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Please refer to **Worlds of Cthulhu #4** for the writers involved

Choose tricks

Each cat has one trick specific to its breed, and one that the player is free to choose (Domestic shorthairs may choose both of their tricks). If one trick is required to take another, the player may select the breed-specific and chosen tricks in whatever order they wish.

In addition, all cats have one instance of *Nine Lives* already, and all cats instinctively know *Leap To the Moon*, whether or not they consciously know or not. Sometimes they just need to be shown, to be able to do it.

Note: Tricks that improve the “success level” of a skill roll are bumping the result of the roll up by one degree of success. A fumble becomes a failure, a failure becomes a success. A success does not become a critical – these have to be rolled normally. In the event of tied opposed skill rolls a trick that improves a skill roll’s success level beats the opposing roll.

| Trick Name | Trick Description |
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| All-Weather | You don’t mind the cold, the windy, the wet or the warm. For any weather-related CON roll, this trick adds +2 to your effective score. Prerequisite: Siberian. |
| Best of Show | You win cat shows. This trick improves the result of your Status roll by one success level. Prerequisite: <i>Show Cat</i> |
| Bites Off More | You may not be that strong, but sometimes you’re just too stubborn to know you can’t pull home that pheasant. This trick adds +2 to STR rolls on the resistance table. |
| Brave | You are brave and face your enemies. This trick allows your starting SEN to equal POW×6. Prerequisite: Abyssinian. Cannot have the <i>Scaredy Cat</i> trick. |
| Bravo | You have embraced the primeval roar that rages in your chest, and fight the enemies of the cats, seeking glory for Bast. Find the enemy! Defeat the enemy! Play with the enemy! Eat the enemy! This trick adds +10% to your Dodge and Scratch skills. |
| Bruiser | You are big, heavy-boned and have large paws. This trick improves your damage bonus by one class, i.e. -1D6 becomes -1D4. Your SIZ remains the same. |
| Cat Burglar | You are good at sneaking in and entering places and taking things of value. This trick adds +10% to your Climb and Sneak skills. Prerequisite: <i>Open Doors</i> . |
| Catch Birds | You can catch birds without a Scratch roll in a non-stress situation. In a stress situation add an additional +10% to your Scratch skill. Prerequisite: <i>Catch Vermin</i> . |
| Catch Fish | You have the ability to hook fish out of water without a successful Scratch roll in a non-stress situation. Prerequisite: <i>Catch Vermin</i> . |
| Catch Rabbits | You can catch rabbits without a Scratch roll in a non-stress situation. Prerequisite: <i>Catch Vermin</i> . |
| Catch Vermin | You can catch mice, rats, spiders or similar without a Scratch roll in a non-stress situation. In a stress situation add an additional +20% to your Scratch skill. |
| Cling | You may cling in place to any appropriate surface (drapery, stuffed furniture, people’s sweaters) for several minutes. This trick works with a successful Climb roll, so long as you are undisturbed. |
| Curious | Anything out of the ordinary catches your attention. This trick improves your Listen , Scent and Spot skill results by one success level. Your keeper can give your character one curious impulse per session which they are forced to act upon. |
| Doolittle | You can understand and sometimes converse with other species of animals. With this trick you can talk with one named non-human species. The Keeper decides if you can talk as well as understand. If you wish to understand other species you must have additional <i>Doolittle</i> tricks. This trick merely allows communication, other skills rolls may be needed for the animal to do what the cat wants. Subject to keeper approval. |
| Familiar | Your former mistress was a cultist. You start with 5% Cthulhu Mythos and +10% Occult, at a cost of 5 SEN. This trick also allows you to choose spells (see below). |

