

# WIRE PURRPIRE

from the world of cat dreams

## A CLASS FOR MÖRK BORG



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This is the way the dream ends, not with a purr, but a rumbling. A Rumbling in your empty stomach. Have cat dreams turned into the Nightmare? You can't know that. Hunger has finally claimed you. You have awakened, and meow you are who you are, an electrified purring bloodsucking creature with nomemories.

Begins with **no silver** and **no Omens**.

**Fullness** replaces Omens, begin with **d4+2** Fullness

HP: Toughness + d8

### Abilities

Furious: roll 3d6+2 for Strength.

Not chonky: roll 3d6-2 for Toughness.

Armor: cloak, tier 1 (-d2 damage). In sunlight, if unarmored, take d12 damage per round. Roll d6 for a weapon.

Purrpire fangs: d4 damage, restore 1 Fullness on successful bite if your victim has blood or electricity in its veins (even if damage was reduced to 0 by armor), can't be broken or lost on a fumble (natural 1).

You have a glove and a purse to handle silver safely.

You receive d4 less damage from electricity and it restores 1 Fullness, but fire deals double damage to you. Rest, potions and magic can't heal you at all.

### Fullness

1 Fullness point = 1 Omen, use it wisely.

As an action on your turn, spend 1 Fullness to restore 3d6 HP.

Maximum Fullness is 6. At 0 Fullness you die.. Fullness scale:

Fullness	0	1	2	3	4	5	6
Hunger die	— (dead)	d20	d12	d10	d8	d6	— (full)

Roll Hunger die with each test d20 roll and compare the raw values. If you fail the test, and the Hunger die rolled

higher than the d20, roll d6 to find out how you will break down.

Purrpire will not willingly bite their allies.

### Purrpire powers

To use a power, test the listed ability. On a failure, the power fizzles and you lose 1 Fullness.

You start with 2 powers (d6):

**1. Catremacy (Presence DR12).** Your majestic fluffiness bends and conquers minds, but sometimes instead of your words everyone can only hear thunderous MEOW. Give 3 or 4 command words to one creature, then roll d3 or d4 and remove that word from the order. The creature will fulfill it, to the best of its comprehension.

**2. Bangers (Strength DR12).** Four fangs is good, but eight is better. Time to grow them! Your bite deals damage for d8 instead of d4 for this and next d4 rounds or one hour if used out of combat.

**3. Liquidus (Agility DR12).** Cats are liquid. Be water, literally! You can now flow into hard-to-reach places or splash into a puddle 15 by 5 feet (this is not an action). In puddle form (as an action) you can test your agility DR16 to make 1 creature standing on you slip and lose all their actions next turn. Anyone standing on you takes x2 electric damage. This form lasts for d4+1 rounds or one hour if used out of combat.

**4. Lil dark (Presence DR12).** Darkness fell on the world for a moment. Change places with any creature of your size or smaller in a 15 feet range. Can be used out of combat.

You can use this power during defense to change places with a creature (except the one that attacks you). The creature that now stands on your place will take damage from the attack without a defense roll.

**5. Zoomies (Strength DR12).** Become a rural folk legend, a ball lightning, and fly for 20 + d4 x 10 feet along a chosen path. The ball lightning has the same size as you. Anyone in the path will take d4+N electric damage ignoring armor, where N is a target order. You can fly through the same creature only once.

**6. Phantomime (Agility DR12).** Your face changes, it turns white, while your nose, lips and whiskers are blackened. Black beret appears on your head out of thin air. For this and next d4 rounds Meow Mime appears beside you. It looks just like you. On defense roll d2. If you rolled 2, the enemy will target Meow Mime instead of you. Meow Mime tests your agility DR12 and disappears if it fails.

### Playtest version 2026.04.05.EN

#### PURRPIRE HUNGRY STUNTS (d6):

1. Purrpire bites themselves (hits automatically) for their bite damage, armor gives protection from it, doesn't restore any Fullness.

2. Purrpire falls under GM control and searches for the nearest victim to suck blood or electricity. The Stunt lasts for this and next d2 rounds or until some Fullness is restored.

3. Purrpire runs in a random direction (d8, clockwise on a compass, starting from 1 for North) as far as possible in pursuit of something that satisfies the Hunger. The Stunt lasts for this and next d2 rounds or until some Fullness is restored.

4. Purrpire switches to power-saving mode for this and next d3 rounds or until they receive a gentle kick (test strength DR12, no damage).

5. On the next turn Purrpire uses their action to gather a static charge from their fur and restores 1 Fullness. Purrpire doesn't lose their ability to move on that turn. Test presence DR16 to not draw attention.

6. Purrpire has a vision from the world of cat dreams. For a split second they get to see the Purring Citadel in Meowburg, and that gives them some hope that not everything is lost. Instantly restore 1 Fullness.



Do you like the class? Wire Purrpire from the world of cat dreams will show their full potential in

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