

# STRAY



The Cat Sourcebook for USCMC  
sorensen/crane

# FELINE CHARACTER CREATION

## House Cat

Ripley: "And you, you little shit-head... you're staying here."

**Raw Abilities:** Will 5, Health 3. Natural Order is 1.

**Skills:** Scavenger 2, Scout 4, Survivalist 2

**Social skill:** Choose Manipulator 2 or Persuader 2

**Special Trait:** Feline—You're small and fast, a born hunter with a fierce cunning that's helped you to survive the most unlikely situations, lack of opposable thumbs notwithstanding. Feline characters have exceptional hearing and eyesight, especially at night.

Choose a background, two wises, a breed, size and trait. Then answer the 3 Nature questions.

Your species is cat. You have a collar and an implanted ID microchip. Your age is 1+.

## House Cat Nature Questions

Your starting Nature is 3. Your descriptors are sneaking, pouncing and hissing/purring. Your Nature may increase based on your answers to the following questions:

Based on your breed, what's your size?

- If your size is largest, increase Nature and Health by 1, subtract 1 from Scout.
- If your size is large, increase Nature by 1 but reduce Scout by 1.
- If your size is medium, your Nature remains unchanged.
- If your size is small, Nature remains unchanged. Increase Scout by 1.
- If your size is smallest, Nature remains unchanged. Reduce Health by 1, add 1 to Scout.

Are you an indoors cat or an outdoors cat?

- If you spend most of your time outside, increase Nature by 1.
- If you spend most of your time inside, increase or replace a breed trait with Demanding.

Are you a constant companion to one or more humans or are you left to your own devices?

- If you're free to wander wherever your fancy takes you, increase your Nature by 1.
- If you're perfectly at home lounging on a couch or lap, increase or replace a breed trait with Affectionate, Loyal or Relaxed.

# BACKGROUNDS

## Alley cat

Wises: Garbage-wise, fighting-wise, dogs-wise

## Ship's cat

Wises: Air ducts-wise, rats-wise, humans-wise

## Colonial cat

Wises: Pantry-wise, stranger things-wise, humans-wise

## House cat

Wises: Tricks-wise, soft spot-wise, humans-wise

## Tomcat

Wises: Let's get busy-wise, yowling-wise, cats-wise

## Fancy cat

Wises: Grooming-wise, crowds-wise, human-wise

# CAT BREEDS

Select a breed, then choose your size and one trait from the listed options.

## Abyssinian

Size: Medium

Traits: Active, Energetic, Independent, Intelligent, Gentle

## Aegean

Size: Medium

Traits: Affectionate, Social, Intelligent, Playful, Active

## American Bobtail

Size: Medium to large

Traits: Intelligent, Interactive, Lively, Playful, Sensitive

Size: Small to Medium

Traits: Affectionate, Curious, Intelligent, Interactive, Lively, Playful, Social

## American Polydactyl

Size: Medium

Traits: Affectionate, Intelligent, Playful, Social

## American Shorthair

Size: Medium to Large

Traits: Active, Curious, Easy Going, Playful, Calm

## American Wirehair

Size: Medium to large

Traits: Affectionate, Curious, Gentle, Intelligent, Interactive, Lively, Loyal, Playful, Social

