


THE CAT

	<p>CORE ATTRIBUTE: AGILITY</p> <p>Limitation: The Cat may not have a Strength higher than 2.</p> <p>CAREER SKILLS:</p> <p>Close Combat, Stamina, Mobility, Observation, Manipulation</p> <p>Limitation: The Cat may not have skill points in any other skills.</p>
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CAREER TALENTS:

In the Warrens: The Cat is at home in tight, dark places generally uncomfortable for humans. Gain a +2 to all Mobility and Observation rolls when in these locations.

Look At Me, I'm Cute! The Cat is adept at distracting by drawing attention. Perhaps she has a case of the Zooms, is going crazy over a toy or is sleeping in a contorted way in what should be an uncomfortable position. Give a +3 bonus to the Manipulation roll of a friendly PC (supersedes the normal +1 for help) OR -2 to Observation on one target.

The Purrrrrrr: A purring cat is a cure all for sorts of stressors. For every turn spent in a safe place, reduce your stress and the stress of all friendly PCs within short range by an additional 1.

Gear (Somehow, these things always end up where the cat is located. Perhaps, their human servants bring them along without even realizing it):

- A collar with a bell or other trinket OR the Cone of Shame
- A stuffed mouse full of catnip OR a ball of string or twine
- A shoebox with some crinkly paper OR a plastic fish on the end of a string attached to a flexible wand

Obviously, playing a cat has some distinct disadvantages from both a roleplaying and game mechanics perspective. The player will generally be left out of discussions and plans, no matter how good their ideas may seem to be. Also, a cat simply cannot pick up a downed marine's pulse rifle and go to town on the Xenomorph! Cats cannot manipulate tools or weapons in any way, and relying on a fickle feline to actually do what you need her to do (such as actually go find the other group of PCs to deliver the hand written note I tucked in her collar), well...

Consider the following additional advantages:

- Cats gain +2 Mobility in any situation involving high places, acrobatics, falls, etc. etc.
- In group stealth situations, cats may roll their own Mobility instead of using the group Mobility roll. This must be announced before the roll is made. The cat can be successful even when the group fails, meaning the opposing Xenomorph (or enemy guard, or whatever) spots the group, but does NOT notice the cat. After all, it's a cat. Who cares...
- Cats are, of course, very small creatures, and enemies targeting them with attacks should receive a -2 penalty.