

# The Cats of UlthaRPG

First, you should go read the story, **The Cats of Ulthar** by H.P. Lovecraft. Its free to read on the internet. Go go.

Back? Cool. You're gonna be playing the role of the cats.

## What Color Cat Are You?

- |             |            |
|-------------|------------|
| 1 - Black   | 4 - Yellow |
| 2 - Gray    | 5 - White  |
| 3 - Striped | 6 - Choose |

## On a scale of 1-6 how chunky are you?

1 is a slim, sleek cat, while a 6 would be a 30-pound fluffer. Your average cat is about a 3.

## How many lives do you have left?

Roll a d6 and subtract that number from 9. Sadly, kitties are not super durable. Anytime you would take a significant amount of damage, you lose 1 life. If you run out of lives you become a ghost cat. You can't physically effect the game, but you can still talk with your cat friends.

## What Role in Cat Society do you play?

Roll a d6, or each person pick a different roll.

1 – Hunter Cat. You are an expert at catching mice, and all other manner of tasty rodents.

2 – Scaredy Cat! You've seen things man, terrible, eldritch things. You're reeeal fast.

3 – Alley Cat! You're a scrapper, through and through. Probably missing part of an ear.

4 – Kitten! You're a kitten, and thus smaller and more compact than others. Also much cuter.

5 – Friendly Cat! You like people, or at least don't treat them quite as inferior as the rest of your people. They like you back too.

6 – Spooky Cat! Ever see a cat just stare at 'nothing?' Spoiler, it's not nothing, and you can see it.

## What Happened?

Those damn old people killed that wanderer kids kitten. The wander kid then did a spell, and wouldn't you know it, now you can all talk to each other. Time to get revenge for all the harm those old people have done to your kind.

## The Cotters

They are an older couple, in their late 60's, who live on the edge of town. They live in a small home at the back of an overgrown lot. Folks tend to avoid their house, but still, you don't want to be seen. You've been told by older, wiser cats that there are a number of cat traps in the yard. There are also rumors about what the Cotters have been using the cats they kill for, rumors of eldritch magics being summoned and used for fell purposes.

## Cat Magic

On this special night you cats have been given a sort of magic. If you all focus together, and walk in a circle yowling your fell intent, you can make magical things happen. You won't be calling down lightning, but you might unlock a door. This is pretty noticeable to do, and requires everyone acting together. If the players don't all yowl in unison for at least 5 seconds the spell doesn't work.

## How to do stuff

Want to do a thing? Roll a d6. Odd, it succeeds. Even, it fails. The higher the number the better the success or worse the failure.

If what you are trying to do matches your Role in Cat Society, you can roll 2 d6 and choose which one you take.

*"Large and small, black, grey, striped, yellow, and white, none was missing. Very sleek and fat did the cats appear, and sonorous with purring content."* – The Cats of Ulthar, H.P. Lovecraft