## Arabian Mau

Size: Medium to large

Traits: Affectionate, Agile, Curious, Independent, Playful, Loyal

## Asian Semi-longhair

Size: Medium to large

Traits: Active, Curious, Gentle

## Australian Mist

Size: Medium to large

Traits: Lively, Social, Fun-loving, Relaxed, Affectionate

## Balinese

Size: Medium

Traits: Affectionate, Intelligent, Playful

## Bambino

Size: Small

Traits: Affectionate, Lively, Friendly, Intelligent

## Bengal

Size: Medium to large

Traits: Active, Agile, Lively, Affectionate, Energetic, Rambunctious

**Birman**

Size: Medium to large

Traits: Affectionate, Active, Gentle, Social

**Bombay**

Size: Medium

Traits: Affectionate, Dependent, Gentle, Intelligent, Playful

**Brazilian Shorthair**

Size: Medium to large

Traits: Active, Playful

**British Semi-longhair**

Size: Medium to large

Traits: Affectionate, Easy Going, Independent, Intelligent, Loyal, Social

**British Shorthair**

Size: Largest

Traits: Affectionate, Easy Going, Gentle, Loyal, Patient, Calm

**Burmese**

Size: Medium

Traits: Curious, Intelligent, Gentle, Social, Interactive, Playful, Lively

**Burmilla**

Size: Medium to large

Traits: Easy Going, Friendly, Intelligent, Lively, Playful, Social

**California Spangled**

Size: Largest

Traits: Affectionate, Curious, Intelligent, Loyal, Social

**Chantilly-Tiffany**

Size: Medium

Traits: Affectionate, Demanding, Interactive, Loyal

**Chartreux**

Size: Medium to large

Traits: Affectionate, Loyal, Intelligent, Social, Lively, Playful

**Chausie**

Size: Medium to large

Traits: Affectionate, Intelligent, Playful, Social

**Cheetoh**

Size: Medium to large

Traits: Affectionate, Gentle, Intelligent, Social

**Colorpoint Shorthair**

Size: Medium

Traits: Affectionate, Intelligent, Playful, Social

**Cornish Rex**

Size: Medium

Traits: Affectionate, Intelligent, Active, Curious, Playful

**Cymric**

Size: Medium to large

Traits: Gentle, Loyal, Intelligent, Playful

**Cyprus**

Size: Large

Traits: Affectionate, Social

**Devon Rex**

Size: Medium

Traits: Highly interactive, Mischievous, Loyal, Social, Playful

**Egyptian Mau**

Size: Medium

Traits: Agile, Dependent, Gentle, Intelligent, Lively, Loyal, Playful

**European Burmese**

Size: Medium

Traits: Sweet, Affectionate, Loyal

**Exotic Shorthair**

Size: Medium

Traits: Affectionate, Sweet, Loyal, Quiet, Peaceful

**Havana Brown**

Size: Medium

Traits: Affectionate, Curious, Demanding, Friendly, Intelligent, Playful

**Himalayan**

Size: Medium to large

Traits: Dependent, Gentle, Intelligent, Quiet, Social

**Japanese Bobtail**

Size: Medium

Traits: Active, Agile, Clever, Easy Going, Intelligent, Lively, Loyal, Playful, Social

**Korat**

Size: Medium

Traits: Affectionate, Friendly, Gentle, Intelligent, Playful, Quiet

**LaPerm**

Size: Medium

Traits: Intelligent, Clever, Active, Gentle

**Maine Coon**

Size: Largest

Traits: Adaptable, Intelligent, Loving, Gentle, Independent

**Malayan**

Size: Medium

Traits: Affectionate, Interactive, Playful, Social

**Manx**

Size: Medium to large

Traits: Easy Going, Intelligent, Loyal, Playful, Social

### **Munchkin**

Size: Small to medium

Traits: Agile, Easy Going, Intelligent, Playful

### **Norwegian Forest Cat**

Size: Large

Traits: Sweet, Active, Intelligent, Social, Playful, Lively, Curious

### **Nebelung**

Size: Medium

Traits: Gentle, Quiet, Shy, Playful

### **Ocicat**

Size: Medium to large

Traits: Active, Agile, Curious, Demanding, Friendly, Gentle, Lively, Playful, Social

### **Oriental**

Size: Medium

Traits: Energetic, Affectionate, Intelligent, Social, Playful, Curious

### **Persian**

Size: Medium to large

Traits: Affectionate, Loyal, Sedate, Quiet

### **Pixie-bob**

Size: Medium to large

Traits: Affectionate, Social, Intelligent, Loyal

### **Ragamuffin**

Size: Large

Traits: Affectionate, Friendly, Gentle, Calm

### **Ragdoll**

Size: Largest

Traits: Affectionate, Friendly, Gentle, Quiet, Easy Going

### **Russian Blue**

Size: Medium

Traits: Active, Dependent, Easy Going, Gentle, Intelligent, Loyal, Playful, Quiet

