

Kitten SPARKLE

Player

Childhood **MEOWGE**

Character trait **BRAVE**

Cattribution **MYSTIC MENTOR**



Abilities



Strong



Smart



Cute



Heart



Furr-endship

Skills

- ☐ Cook
- ☐ Draw & Paint
- ☐ Find Information
- ☐ Find Your Way
- ☒ Heal Wounds & Diseases
- ☐ Herbology
- ☐ Hide in Shadows
- ☐ Hiss & Growl
- ☐ Hunter-Gatherer
- ☐ Keep Calm & Carry On
- ☐ Knowledge of Laws & Legends
- ☐ Knowledge of People & Places

- ☐ Make Music
- ☐ Move Silently
- ☐ Pickpocket
- ☐ Read Sky & Stars
- ☒ Read, Write, Count
- ☐ Scratch
- ☐ Seduce & Charm
- ☐ See & Search
- ☐ Shake Your Booty
- ☐ Sweet-talk
- ☐ Tinker with Bits & Bobs
- ☐ Treating Beasts

Action: roll 3d6, each result equal to or lower than the Ability score is a success

Difficulty level: easy 1, medium 2, difficult 3, legendary 4

Triple: whether success or failure, the Kitten gets a positive side effect from the action

Skill: gives an Advantage. **Advantage:** roll 4d6. **Disadvantage:** roll 2d6

Items: if useful, re-roll 1d6 of your choice

Character trait: if positive, gain 1 Advantage; if negative, give 1 Furr-endship point to comrade

Spellbook

- 1 CARE OF BEASTS (SMART)
- 2 ENCHANTING VOICE (CUTE)
- 3 CARE (CUTE)
- 3 TALK TO TREES (SMART)

Backpack

A SMALL MEOWGIC SPELLBOOK

A NICE MEOWGIC WAND

A LARGE HAT COVERED
WITH STRANGE SYMBOLS

A TWISTED WALKING STICK

A LEATHER POUCH FILLED
WITH MEDICINES

Wooly blanket, penknife, wooden spoon,
small cooking pot, large leather flask,
tinderbox, candle stubs, small bar of soap,
a fur brush, bag of kittysnacks.

Experience

Current

Total

SPARKLE

SPARKLE IS A STUDENT OF MEOWGIC. SHE IS INTELLIGENT AND BRAVE. BEFORE SHE WAS EXILED, SHE WAS THE TOP STUDENT IN HER CLASS. HER PARENTS ARE WELL-KNOWN FABRIC MERCHANTS IN CAT TREE CITY. SPARKLE KNOWS HER COMRADES WELL, THEY HAVE BEEN FRIENDS SINCE THEY WERE YOUNG KITTENS. THEY MET NEAR A LITTLE POND OUTSIDE THE CITY, NOT FAR FROM THE RAMPARTS. EACH OF THEM WOULD GO THERE TO ENJOY SOME QUIET MEOWMENTS, AND TO PLAY SOMEWHERE AWAY FROM THEIR PARENTS. IT GAVE THEM A TASTE OF ADVENTURE, AND THE FORBIDDEN. CHEESY (ONE OF THE OTHER CHARACTERS) FELL INTO THE WATER. ALL THE OTHERS HELPED TO GET HIM OUT. EVER SINCE, AND DESPITE THEIR DIFFERENCES, THE FIVE KITTENS HAVE BEEN BEST FRIENDS FOR LIFE!

CATTRIBUTE: MYSTIC MENTOR

THE GHOST OF AN ANCIENT PROFESSOR OF THE MEOWGIC ACADEMY ACCOMPANIES THE KITTEN. SUCH A YOUNG STUDENT SHOULD NOT BE ON THE ROAD WITHOUT AN ADULT. THE GHOST GIVES GOOD ADVICE AND IS SUPER KNOWLEDGEABLE, BUT CAN NEVER INTERVENE PHYSICALLY. HE ALSO HAS VERY STRONG IDEAS ABOUT GOOD MANNERS, BEING EXTRACAREFUL, AND COMPULSORY STUDY TIME.

