



# CAT POWER!



The neighbourhood has changed. Power has shifted. Territories have been taken.

There has been a hostile takeover. What was once a patchwork of neighbouring territories - with boundaries respected, but sometimes tested - is now a single, sweeping zone of terror ruled over by a mysterious new Enemy. Their Agents cover every corner and block the path to their villainous leader.

Old feuds must be forgotten, and disagreements put aside. It's time for the cats to unite to overthrow this menace and get their gardens back.

## BEING CATS

You're cats: smart, graceful, acrobatic, and capable of bestowing unbounded affection on a lucky few. You're also clumsy, foolish, supercilious, and can be a real piece of work for no apparent reason. You might always land on your feet, but things don't always go your way.

Pick one of the Archetypes below. Each has a specific GIFT that can be used once per game.

ARCHETYPE	GIFT	EFFECT
WITCH'S CAT	OMEN	INSTILL FEAR IN AN ENEMY AGENT WHEN YOU CROSS THEIR PATH
MAJOR TOM	GROUND CONTROL	FORCE AN ENEMY AGENT AWAY FROM A PLACE YOU CAN SEE
ALLEY CAT	WHO, ME?	CONVINCINGLY BLEND IN WITH ENEMY AGENTS
SHOW CAT	FABULOUS	AN ENEMY AGENT BECOMES A TEMPORARY ALLY
RARE BREED	SKIN DEEP	CONVINCE AN ENEMY AGENT THAT YOU AREN'T A CAT
MOGGY	ONCE MORE WITH FEELING	USE ONE OF YOUR FEATS, EVEN IF YOU ARE OUT OF CAT POWER



Next, write down what The Enemy has taken from you and what made it special, or roll on each side of the table:

d6	WHAT HAVE YOU LOST	WHAT MADE IT SPECIAL
1	AN ALLOTMENT	SO MANY GREAT SMELLS
2	AN OVERGROWN GARDEN	SECRET CATNIP CROP
3	A WELL-KEPT ROCKERY	THE ONLY PLACE YOU LIKE TO POOP
4	A SERIES OF GARAGES	GREAT FOR MOUSING
5	AN ABANDONED HOUSE	YOUR HAPPY PLACE
6	A DISUSED FACTORY	THERE'S THIS ONE BOX AND IT IS PURRFECT

## DOING CAT THINGS

Whenever you act and the outcome is in doubt, you perform a MUNDANE ACTION - roll a d6. On a 3+ all goes well. On a 1-2, something goes wrong - you slip, fall, do something awkward, or otherwise embarrass yourself and make an awful racket.

You also have access to reserves of magic that allow you to twist the world around you. Whenever you do this, you spend CAT POWER.

## CAT POWER

Spending CAT POWER allows you to perform specific FEATS without risk of failure. You begin the game with 5 CAT POWER. Using a FEAT costs 1.

Whenever you run out of CAT POWER, you can only perform MUNDANE ACTIONS until you fulfil a NEED.

FEAT	EFFECT
SILK IN THE BREEZE	MOVE INSTANTLY AND GRACEFULLY TO A PLACE YOU CAN SEE
FLUID MECHANICS	FIT PERFECTLY INSIDE AN OBJECT
KITTY, NO!	DESTROY OR DAMAGE AN OBJECT WITHIN REACH
THIS CAT HAS CLAWS	INFLECT DEBILITATING PHYSICAL OR EMOTIONAL HARM TO AN ENEMY
STEP SIDEWAYS	TELEPORT TO SOMEWHERE YOU HAVE BEEN BEFORE
I THOUGHT I SAW A PUSSYCAT	VANISH FROM SIGHT FOR A FEW MOMENTS

## NEEDS

Fulfilling a NEED allows you to return to 5 CAT POWER.

When you want to do this, ask your GM for a scene where you return home and receive one of the following:

SLEEP, FOOD, AFFECTION

If you return home with a present, gain 1 additional CAT POWER.



## RUNNING A GAME - FOR GMS

The Enemy is smart and powerful and won't be taken down easily. They have agents all around the neighbourhood with sharp eyes and keen hearing, though they aren't too bright and scare easily.

Roll three times on the table below to generate The Enemy, their weakness and their agenda.

d6	THE ENEMY	THEIR WEAKNESS	THEIR SECRET AGENDA
1	AN ESCAPED TIGER	HATES WATER	BUILDING A BOMB
2	RATS IN CATS' CLOTHING	SCARED OF MICE	SUMMONING A DEMON
3	MAD DOGS	HATES BEING ALONE	RAISING THE DEAD
4	MEDDLING KIDS	AFRAID OF THE DARK	WRECKING THE NEIGHBOURHOOD
5	A GANG OF NEW CATS	HATES MESS	A BRUTAL RENT HIKE
6	A MAGIC USER'S FAMILIAR	BELLY RUBS	REMOVING ALL HUMANS