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| Farm Cat | You were born and grew up on a farm. This trick adds +2 to your CON. You also get a free <i>Doolittle</i> trick of your choice. Prerequisite: cannot be Purebred. |
| Fence Runner | You are adept at using your neighborhood's property divisions as a fast route around town. This trick adds +2 to your DEX. |
| Feral | You have returned to ways of the wild. This trick allows you to reduce your SEN and spend the Sentence Points ×2 as skill points on combat and survival skills. Prerequisite: Cannot have the <i>House Cat</i> or <i>Show Cat</i> tricks. |
| Fine Whiskers | You have exceptionally fine and long whiskers. Not only do you look good but they help you intimidate other cats and animals and to travel in darkness. This trick adds +10% to your Hiss and Navigate skills. |
| Fish for Tea? | You can convince a NPC human to do what you want them to do, so long as it is not clearly dangerous. This trick works with a successful Insight roll. Prerequisite: <i>Rumblepuss</i> |
| Fixation | You are obsessed with one human (usually your owner). Should something happen to that person, and you try to find or rescue them, this trick allows you to perform any trick you don't already have on a successful <i>Luck</i> roll (roll no more than twice a session). Prerequisite: Birman. |
| Ghost Sight | You are even more tuned into the invisible world than your fellow cats and can see things they can't. A cat with this can see invisible monsters like ghosts and star vampires with a successful Sense Danger roll. Some spells, at the Keeper's option, can still fully or partially prevent detection. Also, the trick does not in any way protect against SEN loss... |
| House Cat | You live with your Can Opener in their home and rarely leave it. This trick adds +2 to your EDU. Prerequisite: Cannot have the <i>Feral</i> trick. |
| Hypnotize | You have the ability to cloud men's minds. You start with a +10% skill in Hypnosis , as per the Keeper's Toolkit (sixth edition rulebook p. 141). As you can't speak with humans, all you can do is keep their gaze on you for a minute or two. This trick is also effective on animals; on a fellow cat, the hypnotizer can perform all of the functions listed in the rulebook. Prerequisite: Burmese. |
| I Was Always Up Here | You can scale great heights effortlessly! If your character could conceivably reach a particular height, you can simply declare that the cat is on top of it, with no Climb roll or time spent in climbing. This trick is only effective if no one, cat or human, is watching the character. |
| Land on Paws | You always land the right way up! This trick improves your Jump result by one success level to land safely or minimize damage taken from a fall to the minimum rollable. |
| Leap | You can leap great distances. This trick doubles the distance jumped. |
| Leap to the Moon | This trick allows you to travel in the Dreamlands. In the Dreamlands, cats possess the ability to jump through space to other worlds. The moon, for example, is a popular stomping ground by night, and can also be used as a waypoint on travels across the Dreamlands. |
| Legendary Mouser | You are a terror to mice and other small game and probably a descendant of a great family of mice-hunting cats. A cat with this trick is highly prized by humans, especially in rural areas. When you are hunting, this trick increases the success level by one in the following skills: Sneak , Scent , Hide , Jump or Track . The trick may be used once per skill per hunt. The player must announce the use of the trick before rolling the skill. Prerequisite: <i>Catch Vermin</i> . |
| Lion Heart | You can face Mythos terrors undaunted. With this trick you can choose your own response to a failed SEN roll and ignore the Insanity Reaction table. Prerequisite: cannot have the <i>Scaredy Cat</i> trick. |
| Master Thief | You are an experienced cat burglar. This trick allows you to improve the success level of a Climb or Sneak result by one. Prerequisite: <i>Cat Burglar</i> . |
| Mirror Gazer | By staying very still and gazing deeply into your own reflection in a mirror for several minutes, you can sometimes briefly see what happens in some other locale. With this trick the cat can scry a familiar location that it has visited at |

least once for 1D4 minutes. Cats with a high POW may be able to use mirror-gazing to see into the Dreamlands at the Keeper's opinion. The base success for Mirror-gazing equals $POW \times 1$. The multiplier can be raised by 1 for every two magic points used, up to a maximum of $POW \times 5$. **Prerequisite:** *Familiar*.