SPELLBOOK:

- CARE OF BEASTS (SMART/1 SUCCESS): THE KITTEN COMPLETELY HEALS A SICK OR INJURED BEAST, RIDES IT OF PARASITES, AND MAKES ITS HAIR, FEATHERS, OR SCALES LOOK NICE AND SHINY.
- ENCHANTING VOICE (CLUTE/2 SUCCESS): THE KITTEN'S VOICE BECOMES DEEP AND SOOTHING. THIS EITHER CALMS OR PUTS A CREATURE TO SLEEP, OR AWAKENS STRONG EMOTIONS IN THE AUDIENCE WHEN TELLING A STORY.
- CARE (CLUTE/3 SUCCESS): DURING A BREAK, THE KITTEN MAY SPEND 1 FLURR-ENDSHIP POINT TO GIVE 1 HEART POINT TO EACH OF HER COMRADES WHO ARE PRESENT (INSTEAD OF SPENDING 1 FLURR-ENDSHIP POINT FOR EACH HEART POINT GIVEN).
- TALK TO TREES (SMART/3 SUCCESS): BY PLACING HER HAND ON THE BARK, THE KITTEN CAN CONVERSE WITH A TREE. THE OLDER THE TREE, THE MORE INTELLIGENT IT IS AND THE MORE IT HAS TO SAY.



Kitten BOBBIN

Player

Childhood **COUNTRY KITTEN**

Character trait **GROUCHY**

Cattribution **ANIMAL COMPANION (HARLEQUIN)**



Abilities



Strong



Smart



Cute



Heart



Furr-endship

Skills

- ☐ Cook
- ☐ Draw & Paint
- ☐ Find Information
- ☒ Find Your Way
- ☐ Heal Wounds & Diseases
- ☐ Herbology
- ☐ Hide in Shadows
- ☐ Hiss & Growl
- ☒ Hunter-Gatherer
- ☐ Keep Calm & Carry On
- ☐ Knowledge of Laws & Legends
- ☐ Knowledge of People & Places

- ☐ Make Music
- ☐ Move Silently
- ☐ Pickpocket
- ☐ Read Sky & Stars
- ☐ Read, Write, Count
- ☐ Scratch
- ☐ Seduce & Charm
- ☐ See & Search
- ☐ Shake Your Booty
- ☐ Sweet-talk
- ☐ Tinker with Bits & Bobs
- ☐ Treating Beasts

Action: roll 3d6, each result equal to or lower than the Ability score is a success

Difficulty level: easy 1, medium 2, difficult 3, legendary 4

Triple: whether success or failure, the Kitten gets a positive side effect from the action

Skill: gives an Advantage. **Advantage:** roll 4d6. **Disadvantage:** roll 2d6

Items: if useful, re-roll 1d6 of your choice

Character trait: if positive, gain 1 Advantage; if negative, give 1 Furr-endship point to comrade

Spellbook

- 1 SLIPPER PATROL (STRONG)
- 3 LONG NIGHT (STRONG)

Backpack

A BIRD CALL THAT SOUNDS LIKE BIRDS SINGING

CEREAL BARS

A LARGE STRAW HAT

A FORK

DRIED INSECTS FOR HARLEQUIN

Wooly blanket, penknife, wooden spoon, small cooking pot, large leather flask, tinderbox, candle stubs, small bar of soap, a fur brush, bag of kittysnacks.

Experience

Current

Total

BOBBIN

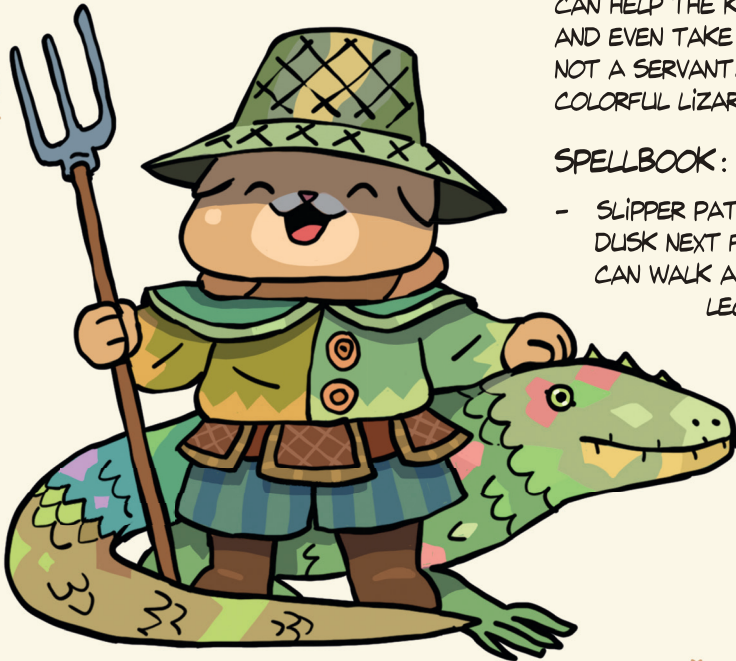
BOBBIN IS A PEASANT'S SON. HE'S A BIT GRUMPY, BUT IS SECRETLY GOOD-HEARTED. HIS PARENTS WERE SHEEP FARMERS IN THE COUNTRYSIDE NEAR CAT TREE CITY. THEY SUPPLIED WOOL TO MERCHANTS IN THE CITY (TO SPARKLE'S PARENTS, TOO). BOBBIN KNOWS HIS COMRADES WELL, THEY HAVE BEEN FRIENDS SINCE THEY WERE YOUNG KITTENS. THEY MET NEAR A LITTLE POND OUTSIDE THE CITY, NOT FAR FROM THE RAMPARTS. EACH OF THEM WOULD GO THERE TO ENJOY SOME QUIET MEOWMENTS, AND TO PLAY SOMEWHERE AWAY FROM THEIR PARENTS. IT GAVE THEM A TASTE OF ADVENTURE, AND THE FORBIDDEN. CHEESY (ONE OF THE OTHER CHARACTERS) FELL INTO THE WATER. ALL THE OTHERS HELPED TO GET HIM OUT. EVER SINCE, AND DESPITE THEIR DIFFERENCES, THE FIVE KITTENS HAVE BEEN BEST FRIENDS FOR LIFE!

