foe enter the red phase, refer to the appropriate *Critical Injuries* table under *Critical Injuries* below.

Grappling

Grappling is a combat action that takes the place of a Hero's Attack. If a Hero wants to grapple and hold a Foe they make a *Strength* Talent check against a Foe's *Strength* Talent check. If the Hero's Talent check is higher than the Foe's, then the Foe is grappled. If the Hero's Talent check is lower than the Foe's, the grapple fails. If a Hero is grappled by a Foe, they have to make a *Strength* Talent check to break free. If the Hero's Talent check is









higher than the Foe's Talent check they break free; if not, they remain grappled. Someone who is grappled cannot perform any action except trying to break free.

Take Down

A take down is a combat action that takes the place of a Hero's Attack. If a Hero wants to take down a Foe they make a *Strength* Talent check against a Foe's *Strength* Talent check. If the Hero's Talent check is higher than the Foe's, then the Foe is taken down. If the Hero's Talent check is lower than the Foe's, the take down fails. If a Hero is taken down by a Foe they are knocked prone and have to take a round to stand up. Note: a Hero or Foe that is prone can still defend when attacked.

Disarm

A disarm is a combat action that takes the place of a Hero's Attack. If Hero wants to disarm a Foe they makes a *Strength* Talent check against a Foe's *Strength* Talent check. If the Hero's Talent check is higher than the Foe's, then the Foe is disarmed. If the Hero's Talent check is lower than the Foe's, the disarm fails. If a Hero is disarmed by a Foe they are weaponless and will need to recover their weapon or find a new one.



Other Actions

There are other actions that a Hero can perform during a combat round. These actions usually require a full round to complete. They include standing up from a prone position, healing oneself with *Meowgic*, healing an Ally with *Meowgic*, or making a Talent or Skill check (that are not considered free actions).

Standing from a prone position takes a full round. If a Hero is holding a heavy weapon or wearing heavy armour, they are required to make a *Strength* check with a Required Result of 5 in order to stand up. Otherwise unencumbered, a Hero can stand from a prone position without making a check.

Healing oneself or another with *Meowgic* takes a full round and requires concentration. A Hero must remove oneself from combat to *Meowgic* ally heal themselves or another. The Hero rolls the Skill check as normal (see Chapter 7 for more rules concerning *Meowgic*).

Heroes can also make a Talent or Skill check during combat. To make a Talent or Skill check during combat, a Hero spends their attack action and performs the Talent or Skill check as normal.

Defending

CATaclysm uses an Active Defence system in combat. Defending is performed like any other Talent check and is a free action. In order to defend from an impending attack, a Hero rolls the die and adds their *Reflexes* Talent score and any bonuses from their armour and shields to the roll to determine their Defence. If the Defence result is higher than the Attack result, the Attack is repelled. If the Attack result is higher than the Defence result, the Attack is successful.



Bludgeoning Critical Injuries

Roll	Result
0 or lower	Instant kill.
1	Internal bleeding, will die in 4 rounds unless Meowgically healed.
2	Broken bones, a limb is no longer functioning. Hero attacks with a -2 instead of a -1 or Movement is reduced by half.
3	Knocked unconscious for duration of combat. An Ally can spend an entire round to awaken the Hero or they are <i>Meowgic</i> ally healed.
4	Sickened and cannot attack for one round.
5	Thrown back 6 ft. and knocked prone.
6	Dazed for three rounds. Hero attacks with a -2 instead of a -1. After the three rounds Hero moves back into yellow phase.
7	Knocked prone. Move to the yellow phase when you stand up.
8	Damaged weapon, take -1 to all attacks with this weapon. Immediately move back into yellow phase.
9+	Broken armour, take a -1 to Defence until armour is replaced. Immediately move back into yellow phase.

PIERCING CRITICAL INJURIES

Roll	Result
0 or lower	Instant kill.
1	Bleeding wound, bleed out in two rounds unless bandaged (one round) or <i>Meowgically</i> healed.
2	Bleeding wound, bleed out in three rounds unless bandaged (one round) or <i>Meowgically</i> healed.
3	Roll for two critical injuries, roll the die twice and check the results on the table.
4	Reduced speed by 9 ft.
5	Reduced speed by 6 ft.
6	Take a -1 to initiative for three rounds. After the three rounds move back into yellow phase.
7	Take a -1 to initiative for one round. After the round move back into yellow phase.
8	Weapon disarmed. Immediately move back into yellow phase.
9+	Broken armour, take a -1 to Defence until armour is replaced. Immediately move back into yellow phase.

SLASHING CRITICAL INJURIES

Roll	Result
0 or lower	Instant kill.
1	Severed limb, a limb is no longer functioning. Hero attacks with a -2 instead of a -1 or Movement is reduced by half.
2	Injured primary hand, take -1 to all attacks (melee and ranged).
3	Severed from <i>Meowgic</i> (can only be healed by <i>Meowgic</i>).
4	Strength loss, - 1 to Strength.
5	Damaged weapon, take -1 to all attacks with this weapon. Immediately move back into yellow phase.
6	Knocked prone. Move to the yellow phase when you stand up.
7	Coordination loss, -1 to Coordination.
8	Roll for two critical injuries, roll the die twice and check the results on the table
9+	Broken armour, take a -1 to Defence until armour is replaced. Immediately move back into yellow phase.









Critical Injuries

Critical Injuries are a result of a Hero moving their Life-Force into the red phase. A Critical Injury is a serious hindrance for a Hero and can only be removed through *Meow-gic* healing or long periods of rest. If a Hero receives damage and enters the red phase, they will be required to roll to determine what kind of Critical Injury they suffer.

A Critical Injury can be something as simple as a damaged weapon to something far more serious such as a maimed limb. In addition to the injury that is inflicted, a Hero in the red phase takes a -1 penalty on all actions until they are healed or rested. Critical Injuries linger until they are either treated or repaired. To eradicate a Critical Injury, the Hero must heal themselves out of the red phase, at which point it is assumed that they are no longer injured.

To roll for a Critical Injury, a Hero rolls the die and checks the result on the Critical Injury chart to determine the injury sustained by the Hero. Remember, the 0 on a ten-sided die is a 0; it does not count as a 10. In general, the lower the roll result the worse the injury. Certain items or situations may modify this roll. Above are three tables containing the possible Critical Injuries. There are three categories of weapons and therefore three corresponding tables for Critical Injury; Bludgeoning, Piercing, and Slashing. Each weapon has an assigned type which designates which table to use for Critical Injuries. For example, a Great Axe is a slashing weapon, thus a Critical Injury will come from the Slashing Critical Injury table (a full list of weapons and their classifications can be found in Chapter 6: Arms and Equipment):

ife-Force and Lives

Every living creature has a Life-Force. Life-Force is made up of a number of phases which represent a creature's wellbeing. Heroes have four Life-Force phases: green, yellow, red, and black. Green represents optimal health and wellbeing, yellow means stress, red means wounded or injured, and black means death.

Green Phase

A Hero in the green phase is healthy. They can perform any and all of their normal actions. They can perform any attack and can maneuver as a normal Hero. The green phase means the player is not encumbered by any critical ailments or injuries. Players should always strive to keep their Hero in the green phase.

Yellow Phase

A Hero in the yellow phase is winded, stressed, afraid, or near injury. They can perform any and all of their normal actions; however, they risk serious injury if they remain in it for too long. A Hero moves into the yellow phase from the green phase after sustaining a successful hit from a Foe, being terrified or scared, or being in a stressful situation. Note however



that if a Hero is forced into the yellow phase from a successful hit from a Foe they did not actually suffer any real damage or injury; think of it as a near miss or superficial grazing. A Hero can return to the green phase after they receive a healing spell, treat their wound, or rest for two rounds. However, there may be situations in which a Hero is under a condition known as *Perpetual Stress*. A condition of Perpetual Stress is when there is something in the environment that is causing the Heroes to remain in the yellow phase, such as being wet or submerged in water, near an enticing cardboard box or in extreme cold and heat. Multiple conditions of Perpetual Stress do not force a Hero into the red phase. If a Hero is already in a yellow phase and enters a condition of Perpetual Stress it does not force a Hero into a red phase. No amount of rest or healing can remove the condition of Perpetual Stress. The only way to escape Perpetual Stress is to remove the cause of the Perpetual Stress, and your GM will inform you to what that is.

Red Phase

A Hero in the red phase is wounded or injured. They cannot perform regular actions without a penalty (-1 plus any additional encumbrances or penalties incurred on the Critical Injury table). The red phase can also mean that the Hero has sustained a *critical injury* and is in need of assistance through either healing or a long rest. To determine the type of injury one must roll the die and check the appropriate Critical Injuries table to determine the nature of the damage. A Hero moves into the red phase from the yellow phase after sustaining a hit from an enemy.

Black Phase

A Hero in the black phase is dead. No amount of *Meowgic*al healing or rest can move out of the black phase. If the Hero is a cat however, this is only a temporary impediment (see Lives below).

ives

Since the Heroes are cats, they all have Nine Lives. A Player must track their Hero's Lives (either on their Hero Sheet or on a dial). Each time a life is spent, they must subtract one from their total Lives. Once all Nine Lives are used up, that Hero has gone to kitty heaven, and is permanently dead. Although Nine Lives seems a lot, they can be used up very fast if a Hero is not careful, and it is next to impossible to gain any more.

If a Hero is killed (brought down to the black phase) and spends a Life, the Hero returns to the world of the living, returning to the green phase after a full round. All of the Hero's injuries are gone, however, any of their weapons or gear that was damaged still remains damaged. There are special cases where certain injuries persist past death and carry over into the next Life. For example, injuries sustained from Miasma persist through death, so Heroes should be extremely careful when dealing with Foes that use it!









ARMS & EQUIPMENT

EAPONS, ARMOUR, AND SHIELDS HAVE AN IMPACT ON THE SUCCESS OF

your Hero. Weapons can add bonuses to your attack and Armour can add bonuses to your defence. Every Hero needs a legendary weapon to wield against their enemies. Perhaps a weapone like ExCatilibur or a Meowlnir

or Lion's Claw.

Weapons

The World of CATaclysm can be very dangerous, so a Hero would do well if they carried at least one kind of weapon. Weapons come in three categories: Light, Standard, and Heavy. These weapons each have a bonus that translates into an advantage to your initiative or attack rolls. In order to use any Light Weapons (Melee or Ranged weapons), a Hero must have a minimum *Coordination* Talent of +3. In order to use any Heavy Weapons (Melee or Ranged), a Hero must have a minimum *Strength* Talent of +4; further all Heavy Weapons are two-pawed Weapons and cannot be wielded with one paw. There are no minimum requirements to use Standard weapons. Note that these bonuses only apply to attacks or initiative and not to any other Skill that the corresponding Talent can perform.

Melee Weapons

Light

Light weapons are specialized weapons that provide the wielder with a bonus to Initiative. Anyone can use a light weapon, but to get the Initiative bonus a Hero must possess a minimum Talent score of +3 in *Coordination*.

LIGHT WEAPONS

Weapon	Түре	Initiative Bonus	Соѕт
Dagger or knife	Piercing	+1	10 ss
Whip	Bludgeoning	+1	2 ls
Sickle	Slashing	+1	5 ms
Short Spear	Piercing	+1	14 ss
Rapier	Piercing	+1	6 ls









Standard

Standard weapons provide the wielder with a bonus to Strength.

STANDARD WEAPONS

Weapon	Түре	Strength Bonus	Соѕт
Sword	Slashing	+1	2 ls
Mace or club	Bludgeoning	+1	10 ss
Axe	Slashing	+1	12 ss
Spear	Piercing	+1	2 ms

Heavy

Heavy weapons provide the wielder with a bonus to *Strength*. A Hero must possess a minimum Talent score of +4 in *Strength*. In addition, all heavy weapons must be duel-wielded.

HEAVY WEAPONS

Weapon	Түре	Strength Bonus	Соѕт
Double-Faced Axe	Slashing	+2	4 ms
War hammer/Heavy Mace	Bludgeoning	+2	2 ls
Great Sword	Slashing	+2	10 ls
Long Spear/Halberd	Piercing	+2	1 ls

Ranged Weapons

Except for light weapons, ranged weapon bonuses are added to the *Coordination* Talent. Note that ranged weapons have a maximum effective range. If a Hero fires his weapon beyond that range, a -1 penalty is taken from his attack roll for every 6 feet beyond the range.

Light

Like their melee counterparts, light ranged weapons are specialized weapons that provide the wielder with a bonus to Initiative. Anyone can use a light weapon, but to get the Initiative bonus a Hero must possess a minimum Talent score of +3 in *Coordination*.

LIGHT WEAPONS

Weapon	Түре	Initiative Bonus	Effective Range	Соѕт
Hand Crossbow	Piercing	+1	18 ft.	15 ls
Dart	Piercing	+1	6 ft.	1 ss (each)
Spear	Piercing	+1	12 ft.	2 ms
Sling	Bludgeoning	+1	12 ft.	9 ss









Standard

Standard weapons provide the wielder with a bonus to Coordination.

STANDARD WEAPONS

Weapon	Түре	Coordination Bonus	Effective Range	Соѕт
Boomerang	Bludgeoning	+1	15 ft.	3 ms
Throwing Knives	Piercing	+1	6 ft.	10 ss
Throwing Axe	Slashing	+1	6 ft.	10 ls
Chakram	Slashing	+1	12 ft.	5 ls
Crossbow	Piercing	+1	24 ft.	8 1s
Bow	Piercing	+1	30 ft.	5 ms

Heavy

Heavy ranged weapons provide the wielder with a bonus to *Coordination*. A Hero must possess a minimum Talent score of +4 in *Strength*.

HEAVY WEAPONS

Weapon	Түре	Coordination Bonus	Effective Range	Соѕт
Heavy Crossbow	Piercing	+2	45 ft.	11 ls
Compound Bow	Piercing	+2	60 ft.	10 ls

Weapon Types

The following are the different kinds of weapon types followed by a short description. Some weapons do more than just a standard attack. Other weapons, like the spear or axe, can be used as melee or ranged, so choose your weapon wisely.

Axes: These weapons are fairly ubiquitous, and can be hobbled together with basic items for crude effectiveness or finely-crafted by skilled artisans. Axes that have a single blade are considered Stan-

Never Go Unarmed: Cats
naturally are always armed,
they have claws. Claws do
not provide any bonus to any
Talent or ability. They are
simply a cat's (or any creature
for that matter) last means of
attack. Use the Slashing Table
for Critical Injuries.

dard Weapons when used in melee, or light weapons when thrown. Those that are double-faced, that is, with two blades fixed at opposite ends, are considered Heavy Weapons.

Boomerang: Typically a flat, elongated, narrow piece of wood or metal with a pronounced bend that is thrown. After an attack is made, a boomerang will return to its owner if the Hero makes a successful *Reflexes* check with a RR of 6. Great for bludgeoning Foes at a distance.









Bows: There is probably no more primeval weapon than the bow. Most fall under the category of Standard Weapon, but some are very complex (compound bows), using a levering system of cables and pulleys to bend the bow's limbs for devastating effect. Compound bows are large and need a lot of strength to wield and to use effectively, and because of this they are considered Heavy Weapons.

Chakram: A throwing circle of death. Typically made of metal, the outer edge of the circle is razor sharp perfect for slashing. The inner edge is blunt allowing the user to twirl it on a paw or limb. When thrown effectively this sharpened steel circle will return to its owner much like a boomerang. After an attack is made, a chakram will return to its owner if the Hero makes a successful *Reflexes* check with a RR of 6. A chakram can also be used in melee (treat it as a sickle to determine its type and bonus).

Clubs/Maces/Hammers: Any weapon that is blunt, regardless of material or shape falls under this category. Even certain improvised weapons (like the leg of a table or chair) could fall under this category. The specialized version of this weapon is the heavy mace or war hammer, which requires considerable strength to wield and use effectively, and must be used with two paws.

Crossbows: A crossbow is a ranged weapon that consists of a small bow horizontally mounted on an elongated frame that typically resembles the stock of a gun. It fires specialized ammo called bolts or quarrels which are loaded by hand by pulling back the prod with a lever. Once the prod is pulled back and the bolt is loaded, it will only fire when the user pulls the trigger. Because of this, users typically have it armed and in the 'ready' at all times. Once fired, it requires either a movement or attack action to reload. The crossbow comes in all three weapon varieties: Light, Standard or Heavy. It typically needs two paws to wield, but the hand crossbow version can be fired one-pawed. The Heavy crossbow is a formidable weapon, and requires a lot of strength to pull the prod back in order to load, hence its classification as a Heavy Weapon.

Dart: Darts are primitive hand-held arrows that are usually thrown or hurled using a slinging mechanism. Silent and lightweight, it is a simple yet fast short-range weapon.

