



ANIMA
PRESS

MEW-TANTS!

by
Aled Lawlor

Introduction

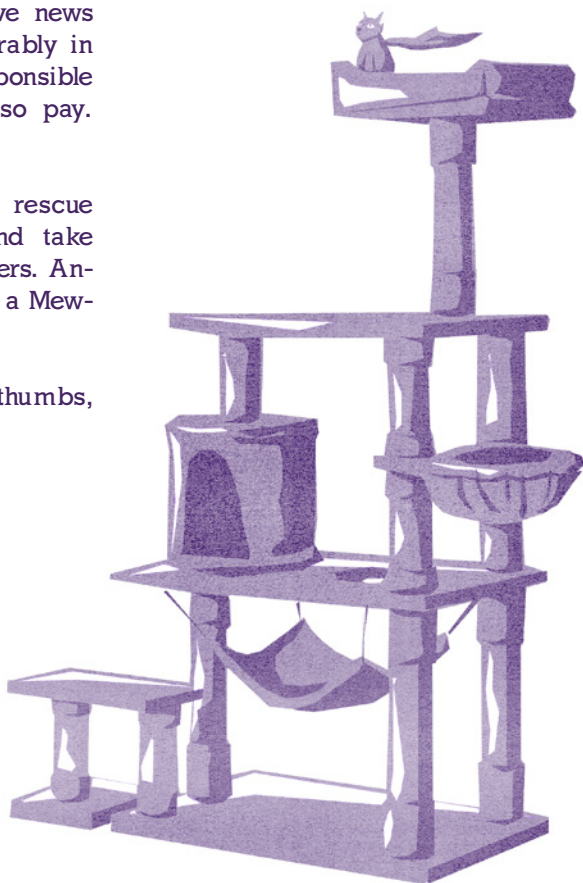
Mew-tants is a rules light RPG where everyone is a cat; but not just a normal cat, a cat with superpowers. But other than the superpowers mostly just a normal cat.

You're not sure how you got these powers, and for the most part you don't care. After all, you always knew you were special, why else would you have a human servant looking after your every need?

But all is not as it seems, someone has disturbed your nap with grave news and now they must pay. Preferably in kibbles. Then the person responsible for the grave news should also pay. Again, preferably in kibbles.

Explore the neighbourhood, rescue stranded cats from trees, and take down the 'nip and kibble dealers. Anything is possible when you're a Mew-tant!

Except using things requiring thumbs, you are still a cat.



Character Creation

All cats have stats. In Mew-tants! they specifically have the following ones:

Claws. The sharpness of your claws determines your ability to climb, fight, and all other physical things.

Whiskers. The twitchiness of your whiskers determines your awareness and mental ability.

Meows. The loudness of your Meows determines your ability to interact with others.

Lives. All cats start with 9 lives. This represents both your health and your luck.

Your starting stats are determined by your breed chosen from the following pages. Roll a d12 to determine your breed.

All Mew-tants! also have super powers which give you special abilities not covered by your stats. Roll a d12 to determine your superpower.

Name your cat, and choose a colour for your fur.

Choose something you're good at, add +2 to the stat you'd use to do it.

Choose something you're bad at, take -1 from the stat you'd use to do it. No stat may go below 1.

Choose another cat and tell us how you know them. Finally tell us why you joined this band of super cats.



2

Scottish Fold



Claws - 2

Whiskers - 4

Meows - 4

1

Moggy



Claws - 4

Whiskers - 3

Meows - 3

4

Maine Coon



Claws - 3

Whiskers - 3

Meows - 4

3

Bengal



Claws - 6

Whiskers - 2

Meows - 2

6

Sphynx



Claws - 2

Whiskers - 5

Meows - 3

5

Siamese



Claws - 5

Whiskers - 4

Meows - 1



7

Domestic
Shorthair

Claws - 3
Whiskers - 2
Meows - 5



8

Bombay

Claws - 2
Whiskers - 6
Meows - 2



9

Persian

Claws - 4
Whiskers - 5
Meows - 1



10

Tortoiseshell

Claws - 4
Whiskers - 4
Meows - 2



11

American
Ringtail

Claws - 3
Whiskers - 4
Meows - 3

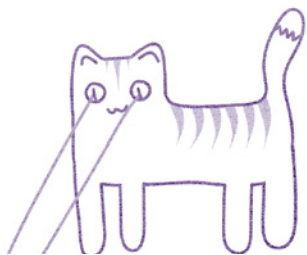


12

Norwegian
Forest Cat

Claws - 2
Whiskers - 2
Meows - 6

1



Laser Eyes

You project lasers with your eyes, not proper ones though; more like a laser pointer. Good for distracting other cats still.

