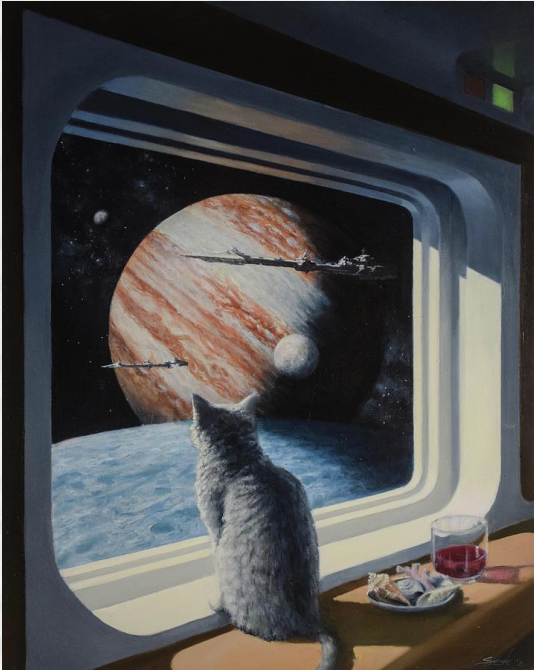


SHIP'S CAT



"Thus perished my faithful intelligent Trim! The sporting, affectionate and useful companion on my voyagers during four years.

Never, my Trim, 'to take the all in al, shall I see thy like again"; but neer wilt thou cease to be regretted by all who had the pleasure of knowing thee. And or thy affectionate master and friend, he promises thee, if ever he shall have the happiness to enjoy repose in his native country, under a thatched cottage surrounded by half and acre of land to erect in the most retired corner a monument to perpetuate thy memory and record thy uncommon merits."

Matthew Flindes, Captain HMS Investigator

Terran cats have been aboard ships since before the Solomani discovered jump drive but ship's cats are specifically bred for life aboard ship. They can sense pressure differentials and electric fields, which can help find problems in ship systems and in the event of depressurisation will instinctively seek out pressurised areas or enter rescue balls (which they sometimes inhabit for no apparent purpose beyond fun). Certain breeds can survive a short time in vacuum (so long as they are in contact with a surface to draw heat from) and in distress are able to operate simple airlock controls to get back inside (they never do this when in normal atmosphere). Many ship's cats will refuse to exit the ship on all but standard atmosphere worlds (or in standard pressure regions of thin or dense atmosphere worlds) but have natural filters for tainted atmospheres. They have been thoroughly bred and engineered to not chew on wires or otherwise ruin sensitive systems and become temporarily infertile while in jumpspace, remaining so for several days after breakout. Most breeds can distinguish ship's crew from passengers and will stay away from the latter if they seem to be the type who would not appreciate cats.

Ship's cats are kept for companionship and to hunt vermin that get on board. This latter trait endears them to Hivers, who use them as convenient on-board predators to hunt the grubs that Hivers shed. Some Vargr keep ship's cats for their company, especially lowborn Vargr without many friends. Aslan instinctively see ship's cats as competitors for the same prey and so rarely keep them. K'kree see ship's cats as a symbol of all that is wrong with meat-eating aliens. Ship's cats on Droyne ships are

exceptionally well cared for and some crews use them as divinatory aids to suggest future ventures, essentially using the ship's cat as captain.

Some breeds, developed in the Third Imperium before the Psionics Suppressions, are psionic, favouring teleportation the way sophonts favour telepathy. These add the Psionic (9) trait and Teleportation 2 skill, and rarely teleport with equipment; collars are left behind but implanted transponders (standard for ship's cats, to make sure they are aboard when it is time to leave port) will teleport. They are known for teleporting through walls (never into vacuum and are able to escape sudden depressurisation of a compartment this way), disappearing around corners or behind furniture and generally going anywhere in a ship they want to. There is many a tale of a depressed spacer, locked inside their stateroom and refusing all company, whose ship's cat would not take no for an answer and cuddled the spacer until suicidal thoughts went away. If using the Sanity rules from the *Traveller Companion*, the daily attentions of a friendly ship's cat count towards establishing a 'safe and supportive' environment for recovering Sanity even if there is no one else to be supportive.



NAME	Ship's Cat
HITS	5
SPEED	6m
SKILLS	Athletics (dexterity) 1, Melee (natural) 1, Recon 2, Stealth 3, Survival 1
ATTACKS	Claws (1)
TRAITS	Clever, Heightened Senses, Small (-3)
BEHAVIOUR	Carnivore, Pouncer