

## Cat Creation

The players should put the following information on their catsheets before play begins.

### Names

Cats may have several human names, but only one cat name, such as "*Redfang*", "*Ghost*" or "*Surefoot*".

### Description

Describe their background and how they look. The cat outline may be drawn and coloured in to show their appearance too.

### Lives

All cats start with nine lives, and this is the maximum they may have. Lives are used up to boost a cat's actions and are regained through cool play.

### Stats

Cats have six Stats, which start rated from 4+ to 2+ where a lower number is better. Choose two stats to be average at 4+ (average for a cat that is), three stats which are good at 3+ and one stat which is excellent at 2+.

- *Face* is used to sense and react.
- *Mouth* is used to carry things, to taste and kill, and also to cry out.
- *Legs* can run and jump.
- *Claws* can fight and climb.
- *Coat* is used to protect and impress.
- *Tail* is used for magic and balance.

### Reputations

Cats start with Reputations rated from one to four. Seven points total may be spent, divided among up to three Reputations. A Reputation represents something specific that the cat is known for, such as "*Rat-Catcher*", "*Swift*", "*Protector of the Weak*", "*Unseen*", "*Ambitious*", "*Cruel*", "*Bad-Tempered*" or "*Cowardly*".

**Design Note-** The players' characters are virtually mechanically identical, but also, each catsheet has a huge picture. This is meant to show that this is a pretty visual game where vivid description is really important.

Players should make sure that they have a good idea about what their cat looks like and how they move and act. These are the main ingredients for good description.

Reputations are the character defining traits, where a cat's individuality can be shown. Make sure these are referred to in concrete terms when they are used. Ie. Try not to show them through the revealed thoughts of the cat, but in their actions and mannerisms and the reactions of other creatures around them.

### Conflicts

The characters are already very capable simply by being cats, but when something is trying to stop the cat there must be a conflict to see who succeeds.

Each player involved will get to choose a target obstacle or enemy for their actions and roll one die for each detail they narrate their cat doing. The GM narrates and gets details just the same for obstacles or opponents against the cat.

Each die which rolls equal or higher than the Stat used is a success. Which Stat to use is up to the player, but the narrated detail must match the Stat used for each die and the other players can veto any inappropriate usage. Each Stat can only be used once per round. The GM can create Stats for the creatures and things that oppose the cat (though there are a few sample creatures later).

Players narrate and roll simultaneously, with no formal turn order. After each roll place the die next to the appropriate Stat on the catsheet to indicate whether it succeeded or failed, and to show that the Stat has been used this round.

The maximum number of details allowed is determined by the GM, but as a guide 2-3 details is a good for less important conflicts, while 6 is the maximum reserved for final showdowns (this will use all the Stats available to a cat).

If a Reputation is applicable to the conflict, a number of dice equal to it may also be used over and above the usual die limit and each die may use a Stat that has already been used once this round. Only one Reputation may be used per round. These extra details must be narrated to show both the Reputation and the Stat in use.

*Eg. A cat wishes to impress a young human female, so "he saunters up with his bright Coat gleaming and gives a handsome meow". The details use the Legs, Coat and Mouth respectively, so that is three dice and each that rolls equal or over their Stat is a success. More dice would be available if the cat had an applicable Reputation like 'Human-Lover' or 'Beautiful'. The GM's rolls would represent the girl unintentionally resisting the cat's charms such as "The girl pats the cat away distractedly and goes back to playing with a balloon and talking to herself", using her Hands, the Balloon (which is a Tool), and her Mouth.*

If after everyone has finished narrating and rolling a player rolled more successes than their target then they ignore any Damage dealt by that target. Otherwise, each target takes a Damage chip for each character that targeted them. This means tied characters hurt each other.

In short conflicts, the player with the most successes wins and gets to narrate the conflict being resolved, including how they win and to some degree how this affects the loser. In the case of a tie the players must either have a rematch or narrate together.

Longer conflicts take place over a number of rounds, with each round being conducted as above. These conflicts do not end until one side gives in. At any time a player can set the conditions for losing however, as in "I will give in now, as long as you spare my life and let me go" or "I will die, but only if you feel guilty". These conditions must be honoured if accepted.

