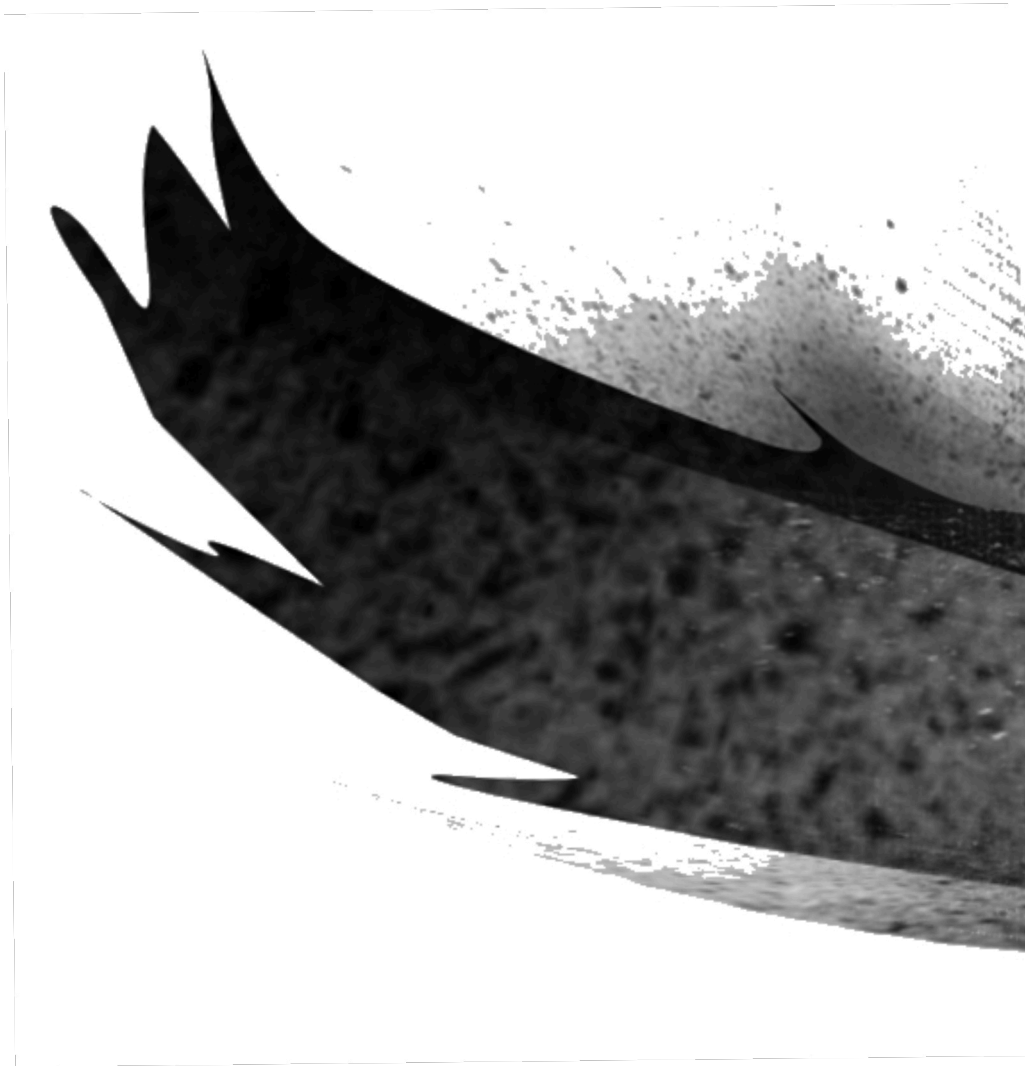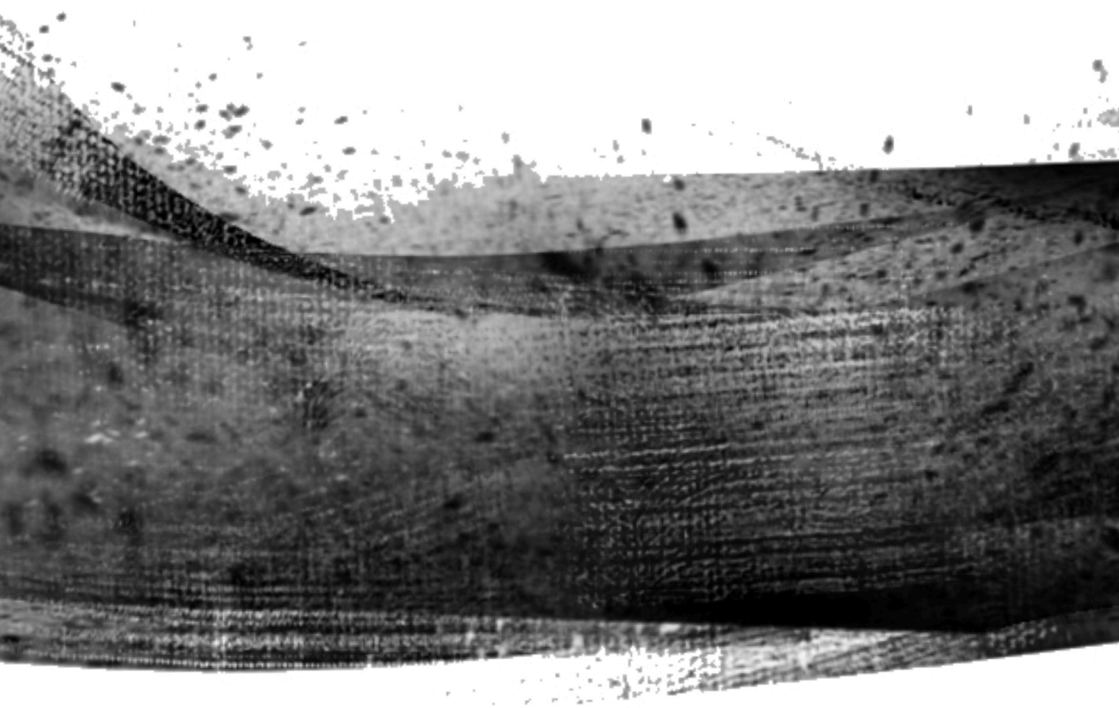# BE·LIKE A·CAT

A SOLO/TWO-PLAYER
ROLE-PLAYING GAME

CREATED BY
TIM ROBERTS

## CAT (FELIS CATUS)

Also known as house cat or domestic cat; domesticated member of the family *Felidae*, order *Carnivora*, and the smallest member of that family.

Only human artists were involved in the production of art
for this book.

Cover art by Khius.
Scenario covers by Vincenzo Ingenito.
All other art from depositphotos.com

Rules proofreading: Chrissy McMorris.

For Pearl

(with an honourable mention to Jonesy)

# CONTENTS

# INTRODUCTION: A KITTEN'S ~~TAIL~~ TALE

It has been dark for a few hours now, and the big ones have stopped moving around above me. I nuzzle my way out of the blanket, from between my brothers and sisters, and creep slowly across the room. My mother is sleeping, still exhausted from tending to my siblings and me. She told me that we should spend most of our day sleeping because, in our dreams, we can experience the adventures of our kin who live outside the safety of the big ones' walls. In our dreams, we are safe, no matter what stalks us.

But I feel the call. Something ancient from a place far away that expands forever outwards. A place where I can trade the safety of the walls surrounding me for a life of adventure and exploration.

I move from the soft floor where we all sleep and where the big ones spend most of their waking time to the place with the cold floor where we eat. I take one small chunk of hard food from our shared bowl, something to give me energy for what lies ahead. As I crunch down on the small, meaty rock with my teeth, I wonder what I might eat beyond this place. I imagine what sights, sounds and smells I will experience if I make it beyond the little door that the big ones have placed inside their big door, a small opening just for us that Mother occasionally uses to venture out into the world for a few moments each day.

I walk towards the door without looking back at my family. If I am going, I should go quickly and without thinking about what I am leaving behind. This journey is mine; maybe, one day, I will return older, wiser, and with my own kittens, but I must travel alone for now.

Many times, I have watched my mother move through this little door. I place my head against it and push as hard as I can. It begins to rise ever so slightly. My back legs slide across the floor. I shove harder, getting a paw in the door to wedge it open. But the door is too grand an opponent for my tiny body. It grasps at my paw and traps it. A pain runs through my

leg. I cry out. I fear my little voice cannot travel far enough for anyone to hear. But desperation drives me on. My back claws extend and look for something to grip. I push with everything I have.

The door begins to yield. A little. Then a little more. I squeeze both of my legs through. I am now between two worlds. Behind me, the warmth and safety of the walls and my family; ahead of me, the smell of dying leaves and the low and distant growls of alley-cats and foxes, those mythical beasts my mother told me of to ward me from leaving her side.

I pump my back legs wildly as I attempt to pull my body through the small door. My front paws touch the cold earth outside of the walls. I have made my first step into a new world.

And then I feel the clasp of giant hands on my belly, and I am being pulled backwards and up into the air. The hands spin me around, bringing me face to face with my human. They look at me and shake their head.

"Where do you think you are going?" they speak as they walk me back to the blanket and wedge me between my brothers and sisters.

I try to tell the big one that destiny calls me, that I have a connection to something much older and wiser than the big ones, and our place is in the world without walls. As always, I fear they do not understand the noises I make, as much as I do not understand most of theirs.

The big one strokes my head and makes a familiar combination of noises:

"You're so cute."
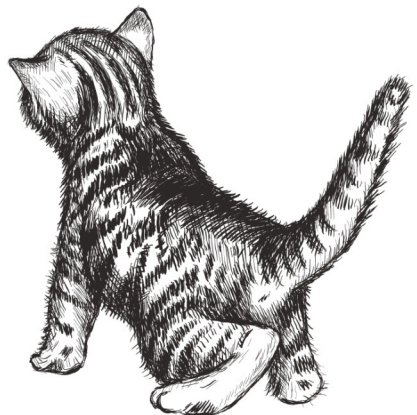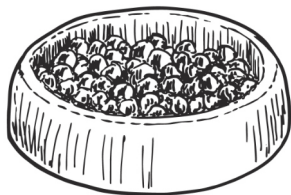
# CHAPTER ONE: SHARPEN YOUR CLAWS

*Be Like a Cat* is a unique role-playing game that drops you into the world of an ever-curious and feisty feline. In this game, for one or two players, you will explore new territory, attempt to claim it as your own and work towards other objectives. Think Moggy Mafia. This brief chapter contains an overview of the game and its key concepts. Later sections explain everything mentioned below in greater detail.

## WHAT YOU WILL NEED

There are a few things you should have at hand (or paw) to get the most out of playing *Be Like a Cat*:

≫ **A Cat Stat Sheet.** You'll need this to track information about your cat and its skills. There's one at the back of this book, and you can download more at www.criticalkit.co.uk/cat.

≫ **A few six-sided dice.** These generate the random places you will discover and the events and encounters you experience as you explore the world. They are also used to make skill checks when attempting difficult tasks or engaging in a fight.

≫ **A means of recording your story.** Recording your story is optional, but keeping a journal is a great way to flex your creative writing skills and reminisce on your adventures at a later date.

≫ **A few territory tracker sheets.** These enable you to track places you have explored and record the territory you control. There's one at the back of this book, and you can download more at www.criticalkit.co.uk/cat. You can also use a digital tool such as Roll20 or DungeonScrawl to manage your territory.

## OBJECTIVES

The base objective of *Be Like a Cat* is to explore and take control of new territory. However, there are themed scenarios which outline other aims and goals you can work towards.

## LIFECYCLE STAGES

Over time, your cat will pass through a few lifecycle stages and acquire new skills and knowledge as it grows. You will begin as a *kitten* and progress through the following lifecycle stages: *young adult*, *mature adult* and *senior*. You can find more detailed information on lifecycle stages in *Chapter Two: Kitty Creation* and *Chapter Three: The Core Rules*.

## LOCATIONS & ENCOUNTERS

Each time you visit a new location, you will roll six-sided dice to generate the surroundings and creatures you find there. Some areas will be unoccupied, and controlling them will be easy. However, others will be home to incumbent creatures who will not relinquish their turf without a fight or negotiation.

## SKILLS

Your cat has many skills that may help or hinder it as it explores the world. Skills come into play when you attempt something tricky or almost impossible. In such instances, you make a skill check, referring to skill scores on your *Cat Stat Sheet* and rolling some dice to see if you succeed. You will find more details on making skill checks in *Chapter Three: The Core Rules*.

## TRACKING TERRITORY

You will also keep track of the territory you gain control of as you explore the world. You take over locations one at a time. However, other cats are always looking to muscle in on your turf. There's more on this in *Chapter Three: The Core Rules*.

## SOLO OR TWO-PLAYER

Whilst you can play *Be Like a Cat* by yourself, you can enjoy the experience with a friend or partner. A short section at the end of *Chapter Three: The Core Rules* outlines how to introduce a second player to the game.

Now you have an idea of some of the main concepts of the game, you are ready to create a kitten.
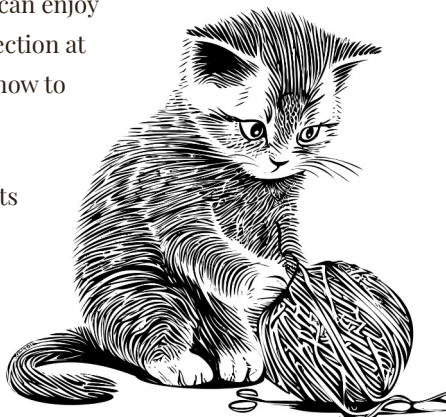
# CHAPTER TWO: KITTY CREATION

The first thing you need to do in a game of *Be Like a Cat* is create a kitten. This is the feline character you will play in the game. Your kitten has various attributes and skills, which you record on a *Cat Stat Sheet*. You can find one of these sheets in the back of this book, and you can download more for free at www.criticalkit. co.uk/cat.

Creating a character is separate from actual play in many role-playing games. In *Be Like a Cat*, however, the process is intertwined with your story. Character creation here represents your formative years, and the process involves you rolling dice to ascertain how good you are at each skill and recording your exploits in your journal.

As your kitten gains more experience and has new encounters, it will grow into a *young adult* cat and likely pass through more lifecycle stages later. At each lifecycle stage, it might gain or lose its aptitude in some skills. Lifecycle stages are explained in greater detail in *Chapter Three: The Core Rules*. Here, we will focus on the first lifecycle stage, *kitten*, as it has its own little set of rules.

When you are ready, grab your *Cat Stat Sheet*, something to write with, such as a pen, pencil or digital note-taking app, and a few six-sided dice (d6). Once you have these items, work through the following sections to create your kitten.

## STEP ONE: CHOOSE YOUR BACKGROUND

Your kitten will be born into one of three backgrounds: *feral*, *stray* or *domestic*. The following pages detail these backgrounds and how they affect your skills and abilities. Pick the one which calls to you. Make a note on your *Cat Stat Sheet* of your chosen background, the associated starting location, and any bonus and weakness your kitten receives. Don't worry if these don't make sense to you now; they will become clearer once you have read *Chapter Three: The Core Rules*.

