

Cat HD 7

Strength:	4	Att Adj: 0	Dam Adj: 0
Muscle:	4	Door: 3	Bar: 0
Stamina:	4	Wght: 10	
Dexterity:	18		
Aim:	18	Msl Adj: +2	
Balance:	18	Reac Adj: +2	Def Adj: -4
Constitution:	12		
Health:	10	Sys %: 70	Poison: 0
Fitness:	14	HP Adj: 0	Res %: 92
Intelligence:	15		
Reason:	13	Spell Lvl: -	Mx Spell: -
Knowledge:	17	Bonus Prf: 6	Learn %: -
Wisdom:	12		
Intuition:	14	Bonus: -	Fail %: -
Willpower:	10	Magic Def: -	Spell Im: -
Charisma:	16		
Leadership:	14	Loyalty: +1	Hench: 6
Appearance:	18	Reac Adj: +7	

Sex: Female
Race: Cat
Fur: Calico

Thief	Roll
Pick:	
Open:	
Traps:	
Silent:	100%
Hide:	100%
Noise:	
Climb:	100%
Read:	
Magic:	
Illus.:	
Bribe:	
Tunnel	
:	
Bonds:	100%

Saving Throws	Base
Para/Pois/Death:	12
Rod/Staff/Wand:	12
Petri/Poly:	11
Breath Weapon:	15
Spell:	13

Hit Points
25
CPs Saved: 4
Hero Pts: 1

Base AC: 10
Full AC: 6
Dex : +4

Movement
Run : 9
"
Swim :
"
Fly :
"
Tunnel :
"
Run d10 rds: 18

Weapon - Base THACO: (17)	Init	Size	Reach	KD	Damage (s,m/l)
Claws				1d()	1-2/1
Bite				1d()	1/1
Rake (if both front paws hit)				1d()	1-2/1

AC	10	9	8	7	6	5	4	3	2	1	0
Roll	7	8	9	10	11	12	13	14	15	16	17

Class/Special Abilities
Night Vision
Surprised on 1-2/d10
-3 to foes' surprise rolls
Knows Local Personalities, Human
Disadvantage: Phobia, water

Proficiencies (x2 for animal innates)	Strt	Abil	Roll
Etiquette	8	5	13
Jumping	16	5	19
Tightrope Walking (+2 CP)	10	5	17
Hunting	14	1	15
Fishing	12	4	16
Singing	10	1	11
Internal Compass (trait)			
Ambush (see C&T p. 78 +3 CP)	8		11
Camouflage (see C&T p. 79)	8	4	12
Fine Balance (see C&T p. 79)	8	5	13
Trouble Sense (see C&T p. 80 +3 CP)	8	1	12
Modern languages, elven	9	4	13
Hypnotism (+3 CP)(S&Mp52)	6	5-2	12
Persuasion (S&M p. 59) (+3 CP)	5	5-2	11

Cat was the pet of the owners of the inn, old Papa and Mama and young Kirstin Kreutz, and enjoys lounging on the warm hearth and being petted by visitors, until everyone but Kirstin was killed. Kirstin decided to go live with relatives in

Ankham, but on the way she discovered a skill for magic! She spend a year or two studying in Ankham, guided by Carazon and his friends, until becoming a full-fledged mage. Her first act was to make Cat her familiar, an honor Cat isn't quite certain she appreciates. Her second act was to join the adventuring group. Cat is mostly sent to scout ahead, often accompanied by Raven or Rat, who can talk to her and have her forward their messages telepathically to Kirstin. Unlike Toad, Cat doesn't have much interest in her mistress' magical talents, preferring to brush up on her natural feline talents. As a hobby, Cat taught Toad and Dog to sing. Much to his surprise, Dog turned out to be a natural; Toad isn't quite so skilled, but he tries as seriously as he does anything else.

Cat has learned to hypnotize from Snake.

Boots of Manipulation: These items look like sets of little bags, and they radiate alteration magic. When a command word is spoken (by Raven or a human/oid, or triggered telepathically by Kirstin), the animal's paws change and acquire opposable digits like a monkey's. The animal can grasp and carry objects, use simple tools, and so forth.