- Nine Lives** You are lucky and can cheat death. This trick allows you to choose a roll (yours, your companions, or the Keeper's) which led to your potential demise to be re-rolled, once per session. If the re-roll goes in your favor the action proceeds again from that point. You can have this trick a maximum of 9 times at any one time.
- Open Doors** You have the ability to open closed, but not locked, doors and to use other levers such as toilet flushes. Cats who do not know this trick must make a $DEX \times 1$ roll to open a closed door or use a lever.
- Rooftop Runner** You are expert at crossing town by jumping from rooftop to rooftop and know the fastest routes. This trick adds +20% to your **Nimbleness** skill. **Prerequisite:** *Fence Runner*.
- Rumblepuss** You have a loud and rumbling purr you can turn on and off at will. This trick improves your **Cuteness** skill roll by one success level.
- Run Like the Wind** You move very quickly. This trick improves your Move rating by +2.
- Scaredy Cat** You react badly to danger. This trick allows you reduce your roll by 1 on the Sanity Reaction table. The round following this check, you will take your action before anyone who is not a *Scaredy Cat*. **Prerequisite:** *Chartreux*.
- Scholar** You can read one Human Language as well as understand it spoken. It is conceivable that a cat could communicate in writing, using a typewriter (or a word processor in a modern milieu) or meticulously tearing out and arranging newsprint. A cat will only resort to such communication in extremis (or if he believes he can remain anonymous). Such an attempt will require both a successful **Human Language** roll and a $DEX \times 3$ roll, or similar test. Additional read Human Languages need additional *Scholar* tricks. **Prerequisite:** *House Cat*.
- Shadow Walker** When no-one is witnessing, and only at night time (and perhaps during full solar eclipses) you can step into a shadow and out from another shadow up to $POW \times$ meters away. The other shadow need not be visible from the point of entry. The trick's success depends on a successful **Sneak** roll and costs 5 magic points to use. Failure results in an embarrassing 1D2 damage. **Prerequisite:** *Familiar*.
- Show Cat** You are a pedigree cat displayed at cat shows. This trick adds +2 to your APP. **Prerequisite:** must be Purebred and cannot have the *Feral* trick.
- Sleep On It** You have all your best ideas whilst asleep! Twice per session if you fail an *Idea* roll, you can make another if you take a quick nap (requires a successful **Sleep** roll). **Prerequisite:** *British Shorthair*.
- Sleuth** Some felines like the challenge that a murder mystery presents. And cats are curious animals. Sleuths make good intelligence operators due to their curiosity regarding events happening around them. Once per session, if a course of action is not immediately apparent, the player can ask the Keeper to provide an overlooked clue of the Keeper's choice.
- Stray** You have no home or owner. This trick adds +20% to your **Streetwise** skill.
- Throw Things** You know how to pick up and flick objects around. This trick allows you to start with a **Throw** skill of 10%. **Prerequisite:** *Cornish Rex*.
- Top Cat** You are a master of the streets. You may be the leader of a cat pack. You know people. You know how to get stuff and info. And food. And a warm place to sleep. This trick improves your **Streetwise** skill roll by one success level. **Prerequisite:** *Stray*.
- Trickmeister** You learn new tricks easily. Once per session, make a *Luck* roll to imitate the trick of another breed. At the end of the adventure you can permanently learn a trick you successfully imitated on a successful $POW \times 1$ roll. **Prerequisite:** *Egyptian Mau*.

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| Uh Oh Furball! | Cough! With this trick you can cause all humans in a room to watch you in horror and disgust for 1D4 rounds, once per session. This does not apply in situations of danger. |
| Under the Feet | You are always around the feet of humans. With a successful Nimbleness roll you can cause a NPC human to trip and fall over you without landing on you. Cats who do not have this trick must make a <i>Luck</i> roll to avoid being landed on if the target human fails a DEX×5 roll and falls over. |
| Unsettling Stare | You can make humans nervous with a stare. With this trick you can make a NPC human nervous and leave your vicinity as quickly as possible with a successful Insight roll. |
| Wanderer | You are a wanderer, putting aside the benefits of the cat clan and making your own way in the Dreamlands. Independent and proud, wanderers are the most aloof of all cats as they know they are better than any other cat or person. This trick adds +20% to your Dream Lore . |
| Water Lover | You are drawn to water and it holds no fear for you. This trick allows you to reroll a failed Swim roll once per session. Prerequisite: Turkish Van. |