*Eg. A tabby uses her superior Coat to intimidate an alley cat but he simply uses his Legs to lunge forward. She then uses her Face to sense when he will strike, but the alley cat uses his Tail to appear behind her and swipes with his Claws and the tabby yowls in pain with her Mouth. This brings them both up to the die limit of three. They roll the same number of successes so they both take a Damage chip. Next turn the fight will continue.*

**Design Note-** Everyone narrating and rolling together is important. Lacking a turn order, you can use each other's narration as fuel for more narration so that the action happens dynamically between the characters. Since only at the end of a round is the action finalised, feel free to shout out suggestions and add addenda to actions retrospectively. Help shy players in-character if you can by giving them good, evocative setups, ie. circumstances that will allow them to shine.

Also, a player's narration is not negotiated by the dice; whatever a player narrates actually happens and the dice only determine how decisive that event will be for resolving the conflict generally.

## Lives

If a player does something cool, describes something well or shows good innovation or acting then they should be awarded with a Life point. Each point may be used to:

- Gain an automatic success, even over the conflict's die limit.
- Disregard all Damage for one short conflict or one round of a long conflict.
- Change the world in some minor way, so that it is more favourable to the cat.

When a Life point is used, the player must narrate how luck or skill enabled things to go their way. If a player chooses to use their last Life point, then they will die at the end of the conflict unless another cat sacrifices a Life point for them.

## Damage Chips

For every Damage chip a character has they must roll one of their highest rolls again and only the second result counts. With multiple Damage chips roll one at a time and always reroll the highest result on the catsheet regardless of whether it has been rerolled before.

Damage is usually recovered whenever the GM feels it is appropriate, usually after the cats have a chance to rest.

## Reputations

If a cat acts directly against a Reputation either through choice or dramatically failing a conflict involving it then one die is immediately transferred from it to a Reputation that is more appropriate (or make another one up).

Also however, if a Reputation is fulfilled in a dramatically important way then dice may be reassigned to it from other less used Reputations.

## When to Conflict

Not every moment of a game will be a conflict, but whenever a player's cat is being prevented from doing what they want then that is the time. At other times the cats are free to narrate without constraint.

The cause of the opposition does not change the rules; it can be from fellow player's cats, the environment or from non-player creatures just as easily. All are equal in that they have details narrated for them, and this creates dice with which to stop the cat.

The type of conflict does not change the rules either. The differences between persuasion and a fight to the death is shown through different narration, and things can change from one to the other fluidly.



## Other Creatures

Cats and other felines can use the normal Stats, but other creatures might be represented by these ones.

### Rodents

Rodents are usually on the receiving end of cats, but they can cause a problem in large numbers. Rodents are a good choice for weak creatures working together to act as one decent creature.

- *Face* senses and reacts to things.
  - *Teeth* carry things and bite.
  - *Legs* run and jump.
  - *Nails* fight and climb.
  - *Tail* is used for intimidating humans.
- Rodents have poor *Nails* and *Teeth*.

### Birds

These are tricky for cats to catch, and so are sometimes used by demons as spies. Birds are more intelligent than rodents, but most still cannot use magic.

- *Face* senses and reacts to things.
  - *Beak* can carry things and peck.
  - *Wings* are used for flying.
  - *Talons* can fight and carry things.
- Most birds have an excellent *Wings* score but only a poor *Beak* and *Talons* unless they are a bird of prey, and in vultures and the like, this would be reversed.

## Humans (and other Apes)

These are the most problematic, and most cats spend their whole time guarding them. Uniquely, humans may use *Tools* which are extra stats, usually of high value, though they may take up their hands.

- *Face* can sense and react to things.
  - *Mouth* can talk and shout.
  - *Hands* are used for lots of things.
  - *Legs* can run and jump.
  - *Size* intimidates and overpowers.
- Adult humans have poor *Face* values, but good *Size* and *Hands*.

**Design Note**- Humans are as alien to cats as cats are to humans. Humans are simpler creatures however, and blunder more or less innocently through the daemons that plague them. Treat them as pets; some are wayward and need to be stopped for their own good, some are kind and are cherished, but they are all a nuisance.

Despite ignorance of their spoken language, understanding humans is fairly easy since humans communicate unconsciously with their bodies, smells and tone of voice. In this way, all the important information is conveyed and they cannot lie.

## Dogs (and other Canines)

These are simpler creatures than cats, but they are quite a bit more powerful in a direct confrontation and most (but not all) resent cats. Though dog magic is not as powerful as cat magic it can do other things.

- *Face* senses and reacts to things.
- *Jaws* can carry things, bark and bite.
- *Legs* for running and jumping.
- *Paws* can dig and thwack things.
- *Coat* to intimidate and impress and protect against damage.
- *Tail* used for magic.

