# Cat Empire

## What do I need?

To play as a cat, there are a few items you require. First, there's your dice. You need a 4-sided die (d4), a 6-sided die (d6), an 8-sided die (d8), and a 10-sided die (d10). Once you have these, all you need is something to keep track of your character with, and you're done!

## Stats

As a cat, you have 4 stats: Agility, Ferocity, Wit, and Charm. These represent your abilities as a cat. Agility affects your speed, jump height, and ability to dodge. Ferocity represents your ability to fight and withstand attacks from others. Wit is your know-how and problem solving skills. Charm is your cuteness and suaveness. You use these stats in order to make your way through the world as a cat. You have a d4, d6, d8, and d10 to distribute between your stats.

## Type of Cat

There are 3 kinds of cats in the world: House Cats, Alley Cats, and Feral Cats. House Cats are less equipped for the world outside their homes but have +1 to Charm. Alley Cats are good on the streets and have +1 to Wit. Feral Cats have little contact with other beings, and have a +1 to Ferocity. Type is not breed, any breed could be any type.

## Cat Age

The age of a cat affects their abilities as well. A kitten has +1 to Agility and Charm but a -1 to Ferocity and Wit. An adult cat has no bonuses to their stats for their age. Old cats have +1 to Ferocity and Wit, but a -1 to Agility and Charm.

## Calculations

The last part of character creation is to calculate your abilities. First of all, all cats have 9 lives, that is your health pool. Jump height is equal to your Agility die -2 in feet, to a minimum of 4 feet. Speed is equal to your Agility die × 3 miles per hour.

## Playing the Game

Now that you have your cat made, it's time to play the game! This is the easiest part of this all: you just play! Role-play, specifically. Your Game Master (GM) will create a story for you and will ask you for your rolls. For example, he may ask for an Agility roll to get away from an attacking dog, or a Wit roll to find food out in the wild. The challenge is set by the GM based on how difficult they see the situation as. After each session, or after a number of sessions the GM sees as fitting, you get 1 point to put as a bonus to one of your stats.

**And that's it! You can read on to the next page if you would like some extra options for your cat, such as breed, but this is all you need in order to begin playing! Enjoy!**

# For Cats

## Cat Breeds

There are a number of breeds that you can be, there's over 70 breeds according to TICA. But we're not going to put 70+ breeds here. Sorry. But here's a few cat breeds!

### Aegean

Aegean cats are around 8-10 inches tall, 12-16 inches high, and 7-19 pounds. +1 to Wit and Charm.

### Birman

Birman cats are around 8-11 inches tall, 15-18 inches long, and 6-14 pounds. +1 to Wit and Charm.

### Chartreux

Chartreux cats are around 8-11 inches tall, 15-18 inches long, and 11-18 pounds. +1 to Agility and Wit.

### Cornish Rex

Cornish Rex cats are around 12-24 inches tall, 12-16 inches long, and 6-9 pounds. +1 to Agility and Charm.

### Cyprus

Cyprus cats are 10-12 inches tall, 12-14 inches long, and 10-18 pounds. +1 to Agility and Charm.

### Donskoy

Donskoy cats are 12-14 inches tall, 12-16 inches long, and 8-15 pounds. +1 to Wit and Charm.

### Dragon Li

Dragon Li cats are 12-14 inches tall, 12-16 inches long, and 9-12 pounds. +1 to Ferocity and Wit.

### Egyptian Mau

Egyptian Mau cats are 11-14 inches tall, 12-16 inches long, and 6-14 pounds. +1 to Ferocity and Charm.

### Munchkin

Munchkin cats are 6-9 inches tall, 11-14 inches long, and 4-9 pounds. +1 to Agility and Charm.

### Pixie-bob

Pixie-Bob cats are 10-12 inches tall, 16-24, and 8-18 pounds. +1 to Agility and Charm.

### Russian Blue

Russian Blue cats 8-10 inches tall, 15-18 inches long, and 10-14 pounds. +1 to Agility and Wit.

### Savannah

Savannah cats are 12-14 inches tall, 20-22 inches long, and 15-28 pounds. +1 Agility and Ferocity.

### Selkirk Rex

Selkirk Rex cats are 9-11 inches tall, 12-17 inches long, and 7-12 pounds. +1 to Wit and Charm.

### Siamese

Siamese cats are 8-10 inches tall, 11-14 inches long, and 8-15 pounds. +1 to Agility and Charm.

### Siberian

Siberian cats are 9-11 inches tall, 15-18 inches long, and 17-26 pounds. +1 to Agility and Charm.

### Singapura

Singapura cats are 7-8 inches tall, 9-12 inches long, and 4-9 pounds. +1 to Wit and Charm.

### Turkish Vankedisi

Turkish Vankedisi cats are 9-11 inches tall, 14-17 inches long, and 7-19 pounds. +1 to Agility and Charm.

# For GMs

*Setting*

There is no setting for the game. It is completely setting agnostic. So you can set your game in the real world, in a fantasy world, or even set it in space. The world is yours!

*Size Matters*

You should consider the size of the player's cat when making certain challenges for them. A big cat like a Savannah might have a harder time going through a hole in the wall than a small cat like a Singapura.

*Challenge*

Why are you reading this part? We gave you everything, didn't we? You just set a number to the challenge, with 0 being the most basic of things. And 10 being the most difficult of tasks. If you want to make something more difficult, raise the challenge above 10. This number is the number that the cat in question has to hit to succeed. Maybe ask what die and what bonus they have to make sure they have enough to even have a chance of hitting the challenge rating. If they don't, don't ask for a roll.