

A Cat RPG

Feline Enemies

Enemy Sheets for
A Cat RPG

Written by: Thiago Gomes





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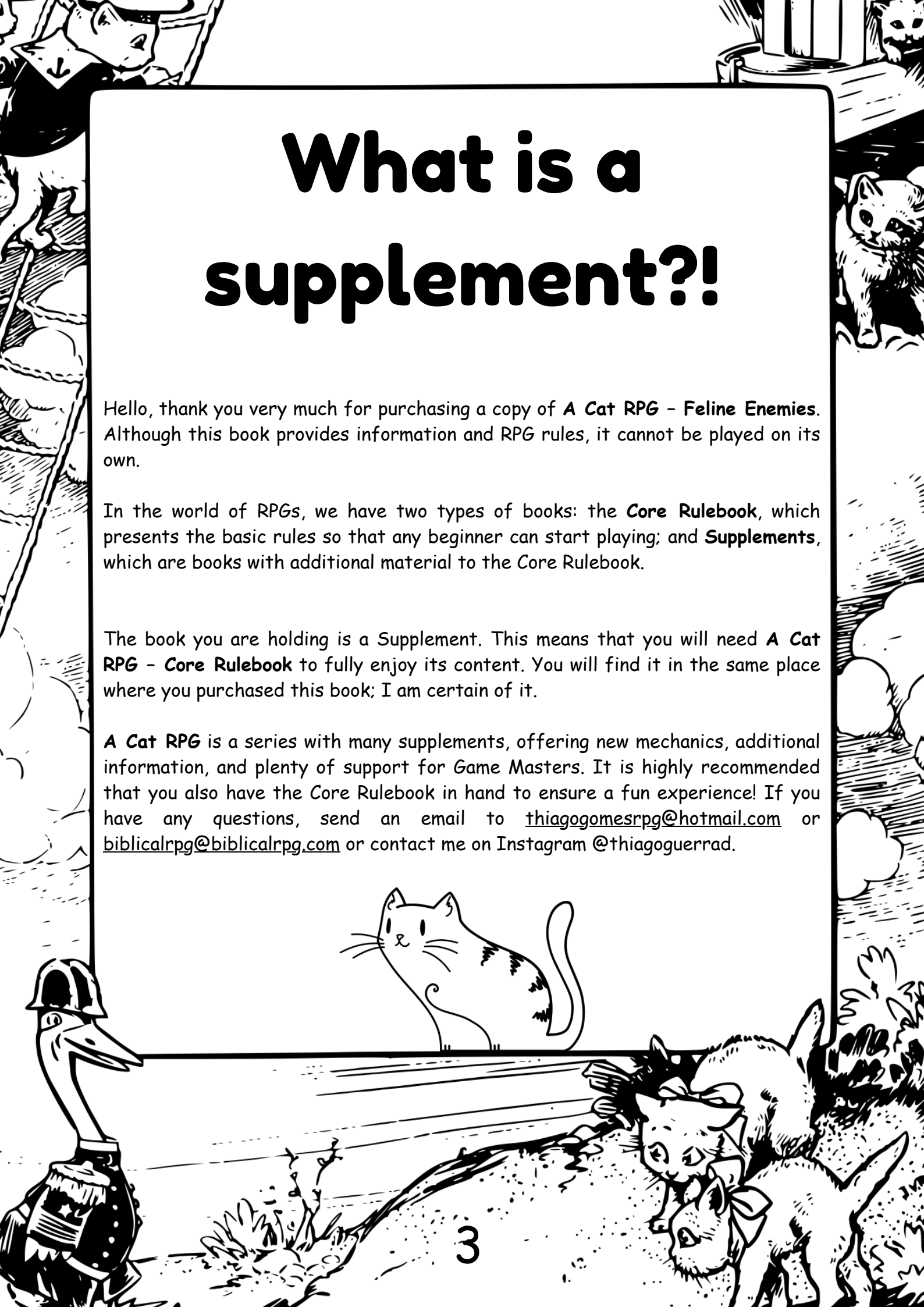
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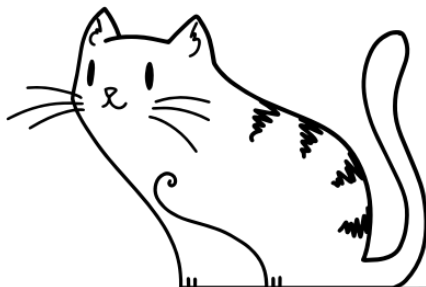
What is a supplement?!