### **Savannah**

Size: Medium to large

Traits: Curious, Social, Intelligent, Loyal, Outgoing, Adventurous, Affectionate

### **Scottish Fold**

Size: Medium

Traits: Affectionate, Intelligent, Loyal, Playful, Social, Sweet, Loving

### **Selkirk Rex**

Size: Medium to large

Traits: Active, Affectionate, Dependent, Gentle, Patient, Playful, Quiet, Social

### **Siamese**

Size: Medium

Traits: Active, Agile, Clever, Sociable, Loving, Energetic

### **Siberian**

Size: Largest

Traits: Curious, Intelligent, Loyal, Sweet, Agile, Playful, Affectionate

### **Singapura**

Size: Smallest

Traits: Affectionate, Curious, Easy Going, Intelligent, Interactive, Lively, Loyal

### **Snowshoe**

Size: Medium

Traits: Affectionate, Social, Intelligent Sweet

### **Somali**

Size: Medium to large

Traits: Mischievous, Tenacious, Intelligent, Affectionate, Gentle, Interactive, Loyal

### **Sphynx**

Size: Medium

Traits: Loyal, Inquisitive, Friendly, Quiet, Gentle

### **Tonkinese**

Size: Medium

Traits: Curious, Intelligent, Social, Lively, Outgoing, Playful, Affectionate

### **Toyger**

Size: Medium

Traits: Playful, Social, Intelligent

### **Turkish Angora**

Size: Medium

Traits: Affectionate, Agile, Clever, Gentle, Intelligent, Playful, Social

### **Turkish Van**

Size: Medium to large

Traits: Agile, Intelligent, Loyal, Playful, Energetic

### **York Chocolate**

Size: Large

Traits: Playful, Social, Intelligent, Curious, Friendly





## HOUSE CAT LEVEL BENEFITS

### Level 1

**House Cat:** You're a cat. You can talk to other pets, but you're limited to meows, cries, hisses, purrs, yowls and other vocalizations when speaking to humans. They rarely understand.

### Level 2

**The nose knows:** When sniffing out danger, gain +1D to your tests.

**Extra Life:** If you ever receive the dead condition, ignore it and cross off this level benefit.

### Level 3

**Spazz:** Once per session, if you're angry you can opt to become afraid (or vice versa).

**Extra Life:** If you ever receive the dead condition, ignore it and cross off this level benefit.

### Level 4

**Not fussy:** Wet food, dry food, it's all food. Remove the afraid condition if a human feeds you.

**Improvised bed:** Remove the exhausted condition when you sleep on a human's belongings, giving them -1D to the associated skill or recovery test.

**Extra Life:** If you ever receive the dead condition, ignore it and cross off this level benefit.

### Level 5

**Scaredy cat:** Fear is what keeps you alive! Gain +1D to your Instinct when afraid.

**Wild cat:** You're permanently angry, but can still use the Feline trait during tests. If you ever become angry as the result of a failed test, ignore it—do not mark a lesser condition.

**Extra Life:** If you ever receive the dead condition, ignore it and cross off this level benefit.

### Level 6

**Snarling beast:** You can scare off most creatures by baring your fangs and snarling. Make a Nature or Manipulator test against their Will or Nature. On a success, they'll back off.

**Goddamn cute:** You're so cute, you can get humans to do almost anything you want. Make a Nature or Persuader test against their Will. If you're successful, you can have them perform one simple action—even if it's against their Belief!

**Extra Life:** If you ever receive the dead condition, ignore it and cross off this level benefit.

### Level 7

**Maze runner:** You know this place like the back of your paw. Once per session, you can travel anywhere aboard a ship or inside a base/settlement without a taking a test or a turn.

**Extra Life:** If you ever receive the dead condition, ignore it and cross off this level benefit.

### Level 8

**Sharp claws:** Your claws grant +1D to Attack and Feint and to Health tests when climbing.

**Extra Life:** If you ever receive the dead condition, ignore it and cross off this level benefit.

### Level 9

**Primal:** Your Nature score's ability cap is increased to 7.

**Transformed:** Replace a Nature descriptor with Guarding, Rescuing or Noticing.

**Extra Life:** If you ever receive the dead condition, ignore it and cross off this level benefit.

### Level 10

**Fuzzy Hero:** You may be small, but you got it where it counts. Against cats and dogs, your Natural Order is 2. Against larger opponents, gain +1s for every point difference between your Natural Order and your adversary's when sneaking, using Scout or Maneuvering.