CATtribute: ANIMAL COMPANION

THE KITTEN IS ACCOMPANIED BY A BEAST OF HIS CHOOSING, WHICH IS LOYAL AND FRIENDLY TO HIM. SHE IS A LITTLE SMARTER THAN OTHER BEASTS; SHE CAN HELP THE KITTEN, RESPOND TO SIMPLE ORDERS, AND EVEN TAKE THE INITIATIVE—BUT SHE IS A FRIEND NOT A SERVANT. BOBBIN HAS HARLEQUIN, A LARGE, COLORFUL LIZARD.

SPELLBOOK:

- SLIPPER PATROL (STRONG / 1 SUCCESS): UNTIL DUSK NEXT FALLS, THE KITTEN AND HIS COMRADES CAN WALK AND RUN WITHOUT HURTING THEIR LEGS, PAWS, OR TWISTING ANKLES.
- LONG NIGHT (STRONG / 3 SUCCESS): THE KITTEN DOES NOT SLEEP ALL NIGHT, INSTEAD STAYING AWAKE, ALERT, AND VIGILANT, HE IS PERFECTLY RESTED THE



Kitten CAMILLA BELLEFLEUR

Player

Childhood YOUNG NOBLE

Character trait STUBBORN

Cattribution INHERITANCE



Abilities



Strong



Smart



Cute



Heart



Furr-endship

Skills

- ☐ Cook
- ☐ Draw & Paint
- ☐ Find Information
- ☐ Find Your Way
- ☐ Heal Wounds & Diseases
- ☐ Herbology
- ☐ Hide in Shadows
- ☐ Hiss & Growl
- ☐ Hunter-Gatherer
- ☐ Keep Calm & Carry On
- ☐ Knowledge of Laws & Legends
- ☐ Knowledge of People & Places

- ☐ Make Music
- ☒ Move Silently
- ☐ Pickpocket
- ☐ Read Sky & Stars
- ☐ Read, Write, Count
- ☐ Scratch
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- ☐ See & Search
- ☐ Shake Your Booty
- ☐ Sweet-talk
- ☐ Tinker with Bits & Bobs
- ☐ Treating Beasts

Action: roll 3d6, each result equal to or lower than the Ability score is a success

Difficulty level: easy 1, medium 2, difficult 3, legendary 4

Triple: whether success or failure, the Kitten gets a positive side effect from the action

Skill: gives an Advantage. **Advantage:** roll 4d6. **Disadvantage:** roll 2d6

Items: if useful, re-roll 1d6 of your choice

Character trait: if positive, gain 1 Advantage; if negative, give 1 Furr-endship point to comrade

Spellbook

1 SOUND & VISION (CUTE)

2 LONG VIEW (CUTE)

Backpack

FANCY CLOTHES

LUXURY FUR COMB

BALL & CARNIVAL MASKS

PERFUME

A BEAUTIFULLY CRAFTED CRYSTAL ROSE (HER FAMILY SYMBOL)

Wooly blanket, penknife, wooden spoon, small cooking pot, large leather flask, tinderbox, candle stubs, small bar of soap, a fur brush, bag of kittysnacks.