Knives/Daggers: Bladed weapons that are too short to be considered swords fall under this category. Knives are quite versatile, as they can be thrown or used in melee. They are considered Standard Weapons if used at range, otherwise they are considered Light Weapons.

Rapier: A thin-bladed sword with a basket hilt, this weapon is *Purrfect* for any *Meows*-kateer. A nimble, civilized weapon for the connoisseur of combat, it stands apart from average swords as its design is best suited for piercing attacks. The rapier is also effective in disarming Foes of their weapons, and gives the user a +1 to any Disarm attempt (see Disarm above) in lieu of a standard attack.



Sickle: A curved bladed weapon. Sometimes referred to as a *Kama* this weapon is as quick as it is deadly. The sickle is considered a Light Weapon and is perfect for slashing attacks.

Sling: A rapid ranged weapon that can be concealed as a belt or in a pocket. Slings typically use stones but can also use more specialized ammo, with possible varying affects.

Spears: any long pole-type weapon with a pointed tip or blade falls under this category. The Standard and Heavy types must be duel-pawed. A Standard spear is approximately 4 feet in length. Short spears (Light) are typically 2 feet in length while long spears (Heavy) are never more than 6 feet. The short variety can be wielded in tandem with a shield, a deadly combination. Long spears are more specialized, some with pronounced blades (like a halberd) and mounted tips, and require considerable strength to wield effectively. This weapon can also be thrown a short distance but this is limited to the short and average kinds. Long spears cannot be thrown.

Swords: The golden standard of any fighting feline. This weapon has incredible versatility. Straight or curved, long or short, double-edged or single-edged this deadly tool comes in many varieties. Swords can be used one-pawed, however the heavy variety (Great Sword) must be used two-pawed. Consider all bladed weapons longer than a foot as a sword. Anything shorter would fall under the knives/daggers category.

Whip: A weapon of lightning speed. A whip can also be used to disarm a Foe, and grants the user a +1 to do so. A Hero must declare that they are doing a Disarm attack (see Disarm above) instead of a standard attack. A whip can also be used to do a grapple attack. Performing a grapple attack with a whip works differently than a standard grapple. The user makes a normal attack but declares that they are attempting a grapple. The target makes a normal defence check against the attack, but if the attack is successful the target is assumed to be grappled. This attack does no damage. The target can attempt to break free of the whip by making a successful *Strength* check with a RR of 6.

Special Weapons

Naturally the cats would have developed technology that was slightly more advanced than the standard axes, swords, and bows that have been presented. These weapons are powered by steam technology and a substance called *Boom Powda*, a highly combustible material. Because these weapons are quite powerful, it is up to the GM if they want to include them in your campaign.

Special Melee

Steam Blade: This is a formidable yet unwieldy steam-powered weapon. It resembles a great sword with many random tubes connecting it to a portable tank that is carried on the user's back.

SPECIAL MELEE WEAPONS

Weapon	Түре	Bonus	Соѕт
Steam Blade	Slashing	+3	150 ls

Note: The Steam Blade is a very heavy weapon and requires the Hero to carry a water tank on their back. Any Hero wielding this weapon will have their speed reduced by 3ft per round, they also cannot use the 'Drop on all Fours' ability while they carry this weapon. The weapon's tank must be filled after every encounter to ensure that the weapon does not run out of steam. This weapon can also be rigged to explode (*Tech/Mechanical*: Rig Device RR 9) and can injure all creatures within a 9 ft square radius (avoid damage with *Reflexes*: Evade).

Special Ranged

Boom Stick: This small pipe-like object is powered by *Boom Powda* and fires shrapnel to devastating effect in close quarters. Because of its small size it only requires one hand to use.

Blunderpuss: This larger version of the boom stick is also powered by *Boom Powda* and fires shards of whatever is handy in an epic spray of doom.

SPECIAL RANGED WEAPONS

WEAPON	Түре	Bonus	Effective Range	Соѕт
Boom Stick	Piercing	+1	6 ft.	20 ls
Blunderpuss	Piercing	+1	24 ft.	80 ls.

Note: Both the Boom Stick and Blunderpuss are weapons that use *Boom Powda*, a highly combustible powder. This item can be obtained from merchants in the game world and if the weapons are allowed they are not uncommon. Each of these weapons are short range but can be loaded with anything (bits of steel, glass, stones, etc.). Count the powder as the ammunition and it can be purchased in 10 shot increments. The weapon must be loaded after each shot and it takes one full round to load correctly. If a Hero wishes to 'fast load' they can load the weapon as a move action, however, they risk the weapon exploding in their hands. If the 'fast load' option is taken a die must be rolled. If the number on the die is 0, 8, or 9 the weapon explodes and the Hero takes one phase of damage.









Duel-Wielding

A Hero may opt to forgo a shield or a two-pawed weapon to duel-wield. Duel-wielding means that a Hero uses two weapons instead of one. For rules purposes, this does not mean that the Hero gets two attacks, but instead gains a +1 to their attack. In order to duel-wield, both weapons must be single-pawed, and be melee weapons. The primary weapon is the dominant weapon: all bonuses, whether for initiative or *Strength* is based on this weapon. The secondary weapon must be the same type or smaller than the primary weapon. No bonuses from the secondary weapon are applied, however, the Hero does gain an additional +1 to their overall attack.

For example, if a Hero is duel-wielding with two swords, they would get a +1 to *Strength* from the sword in their primary paw and an additional +1 to their overall attack because they have a sword in their second paw, giving them a total of +2 to their melee attack. However, if the Hero was duel-wielding with two daggers, they would get a +1 for initiative from the dagger in their primary paw, and a +1 to their overall attack from the dagger in their second paw. They would not get an additional bonus to initiative even though the second weapon is a dagger as well.

You cannot duel-wield with ranged weapons per se, but you could keep two readied ranged weapons in each paw if that weapon can be wielded with a single paw. This could be advantageous if a Hero has two hand crossbows (one in each paw) and can fire in two consecutive rounds without the need to pause and reload.

Armour & Shields

Armour and Shields are protective items Heroes can use to defend themselves against Foes. They provide bonuses to Defence while occasionally impeding other Talents. Choose your protective gear wisely.

Armour

Armour provides protection against attack from enemies. A Hero with fast reflexes may still find defeat at the hands of a mighty Foe, especially if they do have some type of protective gear. Armour can increase a Hero's Defence (*Reflexes:* Defence) and add that extra edge they need to survive. Armour comes in 2 categories: Light and Heavy. These types of armour come with benefits but they are not without their share of impediments. All Light Armours provide a bonus to a Hero's Defence and do not impede any other ability. These Armours are light and agile, allowing the Hero to take full advantage of their cat-like reflexes. Heavy Armours are somewhat different. All Heavy Armours provide a bonus to a Hero's Defence but they come at a price. All Heavy Armours require a Hero to have a Talent Score of +4 in *Strength* in order to wear them; otherwise the Hero takes



a -2 penalty to all other Physical Talents. Any Hero wearing Heavy Armour also takes a penalty to their movement speed. Further, a Hero takes a penalty to the *Coordination* Talent as the armour is too heavy to perform delicate tasks. The bonuses and penalties for both Light and Heavy Armour are listed in the tables below:

LIGHT ARMOURS

Armour	Bonus	Cost
Wool Coat	+1	10 ls
Leather	+1	11 ls
Patch-Work Armour	+1	10 ls
Fur	+1	11 ls
Hide	+1	10 ls

HEAVY ARMOURS

Armour	Bonus	Impediment	Соѕт
Thick Hide	+2	-1/-3 ft.	15 ls
Bone Plate	+2	-1/-3 ft.	18 ls
Steel Plate	+2	-1/-3 ft.	20 ls

Shields

Shields function much like Armour and can be used in conjunction with both Armour and Light or Standard Weapons that only require one hand to use. Shields provide a bonus to a Heroes Defence and, depending on the size of the shield, do not cause any impediments to any other Talents.

SHIELDS

Түре	Bonus	Impediment	Соѕт
Small Shield	+1	None	10 ls
Large Shield	+2	-1/-3 ft.	15 ls

Helmets

Helmets are armour that are worn on the head. They can be made of any material, from a coconut shell or a watermelon rind, or a thick leather cap or metal bucket, they all can function as a helmet. Helmets do not give any additional bonus to Defence like armour and shields do. Instead, they provide the defender a +1 to rolls on Critical Injury tables, which can definitely make the difference between life and death. If a Critical Injury roll requires that the Hero suffers damage to armour, the helmet is destroyed.









Equipment

Every Hero needs some amount of equipment in order to journey forth into the world. Equipment is any object that a Hero carries or uses that is not a weapon, armour, or a shield. Equipment can be anything from a length of rope to a torch to a wagon. Equipment is useful for many things, from sharpening your sword to sewing your torn tabard. Below is a list of some common equipment and the costs associated with those items:

EOUIPMENT

ITEM	Соѕт
Backpack	3 ms
Bedroll	1 ms
Blanket	3 ss
Block and tackle	8 ls
Bottle, glass	3 ss
Box of matches	5 ss
Caltrops (<i>Cat</i> rops, this slows enemy movement by half)	8 ss
Candle	1 ss
Crowbar	1 ms
Fishing net, 10 sq. ft.	4 ms
Flask	1 ms
Flint and tinder	3 ms
Grappling hook	2 ls
Hourglass	20 ls
Ink	4 ms
Length of rope 10 ft. long	1 ms

EQUIPMENT

Ітем	Соѕт
Length of rope 50 ft. long	5 ms
Length of rope 100 ft. long	1 ls
Simple lock	2 ms
Average lock	4 ms
Good lock	5 ls
Amazing lock	10 ls
Oil	1 ms
Piton	1 ms
Quill and paper	4 ms
Scroll case	1 ls
Shackles	15 ms
Spyglass (Looky-loo)	100 ls
Tankard	1 ms
Thread and needle	1 ss
Torch	1 ss
Water skin	3 ms
Whetstone	2 ss

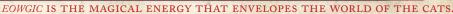






MEOWGIC

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Where it comes from is unknown and mysterious, but it grants the Cats great power. *Meowgic* is very useful for the *Meowgic* ian who wishes to heal their friends or to obliterate their enemies through a blast of devastating

Meowgical energy.

Meowgic has two functions: attacking and healing. These two functions work like any other Talent or Skill check. When using Meowgic for either attacking or healing requires an entire round; no other action can be made during that round. If a Hero is successfully attacked causing a phase shift (green to yellow, or yellow to red) before they make their Meowgic action that round there is a chance they lose their concentration and lose their action. The Hero must make am Intellect check against the successful attack roll of their attacker. If successful, the Hero can finish their Meowgic action. If they fail, they lose their action and cannot do anything else that round.

Attacking

There are two options for Meowgical attacks: physical or mental.

Physical Meowgic Attack

A physical *Meowgic* attack is a lancing blast of energy that renders Foes smoldering and in ruins. A physical attack by a Hero with the *Meowgic* Talent is treated as with any other attack: the Hero rolls a die and adds their *Meowgic* Talent score to the roll. Then the Foe rolls their *Reflexes*:

Defence check to determine if they were effected. A missed *Meowgic* attack results in a spent *Meowgic* action and no damage to the Foe. Any *Meow*-

gic attack that scores a hit deals damage to the Foe; however, if the

difference between

the Hero's

Meowgic

attack and the

Foe's Defence is

9 or higher, the

foe takes more









damage than a standard hit and moves down two Life-Force phases, which incurs a Critical Injury (See table below). This type of *Meowgic* attack can be used as a melee or a ranged attack. A ranged *Meowgic* attack has an effective range of 18 feet and requires line of sight to be successful.

PHYSICAL MEOWGIC CRITICAL INJURIES

ROLL	RESULT
0 or lower	Instant Kill.
1	<i>Meowgic</i> burn, a limb is no longer functioning. Hero attacks with a -2 instead of a -1 or Movement is reduced by half.
2	Brain injury and will die in one round unless Meowgically healed.
3	Internal wound and will die in three rounds unless Meowgically healed.
4	Sickened and cannot attack for one round.
5	Thrown 12 ft. and knocked prone.
6	Thrown 6 ft. and knocked prone.
7	Knocked unconscious for duration of combat. An Ally can spend an entire round to awaken the Hero or they are <i>Meowgically</i> healed.
8	Melted weapon, take -1 to all attacks with this weapon. Immediately move back into yellow phase.
9+	Melted armour, take a -1 to Defence as long as the Hero is wearing the armour. Immediately move back into yellow phase.

Mental Meowgic Attack

A mental *Meowgic* attack is a cerebral flare that disables a Foe and leaves them reeling and weak. A mental attack by a Hero with the *Meowgic* Talent is treated as a new type of attack. The roll is still resolved in the same way (by adding a die roll to the Talent score), however, the Foe uses a Mental Defence (*Intellect*: Mental Defence) to defend against the attack. A failed Mental Defence results in a hit and the Foe becomes dazed for one round. A dazed Foe cannot make any action during this round. A missed mental *Meowgic* attack results in a spent *Meowgic* action and no effect to the Foe. Any mental *Meowgic* attack that scores a hit effects the Foe; however, if the difference between the Hero's mental *Meowgic* attack and the Foe's Mental Defence is 9 or higher, the Foe is dazed for two rounds. Note: that to use a mental *Meowgic* attack a Hero must have a minimum *Intellect* Talent of +3 Talent, as this type of *Meowgic* attack requires considerable brainpower to perform.

To add flare to the game, the player can announce what type of energy she is attacking with. As an example, *Caterina* is using her *Meowgic* attack against a rat warrior and she chooses to use lightning as her method of attack. *A bolt of lightning shoots from her fingers and strikes the rat warrior dead*. Any energy type can be chosen for a *Meowgic* attack; it does not, however, cause any additional damage. For even more fun a player can choose to apply









cat-like flavour to Meowgic: A glowing giant egg appears above the head of a toad and a mystical

Meowgic paw swats it off the shelf, causing the egg to fall on the toad, killing him.

Healing

To heal with the *Meowgic* Talent, a Hero simply treats the healing as any other skill

MEOWGICAL HEALING

Roll	Amount Healed	
0-5	No effect	
6-14	One Life-Force level	
15+	Two Life-Force levels	

check. They roll a die and adds their *Meowgic* Talent score to the roll. They then check their result in the table below to see how much they heal themselves or their Ally. Healing oneself or another Hero with *Meowgic* requires a full round action and complete concentration. If the Hero performing the Healing action is hit by a successful attack, they must make am *Intellect* check against the successful attack roll of their attacker. If successful, the Hero can finish their *Meowgic* action. If they fail, they lose their action and cannot do anything else that round.

Success of the healing *Meowgic* is determined by the Meowgical Healing table. Healing has an effective range of 18 ft.

Miasma

Generally found in the Forbidden Zones outside the main cat cities, Miasma is believed to be what drove the humans off the earth so many centuries ago. It is unknown what its true origins are but it has a corrupting effect and is very dangerous. Miasma is used by the evil creatures of the world to draught concoctions and potions that causes disfiguration, calamity, and death. This poison manifests in strange places and can show itself in the form of Miasma bombs crafted by Miasma wielders, liquid spills that can surface from old pipes or containers, or gas clouds that can burst forth from the earth or settle in valleys of death.

Miasma is generally thought to be the reason why the toads, rats, and frogs mutated into twisted evil creatures. Their exposure to the Miasma has granted them immunity to it as well as the ability to manipulate it to their nefurrious needs. To everyone else, Miasma is poisonous and highly toxic and can kill if creatures are exposed to it for too long. Miasma can come in the form of a liquid or a gas and can be harnessed in a vessel and thrown like a grenade or hand bomb. Miasma is particularly feared by cats because some of its devastating effects could persist past death and can leave a cat with a debilitating injury that cannot be healed by *Meowgic*.

Miasma Bomb: A Miasma Bomb is a grenade-like object created from Miasma. This devastating toxin can be thrown at a Hero by a Miasma-wielding Foe to poison them and deal deadly pain. A Miasma Bomb attack is an Area of Effect (AoE) attack which does not require an attack roll. The wielder simply throws it in the general direction they wish to and as long as it is within the effective range all Heroes within a 9 foot radius of the target spot must make a *Reflexes*: Evade check to avoid damage (see the rules under









Reflexes Skills). If a Hero enters the red phase from this attack, they must consult the Miasma Critical Injuries table below to see what kind of damage they suffer. Note that a Miasma-wielding Foe (like a rat, toad or frog) is immune to Miasma, thus can use their Miasma Bomb in melee and it will not affect them. A Miasma Bomb has an effective range of 18 feet.