Hello, thank you very much for purchasing a copy of **A Cat RPG - Feline Enemies**. Although this book provides information and RPG rules, it cannot be played on its own.


In the world of RPGs, we have two types of books: the **Core Rulebook**, which presents the basic rules so that any beginner can start playing; and **Supplements**, which are books with additional material to the Core Rulebook.

The book you are holding is a Supplement. This means that you will need **A Cat RPG - Core Rulebook** to fully enjoy its content. You will find it in the same place where you purchased this book; I am certain of it.

A Cat RPG is a series with many supplements, offering new mechanics, additional information, and plenty of support for Game Masters. It is highly recommended that you also have the Core Rulebook in hand to ensure a fun experience! If you have any questions, send an email to thiagogomesrpg@hotmail.com or bibliclrpg@bibliclrpg.com or contact me on Instagram @thiagoguerrad.



Enemies for A Cat RPG



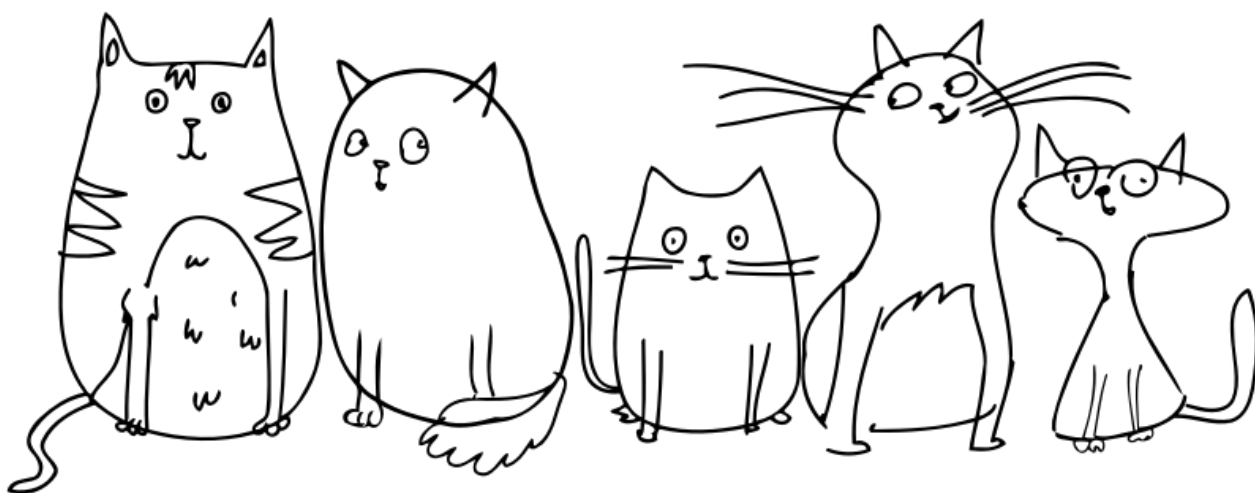
Finally, I'll be releasing a long-awaited book for players of *A Cat RPG*: a creature compendium. While the world of *A Cat RPG* is "cuter" and more geared toward a younger audience, that doesn't mean the kittens can't get into fights—whether with other cats or other animals.

The goal of *A Cat RPG: Feline Enemies* is to provide character sheets for potential adversaries to use in your players' adventures. Conflict is a core part of RPGs, and here you'll find some unique and engaging sheets to spice up your campaigns.

Discover *A Cat RPG - Nine Lives! Injury and Condition Rules*

It's highly recommended to have the supplement *A Cat RPG - Nine Lives! Injury and Condition Rules* on hand, as it introduces mechanics for injuries and the death of kittens, which may greatly enhance the content in this book. However, even if you don't own the supplement, you can still use the content in this book without any issues!

List of Kitten Enemies



In the following pages, we'll present a short list of potential enemies for the kittens in **A Cat RPG**. Alongside this list, we'll include **Random Encounter Tables** (Pages 20-24) and guidelines for **Creating Wild Animals** (Page 18).

The goal of **A Cat RPG** is to focus on campaigns and adventures with characters in domestic or urban settings. For this reason, I've included—based on research and personal observation—what I believe kittens might encounter in these environments.