2



If I fits I sits

You expand or shrink to fit inside any container. It only works if a part of you starts off in the container.

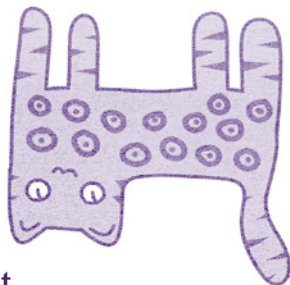
3



I can hear your thoughts

You can read the thoughts of other cats. You need eye contact, and the results can be fuzzy, so to speak.

4



Spider-cat

You can climb down trees as well as up. You also stick to and can climb most surfaces. Not baths though.

5



Catfish

You can go in water without panicking; not only that, you like it. You can also breathe underwater.

6



Keyboard cat

You are able to use computers and pianos. At least it looks like you can and everyone believes you.

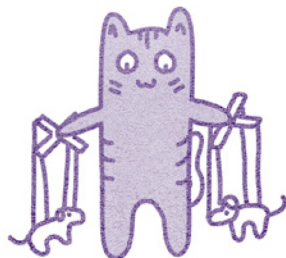
7



Tele-cat-nesis

You can knock jars off shelves without even having to jump up to the shelf in question.

8



Pup master

You can make up to two dogs do your bidding. Is it worth it though considering the smell; and the drool?

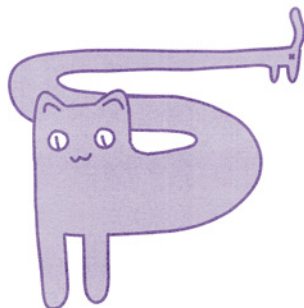
9



Nyan-cat

You can jump three times as high and far as a normal cat. Rainbows follow you everywhere.

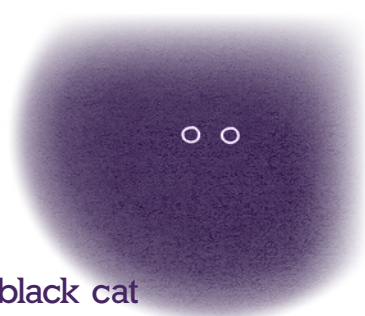
10



Long cat

You can make yourself longer or shorter at will. The longer you get the more tiring it is though, stretching just makes you sleepy.

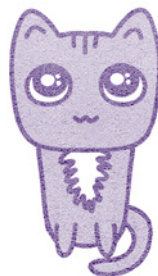
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Vantablack cat

You can disappear into the night and hide in shadows as no light escapes your fur. Your eyes are just as reflective as other cats.

12



Saucer-eye

Your eyes are half the size of your head, and they're all pupil. Humans will do whatever you want; if you can explain it to them.

Rules

Making tests

In order to make a test, roll a number of six-sided dice (d6) equal to the number of your stat. If you roll any 6's you have succeeded.

If you roll more 1's than 6's then something has gone wrong and there are consequences. Note that if you still roll at least one 6 you have still succeeded but with consequences.

The GM may choose to save consequences until later.

If you need to decide who acts first, each cat rolls 1d6 and adds their current Whiskers score. In the event of a tie the players should go first.

If you're doing a test against another cat, both should roll against their relevant stat (this may not be the same stat). The cat with the most 6's wins. If neither cat gets a 6, the cat with the fewest 1's wins. In the event of a tie, the cat whose turn it is wins.

Damage

Any successful attack from an enemy reduces your lives by 1. Every 6 scored above the number required to win scores 1 extra damage.

Most enemies should only have 1 life, unless they're bosses or elites. Running out of lives does not mean you're dead but it does mean you're done with this mess and are going home before you really do get in trouble.

Luck

At any time you may spend one of your lives to reroll any dice. Reduce your lives by one and roll again. You must re-roll all the dice you rolled before, this includes any bonus dice spent.

Any situations not covered by the rules will be up to the GM to decide on how to deal with. Feel free to bend the rules or even break them if it suits you. Make up new ones, or abandon them all together; this is yours now.