MIASMA CRITICAL INJURIES

ROLL	Result
0 or lower	Instant Kill.
1	Struck blind. Hero attacks with a -4 until <i>Meowgically</i> healed.*
2	Chemical burn, a limb is no longer functioning. Hero attacks with a -2 instead of a -1 or Movement is reduced by half. **
3	Severed from Meowgic (can only be healed by Meowgic).
4	Knocked unconscious for duration of combat. An Ally can spend an entire round to awaken the Hero or they are <i>Meowgically</i> healed.
5	Sickened and cannot attack for one round.
6	Dazed for one round. Hero attacks with a -2 instead of a -1. After the round Hero moves back into yellow phase.
7	Dazed for three rounds. Hero attacks with a -2 instead of a -1. After the three rounds Hero moves back into yellow phase.
8	Melted weapon, take -1 to all attacks with this weapon. Immediately move back into yellow phase.
9+	Melted armour, take a -1 to Defence until armour is replaced. Immediately move back into yellow phase.

^{*} If a Hero is killed while struck blind from Miasma their blindness persists through the rest of their remaining lives. No amount of *Meowgic* will heal their blindness. The Hero may opt to pursue the Blind Cat paradigm.
** If a Hero is killed while having a limb burned by *Meowgic* their injury persists through the rest of their remaining lives. No amount of *Meowgic* will heal this injury. The Hero may opt to pursue the Steam Cat paradigm.

Heroes and Miasma: In some cases a Cat Hero may want to wield Miasma. If a GM approves this choice there are certain rules that apply. Any Cat Hero using Miasma is subject to a corruption check. This check is resolved by rolling a Physique Durability check with a Required Result of 12. This check is required every time the Hero uses Miasma. If the Hero fails this check in excess of four times they are subject to adopt one of the physical Paradigms (Blind Cat, Steam Cat, or Smelly Cat). This is known as Miasma Corruption. In addition, any Cat Hero who fails the Physique Durability a further four times will receive a permanent disfigurement that will force them to take a -1 penalty on any social interactions with other Cats.











THE BASICS

AMEMASTERING INVOLVES WRITING, PLANNING, ACTING, REFEREEING,

arbitrating, and facilitating a game session. When a player assumes the role of GM, they build the world that other players interact with. The GM is the guiding force of the game. If the game is fun, it will be because the GM put in their effort. Note, it is not a GM's job to win the game. A GM should not try to kill their players or destroy their morale. They are only meant to create a challenging and fun environment to play within.

A GM's primary role is to provide adventure scenarios for the other players to take part in. To accomplish this a GM must spend some time before a game session to prepare and plan in order to facilitate the game properly. Creating adventures takes time. Many GMs find that this creation process is the most fun and rewarding part of being the Gamemaster. Creating interesting villains, settings, plots, and challenges to present to the other players can be a great creative endeavour. Do not worry, Gamemastering is not as hard as it may seem. This book provides supplements and pre-made Foes that a GM can utilize to create a rich and challenging world. If you plan to be the GM within your group then it is strongly advised that you read through this section and become familiar with its contents. If you are a player who will be playing a Hero in the game then you can skip this section. In fact, it is best to leave this section to the GM to read through and use, and to apply its contents how they see fit. Remember, the GM gets the final say when it comes to the rules of the game and the contents of the world.

Teaching the Game

A GM is often called on to teach or facilitate learning the rules of the game. This is why it is important that the GM at least skims every section of the rulebook. Teaching a new player the rules can be a good way for a GM to solidify their knowledge of the game, and only serves to make them a better Gamemaster. A GM does not have to memorize the rules in order to Gamemaster, they simply have to have an idea of where to find the appropriate rule, so that during game sessions rules can be looked up and checked quickly without slowing the action. Remember, if you are every stumped on a rule you can always look through the index at the end of this book.

Style of Play

Though a GM creates the world and adventures for the game, both the GM and the players work together to create the game on the whole. However, it is the GM's responsibility to guide the way the game is going to be played. The best way to do this



is to discuss as a group what the group wants and how they all want to play. There are many styles of play and this book outlines only a few to discuss before playing.

Swing! That! AXE!

The Heroes kick down the door, fight the rats and toads with no mercy, and rescue the *Purr*incess. This style of play is very straightforward. It tends to be fun, exciting, and action-oriented. Little time is spent on developing complex Heroes, engaging in deep roleplaying encounters, or mentioning situations other than the immediate action at hand. If this is the style of game that players want, the GM will create obviously evil villains, obviously helpful allies, and clearly defined plot lines which the Heroes have to follow. Do not expect the players to anguish over what to do with prisoners. Do not get overly concerned with recovery times or on in-game downtime. Do whatever it takes to get the players and their Heroes back into the action as quickly as possible. One thing a GM has to keep in mind with this style of play is on the balance of Heroes. If one Hero is clearly more combat-oriented than another Hero, the fairness of the game will swiftly shift and will become uneven and unfair. Be aware of adjudicating the rules and utilizing Foes to balance the tables of power.

A long and Ancient Story Filled With Suspense, Drama, and Intrigue

The Heroes are facilitating a meeting between warring tribes of barbarian cats. They have to keep the peace and arbitrate fairly between the two groups and convince the tribes to resolve their differences and ally to defend the realm against an impending threat of a massive rat horde. This style of play is complex, challenging, and deeply immersive. It requires the GM and players alike to create in-depth and meaningful Heroes that interact in a world where combat is not the primary focus. Character traits and personalities are very important and need to be developed by player Heroes and GM-controlled characters. Entire sessions of play may pass by without a single weapon being raised. The GM has to create opportunities for the players to flex their roleplaying muscles and allow them to interact verbally in the scenarios that are presented to them. There is never a clear route to the end in this style of play, there are always multiple paths to any given result and intrigue is inevitable in any given situation. A GM has to keep in mind that this style of play will quickly become one-sided or unfair if a player's Hero is heavily combat -oriented.

Hand Me My Sword, This May Get Messy

The Heroes are sitting at a bar room table speaking with a few locals about a recent theft. Accusations start to fly and the Heroes are forced to defend an innocent party that is being accused. Words have failed and weapons are drawn. This is the style that most campaigns fall into. This style is a mix between the other two. There are equal parts intrigue and



action. Heroes are deep and developed, and action is intense and engaging, and the Heroes are responsible for driving the action forward. This 'in-between' style provides a nice balance of roleplaying encounters and action-packed combat encounters. In this style a GM can have Heroes that want to be very intellectual and who can manage more complicated roleplaying situations as well as having Heroes that just want to swing their mace into their enemies.

Other Style Considerations:

Serious or humorous: This is something that definitely needs to be considered by the players and GMs alike. It is the nature of this game that puns, lol-cat language, and just plain fun will take hold in any given session. How serious a GM wants to make the game is something that has to be constantly reinforced. If a GM wants the tone of the campaign to be very serious, then jokes have to be kept to a minimum in order to maintain that serious tone. However, jokes, funny comments, or lol-cat speech can add a fun and occasionally hilarious tone to the game, one that serves to increase the level of entertainment. Overall, it is a recommendation that all GMs should be prepared for lots of joking around, regardless of the style of campaign that was planned. Often jokes and fun will happen in the downtime or in the player-to-player communication, but things will naturally take a more serious tone when the chips are down. As a precaution to avoid a game spiraling out of control, avoiding excess amounts of puns or jokes can prevent the session from deteriorating quickly. If this happens actual gameplay will take a backseat to players one-upping each other with puns and jokes. Keep in mind that this game can be equally light-hearted and serious. GMs should choose wisely.

Naming Conventions

This is something that GMs really need to consider while planning a world and a campaign session. Names are very important not just for GM-controlled Heroes but also places, groups, and items that Heroes will encounter. Names give the game a more realistic and involved feel and create a world that the Heroes feel like they are truly a part of.

Names are a good place to incorporate the puns and jokes that are natural in a game that involves cats. This provides an outlet for GMs and players alike to get the jokes out of their system if the GM wants to keep play more serious. Names like Caterina, Pawl, Pawton, Clawdius, Notdog, Felina Kyle, Stephan, Muffin, Whiskers, Mittens, Misty, etc. can add a little fun into the game without taking too much attention away from play.

Gamemaster Leadership

When the players gather around the table the GM is in charge. That does not mean that the GM can tell other players what to do outside of the game boundaries, but it does



mean that they are the final arbiter of the rules within the game. Good players recognize that the GM is the authority over the game mechanics, even occasionally superseding the rulebook. Good GMs know not to change or overturn an existing rule without a good, logical, justified reason.

This means that a GM needs to know the rules. They are not meant to memorize the entire rulebook, but require a good understanding of what is in the book, so when a situation arises that requires a ruling they know where to look.

A GM needs to remember to keep the game fair. He should not allow one Hero to become too powerful or to dominate every situation. A good GM allows fair play for every Hero and equal opportunity to succeed. Remember to allow every player to have his voice heard, try to avoid letting other players talk over each other. Fairness is key.

Altering the Rules

If a situation arises that is not explicitly covered by the rules, it is a GM's responsibility to provide guidance and arbitrate how that situation should be resolved. When a situation like that arises consider the following:

Look for a similar situation that *is* covered by the rules. Try to expand on what is already presented.

See if the situation can be resolved by a Talent/Skill check. If a Hero is trying to accomplish something to which no explicit rules are given, try to fit the action within one of the nine Talents, or, if there is no recourse, create a new Skill and categorize it within the appropriate Talent.

If a new 'house rule' is created, stick with it for the rest of the campaign. Do not change the rules randomly or there will be no consistency in the game. Though, a GM should try to avoid creating too many new rules as it will become confusing for players and the GM alike.

Running the Session

Sometimes a game session can fall flat, get bogged down in details, or the players are just not feeling the game. This is not the GM's fault, however, there are ways that they can increase interest and spice up the game play to make the campaign all the more memorable. These are small things that can really add power and pizazz to any mission.

Try throwing in some artwork. The mind of the player is a very imaginative one, but some things can be helped along if a GM includes some scene art, weapon art, or Hero art to literally illustrate what the players are seeing. There are lots of images and artists online or in archives that can be used to give the session that extra push to become a tremendous one. Alternatively a GM can create their own works to show the players or encourage the players to illustrate their own Heroes and epic feats.



Try evocative, powerful, and exciting descriptions. A GM's greatest power is in their mind, it is the tool that creates the world that the players interact with. They can create compelling descriptions by utilizing all the mediums at their fingertips such as the Internet, a thesaurus, TV, movies, or books – to weave a complex portrayal of the characters, places, and things that are presented to the Heroes.

Try adding a soundtrack to the session. This can add a level of excitement to every game. As the Heroes enter a room filled with rats, weapons drawn, the GM plays a hard and fast heavy metal track or a classical piece with a pounding drum beat. Movie soundtracks can also add flare to the play. This will exhilarate the players and create a powerful atmosphere. There are even many free streaming websites that have Fantasy or RPG playlists precisely for this very purpose.

Try speaking in unique voices and dialects. This adds a level of authenticity and reality to the game and the players will appreciate it. It can be difficult to maintain this technique over long campaigns, but consistency is key.

Try turning the tables. It is fun to occasionally throw a monkey wrench in the mix. A good way to do this is to take a character that the players had thought was a villain or to be untrustworthy and make him a good guy. This technique should be used only once in a great while, as if a GM uses this trick too often the Heroes will come to expect this and become bored with the twist. The secret to a long campaign is not being predictable.







GAMEMASTER CHAPTER 2

CREATING THE WORLD

PO 9

HE GAMEMASTER IS THE CREATOR OF THEIR CAMPAIGN WORLD. EVEN

though the game is based on an already developed theme and general plot, it is still the GM's campaign.

The setting is more than just a backdrop for the adventures of the other players. It is everything that a fictional world is based on and everything that the world is comprised of, with the exception of the other players' Heroes. A well-designed and well-run world seems to go on around the Heroes, so they feel part of something bigger than the action that is taking place immediately in front of them.

Consistency is often the key to providing a compelling universe. When the Heroes return to their town, say Catsburg, for supplies, they should encounter some of the same GM characters who they met before. If the campaign lasts a long time, Heroes will eventually learn who runs the local tavern and inn, who makes the best weapons, and who has the best information in the town. Once a GM has obtained a level of consistency in their world, occasional change and shifts will shake things up and create new plotlines in your overall story.

What follows are some general information about the cats and their world. As the GM, you can build upon the information here, or scrap it all and build your own lore and setting. Ultimately you decide what is going to be your CATaclysm world, just remember to be consistent, and most importantly, creative!

Cat Physiology

The cats of CATaclysm have evolved into an intelligent, sophisticated and superior species. They appear just like our frisky felines, although a bit larger, and stand upright on their hind legs. Most cats stand about 3-3.5 feet tall, with some of the larger breeds standing as tall as 4 feet. The vast majority of cats have also evolved an additional sixth toe on their front paws which serves similar to a thumb, allowing them to grip items more effectively than their domesticated ancestors.

Cats have been walking on their hind legs for centuries and is their preferred method of movement, although they can move on all fours when necessary. Cats will very rarely be seen doing this when around other species though. Cats have also gotten into the habit of wearing clothes, although in reality this is unnecessary as their fur still provides them with enough protection as well as any cat-made garment. Despite this, cats will rarely go unclothed, having at least one article of clothing. Clothing is used by cats for utilitarian purposes, and in some cases, to express prestige and status.









Cats still have powerful claws, which they can retract and extend at will. Therefore, a cat can never truly be unarmed. In fact, the usage of weapons was a relatively recent development. Cats prefer to use weapons since they are indeed an improvement over their claws.

Their tails, like their ancestors, provide them with no real evolutionary advantage other than expressing emotions. Their tails are not strong enough to pick up or carry items, nor can they hold their own weight with them. Cat tails come in all varieties and forms. Some are long and slender, others are short and stumpy, and still some are large and ploofy. However, there are legends of certain cat monks who have learned to control their tails to do extraordinary things. Cats take great pride in their tails and will waste no expense in grooming and maintaining them.

Like the cats of yore, cats will rub their scent on items, places, and other cats as a way of expressing certain emotions and feelings. Known as bunting, a cat may leave its mark on something as a sign of claiming ownership, or marking their territory. Other cats will easily recognise this scent, and if they are familiar with the cat will know who the scent belongs to. Cats can also leave an emotional charge to this scent, so that others will know if that cat was feeling sad, scared, aggressive, or happy. For example, a cat could leave a trail of scent to warn their comrades not to follow them down a dark passage, by leaving a scent of fear, or could leave a scent of contentment so they know that they are safe. Other animals may recognise the scent as belonging to a cat, but may misinterpret the emotional charge in the scent.

Their dietary traits have also evolved. Although originally predatory, cats have adapted to a more agrarian lifestyle. There are several reasons for this. Perhaps the most important reason, is that many of the species that cats once thought of as prey are now close allies. For example, cats would never entertain the idea of devouring one of their mice friends. Another reason is that cats have basically become sedentary, and very rarely will hunt for food. Cats have learned to grow crops, and eat a variety of fruits and vegetables, most notably; carrots, yams, peas, and melon. They do still eat meat, but their meat source is pretty much confined to fish. Not avid fishers, they usually import their fish from other species that do. Fish is usually ground up and prepared in patties, which they lovingly refer to as "cheezburgers."

The typical lifespan of a cat has also evolved over time, with the average lifespan being approximately 30 years. In some rare cases, a cat could live to 40 years of age. Cats however, do not calculate their age by years, but by months or "moons." Therefore, a cat that is 2 years old, would be considered to be 24 moons old. A typical pregnancy usually lasts just shy of 3 months, and kittens will usually reach adulthood within a couple of years of being born. A typical litter will usually have anywhere between 3 to 5 kittens.

Cats typically do not display gender differences in their physiology, so gender is usually demarcated by clothing or nomenclature. In game, gender plays no factor in gameplay.

Cat Behaviour

Cats are extremely intelligent and resourceful. They are very curious, which drives them to seek out all manner of knowledge no matter where it is. If they hear about a strange and mysterious relic from the days of the humans in a faraway land, there would invariably be a group of cats seeking it out. Some cats are also very inventive, crafting and forging all manner of gadgets and machines. The technological level of cat society is basically steam power. Still, steam-powered inventions are not prolific, and tend to break down frequently.

Cats rarely mate for life, although those that have chosen to be life-mates are greatly respected if not envied. Many cats are simply polyamorous, and will have many relationships in their lifetime. Because a female can have a litter with kittens sired by different fathers, lineage is generally matrilineal. Sharing a litter is the closest thing to a familial bond that most cats will ever experience.

Except for the common shorthair, cats will usually stick to their own breeds, choosing to live in towns and districts dominated by their respective breed. In the not-so-distant past, it was frowned upon for cats to cross-breed, although in recent times this attitude has



greatly relaxed. Cats have learned that in order to survive the rising threat of the rats and toads they need to be united, and put aside their parochial differences.

Unlike other species, cats have the rare gift of nine lives, granted to them by their deity, Mommy Nurtur. This usually gives cats the feeling of immortality, making them exceptionally brave, yet almost foolhardy at times. However, those cats that have only a few lives left may begin to demonstrate feelings of extreme caution and paranoia, making them extremely distrustful even with other cats. These cats have a rare condition known as *Vitadefectubism*, and renders them always in a condition of *Perpetual Stress*.

