

MAGICAL KITTIES

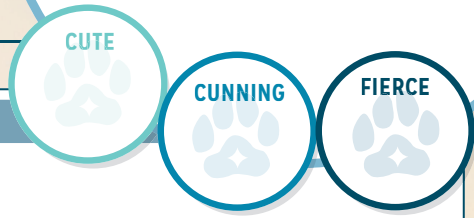
SAVE THE DAY!

KITTY NAME _____

PLAYER NAME _____

KITTY DESCRIPTION

FAILED ROLLS



TALENT: +1 DIE

FLAW: +1 KITTY TREAT

MAGICAL POWER: +2 DICE

CURRENT OWIES

New Owie > Owie limit = +1 Injury



UPGRADED CURRENT OWIES

CURRENT INJURIES

-1 dice -2 dice X



-1 dice -2 dice -3 dice X
UPGRADED CURRENT INJURIES

EARNED KITTY TREATS

KITTY TREATS



STARTING

SPEND ONE KITTY TREAT TO:

- Reroll any or all dice for one check.
- Avoid taking an Injury.
- Use a Magical Power bonus feature you don't have, once.
- Add something to the story beyond your kitty's control.

CURRENT XP



LEVEL

LEVEL 1 2 3 4 5 6 7 8 9 10

XP 0 5 6 6 7 7 8 8 9 9

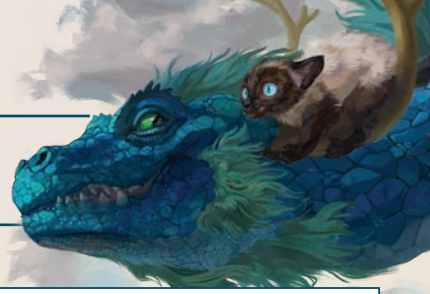
HOMETOWN

HUMAN NAME

HUMAN DESCRIPTION

PROBLEM:

RANK:



HOW DO I ROLL CHECKS?

- + Gather your dice:
 - +1 to +4 dice for Cute, Cunning, or Fierce
 - +1 die for your Talent, once per scene
 - +2 dice for your Magical Power, once per scene
 - +1 die for an earlier success bonus
 - 1 die per Injury
- + If that equals 0 dice, you can't roll it. If Cute, Cunning, and Fierce are all at 0 dice, you're incapacitated.
- + Ask the GM what the Difficulty is. (Usually it's 4.)
- + Roll your dice! Your successes = the number of dice that rolled \geq the Difficulty. Decide if you want to use a Kitty Treat to reroll now.

0 SUCCESSES = FAILURE

You don't do what you wanted, and may have a complication.

1 SUCCESS = SUCCESS, BUT...

You do it, and deal 1 Owie if trying to, but there's a complication.

2 SUCCESSES = SUCCESS

You do it just like you hoped, and deal 1 Owie if trying to.

3 SUCCESSES = SUCCESS, AND...

You do it, and deal 1 Owie if trying to, plus get a bonus.

4+ SUCCESSES = SUPER SUCCESS!

You do it, and deal 1 Owie if trying to, plus get a super bonus!

HOW MUCH XP DO I GET?

- + Did the kitties save the day? (+1 XP)
- + Did everybody have fun? (+1 XP)
- + Did your kitty or her human learn a valuable lesson? (+1 XP)
- + Did you fail a roll? (+1 XP per fail)
- + Did your human's or hometown's Problem get better or worse? (-3 to +3 ranks, usually -1)

WHAT UPGRADES CAN I TAKE?

LEVELS 2-4

- Gain a bonus feature for a Magical Power
- Improve an Attribute +1 (max 3)
- Increase your Owie Limit by +1
- Increase your starting Kitty Treats +1

LEVELS 5-7

- Gain a new Talent
- Gain a bonus feature for a Magical Power
- Improve an Attribute +1 (max 4)
- Increase your Owie Limit +1
- Increase your starting Kitty Treats +1

LEVELS 8-10

- Gain a new Magical Power.
- Gain a bonus feature for a Magical Power.
- Improve an Attribute +1 (max 4)
- Increase your Owie Limit +1