Once you have selected your background, write something in your journal about where you were born, approaching it with fresh eyes, as if you are seeing everything for the first time. On your *territory tracker*, make a note of your starting location and describe it in your journal.

## FERAL

You're a real wild thing born into nature; you have never known the warmth of a home. You are generally wary of other creatures, especially humans.

**Physical Appearance:** Despite living outdoors, you will likely take good care of yourself. Regular preening means you have a clean and well-kept coat of fur, though you may also bear scars from the many scrapes you have gotten yourself into.

**Behaviour:** Generally unsociable, you avoid contact with other creatures and humans whenever possible. You do not like to be touched.

In uncomfortable social situations, you will attempt to back off or show aggression if pushed. However, you may align yourself with other cats near locations you (or they) control and become a colony member or even a leader.

**Starting Location:** Woodlands, countryside, farms, parks. Mark 1d6 location squares as your chosen starting location on your *territory tracker* (see page 15). Choose one of these location squares as the place where you were born.

**Bonus:** You are a survivor and master hunter. You can make all *PROWL* and *HUNT* skill checks with *courage*.

**Weakness:** You have limited social skills. Make all *CUTE* and *SIGNAL* skill checks with *timidity*.

❧ FELINE FACT ❧

CATS SLEEP UP TO 18 HOURS A DAY

## STRAY

Once, you had a home, but you were either abandoned or became lost, and now the streets are where you are forced to survive. Sitting somewhere between your feral and domestic relatives, you are hardy and streetwise, with a cautious but not unfriendly attitude towards humans.

**Physical Appearance:** Constantly looking for food and shelter, you have little time to worry about your appearance. Your coat is unbrushed and dirty from rooting around in bins.

**Behaviour:** You are cautious but also opportunistic. You will befriend other cats if it is in your interest. You will also approach humans for food or shelter.

**Starting Location:** Any back garden, alley, or bins behind a restaurant. Decide which area of your town or city you started life in, and mark 1 location square on your *territory tracker* as your starting location.

**Bonus:** You are agile and streetwise. Select any two *TRAVEL* skills that you can always make with *courage*.

**Weakness:** You are scruffy-looking and have become accustomed to help from humans. Choose any *SOCIAL* skill and any *SURVIVAL* skill to always make with *timidity*.

**Between Two Worlds:** Depending on how your story unfolds, when you advance from being a *young adult* to the *mature adult* lifecycle stage, you can optionally choose to change your background to *feral* or *domestic*. You keep the bonus and weakness from the *stray* background and combine them with your new background. You can do this only once in your lifetime.

## DOMESTIC

Born into a warm and loving home, you have a close affinity with the humans you share that home with. You also protect this piece of turf above all others.

**Physical Appearance:** You are cared for by your humans, and your coat is always shiny and well-brushed.

**Behaviour:** You are reasonably sociable, and whilst wary of other creatures, you will approach humans for strokes, boops and play. However, your reliance on humans has come at the cost of some of your survival skills, though you have managed to hone your aptitude for hunting at the expense of the local mouse and bird population.

**Starting Location:** A warm and cosy house. Mark 1 location square on your *territory tracker* as your starting location. Any time you return here, you can get access to food and heal any injuries you may have sustained.

**Bonus:** You are a master manipulator of humans. Make all *SOCIAL* checks on humans with *courage*.

**Weakness:** You are not as agile as you think you are. Make all *BALANCE* and *JUMP* checks with *timidity*. When you fail either of these checks, roll 1d6, and on a result of 1, your failure becomes the subject of a viral internet video.

😺 FELINE FACT 😺

A GROUP OF CATS IS CALLED A CLOWDER

## STEP TWO: DEVELOPING YOUR SKILLS

When you first create your kitten or when you advance to any lifecycle stage after *young adult*, you can develop your skills.

All skills have a score of between 1 and 6. The higher the score, the better your cat is at that skill. All skills have an initial value of 1. On the following page, you can see a categorised list of the skills your cat possesses and a brief summary of the type of activity each one represents.

To develop skills, you must first mark a few that you will attempt to improve as a kitten. Use one of the following methods to mark those skills for development:

*Mark two skills from each main skill category to be developed.*

OR

*For each skill on your* Cat Stat Sheet, *roll a d6.*
*If you roll a 4 or above, mark that skill for development.*

The next step is ascertaining how well you developed the above-marked skills. Remember that all your skills have an initial value of 1, so add any score improvements to that base. Roll 1d6 for each marked skill. The following table shows how the result of this roll impacts that skill:

| RESULT | DEVELOPMENT |
|--------|-------------|
| 1 | Failure: add nothing to the skill score. |
| 2–3 | Minor success: +1 to the skill score. |
| 4–5 | Success: +2 to the skill score. |
| 6 | Resounding success: +3 to the skill score. |

As you test each skill, you should also journal what you did to improve that skill. For instance, honing your *PROWL* skill might have resulted from stalking and catching a passing butterfly, or your *JUMP* score may not have increased due to a knock in confidence when attempting to jump up a step and failing.

Once you have created your *kitten*, you can advance to the *young adult* lifecycle stage and begin exploring the world.

## YOUR CAT SKILLS

Below is a summary of the skills and their associated categories that appear on your *Cat Stat Sheet*:

## SURVIVAL

| *PROWL* | Hide from other creatures or be stealthy. |
|---|---|
| *HUNT* | Locate objects and creatures. |
| *MARK* | Attempt to stake your claim over a location. |
| *PREEN* | Heal minor injuries. |

## SOCIAL

| *CUTE* | Lay on the charm to convince other creatures to do your bidding. |
|---|---|
| *SCARE* | Arch your back and hiss: intimidate other creatures to leave you alone. |
| *PLAY* | Interact joyfully with other creatures to befriend them. |
| *SIGNAL* | Convey your intentions and needs to other creatures. |

## TRAVEL

| *JUMP* | Onwards or upwards, span gaps with your impressive bounds. |
|---|---|
| *CLIMB* | Scale walls, trees, humans, or whatever you fancy. |
| *BALANCE* | Maintain your posture on narrow, high places. |
| *LAND* | Hit the ground on two or more feet rather than other more sensitive areas. |

## COMBAT

| *CLAW* | Attack another creature with your spike-laced toe beans. |
|---|---|
| *BITE* | Sink your fangs into another creature. |
| *POUNCE* | Gain the high ground by jumping on a creature of your size or smaller. |
| *EVADE* | Flee from a fight. |

# CHAPTER THREE: THE CORE RULES

This chapter contains all the required rules for playing *Be Like a Cat*. Don't worry if they seem a little daunting; a *Turn Cheat Sheet* at the end of this chapter will help you with the game flow.

Firstly, we will look at the turn-based system that keeps the story flowing, followed by some of the mechanics you will need to generate the world as you explore it, and the rules for skill checks to determine the success of your actions.

## TAKING TURNS

The main rules framework in *Be Like a Cat*, on which you will build your cat's story, is turn-based. Using turns, a mechanic found in most board games, your adventure is given structure and is always moving forward. That said, this is a role-playing game, and you will need to bring some of your creativity to the table, especially when interpreting story prompts and embellishing the events that unfold in your journal. You should also be prepared to deviate from the turn-based system if you find yourself in the flow of writing your story, but know that it is always there to return to when you need inspiration.

Below is a quick overview of the phases involved in each turn:

| | |
|---|---|
| **1** | **Move** to a different location or **stay** where you are. |
| **2** | Check for and resolve any **encounters** in this location. |
| **3** | Check for and resolve any **Yes, and...** events in this location. |
| **4** | Optionally, if applicable, attempt to **take control** of this location. |

There is no specific turn phase at which you should complete your journal. Work with your story in the best way for you. For instance, you may write a little bit in your journal during each phase of a turn, or you may prefer to just write everything up at the end. How much you choose to write is also up to you. Some players bullet-point their adventures, whereas others prefer to write long-form prose and include sketches.

## STARTING YOUR GAME

Situate your kitten on its starting location square. Now you can begin taking turns made up of the following phases:

### PHASE 1: MOVEMENT

Unless this is your first turn or a prompt from your previous turn specifies otherwise, you can move one location in any direction. You must always move to a location square connected to the one you are currently in. If you decide not to move, skip to *Phase 3: Yes, and...*

If the location you move to is currently unassigned (i.e. an empty square), roll 2d6 and consult the d66 *location table* associated with your current setting to see what's there. Mark the location on your *territory tracker* using a symbol representing what is there, for example, a house or a tree. You should also note what is in that location, either in your journal or on a flash card.

Sometimes, a location prompt will specify what is found in multiple locations connected to it, for example, 1d6 houses. In this case, roll 1d6 and populate a number of empty locations equal to the result with houses (beginning at your current location). How they are connected is up to you, but you can only place them in any non-diagonally connected square formation.

If insufficient empty locations are available, populate as many as possible and ignore the rest. Here's an example of valid and invalid layouts for a group of four houses:
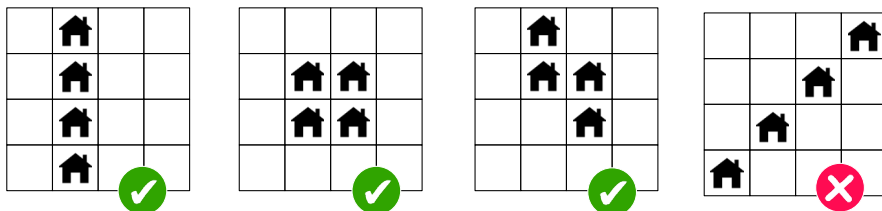
Don't forget to describe your new location in your journal, including any sights, smells and sounds you pick up on.

If you move to a location square that is part of a location you have already generated, you can skip to *Phase 2: Encounters*.
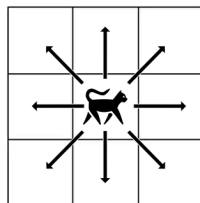
## PHASE 2: ENCOUNTERS

Unless an event in your previous turn specifies otherwise, and you haven't previously done so, you should generate an encounter to see what creature is incumbent in your current location. If you leave this location without defeating or driving out any incumbent creatures, you should record what creatures are there in case you return. If you are visiting a location that is currently a part of your claimed territory, you can travel through it without having to check for encounters and skip to *Phase 3: Yes, and...*

## PHASE 3: YES, AND . . .

The name of this phase is derived from improvisation classes. It's the point when you find out if anything else happens in this location. Be aware the prompts in this phase can benefit or hinder you.

Roll 1d6. On a result of 4 or more roll against the *Yes, and...* prompt table for your setting and follow the instructions given.

## PHASE 4: TERRITORY

In this optional phase, you can attempt to take control of the location square you are currently in. Before you do this, you must have driven out any incumbent cats you encountered in *Phase 2: Encounters*.

To take control of a location, make a *MARK* skill check and use the following rules (you can read more on skill checks on pages 18–19):

⤐ Roll a number of dice equal to your *MARK* skill score. Count each result of 4 or higher as 1 success.

⤐ If you roll no successes, you do not take control of the square and must move away from it on your next turn. You can return to this square again any time after your next turn to make another attempt at controlling it.

⤐ If you roll 1 success, you take tenuous control of the square. Make another *MARK* check for each tenuous square you control at the end of each game session. You lose control of any squares where your check yields no success.

⤐ If you roll 2 or more successes, this square now belongs to you and can never be taken from you.

# USING THE PROMPT TABLES

You will use prompt tables to generate random events and encounters during each turn you take. Whenever you need to roll against a prompt table, roll 2d6 and compare the result to the appropriate table. There are two types of prompt table:

## D66 TABLES

When rolling against a d66 table, one d6 acts as tens and the other as units. As an example, take the following roll (a 5 and a 2):

This would be interpreted as 52. On the appropriate table, consult the tens column 5, then the units column 2 as highlighted below:

| | | | |
|---|---|---|---|
| | 1 | Llama | |
| | 2 | **Grass Snake** | ← TWO |
| | 3 | Feral Cat | |
| FIFTY → | 5 | | |
| | 4 | Human Child | |
| | 5 | Domestic Cat | |
| | 6 | Hen | |

## 2D6 TABLES

When rolling against a 2d6 table, you only need to sum the result. In the above example, 5+2 = 7. In this case, you use the prompt on row 7 of the 2d6 table.

## ADDITIONAL ROLLS

Occasionally, a prompt will ask you to roll another d6 to determine a further outcome. The prompt will always give you guidance as to how to interpret the result of this additional roll.

# MAKING SKILL CHECKS

Cats live on the edge, often literally. When you need to make that tricky jump between two rooftops or attempt to intimidate an opponent in a fight, you'll need to make a skill check. Sometimes, skill checks are called for explicitly in the prompts; other times, you may make your own judgement call that a course of action isn't guaranteed to succeed. To make a skill check, you roll six-sided dice.

The formula for making checks is simple:

*Roll a number of d6 equal to the score of the skill you are testing.*

For example, if you want to ascertain whether you can make a challenging jump and your *JUMP* score is 3, you roll 3d6.

Each individual die result of that roll that yields 4 or 5 counts as 1 success. Each 6 counts as 2 successes. Conversely, every 1 you roll counts as –1 success. The sum of these successes will define the consequences of your actions.

Take the following roll of 3d6 as an example:

That's a 6 (+2 successes), a 2 (0 successes) and a 1 (–1 success). Therefore, the outcome is 2+0–1 = **1**.

The table below provides a guide for interpreting the outcome score. In this case, an outcome of 1 means you make the jump.

| Successes | Result | Consequences |
|-----------|--------|--------------|
| –1 or less | *Abject failure* | You fail in your goal and injure yourself. Sustain injuries equal to your negative score. |
| 0 | *Failure* | You do not achieve your objective, but there are no consequences. |
| 1–2 | *Success* | You achieve your goal. |
| 3+ | *Resounding success* | You achieve your goal and receive a confidence boost. Make your next skill check with *courage*. |

Occasionally, a situation will present you with an advantage or a hindrance. These special circumstances are explicitly specified by your background or in prompts, but you can apply them whenever you feel they fit a situation. When something is in your favour, you roll with *courage*. Conversely, if the odds are stacked against you, make a roll with *timidity*.

## ROLLING WITH COURAGE

When a situation dictates that you can roll with *courage*, you may reroll any dice from your first roll that did not yield a result of 1. You can only do this once per skill check.

## ROLLING WITH TIMIDITY

When a situation dictates that you must make a skill check with *timidity*, any results of 4 do not count towards your success.

# FIGHTS

Inevitably, you will get into the occasional scuffle, whether attempting to take over new turf or defend what you already hold. In *Be Like a Cat*, creatures rarely fight to the death but inflict sufficient injury or intimidation to force their opponents to flee. That said, the loss of life cannot be ruled out. Think about how you feel about this and use your judgement to decide what you are comfortable with. It's worth remembering that you don't have to describe injuries or death in graphic detail. These rules also present the option for creatures to surrender. Always choose language, imagery and outcomes that you are comfortable with.