Items

Cats can't carry items, so there is no inventory (maybe 1 small item carried in the mouth). They do know where useful things are located though and if used these items can boost stats.

Substitutes for items such as a sofa for a scratching post, fish instead of kibbles, or a patch of sunshine for a box can be used at the GMs discretion.

When used, an item will give a bonus dice to a stat. This is 1d6 that is stored on the character sheet until the player wishes to use it. Once used it is discarded.

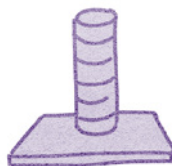
Lives bonus dice work slightly differently; they can be used as an automatic 6 on any roll, or traded in for 1 additional life.

A player may have up to 3 bonus dice for each stat stored at any one time.

The GM should be liberal with giving out opportunities for bonus dice.

The players should be vigilant for opportunities to get them.

Scratching Post



When used gives 1 bonus dice to Claws. How are you supposed to climb the curtains with blunt claws?

Kibbles



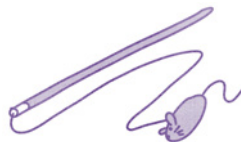
When eaten gives 1 bonus dice to Meows. It's a lot easier to care on a full stomach.

Box



Any box or bed will do for a nap. A nap will give a 1 bonus dice to Whiskers.

Catnip



Known as 'nip on the streets, this can overcome the senses, even give you a glimpse into the future. Catnip will give 1 free lives bonus dice.

Adventures

Cats rarely stay interested in one thing for long. As such Mew-Tants! is designed to be run as a one-shot or a short campaign of a few linked sessions.

To get you started there is an included scenario, The Catnapping in the back of the book.

If you want to generate your own scenario roll on the table opposite to determine the current crisis which your Mew-Tants will need to resolve. This will give you your starting hook

Next, zoom in on a map and take a screenshot; this is your neighbourhood. Pick 5-8 buildings/areas/spots; these are your main locations. Each location should have an NPC or two for the players to interact with.

If they're Mew-Tants too, use the character creator to determine who they are. If not, pick an enemy profile. Give them a name, give them a goal they'd like to achieve. How do they fit in with your story? If you have an art gallery what could that mean to a cat, does a cat live there and what would they be like?

Set up the links between your different locations. Link each location on your map and decide how the players can get from their starting scene to the final confrontation. Give multiple routes for the players to find. They will not go the way you expected.

Nominate a few to be your starting locations. These areas should be about investigation, finding out what's going on, and who's involved.

Nominate a couple as your secondary locations, these should be more challenging and should involve the players taking risks and making tests.

The final location should be your climax, the antagonist's lair or the source of the conflict. A combat here is a traditional option; but a kibble heist; a tense negotiation for the rights to a patch of sunshine in the park; or a race against time to disarm a 'nip bomb that will plunge the neighbourhood into utter chaos works just as well, and sometimes better.

The most important thing is to remember to listen to your players and be guided by their actions. The links between your locations don't have to be fixed, change them on the fly. Your NPC was convinced by a player to do something against his initial goals? Then maybe he's changed and now has a new goal.

Just remember to have fun, and that no-one dies in Mew-Tants!

No.	Antagonist	Goal
1	A Gang of Alley Cats	plans to carry out a Kibble Heist.
2	A Local Socialite	is building a 'Nip bomb sending all cats in the neighbourhood wild.
3	A Catnip Kingpin	is involved in a Turf War with (roll on column 1 again)
4	A Pack of Were-Woofs	wants to stop all Rain, FOREVER!
5	A Coven of Black Cats	is investigating a plan to burn down the Vets.
6	A Franken-Cat	is holding a competition to prove once and for all that Schroedinger's Cat is real.
7	A Little Kitten	needs to steal a rare fish from the local Aquarium.
8	A Rat King	is trying to stop a Catnapping
9	A Clan of Ninja Cats	is creating Were-Cats to use as soldiers
10	A Jazz Cat Troupe called The Caterwaulers	is building a giant cat tower from cardboard boxes.
11	A Blues Cat Troupe called Hot Tin Roof	is involved in a conspiracy bring about the end of days
12	A Church Mouse	is holding a dance contest to determine who gets the best patch of sunshine in the park.