Dogs have excellent *Faces* and terrible *Jaws* but usually a poor *Tail*.



## Demons

Demons (which includes ghosts) cannot be fought directly but they can be banished by killing the possessed creature or resolving their reason for being there and using a banishment ritual. A dog can capture essences in an object and bury them, while cats merely have to sleep in the house. Fortunately, cats can only be possessed when they choose to be.

Such creatures can only act by possessing others and this will give the possessed some extra magical power. Whenever the creature's actions are in accordance with the demon's wishes they can use the demons power like a reputation in their conflicts. The extra details this reputation allows should be laced with evil supernatural effects.

For example, some demons may want their possessed to act with violence or to dominate others while others may wish them to deceive or gain things that they cannot or should not have. When the possessed creature cannot or will not fulfil these actions any longer, the demon will leave, leaving it vulnerable to banishment.

## The Form of the Game

All the players (bar the GM) play as cats, joined together in common cause to right the wrongs in the world and protect the weak from evil. The players' jobs is to attempt to solve the problems presented to them, usually with one major problem per game.

One of the players will play the role of the GM or 'Games Master'. They may not play a cat in the same way as the other players, but they do play as everyone and everything else. It is the GM's job to present adversity to the players by giving them a problem.

The type of problem varies, but usually it involves one group or individual wanting something and another group or individual who cannot or will not let them. To solve this problem the players will each have to make some kind of moral judgement, and then seek to enforce it against adversity from other players (who's cat may disagree) or the GM (who will almost always have characters who will disagree).

Presenting the problem should be done quite passively, with the GM only reacting to the players driving the action. How things are resolved should be decided by the players, never by the GM.

## Scenarios

All this abstract talk is actually very easy to put into practice without thinking too hard. The key is to make sure the scenario is interestingly problematic. This does not mean the scenario needs to be complex with many factions struggling against each other, nor does it have to be subtle with betrayal and intrigue. It *does* need to evoke reasonably difficult decisions however, with no obvious answers.

*Eg. Deciding to kill an evil tyrant who is perpetrating acts of unspeakable villainy is an easy decision. Deciding to kill a misguided ruler from doing what they think is right is harder.*

By all means provide the cats with straightforward evil to oppose (the demons take this role) but make sure that there is enough ambiguity elsewhere to keep things interesting.

Both humans and other animals can have these kinds of problems. Take inspiration from the treatment of animals in myth and history, and also from typical human conflicts that could be represented in the animal world. Where there is a significant conflict of interest or a clash of strongly-held points of view then there is a scenario.

## The Problem House

The easiest human-orientated scenario is to have the cats as young strays on patrol around their neighbourhood. Each game solves the problems of a particular household. Houses will be in various states of calamity when the cats arrive, appearing on this scale of demon activity:

**1. Greed:** Most human problems are caused by wanting something they do not have (the distinctions of envy and jealousy are not made by cats). If a house has enough interesting greed, this may be enough for the cats to be getting on with, but usually things have developed into something worse.

**2. Frustration:** When a human's desires are not met, this gets them frustrated and leads to bad behaviour. Not malicious, but generally not getting along anymore. This kind of dysfunction can be interesting and difficult for a cat to solve, but things are still low key. A frustrated household will have people who will neglect the stray cats.

**3. Cruelty:** Eventually a house's discontent will result in overt cruelty to one another. Arguments, breaking things and even violence are all to be expected. At this stage certain family members will even attempt to harm the strays to vent their anger.

**4. Feeding Demons:** There may have been minor demons before now, but after things become nasty major demons move in and start to take control. At this stage they will be getting stronger by feeding off of the bad feelings and maybe providing the odd suggestion to keep it going.

**5. Manipulating Demons:** After a while the demons will become strong enough to suggest actions all the time, and even take control of things during heated arguments or malicious acts. Demons lend a reputation of one or two to creatures in their thrall.

**6. Controlling Demons:** If this continues, the humans become hopelessly lost and the demons compete with one another to fuel the particular emotions that they want. Cats have to be especially wary when dealing with war zones like this! Demons give a reputation of three extra dice to their minions, maybe even more.

**Design Note-** This scale is converted to animal problems quite easily, but is often unnecessary. Animals depend upon their community and environment for survival anyway so ramping up the stakes with demons may be superfluous, but still fun perhaps.

## Other Example Scenarios

### Those Damn Dirty Birds!

Two sides at odds over a finite resource. Neither side is friendly to cats.

**Farmer.** Wants to stop the birds eating his seeds because he needs the harvest for his family. He's taking out his anger on his dog, and has devised traps for the birds.

**Dog.** Wants whatever the Farmer wants. Hates birds.

**Birds.** Want food.

**Wrath.** Demon supports the Farmer's violence.

### A Cat for the Queen

An unwilling hero stands between a bad guy and his goals.

**Kitten.** Wants to live in peace in the palace, but learns of the councillor's evil.

**Kitten's friend.** Wants to be with kitten, but is rejected as a gift and must stay on the streets.

**Pampered Cat.** An old mouser who makes Kitten's life miserable in the palace because he is jealous of Kitten's freedom.

**Councillor.** Presents the kitten to distract the queen so he can be nefarious, and take advantage of the queen's love for him.

**Domination.** Demon supports the councillor's ambition.

### Unliving Legend

The saviour is a fraud and the saved not worth saving. The humans suffer from the inter-cat fighting.

**Cat Legend.** Aging cat hero uses demons to give him the strength to fight again.

**Alley Cat Gang.** Young disrespectful trouble-makers see that Legend is a fraud, though he saves them regularly.

**Pride.** Demon supports Legend's lust for glory.

### War in Heaven, Hell on Earth.

The eternal conflict between cat and dog enslaves the humans in ancient Egypt.

**Bast.** Cat who unites Cat Tribe through fear to defend against the Dog tribe.

**Cat Tribe.** Humans who are oppressed. Has rebels who think Anubis will free them from their slavery.

**Anubis.** Dog who rules Dog Tribe and has a vendetta against cats.

**Dog Tribe.** Humans driven by hunger to take the Cat Tribe's fertile land. Has spies who are paid with food to support Bast.

**Suffering.** Demon supports Bast in her cruel oppression of humans.

**Frenzy.** Demon supports Anubis in his attacks on Cat Tribe.

### The People's Witch

The cat's way is not the only way, and perhaps other ways are better.

**Witch.** Wants to capture the cats and steal their power to protect the village.

**Witch's Cats.** Very loyal and loving to the witch. Dangerous rat-catchers.

**Rats.** Want food, and wouldn't mind the village being destroyed.

**Decay.** Demon supports rats damaging things.

### The White Slayers and Black Death

The plague spreads across Europe and cats, not rats, are blamed. The self-righteous blame each other for the suffering of their own kind, but their own actions only exacerbate things.

**Pope Gregory.** Decrees that cats are in league with the Devil and should be killed to save people from the plague.

**Cardinal.** Follows the Pope's wishes, mostly. Catches the plague while helping the poor.

**Poor People.** Wish to rid themselves of the plague by following the Pope.

**Albino Cat.** Retaliates against humans by joining forces with the rats as a force of justice against cat cruelty.

**Rats.** Wish to flourish.

**Disease.** Demon supports the rats spreading the plague.

**Fanaticism.** Demon supports the Pope killing the cats.

### Atlantis Ground Zero

An unjust peace is better than a bloodbath in a time of crisis, or so the unjust claim. Atlantis is sinking by the hour, but the boats only have so much room and creatures do not look to the cats to save them.

**Sparrowhawks.** Keeps the various populations in balance through underhand and brutish tactics while making sure the majority will escape.

**Rodents and Small Birds.** Offer sacrifices to the sparrowhawks as payment for 'protection'. If not held in check they would devastate human food-stores, and require some of this food to survive. Without them the birds of prey and the cats would perish.

**Birds of Prey.** Loyalty to the sparrowhawks is repaid with some of the sacrifices, but otherwise they are starved to give the sparrowhawks the advantage. If they were not held in check they would devastate the rodent and small bird populations, without them the rodents and small birds would devastate the human food-stores.

**Dogs.** Defend the human food-stores.

**Design Note-** This scenario is very pressured. In the absence of demons lay on the feeling of crisis and impending doom to raise the stakes.

## Other Rules

### Accomplishments

When a cat is first created, they may opt to start out with only four points divided between up to two reputations and instead they perform an accomplishment to gain their last reputation, rated at three. This accomplishment is some important event in the cat's past which has shaped who they are.

The accomplishment is a single conflict (usually long) proposed by the player and, win or lose, the cat gains a reputation related to the outcome. For example, a cat may wish to fight a dog and gain either "Dog-Killer" or "Wary of Dogs", or they may wish to scale the tallest tree and gain "Expert Climber", but if they fall they might gain "Tough". A very useful kind of accomplishment is one that will motivate the character, such as if they save a friend they might gain "Loyal", but if they fail they might get "Vengeful" which are both useful sources for interesting conflict later on in the game.

The choice of reputation is still the players, but as with other conflicts the GM can set conditions for giving in at a particular time: *eg. I will let you kill the evil cat if you take the reputation "Remorseless"*.

### Powerful Creatures

If a very powerful creature wishes to engage multiple smaller ones at once, then they may split their dice and target them each individually. Make sure you record where each success is targeted against, but otherwise the rules are the same.

Also, powerful creatures should probably have their own reputations to set them apart in a conflict and give insight into their motivations and temperament.

### Not So Powerful Creatures

If the cats are in a conflict with a group of weak creatures, then treat all the weak creatures as a single reasonably powerful one.

All the creatures stats are rated the same (they effectively only have one stat), but the value varies depending on the power of the group. 3+ or 4+ is usually best.



## How to be a Cat

The 'power level' is variable, but I think it is better for players to stick to the quality of a cats abilities even if they exaggerate. This detail helps portray the characters as actual cats rather than humans dressed as cats.

### Abilities

Cats have excellent long range eyesight, but their good night-sight is at the expense of seeing well in bright light, and they are long-sighted besides (they struggle to see things very close). Their hearing is very sensitive though, and most interestingly, it is directional allowing the cat to track prey by sound alone. The cat's sense of smell and temperature is extremely acute too.

Their pressure sensitivity through their whiskers is so precise they can navigate obstacles they cannot see, and detect tiny changes in air currents which indicate moving objects. In dim light or with very close objects the whiskers rather than the eyes are the main tools for sensing. Whiskers have even been attributed with having the ability to predict natural disasters, and this could easily be extended to cover other more supernatural things.

Cats are almost purely carnivorous who cannot sense sweet tastes, making them dedicated hunters.

Their reactions are near flawless, and although they are not physically strong they can give good bursts of speed with extremely sharp claws and fangs. These are the areas where a cat's super-powered nature can really shine. In high-powered games, go nuts with claws that can slash through steel and exchanges of blows as the cats dart through the air from building to building.

Unlike dogs, cats run by moving both legs on the same side of the body together, and they can leap vertically from a standing start and have pretty good balance and the famous ability to always land on their feet.

Also unlike dogs, cats have a good long-term memory. Their intellectual capacity extends to abstract association (ie. they can learn the solution to a problem and apply it in similar circumstances), but I would not emphasise this too much. Solve problems by instincts and cunning and not from learned knowledge. A cat's only tool is their body, the rest is just terrain.

## Culture and Language

Even super-powered cats probably should not talk, but there is nothing stopping the player communicating like a cat and this can be done quite easily. Simply narrate some piece of body language or verbal signal and narrate the intention behind it. Although the actual intention would be hidden from the other cats, the gesture is assumed to carry enough information to convey it. This section is to help narration seem authentic, but do not feel it is necessary to be so precise all the time.

*Eg. "Ghost senses danger, so he raises his tail and growls to alert the others and then slinks away".*  
*"Redfang disagrees with Ghost's cowardice so he stands tall and indicates his own preference by strutting off towards the danger and turning his back on Ghost contemptuously".*

Fearful cats will drop low to the ground and flatten their ears and tail, but when backed into a corner they will raise their tail and stand while keeping their head low and hiss. When in a confrontation they do not fear, they will make themselves appear as tall as possible with their ears forward and will probably growl.

When going for the kill, cats will aim for a bite to the back of the neck to sever the spinal column, crush the windpipe or puncture the main arteries or veins. This is difficult against wary prey so cats will often stun or incapacitate before they kill or else catch they prey unawares by pouncing on them from a hiding place or high perch. As a solitary hunter, other cats will be warned that prey is being stalked by sporadic clicking noises.

Fights between cats are usually fairly short and rarely fatal, and the combatants will emit long angry ululating wails with brief exchanges of blows. Cats will aim for each other's faces and upper torso with their claws and the usual damage is a ripped ear or fresh facial scars. A lot of conflicts between cats never make contact however, the posturing and growling establishes the winner without resorting to bloodshed.

Most fights revolve around territory disputes, and the size of a cat's territory is dependant on their status, with neutered males getting the least. Around this territory is neutral ground where cats can meet without conflict. Feral cats will form colonies for mutual protection, but will still hunt alone.

Against larger animals such as dogs, cats will go for the eyes with some success, and may also attack their more vulnerable underside. Against supernaturally monstrous creatures this accuracy will aid them in finding other weak-points.

Cats are impeccably clean not only to keep healthy, but also to avoid emitting an odour that would give away their presence to prey or other predators. Despite this, at close range cats can still smell each other and this is a prime method of communication, and thus also an easy way to describe communication between cats without using precise narration.

Calling (the meow) is usually to direct attention to something the cat wants, with various tones describing how desperate or hopeful the cat is. When hurt by surprise the cat will emit a sharp hiss or yell.

Purring is usually a sign of contentment, but if the purring is accompanied by the tail swishing to and fro then the cat is trying to calm themselves and is actually quite distressed. Other distress signals might be the ears twitching and quickly wetting the lips. The swishing tail may also accompany a growl to show annoyance rather than distress.

If the tail is raised quickly it means something has caught the cats attention, and this may be taken as a casual greeting between cats, but if accompanied by a raised limp paw it indicates something unidentified.

A more intimate greeting is to stamp both front legs on the ground together and rub faces against each other. This spreads scent from the glands in the face and this is also for marking territory.

The most intimate thing a cat can do to show friendship is to show its vulnerable stomach, and this is a strong sign of trust.

If the tail is held almost over the cat's head, it shows the cat's confidence that they are the boss. While relaxed the tail may twitch about randomly to show that they are still alert.



## Magic

This list of rituals does not change the rules at all, but merely suggests ways the use of the tail can be narrated in conflicts.

### Cat Magic

Cat magic focuses on deception and cunning with the social behaviour of cats taking on a ritualistic tone.

- A nearby human treads on the cat and trips up. Maybe taking damage on their Legs or Hands, but maybe hurting the cat.

- When held by a human, the insistent pressure from the cat may make them sit down or drop them.

- Jumping over a dog can make them chase their tail. They might even manage to bite their tail, or just trip up and hurt themselves.

- A similarly sized and coloured object is mistaken for the cat as it darts around. A good way to avoid attack.

- Cats often pause to consider problematic feats, magically preparing their bodies.

- Using a sacrifice (a rodent or frog) a cat may slip through an opening. Locked openings might require a bigger sacrifice.

- By walking around a human you can grab their attention and prompt them to fulfil a basic need, such as food or shelter.

- The cat shrugs off their injuries and gains new ferocity.

- The dark patches on the cat's coat become immune to damage, attacks will pass through them like a shadow.

- Not ordinary stealth, but being unnoticed. Preternatural stillness prevents them making any mental impression on nearby creatures.

- The cat rubs their body against a creature, or gets stroked by it, and thus the cat can sense its intent to itself, and maybe even to other creatures.

- Alter their own gravity so that the cat will fall towards and can run along walls or ceilings.

- By stepping into one patch of darkness, the cat can zip to and step out of another nearby shadow.

- Marking the cat's territory will ward off most minor creatures.

- The cat's stare can mesmerise its prey into paralysis.

- By placing a sacrifice next to a child they can be magically protected from most harm.

- By sleeping in a house, a demon that is not possessing anyone is banished.

- Sense a creature's next move, and counter it before it has begun.

- Lighten their body and use extreme balance, for running along suspended wires and jumping from fallings leaves.

### Dog Magic

Dog magic is more focused on keen perception, honest persuasion and direct action.

- A simple phrase can be barked to a friendly human.

- Just from knowing an item's or person's scent, the dog can track it for miles.

- A dog's bark is powerful enough to stun even demons.

- By wagging its tail, nearby friendly humans are comforted by their loyal companion.

- Any foreign presence in their territory is noticed instantly, and probably even their intent.

- A demon without followers can be captured in an object and buried forever.

- The dog stands up after horrific injury.

- Dig and travel under the earth.

- Enemy spells are washed away with a simple swoosh of the tail.

### Human Magic

Human magic requires a substitute *Tail* in the form of a *Tool* like a staff, broomstick or wand. It focuses on various things depending on the nature of the *Tool*, but simply use the vast amount of media on wizards and witches for inspiration.

### Bibliography

This mechanics and tone for this game have been shamelessly ~~robbed~~ ~~from~~ inspired by the following excellent games:

Dan Bayn's *Wushu*  
<http://www.bayn.org/wushu/>

Vincent Baker's *Dogs in the Vineyard*  
<http://www.lumpley.com/games/dogsources.html>

John Wick's *Cat*  
<http://wicked-dead.com/cat/>

Most of the details about cats were found from Wikipedia at <http://en.wikipedia.org/wiki/Cat>

Last of all, many thanks to my ever-patient playtesters, my younger brothers.