## THE RULES OF ENGAGEMENT

Once engaged in combat, you can use any of your skills to perform manoeuvres to outwit and injure your opponent. However, some skills are designed explicitly for battling it out: *BITE*, *CLAW*, *POUNCE* and *EVADE*. The following sections describe the rules for fighting in *Be Like a Cat*.

## THE STRUCTURE OF COMBAT

Combat takes place as a series of turns in which each creature involved makes either an *attack* or a *defensive manoeuvre*.

Here is how one turn in combat plays out:

1 – One character initiates an *attack manoeuvre*.
2 – The target of the attack makes a *defensive manoeuvre.*
3 – Any injury points are deducted from the target's health.
4 – If combat remains unresolved, the attack and evade roles are reversed and another turn begins.

Unless a prompt specifies otherwise, your cat gets the first attack when combat begins. Here are the combat-specific manoeuvres you can use in fights:

## BITE & CLAW MANOEUVRES (ATTACK)

These two manoeuvres are used when you wish to cause injury to your opponent and vice versa. The rules are simple: roll the number of d6 specified by the skill being used, and each result of 4 or over is equivalent to an injury inflicted on the target. Before calculating the total injuries inflicted, the target of the attack can mitigate some of the injuries with an *EVADE* skill check as outlined on page 21 (unless they are pinned down after a *POUNCE* as described in the section below).

## POUNCE MANOEUVRE (ATTACK)

With this *attack manoeuvre*, you can attempt to jump on top of a creature of a similar size (or smaller) and pin it down. Roll for the attacker's *POUNCE* and the target's *EVADE*. Whoever rolls the most results of 4 or above wins the struggle. On a draw, the *pounce manoeuvre* fails, and the defender is not pinned down.

Once a target is pinned down, the attacker and target continue making *POUNCE* and *EVADE* checks on subsequent rounds to see if the attacker can keep the target pinned down. If the attacker succeeds in keeping the target pinned down for more than two further rounds, the target must submit and walk away from the fight, forsaking any territory that was up for grabs.

However, if the attacker chooses to make a different manoeuvre, the target frees itself from being pinned down, and regular combat continues.

## EVADE MANOEUVRE (DEFENCE)

This *defensive manoeuvre* can be taken immediately after an attack by the target of the attack to help reduce the injuries sustained. It is the equivalent of reeling back from a swipe or dislodging a bite. The target should roll a number of d6 equal to their *EVADE* score and, for every result of 6, one injury is subtracted from the total injury points inflicted.

Once all attack and defensive manoeuvres are resolved, subtract any remaining injury points from the target's health.

## ENDING COMBAT

Combat ends when either you or your opponent surrenders. If you choose to surrender, move on to a new location. You can only make another attempt to take control of this location once you have advanced to your next lifecycle stage.

If your opponent is reduced to 1 health, it will surrender, and you will immediately gain control of the current location. You may decide your opponent's fate.

## CREATURE STATS

All creatures have a simplified stat block alongside their prompt listing:

$$\{4, 3, 7\}$$

attack　　　evade　　　injury points
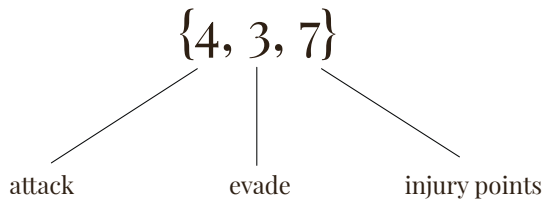
» **Attack:** This is the number of d6 the creature rolls when attacking you. Depending on the type of creature, you can describe how it attacks you. For instance, a human may use a stick, but a horse may kick you with hooves.

» **Evade:** This is the number of d6 the creature rolls to mitigate any injuries it takes from an attack.

» **Injury points:** This is the maximum number of injuries the creature can sustain before it is killed (or surrenders).

## SOCIAL ENCOUNTERS

Violence is rarely the only solution to an encounter. Two other variables are available that will help you decide how social encounters play out.

Firstly, in the *Urban Cat* scenario, when you roll for an encounter, you can optionally roll for an *encounter verb*. Consider this when judging how a creature you meet will respond to you. Is it angry, timid, mischievous or just plain disinterested in interacting with you? You can use the *Urban Cat: Encounter Verbs* table in the other *Be Like a Cat* scenarios.

You can also use the *Yes/No* mechanic, whenever you are unsure of how a creature might respond to a request you make of it or even a reaction it may have, roll a d6 and use the following guide:

| 1 | No. |
|---|---|
| 2 - 3 | No, but... there may be another option. |
| 4 - 5 | Yes. |
| 6 | Yes, and... there's something else that doubles down on the question. |

A typical example would be asking if a creature is friendly. If you roll a 1, this creature will likely want to fight you. On a roll of 2-3, it may be unfriendly, but you could try a skill check to win it over. A 4-5 would suggest that the creature will be friendly towards you and won't attack unless provoked. Finally, a 6 would indicate that this creature would be an ally and likely help you further.

The *Yes/No* mechanic can be used in many instances. Whenever you have a specific question, use this to help you guide the story.

## HEALTH AND LIVES

As your cat explores the world, it will accumulate some bumps and scrapes. Sometimes, these will come from scuffles with other creatures and, other times, they will be self-inflicted through hubris. In the latter case, if someone is filming your futile attempt at something, you may end up on social media. Your cat's physical well-being is governed by *health* and *lives*.

## HEALTH

This is the attribute that is most likely to change. You can lose health through combat, falling from a height, and the many other daily challenges you face. You can also gain health through rest and a trip to the vet. However, whenever your health drops to zero, you lose one of your nine lives.

## LIVES

Your cat starts the game with *nine lives*. Unlike your health, this attribute only ever heads in one direction: down. When you have run out of lives, your cat is no more and the game ends. You lose lives either through *sustaining injuries* in combat, as a result of failed skill checks, or when a prompt explicitly says so.

## SUSTAINING INJURIES

Most injuries occur through combat or failed jumps. Occasionally, a prompt will dictate that you receive injuries if you can't fulfil a specific condition, such as finding food or shelter. Whenever you sustain injuries, subtract the number of injury points defined by the action from your health.

If your health is ever reduced to zero by an injury, subtract one life from your *Cat Stat Sheet* and set your health back to its maximum. You only ever lose one life from a single incident that injures you, even if the injury points are more than the health you have left.

## HEALING INJURIES

You can heal your injuries in a few ways:

**Prompts**

In each scenario, the prompt tables contain some options for healing. However, you are at the mercy of the dice for these.

**A visit to the vets**

In the *Urban Cat* scenario, when you meet a human during your explorations, you can make a *SIGNAL* check to show them you are hurt. If you are successful, they will take you to the closest vet. You must then move directly to a location you have already assigned as being a vet or to an empty location square at least 5 squares away from the one you are currently in. Remember to mark this square as a vets.

If you have already revealed the location of a vet on your *territory tracker*, you can also attempt to make your own way there, taking turns in each location square you pass through. Once at a vet, you heal all your current injuries.

Scenarios other than *Urban Cat* have specific healing options and don't use the vet method.

**Hunting for food**

At the end of your turn, you can make a *HUNT* check in any territory you control. If you are successful, you find a tasty snack and heal one injury.

# FRENETIC RANDOM ACTIVITY PERIOD (FRAP)

While your cat is in the lifecycle stages of *young adult* and *mature adult*, it is prone to random bursts of energy known as frenetic random activity periods (a.k.a. zoomies or midnight crazies). During a FRAP, you will experience a few moments where it seems you have little control over your actions and will be compelled to run and jump erratically.

## TRIGGERING A FRAP

Whenever making any skill check, including combat manoeuvres, any roll yielding two 6s triggers a FRAP. When a FRAP is initiated, you must immediately move two locations in any direction away from your current location. The FRAP ends in the second location you reach, and your next turn commences from there. Do not take any turns in locations you pass through – these remain unexplored territory.

Don't forget to describe the FRAP in your journal! For inspiration, there are plenty of videos of cats experiencing FRAPs online. What else is the internet for?

# LIFECYCLE STAGES

Your cat can pass through three additional lifecycle stages during the story of its life following kitten-hood: *young adult*, *mature adult* and *senior*. The points at which you advance to the next lifecycle stage are defined in each published scenario. However, you can also choose when your cat advances.

Your cat's skills will increase at each lifecycle stage. Follow the steps on page 12, *Developing Your Skills,* to ascertain which skills improve, and by how much.

Here are the changes you should make at each lifecycle stage:

**Young Adult:** At this lifecycle stage, you are still learning about your place in the world. Whenever you make a skill check, and any rolled dice yield a value of 1, you automatically fail that check. Once you have advanced past this lifecycle stage, this no longer applies. Your maximum health is 5.

**Mature Adult:** Once you reach maturity, you can roll 1d6 for each skill you have. If the result is 2, 3, or 4, you can increase that skill's score by 1. On a result of 5 it increases by 2. If you roll a 6 you can increase it by 3. Your maximum health increases to 7.

**Senior:** At this lifecycle stage, what you have lost in agility you have offset with your knowledge of the world. Regardless of your background, you make all *TRAVEL* and *COMBAT* checks with *timidity* and all *SOCIAL* and *SURVIVAL* checks with *courage*. Your maximum health drops to 4.

# TWO-PLAYER OPTIONS

Whilst *Be Like a Cat* provides a great way to get creative on your own, you can also play it with a friend or loved one. There are three options for a two-player game, some of which lend themselves better to specific scenarios. Here are the various ways that *Be Like a Cat* works with two players:

## COLLABORATIVE ROLE-PLAYING

In this mode, you work together to achieve objectives. Whilst you can explore the world side by side, occasionally you may want to part ways to cover more ground and complete objectives more efficiently. Either way, you should alternate taking turns. This mode of play lends itself to all of the scenarios in this book but is especially suited to the *Urban Cat* setting.

## COMPETITIVE ROLE-PLAYING

In this mode, you work against each other to achieve your goals and become *Top Cat*. Start with separate *territory trackers* and alternate taking turns. You can move onto your opponent's sheet where the two sides meet, depending on where you are sitting in relation to one another. For example, if you are sitting next to each other, this would be the left side of one sheet and the right side of the other. Conversely, if you are seated opposite each other, this will be where the tops of your sheets meet.

The player who owns the most cats in real life should take the first turn. Failing that, to decide who goes first, make opposed 1d6 rolls until someone gets the highest result. This mode works with all settings except *The Book of Bastet*. A slight tweak of the objectives for each setting is required, as follows:

➻ **Urban Cat:** The *Top Cat* is the first to take control of 12 territories. You can also attempt to control any location square your opponent owns by making a *MARK* check. If you fail to take a location square from your opponent, you may not attempt to take that same square again.

➻ **Brave Mew World:** You work for opposing hacker groups to steal secret corporate data. The *Top Cat* is the first to steal and upload 8 databases.

⇥ **Star Paws:** The *Top Cat* is the first player to find all the repair tools needed to fix the escape pod and leave the station in it.
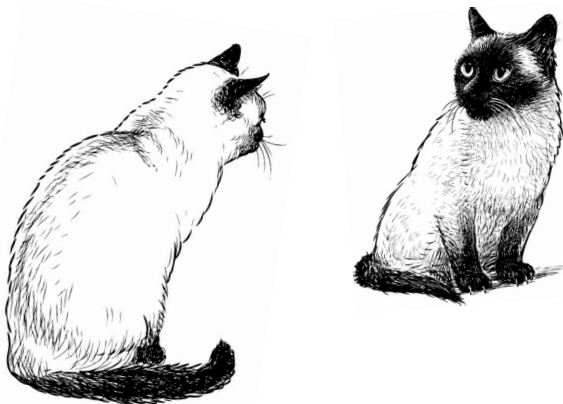
⇥ **A Purrfect Storm:** The *Top Cat* is the first player to find eight treasures and bury them. Opponents are allowed to see where you have buried treasure, and if they can reach the location, they can make a *HUNT* check to see if they can uncover it. On a success, the original owner loses 1 treasure and the cat who made the check gains 1 treasure. If the *HUNT* check fails, the treasure is safe, and any opponent cannot return here to look for it again.
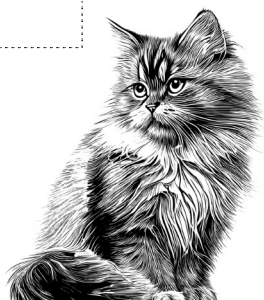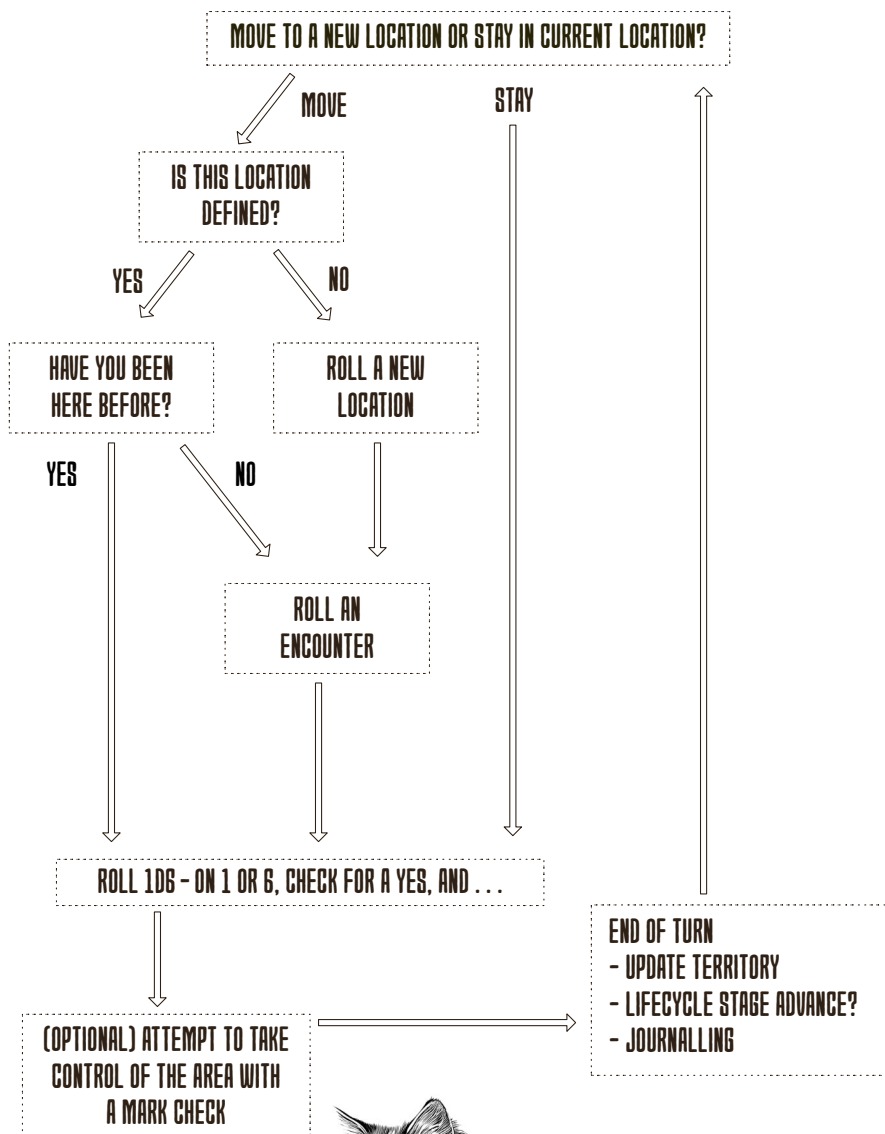
## GAME MASTER/PLAYER

This mode operates more like a traditional multiplayer RPG. One player takes the role of the cat and decides where they would like to explore and what actions they want to take in each location. This player only rolls dice to make skill checks and combat manoeuvres.