Roll a d12 twice (or just pick a combo you like), and combine the results to produce your plot. If the Antagonist is trying to stop something or investigating something then the players are trying to do that thing.

Enemies

Some sample enemies are listed here. Enemies don't have powers, unless they're bosses. They also only have one life. Feel free to make your own henchmen up! Remember only bosses should have powers, basic enemies should have 1 life, elites and bosses more. A score of 4 in a stat gives a 50/50 chance of success with one 6.

	 1		 2		 4
	 2		 3		 3
	 6		 4		 2
Kitten	 1	House Cat	 1	Alley Cat	 1

So cute and playful. You wouldn't hurt a kitten, would you?

Researching this sentence I found out 'The Real Housecats of' is a thing.

Growing up nicking fish from bins will give you a chip on the ear, literally.

	 6		 5		 6
	 6		 2		 5
	 1		 4		 3
Ninja Cat	 2	Dog	 1	Guard Dog	 2

They will slap you and be gone before you even knew they were there.

Friendly to literally everyone but cats. Says more about them than you.

Dogs with jobs are less friendly than usual. In your case very much so.

	 1		 2		 3
	 5		 6		 7
	 4		 4		 3
Mouse	 1	Rat	 1	Rat King	 3

No they don't count as Kibbles. Mice are friends not food.

Smarter than your average bear. Or your average cat for that matter.

When several get tangled only one can survive. Usually the most vicious.

The Catnapping

All the trees have been checked, the coal cellars cleared out. Even the washing machine has been given a going over. It's no use, local socialite Kitty Foo-Foo has gone missing.

This adventure is designed to be a one-shot entry into the world of Mew-Tants! There is a map over on the next page followed by a list of locations and what's available for the players to explore. It is not intended that players visit every location (although they can if they want).

A selection of pre-generated Player Characters are available in the back of the book along with NPC profiles which delve a little deeper into the named characters in the story.

Fear not if you get to the end and want to know more. The adventure will be continued in the next book in the series Were-woofs!

