

This is a rough draft of a class idea for Pits & Perils.

This is not licensed by Olde House Rules. It is merely House rules for now. When completed, I will follow the appropriate lawful procedures and submit it to OHR for their official licensing. I made a point to -- while following the general format OHR uses for their classes -- to change the font, and avoid the all caps format so no one confuses this with their official product.

You will notice I put in a Spell Point and Spells column in the character advancement table. I envision cat people perhaps acquiring one or two more spell like powers to reflect their nature as I see them, perhaps the Hale spell at high level to reflect the discipline to press on with limited food and rest. I see these abilities more spiritual gifts than spells, so perhaps Faith Point would be a better term than Spell Point.

Cat People

Cat People are hybrids of humans and *felus domesticus* created in ancient times. They proved to be unsuitable for civilization, having both the temperament and willfulness of cats and the intelligence of humans.

The Cat People are ruled by a King or Queen acknowledged after proving his or her self in combat and tests of leadership.

Cat People are mostly reclusive creatures, hunting, frolicking, grooming, and looking after one another. They're very fast on their feet, often leaping from perches in trees and bushes to ambush prey and enemies alike. In close combat they are vicious, their claws cutting like daggers, though sometimes they employ nets, bola, or staves as they see fit.

Cat People do not value money and riches, though will often retain shiny trinkets and comfortable blankets for decoration and comfort.

Occasionally, some get wanderlust and leave their country, exploring the world and having adventures. While naked and unashamed, these cat people will often wear clothes so as to fit in with humans and other sentient peoples who prefer clothing.

Cat People like to snuggle up with each other when sleeping, sharing their experiences, thoughts, and emotions in a dream state. Those of other species sleeping with a pile of Cat People have reported the most interesting dreams and insights...

Cat People as a Class

Cat People fight barehanded with their claws as though ambidextrous and armed with daggers.

Cat People do not wear armor. Cat People will occasionally employ weapons such as javelin, nets, bola, and quarterstaves as needed, but prefer to fight with their claws.

Cat people have a base movement of 60'. They gain +10' every third level. So a ninth level Cat Person Moves at 90' per round.

Cat people, when resting in contact with sleeping persons, can cast Link and Send on those persons.

Cat People can cast Aura.

At third level, Cat People gain the dodge combat maneuver.

Background: Hunter, per standard P&P rules, unless raised in a domesticated situation without hunting, then use the chart for human characters per P&P, with the referee adjusting as fit for the campaign world.

EXP	LVL	HP	TITLE	MOVE	SP	SPELLS
	1	7	Warrior	60'	2	Link, Send (see above), Aura
	2	+1	--	--	-	-
	3	+2	Scout	+10'	-	-
	4	+3	--	--	-	-
	5	+4	Hunter	+20'	-	-
	6	+5	--	--	-	-
	7	+6	Chief	+30'	-	-
	8	+7	--	--	-	-
	9	+8	Elder	+40'	-	-
	10	--	--	--	-	-
	11	+9	--	+50'	-	-
	12	--	--	--	-	-
	13	+10	--	--	-	-
	14	--	--	--	-	-
	15	+11	Prince/ Princess	+60'	-	-

Cat People as NPC

Cat People are found at all levels of life, but typically.

Attacks	Lvl	Move	Side	Size	Number	Treasure
2	1	60	N	M	1D6/2D6/3D6*	I/II

*1d6 when encountering a group. 2D6 for a band. 3D6 for a den.
For every 6 Cat People, one will be 2nd level and one 3rd. For every
For every 12, at least one will be 5th level. Adjust as needed.

Treasure is usually trinkets and gems of equivalent value. Large
groups will have type II in mostly gems and a handful of coins.