Cat Cities

Cat cities are often built in spiraling loops or concentric circles that have a human ruin at the centre with markets and taverns nearest that centre. Industry and manufacture would be on the outskirts, with residences and administrative buildings sandwiched in between.

These cities are filled with buildings and structures that are designed for cat use. What does this mean? It means that buildings are meant to entice cats into it or around it.



Typically buildings have walkways on the outsides of them to allow for versatile travel around the building. Each building stands between one and two storeys tall, with a rare few extending past that. Buildings may have entrances on multiple levels and walkways from ground level to the roofs on the outside and inside of the buildings. Buildings are always tiered and allow cats to interact with any surface within them. Rafters, banisters, and ledges are just other places for cats to sit, walk, or travel upon. Windows and doorways are used interchangeably, and a cat can enter or exit any of these portals with no care or worry.

Barely anything within a cat city is off limits as a cat's concept of privacy is far from that of humans. This means that cats can enter any building seemingly without care and without offending the cats within. Although, most cats have the common curtesy to announce their presence before entering a private dwelling. Taverns and places of business have no set hours and operate 24 hours a day with no barring of access to cats. This is largely because cats do not keep a set schedule for working, eating and sleeping, and thus their society runs on a constantly 'open' basis.

Cities contain shops, taverns, and businesses that provide items for purchase and services for sale. These businesses can range from catnip dens to relic shops to grocery stores. These businesses are run by cat families or cat conglomerates and, in large cities, sell anything and everything a cat may need. Be mindful that Relics are rare so finding true Relics in a shop is very unlikely (grifters are very common).

Cities are often ruled by a cat monarch who dwells within castles or palaces, which are either built on top of the founding human element of the city or built nearby it. These places have more of a limited access policy than the conventional buildings and dwellings of cat society. An appointment or summons is generally required to be admitted into one of these establishments. Cat monarchs break the rule in regards to privacy and they love to maintain their private lives. It is unclear as to why this is, perhaps they enjoy the wide empty hallways of their palaces to remain that way, wide and empty.

Alternatively, some cat cities function solely for industrial purposes. These cities are frontier cities and settlement cities that are frequented by merchants, manufacturers, and adventurers. These cities are fringe cities that amass a random assortment of cats and other denizens. These places collect cats trying to vanish, Cats trying to make a new life, and cats trying to find a great deal. These cities do not ignore pleasure, I mean... cats are cats. However, they do not focus on them as much as the larger metropolises. It is likely that these cities and towns have one or two catnip dens filled with cushy pillows, lavish daybeds, and beams of sunlight to fall asleep in.

Key to any fantasy campaign is the tavern. Taverns are where adventurers meet, get new jobs, or gain valuable information about new missions. Taverns in these cities could be run by cats or any other good species. The clientele could be anyone who lives in these cities from cats, to squirrels, or to mice. The fare that is served at these taverns could be ice cold









cat ales or catnip. Catnip can be added to ale, brewed as a tea, and even smoked. Excessive use of catnip can lead to a state akin to drunkenness, and may require the Hero to make a *Physique*: Durability check (against 'heavy drinking').

Taverns are designed to fulfill all a cat's desires and to keep them there for the maximum amount of time. This means taverns have lots of comfortable places to rest, many games and baubles that draw the cat's focus and keep them playing, and lots of food and drink that will entice a cat's greed and gluttony and keep them within the bar. Not to mention catnip! These buildings are geared toward pleasure so ask yourself, would a cat enjoy this? If the answer is 'yes' then the tavern would likely have it.

A GM should consider the cost of items and services that exist in the cat cities, villages, and stores. Items may include drinks at the local tavern, food at the inn, or a room. As a GM there are several things to consider in deciding the costs of these items. What area of the city is the merchant in? If it is a pricey or ritzy neighborhood then the cost would naturally be higher. Another point to ponder is what is being offered; a lodging and a meal, a dinner with a show, or a not so fancy feast. Lastly, a GM should think about what sort of establishment it is that the Heroes are visiting. A tavern may be less expensive than an inn which would be far less expensive than a luxury cat hotel.

Cat Spirituality

Cats are not extremely religious. They are however spiritual, and have a great connection to their primary Deity and their Heroes.

Mommy Nurtur

Mommy Nurtur is the Cats' primary Deity. They believe that she selected them to be the guardians of the planet. Her powers are vast, and she is seen everywhere. Mommy Nurtur grants the cats the power of *Meowgic*. In the larger cities and towns there may be a temple or shrine dedicated to honouring

Mommy Nurtur. There are small sects of cat monks that maintain these places and all cats respect Mommy Nurtur. A monk wearing the robes of Mommy Nurtur is always granted free passage (whether from financial fee or physical harm) by any decent cat or citizen of the cat cities. The monks of Mommy Nurtur wear a vibrant purple robe with a hood and a yellow and green braided belt. They will also don the symbol of Mommy Nurtur, a circle with clasping paws one the sides.

The Nine Catains

The Catains are believed to be the founders of the cat race. These nine were the first cats to attain sentience and were the ones who taught all the other cats how to become what they are today. These Catains are not worshipped but are revered, and are often looked to in times of need as saints or guardians.



Galileo Furwhisker



Galileo Furwhisker was the leader of the Catains. He was the first of the Star Cats to achieve sentience and the first to discover *Meowgic*. He was a legendary warrior and a cunning tactician. He is often looked to for guidance by cats for insight in decisions of great importance.

Clawdia Ninelives



Clawdia Ninelives was known as the most powerful *Meowgic*ian that ever existed. Her *Meowgic*al prowess was known across the realm and it was told that she defeated the Eagle Mage, Iron Wing. She was the mate of Stephan, another of the Legendary Catains. She is the patron for *Meowgic* users.

Stephan



Stephan was navigator and cartographer of the Catains. He was the oldest of the Catains and one of the more bookish members. He was often seen going over charts or plans to ensure the correct course was plotted. He was the mate of the Legendary Catain Clawdia Ninelives. He is often sought for guidance before long journeys.

Purtha Kit



Purtha Kit was the fiercest warrior of all the Catains, famed for landing the killing blow on the evil Adder Lord Az'larr Hiss. Her expertise in combat earned her many a battle scar and her legends are fraught with danger. She is often called on to aid great warriors about to take on daring feats that seem impossible.

Giacomo Catsanova



Giacomo Catsanova was the smoothest and most charming of all the Catains. He was known as the romancing rogue who stole many a fair lady's heart, and likely their coin purse. His silver tongue often got him out of jams his sticky paws got him into. He is the patron of romantics as well as cat burglars.

Penelope Priorclaw



Penelope Priorclaw was the youngest and the most pious of the Catains. Her connection to Mommy Nurtur was unlike any other being in existence. Her dedication to nature as well as her profound connection to *Meowgic* made her a powerful ally to the Catains. She is often called upon by cats, as well as other species, who need

assistance with nature or gardening.









Ashes Skypaw

Ashes Skypaw was the most daring of the Catains. The stories about his adventures and feats of bravado are often the subject of many a bards' tale. In one popular tale, while exploring the tall glass spires of the Forbidden Zones he is said to have jumped off the highest peak of one them to land squarely on a back of a hawk, who he then forced to fly him around at will, hence his name "Skypaw." He was mated in his old age to Pawla Gingerfoot, another of the Legendary Catains. Only the wildest and most daring cats look to him for guidance.

Lucy Livelitter

Lucy Livelitter was the most stalwart defender of all the cat realms. Her massive shield, emblazoned with a fiery Claw, was said to be made from ancient human steel. She is the most just defender of cats and is known to have stood guard over the Bridge of Pawcatta during an invasion by the Thousand Rats of Rakka the Toad. She is called upon in times of dire need for guidance and power.

Pawla Gingerfoot

Pawla Gingerfoot is the Relic hunter and most tech-savvy of the Catains. She designed and built the Great Hall of Galileo, in the city of Clawsburgh, out of the fuselage from the wreckage of an aeroplane. Her skills with Relics were unmatched and she was known to always have one on hand for any occasion. She mated with Ashes Skypaw, another of the Legendary Catains, in her old age. She is often looked to for guidance when cats are in need of help of a technical sort.



FRIENDS & ENEMIES

ART OF CREATING A WORLD IS TO PREPARE CHARACTERS WITH WHOM THE

Heroes interact. This means that the GM is not only responsible for creating the setting and propelling the game forward but also creating communities, allies, and enemies with whom the players will mingle. A GM should create a world filled with lots of characters that the players can talk to, work with, or even fight.

GMs need to make communities of cats for the players to visit and interact with. This could be interacting with the local blacksmith, talking to the bartender at the tavern, or shaking down a thief for information. These communities should be rich and vibrant and contain all manner of different cat breeds, different professions, and different shops. These communities are not just limited to cats and can contain other species (listed below) that live in conjunction with the cats and enjoy a peaceful coexistence.

To go along with the communities, the GM should create unique characters that live in them. These characters should have more unique traits, specific skills, and interesting personalities so that the players enjoy encountering them. These characters should remain consistent to the towns, cities, and villages that the players travel through. If Clawrlton Furston, the bartender at the Cat's Meow Tavern, lives in the town of Pawsville, then when the players go to Pawsville they should expect to see Clawrlton. These unique characters should have interesting traits and personalities to add to the realism of the character. Clawrlton is known to walk with a limp favouring his left leg, and lost his right ear in a fight with a gang of Miasma-induced rats. These memorable traits make the character feel real and will help the players relate to the GM characters.

Other Species

There are naturally other species that exist within the world that the players adventure in. Many of the species that survived the destruction that sent the humans away so many years ago tend to be small mammals, although there are some birds and reptiles that have endured as well. Some of these creatures evolved naturally, others however, were spurred along by more malevolent means. It is a GM's responsibility to populate the forests, swamps, and cities with other creatures that interact with the players. There are species that are helpful to the cats, and there are species that are anything but. This section outlines a few other species that a GM can sprinkle into the world to make it more compelling. This book provides instructions on how a GM can make their own versions of each of these species. Note that there are stat blocks included for each of the species listed below. These blocks include any species, weapon, and armour bonuses that the pre-made character possesses. Note that only cat Heroes have nine









lives, when other creatures are wounded and their Life-Force enters the black phase, that creature is dead.

Additionally all species have their own language, which includes a written language. This means rats, toads, frogs, snakes, and birds, as well as squirrels, dogs, and cats, each speak their own unique language. However, because cat society is so prolific, it is not uncommon for many creatures to have some proficiency in catspeak. Any animal can learn to speak any other animal's language if their Intellect score is high enough. During their character creation, Heroes must select additional languages they can speak, read and write (see the rules concerning the Read/Write skill in Chapter 4: Talents and Skills).

Neutral Species

There are many neutral species that a GM can utilize to populate the world. These species can either be helpful to the players and their allies or be a hindrance. These species sometimes live amongst the cats in their cities and towns, or on the outskirts. They can also harass and annoy local cat villages by stealing, looting, or just pestering locals. It is not recommended that a GM allow players to play any species other than cat. Note that a GM can change or recreate any character in his game simply by modifying the species' Talent score. Further, any creature of large size can have Talent scores that exceed 5 (large creatures can have scores up to 7 in any Talent).

Dogs

Dogs are perhaps the most common other species that are encountered with the cats. The ancient animosity that once existed between cats and dogs has long been forgotten, and when the human race left dogs needed a new best friend, and so they turned to the cats to fill that void. Dogs act as labourers, guards, soldiers, police, and mounts for the cats. They are less intelligent but intensely loyal, and desperately want to serve their cat companions as best they can. Dogs do not know *Meowgic* and cannot use *Technology* or *Mechanical*

devices. All dogs have the same Life-Force phases as cats. All dogs are also natural hunters, and therefore get a +2 to *Intuition*: Hunt skill checks. All dogs have their bite as their unarmed attack. This attack does not give them any bonus and uses the *Piercing* Table for critical injuries. Dogs come in three categories: small, medium and large.

Small to medium dogs begin with 20 points to place into Talents. Large dogs have 24 points. For convenience, stat blocks have been provided for each size category of dog.







Small Dogs

Perhaps the most common of the dogs, small dogs perform dedicated tasks, some even become adventurers. Like cats, there are many breeds of small dogs, appearing in numerous varieties and colours. Small dogs walk upright like cats, and stand between 2.5 – 5 feet tall. They all receive a +1 bonus to *Perception* as small dogs are excellent bodyguards, and

SMALL DOG STATISTICS

TALENT	RANK	Bonus
Intuition	3	+2 (to Hunt Skill)
Intellect	2	
Perception	4	+1
Physique	3	
Reflexes	3	
Coordination	3	
Strength	2	

are commonly found in the service of Aristo-cats. Small dogs prefer melee over ranged, and will use single-paw weapons usually accompanied with a shield. Small dogs have a movement speed of 18 feet. Examples of small dogs include **Corgis**, **Pugs**, and **Jack Russell Terriers**.

Medium Dog

Medium dogs are more clever and faster than other types of dogs. They make good mounts for Heroes who want to scout ahead or who want to ride fast. Medium dogs also serve well as fast messengers or quick response emergency service personnel. Medium dogs gain a +1 species bonus to *Reflexes*. Medium

MEDIUM DOG STATISTICS

TALENT	Rank	Bonus
Intuition	2	+2 (to Hunt Skill)
Intellect	2	
Perception	3	
Physique	3	
Reflexes	4	+1
Coordination	2	
Strength	4	

dogs walk on all fours and stand between 3-4.5 feet tall at the shoulder. All medium dogs have a movement speed of 36 feet. Examples of medium dogs include **Grey Hounds** and **Labradors**.

Large Dog

Large dogs are hefty and sturdy. Though they are not as fast as their smaller counterparts, they make up for their lack of speed with strength. They make good mounts for Heroes who want to lead the charge or own the battlefield. Large dogs also make up the rank and file of the police and guard forces because of their dedication to serve and

LARGE DOG STATISTICS

TALENT	RANK	Bonus
Intuition	3	+2 (to Hunt Skill)
Intellect	1	
Perception	3	
Physique	5	
Reflexes	4	
Coordination	2	
Strength	6	+2

protect. Large dogs gain a +2 species bonus to *Strength*. Large Dogs walk on all fours and stand between 4-5.5 feet tall at the shoulder. All large dogs have a movement speed of 21 feet. Examples of large dogs include **Great Danes** and **Mastiffs**.







Dogs as Mounts

Much like the Knights of King Arthur's court or the roving cowboys of the Wild West, warriors and their mounts are intrinsic to legendary adventures. Our warrior cats are no different and sometimes epic adventures require a trusty companion to ride Large Animals: Large animals, which includes large birds and dogs, gain an additional 4 Talent to spend in any talent. Additionally they can also (5) put into a Talent. This number caps out at 7

into the fray. In-game medium to large dogs typically function as mounts for their feline friends. However, this relationship is more of a partnership than one species dominating over the other. Mounts are treated as GM characters and act in accordance to those rules, generally they are obedient and perform as instructed by their rider. However, dogs are generally good-natured, loyal, and law-abiding creatures, so if a Hero asks their mount to do something that is morally questionable or strategically foolhardy they may refuse, and a Hero may need to use the diplomacy, charm or even the intimidate skill to convince their mount to do what they want. If a Hero has a mount, they can ride it as a means of transportation, as a combat ally, or as a hunting companion. Medium to large dogs can use the armour that is listed in the Arms and Equipment Chapter, but cannot wield weapons. Medium to large dogs are treated as being unarmed when attacking (they only attack by biting). When a Hero is mounted on a dog and riding into combat, he receives a +1 to all melee attacks. If a Foe targets a mounted Hero with any attack, the Hero makes a Defence check using his mount's *Reflexes* Talent score (not in addition to the Hero's *Reflexes* Talent score).

Mice

A peripheral bonus in post-human animal evolution is that cats and mice have become great friends in this new world. Both cats and mice know that their shared history is one of predator and prey, but since "cat enlightenment" in which cats have forgone eating meat (except for fish, because fish don't have feelings right?) cats have become ardent protectors of their tiny furry friends. Despite standing only a third of the size of most cats, mice can be found in almost all manner of society. There are even some mice who have









been known to accompany cats on their epic adventures. Still, regardless of this friendship a cat will never be a mount for a mouse... well at least, not with any onlookers around.