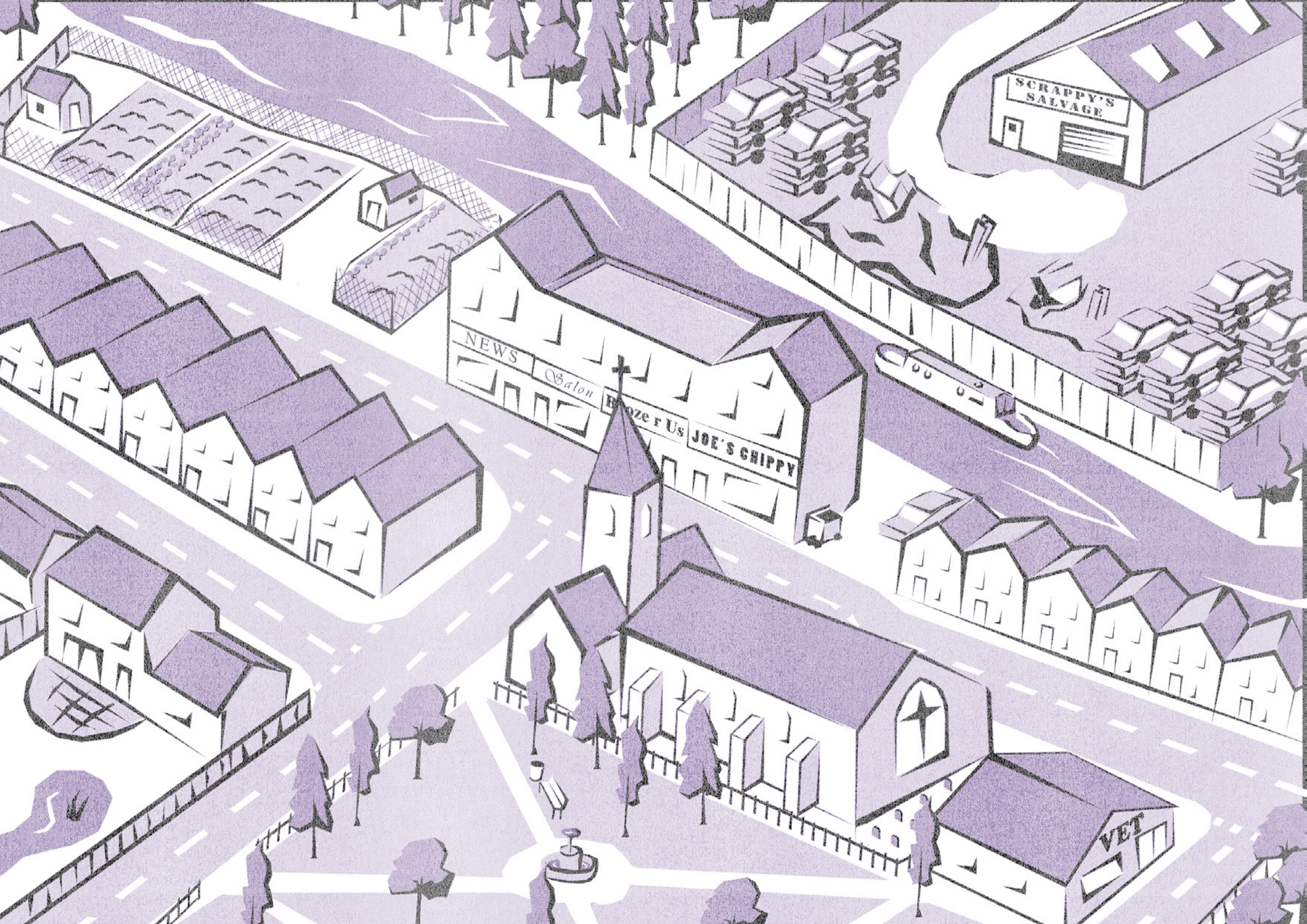
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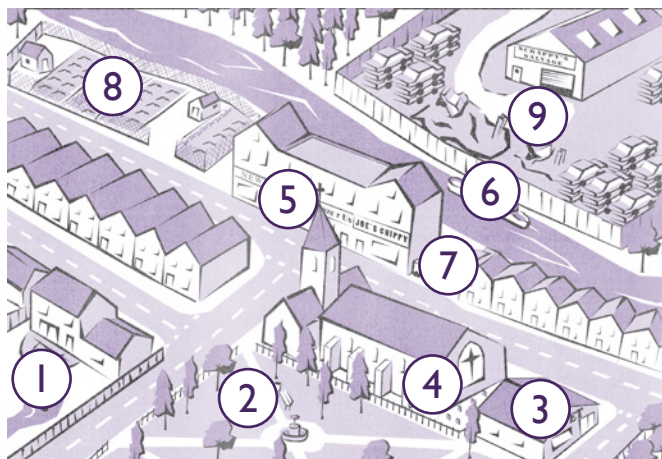
Background

There is a company called Goalden Laboratories (GL), they are responsible for giving the cats superpowers. They have been lacing the kibbles at the vets with an agent called FSV-13, as part of an experiment in gene editing. Not only that but they're experimenting on others too, sometimes creating Were-woofs!; humans who have been turned into dogs but retain their human intelligence.

Kitty Foo-Foo has been kidnapped by Tattybojangles (TBJ), local 'nip dealer, thug, and all around bad kitty. He has kidnapped her having been hired by a Were-woof called Scrappy (formerly an animal control officer) who is acquiring test subjects for GL.

Raiding the vets for a cat-carrier to trap her in, TBJ and the dogs under his control (he has the power Pup Master), kidnapped her and handed her over to Scrappy who is keeping her at his salvage yard awaiting the arrival of a GL van to take her to the facility.





1. Kitty Foo-Foo's House

The house is large and well appointed. There are plenty of 'nip filled toys, scratching posts, and kibbles although they are all inside; visible through the patio doors. The catflap is locked and needs the chip in Kitty's collar to open.

The garden has a large patio and a pool with a lawn around it. A fence runs the whole way around the garden; bushes and flowers are planted along it.

Next to the catflap there are signs of a struggle. A broken piece of plastic on the floor smells like TCP, a medicinal smell that reminds you of the Vets.

There are a set of cat paw-prints in a hiding spot in the bushes. They lead away from the garden; through the park and to the churchyard.

There are some fishbones in the bottom of the pond. If a Catfish fetches them out they smell like fried batter. It can be eaten as Kibbles.

2. The Park

A green and verdant place full of trees, the smell of freshly cut grass and the sound of teenagers swearing while drinking white cider.