The second player takes the role of Game Master, rolling to generate locations as the Cat Player moves around the world and taking on the role of other creatures that are encountered.

This mode of play offers the advantage of the Game Master being able to embellish the world beyond the prompts. It's a great way to practise collaborative storytelling between two players.

# TURN CHEAT SHEET

MOVE TO A NEW LOCATION OR STAY IN CURRENT LOCATION?

MOVE

STAY

IS THIS LOCATION DEFINED?

YES

NO

HAVE YOU BEEN HERE BEFORE?

ROLL A NEW LOCATION

YES

NO

ROLL AN ENCOUNTER

ROLL 1D6 - ON 1 OR 6, CHECK FOR A YES, AND . . .

END OF TURN
- UPDATE TERRITORY
- LIFECYCLE STAGE ADVANCE?
- JOURNALLING

(OPTIONAL) ATTEMPT TO TAKE CONTROL OF THE AREA WITH A MARK CHECK

REMEMBER: ROLLING TWO SIXES ON ANY SKILL OR COMBAT ROLL TRIGGERS A

# FRAP

URBAN CAT

A BE LIKE A CAT SCENARIO

# URBAN CAT: INTRODUCTION

*Urban Cat* is the base scenario for *Be Like a Cat*. It's a great way to learn the game in a contemporary town or city setting before moving on to some of the alternative worlds offered by other scenarios. Like other *Be Like a Cat* scenarios, it comes with a few of its own unique rules and options:

## ROOFTOP TRAVEL

Because you never know what you might encounter when travelling on land, the rooftops offer a quicker and more efficient way to get around. You do not need to roll for encounters when you travel across rooftops. However, this mode of travel comes with its own risks.

**Accessing rooftops:** On any individual square in a location of houses, you can make a *CLIMB* check to either get on the roof or make your way back to street level. On a success, you reach your destination with no complications. However, on a failure, you fall to the ground, sustaining 1d6 injuries plus an additional injury for each 1 your failed roll yields.

**Traversing rooftops:** Make a *BALANCE* check each time you move to a new location square via rooftops. On a success, you cross from one house to the next without complications. On a failure, you fall to the ground and sustain 1d6 injuries plus an additional injury for each 1 your failed roll yields.

## TIME & LIFECYCLE STAGES

Each turn represents a moment of note in your current location. In reality, your cat will spend much more time exploring each location, but *Be Like a Cat* focuses on the moments of note in your life. In this sense, in-game time is fluid and abstract. Each time you take over 12 new locations, you can optionally advance one lifecycle stage. You can adjust this threshold up or down depending on whether you wish to play a shorter or longer game.

# URBAN CAT: LOCATIONS (2D6)

| | |
|---|---|
| 2 | *2d6 lake (or other water feature).* You cannot enter or take control of any part of this location and must immediately return to the previous location you came from. |
| 3 | *1d6 x 1d6 park.* A good place to *HUNT*. Each time you enter any square in this location, roll 1d6. On a 6 you will encounter a stray cat who will want to fight you for this square. You can only ever take tenuous control of this type of location when you *MARK* it. |
| 4 | *1d6 fence or wall.* You do not need to roll an encounter in any square belonging to this location. Use rooftop travel rules to cross or travel via squares that are a part of this location. Additionally, whenever you enter a square that belongs to this location, roll 1d6. On a 1 or 2, a bird swoops down on you, and you must make a *BALANCE* check with *timidity*. On a fail, you fall into the closest square that is not a part of this location and sustain 1d6 injuries. |
| 5 | *A tree (1 square).* You can *CLIMB* this tree and see all locations directly connected to it. You can also take shelter and *HUNT* in its roots. You can also scratch this tree and make your *MARK* check with *courage* in this location square. |
| 6 | *1d6 single-storey houses.* You can climb up and down from their rooftops without making *CLIMB* checks. You should still use *BALANCE* checks when traversing them. They have gardens that you can *HUNT* in. |
| 7 | *1d6 two-storey houses.* Rooftop travel rules apply here. They have gardens that you can *HUNT* in. |
| 8 | *1d6 two-storey houses.* Rooftop travel rules apply here. These houses have no gardens to *HUNT* in. |
| 9 | *1d6 businesses and/or restaurants.* You can *HUNT* in the bins here for food. The first time you visit any square belonging to this location, roll 1d6. On a 6, the business here is a vets where you can come to be healed. Rooftop travel rules apply in any square that belongs to this location. |
| 10 | *A church, school, police station or other public building (3 squares).* You will always encounter an adult or child human on a square belonging to this location. |
| 11 | *1d6 street market.* Make *CUTE* or *SIGNAL* checks here to get fed by a human and heal 2 injuries. Alternatively, make a *HUNT* check to find scraps and heal 1 injury. |
| 12 | *1d6 car park.* Whenever you enter any square belonging to this location, you must make a successful *JUMP* check, or you are clipped by a vehicle and lose 1 life. |

# URBAN CAT: ENCOUNTER VERBS (D66)
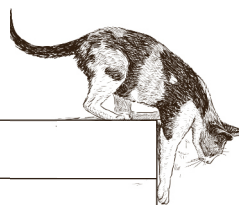
| 1 | 1 | No encounter |
|---|---|---|
| | 2 | Angry |
| | 3 | Sleepy |
| | 4 | Narcissistic |
| | 5 | Over-friendly |
| | 6 | Sneaky |

| 2 | 1 | Nervous |
|---|---|---|
| | 2 | No encounter |
| | 3 | Kind |
| | 4 | Ignorant |
| | 5 | Observant |
| | 6 | Amorous |

| 3 | 1 | Snooty |
|---|---|---|
| | 2 | Lost |
| | 3 | No encounter |
| | 4 | Suspicious |
| | 5 | Well-connected |
| | 6 | Fussy |

| 4 | 1 | Stealthy |
|---|---|---|
| | 2 | Unlucky |
| | 3 | Vain |
| | 4 | No encounter |
| | 5 | Grumpy |
| | 6 | Unwell |

| 5 | 1 | Cowardly |
|---|---|---|
| | 2 | Observant |
| | 3 | Mischievous |
| | 4 | Charming |
| | 5 | No encounter |
| | 6 | Mysterious |

| 6 | 1 | Foolish |
|---|---|---|
| | 2 | Indecisive |
| | 3 | Jealous |
| | 4 | Meditative |
| | 5 | Injured |
| | 6 | Create your own encounter |

# URBAN CAT: ENCOUNTERS (D66)

| 1 | 1 | Fox {4, 3, 6} |
|---|---|---|
| | 2 | Stray Cat {3, 3, 5} |
| | 3 | Dog {5, 2, 7} |
| | 4 | Feral Cat {3, 3, 5} |
| | 5 | Adult Human {7, 4, 9} |
| | 6 | Domestic Cat {3, 3, 5} |

| 2 | 1 | Crow {2, 6, 5} |
|---|---|---|
| | 2 | Domestic Cat {3, 3, 5} |
| | 3 | Falcon {4, 4, 6} |
| | 4 | Rabbit {2, 5, 5} |
| | 5 | Mouse {1, 6, 2} |
| | 6 | Stray Cat {3, 3, 5} |

| 3 | 1 | Adult Human {7, 4, 9} |
|---|---|---|
| | 2 | Domestic Cat {3, 3, 5} |
| | 3 | Badger or Raccoon {3, 4, 5} |
| | 4 | Stray Cat {3, 3, 5} |
| | 5 | Rat {2, 6, 4} |
| | 6 | Feral Cat {3, 3, 5} |

| 4 | 1 | Squirrel {2, 5, 5} |
|---|---|---|
| | 2 | Pigeon {2, 4, 4} |
| | 3 | Domestic Cat {3, 3, 5} |
| | 4 | Frog {1, 5, 2} |
| | 5 | Stray Cat {3, 3, 5} |
| | 6 | Lizard {1, 6, 2} |

| 5 | 1 | Llama {4, 5, 8} |
|---|---|---|
| | 2 | Grass Snake {2, 7, 3} |
| | 3 | Feral Cat {3, 3, 5} |
| | 4 | Human Child {4, 4, 7} |
| | 5 | Domestic Cat {3, 3, 5} |
| | 6 | Hen {3, 4, 4} |

| 6 | 1 | Goat {4, 3, 5} |
|---|---|---|
| | 2 | Dog {4, 3, 5} |
| | 3 | Human Child {4, 4, 7} |
| | 4 | Stray Cat {3, 3, 5} |
| | 5 | Budgie {1, 6, 2} |
| | 6 | Feral Cat {3, 3, 5} |

# URBAN CAT: YES, AND... (D66)

| | | |
|---|---|---|
| **1** | **1** | Trigger a FRAP. |
| | **2** | You cut your paw on something sharp. Sustain 1 injury. |
| | **3** | A feral cat takes control of one of your tenuous locations. |
| | **4** | A black cat runs across your path. Whether you are superstitious or not, you can make your next check with *courage*. |
| | **5** | You fall into a hole. Make a successful *LAND* check or sustain 1 injury. |
| | **6** | A seagull drops a small fish near you. Tuck in and heal 2 injury points. |
| | | |
| **2** | **1** | A passing crow poops on your head, stinging your eyes. Until you find water or a human who will wash you, make *SURVIVAL*, *SOCIAL* and *COMBAT* checks with *timidity*. |
| | **2** | Trigger a FRAP. |
| | **3** | Heavy rain. *HUNT* for shelter, or you become wet and cold and make all checks in the next 4 squares you pass through with *timidity*. |
| | **4** | You're hungry. Until you find food with a *HUNT* check, you sustain 1 injury per new square you visit. You can only make the *HUNT* at the end of your turn in a new square. |
| | **5** | You find a tasty snack. What is it? Eat it and heal 1 injury point. |
| | **6** | Something else is here. Roll another encounter before leaving this location. |
| | | |
| **3** | **1** | A stray cat wants to be your friend. It will travel with you to the next 4 squares you visit. Whilst together, you make all skill and combat checks with *courage*. |
| | **2** | You find a patch of cat grass. Nom nom. A tasty snack that heals 1 injury. |
| | **3** | Trigger a FRAP. |
| | **4** | A friendly domestic cat is looking for some sparring practice. If you join in, make a *PLAY* check. On a success, add 1 to any single *COMBAT*-related skill. |
| | **5** | You find a cat toy. You can carry this in your mouth. Whilst carrying it, make *BITE* checks with *timidity* and *CUTE* checks with *courage*. |
| | **6** | You've got fleas. Until you've made two successful *PREEN* checks, all other *SOCIAL* checks are made with *timidity*. You can make one *PREEN* check at the end of your turn in each new location square you visit. |

| | | |
|---|---|---|
| **4** | 1 | You become lost. Generate a *Yes, and...* before you can move on. |
| | 2 | You find a nice piece of carpet. Make a *PLAY* check to sharpen your claws here. On a success, you can add 1 to your *CLAW* or *CLIMB* skill scores. You can only attempt this check once in this square. |
| | 3 | A feral cat is curious about you. Make a successful *SIGNAL* or *CUTE* check, and it will accompany you in the next 3 location squares you visit. Whilst it is with you, make all skill checks with *courage*. |
| | 4 | Trigger a FRAP. |
| | 5 | You find your favourite tasty snack. Heal 1 injury. |
| | 6 | Broken glass covers the ground. Before you leave this location, make a successful *PROWL* check or sustain 2 injuries. |

| | | |
|---|---|---|
| **5** | 1 | Your tail becomes trapped in something. Sustain 1 injury and generate a *Yes, and...* in your current location before you can move on. |
| | 2 | You find another cat's food bowl. Tuck in and heal 1 injury. |
| | 3 | You find the perfect spot to stake your claim to this location square. Take it without making a *MARK* check. No cat can ever take this location from you. |
| | 4 | You find an injured cat. Make a *PREEN* check to heal it, and it will become your ally in this location square, offering an advantage on all skill checks made here. |
| | 5 | Trigger a FRAP. |
| | 6 | Something else is here. Roll another encounter before leaving this location. |

| | | |
|---|---|---|
| **6** | 1 | Long grass links this and any connected locations. You can make a *PROWL* check at the start of your turn in the next square you visit to move through it without encountering anything. |
| | 2 | Something else is here. Roll another encounter before leaving this location. |
| | 3 | You are hungry. Make a successful *HUNT* check or sustain 1 injury. You can make one *HUNT* check in each new location square you visit at the end of your turn. Each time you fail, you sustain 1 injury. |
| | 4 | A stray cat takes control of one of your tenuous locations. |
| | 5 | You find an abandoned feral kitten. |
| | 6 | Trigger a FRAP. |

# Brave Mew World

A CYBERPUNK SETTING
FOR BE LIKE A CAT

# BRAVE MEW WORLD: INTRODUCTION

*Brave Mew World* is a dystopian future scenario for *Be Like a Cat* set in the Metaverse. In this scenario, you take on the role of a cat avatar loaded into a virtual universe to carry out a mission for a group of hackers.

## INTRODUCTION

Welcome to the future: a time when overpopulation, overbearing corporations and crime have made life almost unbearable. Much of the population prefers to remain indoors, immersing themselves in the virtual world of the Metaverse.

The switch to an alternative reality has been tough on cats. In the real world, robotic designer pets have become vogue. Pets are regularly augmented via neural chips to give their owners more control over them and upload their personalities into the Metaverse.

You, however, have been spared this life. The Freerunners, a group of hackers, have modified your neural chip, returning your free will. In return, you have offered to help the Freerunners in their quest to make a copy of the Metaverse that isn't controlled by global corporations. You have become one of the Freerunners' most sought-after agents, placing you at the top of the list whenever they have a crucial mission.

## OBJECTIVES

For your current mission, you have been uploaded to the mainframe of a software development corporation named MIDAS. In the Metaverse, this mainframe manifests as a large corporate building. Your brief is to locate and copy 8 databases that contain the Metaverse kernel and then upload them to the Freerunner mainframe (for a tougher game, increase the number of databases). You can load these databases into your neural chip and then, once you have them all, upload yourself back into the Freerunner server via any intranet port.