Mice can acquire any of the weapons and armour listed in the Arms and Equipment chapter as long as they meet the requirements. Mice begin with 20 points to place into Talents and gain a +1 to their *Reflexes* Talent. Mice are excellent tinkerers and gain a +2 on any Disable/Rig Device skill check. Generally, mice have only three Life-Force phases: yellow, red and black (treat as being in *Perpetual Stress*). In rare occasions a particularly heroic mouse may have the same Life-Force as cats. Mice are shorter than the average cat, around (Between 1 to 2 feet), but can match them in speed, having a movement speed of 18 feet. Below is a standard stat block for a mouse:

MICE STATISTICS

TALENT	Rank	Bonus
Intuition	3	
Intellect	2	
Perception	4	
Meowgic	2	
Tech/Mechanical	1	+1 (to Disable/Rig Device)
Physique	1	
Reflexes	2	+1
Coordination	4	
Strength	1	
FOUIPMENT		

Dagger, Crossbow x 10 bolts, Leather Armour, 4 medium shinies

Squirrels

Squirrels are ubiquitous in cat society. Squirrels can either be exceptionally helpful or terribly difficult. A Hero might meet a squirrel in a tavern in a cat town, encounter a squirrel while travelling on the road, or have their goods stolen while they slept by squirrels. Every town has a community of squirrels that make it their home. Because they prefer to make their homes high up in the treetops, cats don't mind their presence because they don't take up a lot of space on the ground. In fact, squirrels are known to have sprawling treetop









neighbourhoods that literally hang over some of the main cat cities. Squirrels are incredibly nimble and fast, and unlike cats, they can easily climb down ropes and extremely steep slopes head first, making them effective "cat" burglars – a fact that many a squirrel will point out to any cat willing to listen. Despite this commonly held notion, most squirrels are hardworking law-abiding citizens, concerned only in making sure their food stores are packed with chestnuts in anticipation of the winter months.

Squirrels can acquire any of the weapons and armour listed in the Arms and Equipment chapter as long as they meet the requirements. Squirrels begin with 21 points to place into Talents and gain a +1 to their *Intuition* Talent. Squirrels are natural climbers and gain a +3 for any Climb skill check. All squirrels have the same Life-Force phases as cats. Squirrels are about a foot shorter than the average cat, around 2-2.5 feet. Squirrels have a movement speed of 18 feet. Below is a standard stat block for a squirrel:

SQUIRREL STATISTICS

TALENT	Rank	Bonus
Intuition	3	+1
Intellect	2	
Perception	4	
Meowgic	2	
Tech/Mechanical	1	
Physique	1	
Reflexes	2	+1
Coordination	4	+3 (to Climb)
Strength	2	
Equipment		

Birds

Birds are treated as a neutral species, but are rarely helpful to cats. The age-old animosity between birds and cats has lived on in the hearts of the birds, and despite their new sentience they continue to hold their grudge. They are not enemies of the cats, but they are by no means allies. Birds often harass cats that travel through bird territories, attack them if they get near an artifact that interests the birds, or defend brooding grounds even from simple passage. This does not mean birds will kill or attack cats all the time, but it does mean that birds are very unlikely to ally with cats. Birds respond well to bribes. In general they like shiny things, unique items, and Relics. If a cat has an item for trade or to offer as a bribe, a bird is likely to take it. Birds can use only light armour and typically ranged weapons, they can use any of the weapons in the Arms and Equipment chapter. However, the items they carry are modified and cannot be used by other Heroes or characters. Birds can use *Meowagic* and *Technology* and do so freely in and out of combat. All birds have





Spear or Axe, Bow x 10 arrows, Leather Armour, 3 medium shinies





the same Life-Force phases as cats. Note that a bird would never allow any species to ride them, though, they may offer to carry a Hero with their talons.

Birds begin with 24 points to place into Talents. For convenience, stat blocks have been provided for each size category of bird. The categories are small or large.

Bird Abilities

Birds have some unique and powerful abilities that make them formidable opponents for GMs to utilize. All birds have these abilities and it is up to a GM to put these abilities into play.

Aerial Attack: Birds gain a +1 to all ranged attacks made when they are attacking from the air.

Hawk-Eyed: Birds have exceptional vision. They gain a +3 to any *Perception*: Look Around skill check they make while soaring above the battlefield. Because of their amazing vision they are able to multiply the effective range of Ranged weapons by 1.5 while coaring through the air.



Small Birds

Small Birds are very fast in the air, they are agile and smart and typically shy away from direct combat. As compared to other birds they are the most aware of and begrudging to cats. They always remember their ancient rivalry. All small birds gain a +1 to their *Intellect* Talent. Small birds also gain a +1 bonus to the *Coordination* Talent when in a group of two or more Small Birds. Small Birds stand about 2-2.5 feet tall. Small birds prefer to use their talons (use the the Critical Injuries table for Slashing weapons) in melee and short bows at ranged. Small Birds have a movement speed of 9 feet on land, with a fly speed of 30 feet. Examples of small birds include **Sparrows**, **Robins**, and **Blue Jays**.

SMALL BIRD STATISTICS

TALENT	Rank	Bonus
Intuition	2	
Intellect	3	+1
Perception	4	+3 (to Look Around)
Meowgic	2	
Tech/Mechanical	2	
Physique	2	
Reflexes	3	
Coordination	4	+1 (group of two or more birds)
Strength	2	
Equipment		
Bow x 10 arrows, 2 medium	n shinies	

Large Birds

Large birds are deadly fast in the air, they are natural hunters and warriors, and they never shy away from combat. The affairs of cats and any other species are of no concern to them, unless they are directly impacted. All large birds gain a +1 to their *Strength* Talent as they are quite powerful and robust. Large birds also gain a +1 bonus to *Perception* because they have exceptionally keen vision. Large birds prefer to use their sharp beaks in melee (treat as a rapier) and a compound bow from ranged. Large birds stand between 4-6 feet tall. Large Birds have a movement speed of 9 feet on land, with a fly speed of 36 feet. Examples of large birds include **Ravens**, **Eagles**, and **Herons**.







LARGE BIRD STATISTICS

TALENT	Rank	Bonus
Intuition	2	
Intellect	3	
Perception	4	+1 / +3 (to Look Around)
Meowgic	2	+1
Tech/Mechanical	2	
Physique	4	
Reflexes	2	+1 (to <i>Meowgic</i> al Attacks)
Coordination	2	
Strength	7	+1
EQUIPMENT		

Beak, Compound bow x 10 arrows, 4 large shinies

Large Bird Abilities

Large birds have some unique and powerful abilities that make them formidable opponents for a GM to utilize. It is up to a GM to put these abilities into play:

Cawbalistic Meowgic Users: Large birds are powerful Meowgicians, but they are even more powerful when they are using Meowgic together. If there are three or more large birds together one of the large birds gains a +1 to all Meowgic checks. Generally, if there is a Cawbal gathering it is led by a powerful Meowgical large bird, who would naturally make use of this bonus.

Dive Bomb: Large birds are experts at striking enemies from great heights. Due to this large birds gain a +2 to any Melee attack they perform when they dive at an opponent. This move costs the large bird a full round to recover from this attack. This means a large bird cannot make another attack in the round following this special attack. They can however use the round to fly away or retreat (considered a Defensive Retreat at full movement).

Hover: Large birds can hover in one spot over an opponent, using their impressive wing span to float on air. This means they effectively can sit over a battlefield at any height and make attacks from that height.

Meowgical Resistance: Due to their experience and deep connection to *Meowgic*, Large birds have developed a resistance to *Meowgic*al attacks. Any time a creature attacks a large bird with *Meowgic* the bird gains a +1 to Defence against the attack. This bonus does not count when being attacked with Miasma.

Evil Species

There are several evil species which a GM can cast as villains in their campaign. These species are generally malicious and never work with cats. They occasionally live in their own cities and towns, but typically travel in small marauding bands raiding and pillaging.



They despise the cats and envy their power and prosperity. It is not recommended that a GM allow players to play any of the evil species. Note that a GM can change or recreate any Foe in their game simply by creating their own evil species character block.

The evil species in the CATaclysm world are those animals that have evolved through unnatural means; namely through their overexposure and usage of Miasma. The most common of these creatures are rats, toads and frogs. Because of their abominable connection to Miasma, these creatures are immune to its effects. In fact, they thrive in Miasma and want to spread it throughout the land. Because of their shared connection to Miasma it is not uncommon to see these species working in tandem towards a mutual nefurrious goal.

Evil species can fall into three categories: Minions, Raiders, and Bosses. A description for each category can be found below:

Minions

Minions are the most common type of evil species, filling the lowest and most common ranks of the forces of evil. They have less Life-Force and are treated as always being in a state of *Perpetual Stress* (they begin in the yellow phase) and are thus less of a challenge for Heroes. Use these types of Foes for all kinds of encounters.

Raiders

Raiders have higher Life-Force than their Minion counterparts (they begin in the green phase like the Heroes) and are a more challenging Foe. They also have better equipment than a typical Minion as well. A Raider may be in the company of a group of Minions, acting as a kind of leader. Having more than one Raider in an encounter might be a bit challenging for a novice group of Heroes, so a GM should use them wisely.

Bosses

Behind every evil organization there is invariably an evil boss calling the shots. A Boss is a classification of Evil Species that is rare and are more powerful than the creatures they lead. GMs should use Bosses sparingly; as recurring villains or the last epic encounter in an adventure. To make any evil species into a Boss a GM adds an additional 4 points to that species' Talent pool. Bosses can also have up to 7 points in a single talent score, rather than the usual cap of 5. Bosses can acquire any of the weapons and armour listed in the Arms and Equipment chapter as long as they meet the requirements. Most importantly, Bosses have more Life-Force than typical creatures; a Boss has an additional Life-Force phase, (between yellow and red) called the *enraged* (orange) phase. Not only does this naturally make them more durable than the average Hero, when a Boss enters this phase it will trigger a special Boss ability that could spell doom for the Heroes.







When creating a Boss, a GM should pick at least one *Boss Feat* and one *Enraged Feat*. A Boss Feat is an ability that the Boss can use at any time when the conditions are met. There are no limitations to how many times they can use this ability (unless otherwise stated in the description). An Enraged Feat is an ability that can only occur when the Boss enters the enraged (orange) phase. If the Boss is not in the enraged phase they cannot use this feat. If you feel that your players are experienced enough for a serious challenge, you can scale your Boss encounter by adding as many feats as you see fit. Also, consider giving your Boss a powerful Relic or weapon (see GM Chapter 5) to make them even more unique. Your Boss encounter should be challenging (but not impossible) to ensure an exciting and memorable roleplaying experience that your players won't soon forget!

Boss Feats

The following are a list of Feats that you can apply to your Boss. A Boss must have at least one main Boss Feat:

Absorb: The Boss can absorb (ignore) the first successful attack they incur in a combat round. All other subsequent attacks that same round are not absorbed. If the first successful attack is a critical hit the Boss will still suffer 1 phase damage rather than 2. This ability cannot be used in conjunction with *Emboldened*.

Arrow-Cutter: The Boss can deflect ranged attacks with ease. As long as the Boss is not moving (forfeits their move action) ranged attacks have no effect.

Deafening Roar: The Boss lets out a mighty roar that rattles nearby Heroes, giving them a -1 to their attacks. In addition, it nullifies all *Meowgic*al attacks that round. The Boss performs this special attack in the beginning of the combat round regardless of initiative. A Boss can only perform this attack once every three rounds.

Death Throes: When the Boss dies they lash out with ferocity and anguish. As soon as a Boss enters the black phase they are able to make one final attack against the nearest opponent with a +3 to their attack.

Defensive: The Boss can only be attacked after a successful feint action. The attack must be made immediately after the successful feint action, but can be performed by any Hero, and does not need to be the same as the one who attempted the feint. If the feint is unsuccessful, no attack can be made. If the attack is unsuccessful, another feint action must be performed.

Finisher: If a Boss reduces a Hero down to the red phase after an attack (resolve Critical Injuries as normal), they immediately gain a free attack (free-action) against that Hero.

Horrifying Visage: The Boss is so terrible to look at that all Heroes within 30 feet of the Boss are moved into the yellow phase. This is treated as *Perpetual Stress* (naturally Blind Cats are not affected by this Feat).



Inspirational Leader: The inspiring presence of the Boss amongst their underlings causes them to fight and defend with a +1. The Boss's followers will also fight to the death and will never flee.

Life-Stealer: With this ability, a Boss can immediately regain two Life-Force phases if they successfully kill a Hero. Killing one of his own Minions works just as well. Simply sacrifice one Minion within attack-range of the Boss. No attack roll needed, but it does take up one of the Boss's attacks.

*Meowgic*ian: If the Boss belongs to a species that does not already have the ability to use *Meowgic*, this feat will allow them to.

Meowgic Resistance: The Boss defends *Meowgical* attacks with a + 3, and they also add a +4 to their rolls on *Meowgic* Critical Injury tables. They are also completely immune to Mental *Meowgic* Attacks.

Minion Shield: The Boss uses his Minions as their personal shield. Any successful attack that would move the Boss into either the orange or red phase, the Boss can transfer that attack to a Minion adjacent (within 3 feet) to them. This can only be applied to a Minion and not to any other classification of Foe.

Regeneration: The Boss moves up one phase at the beginning of every combat round. This removes Critical Injuries (except for those that affect weapons and armour).

Savage: Heroes who suffer a critical injury from this Boss must modify their roll with a -4 when rolling on Critical Injury tables.

Sweep: For the Boss to use this ability, they must be wielding a large heavy weapon. The Boss can swing this weapon to hit all Heroes within Melee range. To perform this ability, the Boss makes a single attack roll against an initial Hero, and that Hero resolves combat as normal by rolling their Defence. Then in order from right to left (or left to right if the Boss is a southpaw), all other Heroes within range make their Defence against the same attack roll. This is considered a single attack.

Tail Lash: Appropriate for Bosses with large tails (like snakes), the Boss swings their mighty tail in a circular motion around themselves.









All Heroes within 6 feet of the Boss must make a *Reflexes*: Evade check (see the rules pertaining to Evade under *Reflexes Skills*). If a Hero fails to fully succeed against the tail lash, they not only take the appropriate damage they are knocked prone for one round. The Boss performs this special attack in the beginning of the combat round regardless of initiative as a free action. A Boss can only perform this attack once every three rounds.

Toughened Hide: The Boss has a strong resistance to at least one of the three weapon categories: bludgeoning, piercing, or slashing. All attacks made against the Boss using that weapon type do so at a -3 Attack, and the Boss receives a +4 when determining Critical Injury.

Enraged Feats

The following feats can only be performed when the Boss is *enraged*, that is, when their Life-Force enters the orange phase. If a Boss leaves the orange phase, by either taking further damage (red phase) or by healing (green or yellow phase), they cannot perform an Enraged Feat. A Boss must have at least one Enraged Feat:

Emboldened: While in the orange phase, the Boss cannot suffer a critical hit. This ability cannot be used in conjunction with *Absorb*.

Fury: While *enraged*, the Boss gets two attacks per round, and can divide the attack between targets. If the Boss already has multiple attacks (due to species abilities) this Feat only affects one type of attack.

Ground Stomp: Instead of an attack, the Boss can stomp the ground causing the area around him to shake. All Heroes within 12 feet of the Boss must make a *Reflexes*: Evade check and consult the following table:

GROUND STOMP EFFECTS

ROLL	Result
0-3	The Hero loses one Life-Force (use the bludgeoning Critical Injury table if necessary), knocked prone, and dazed for 3 rounds.
4-7	The Hero is stressed, knocked prone, and dazed for 3 rounds.
8-11	The Hero is knocked prone and dazed for one round.
12+	No effect.

Monologue: At the moment of entering the orange phase, the Boss will begin to monologue. All Heroes must make a successful *Perception:* Instinct check against the Boss's *Intuition:* Bluff check. If any of the Heroes fail, they are dumbstruck (same rules as 'dazed') and can do nothing that round except stand and listen to the Boss rattling off their sinister plans. Monologuing is considered a free action, so the Boss could attack a Hero, heal themselves (if they can use *Meowgic*), or make a swift getaway (full movement speed) as normal actions. Naturally, any Heroes who were successful with their check can attack as normal.









Punishing: While in the orange phase, the Boss gains a +4 to all Attacks.

Rejuvenation: Once per day, the Boss can instantly move back into the green phase after immediately entering the Orange Phase. This is considered a free action.

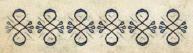
Survival Instincts: The Boss will gain a +3 to their Defence rolls, and an additional 3 feet movement increase to their base movement speed.