There are d6 'nip dealers hanging out on a bench. There are d6 nip filled toys hidden under the bin next to it, and if anyone approaches it they will warn them away. They will try to sell the players 'nip if they approach and will tell them to leave if they do not want to buy any. They will ask the players to trade for Kibbles.

The dealers know that their boss, Tattybojangles is behind the Catnapping and that his hideout is in the Allotments, but will not give up the information unless the players extract it from them somehow.

If the players approach with Jonesy he will recognise them as the cats who stole the carrier; he also owes them Kibbles. The dealers will ask the players to hand Jonesy over or pay his tab.

3. The Vets

There is a reception with an automatic door. One cat alone is not enough to trigger it, several might, or Laser Eyes could trigger the sensor. There are d6 open windows, randomly determine which are open.

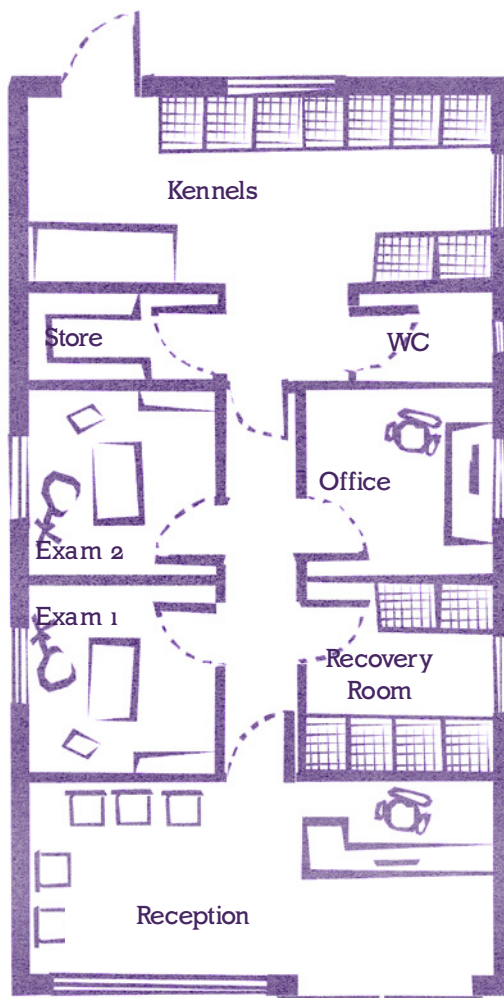
In the reception there is a desk with a human behind it, there is another human with their dog waiting. The Vet is in her office. The dog will start barking if he notices a cat come in. The chairs can all be used to sharpen Claws.

A Keyboard Cat can find CCTV footage on the reception or office computers showing a group of 3 cats and 2 dogs entering and stealing a cat carrier from the Recovery Room. There are also records of the Kibble shipments from Galden Labs.

There are d6 cats locked in the recovery room. A cat called Jonesy will tell the players that some cats came in with a dog last night to steal a cat carrier. He's not sure who they are but would recognise them if he saw them again.

Jonesy is a 'nip addict and has ties with some bad kitties. He knows that the cats likely responsible are either dealing 'nip in the park or hanging out in the alley outside the chip shop.

He would prefer to go to the chip shop as he owes Kibbles to the dealers in the park. He will beg the players to free him and promises to help them in return .



If the humans see the cats they will try to pick them up and take them to an exam room to check them for Microchips. They will then put them in the recovery room to wait for their owners.

The kennels have d6 dogs in them, they will bark at the cats if disturbed.

There is a very comfortable Box in the store room. There are also d6 Kibbles, these are laced with FSV-13.

4. The Church

A small but neat graveyard sits at the back of the church, the gravestones are old. Pastor Felix sits on one of them intently watching the players, trying to make eye contact with them.

He will tell the players that he was heading over to Kitty Foo-Foo's house the previous night and saw a group of cats with some dogs hanging around in her garden.

He thought he was spotted and didn't want to get in a fight so he ran away. He only caught a glimpse of the thoughts with his power and he suggests it might have something to do with the 'nip dealers in the park. Alternatively he suggests that Sandy at the Salon, being the village gossip might know more.

6. The Barge

When the players arrive the barge is empty. A splash alerts them to the presence of Mr. Whiskers who climbs aboard after a swim in the river.