As you explore the MIDAS mainframe, you will also come across *augmentations* that you can use to upgrade your virtual cat. However, as these *augmentations* are

often experimental, they may occasionally contain bugs that can hinder you.

## GLITCHES

Occasionally, the Metaverse experiences a glitch. Use the base rules for FRAP on page 24 to emulate these hiccups in the Metaverse.

## LIFECYCLE STAGES

This scenario takes place in one lifecycle stage of your cat. Create a kitten and follow the steps on            9, *Developing Your Skills*, until you reach the desired lifecycle stage.

## DATA PORTS

Scattered across the MIDAS mainframe are data ports with different functionalities. When you locate one, roll a 1d6 and consult the table below:

| | |
|---|---|
| 1 | *Augmentation*. An upgrade to your virtual cat. |
| 2 | *Cheat code*. A way to beat the system. |
| 3 | *Corrupt*. Does nothing. |
| 4 | *Intranet*. Use this to travel to another intranet data port. |
| 5 | *Defragmentation.* Heals injuries. |
| 6 | *A database.* |

## AUGMENTATIONS

Whenever you defeat a creature in combat, you can transfer any software augmentations it has to your own chip. You can have a maximum of 2 augmentations at any time. Whenever you have 2 augmentations and wish to load another, you must delete one of your current ones to make space.

To see if a creature has an augmentation that you can use, roll 2d6 and consult the augmentations table in this scenario. Then, roll a further 1d6 to see if the augmentation is compatible with your neural chip. On a roll of 5 or 6, you can add the augmentation to your chip and take advantage of its benefits. On a roll of 1,

the software crashes, you cannot use it, and you sustain 1 injury. You also lose any augmentations you deleted while attempting to install this one.

## CHEAT CODES

Cheat codes have multiple uses. Sometimes, a prompt tells you how to spend a cheat code to achieve something. Once you have spent a cheat code, it is gone for good.

You can use cheat codes during combat. By spending a number of cheat codes equal to your opponent's remaining injury points, you can deactivate them and immediately win the fight. You can only do this if you have enough cheat codes to completely wipe out your opponent's remaining injury points.

## INTRANET

You can use intranet data ports to transport your avatar to another location square anywhere. However, doing so requires spending 1 cheat code. Once you have connected two location squares via intranet ports, these two ports can only link to each other.

## DEFRAGMENTATION PORTS

Anytime you come across a defragmentation port, roll 1d6 to define how many defrag units it has. When you use one of these ports, you can make a *SIGNAL* check and, on a success, you can draw down as many available defrag units as you require, healing 1 injury for each unit used. Any remaining units will remain in the port, and you can come back later for them. However, on a failed check, you only heal 1 injury; any remaining units in the port expire, and you can't use it again.

# BRAVE MEW WORLD: LOCATIONS (2D6)

| | |
|---|---|
| 2 | *A database server.* Make a *SIGNAL* check to download one Metaverse database to your neural chip. On a failure, the database is corrupt and cannot be used. |
| 3 | *1d6 x 1d6 coding cubicles.* In each square belonging to this location, you can make a *HUNT* check to search for one data port. You can find up to two data ports here. You may search each square belonging to this location once only. If you find a data port roll against the table on page 38 to see what type it is. |
| 4 | *A data port.* Roll against the table on page 38 to see what type it is. |
| 5 | *1d6+2 corridor with a narrow gantry.* You can climb and dismount the gantry using steps on this location's first or last square. Whilst on the gantry, you must make a *BALANCE* check when you cross to the next square. On a fail, you fall back to the floor of your current location and sustain 1d6 injuries. |
| 6 | *Cable room.* A room full of network cables. Make a *PROWL* check to cross it without suffering an electromagnetic spike. If you fail, you lose 1 *augmentation*. You also sustain 1 injury. You can also make a *HUNT* check to find a cheat code here. |
| 7 | *A storage room.* After checking for an encounter, you must also roll a *Yes, and...* |
| 8 | *A 1d6 server room.* On any square belonging to this location, make a *HUNT* check to find a data port. If you find one, roll against the table on page 38 to see what type it is. You can only search this whole location once. |
| 9 | *1d6 x 1d6 psionic lab.* Your neural chip is adversely affected in any square belonging to this location, and all skill and combat checks are made with *timidity*. You can override this effect by spending 1 cheat code each time you enter a square belonging to this location. |
| 10 | *Body shop.* Spend 3 cheat codes here to add a cybernetic body modification. You can choose the type of modification and develop one relevant skill score using the rules on page 12, *Developing Your Skills* (e.g., hydraulic leg springs add to your *JUMP* skill). You can only do this once per skill. |
| 11 | *Vending machine.* Spend a cheat code to grab a hearty digital snack and heal 1 injury. You can do this once each time you revisit this location. |
| 12 | *A weapons lab.* Roll 1d6, and on a 5 or 6, you find one of the following:<br><br>» <u>A sonic meow.</u> Use to make *EVADE* checks with *courage*.<br>» <u>Electric toe-bean glove.</u> Use this to make *CLAW* attacks with *courage*.<br>» <u>Laser collar.</u> Use *SIGNAL* as an attack and add 1 to any injuries inflicted.<br>» <u>Poison tooth cap.</u> Automatically succeed a *BITE* attack and inflict 1d6+2 injuries.<br><br>All items have three uses, after which they lose their charge and must be discarded. |

# BRAVE MEW WORLD: ENCOUNTERS (2D6)

| | |
|---|---|
| 2 | *A robot vacuum/malware detector* {2, 4, 4}. In each new square you visit, make a *PROWL* check to throw it off your scent. On a fail, lose 1 *augmentation* (if you have no *augmentations*, sustain 1 injury). On a success, you evade detection. If you choose to fight it, you will alert the security mainframe of your presence – they are now watching you. All future *PROWL* checks must be made with *timidity*. |
| 3 | *Cyber kitten ally* {3, 3, 5}. Create a neural link with this kitten and ask it to scout the nearest unexplored location. You can see through the cyber kitten's eyes. Take a turn for the cyber kitten in any unexplored square and generate the location and encounter for that square. When the cyber kitten has completed its task, it will run away if it survives any combat that might occur. |
| 4 | *Cyber cat ally* {3, 3, 5}. This cat will assist you in the next 2 location squares you visit. It will also give you 1 *augmentation*. |
| 5 | *A human hacker* {7, 4, 9}. Make a *CUTE* check to convince them to give you 2 cheat codes or heal 1d6 injuries. If you fail, they will place a virus in your neural chip, and you sustain 1d6 injuries. |
| 6 | *A rival cyber cat* {3, 3, 5}. In combat, each time it inflicts injuries on you, roll 1d6. On a 1 or a 2, as well as inflicting injuries, it corrupts one of your *augmentations*, and you must discard it. |
| 7 | *No encounter.* |
| 8 | *Sonic crow* {2, 6, 4}. If this bird injures you in combat, it will emit a sonic caw. Make a *SCARE* check. On a failure, the check interferes with your neural chip, and you make all subsequent skill and combat checks in this and the next location square you visit with *timidity*. On a success, the sonic caw has no effect. |
| 9 | *A data-transfer rat* {2, 6, 4}. Make a *SIGNAL* check, and this rat will head off to look for a data port for you. In each new location square you visit, roll 1d6. On a 6, the rat returns with a data port. Roll against the table on page 38 to see what type it is. The rat will then deactivate. |
| 10 | *Security chihuahua* {3, 3, 5}. This robotic canine will follow you into every new location square and fight you until you have defeated it. |
| 11 | *Create your own encounter*. Roll 1d6. On a result of 1–3 the creature is an ally. On a result of 4–6 it is antagonistic. Alternatively, roll a new encounter. |
| 12 | *A viral flea.* The flea immediately attaches to you and drains your neural chip. While carrying the flea, make a *PREEN* check in each new location square you visit. On a failure, you lose 1 *augmentation*. If you have no *augmentations*, you lose 1 database. If you have no *augmentations* or databases, you sustain 2 injuries. On a success, the flea is detached from you and deactivates. |

# BRAVE MEW WORLD: YES, AND... (2D6)

| | |
|---|---|
| 2 | *Metaverse glitch.* Trigger a FRAP and sustain 1d6 injuries. Additionally, make a *SIGNAL* check. On a failure, the glitch corrupts 1 database you are carrying, and you must discard it. |
| 3 | *Air vent.* Make a *CLIMB* check to get into the ventilation network. If you fail, you fall and sustain 1d6 injuries. Once in the network, you can travel above location squares without triggering encounters or *Yes, and...* On each new location square you cross, roll 1d6. On a 1 or a 6, there is another vent where you can return to the floor level. To get out of the ventilation network, you must make a successful *LAND* check or sustain 1d6 injuries. |
| 4 | *Smart pills.* You find 1d6 smart pills. Take 2 to heal 1d6 injuries. Take 3 to add 1 to any skill score. |
| 5 | *Development server.* Jack in and make a *HUNT* check. On a success, roll 1d6. 1=one cheat code; 2-5=two cheat codes; 6=a database. |
| 6 | *Medical station.* Make a *PREEN* check. On a fail heal 1 injury. On a success, heal 1d6 injuries. |
| 7 | *You find a data port.* Roll against the table on page 38 to see what type it is. |
| 8 | *Open conduit.* Make a *HUNT* check. On a success, you find a main cable that leads to a data port. On a failure you get an electric shock and sustain 1 injury. |
| 9 | *EMP.* An electromagnetic pulse surges through the Metaverse. Roll 1d6. 1=you sustain 1d6 injuries; 2-5=make all checks in the next two locations you visit with *timidity*; 6=harness the power of the surge and make all checks in the next two locations you visit with *courage*. |
| 10 | *Fallen hero.* You discover a neural chip from one of your allies who didn't make it. Roll 1d6. 1=all data on the chip is corrupt; 2-5=you find 1 *augmentation;* 6=you find 1 database. |
| 11 | *Stars of CCTV.* A security camera picks you up. In the next location square you visit, roll for two encounters. |
| 12 | *Database terminal.* Make a *SIGNAL* check. On a success, you find and download a Metaverse database. You can only check this terminal once before it locks you out. |

# BRAVE MEW WORLD: AUGMENTATIONS (2D6)

| | |
|---|---|
| 2 | *Fang You Very Much.* Your teeth fizz with an electric charge. Make all *SCARE* checks and *BITE* manoeuvres with *courage*. Additionally, inflict 1 extra injury when a *BITE* manoeuvre succeeds. Make all *CUTE* checks with *timidity*. |
| 3 | *Buzz Off.* Emit an electromagnetic pulse at will. Make all *PROWL*, *MARK* and *EVADE* checks with *courage*. Each time you use this, make a *SIGNAL* check, and on a failure, the pulse inflicts 1 injury on you. |
| 4 | *Focus Locus.* You now have a keener eye. Make all *HUNT* checks with *courage*. |
| 5 | *Tears in the Rain.* In combat, as one manoeuvre, you can hiss toxic fumes at your opponent. Make a *SCARE* check. On a success, your opponent is blinded and makes all subsequent checks with *timidity*. |
| 6 | *A Tail of Two Kitties.* An accelerometer upgrade for your tail. Make all *BALANCE*, *LAND* and *POUNCE* checks with *courage*. |
| 7 | *Electromagnetic Toe Beans.* Make all *CLIMB* checks with *courage*. Make *CLAW* manoeuvres with *timidity*. |
| 8 | *Rage Against the Machine.* In combat, on each of your turns, you can make two combat manoeuvres. Your opponent can only make an *EVADE* check for the first manoeuvre. |
| 9 | *Code Hack.* Create your own *augmentation* that gives you *courage* on two skills. |
| 10 | *Spring Time.* Super-strength rear legs. Make all *JUMP* checks with *courage*. |
| 11 | *Claw and Order.* Extending murder mittens. Make all *MARK* checks and *CLAW* manoeuvres with *courage*. Additionally, inflict 1 extra injury when a *CLAW* manoeuvre succeeds. Make all *PREEN* checks with *timidity*. |
| 12 | *Signal Boost.* Make all *SIGNAL* checks with *courage*. |

# THE BOOK OF BASTET

AN ANCIENT
EGYPTIAN
SCENARIO FOR
BE LIKE A CAT

*The Book of Bastet* is a scenario for *Be Like a Cat* set in ancient Egypt sometime around the 13th century BCE. It takes place under the reign of Ramses II, who embarked on the most extensive period of building cities, temples, and monuments ever known.

## INTRODUCTION

Your adventures begin the morning after an oppressively warm night in your home town of Abu Simbel. Throughout the night, dreams of snakes, papyrus scrolls and small, lightless rooms deep beneath the sands have troubled your sleep. At the first light of the next day, a voracious thirst leads you out of the village across a small patch of desert and onto the west bank of Lake Nasser.

The ripples distort your reflection as you drink from the lake's cool waters, and you see a version of yourself you do not recognise staring back. As you peer closer, clouds cover the sun and a dark shadow slides across the sky above you. One cloud takes on the form of a giant serpent. Startled, you scramble away from the water's edge.

While composing yourself, a dream from last night returns to you: the sun became a giant eye and stepped out of the sky, proclaiming its name as Ra. The eye placed its thoughts directly into your mind, revealing that the giant serpent, Apep, has captured your sister, Sekhmet. To save her, you must travel to the lower chambers of the great temple of Ramses II and seek out 12 scrolls that contain the writings of Bast and detail the method of defeating Apep and freeing Sekhmet.

Your fur stands on end as you realise that more than chance brought you to the banks of the Nasser today. Turning away from the water, you face the great temple behind you. You slowly make your way to the great pillars erected at the cost of many lives. At their base, you raise your nose to the air, searching for the scent of stale air that will reveal a small fissure leading to the myriad of secret chambers beneath the temple.

## OBJECTIVES

As you explore the underside of the temple of Ramses II, you will search for 12 scrolls. Each scroll you read will imbue you with the necessary tools and

knowledge to find and release your sister. The scrolls also bestow upon you boons and curses. Regardless of their effects on you, it is necessary to collect them all. Once you have collected 12 scrolls, run the *Conclusion* at the end of this scenario.
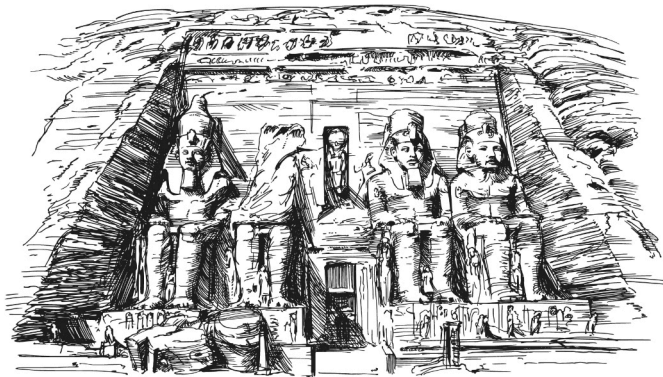
## READING SCROLLS

The scrolls are constructed of rotting papyrus inked with rows of hieroglyphics. When you discover a scroll, you must make a successful *SIGNAL* check to commit it to memory. If you succeed, use the table below relating to the current number of scrolls you have found to determine how memorising it affects you. You can only have one *curse* and one *boon* at any time. A newly acquired *curse* or *boon* overrides any previous ones of its kind.