Frogs

Frogs are slimy thugs who roam the forests, swamps, and waterways. Frogs are characteristically evil and hate cats. They tend to be pirates, thieves, and bandits that prey on cats as they travel through the realm. They are rarely alone, often travelling with other frogs, rats, or toads. Frogs are by far the dumbest of the evil species, but what they lack in smarts they make up for in speed. In large hordes frogs tend to lead the charge against Foes and are often on the frontline. Frogs can acquire any of the weapons and armour listed in the Equipment chapter as long as they meet the requirements. Frogs begin with 18 points to place into Talents and gain a +1 to Reflexes Talent. Frogs also gain a +3 to all Swim skill checks. Frogs can hold their breath for an unnaturally long time, because of this Frogs are immune to drowning and suffocation effects. Frogs are also natural jumpers, and gain a +2 to their Coordination: Leap checks. Perhaps due to centuries of exposure to Miasma, frogs have developed an unnaturally long tongue which they can shoot out with lightning speed. A frog can use its sticky tongue to try to disarm a Foe in melee range. If they do attempt a disarm attack with their tongue, they gain a +2 to initiative (see the rules for disarm in Chapter 5: Combat). Typically Frogs do not use Technology or Meowgic, however, they have been known to wield Miasma Bombs. Frogs range in height from 3-5 feet tall. All frogs have a movement speed of 21 feet, and can move 30 feet in the water. Below is a standard stat block for a frog:

FROG STATISTICS

TALENT	Rank	Bonus	
Intuition	3		
Intellect	0		
Perception	4		
Meowgic	0		
Tech/Mechanical	0		
Physique	2		
Reflexes	3	+1	
Coordination	4	+3 (to Swim)/+2 (to Leap)	
Strength	2		
Equipment			
Spear or Ave Javelin v 3 Leather Armour 3 medium shinies			





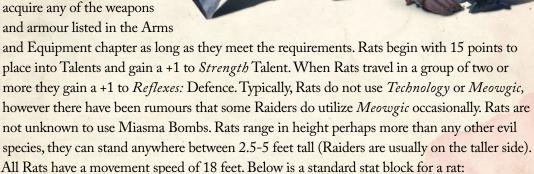




Rats

Rats are the most common threat that the cats will encounter. Rats are inherently evil and hate the cats more than any other species. They are warriors, thieves, and pirates that prey on cat civilization. They are rarely found alone, often travelling with other rats, toads, or frogs. They are almost always led by an evil Boss. Rats are not very bright and are easy to scare in small groups.

Large hordes of rats tend to be fearless until the horde is thinned out. Rats can acquire any of the weapons



RAT STATISTICS

KAI SIAIISIICS			
TALENT	Rank	Bonus	
Intuition	2		
Intellect	1		
Perception	3		
Meowgic	0		
Tech/Mechanical	0		
Physique	2		
Reflexes	2	+1 (group of two or more rats)	
Coordination	2		
Strength	3	+1	
Equipment			
Sword, Axe, or Mace: Crossbow x 10 bolts: Leather Armour: 6 small shinies			









Toads

Toads are scummy ruffians who plague forests, bogs, and swamps. Toads are innately evil and despise cats. They tend to be warriors, thieves, and brigands that prey on cat civilizations. They are rarely found alone, often travelling with other toads, rats, or frogs. Toads are the sharpest of the evil species and do not scare easily. In large hordes, toads generally take a commanding position and are usually the Raiders in large groups. Like frogs, toads are immune to drowning and suffocation effects. Toads can acquire any of the weapons and armour listed in the Arms and Equipment chapter as long as they meet the requirements. Toads begin with



21 points to place into Talents and gain a +1 to *Intuition* Talent. Due to Toads' repulsive nature they gain a +1 any time they attempt to intimidate using their *Physique* Talent. Toads are more likely to use *Meowgic* and *Technology* than their vermin counterparts. They also make good use of Miasma Bombs. Toads stand between 3-3.5 feet tall. All Toads have a movement speed of 15 feet, and can move 21 feet underwater. Below is a standard stat block for a Toad:

TOAD STATISTICS

TALENT	Rank	Bonus	
Intuition	3	+1	
Intellect	4		
Perception	2		
Meowgic	2		
Tech/Mechanical	2		
Physique	3	+1 (to Intimidate)	
Reflexes	2		
Coordination	2		
Strength	1		

EQUIPMENT

Spear or Sword, Crossbow x 10 bolts, Leather Armour, 1-3 Miasma Bombs, 3 medium shinies









Snakes

Snakes (known as *Sneks* in catspeak) are treated as an evil species but on very rare occasions can be helpful to cats. They are typically an enemy to all species fighting, hunting, and killing them without cause. If they do ally with other species they will follow their own agendas while doing so, and always assume a leadership position. Because of this, snakes tend to employ rats, toads and frogs as Minions to do their bidding, while staying safely deep inside their lairs guarding their loot. Snakes defend their lairs and territory with ferocity and protect their brood or loot with unmatched strength. This does not mean snakes will kill or attack other species at every opportunity; what it does mean is that snakes cannot be trusted. Snakes respond well to bribes, in general they like shiny things, unique items, and Relics. If a cat has an item for trade or to offer as a bribe, a snake is likely to take it. Snakes have no need for armour or weapons, their scales provide powerful armour and their fangs and crushing bodies are all the weapons they need. The primary weapon of a snake is its deadly fangs, and are treated like piercing weapons for Critical Injuries. All snakes gain a +4 to their *Strength* Talent and a +3 to their Defence.

Unlike other evil species, all snakes are treated as Bosses. Snakes have evolved to unnaturally large sizes, towering over other creatures. Because of this, snakes have more Life-Force than other creatures; a medium snake has an additional orange phase (like a typical Boss), and a large snake has two additional phases; a lime green and an orange phase (Epic Boss). The lime green phase is treated just like any other green phase.

Snakes often have huge loot caches. If a snake is around there is likely to be a loot cache nearby.

Snakes begin with 26 points to place into Talents. For convenience blocks have been provided for each size category of snake. Below you will find information for medium and large snakes.

Snake Abilities

Because snakes are Bosses, they can use any of the Boss Feats listed above. In addition, they have several species-specific abilities. All snakes can use these abilities and they function just like Boss Feats, except that they are only unique to snakes. All snakes have all the following abilities:

Snake Fear: The mere presence of a snake causes even the boldest warrior cat to shake it their boots. This ability functions exactly like the Boss Feat *Horrific Visage*, except not limited to sight.

Poison: All Snakes can use poison against Foes. When a Foe is successfully hit from a bite attack, there is a chance that they are inflicted with poison. Rules for poison can be found in the environments chapter (GM Chapter 4).

Anaconda Squeeze: A Snake can move and attack other Foes while holding another. The snake simply grapples a Foe, and if successful it can move as normal while holding the



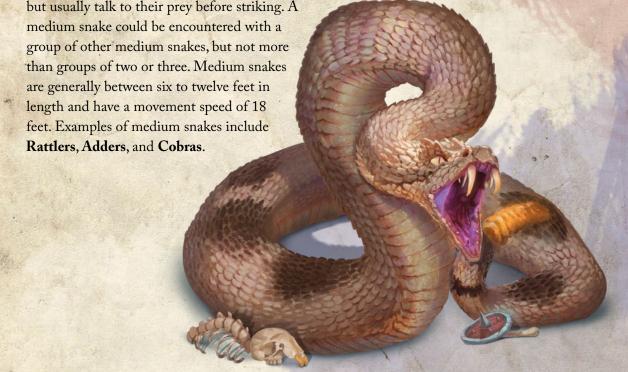
Foe in its coils (see the rules for *Grappling* in the Combat Chapter). A victim grappled in this way begins to be constricted, and loses one Life-Force phase per combat round. Use the bludgeoning table for Critical Injuries.

Gorge: If a snake scores a critical hit against their Foe, that Foe is considered to be swallowed whole. If the critical hit did not kill the Foe, the Foe will lose one Life-Force phase per combat round. If a snake kills a Foe in this way, they gain two Life-Force phases immediately. Medium snakes can only swallow Foes that are 2 feet tall or less, and a large snake can swallow a Foe that is 4 feet tall or less.

Shed Skin: Snakes, like cats, have multiple lives. They are treated as having two lives. This means when a snake enters the black phase it is not necessarily dead. In fact, they are only *playing* dead. The snake, while waiting in a death-like state, will wait for an opportune moment to shed its skin (usually when the Heroes are busy rummaging through its loot) which takes four rounds to complete. When a snake sheds its skin, it returns to full health and loses all of its critical injuries. A snake can only shed its skin once a month. If a snake is brought down to the black phase again within a month of shedding its skin it is permanently dead.

Medium Snake

Medium Snakes are less intelligent than their larger counterparts but are still not to be trifled with. They occasionally attack without provocation









MEDIUM SNAKE STATISTICS

Talent	Rank	Bonus
Intuition	4	
Intellect	2	
Perception	2	
Meowgic	4	
Tech/Mechanical	0	
Physique	4	
Reflexes	3	+3 (to Defence)
Coordination	3	
Strength	4	+4
EOUIPMENT		

2000 small shinies, 1000 medium shinies, 50 large shinies, and the possibility of having a Relic.

Large Snake

Large Snakes are highly intelligent and very cunning. They never attack without analyzing the situation first, always talking to and sizing up their Foes before deciding whether or not to strike. Large Snakes are generally between 12 and 21 feet in length. A large snake almost always is encountered alone (although they will definitely utilize Minions from other species to serve them), and prefer to make their lair in deep underground caverns or heavily fortified ruins. A Large Snake that is 15 feet long or larger can grapple and hold two Foes at the same time. Large Snakes have a movement speed of 21 feet. They also gain 4 more points in their Talents. Examples of large snakes include **Boas** and **Pythons**.

LARGE SNAKE STATISTICS

TALENT	Rank	Bonus
Intuition	3	
Intellect	3	
Perception	3	
Meowgic	5	
Tech/Mechanical	0	
Physique	4	
Reflexes	4	+3 (to Defence)
Coordination	1	
Strength	7	+4
EQUIPMENT		

40,000 small shinies, 2000 medium shinies, 200 large shinies, and one or two Relics.









GAMEMASTER CHAPTER 4 ENVIRONMENTS

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EROES CAN SPEND A LOT OF TIME IN THE MOST DISMAL, DANGEROUS, AND

generally unpleasant places imaginable. If the Foes and other creatures do not kill the Heroes, the environment might. Your Heroes need to be prepared for the road ahead, not only for marauding rat hordes, but also things like rough

terrain, the weather, or the perfect-sized cardboard box. This section details some hazards that the Heroes may face from the physical world around them.

Derpetual Stress

Sometimes, your Heroes may encounter situations in their environment that cause them duress or stress. For example, your Heroes may come across an enticing red tassel hanging from a suspended bell at the entrance of a rat cave, or a velvety soft pillow in the den of the horrible Adder Lord. This may not seem very threatening, but remember, your Heroes are cats, and although they have evolved to walk on two legs, deep down they are still very feline. Tempt your Heroes with items and situations that are irresistible for cats. If Heroes choose not to give in to their feline side and abstain from that tantalizing ball of yarn (because it just so happens to be under a sleeping giant snake), this would cause immense stress on the poor feline. Cats that resist their inner instincts enter what is known as *Perpetual Stress*; they immediately drop into the yellow phase. The only immediate way to deal with Perpetual Stress is to either: get out of line of sight of the item causing the Perpetual Stress, or; throwing caution to the wind and seizing the item in question. As heroic cats your players will need to make tough decisions: give in to their feline instincts, or resist for the greater good.

Here are some examples of situations that may cause your Heroes stress:

- * A suspended brightly coloured yarn or ribbon
- * A velvety soft pillow or cushion
- * A small box just large enough to fit a cat
- * An unattended cheezburger... just... sitting there

If your Heroes come across any of these tantalizing teases, have them roll an *Intuition* Talent skill check with a Required Result of 8 (modify the RR as you see fit). If they fail, they are subjected to the rules of Perpetual Stress.

Other sources of Perpetual Stress can be caused by other environmental factors, like extreme weather, or even water. Cats have a great aversion to water (except for Maine Coons) and will be put into stress if they are submerged in water or are soaking wet.









Other conditions could be extreme hunger or thirst, extreme heat or cold, or even feelings of intense fear. Your Heroes will remain in the yellow phase as long as the factors contributing to the Perpetual Stress are ongoing.

Sources of Perpetual Stress do not stack; if there is more than one object or condition the Hero only moves down to the yellow phase. Perpetual Stress can never force a Hero into the red phase. *Meowgical* healing will not remove Perpetual Stress. There are only a few things that could mitigate Perpetual Stress beyond removing the factors causing it, such as certain powerful Relics, catnip, or the cuddly snuggles from a Ragdoll paradigm.

Light and Dark

Usually campaigns involve forays into the darkness. Whether it is the dark of night, deep into a cave, or plunging into a dungeon, darkness is unavoidable. Variations in light and dark can be broken down into a few categories: light, low-light, dark, and utter-dark. Light is essentially anything that is bright and clear, such as daylight or a well-lit room. Low-light is basically anything where the light has dimmed or is obscured, such as a foggy day, a poorly-lit tavern, or a night lit by the full moon. Dark is anything where light is very sparse or is essentially not present, such as a moonless night, a deep cavern, or an unlit dungeon. None of these scenarios are a problem for the cats however. Cats are able to see in light, low-light, and dark with little difficulty. Utter-dark, is another story. Utter-dark is any place that is so deep, so bottomless, and so unfathomable that light cannot penetrate it. These places are typically exceptionally deep underground or in the most evil dungeon where it is unnaturally dark. In these places cats need assistance to see. Heroes can use torches, lanterns, or a Meowgical Relic to aide their vision. Similar to cats - rats, toads, and frogs, can see in light, low-light, and dark. Dogs, squirrels, and birds can only see well in light and low-light. Snakes have the uncanny ability to see in all levels of light and dark. They are the only creature that is able to do this.

Weather

Weather is a necessary element for GMs to play with if a campaign is taking place outside. Weather can set the mood and make a scene more dramatic, or it can add an extra impediment when the Heroes are traveling to far off destinations. There are simple rules for working weather into any game. If the GM chooses sunshine, then there is nothing to worry about and all the Heroes can see what they are doing and can travel unimpeded. Light rain and light snow also do not add any sort of impediment, this precipitation often incites a fun and playful mood. Heavy rain, thick fog, or a blizzard can cause serious trouble for Heroes. The heavier the weather, the slower they can travel safely and the more dangerous their travels. If a GM employs heavy rain, thick fog, or a blizzard, the Heroes suffer reduced visibility and are not able to move as fast. In addition to having progress slowed, GMs have the option to have a Hero enter a state of *Perpetual Stress* (see above).



Arid and Freezing Temperatures

The blistering desert or freezing wastes can be just as deadly as any rat chieftain. Prolonged exposure to hot or cold temperatures can be the end of any Hero venturing forth to save the day. Hot and cold temperatures can wreak havoc on a Hero and cause a few difficult, and sometimes deadly, effects. Keep in mind though, that cats are physiologically well-equipped to deal with extreme heat. Unless they do not have access to a daily dose of water, a cat can survive quite comfortably in a desert environment. Consider only using the table below for desert conditions if the Heroes lack a steady source of water.

The effects for hot and cold are measured on a table below. Note that extremes in either hot or cold are dictated by the GM. To find the effect that a Hero exposed to temperature extremes simply roll a die, add any modifiers from their *Physique* Talent and consult the table below. The Hero is then afflicted with the condition that corresponds with their roll. Any Hero who is exposed to these conditions is immediately stressed (exhausted), and will remain so until they fulfill the conditions listed under the roll result. This roll is made after about an average day's journey in the extreme condition. It is recommended that this roll be done once per day in game so it does not slow down gameplay:

EXTREME TEMPERATURE EFFECTS

ROLL	Result		
0	Instant death.		
1	Loss of function: Hero is moved into the red phase and is no longer able to move and must receive <i>Meowgical</i> healing or will die in one hour. If healed by <i>Meowgic</i> , the Hero takes the Effect of result #4.		
2	Loss of Life-Force: Hero moves down into the red phase. If healed by <i>Meowgic</i> , the Hero takes the Effect of result #4.		
3	Needs sustenance: Hero is stressed; must get food or drink in 1 hour or they will move down into the red phase. If healed by <i>Meowgic</i> , the Hero takes the Effect of result #4.		
4	Extreme exhaustion: Hero is stressed; must rest for 2 days out of the elements to recoup.		
5	Exhaustion: Hero is stressed; must rest for 1 day out of the elements to recoup.		
6	Dire fatigue: Hero is stressed; must rest for 3 hours out of the elements to recoup.		
7	Extreme fatigue: Hero is stressed; must rest for 2 hours out of the elements to recoup.		
8	Fatigue: Hero is stressed; must rest for 1 hour out of the elements to recoup.		
9+	Tired: Hero is stressed; must rest for 30 minutes out of the elements to recoup.		

Extreme Hunger and Fatigue

Hunger and fatigue are conditions that cause *Perpetual Stress*. Although cats love to eat and frequently, they can go several days without eating before they become stressed by it. Also, cats are extremely efficient in retaining water, and can go for days without it. In short, a cat will feel the effects of hunger well before feeling thirsty.

Fatigue is caused by lack of rest or sleep. Cats have evolved to function on less sleep than their domestic ancestors. Typically, a cat needs about 8 hours of sleep per night to



function optimally. If the Heroes do not get a good night's rest they are stressed. They also need to take several catnaps throughout the day, particularly between dawn and dusk. A *catnap* is not deep sleep; while a cat is napping they are still completely alert of their surroundings, and will hear just about anything they normally would as if they were awake. A cat needs to catnap at least once every four hours for at least 30-60 minutes. If they miss two catnaps in a row (have not catnapped in over 8 hours) they are stressed.