He cordially invites you to sit on the top deck (the roof) and share the fish he just caught (counts as Kibbles) He will happily tell you about seeing a shady bunch of dogs hanging around the Scrapyard.

He will also mention that there is a hole in the fence and where to find it.

He will then try to get the players to stay as long as possible. He's a bit lonely and just wants some company.

5. The Salon

A long space which stretches from a front entrance to a door to a back room. There are several hairdressing chairs and a small reception desk with a computer. In the back room there is a mini kitchen and a toilet as well as a door to the back alley. Sandy is asleep in her cat bed under the kitchen counter.

Sandy knows that Mr Whiskers saw something last night but won't tell the players until they get her some fish from the Chip Shop Alley as she has been put on a diet by her owner. Normal Kibbles will not suffice, she need greasy battered fish.

7. The Chip Shop Alley

In the alley next to the chip shop there are d6+2 alley cats hanging around in the alley behind it. They are scavenging discarded fish from the Biffa bin. They may or may not approach the players in the form of a threatening synchronised dance.

They are a rival gang to Tattybojangles, called the Chip Shop Boys. They heard he was at Kitty Foo Foo's and went over to fight him but he was already gone. They will tell the players the location of Tattybojangles' hideout at the Allotments and if persuaded will team up to raid the compound and oust Tattybojangles.

If asked for a fish for Sandy they will challenge a player to a dance battle for it.

8. The Allotments

The ground is muddy and covered in a scattering of shrubs and plants. Scattered trellises and scarecrows provide cover hiding spots. If it isn't night-time yet, the sun is likely going down.

A wire fence surrounds the allotments, a single gate opens on to the street. d6 cats patrol the perimeter keeping an eye out for trouble.

TBJ is hiding out in his clubhouse at the far end of the allotments. It is a standard garden shed with a hole in the bottom of the door, there is a dirty window on the side. Inside it is full of gardening tools, a 4 bar gas heater and a tattered chair upholstered in green velvet. There is a large stash of 2d6 'nip filled toys hidden in the chair. He has 2 guard dogs and d3 alley cats with him.

If the patrol cats are alerted they will call for help from Tattybojangles' dogs who will come out of the shed.

If bested or otherwise convinced, Tattybojangles will tell you about Scrappy and the deal he had with him. As he is prone to monologuing he will also tell the players if he thinks he's won.

He knows that Kitty Foo-Foo is being held at the scrapyard awaiting transfer to a facility but not exactly where the facility is.

He knows that Scrappy is different to a normal dog, as he cannot control him, but does not know that he is a Were-woof.

9. The Scrapyard

A maze of damaged cars and other scrap metals with an industrial unit in the middle. The smell of leaked oil and scrapyard dogs pervades everything. It is likely nighttime by now.

It can only be accessed by crossing a canal to the south and getting over (or under) the fence. There are 2d6 guard dogs patrolling who will attack on sight. Their barks will wake up Scrappy.

The Industrial unit has three doors, one at the front, one at the back and a large roller shutter which is half open. There are windows on the ceiling. Inside there is a charging forklift and racks of more valuable salvaged parts, Kitty is hidden in a corner behind a rusty door from a Vauxhall Nova.

There is also a small partitioned office with a fan heater, a desk, and a computer. Scrappy is in here sleeping, the door is open. The computer contains details of the GL deal with Scrappy.

Scrappy will try to capture the players and send them to the labs. The players will need a convincing plan if they want to change Scrappy's mind. If defeated or convinced Scrappy will explain that he is a Were-woof and is waiting for a cure from Goalden Labs. The cure is all he cares about.

The Goalden Labs van is scheduled to arrive soon, it is likely to arrive just as things are getting tense and the players have encountered Scrappy. They will need to get out with Kitty Foo-Foo quickly.



Tasha



Breed: Norwegian Forest Cat

Power: Long cat

Good at calming people down, a natural negotiator.

Bad at knowing when to stop talking.

Knows Jimmy from the cat show circuit, secretly jealous of her eyelashes.

Wants nothing but unconditional love from everyone. Seriously she's an attention seeker.