If you fail to interpret the scroll, it turns to dust, and you gain nothing from it, nor does it count towards your tally of discovered scrolls.

| SCROLLS FOUND | EFFECT OF CURRENT SCROLL |
|---|---|
| 1 | Roll against the *boon* table. |
| 2 | Roll against the *curse* table. |
| 3 | Roll against the *boon* table. |
| 4 | *Curse of ageing.* Advance one lifecycle stage. |
| 5 | Roll against the *curse* table. |
| 6 | Roll against the *boon* table. |
| 7 | Roll against the *curse* table. |
| 8 | *Curse of ageing.* Advance one lifecycle stage. |
| 9 | Roll against the *boon* table. |
| 10 | Roll against the *curse* table. |
| 11 | Roll against the *boon* table. |
| 12 | *Scroll of Apotheosis.* Run the *Conclusion* of this scenario. |

# THE BOOK OF BASTET: LOCATIONS (2D6)

| | |
|---|---|
| 2 | *A 1d6+1 hall of hieroglyphics.* Make a *SIGNAL* check to read the walls. If any die from you roll has a value 6, you are granted a *boon* and heal 2 injuries; however, if any have a value of 1, regardless of any other values rolled, you fall foul of a *curse*. If you roll does not contain a 1 or a 6, you can't decipher the hieroglyphics and they have no effect on you. |
| 3 | *A shaft down to a new level.* Make a *LAND* check to drop down. If you fail, sustain 1d6 injuries. To scale back up make a *CLIMB* check or fall back down to the same level and sustain 1d6 injuries. Map this new level on a new *territory tracker* sheet and make a connection to your current one via a location square on each sheet. |
| 4 | *1d6+1 long corridor* with no encounter. |
| 5 | *Alcove with a statue.* Make a *HUNT* check in here and find tasty scarab beetles or tiny lizards to eat. On a success, you find food and heal 1 injury. |
| 6 | *A 1d6 x 1d6 empty chamber.* |
| 7 | *A burial chamber.* If you encounter a creature in here, it is a mummy and you must add 1 to each of its stats to account for its undead state. |
| 8 | *1d6+1 long corridor.* |
| 9 | *1d6 x 1d6 statue room* containing depictions of ancient Pharaohs. |
| 10 | *2d6 x 2d6 grand hall.* You only need to roll one encounter the first time you enter this location. After that, you may pass through all squares that are a part of this location without rolling any more encounters. You should still check for *Yes, and...* |
| 11 | *A healing well.* Come here to drink and heal 1d6 injuries. You can only do this once on this level. |
| 12 | *A scroll room.* You discover a scroll. |

# THE BOOK OF BASTET: ENCOUNTERS (D66)

| 1 | 1 | No encounter |
|---|---|---|
| | 2 | Stray Cat {3, 3, 5} |
| | 3 | Jackal {4, 3, 5} |
| | 4 | Feral Cat {3, 3, 5} |
| | 5 | Gazelle {4, 6, 5} |
| | 6 | Mongoose {3, 4, 5} |

| 2 | 1 | Ibis {2, 3, 5} |
|---|---|---|
| | 2 | No encounter |
| | 3 | Falcon {4, 4, 6} |
| | 4 | Hare {2, 5, 5} |
| | 5 | Mouse {1, 6, 2} |
| | 6 | Stray Cat {3, 3, 5} |

| 3 | 1 | Undead Skeleton {3, 4, 5} |
|---|---|---|
| | 2 | Sphinx Cat {2, 3, 5} |
| | 3 | No encounter |
| | 4 | Friendly Cat {3, 3, 5} |
| | 5 | Rat {2, 6, 4} |
| | 6 | Asp Snake {3, 4, 5} |

| 4 | 1 | Baboon {3, 4, 5} |
|---|---|---|
| | 2 | Lion {5, 5, 6} |
| | 3 | Ostrich {4, 5, 6} |
| | 4 | No encounter |
| | 5 | Unfriendly Cat {2, 3, 5} |
| | 6 | Lizard {1, 6, 2} |

| 5 | 1 | Crocodile {4, 3, 5} |
|---|---|---|
| | 2 | Fennec Fox {3, 3, 5} |
| | 3 | Cobra Snake {3, 4, 5} |
| | 4 | Human Explorer {4, 4, 7} |
| | 5 | No encounter |
| | 6 | Ostrich {4, 5, 6} |

| 6 | 1 | Scarab Beetle {1, 1, 2} |
|---|---|---|
| | 2 | Mongoose {3, 4, 5} |
| | 3 | Mummy {5, 5, 6} |
| | 4 | Mau Cat {3, 4, 5} |
| | 5 | Vulture {4, 4, 6} |
| | 6 | No encounter |

# THE BOOK OF BASTET: YES, AND ... (2D6)

| 2 | *Lost spirit.* You become momentarily possessed by a spirit lost between worlds. Trigger a FRAP. Once the FRAP is over, the spirit passes over to the other side. |
|---|---|
| 3 | *Underground oasis.* You find a small pool of water and/or some edible berries. You can heal 2 injuries. |
| 4 | *Sekhmet's whisper.* A vision is revealed to you of the location of a scroll. Mark any unexplored location square at least 5 squares from your current location. When you reach that square, make a *HUNT* check with *courage*, and, on a success, you find a scroll. |
| 5 | *Secret shaft.* You find a narrow shaft that connects to any square (either explored or unexplored) that is up to 10 location squares away. When you travel through this shaft, you do not need to take turns until you reach your destination. |
| 6 | *Pouch of herbs.* If you choose to consume these, roll 1d6. 1=they are poisonous, and you sustain 2 injuries; 2–5=they provide sustenance, healing 1 injury; 6=they are medicinal and heal 1d6 injuries. |
| 7 | *Hieroglyphics.* Make a *SIGNAL* check to read them. On a success, you understand them and roll another 1d6 to see what they mean. 1=you gain a *curse*; 2–5=they tell a story of an ancient Pharaoh; 6=they grant you a *boon*. |
| 8 | *A small treasure.* You can carry two of these at a time. When you meet a creature, you can offer it one small treasure and make a *CUTE* or *PLAY* skill check. On a success, the creature will yield the location to you. On a failure the creature will attack you in an attempt to steal any treasures you are carrying. |
| 9 | *Fissure.* Several cracks run across the floor of this location square. To cross it in any direction, make a *PROWL* check. On a fail, you fall down a crack and sustain 1d6 injuries. You must make a successful *CLIMB* check to get out of the fissure. For each *CLIMB* check you fail, you sustain 1 injury.<br>    To avoid crossing this location square, you must return to the previous square you were in. |
| 10 | *Foul air.* Roll for a *curse*. |
| 11 | *Tremors.* Apep triggers a small earthquake. Rubble falls from the ceiling. Make an *EVADE* check. On a failure, sustain 1d6 injuries. On a success, sustain 1 injury. |
| 12 | *Apep's vengeance.* The snake god has his eyes on you. He attempts to curse you. Make a *PROWL* check to avoid the curse. On a fail, his curse succeeds and one scroll disappears from your memory. You also sustain 1d6 injuries. |

# THE BOOK OF BASTET: CURSES (2D6)

*If a* curse *suggests you make a check with* timidity*, but a* boon *or bonus you have means that the same check should be made with* courage*, the two cancel each other out, and you should make a regular check with neither* courage *nor* timidity.

| | |
|---|---|
| **2** | *Putty Cat.* The ground beneath your paws feels like mud. Make all *TRAVEL* skill checks with *timidity*. |
| **3** | *Apep's Venom.* Your fur glows a luminous green. Make all *PROWL*, *EVADE* and *SOCIAL* checks with *timidity*. |
| **4** | *Scaredy Cat.* You lose your confidence in battle. Make all *COMBAT* manoeuvres and *MARK* checks with *timidity*. |
| **5** | *Scroll Down.* You lose one memorised scroll. |
| **6** | *Double Vision.* Your eyesight falters. Make all *HUNT* checks with *timidity*. |
| **7** | *Speaking Tongues.* Your ability to communicate and understand language is impaired. Make all *SIGNAL*, *CUTE* and *SCARE* checks with *timidity*. |
| **8** | *Beyond Repair.* You cannot heal injuries. |
| **9** | *Declawed.* You are unable to extend your claws beyond your toe beans. Make all *CLAW* manoeuvres and *CLIMB* checks with *timidity*. |
| **10** | *Mind Fog.* Cruel visions haunt you. Make all skill checks with *timidity*. This does not affect combat manoeuvres. |
| **11** | *Double Damage.* Your constitution is weakened, and you must double the number of injuries you sustain. |
| **12** | *Life Drain.* Immediately lose two of your nine lives. Reset your health to its maximum value. |

# THE BOOK OF BASTET: BOONS (2D6)

*If a* boon *suggests you make a check with* courage*, but a* curse *or weakness you have means that the same check should be made with* timidity*, the two cancel each other out, and you should make a regular check with neither* courage *nor* timidity.

| | |
|---|---|
| 2 | *Haste.* You can travel through 2 location squares at a time. You only need to roll for an encounter in the location you end up in. You do not need to take turns in any squares you pass through. |
| 3 | *Skin of Apep.* Your fur turns into tough snake scales. Make all *EVADE* and *LAND* checks with *courage*. Additionally, you can subtract 1 from any injuries you sustain. |
| 4 | *Ba-Boon.* You gain the proficiencies of Babi, the baboon god. Make all *TRAVEL* checks with *courage.* |
| 5 | *Thoth's Wisdom.* You gain knowledge from your ancestors. Make all *SIGNAL* checks with *courage.* |
| 6 | *Osiris' Protection.* This boon protects you from the loss of one of your nine lives. If you lose a life while possessing this boon, all of your injuries are healed, and you do not need to remove a life from your sheet. This only works once. |
| 7 | *Amon's Cloak.* When you enter a location square, make a *PROWL* check. On a success, you make yourself invisible to any creatures there and can pass through undetected. |
| 8 | *Wrath of Ra.* You can attempt a *SCARE* check on your first round of any combat. On a success, your enemy enters a fit of fear and immediately flees. You can try this only once on a creature. |
| 9 | *Eye of Ra.* You can peer into any unexplored location square that is adjoined to the one you are currently in. Roll for a location and encounter to see what is there. |
| 10 | *Displaced.* You can create a duplicate vision of yourself to confuse your opponent. Make all *COMBAT* checks with *courage.* |
| 11 | *Strength of Sekhmet.* You inherit divine fighting skills. Make all *COMBAT* manoeuvres with *courage* and double the injuries you inflict. |
| 12 | *Protection of Bastet.* Only gods can injure you**.** |
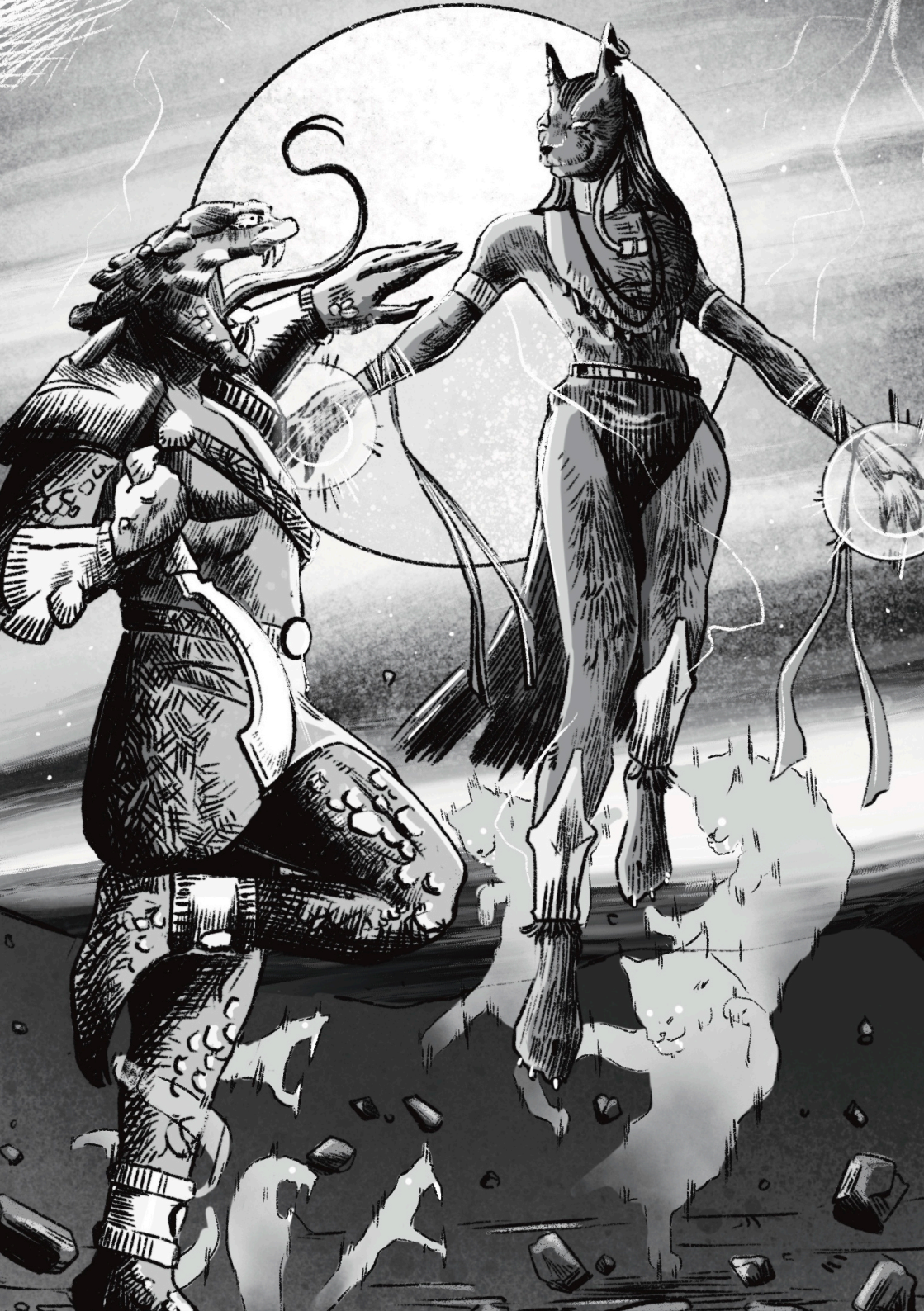
# THE BOOK OF BASTET: CONCLUSION

## APOTHEOSIS

As you read the final scroll, you feel a strange rush through your body, like electricity coursing through your feline blood. The earth begins to shake, and you find yourself rising onto your hind legs as if this were your natural way of walking. As your transformation begins, you barely have time to acknowledge the pain this transmutation brings as the ground beneath you splits in two. A snake-headed creature rises from beneath. You know from the scrolls that you have read that this is the ancient god Apep, and to free your sister, you must defeat him.