However, don't let this book limit your imagination! If you're thinking of adding magical creatures (fairies, dragons, etc.), stay tuned for the **Gatuniah** supplement, or create your own rules using your knowledge of this system to unleash your creativity.

Even so, I hope this supplement meets your expectations!



Inanimate Objects



Inanimate Objects can be anything a kitten might play with, such as toys, yarn balls, scraps of wool, or anything else the kitten can bat around.

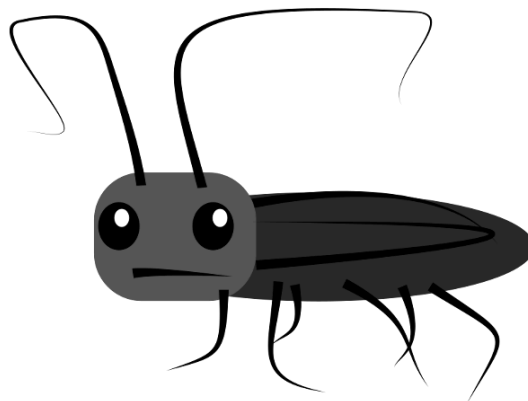
Sweetness: 0 **Aggressiveness:** 0
Cunning: 0
Combat Scars: None.

Instructions: When hit by a kitten, the Inanimate Object may be flung to another location, prompting the kitten to chase after it.

In some cases, the object might be manipulated by its owner, making the kitten think it's alive.

Whenever attacking an Inanimate Object, the kitten must make a **Cunning** test. A **FAILURE** means the kitten has grown bored of playing with the object.

Cockroaches



Cockroaches are insects that crawl from sewers into human homes. They can fly and cling to walls.

Sweetness: 0 **Aggressiveness:** 0
Cunning: 1
Combat Scars: 1.

Instructions: Cockroaches cannot defend themselves against kittens—they can only flee. Whenever a kitten encounters a Cockroach, both make a **Cunning** test.

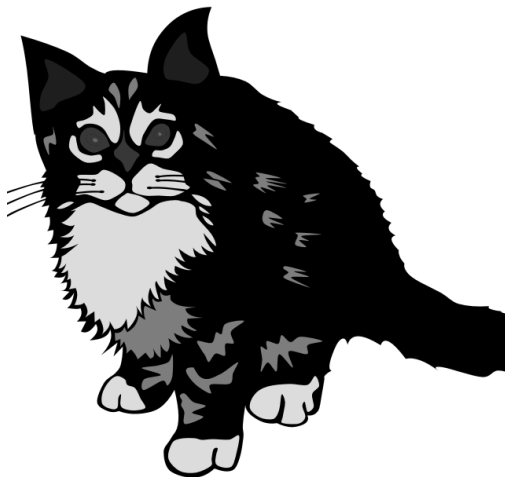
On a tie, the Cockroach escapes.

If the kitten wins, roll 1d6: on a 5 or 6, the kitten kills the Cockroach.

Cockroaches never travel in groups. Even if multiple are present, each will flee in a different direction.



Street "King of the Block" Cat



Some cats that live on the streets may declare themselves the "King of the Block," deciding which cats are allowed to enter their territory. They are usually aggressive, acting to drive away any kitten that tries to enter their domain.

Sweetness: 1 or 2 **Aggressiveness:** 3 or 4 **Cunning:** 3 or 4
Combat Scars: 5.

Instructions: Apply the standard combat rules from **A Cat RPG**.

The image above is of Tabby King, the "King of the Block" who appears in the titles **A Kitten in the Rain** and **A Kitten Called Edgar**.

"King of the Block" Cats may also invade the homes of kittens, but they flee when the human owner appears.

