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Call of CATTHULHU DELUXE

Book I: The Nekonomikon

(The Book of Cats)

INTRODUCTION

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.

In *Call of Catthulhu*, a few friends take on the roles of ordinary cats, who must rise to heroism as they encounter the sinister plots and vile supernatural conspiracies of chaotic Animal Cults, bound on undermining the reality of dull-witted humankind. One person becomes the Cat Herder (CH), arranging challenges, secrets, dangers, and rewards. Then each player just *acts like a cat*: meeting new challenges with quick wits, clever ideas, sharp claws, and fast feet. The player Cat Herder calls for a roll, or doesn't bother, then explains the outcome, and the game moves forward. Together, everyone makes the story of what happened to these cats one time—an adventure that no one could have predicted.

There's only a little more to it. A couple of Cat Dice add random results, so even the Cat Herder never knows exactly what will happen next. Players have Treats that they can spend to get a second chance. At the end of a few hours of play, surviving cats gain new Experiences: knowledge of the world that will come in handy in later adventures.

Everything else is mouse gravy. Let's begin.

MR. JOEL

Call of Catthulhu

CATTHULHU.COM

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PART I

Being Cats

Apart from their level of mental activity, the cats in this game are cats. They cannot talk, or read, or write, or drive cars, or post on the Internet. They don't wear clothes, except as an occasional indulgence of a sentimental human, and they don't have thumbs to use tools, nor a primate's tool-using mindset. To oppose the strivings of evil cabals and brutish foes, players have to be inventive, use trickery, and find ways to make others do the dirty work.

A cat's life is improv.

CAT CHARACTERS

As seen by a glance at the Cat Character Sheet on p14, defining a cat does not require scores, skills, randomization, or calculation. In fact, a cat character uses *no numbers at all*. Cats don't do math. That's for Two-Foots. Appearance, lifestyle, expertise, and the effortless projection of the Self: these distinguish one cat from another.

To define a Player Cat (PC), the player chooses the new kitty's Role, Background, and Description. These things tell the other players what this cat is all about, and when she might just be the Right Cat for the Job: the best choice to handle the challenge at hand when battling Chaos.

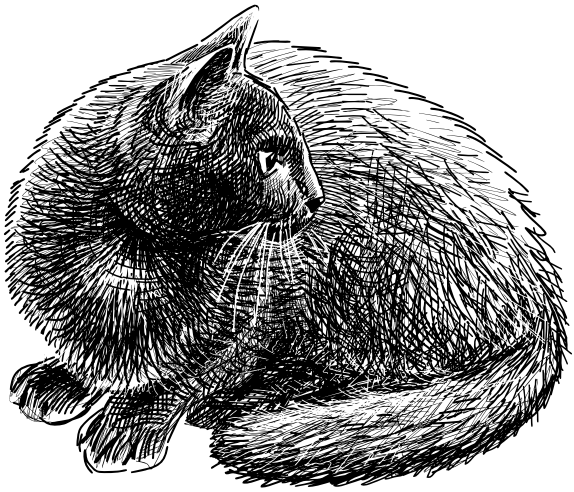
Role answers the question: What is this cat good at? The game offers five roles: Catcrobat, Pussyfoot, Scrapper, Tiger Dreamer, and Twofootologist (or Poker). In different settings, these roles might have different names or include slightly different abilities.

Background includes things that happened before the cat was even born—her breed—and everything that's happened to her since, up to the time play begins. Background answers two iwmportant questions: Is this cat a rare purebred or a common mixed breed? What's her lifestyle: A Feral cat living without humans, a regular House Cat, or a Show Cat treated like highly valued property? The player should also note how experienced this cat is at a major cat activity: hunting.

Description includes everything somone could tell by just looking at this cat, or hearing, touching, or for that matter smelling her. What color are her eyes? Does her fur have patterns? Is her coat long or short? Does she reek of muddy alleys, or fancy perfume? Is her voice normal, high and squeaky, deep and rusty?

The section called *A Cat's Tale* shows how the five Roles, the two types of Breed, and the three Lifestyles combine to give 30 different kinds of cats to play. Add in physical description, which can make a difference during the game, and the available variety grows huge; add player imagination, and the world of cats becomes limitless—just as it should be.

Role

From the toughest alley fighter to the most pampered sofa-puff, each cat occupies one of five key roles in the feline world. A cat's role is like a character class or archetype, defining what she can do best. If an action is right up that role's alley, the cat almost always succeeds. Less common Challenges require adjudication by the Cat Herder and her fickle servants, the dice.

Role plays the biggest part when convincing the Cat Herder that a certain feline hero is the Right Cat for the Job (RCFTJ); see p27.