Cats

Cats survived the Great War just as humans did: either without big problems or suffering inside a Vault (cats belonged to the few, allowed pets) or the hard way: outside and unprotected. The Vault-cats and their descendants appear mostly still as cats did before the Great War: full and healthy fur. Many of the cats (or rather, their descendants) that survived the nuclear holocaust outside, lost most of their fur over the generations.

Cats are up to 50 cm long mammals, with a tail that adds another 25-30 cm and a shoulder height of 30 to 35 cm. Their fur, if they have one, can have different coloring, from black to white, gray to brown. They are occasionally hunted for food or for their furs.

The statistics of cats:

As with all other characters, no value may lie under or over the following minimal and maximal values. 30 points may be added for cats.

	ST	PE	EN	CH	IN	AG	LU	CO
MIN	1	1	1	3	1	1	1	1
MAX	3	5	3	10	5	4	10	6

The statistics explained:

STRENGTH: Strength decides about exceptional feats of strength the animal may have to perform.

PERCEPTION: Perception works for cats as it does for humans: it shows how well the animal notices a danger or an escape route or an obstacle in the way or something like that.

ENDURANCE: Endurance is a part of deciding the hit points of the animal:
Cats have 8 + EN * 4 hit points.
Furthermore, endurance would decide if the animal succeeds in certain, difficult efforts.

CHARISMA: Animals can suck up, too. This value shows how docile the cat is.

INTELLIGENCE: Each point on intelligence gives a +5 bonus on its training.

AGILITY: For each point of agility, a cat can move 4 cm in a combat round.
(AG = Action Points).

LUCK: As with humans, luck rules on everything and nothing as well as the critical hit chance.

COURAGE: Courage is the value that shows how much an animal tries to stand up to danger. Roughly, cats stand up to smaller enemies and run from those that are larger than themselves.

Food:

Cats are purely carnivorous. Thanks to the large amount of rats and other, small animals, most cats can easily feed themselves. A meal, about a third of a pound of meat in some form or another, twice a day, is enough for them. A small bowl of water or brahmin milk along with it, and the cat is happy.

Training:

Cats are hard to train and easy to train both. One can quickly make them used to a person and they will return to that person time and again, if they get food there. So, if one just wants to have a cat around, one can with minimal effort and a tiny bit of luck, make one used to oneself. This process needs *Training* 20 and a week of time.

Movement and combat:

Cats are exceptional hunters, but in combat against humans they are truly inferior. Usually they would run away. They move for 4 cm per action point.
Their armor rating against normal damage, lasers, explosives and electrical damage is 2, against fire and plasma 1.
If they are caught and can't run, they will scratch and bite.
Scratching costs them 2 AP and does 1 point of damage. Biting costs 3 AP and does 1 point of damage.