Domestic Cat

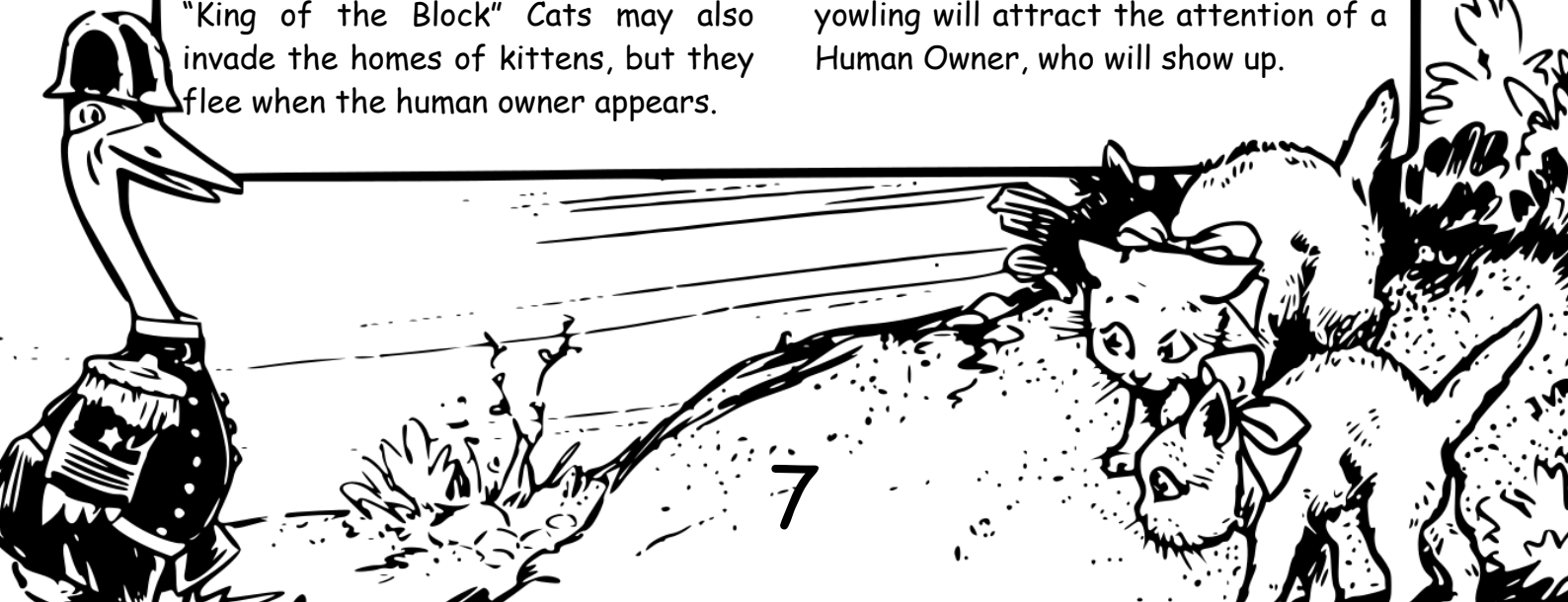


A Domestic Cat might be the neighbor's cat who ends up invading the kitten's home, potentially leading to a fight. They are not as aggressive as "King of the Block" Cats but may show up to fight in the kitten's home or when the kitten enters their territory.

Sweetness: 2-4 **Aggressiveness:** 1-3
Cunning: 1-2
Combat Scars: 5.

Instructions: Apply the same combat rules from **A Cat RPG**.

Additionally, Domestic Cats ARE VERY NOISY. Whenever there's a confrontation, the Domestic Cat will yowl loudly. Roll 1d6: on a 5 or 6, the yowling will attract the attention of a Human Owner, who will show up.



Bee



Bees are insects that may appear in the garden of a house. They usually appear alone but can sting painfully if their hive is disturbed.

Sweetness: 3 Aggressiveness: 2

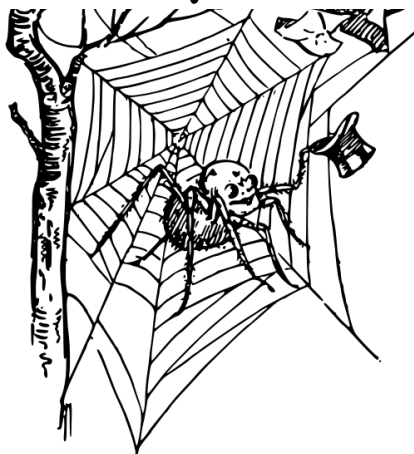
Cunning: 3

Combat Scars: 1.

Instructions: Unlike Cockroaches, Bees can attack kittens. If a kitten is stung, they do not receive Combat Scars, but they develop a large swelling in the affected area.

With only 1 Combat Scar, Bees can be killed if the kitten rolls a 5 or 6 on their attack.

