

ALL-CAT-TRAZ

The humble domestic cat is the hero and villain of this game. Which seems very fitting... Many of the cat characters in our original game were based on or influenced by our own pets. The kitten below is Fafnir, who features in our play test episode.

THE RPG OF CATS TRAPPED IN A HOUSE

The basic premise of this game is that players play as cats that have all, due to some misfortune, found themselves accidentally locked inside a strange house and need to find their way out. The cats can communicate with each other but to talk to anyone else they must communicate in meows and cat noises. This includes other kinds of animals.

DM PREP REQUIRED

This game requires a floor plan of a house with some way that the cats could get in and be locked in. There are numerous floor plans available online as either part of house selling adverts or sample plans etc.

Other than this, you need to know what kind of situations and features your cat-players will encounter in the house:

- Animal features - pet cages, cages, fish tanks, rodent infestations, cat flaps, food storage & water fountains
- Human features - furniture, boxes, crockery ornaments, shelves
- Tech/Mechanical features - burglar alarms, locks, windows, laundry machines,

CHARACTER CREATION

MATERIALS

You will need a small piece of paper and a pencil or a screen (phone etc is fine). On it you write your Name, Cat name, Breed and Age. In addition you will need space for 3 stats.

This game uses 3 stats - Strength, Dexterity and Intelligence. To find what your numbers are for this, roll 4 d4 (or d6, just make sure you all use the same size dice). Discard the lowest number and assign the 3 remaining numbers to each stat.

EXAMPLE USES FOR SKILLS:

- Strength – Pushing heavy things like door or attacking with paws
- Dexterity – Making complex jumps and reacting to falling objects
- Intelligence – Understanding complex things such as locks, taps or alarms

PLAYING THE GAME

The cats can explore the building, break open cupboards or windows in their curiosity. Some of them will eventually want to get outside. Different rooms will be appealing to different players, just as some cats are fascinated with water, others hate it! Additionally, some cats will play with prey whereas others will efficiently kill and eat it as an extra snack.

PUBLISHING/RELEASING THIS GAME

Everyone is welcome to use, record and release this game providing you credit Penance RPG as the writers.

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