

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

LIMIT

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

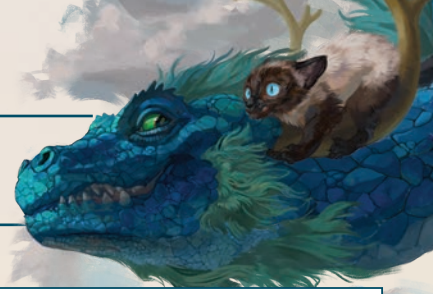
SPEND ONE KITTY TREAT TO:

- 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 ≥ 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