Spider



Spiders are insects of various sizes and shapes. They usually spin webs to trap other insects for food.

Generally, they don't cause trouble for kittens. Spider Webs are not strong enough to trap kittens.

Sweetness: 0 Aggressiveness: 0

Cunning: 0

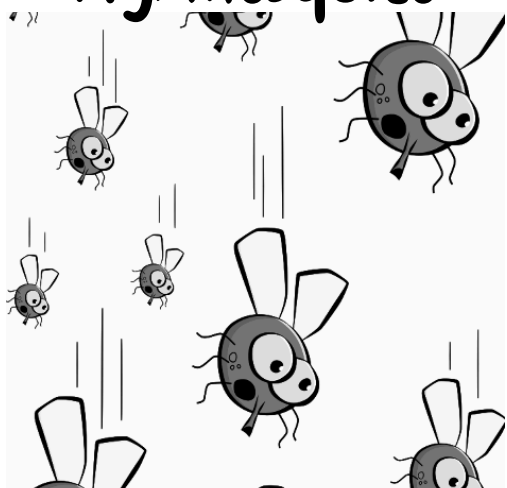
Combat Scars: 1.

Instructions: In terms of rules, Spiders are slow. When rolling for Cunning, they roll 2 dice and take the HIGHER RESULT.

It's very difficult for a Spider to escape a kitten if the kitten decides to catch it.



Fly/Mosquito



These are insects that are always searching for food, often landing on wounds. If a fly lands on a kitten's wound, it can cause a "maggot infestation" (see instructions).

Sweetness: 0 **Aggressiveness:** 0

Cunning: 5

Combat Scars: 1.

Instructions: Flies are difficult to catch, even for kittens.

If a kitten is sleeping and has Combat Scars, roll a **Cunning** test. On a failure, the kitten may develop a Maggot Infestation, a condition caused by flies, and will require veterinary care. In this state, the kitten becomes Unmotivated (see page 16 of the supplement **A Cat RPG - 9 Lives! Injury and Condition Rules**).

Hummingbird



Hummingbirds, especially in Brazil, are birds that enter backyards in search of flowers. They are the only birds capable of flying backward.

They are one of the most challenging birds for kittens to catch.

Sweetness: 5 **Aggressiveness:** 0

Cunning: 5

Combat Scars: 1.

Instructions: For Cunning tests, the Hummingbird rolls 2 dice and takes the LOWER RESULT.

Hummingbirds are small, fast, and very clever. They never "stay still" or make it easy for their enemies.



Moth



Moths are flying insects, much larger than butterflies, cockroaches, and flies. When they enter a home, they tend to rest on walls.

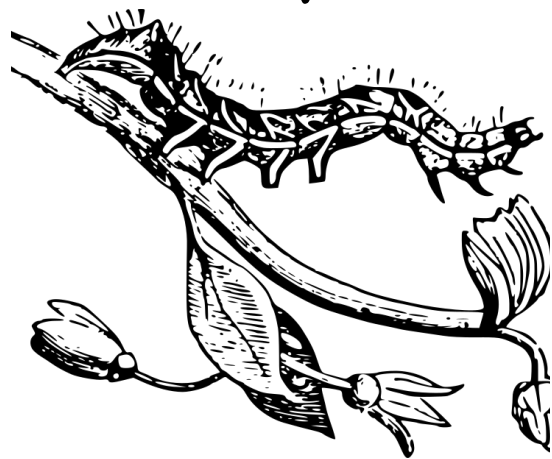
They are not aggressive but can be troublesome for kittens due to their resilience.

Sweetness: 1 Aggressiveness: 0
Cunning: 3
Combat Scars: 1.

Instructions: To damage a Moth, the kitten must roll a 6 (instead of a 5 or 6).

Moths may flee when attacked.

Caterpillar



Caterpillars usually appear on plant leaves or tree branches. They are slow-moving insects and rarely attack.

Sweetness: 0 Aggressiveness: 0
Cunning: 0
Combat Scars: 1.

Instructions: A kitten that attacks a Caterpillar must roll 1d6: on a 4, 5, or 6, the kitten will suffer a burn on its paws.

This burn imposes a -1 penalty to the Cunning attribute for 1d6+1 hours.

The Caterpillar's burn does not grant Combat Scars to the kitten.