Even though this seems impossible, you accept that something within you is different. Your old name changes like the sand dunes that rewrite the surrounding deserts. A new identity has formed in your mind. From this moment on, you will be known as Bastet. You hold out your arms and extend your fingers. Ten long, godly claws snap outwards towards your opponent.

## SHOWDOWN WITH APEP

You must fight Apep {6, 6, 40}. In your new form, you may double all of your skill scores. You can also choose 2 *boons* from those in the table on page 51. Your health and lives remain as they were, but you may restore one life if you have lost any. You also have 3 *spirit cats*. On your turn, you can use a *spirit cat* to inflict 2 extra injuries on an attack or to add 3 successes to your *EVADE* manoeuvre. Once a *spirit cat* is used, it vanishes.

## OUTCOME

If you defeat Apep, you will free Sekhmet and the spirit of Bastet will leave you and enter her body. From this day on, she will be known as Bastet. You will return to the streets of Abu Simbel forever watched over by Ra.

If you are defeated by Apep, or if you choose to run, the snake god will continue his war against Ra, hoping to bring chaos to the world and your sister will remain his prisoner.

# STAR PAWS

A DEEP SPACE SETTING FOR BE LIKE A CAT

# STAR PAWS: INTRODUCTION

*Star Paws* is a futuristic scenario for *Be Like a Cat* set on a malfunctioning space station that orbits a planet in a distant galaxy. An alien life-form has infiltrated your space station (it happens more than you think). All but a few humans have deserted the station, leaving mainly escaped animals, droids and aliens.

## OBJECTIVE

There is one escape pod left, but it is currently out of operation. You'll need to find 4 different repair tools to fix the pod. Mark any location square on your *territory tracker* to indicate where this pod is situated. This also acts as your starting location, having just discovered that the escape pod is not functioning.

## LOCATIONS

All newly generated locations within the station are separated by airlock doors. Some of these may be broken and require specific *repair tools* to fix them. Doors immediately close behind you when you pass into a new location. You can place up to two airlock doors in any location. This restricts how you can travel around the station as you can only pass to a new location via an airlock door.

## REPAIR TOOLS

As you explore the failing space station, you will find repair tools to help fix broken things. You carry these tools in a small backpack.

Whenever a prompt says you find a tool, roll 1d6 and consult the *Repair Tools* prompt table at the end of this scenario. You can fix the escape pod once you have collected 4 different tool types, and you should return to the pod's location and attempt to repair it. Repair tools always specify the check needed to operate them. If a repair attempt fails, you can make as many further attempts as you wish. However, if you roll a 1 when making a repair attempt, the tool breaks and cannot be used again.

To fix the pod, you must succeed four skill checks – one for each tool.

## ZERO GRAVITY

Occasionally, the artificial gravity gizmo (actual name) will stop doing its thing in a location. When this happens, you float in mid-air, and all your *TRAVEL* skill checks automatically fail. If gravity is restored, you must make a successful *LAND* check or sustain 1d6 injuries.

## OXYGEN

Some locations have experienced a hull breach and contain no oxygen. On your first turn in any location square with no oxygen, you have enough in your lungs so as not to impede you. However, in subsequent turns, any squares belonging to the location will require you to expend an *oxygen canister*. You begin the game with 4 canisters attached to your collar, and you can pick up more as you explore.

If you run out of oxygen, for each turn you take in a square with no oxygen, you sustain 1 injury. Additionally, when you have no oxygen, all skill checks are made with *timidity*.

## SPACEWALKS

Whenever you come across a location square with an external airlock, you can spacewalk along the station's outer surface. In this case, the rules for zero gravity and oxygen apply. For each square you pass over, roll 1d6. On a 6, you find an airlock that allows you back into the station's interior.

## ANIMAL ENCOUNTERS

One of the encounter prompts in this scenario relates to escaped animals. You will need the *Urban Cat: Encounters* table (page 33) to hand to generate the animal you encounter. If your roll against the *Urban Cat: Encounters* table yields a human, discard the result and roll again.

# STAR PAWS: LOCATIONS (2D6)

| 2 | *An external airlock.* This leads to the outer hull of the space station. |
|---|---|
| 3 | *A ladder.* Choose whether this ladder goes up or down to a new level. When you use the ladder to go to a level you have never been to before, start a new territory tracker and mark a location square that links to this ladder. Any time you use the ladder, make a *CLIMB* check. On a fail, you fall and sustain 1d6 injuries. |
| 4 | *1d6 crew quarters.* Make a *HUNT* check to find 1d6 *oxygen canisters*. You can only make this check once in this location. |
| 5 | *1d6 x 1d6 unlit area.* Make all checks with *timidity* here. |
| 6 | *1d6+2 corridor with a narrow gantry.* You can climb and dismount the gantry using steps on this location's first or last square. While on the gantry, you must make a *BALANCE* check when you cross to a new square in this location. On a fail, you fall back to the floor of your current location and sustain 1d6 injuries. |
| 7 | *1d6 x 1d6 communal area.* |
| 8 | *Storage cupboard.* Roll 1d6. 1=empty;  2–3=one *oxygen canister*; 4-5=two *oxygen canisters*; 6=one *repair tool*. |
| 9 | *1d6 x 1d6 control room.* This room contains a few working CCTV cameras. You can reveal a currently unexplored location before you visit it. Roll a location and encounter to see what is there. |
| 10 | *2d6 x 2d6 bio-dome.* An agricultural zone. When passing through any square belonging to this location, you can make all *PROWL* checks with *courage*.<br>    You can also make a *HUNT* check each time you visit this location to find a tasty snack and heal 1 injury. You can only make this check once per visit to this location. |
| 11 | *Medical station.* There is a limited supply of veterinary medicines in here. You can heal 1d6 injuries. You can only heal in this location once. |
| 12 | *Engineering laboratory.* Make a *HUNT* check to find a *repair tool* here. |
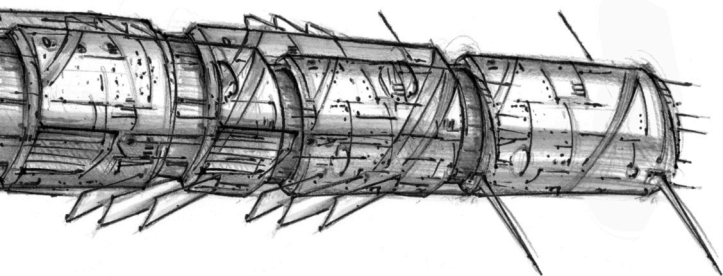
# STAR PAWS: ENCOUNTERS (2D6)

| | |
|---|---|
| 2 | *A fully grown alien entity* {5, 4, 5}. Always hostile. When it injures you in combat, roll 1d6. On a 1 or 2, you sustain 1d6 additional injuries from its acid-tinged claws or teeth. |
| 3 | *Human engineer* {7, 4, 9}. Make a *SIGNAL* check; on a success, this engineer will be able to point you to a *repair tool* that is 3 location squares away. Once you reach this location, make a *HUNT* check. On success, you will find the *repair tool*. |
| 4 | *A young alien entity* {3, 3, 3}. Always hostile. |
| 5 | *A malfunctioning droid* {2, 4, 4}. Hostile until repaired. If you have a Software Recalibration *repair tool*, you can make a *JUMP* or *POUNCE* check to plug the tool into its back rather than fight this droid. Each time you attempt to get on the droid's back, it will make one attack manoeuvre, which you cannot *EVADE*.<br>    When you are on the droid's back, you can attempt to repair it with the Software Recalibration *repair tool*.<br>    Any time a repair fails, make a *BALANCE* check to remain on the droid's back and attempt the repair again. If you fail, you fall off, sustaining 1 injury, and you will need to *JUMP* or *POUNCE* back onto the droid's back to try again.<br>    Repairing the droid will make it friendly and give you 1d6 *oxygen canisters*. |
| 6 | *An escaped animal.* Generate an encounter using the *Urban Cat: Encounters* table. |
| 7 | *Alien larva* {2, 3, 2}. Always hostile. When it injures you in combat, roll 1d6. On a 1 or 2, you sustain 1 additional injury from its acid spray. |
| 8 | *No encounter.* |
| 9 | *Human crew* {7, 4, 9}. Roll 1d6. 1–2=they are afraid and hostile and will attempt to kill you; 3–4=they are hostile but can be won over with a *CUTE* or *PLAY* check; 5–6=they will accompany you to the next location square and help you – make all checks in this square and the next with *courage*. |
| 10 | *Alien slime trail.* This gooey acid coats the floor and walls. Unless you are in a zero gravity environment, make a *PROWL* check. On a fail, you sustain 2d6 injuries. On a success, you sustain 2 injuries. |
| 11 | *Monkeynaut* {3, 4, 5}. Make a *CUTE*, *SIGNAL* or *PLAY* check, and this monkey will take you on its back and carry you up to 4 location squares, swinging from overhead pipes. You only need to take a turn in the final square the monkey drops you in. |
| 12 | *A fully grown alien entity* {5, 4, 5}. Always hostile. When it injures you in combat, roll 1d6. On a 1 or 2, you sustain 1d6 additional injuries from its acid-tinged claws or teeth. |

# STAR PAWS: YES, AND ... (2D6)

| | |
|---|---|
| 2 | *Space debris.* The station is hit by small rocks or pieces that have previously broken off the station and remain in the same orbital path. Remove 1d6 location squares from the territory that you have explored. You cannot enter these squares again. |
| 3 | *Chemical spillage.* Make a *PROWL* check. On a fail roll 1d6. 1–2=acid. Sustain 1d6 injuries and lose 1 *repair tool* if you are carrying any; 3–4=toxic fumes. Sustain 1d6 injuries; 5–6= slip and fall, sustaining 2 injuries. |
| 4 | *Cracked bulkhead.* Peer into another connected location through this rip in the bulkhead. Roll a location and encounter. |
| 5 | *External airlock.* Use the rules for external airlocks to use this. |
| 6 | *Hull breach.* Use the rules for no oxygen in this location. This can be repaired with an Adjustable Wrench *repair tool*. |
| 7 | *Gravity gizmo glitch.* Use the rules for zero gravity in this location. This can be repaired with an Electromagnetic Reset *repair tool*. |
| 8 | *Door Failure.* You cannot exit through one of the doors in this location. This can be repaired with an Electronic Screwdriver *repair tool*. |
| 9 | *Hoverboard.* Use this to travel rapidly through 1d6+2 location squares without taking turns there. You only need to take a turn on the last square you land in. Once you have used the hoverboard, it runs out of charge and is useless. |
| 10 | *Laser defence.* An alien passing through this location square has triggered the laser defence system. Make a *PROWL* check to avoid the lasers. On a failure, sustain 1d6 injuries. This can be fixed with a Security Override *repair tool*. |
| 11 | *Air duct.* Roll 1d6. 1–2=the fan sucks you towards it. Make a *BALANCE* check. On a fail, you are sucked through the fan and sustain 1d6 injuries; 3–4=the fan is turned off. You can enter another location through it; 5–6=the fan is blowing against you. Make a *BALANCE* check. On a fail, you are blown back and take one more turn in this location before moving on. |
| 12 | *Orbit shift.* The station is pulled closer to the planet it orbits. Make a note of how many times this happens. On the tenth shift, the station enters the planet's atmosphere and burns up along with everything on board. Game over. |

# STAR PAWS: REPAIR TOOLS (2D6)

| 1 | *Security Override.* A magnetic toe-bean attachment enables users to override security, such as locked doors or defence systems. Requires a successful *CLAW* check to use. |
|---|---|
| 2 | *Software Calibration.* A small pendant that contains a data stick. Patches and fixes buggy software. Requires a successful *SIGNAL* check to use. |
| 3 | *Magnetic Spanner.* For those small and fiddly mechanical items. Requires a successful *PROWL* check to use. |
| 4 | *Electromagnetic Reset .* A laser headset. Recalibrates malfunctioning electronics. Requires a successful *SIGNAL* check to use. |
| 5 | *Electronic Screwdriver.* Screw and unscrew small things with this mouth-operated tool. Requires a successful *BITE* check to use. |
| 6 | *Adjustable Wrench.* A good old-fashioned tool for old-school mechanics. Requires a successful *POUNCE* or *JUMP* check to use. |
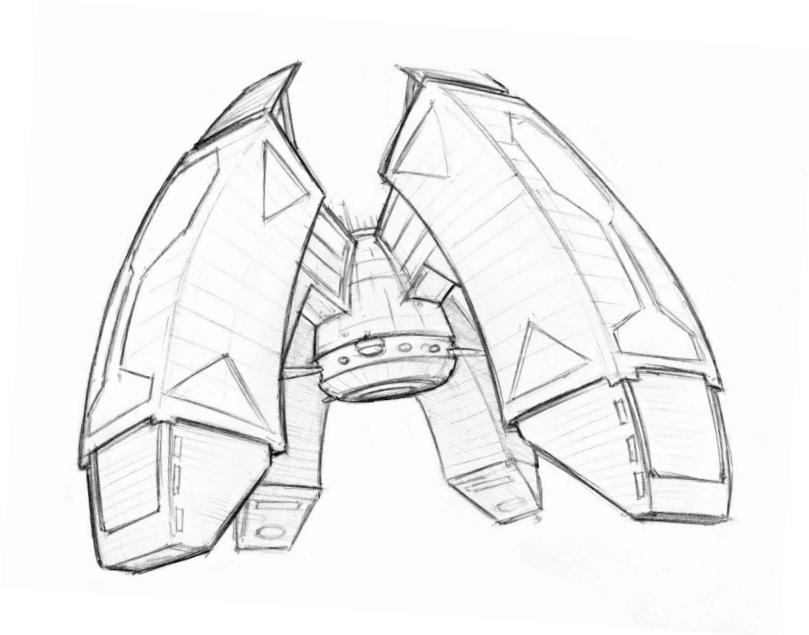
# A PURRFECT STORM

## A SWASHBUCKLING SCENARIO FOR BE LIKE A CAT

# A PURRFECT STORM: INTRODUCTION

*A Purrfect Storm* is a swashbuckling scenario for *Be Like a Cat* set in a world of pirates and ports. Your cat works for an infamous privateer, helping them locate treasure worldwide. It's a thrilling life, but there is always danger nearby in the form of the King's Guard or rival pirates looking to steal your treasures.

## OBJECTIVE

Rumours abound that the infamous pirate Prudence Driscoll has hung up her tricorn and given up on terrorising the high seas for good. But Prudence, ever the antagonist, has left one last challenge. She has scattered, across a treacherous group of islands, 8 rare *doubloons*. The hunt is now on amongst rival pirate gangs to find these priceless treasures.

  As the captain's cat, you must travel from island to island looking for these *doubloons* and create a treasure map that you can present to the crew to help them find and retrieve the booty.