Shadow



Breed: Bombay

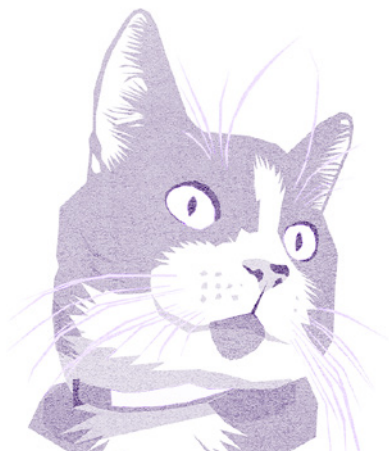
Power: Vantablack cat

Good at sneaking and pouncing, very wiggly butt.

Bad at socialising, feels invisible in a crowded room.

Knows Kittypuss best, she is his closest friend.

Wants to feel like part of something, very loyal to those he trusts.



Jimmy



Breed: American Ringtail

Power: Laser eyes

Good at standing out from the crowd, has poise and elegance.

Bad at controlling her temper. Gets frustrated when things don't go well.

Knows Shadow, secretly wishes she had his fur. The spotlight can be too much sometimes.

Wants to be taken seriously. She's more than just a pretty kitty.



Delphi

Breed: Persian

Power: If I fits I sits

Good at slipping through smaller holes than you'd think (she's all fur).

Bad at evaluating risk, thinks anything is possible.

Knows Ziggy, is his neighbour. Ziggy annoys the hell out of her.

Wants nothing from you. Also feels like she has to step in and fix everyone else's mess.



Ziggy

Breed: Domestic Shorthair

Power: Tele-cat-nesis

Good at calculating trajectories. As far as cats go a mathematical savant.

Bad at impulse control. Usually does the first thing that comes to mind.

Knows Tasha and admires her togetherness and elan.

Wants to just have fun. Likes being with his friends.



Kittypuss

Breed: Tortoiseshell

Power: Spider cat

Good at fighting. Raised in a barn (literally) and had to scrap for food.

Bad at seeing the funny side of things.

Takes herself way too seriously.

Knows Delphi, they have private bitching sessions together.

Wants to fix unfairness in the world.

Has a soft spot for an underdogcat.





Jonesy

Breed: Scottish Fold

Power: Nyan cat



Jonesy is a 'nip fiend. He lives for it. He wants to escape the vets and will help the players in any way he can to get out. His powers don't work unless he is high on 'nip at which point he can't control them. If he gets high he will literally bounce off the walls with rainbows shooting out of his butt.



Pastor Felix

Breed: Maine Coon

Power: I can hear your thoughts



Pastor Felix is the Vicar's cat. He uses his powers to give cat therapy in the church graveyard. He is happy to help the players investigate but won't fight as he is a pacifist. He does want the 'nip dealers gone from the park though.



Tattybojangles

Breed: Moggy

Power: Pup Master



An old grey moggy, Tattybojangles has seen it all before. A cynic of the highest order he believes in nothing except his own comfort. Some let others do their dirty work for them, TBJ likes to get down in the mud himself. His weakness is his pride, he loves flattery and is prone to monologuing.



Mr Whiskers

Breed: Sphynx
Power: Catfish



A well travelled barge cat, Mr. Whiskers will regail the players at length with stories about the places he's been. Everything you say reminds him of a time he was in some exotic place. Despite this he is happy to help; he mostly just wants some conversation, it can be lonely on a barge.



Sandy

Breed: Siamese
Power: Saucer-eye



A former show cat who's put on a few pounds, Sandy just looves gossip. After all, knowledge is power, and while her body may not be what it used to be her mind still is. She may seem vacuous and daft on the surface, but underneath lies the Machiavellian mind of a master manipulator.



Scrappy

Were-woolf
Breed: Irish Wolfhound
Job: Salvager



Scrappy is beholden to Goalden Labs. Having been turned into a Were-woolf accidentally, he is working for them to earn a cure they claim to have. If the players can convince him they can cure him he may switch sides. But he is all about results, and a dog who bites the hand that feeds is not to be trusted.



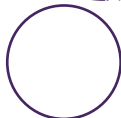
Name:

Breed:

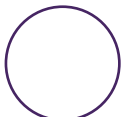
Power:

Fur Colour:

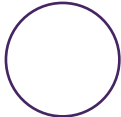
CLAWS:



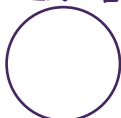
WHISKERS:



MEOWS:



LIVES:



What you're good at:

What you're bad at:

Who do you know:

Why are you here: