

# CATS OF CATTHULU



*Welcome to the real world...the world in which human civilization exists for the comfort of cats, in which incredibly ancient and powerful spirits vie for control of reality, in which only brave and clever felines have the wit and wherewithal to oppose grim and mystic cabals, and in which two-footed people live in blissful ignorance of all of these facts.*

As everyone but humans know, the universe contains countless rotating, shifting and overlapping dimensions in space and time. And in the crooked corners of reality there dwell the Animal Gods and assorted spirits banished from, or strangers to, this plane. And when the stars align, or other perfect patterns are completed, when hedge mages are walked thrice by moonlight or Isaac Newton's notes are read backwards, they may manifest. Phatphrougga, Hastpurr of the Yellow Eye, Snarlyphotep and many other forgotten gods threaten to rise and consume human civilization.

But human civilization created the tuna can and comfy couch, so the blissfully ignorant Two-Foots are protected by the servants of Fftar-Axlan, *felis domesticus*, the clever housecat. You. Take 1000 cat points to arm yourself and survive three years of this world. What, you expected more? Three years is a big deal to a cat.



## LIFESTYLE

*Choose one*

**Feral Cat:** You have no place in human society, living on the streets or in the forest. It has made you a skilled hunter and survivor, however. Streetwise, I think the term is. Cannot take **Pussy-Foot**. **Twofootologist** is probably an uphill struggle, but can be done.

**House Cat:** A nice balance, with a home to rest your head in but the freedom to explore. Your humans can get needy if you disappear for days particularly if you come back injured. Compatible with all roles.

**Show Cat:** A pampered thing, you have perhaps the most developed understanding of Two-Foot culture, but it has left you sheltered from some harsh realities. Bonus to Influence Human, but cannot take **Scrapper**.



## BREED

*Choose One*

**Pure-Breed:** One of the fifty generally accepted cat breeds, you stand out in a crowd of cats, for good and for ill. Your constitution is a bit weaker than other cats, but you excel as the **Pussyfoot**.

**Mixed Breed:** You blend easily in with a crowd of cats, non-cats have a world of trouble telling you apart. Your hardy constitution and stamina make you great as a **Catrobat** or **Scrapper**.



## FUR

*Choose one, with bonus and malus both*

**Short-Haired:** Your hair is short, so you don't shed a lot, avoiding leaving incriminating evidence. You also clean up easily. An excellent coat for a **Scrapper**, offering some protection, but much less likely to get caught or gripped.

**Long-Haired:** Mats and loose hairs will be the bane of your existence, but you handle the cold far better than other cats. Bonus to the **Pussyfoot** Role for being adorable.

**Hairless:** You are highly distinctive, and suffer greatly from the cold and wet. On the plus side, you can wriggle out of just about any grip or tight space. Bonus for **Twofootologist** long exposure to humans helps you figure them out quicker.



## ROLE

*Call it a class, call it an origin, this is who you are and what perks you benefit from.*

**Scrapper:** You're an alley-cat, with scars to prove it. A born fighter and the perfect cat for the job when the fur starts flying.

**Pussyfoot:** Cats long ago learned the secret to building a civilization: get Humans to do all the work. With your adorable face and big eyes, you're perfect for charming weak-willed humans into doing your bidding.

**Tiger-Dreamer:** All cats are tigers, in a smaller, more pleasant guise. These cats, who often have eyes of two different colors, are mystics far more in touch with their inner Big Cat and the will of Fftar-Axlan, which requires they spend much of their time napping to pierce the veil.

**Catrobat:** All cats are nimble, but you take it to the next level with your climbing, jumping and running, you can easily access places unavailable to fellow cats, and even get back down from trees!

**Twofootologist:** There are cats of rare intellect and scholasticism who study humans, learning all their bizarre rituals, their social structures, their technology. You haven't mastered the secrets of the can-opener yet, but you are getting close. Objects to being called "Poker" by cats who reduce the role to "poking Human things to see what happens."



## PERKS

*Besides discounts from your Role, you may discount any two Perks that share your Lifestyle- Feral, House or Show Cat. Discounted 100 cp Perks are free.*

**Everybody Wants To Be A Cat** (free all) And now you're a cat! This comes with all sorts of benefits from the obvious, like the ability to see in the dark, claws, graceful movements and a floating clavicle that lets you squeeze your whole body into any space that will accommodate your little feline skull, to the subtle, like the ability to comprehend dimensional physics where parallel lines regularly intersect and casually brush off the cosmic horrors that would leave a Two-Foot a gibbering wreck. You communicate by body-language with any cat in line of sight, and can understand theirs. Becomes an alt-form after this Jump.

**Influencing Humans** (free all) Humankind exists to serve Cats, just one of the many horrible truths they block from conscious realization, save for the most devoted. Three times a day, by staring at a Human, you may implant a suggestion in their minds like some kitty mind-trick. **Show Cat, Pussyfoot, Pure-Breed** and **Long-Haired** each grant one extra daily use.

**Marking** (free all) By rubbing extensively against a person, creature, object or place for several minutes and willing it so, you can mark them. You can then trace the mark and find that same person, creature, object or place, no matter how far it goes on the same planet. You may only have three marks active at one time.

**Blaze of Glory** (free all) Fftar-Axlan smiles on cats who know the value of their own lives, neither spending them cheaply nor insisting they are all-important. Any task you die to achieve- a true death mind, not one of your Nine Lives- will succeed. Whether slaying the avatar of a god or preventing the world's ending.

**Nine Lives** (-200 cp) Humans say Cats have nine lives, but Cats know it isn't so. Dead is dead, they just have a lot of skill at avoiding death. You have nine lives which refill, and do not stack, at the end of each Jump or decade. You may, at any time you choose, burn one life to escape certain death, heal yourself with a short nap and tongue bath, or add a one-time, non-stacking +50% chance of success to any one task.

**Proud Street Cat** (-100 cp, free Scrapper, discount Feral) When lions walk the savannah, everyone knows they're looking at the kings. You exude the confidence of someone who knows they can take care of themselves in a fight and it makes you seem dangerous. You easily and automatically size up the threat posed by others.

**Mouser** (-100 cp, free Scrapper, discount House) Runrun or Cat-thing will killkill. Where the Vermin God takes hold, doomwheels can't be far behind. Fortunately, Cats are here to prevent their followers from gaining power, and you are now at the frontlines as an expert Mouser. You know how to hunt and kill them with great efficiency. In future Jumps, this applies to all weaker enemies, who are unable to effectively swarm you, like mice attacking a cat.

**Friend to All** (-200 cp, discount Scrapper, Feral) There are street-cats who go out of their way to do favors for others. You easily cultivate a large network of friends, and through them, can learn rumors or have simple favors done.

**Physical Paragon** (-200 cp discount Scrapper, Show) You are the perfect physical specimen of cat, not as much in a show sense, though you do look good, but in that you are stronger, faster, and tougher than any other cats, or any other members of your species in future Jumps, by a wide margin. The Captain America of felines.

**Ronin** (-400 cp, discount Scrapper, Feral) You're an elite cat-warrior, an expert called in for problems other cats cannot solve. Besides having superlative skill in battle, you are always able to find mercenary or adventurer work wherever you land, and as your reputation grows, so will your missions and the ensuing rewards.

**Alley Champ** (-400 cp, discount Scrapper, Feral) The winner of a thousand back-alley fights, you are the undisputed master of all forms of fighting dirty. You also enjoy a sweeping reputation as a fighter and a cat who Gets Things Done.

**Caterwaul** (-100 cp, free Pussyfoot, discount Feral) You can raise a ruckus that will bring every cat for blocks running to your aid.

**Lap Cat** (-100 cp free Pussyfoot, discount House) You are a comfort to your Two-Foot, and understand when they, other members of your clowder, or anyone else you know, needs affection and reassurance.

**Pampered Baby** (-200 cp, free Pussyfoot, discount House) You're absolutely adorable, and it makes a strong impression on Two-Feet who love to help and feed you.

**Stud** (-200 cp, discount Pussyfoot, Show) The inevitable perk for being a master of seduction and romance.

**Crowd Favorite** (-400 cp, discount Pussyfoot, Show) You know how to play to a crowd, even your weakness draws people in, makes them relate

to you. Your Influence Humans power can now work on a mass scale, up to one hundred at a time.

**Judge's Favorite** (-400 cp, discount Pussyfoot, Show) You understand power, which Two-feet you can ignore and which you must impress. Exposure to your Influence Humans power over a great period makes Two-feet more susceptible, until you can sway them with a fraction the energy, saving a precious use of the power.

**Diva** (-100 cp, free Tiger, discount Show) You make a striking impression, with your unusual appearance, and know how to get others hanging onto your every word. How else can you share wisdom?

**Lazybones** (-100 cp, free Tiger, discount House) It would be a strange Tiger-Dreamer who couldn't sleep, and thus dream, on command. You can smell when something isn't right, and supernatural forces have once again come to cut nap-time short.

**Nervous Beauty** (-200 cp, discount Tiger, Show) You are a master of the Dreamlands, where will and imagination are all-powerful forces. How strange then, this noisy world where entropy is king. You have seen the fragility of so-called reality, the places where things glitch and a cat can clip through walls or soar to the heavens... or alternatively, fall forever, and can exploit these.

**Street Preacher** (-200 cp, discount Tiger, Feral) Street Preachers are the ones other cats approach for personal, practical problems and how the catams of Fftar-Axlan can help. You have the incredibly rare power of common sense, and a shyster's ability to twist law or scripture to support your claims.

**Mother of All** (-400 cp discount Tiger, House) One of the first lies to fall to the Tiger Dreams is the lie of separation. And with that revelation comes



the wisdom in kindness and a gentle paw. You can see the scared kitten inside the hissing and scarred alley cat, lashing out at the world. You can see the potential ally in the barking dog. You can see yourself in them and maybe with some work, they can see themselves in you. If someone can be befriended or redeemed, you can do it.

**Underground Prophet** (-400 cp, discount Tiger, Feral) Mystics detached from all worldly concerns to seek deeper truths. You know more than any cat the nature of your eldritch foes. In dreams you can witness the past, present and future and come to know a being's soul more intimately than their face.

**Slippery Street Cat** (-100 cp, free Catrobat, discount Feral) Stealth is a must for any stalking predator, and you're far better at it than most, all but disappearing wherever a shadow or cover is.

**Flycatcher** (-100 cp, free Catrobat, discount House) You're a particular enemy of the minions of the Insect God, having the precision and swift reflexes to snatch them from the air. Your astonishingly quick reflexes mean you almost always react faster than others. You're also remarkably resistant to the bites and stings of insects, who instinctively fear you.

**Ceiling Cat** (-200 cp, discount Catrobat, House) You leap higher, climb quicker and surer than other cats, and easily conceal yourself in shadowed nooks or high mantelpieces. Two-feet never look up, and it's a good position to strike at prey from. If you were a Two-foot, or were to become one, you'd be considered a master traceur.

**Circus Cat** (-200 cp, discount Catrobat, Show) You're a performing cat. Besides having an impressive sense of balance and a magnificent standing leap, you do not fear fire as other cats, for the flaming hoop is an old friend. You keep running into situations where your circus skills and experience are helpful.

**Refined Artiste** (-400 cp, discount Catrobat, Show) You are a perfectionist, and it shows. You have never mastered a skill or maneuver so completely that you can't continue to improve.

**Former Breeder** (-400 cp, discount Catrobat, Show) Unlike the Stud, Breeding cats lead miserable lives. You escaped that life, and ever since have been able to escape cages and bonds of all kinds. Live free.

**Wily Tramp** (-100 cp, free Twofootologist, discount Feral) You've learned the secrets of getting around, the schedules for the buses and the trains. In an emergency, you know that waiting near the lights will eventually result in a car stopping so you can hop in. In future Jumps, you automatically know the schedule of public transit and are lucky in bumming rides.

**Lost Princess** (-100 cp, free Twofootologist, discount Feral) You were a pampered cat thrust far from your comfort zone, or something similar. It has made you very attentive to human behavior, and you always keep tabs on who is in your area and what they're up to. But your adventure has also shown you things you never dreamed of, even while you kept that sense of wonder. You learn things three times faster than you otherwise would have.

**Switcher** (-200 cp, discount Twofootologist, House) You have long ago memorized the rituals that make the lights come on and off, the cabinet doors open and such. Buttons, knobs and switches are your passion and the keys to operating the arcane technologies of your servitors, and you know which keys open the cars and which the house. With something to stand on and compatriots to work the go-maker and stop-maker, you could even drive a car! Poorly, but still! In future jumps you can operate delicate controls regardless of morphology, and very quickly intuit the purpose and controls of strange devices.

**Sensitive Soul** (-200 cp, discount Twofootologist, House) Long exposure to humans has made you incredibly sensitive to their moods. You understand their emotional needs and when to go for scratches and when to avoid them altogether.

**Sage of Foreign Lore** (-400 cp, discount Twofootologist, Show) Maybe your human is an adventurer or a scholar, maybe you live in a library, bookstore or a museum. However that works, you're an extremely well-educated cat, knowing a variety of languages and foreign customs, as well as the lore of the dread Nekonomicon. You can easily tell when people are babbling the twisted tongue of the Elder Gods, and when they're just speaking Espanol. In future Jumps you have a wide array of local knowledge, just about everything publicly known, impressive research skills and especially the ability to contrast the supernaturally relevant from the rest.

**Seasoned Traveler** (-400 cp, discount Twofootologist, Show) You've been around the block a bunch of times, know the sights and scents of a thousand places. And you've learned the whole time. Whatever your situation is, you can think of a similar one from your experience or a story you heard. It won't always give you *the* answer, but it will give you *an* answer.



## ITEMS

*Eh, Items are more of a Twofoot thing.*



## COMPANIONS

**Clowder** (free/-100 cp) Bring in up to ten friends to become cats, with 900 cp apiece to spend. After the first taste, 100 cp per batch of ten companions.

**New Friends** (free) This isn't a game with a ton of fascinating characters in the lore. If you meet someone you like and want them to come along to your next adventure, why not? Your cat-friends may be bemused by your wanting to be humanoid, and any humans may be shocked to learn their cat was born human.



## SCENARIOS

*If you desire direction, and further rewards, take one task and only one task to make your three years here more interesting.*

**Iron Edda** In an age of iron and men of mighty sinews, you are the cat of Ranulf, a distant cousin to Leif Eriksson, and must protect your Twofoot from the horrors he cannot know of on his voyage to a new world full of strange men, strange beasts and stranger gods. Not to mention the dwarves and their skeletal-mechs.

- Reward: Einherjar Once a year, by blowing a horn, you can summon the armies of Valhalla, the fiercest Viking warriors of all time, with the strength of ten men and no fear of death, to your aid.

**Incredible Journey** You find yourself in the company of two dogs, one old and tired, one young, reckless and *incredibly* stupid on a mission to reach their home, across hundreds of miles of untamed wilderness brimming with hostile cryptids and the odd cultists. You must see them safely home, which would be so much easier if they'd only *listen* to you.

- Reward: Homeward Bound You always know the precise direction and distance to your home and family, whether of blood or choice, and can always find them if they become lost.

**Madness on the Orient Express** Ah, that famed train from Paris to Istanbul and back. Better get used to shuttling around because you are bound to this train for the duration. Few people who get on are what they seem, and you must defend the train from monsters and cultists and the near-monthly murder mystery plot.

- Reward: Going Off of the Rails on a Crazy Train You can summon a luxury locomotive that can take you anywhere in a day and night's travel. The far side of the universe, the deepest vaults of lost civilizations, the Dreamlands or whatever pocket dimension the bad guys are using to store their stuff.

**The Great Catsby** 1922 Long Island, where the jazz craze is on, and the idle rich contemplate how to spend their fortunes. But lately there's a lot of whispered discussions, mysterious green lights in the night, and some new faces that smell tantalizingly of fish...

- Reward: Care Away You always have a fortune. How much? Enough to do whatever you need to. How is it managed, do your investments grow? Don't care, it's a huge stack of money to let you live without working all your days.

**Gatos de los Muertos** You start in an 1880s Mexican frontier town. Livestock are being drained of blood, and humans are vanishing left and right. You must find the answer and save the continent from being washed away by a flood of restless spirits.

- Reward: The Other Side You gain a connection to the realm of death. You can see and communicate with ghosts, and always have at least a vague idea how to help these spirits find peace. By focusing, you can tell if a given person anywhere in the universe is or is not dead.

**Gaslights and Gearboxes** Ah, late Victorian London, where the skies are choked with soot, but not as much as the lost chimney sweeps! That Holmes fellow always has something cooking, prostitutes in Whitechapel have been dropping off lately, and men have begun dreaming of a vast incomprehensible machine. These men then have ideas for brilliant inventions, but each is also working on parts of machines they do not comprehend. Discover what's going on, before this thing can activate.

- Reward: Steam Power A tiny fragment of the dying Machine God latches onto you, expanding your mind. You can come up with a, probably unnecessarily clunky, wooden and brass device to accomplish virtually any task you set your mind to.

**Galaxy Warriors vs. Robo-Cats** It's an age of rocket ship and rayguns, but strange things still swim in the ether. Your human, the captain of a rocket-ship, is investigating a series of strange pyramids floating in space, some seeming to bear the script of the lost civilization of the Yith. Keep her safe, won't you?

- Reward: The Only Way To Be Sure Once per Jump/decade you can call down an orbital strike, maybe on a single car, maybe on half a continent.

**Swords of Catthulu** In the days before the waters drank Atlantis, a fearless band of warriors and wizards quested through the nine deepest



and most dangerous dungeons to prevent the rise of evil gods. Their leader, though it would surprise most of them to hear it, was their cat, that's you.

- Reward Ultimate Ascension By devouring a bit of each of nine eldritch gods, you have taken in some of their nature and essence. You are absurdly hard to kill, and can reveal your unspeakable true form to drive most Two-feet to madness and despair.



## DRAWBACKS

**Everything's Better With Cats (+0)** Wherever the things that go bump in the night threaten supper, cats will be there to stop them. Use this Jump as a supplement with anything else tied to Lovecraft or the Mythos to enter that world as a cat.

**How to Lose Friends...** (+100 cp) Something has gone terribly wrong, and your Influence Humans power won't work until after the Jump. Other cats will laugh at your inability to get humans to do your bidding.

**Mr. Tinkles!** (+100 cp, Incompatible with Feral) Your Two-foot has the most embarrassing nicknames for you, but that's not a fraction as bad as the outfits. The bonnets haunt your nightmares.

**Dog-Bait** (+200 cp) Dogs and cats have a difficult relationship at the best of times, they think *they're* the real protectors of humanity, poor things. Sometimes dogs and cats have worked together against a larger threat, usually they're enemies. But doggos seem to really *hate* you, to chase and hound you wherever they can, and will never be part of a truce that includes you in it.

- **Hounds of Tindalos** (+200 cp) Not only are dogs after you, they can now run along the curve of space-time. Not fences nor leashes nor walls can restrain them, and the stupid mutts can run up trees.

**Never the RCFTJ** (+200 cp) Perhaps one of your ancestors did something terrible, or you attracted the gaze of something you shouldn't have, but nothing ever goes right for you. You lose nearly every fight, mess up simple feats, and are never, ever the Right Cat For The Job.

**Belling the Cat** (+200 cp) Some stupid Two-foot has stuck you with a belled collar. So much for any kind of stealth.

**Worms** (+300 cp) You've got worms in your tummy. And not heartworms or tapeworms or anything else you could fix with a pill. These worms are the spawn of a nameless horror, meant to disrupt, hurt and paralyze you at crucial moments.

**Animal Control** (+300 cp, incompatible with Scenarios) They're out to get you. Somehow all the normally compassionate and caring animal control officers have been replaced by violent sadists who want nothing more than to throw you in a cage and kill you in the most painful way possible.



**Curiosity Killed the Cat** (+400 cp) Normally, as a cat you'd be immune to what a Twofoot would call SAN damage. No longer.

**The Black-Cat Pharaoh** (+400 cp) Snarlyphotep, messenger of the Outer Gods and Cat of a Thousand Scents has been alerted to your arrival and unusual nature. He thinks you're really neat, and will set up all manner of challenges and obstacles to test your powers and skills, or just because he's bored. Be warned the Black Cat can assume any guise, even a Two-Foot, to make your life hell.

**In Strange Aeons...** (+600 cp) A Jumper fits right in, being an unknowable being from beyond reality with powers that defy reason. Well, this eldritch horror has been brought down to normal, none of your powers from beyond this Jump function.



**END**

**There's No Place Like Home...** And it's high time you were going there

**The Open Road** beckons those who are tired of "domesticated." Next adventure!

**The can opener!** Din-dins! You know, this is quite a jolly world after all.

*Jump written by Aehriman*