  You can only find 1 *doubloon* on each island. If you have already found a doubloon on an island and a prompt tells you to *HUNT* for another, you should disregard that part of the prompt.

## LOCATIONS

Each *territory tracker* represents a port. Whenever you discover a moored ship or a smuggler's boat, you can attempt to stow away and sail to another island, which you map out on a new *territory tracker*.  As you journey from island to island, don't forget to name and describe them in your journal.

  When you first start the game, pick any location square on your *territory tracker*. This will be a smuggler's bay where your ship will remain docked throughout the game. Once you have mapped the location of 8 *doubloons*, you should return here to complete your objective.

## THE HIGH SEAS

Whenever you embark on a ship to cross the seas to another island, roll 1d6. On a 1=you hit wild storms, something heavy falls on you and you lose one life; 2=you are attacked by a rat {2, 6, 4} and must fight it; 3=you fall foul of seasickness and sustain 2 injuries; 4-6=you have a safe crossing.

## LIFECYCLE STAGES

This scenario takes place in one lifecycle stage of your cat. Create a kitten and follow the steps on page 12, *Developing Your Skills*, until you reach the desired lifecycle stage.

## ANIMAL ENCOUNTERS

One of the encounter prompts in this scenario relates to escaped animals. You will need the *Urban Cat: Encounters* table to hand to generate the animal you encounter. If your roll against the *Urban Cat: Encounters* (page 33) table yields a human, discard the result and roll again.

## INSPIRATION FOR SHIP NAMES

| | |
|---|---|
| *The Angel of the South* | *The Jewel of the Sea* |
| *Poseidon's Peril* | *The Rising Squall* |
| *The Doom* | *The Burning Fortune* |
| *The Sea Serpent* | *The Poison Doubloon* |
| *The Mermaid's Howl* | *The Sea Minnow* |
| *Damnation's Delivery* | *The Golden Terror* |

# A PURRFECT STORM: LOCATIONS (2D6)

| | |
|---|---|
| 2 | *A palm tree.* You can make a *HUNT* check here and dig in the roots. On a success, you find a *doubloon*. On a fail, you damage your claws, and you make all future *CLAW* checks with *timidity*. |
| 3 | *A smuggler's boat.* Make a *PROWL* check to stow away and be taken to a pirate ship. On a fail, you will be thrown back onto the dock and sustain 1d6 injuries. If you make it to the pirate ship, you can sail to a new island port. |
| 4 | *A 1d6 x 1d6 A King's Guard outpost.* Make a *PROWL* check on each square you pass through that belongs to this location to avoid being seen. If you are spotted, you may make a *CUTE* or *PLAY* check. On a success, a guard {7, 4, 9} will give you a morsel, and you can heal 1 injury. On a failure, the guard takes a swipe at you with their sabre, and you must make a successful *EVADE* check or sustain 1d6 injuries. |
| 5 | *An underground tunnel.* You can enter this tunnel to pass under location squares. You do not need to roll encounters in the tunnel for any squares you pass under. For each square you enter, roll 1d6. On a 5 or 6, you come out of the other side of the tunnel and take a turn in that location square. |
| 6 | *A house.* After checking for an encounter, you must also roll a *Yes, and...* |
| 7 | *2x6 ship about to set sail.* Fight the ship's cat {3, 3, 5} to get on board this ship. Once aboard, you can sail to a new island. |
| 8 | *A moored fishing boat.* Make a *JUMP* check to get on the boat. On a success you find a basket of fish. You can eat some of the fish and heal 2 injuries. On a failure, you fall in the water, and your swim ashore inflicts 2 injuries on you; in your drenched state, you also make all *SOCIAL* checks with *timidity* in the next 4 location squares you visit. |
| 9 | *1d6 x 1d6 warehouse.* The first time you visit any square belonging to this location, roll an encounter and a *Yes, and...* You do not need to roll again when you revisit. |
| 10 | *1d6 moored ship.* Make a *BALANCE* check to cross the ropes. On a fail, you fa,, into the sea and must make a successful *CLIMB* check to return to the docks. You remain in the water for each *CLIMB* check you fail and sustain 1 injury. If you succeed in boarding the ship, you reach the captain's cabin and find a part of a treasure map showing the location of a *doubloon* 5 squares away. When you visit that square, make a successful *HUNT* check to find the *doubloon*. |
| 11 | *A 1d6 x 1d6 weapons cache.* To cross any square that belongs to this location make a *PROWL* check. On a fail, there is an explosion and you immediately lose one life. |
| 12 | *A small cave.* Make a *HUNT* check. On a success, you find 1 *doubloon*. On a failure you are attacked by a crab {2, 6, 4}. |

# A PURRFECT STORM: ENCOUNTERS (2D6)

| | |
|---|---|
| 2 | *A member of the King's Guard* {7, 4, 9}. In each new square you visit, at the start of your turn make a *PROWL* check to lose him. On a fail, he takes a shot at you with his musket, and you must make a successful *EVADE* check or sustain 1d6 injuries. |
| 3 | *A magpie* {2, 6, 4}. Make a *SCARE* check with *timidity* to ward it off. If you fail, you must fight it. The first time it injures you, it will attempt to tear off part of your treasure map. Make another *EVADE* check; on a failure, it will succeed and fly off, and you will lose 1 *doubloon*. |
| 4 | *A drunken sailor* {7, 4, 9}. Make a *CUTE* check to convince them to give you a sip of their rum. After you've lapped up a small cup of the good stuff, you can heal 1d6 injuries, but you will need to make all *TRAVEL* checks with *timidity* in the next 3 location squares you visit until you have sobered up. |
| 5 | *A ship's cat* {3, 3, 5}. Make a successful *PLAY* or *CUTE* check, and this cat will assist you in the next 2 location squares you visit. If you fail, it will see you as a threat and fight you. |
| 6 | *A rat spy* {2, 6, 4}. Make a successful *PROWL* check, or this rat will spy a little bit of your treasure map and report it back to their superiors. On a fail, you lose 1 *doubloon*. |
| 7 | *An animal.* Generate an encounter using the *Urban Cat: Encounters* table. |
| 8 | *A seagull* {2, 6, 4}. Roll 1d6. 1–2=it attacks you; 3–4=it drops a fish you can eat to heal 1 injury; 5–6=make a successful *SIGNAL* check, and the seagull will pick you up and fly you to another island. |
| 9 | *A flying fish* {2, 2, 4}. Make an *EVADE* check. On a fail, it hits you in the head and you sustain 1d6 injuries. If you succeed, you can make a *POUNCE* check to try to catch and eat it to heal 1 injury. |
| 10 | *A pirate* {7, 4, 9}. Make a successful *CUTE* check, and this pirate will accompany you to the next ship you find and smuggle you aboard. While with the pirate, you can make all checks with *courage*. |
| 11 | *The Irish Rover, a golden retriever* {7, 4, 9}. Make a *SIGNAL* check. On a success, this feisty dog will put you on its back and carry you 4 location squares away from your current square; you only need to take a turn once you reach your destination square. |
| 12 | *A loose-beaked parrot* {2, 6, 4}. Make a *SIGNAL* check to communicate with this chatty bird. On a success, it will tell you the location of 1 *doubloon* on another island. When you get to the island, you can make a *HUNT* check in any square and, on a success, you find the booty. |

# A PURRFECT STORM: YES, AND … (2D6)

| | |
|---|---|
| 2 | *Sea spray.* Make a successful *EVADE* check, or part of your map gets damaged and you must roll 1d6. 1=lose 2 *doubloons*; 3- 5=lose 1 *doubloon*; 6=the water doesn't damage any important parts of your map. |
| 3 | *A storm arrives.* The weather turns violent. Until you leave this island, you must make all checks with *timidity*. When you return, the storm will have passed. |
| 4 | *1d6 gunpowder shots.* You can throw these at opponents to immediately do 1d6 damage to them. They cannot *EVADE* this. When you use a shot, you must also make an *EVADE* check. On a fail, you are also hit by the explosion, and you sustain 1 injury. |
| 5 | *Yo ho ho.* Trigger a FRAP. |
| 6 | *A bottle of rum.* Drink some of this to heal 1d6 injuries and make all *SOCIAL* checks with *courage* and all other checks with *timidity* on your next four turns. |
| 7 | *There is something else here*. Roll an encounter from the *Urban Cat: Encounters* table. |
| 8 | *Free ride.* A smuggler {7, 4, 6}. offers to take you to another island. |
| 9 | *A small piece of rope*. You can add 1 to your *CLIMB* score while you have this. |
| 10 | *Flotsam and jetsam.* The sea has showered you with some of its gifts. Roll 1d6; 1=cut your paws and sustain 1d6 injuries; 3-5=make a successful *PLAY* check, and you can hone your skills (pick two skills to increase by 1); 6=you find 1 *doubloon*. |
| 11 | *A shot across the bow.* A fight has broken out on the docks, and an errant musket shot heads in your direction. Make a successful *EVADE* check, or lose one life. |
| 12 | *Lucky cat!* You find a piece of a treasure map that indicates the position of 1 *doubloon* 5 location squares away. When you reach that square, you can make a *HUNT* check to find it. If you fail, you may not search the area again. |

# CAT STAT SHEET

SCENARIO: _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _

NAME: _ _ _ _ _ _ _ _ _ _ _ _ _

LIFECYCLE STAGE: _ _ _ _ _ _ _ _ _ _ _ _ _

BACKGROUND: _ _ _ _ _ _ _ _ _ _ _ _

STARTING LOCATION: _ _ _ _ _ _ _ _ _ _ _ _

**- - - BONUS - - -**

**- - - WEAKNESS - - -**

**SURVIVAL**

| PROWL | HUNT | MARK | PREEN |

**SOCIAL**

| CUTE | SCARE | PLAY | SIGNAL |

**TRAVEL**

| JUMP | CLIMB | BALANCE | LAND |

**COMBAT**

| CLAW | BITE | POUNCE | EVADE |

# LIVES:
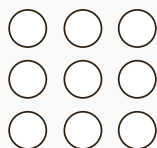
○ ○ ○
○ ○ ○
○ ○ ○

**INJURY POINTS:** ♡ **OF** ▢

# NOTES

# BE LIKE A CAT - TERRITORY TRACKER

SHEET [ ]     CAT NAME [                    ]     SCENARIO [                    ]     TO SHEET ⬆

|     | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 |
|-----|---|---|---|---|---|---|---|---|---|----|----|
| A   |   |   |   |   |   |   |   |   |   |    |    |
| B   |   |   |   |   |   |   |   |   |   |    |    |
| C   |   |   |   |   |   |   |   |   |   |    |    |
| D   |   |   |   |   |   |   |   |   |   |    |    |
| E   |   |   |   |   |   |   |   |   |   |    |    |
| F   |   |   |   |   |   |   |   |   |   |    |    |
| G   |   |   |   |   |   |   |   |   |   |    |    |
| H   |   |   |   |   |   |   |   |   |   |    |    |
| I   |   |   |   |   |   |   |   |   |   |    |    |
| J   |   |   |   |   |   |   |   |   |   |    |    |
| K   |   |   |   |   |   |   |   |   |   |    |    |
| L   |   |   |   |   |   |   |   |   |   |    |    |
| M   |   |   |   |   |   |   |   |   |   |    |    |

⬅ TO SHEET [ ]     TO SHEET ⬇     TO SHEET ➡ [ ]

# APPENDIX: CREATING YOUR OWN CONTENT

There are a limited number of prompts for each *Be Like a Cat* scenario, and whilst they provide plenty of random events and encounters, you should have a go at creating some of your own.

Creating your own prompts for existing scenarios is a great way to learn how to eventually build your own scenarios. What follows are some tips for writing new content for *Be Like a Cat*:

## OBJECTIVES

At the heart of a *Be Like a Cat* scenario are the objectives. Giving your cat a mission is the starting point. The mission should relate to the scenario. For instance, in *Urban Cat*, an alternative mission would be to find several of your siblings who have wandered off into the world. It's simple and, more importantly, trackable, as we can set a number of kittens to find. Using a numerical objective also means you can lower or raise the value to make the game easier or more difficult.

## LOCATIONS

This one is relatively easy, but it does have a few nuances. Firstly, make a list of locations that your cat might find in its current scenario. Then, for each one, think of something that will either help or hinder it (or both). It's always better if a cat can make a skill check to mitigate any adverse effects or to receive benefits.

When you are creating prompts, keep in mind the objectives. Some prompts should be one or two steps away from helping with the objective, e.g. finding a kitten. These prompts should be sparser than other prompts that, say, have the potential to injure or heal your cat. Conversely, always add at least one prompt that threatens to take away one of the items a cat has to collect to achieve its objective.

These simple techniques create conflict: the basis of any good story. Your cat might want a saucer of milk, but there should always be something in the way!

## ENCOUNTERS

Using the same techniques as for locations, when adding creatures, think about those that will help and hinder a cat's progress. Also, be mindful of the types of creatures you might find in a scenario. For instance, if we set our scenario in East Africa, we might want to add hippos and lions.

For any animal we create, we must consider its three stats. Here's a reminder of what those stats look like:

$$\{4, 3, 7\}$$

attack  evade  injury points
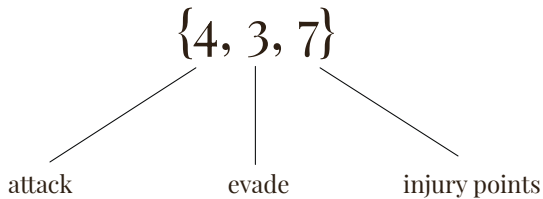
When working with stats, pick numbers from 1 to 7 for each stat. Here's a guide on how to think about each stat:

↠ **Attack:** For this score, try to factor in how large the creature is and its speed when attacking. You might come back and adjust this when you set the evade score. Another factor would be how precise it can be. For instance, a hippo might be strong and reasonably fast for its size, but it would have difficulty hitting a tiny target like a fast cat.

↠ **Evade:** Try to balance the size and speed of the creature. Again, our hippo is relatively fast but also a big target so would have a poorer evade score.

↠ **Injury points:** The two factors to consider for this are the size and toughness of the skin. Our hippo would definitely reach 7 on this scale, whereas an excellent squishy mouse would likely only have 1 or 2 injury points.

## YES, AND...

This one can be a lot of fun. Think about chance events that might occur. Once again, always have objectives, health and injuries in your mind. These are the three things are crucial for your cat, and the more you can intertwine them into your prompts, the more fun your story will be.

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"The loss of a cat is immeasurable.
But so is the love left behind."

–Unknown

# BE LIKE A CAT

Be Like a Cat is a unique role-playing game that drops you into the world of an ever-curious and feisty feline. In this game, for one or two players, you will explore new territory, attempt to claim it as your own and work towards other objectives.

Included in this book are all the rules you need to start playing, plus five scenarios: Urban Cat (contemporary), Brave Mew World (cyberpunk), The Book of Bastet (ancient Egypt), A Purrfect Storm (pirates) and Star Paws (cats in space).