Other Extreme Conditions Suffocation and Drowning

A Hero in an airless environment (underwater, strangulation) can hold their breath for a number of rounds equal to their *Physique* Talent score +3. After this period of time, the Hero must make a *Physique* Talent check (required result 6) every successive round to continue holding their breath. Every round they remain unable to breathe, the required result increases by +1. When the Hero fails their *Physique* Talent check they begin to suffocate or drown. In the first round, the Hero drops their Life-Force to the yellow phase, the second round to red, and finally in the third round the Hero dies. Species such as large snakes can strangle Heroes as a way of killing them. If a snake successfully grapples a Hero, the GM can choose whether or not the snake will hold the Hero tight or strangle them. Use the rules for suffocation and drowning to resolve strangulation.

Poisons

Snakes, assassins, and some frogs (if a GM wishes to incorporate poison-arrow frogs) occasionally strike out with poison. When a hero is exposed to poison, they have to make a *Physique*: Durability check (Required Result of 8) to negate its effect. If they fail this roll, they must consult the table below to determine the effect:

Poison Effects

ROLL	Result
0 or lower	Instant Death.
1	Move down one Life-Force phase. The Hero will die in 2 rounds unless healed.
2	Move down one Life-Force phase. The Hero will die in 4 rounds unless healed.
3	Move down one Life-Force phase and movement reduced by half.
4	Move down one Life-Force phase.
5	Movement is reduced by half.
6	Nauseated. Hero attacks with a -2.
7	Nauseated. Hero attacks with a -1.
8+	No effect.

Note that certain poisons could be more deadly than others. Some lethal poisons may add a negative modifier to the Hero's roll when determining effects. Effects can only be



removed by *Meowgical* healing, or an antidote concocted to counter the effects of the specific poison.

Poison needs to be administered in some way. There are two ways that poison can affect a Hero: imbibed; or inflicted through a weapon that is coated with poison. If a Hero consumes something which has poison in it, they must immediately make a Durability check and consult the table above. However, if the poison is administered through a weapon (or from a poisonous bite), the Hero must follow the following steps:

- 1. After a successful attack with a poisonous weapon, the Hero must roll their Durability check and consult the chart.
- **2.** If the Hero fails their Durability check, the Hero suffers the weapon damage, *and* the poison damage.
- **3.** If the Hero succeeds their Durability check, the Hero does not suffer any poison damage but still suffers the weapon damage.

Only one kind of poison can be in effect. If a Hero is already enduring a poison effect and is subsequently hit with a poisoned weapon they do not receive another poison effect.

Determining Critical Injuries with Poison: If the Hero goes into the red phase by ingesting poison they only suffer the effects of the poison as per the table above. If the Hero goes into the red phase by poison by way of a weapon they will still have to roll on the Critical Injuries table according to the weapon-type, as well as suffering the poison effects.

Miasma Zones

A GM may want to use Miasma Zones to further challenge their Heroes. These zones can exist inside forbidden areas (human ruins), poisoned or corrupted forests or swamps, or even within buildings. Miasma Zones are places so toxic and corrupted by Miasma that the very environment has become poisonous. A heavy fog saturates these places and the landscape is wild and venomous corrupting the plants and mutating the animals there. These Miasma Zones are shrouded in a sickly greenish cloud that seems to permeate from the ground, making breathing difficult. Most creatures avoid these places, as exposure to these areas can have grave results, even within a short amount of time. However vermin species (rats, toads, frogs, etc.) gain a +1 to all of their Talents and abilities while in a Miasma Zone. This is because they thrive in these poisonous environments.

Non-Miasma creatures (like cats, dogs, mice, squirrels, etc.) can become very sick if they find themselves in a Miasma Zone. For every day a non-Miasma creature spends in a Miasma Zone, they must make a *Physique*: Durability check against an RR based on the number of days they have spent there. For example, if a Hero has been travelling through a Miasma-infected area for four days straight, their RR for their Durability check



is 4; if they have been travelling for eight days, it would be 8, and so on. If a Hero passes their check, they suffer no ill effects. However if they fail their check, they must reduce their Life-Force to the yellow phase and become *Perpetually Stressed* until they leave the Miasma Zone. Heroes killed in a Miasma Zone will return to life as though they had failed their Durability check: being *Perpetually Stressed* in the yellow phase.

Heroes in the yellow phase will still have to continue to make daily Durability checks, and any subsequent failure will put the Hero in the red phase. A Hero who has been reduced to the red phase in a Miasma Zone has contracted a horrible disease called *Mephitis*. This disease causes the Hero to suffer a -1 to all Talents and Skills, as well as have their movement reduced by half.

To make matters worse, there is no cure for Mephitis, and the disease needs to run its course before the Hero can fully recover. The amount of days required for Mephitis to fully leave a Hero's body is determined by rolling a die (the GM will make this roll in secret), and recovery can only happen when the Hero has left the Miasma Zone completely. *Meowgic* will not remove Mephitis, and a Hero cannot be healed beyond the red phase until the disease has left their body. If a Hero dies while suffering from Mephitis they will return to life still infected with the disease.



GAMEMASTER CHAPTER 5

MONEY, TECHNOLOGY, & RELICS

009

O WORLD IS COMPLETE WITHOUT SOME FORM OF BARTERING SYSTEM. THE

cats long ago decided using the system the humans had used was the best way to do business. The interesting thing is that cats had no idea how the 'shinies' the humans used for money worked. So they developed a modified system.

The shinies come in small, medium, and large and vary in value. There is a table in the Equipment section that has a list of standard items and their cost. A GM can add any item to this list and decide cost based on similar items. If a similar item cannot be found, a GM should assign a price that is reasonable and also fair. Costs can always be negotiated using the Barter Skill (see Talent and Skills chapter).

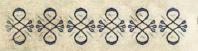
Standard shinies can be represented by a number of things such as: buttons, washers, bottle caps, coins, tokens, etc. Cats make no distinction in value between a shiny plastic button and a gold doubloon; to them it's all the same. If it's shiny, it's valuable. The only distinction they make is in its size.

Small shinies (ss) are the lowest value and they are easy to come by and easy to spend. A single small shiny may buy a Hero a candle while five small shinies would get a Hero a box of matches. Small shinies are the most common form of payment for simple labour jobs or farming jobs. A small shiny could be any round object smaller than a copper penny or a ten-sided die.

Medium shinies (ms) are only slightly less common but are significantly more valuable. One medium shinies is worth 18 small shinies. A single medium shiny could buy a Hero a dinner with wine at a tavern while four medium shines would get a Hero an average lock to keep their loot safe. Medium shinies are the most common form of payment for jobs that require a little finesse, such as guarding a caravan or transporting valuables. A medium shiny could be a coin no larger than a quarter or a very shiny button.

Large shinies (ls) are the most valuable. One large shiny is worth 9 medium shinies or 162 small shinies. A single large shiny would get a Hero a crowbar while 100 large shinies could purchase a looky-loo. Large shinies are the most common form of payment for jobs of a highly dangerous nature, such as rescuing a captured *purr*ince or working as mercenaries to fight a warlord. A large shiny could be anything equal to or larger than a Canadian dollar coin.

Other forms of shinies might include gems, valuable jewelry, or precious stones. These items, depending on size, hold more or less value. In general, a small gem would be worth two large shinies, some valuable jewelry would be worth four large shinies, and precious stones would be worth five medium shinies. The GM has the final decision on what any of these objects are worth.







Starting Money

It is really up to the GM to determine how much money the Heroes have before an adventure. You may decide that they have not a single shiny to their name, or say they come from royalty. Alternatively, you can choose to use the following table to determine how much money your Heroes have at the time of character creation. After your players have

STARTING MONEY MODIFIER

Breed/Paradigm	Modifier
Smelly Cat	-6
Black Cat	-3
Sphynx	-3
Persian	+3
Pixie-Bob	+3
Siamese	+6
Aristo-Cat	+9

chosen their breeds and paradigms, have them roll a die, add their *Intuition* and consult the following table. The Hero may gain a modifier to their roll, depending on what breed or paradigm they have chosen.

Note: Paradigm modifiers supersede any Breed modifiers. For example, a Siamese Aristo-Cat would only receive a +9, and a Persian Smelly Cat would only receive a -6 modifier.

STARTING MONEY

DIE ROLL	Result
0 or lower	The poor Hero is shiny-less.
1 – 3	Die roll x 10 Small Shinies.
4 – 9	Die roll x 10 Small Shinies, x 1 Medium Shinies.
10 – 14	Die roll x 10 Small Shinies, x 2 Medium Shinies, x 1 Large Shinies
15+	Die roll x 10 Small Shinies, x 3 Medium Shinies, x 2 Large Shinies

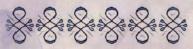
Technology and Relics

The world is full of *Meowgic* and ancient technology left behind by the great fallen civilization of the *humanz*. Technology can range from cat-made items to ancient human artifacts.

Technology

Cat Technology

Some cats are expert tinkerers. Cats have the ability, through the *Tech/Mechanical* Talent, to create items of their own or fix items that they possess. The rules on what can be fixed are laid out in the Talents and Skills section. Creating items is another matter and a GM can decide what he wants to allow the Heroes to be able to create. These items could range from the sublime to the ridiculous and include objects like simple weapons and armour, flashlights, or even clockwork-steampunk mechanical bodysuits. The table below has a few ideas of what specialty items would cost, how much time they would take, and the









Required Result needed to create such an item. Note that creating these items require a workshop, a forge, tools, and materials. When a Hero attempts to make the desired item, they must invest in the required materials and spend enough time to begin crafting the item. The Talent roll is made at the end of the required time. If they failed their roll, they can attempt to try again, but it will require new materials, and the same amount of time on the second try.

CAT TECHNOLOGY CREATION

Build Task	Material Cost	REQUIRED RESULT	Тіме
Easy build - making arrows or making a tunic	2-10 ss	3	1 hour
Simple build – forging a weapon or tool	3 ms	6	4 hours
Moderate build – forging armour or crafting an average lock	5 ms	8	9 hours
Complex build – creating a simple pocket watch or undying torch (flashlight)	10 ls	9	1 day
Advanced build – creating boots that will help you jump higher or a steam-powered crossbow (+2 to attack)	400 ls	12	3 days
Exceptional build – forging a steam powered body suit	1000 ls	16+	18 days

Note: These items are just samples to give the GM ideas for what can be created. It is not recommended that the GM utilize all of the items on the list. These items are simply for consideration.

Human Technology

As a GM you can also introduce wondrous items leftover from the great fallen civilization of the humans. These items were left behind by the beings who ruled the earth aeons before the cats and are exceedingly rare. These items are referred to as *Relics*, and represent basically one of two types of Relics that can be found and used by the Heroes. These Relics perform wonderful and miraculous things of which the cats could only dream. Due to their rarity, Relics are highly valuable and should not be lightly tossed into a game session. Relics can range from simple flashlights (known as the undying torch), to complex gold pocket watches (known as tickers), to a laser pointer (the *Great Distractor*). These items can add a new level of fun and adventure to the campaign. It is a recommended that GMs use items that are mundane enough that they do not make the Heroes too powerful, but entertaining enough to maintain interest of the players. In order to create a Relic, a GM simply has to think of a piece of somewhat mundane technology and tell the player what it does. Example: you found a cat-sized cube-shaped object, the material is like paper but stronger somehow. You all feel an urge - no it is stronger than an urge - an insatiable desire to crawl into it. What is being described

here is none other than the *Inescapable Prison Cube*, or a cardboard box. These relics can be used by Heroes and Foes alike. Note that many electronic devices are powered by batteries and thus the items would likely be non-functioning after all these centuries. A GM can choose to side-step this issue by saying that *Meowgic* powers the devices and thus they function normally. Conversely a GM can add in battery caches that Heroes can access as treasure or loot and can then use to power their items. Either way, this will add an exciting element to the game.

Meowgical Relics

The other type of Relic are *Meowgical Relics*. Most of these are also items leftover from human civilization, but perhaps over the centuries have become imbued by incredible *Meowgical* energy. Others are great items that were crafted and used by their legendary ancestors, the Catains. These items are most certainly imbued by some powerful *Meowgic*, and will usually provide some kind of Talent/Skill bonus and/or an extra ability. For example, the players may stumble across an ancient human guidance device (a GPS) which would provide a Talent Score bonus of +1 to *Intellect* while also being a device that can locate other Relics when they are nearby. Or perhaps they find

a *hooman*culus (action figure) which would provide a Talent Score bonus to of +1 *Strength* while also providing a player with a bonus to all *Intimidate* checks. Remember, the item does not have to do what its original intended purpose was, but consider what the cats might *think* it was used for, and build from there.

Charges: Some Relics, whether leftover human technology or *Meowgical*, may have certain number of limited charges. Each time the Relic is used, it will use up one of these charges. When the Relic runs out of charges, the item becomes useless. A Relic typically has 10 charges, but you may want to roll a die and minus the result from it, because a Relic is rarely found fully charged.

What follows are some examples of Relics. Feel free to use these in your game sessions, or use them as examples to create your own Relics:

Legendary Beast Armour

(Leather Armour, +1 Reflexes/+3 Movement speed) This exquisitely crafted leather suit is believed to have been the personal armour of the famous Catain warrior Purtha Kit.









Discerning the Power of a Relic: If a Hero comes across a Relic the abilities and powers are a mystery to that Hero. In order to discern these powers a Hero must make a Tech/Mechanical: Use Item check (RR 6) or an Intellect, Knowledge check (RR 6) to discover the abilities of the Relic. Once the powers have been made clear the Heroes will also know how to use the item. If an item has more than one ability a GM can choose to allow the Heroes to only discern one of the abilities while qkeeping others secret.

Fashioned from the footwear of hermaster, it is believed that the shoes were originally crafted from the hide of a legendary beast known as the "Puma," whose spirit still resonates within.

Yarn of Yore

(+1 *Meowgic*/Unlimited unbreakable rope)

At closer inspection, this seemingly innocuous ball of yarn resonates with intense *Meowgical* energy. Believed to be gifted to the Catains from Mommy Nurtur herself, the *Yarn of Yore* is the primordial archetype from which all balls of yarn are shaped. In addition to providing hours

of fluffy amusement, the ball has an ostensibly unbreakable and inexhaustible length of rope, from which no pawson has ever reached its end.

Jumper Boots

(Special) These pair of boots are rarely found together. Too large for any cat to wear, the original owner of this pair was no doubt a very large *hooman*. When encountering a boot from this pair, an overwhelming urge to climb into it overcomes the viewer. It is said that the one who enters the boot will *Meowgically* appear out of its matching pair, wherever that boot may be. Because of this, the pair is greatly sought after by cat burglars, who would attempt to smuggle one of the boots into a guarded vault, then use the other to secretly enter it to clean out its contents.

Forgotten Sock

(Invisibility for 9 minutes, 10 charges, *Tech/Mechanical*: Use Item, RR 9 to activate) This loose tube-like object is made of soft fabric and hangs limply in your paw. It is white and has two bands of colour, one blue one red, around a slack opening at one end. The other end is closed but for a single hole. This peculiar item once belonged to an ancient human, until it mysteriously disappeared from their possession while doing the daily laundry. When the *Forgotten Sock* is held aloft it renders its possessor invisible (until they drop or lower the sock, or when the duration runs out), and the possessor is harder to hit while in combat (Possessor gets +4 to their *Reflexes*: Defence check). When the charges run out, the Forgotten Sock disappears...

Undying Torch

(Find hidden doors and passages, 10 charges) This cylindrical object is about as long as your arm. It is made of a smooth metal that has grooves running along the body lengthwise. The end of the Relic flares out and is fronted by a glass disc. On the body there is a small rectangular button that clicks when it is pushed. It is said that when the Undying Torch's beam of light is pointed it can reveal things that were hidden to the eyes through darkness or obstruction, such as secret doors and hidden passageways.

Rat Snapper

(Cause rats and mice to receive a -1 to all Talents and Skills, 10 charges) This small, rectangular wooden board is about the size of a cat's paw. A strange wire arm is affixed to its centre, which can be pulled back and locked on a metal clasp. When released, the wire arm snaps the wooden board with such ferocity, that all rats within earshot of the Relic are gripped with such fear that they become enfeebled (-1 to all Talents and Skills) for the duration of combat. Be mindful, the snapper has similar effects on our mice friends, and therefore should not be used when they are in our company.

Toothz Kleena

(Mental Meowgic Attack Special) Throughout the Cat Ages, cats have heard tales of the fearsome mystical Sceptre of Toothz Kleena. During the era of the hoomans, this object brought fear and terror to any and all who laid eyes on it. Hoomans were often seen torturing their young with the sceptre, jamming it in their mouths and jerking the tool violently. The thought of this device makes cats' hackles stand on end. When wielded, the Sceptre of Toothz Kleena will terrify any who see it, causing them to run in terror reminiscent of the hooman young of old. Converts the standard Mental Meowgic Attack into the following: This Relic causes the Foe to enter into their Stress Phase and flee from the Cat Hero for one round (two rounds if critical). Mental Defence negates. No minimum requirements.

Dinner Plate Shield

(Small Shield +1; once per day, as a free action, the Dinner Plate Shield can heal the wielder back to the green phase) This porcelain shield was forged out of the fragments of fine-crafted 16-piece *hooman* dinnerware set in blue ombré. Believed to have originally been in the possession of a powerful *hooman* monarch named "Doulton," it was bequeathed to the Catains when the *humanz* left the Earth for the stars. The distinctive floral designs mesh perfectly with the beautiful bird patterns of the pieces which shine with a glorious purple light when its special power is activated.









GAMEMASTER CHAPTER 6: SCENARIO

THE DESPOT OF THE DARK POND

HE FOLLOWING SCENARIO IS PROVIDED AS A SAMPLE FOR YOUR CATACLYSM

campaign. As the GM, you can use the content in the following pages as you see fit. Perhaps you can use it as the final encounter in one of the story adventures of your own making, or simply play it as a stand-alone or one-shot with your friends to test-drive the game and to learn the rules. The scenario includes information about a dangerous fortress lair called Dark Pond. The fortress is inhabited by a ruthless band of vermin led by a despotic rat warlord named Diamond Nose, who

by a ruthless band of vermin led by a despotic rat warlord named Diamond Nose, who has come into possession of a valuable Relic that the Heroes must retrieve. The Heroes must storm the fortress, face Diamond Nose and his band of pond scum and escape with the Relic with most of their lives still intact.

Warning: the following pages should only be read by the player who will be acting as the GM for this scenario. If you are intending to play a Hero you should absolutely refrain from reading anything else in this chapter.

What You Will Need

To play this scenario, you will need the information contained in the GM section of this book. In particular, the section on *Evil Species* in GM Chapter 3 will be the most important, so make sure to bookmark that section as you will be referring to that part often during the scenario.

Review the map of the fortress at the end of this chapter. As the Heroes encounter the different parts of the fortress, refer to the appropriate descriptions to the sections as they are marked on the map. The descriptions contain information on what is in those parts of the fortress; from Foes, to traps to treasure. Feel free to change or add anything as you see fit. Remember, this scenario is only provided as an aid to your story so use it in any way you wish.

Although not necessary, it is a good idea to use grid paper to map out the fortress as the Heroes explore it. Alternatively, you can make an enlarged photocopy of the map and use chips or markers to indicate the placement and movement of Heroes and Foes. Although roleplaying games take place in the theatre of the mind, maps and markers can help visualize some of the action especially during combat.

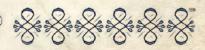
Story Hooks

You may want to incorporate the following scenario into a much larger roleplaying experience, where your players need to chart through an interactive story which will eventually end with the encounter at Dark Pond. The following are just suggestions which you may choose to use or modify to your liking. This will require some planning









on your part, as you will need to flesh out and bring to life the various encounters and characters that the Heroes might come across.

- 1. The Caitiff Cat: The Heroes begin their adventure in the city of Catsburg. There, they are recruited by a mysterious noble Aristo-Cat named Sir Whiskers Shadow, who has asked the Heroes to retrieve a powerful Relic which he believes is locked away in the Fortress of Dark Pond. He is willing to pay the Heroes handsomely if they make the perilous journey to Dark Pond and locate the Relic and bring it to him. However, unbeknownst to the Heroes, Sir Whiskers Shadow is not who he says he is, and is really just a petty two-bit grifter who is trying to get at Diamond Nose's treasure. During the adventure climax, when the Heroes are squaring off with Diamond Nose himself, Shadow sneaks in behind the Heroes, steals the Relic, and makes off into the night. A postscript to the adventure could be the Heroes' attempt to track down Shadow to retrieve their payment or to retake the Relic.
- 2. The Scalawag Squirrel: The Heroes start off their day just like any other day; relaxing in one of their favourite catnip dens. Their average day is interrupted when they overhear a rumour about a powerful and rare Relic in the hands of a wily squirrel named Floofers. Their curiosity peaked, the Heroes begin their search for the squirrel, which could take them all over the city. Eventually they do track down Floofers who, after some persuasion, confesses that he sold the Relic to a ruthless despot named Diamond Nose. Floofers can be persuaded to show them the way to Diamond Nose's fortress if the Heroes play their cards right.
- 3. The Precarious Purrince: The Heroes have been conscripted by the Duke of Pawton, Clawdius Furbal, to rescue his ne'er-do-well son, Purrince Mittens Furbal, who has been captured by the evil warlord Diamond Nose. The rat lord has demanded a hefty ransom for his release, going so far as to threaten to take a life a day from the Purrince until the shinies are paid. In this scenario the Heroes are on the clock, and if they do not get to the Purrince within a certain amount of time (about nine days), they will have failed their mission.

The Foes

As the GM, it is your responsibility to populate the scenario with Foes for the Heroes to square off with. Although there is no single right way to do this, it is important to scale the encounter accordingly with the overall strength of the players. If you are running the scenario with players who are new to roleplaying games, you may want to scale down the encounter with either fewer Foes, or opt to use Minions rather than Raiders. If the players are veteran gamers, ramp up the Foes by adding more of them, or by equipping them











with better, more powerful weapons and armour. The various sections below give you a suggested number of Foes, but feel free to alter this as you see fit. You want to make the encounter challenging for your players, but you do not want to make it too difficult as to compromise the overall enjoyment of the game.

Diamond Nose's Minions are mainly rats and toads, although his personal bodyguards are always Raiders. Use the information found in GM Chapter 3 for their stats and what kinds of weapons and armour they use. Remember that Diamond Nose, although a rat, is neither a Minion or Raider but is a Boss. You will need to select however many *Boss Feats* and *Enraged Boss Feats* as you like. If you want to use Diamond Nose as a recurring villain for later adventures, consider giving him Feats (like *Monologue* or *Survival Instincts*) that will allow him to make a quick getaway when the Heroes are close to defeating him.

Diamond Nose is not the only threat in the fortress. There is a giant water snake that makes the icy lake his home. The water snake and Diamond Nose have an agreement of mutual support. Diamond Nose provides the snake with a regular supply of food and shinies, and in return, the snake... well... holds back from making him into a snack. When the Heroes arrive at the fortress, the water snake will be aware of their presence, but will wait to strike until the Heroes have defeated Diamond Nose or are foolish enough to enter the water. Decide what kind of snake you want to use; medium or large. If you choose to go with the latter, you may want to drop some not-so-subtle hints that staying and fighting is not always the wisest option!

The Fortress of Dark Pond

When the Heroes reach this part of the adventure, read the following to them:

After several days travel over land and through treacherous terrain you breach the edge of the forest to see Dark Pond. The crisp breeze blows the smell of rot, decay, and a slight fishy odor into your nostrils. The fort, which was once a guard post for the legendary Feral Cats, has seen better days; the walls are crumbly and eroded from weather and age. The walls stand between 10 and 15 feet high, with the northernmost wall being reduced to a pile of rubble. The buildings to the east and west are roofed with flat clay shingles that are patchy and rotten. There is also a tall dark tower that stands at the north end of the fort. It stands 20 feet high and is in disrepair. The tiled roof is mostly missing and a flap of some animal's skin is shrewdly fastened as a makeshift gable. The fortress sits on an island 15 ft. from shore in an icy cold lake. A short wooden causeway spans the water in full view of the old fortress. Standing at the entrance to the fort is a lone, sleepy-eyed toad.

The western building is the barracks and is in the worst shape (D); the stone walls are rough and the roof is riddled with holes and patches. The eastern keep (E) is in the best shape; this is where Diamond Nose stays. His 'throne room' has only one entrance, which



is in the courtyard between the barracks and the main keep. There is a main entrance on the southern wall (A) that leads into the courtyard and two side entrances on the eastern wall; one that leads into the barracks, and another into the jail pit (B). The barracks also has its own exterior entrance. The animal skin on the tower is actually shedded snakeskin. A Hero can discover this by making a successful Perception: *Look Around* with an RR of 8.

Diamond Nose has 10 warriors (3 toads, 2 frogs, and 5 rats) guarding and living in the fortress. There is always one guard at the entrance, a toad. There is also one guard at the exterior entrance to the barracks, a rat (Perception: *Look Around RR* 6 notices he is asleep). The remaining warriors are either in the barracks (3 rats and 2 toads), in the open court-yard (1 frog) or in the main hall with Diamond Nose (1 rat and 1 frog). If there are less than 4 Heroes, consider changing the number of warriors to 6 (2 toads, 1 frog, and 3 rats).

There are 3 main options for the Heroes to cross the water to the central island:

- 1. Walk across the bridge: The guard will definitely see you.
- 2. Swim across (Coordination: Swim RR 6): Run the risk of having the snake attack.
 - * Unless the Hero is a Maine Coon, the Hero will become stressed (*Perpetual Stress*) due to being wet. The Hero must spend about 10 minutes licking their fur dry and remove their wet clothing in order to remove the stress.
 - * If the swim check fails, the Hero is stalled in the water for one round
 - * If a lone Hero is in the water, the snake will take this opportunity to attack the Hero. It will try to grapple the Hero and submerge into the water in an attempt to drown them.
- **3.** Use ropes and grapple across: At least one Hero will need to swim across and anchor the rope. Heroes will need to succeed at a *Coordination:* Climb check at an RR of 9 to safely make it across; failure means falling into the water below.
- **4. Climb underneath the bridge above the water:** This also will require a Climb check with an RR of 9, and a successful Sneak check to do this without the guard noticing.

A Hero may simply walk across the bridge and attempt to parley with the toad. The toad will be stunned by the sudden bold move, but as long as the Heroes make no aggressive gestures the guard will not sound the alarm, although he will ready his weapon. The toad is not particularly fond of Diamond Nose, or the rats, and because of this can be persuaded (bribed) to leave his post. His initial disposition is *unfriendly*, and therefore a Hero can attempt either a *Charm* or *Diplomacy* check. An offer of 10 or more shinies will give the Hero a +1 to their check. Intimidation will not work. Failure at either of these will result in the toad raising the alarm, which will awaken the warriors sleeping in the barracks.

If the Heroes attempt to cross at the western side and try to enter the fortress through the door of the barracks, they will encounter a sleeping rat. The rat will wake up if the Heroes make no attempt at being quiet. The rat is dutifully loyal to Diamond Nose and will not be susceptible to *Charm* and his attitude will be *hostile* for *Diplomacy* checks. Because the rat is asleep, the Heroes can gain a drop round on him if their *Sneak* checks are successful.

There are 3 ways in which the Heroes can breach the fortress:

- 1. Over and through the crumbled wall in the north (E).
- 2. The western door that leads into the barracks (D).
- 3. Climbing the tower (RR 12) and going under the snakeskin gable (H).

The main gate is completely unusable. See the next section for a description.

Section A: Main Gate and Courtyard

Standing before you are two menacingly large, iron-clad double-doors. Each about 6 feet wide and 8 feet tall. From the rust and dirt on their hinges, both doors appear to not have been used it what appears to be ages.

The double-doors are so old and rusted that they will not open despite any effort on the part of the Heroes. If the Heroes are foolish to knock on the door it will alert the frog that is guarding the courtyard within. Alternatively, the Heroes could try scaling the wall with the doors and thus dropping into the courtyard on the other side. There is ample paw holds so a successful *Climb* check with an RR 9 will get a Hero up and over.

If the Heroes make it over the gate and into the courtyard, read the following:

The breeze blows off the lake and takes the mild smell of filth and rot away temporarily. The courtyard is open and empty except for one frog, sitting on a cluster of barrels in the southern corner of the courtyard. You can clearly make out three doors; two on the eastern wall and one on the western wall. The door on the western wall is in much better shape than the eastern ones. There is also large shiny bell with a long, tantalizing tassel gently swaying in the mild breeze.

If a Hero climbed the wall they can get a drop on the frog below. As soon as the Heroes see the bell and tassel they are gripped with an intense desire to play with it (See Section C below).









Section B: Jail Pit

Opening the door to this room reveals an austere chamber with large iron grate trapdoor on the floor. A distinctly foul odour is emanating from the grate. Looking down the grate reveals only darkness, although there is the distant sound of water barely audible through the grate.

This is where Diamond Nose and the other denizens send their offerings to the water snake, who makes his lair in a partially submerged enclosure at the bottom of the pit. The grate is extremely heavy, and will require an accumulative *Strength*: Move Object check of 25 (have all the Heroes who are helping move the grate roll and add the results). The Heroes can attempt this as many times they like, but after two failed attempts they will become *fatigued*, and will be stressed until they take a catnap.

There is a 15 foot drop to the snake's lair below. If the Heroes climb down before squaring off with Diamond Nose, the snake will be waiting for them at the bottom and will attack them immediately. The water snake's lair contains a sizable amount of treasure; 100 large shinies, 300 medium shinies and 500 small shinies)You may also want to include some Relics as treasure). The only way out of the submerged lair is through a watery hole that exits into the lake or back out the pit trap.

Section C: Silver Bell

The silver bell is what the guards use to alert the fortress of intruders. However, for cats, it is more of a trap than its original utilitarian purpose. In fact, for cats, the bell (but more importantly the tassel) is almost irresistible and the Heroes will have to muster as much willpower to keep themselves from playing with it. All Heroes who see the tassel must move into the stressed (yellow) phase as long as they are in line of sight of the tassel or give into their base desires and swipe at the tassel. Swiping the tassel will remove the stress but will obviously ring the bell, and alert the fortress.

Section D: Barracks

Whatever door the Heroes enter the barracks (either the western door from the outside, or the eastern door from the courtyard) read the following:

As you open the decaying door, the acrid stench of rotting meat and damp skins fills your nostrils. The light is dim but your keen cat eyes clearly survey the room to see bunk beds running along the walls. Straw, skins, and dirty scraps of cloth are hanging from each bed. Sleeping in 4 of the beds are 2 Rats and 2 Toads. One rat is sleeping on a raggedy blanket on the floor. They're sleeping soundly and snoring loudly, but their weapons are close by. There is a doorway directly across from the one you entered through.

The inhabitants of the room will be asleep if the alarm (the silver bell, see Section C) hasn't been rung. Most other noise would not have awakened them. However, the Heroes must make a *Sneak* check to traverse the room if they do not want to wake them. Attacking them in their sleep will award a drop round for the Heroes.

Section E: Demolished Wall

This is perhaps the most effective way to enter the fortress. The rubble is easily traversed and offers a decent hiding spot:

The northernmost wall sports a massive hole in its middle. Only a truly massive creature could have made such a hole in the otherwise sturdy brick. The rubble appears to be easily climbable however.

Once the Heroes cross the rubble, read the description from Section A. If they are quiet and careful, the frog on the southern wall will not immediately notice them. If the frog does notice them, he will try to ring the bell (Section C).

The hole in the wall was obviously created by the water snake. After the encounter with Diamond Nose (see Section F), the snake will attack the Heroes in the courtyard by entering through this hole, while they are leaving



Section F: Throne Room

This is Diamond Nose's personal throne room. He is always here during the scenario, no matter what happens outside or in the other parts of the fortress. Sitting on his throne, he will immediately notice the Heroes when they walk through the main door from the courtyard our down the tower stairs (if they sneak though the snakeskin gable).

When the Heroes enter the throne room, read:

The keep walls are adorned with moth-eaten tapestries depicting battles between the legendary cat heroes of old and the crusty-eyed rats. Rusted swords hang in 'x' patterns between the tattered tapestries. There is a soft fiery glow in the room emanating from sconces on the walls. The air is warm and musty. There is a faint odour of roasted meat. In the north of the room there is an open archway with a winding staircase leading up the tower. On the floor there is a tattered skin rug made from what appears to be a giant wolverine, the fur rubbed away and worn and all of the teeth had fallen out long ago. Just east of the old rug is an immense throne constructed from the antlers of ancient beasts. It is flanked by a large rat and a cloudy-eyed frog. A morbidly bloated rat sits atop the throne. His diseased, splotchy head is partly protected by a helmet crudely covered in shinies. He turns his reddish eyes towards you and emits a guttural scream, 'ATTACK!'...

Section G: Tower Staircase

The staircase leads up one floor to the jail cell (Section H).

Section H: Tower Jail Cell

Whatever the objective is, it will be here in the tower. At the top of the stairs is a locked door with a small barred window. A Hero can attempt to pick the lock with a successful *Tech/Mechanical*: Disable Device check of RR 14. This is an above-average lock, and the Heroes may have to find the key which would be on Diamond Nose's person (or one of his guards, your choice).

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