Experience

Current

Total

CAMILLA BELLEFLEUR

CAMILLA WAS BORN INTO ONE OF THE KINGDOM'S NOBLE FAMILIES. UNFORTUNATELY FOR HER, AS HER FRIENDS, SHE WAS A VICTIM OF KING WALTER'S LOTTERY. CAMILLA ACTS LIKE A YOUNG, HIGH-RANKING NOBLE, BUT SHE ACTUALLY FEELS CLOSE TO REGULAR PEOPLE. SHE HAS QUITE A CHARACTER! CAMILLA KNOWS HER COMRADES WELL, THEY HAVE BEEN FRIENDS SINCE THEY WERE YOUNG KITTENS. THEY MET NEAR A LITTLE POND OUTSIDE THE CITY, NOT FAR FROM THE RAMPARTS. EACH OF THEM WOULD GO THERE TO ENJOY SOME QUIET MEOWMENTS, AND TO PLAY SOMEWHERE AWAY FROM THEIR PARENTS. IT GAVE THEM A TASTE OF ADVENTURE, AND THE FORBIDDEN. CHEESY (ONE OF THE OTHER CHARACTERS) FELL INTO THE WATER. ALL THE OTHERS HELPED TO GET HIM OUT. EVER SINCE, AND DESPITE THEIR DIFFERENCES, THE FIVE KITTENS HAVE BEEN BEST FRIENDS FOR LIFE!

CATTRIBUTE: INHERITANCE

AT THE BEGINNING OF EACH GAME SESSION, AN ANIMAL (CARRIER PIGEON, TUNNELLING MOLE, OR MIGRATING TURTLE) BRINGS THE KITTEN A GOLD COIN STAMPED WITH KING WALTER'S PROFILE.

IT'S WORTH A FORTUNE ON THE ROAD, AND IS PROOF THAT HER PARENTS HAVE NOT FORGOTTEN HER (EACH COIN IS A PURR-ECIOUS ITEM THAT DOES NOT TAKE UP A SPACE IN A BACKPACK).

SPELLBOOK:

- SOUND & VISION (CLUTE / 1 SUCCESS):
THE KITTEN IS SURROUNDED BY SOUNDS, MUSIC, AND LIGHTS AND CAN PUT ON A SHOW.
- LONG VIEW (CLUTE / 2 SUCCESS):
UNTIL THE NEXT DAWN, THE KITTEN CAN SEE PERFECTLY INTO THE DISTANCE, AS IF USING BINOCULARS OR A TELESCOPE.



Kitten DART

Player

Childhood SOLDIER'S CHILD

Character trait SHY

Cattribution HEROIC LINEAGE



Spellbook

1 FEARLESS (STRONG)

2 QUICK AS A FLASH (SMART)

Abilities



Strong



Smart



Cute



Heart



Furr-endship

Skills

- ☐ Cook
- ☐ Draw & Paint
- ☐ Find Information
- ☐ Find Your Way
- ☐ Heal Wounds & Diseases
- ☐ Herbology
- ☒ Hide in Shadows
- ☐ Hiss & Growl
- ☐ Hunter-Gatherer
- ☐ Keep Calm & Carry On
- ☐ Knowledge of Laws & Legends
- ☐ Knowledge of People & Places

- ☐ Make Music
- ☐ Move Silently
- ☐ Pickpocket
- ☐ Read Sky & Stars
- ☐ Read, Write, Count
- ☐ Scratch
- ☐ Seduce & Charm
- ☐ See & Search
- ☒ Shake Your Booty
- ☐ Sweet-talk
- ☐ Tinker with Bits & Bobs
- ☐ Treating Beasts

Action: roll 3d6, each result equal to or lower than the Ability score is a success

Difficulty level: easy 1, medium 2, difficult 3, legendary 4

Triple: whether success or failure, the Kitten gets a positive side effect from the action

Skill: gives an Advantage. **Advantage:** roll 4d6. **Disadvantage:** roll 2d6

Items: if useful, re-roll 1d6 of your choice

Character trait: if positive, gain 1 Advantage; if negative, give 1 Furr-endship point to comrade

Backpack

LIGHT ARMOR

BOW & QUIVER FULL OF ARROWS

A BAG OF SHINY KNICKKNACKS

MUSHROOM GUIDEBOOK

AN OLD RUSTY SWORD

Wooly blanket, penknife, wooden spoon, small cooking pot, large leather flask, tinderbox, candle stubs, small bar of soap, a fur brush, bag of kittysnacks.

Experience

Current

Total

DART

DART HAS DREAMS OF BEING A GREAT HERO. HE IS DETERMINED AND BRAVE. HOWEVER, DART IS ALSO VERY SHY, AND IS ALWAYS BLUSHING. BOTH HIS PARENTS ARE GUARDS ON THE ROADS LEADING TO CAT TREE CITY. DART WAS RAISED BY HIS GRANDMOTHER, GRANNY CUDDLEKIN. DART KNOWS HIS COMRADES WELL, THEY HAVE BEEN FRIENDS SINCE THEY WERE YOUNG KITTENS. THEY MET NEAR A LITTLE POND OUTSIDE THE CITY, NOT FAR FROM THE RAMPARTS. EACH OF THEM WOULD GO THERE TO ENJOY SOME QUIET MEOWMENTS, AND TO PLAY SOMEWHERE AWAY FROM THEIR PARENTS. IT GAVE THEM A TASTE OF ADVENTURE, AND THE FORBIDDEN. CHEESY (ONE OF THE OTHER CHARACTERS) FELL INTO THE WATER. ALL THE OTHERS HELPED TO GET HIM OUT. EVER SINCE, AND DESPITE THEIR DIFFERENCES, THE FIVE KITTENS HAVE BEEN BEST FRIENDS FOR LIFE!

CATTRIBUTE: HEROIC LINEAGE

THE KITTEN IS THE CHILD OF SOME OF THE KINGDOM'S MILITARY HEROES. HIS PARENTS' ENEMIES FEAR THEM; HIS PARENTS' FRIENDS ARE INDEBTED TO THEM. IT IS NOT ALWAYS EASY TO LIVE UP TO SUCH A BIG REPUTATION, BUT IT CAN HAVE ITS ADVANTAGES WHEN LOOKING FOR ALLIES OR CONFRONTING ENEMIES.

SPELLBOOK:

- FEARLESS (STRONG / 1 SUCCESS): UNTIL THE NEXT DAWN, THE KITTEN IS NOT AFRAID OF ANYBODY OR ANYTHING. IF HE ALSO SPENDS 1 FURR-ENDSHIP POINT, THE SPELL HAS THE SAME EFFECT ON ALL HIS COMRADES PRESENT.
- QUICK AS A FLASH (SMART / 2 SUCCESS): UNTIL THE NEXT DAWN OR DUSK (WHICHEVER COMES FIRST), THE KITTEN CAN RUN TWICE AS FAST AND THREE TIMES AS LONG AS NORMAL, WITHOUT GETTING TIRED.



Kitten **CHEESY**

Player

Childhood CATNUT

Character trait FUNNY

Cattribution DISGUISE



Abilities



Strong



Smart



Cute



Heart



Furr-endship

Skills

☒ Cook

☐ Draw & Paint

☐ Find Information

☐ Find Your Way

☐ Heal Wounds & Diseases

☐ Herbology

☐ Hide in Shadows

☐ Hiss & Growl

☐ Hunter-Gatherer

☐ Keep Calm & Carry On

☐ Knowledge of Laws & Legends

☐ Knowledge of People & Places

☐ Make Music

☐ Move Silently

☐ Pickpocket

☐ Read Sky & Stars

☐ Read, Write, Count

☐ Scratch

☐ Seduce & Charm

☒ See & Search

☐ Shake Your Booty

☐ Sweet-talk

☐ Tinker with Bits & Bobs

☐ Treating Beasts

Action: roll 3d6, each result equal to or lower than the Ability score is a success

Difficulty level: easy 1, medium 2, difficult 3, legendary 4

Triple: whether success or failure, the Kitten gets a positive side effect from the action

Skill: gives an Advantage. **Advantage:** roll 4d6. **Disadvantage:** roll 2d6

Items: if useful, re-roll 1d6 of your choice

Character trait: if positive, gain 1 Advantage; if negative, give 1 Furr-endship point to comrade

Spellbook

1 HEART CHARM (STRONG)

2 CAT HAVEN (STRONG)

Backpack

A CHEESE KNIFE

A LARGE, ROUND CHEDDAR CHEESE

A CAPE OF LEAVES

A PILE OF RAGS & RIBBONS

A JOKE BOOK

Wooly blanket, penknife, wooden spoon, small cooking pot, large leather flask, tinderbox, candle stubs, small bar of soap, a fur brush, bag of kittysnacks.

Experience

Current

Total

CHEESY

CHEESY WAS EXILED BY KING WALTER WHEN HE WAS VERY YOUNG, BECAUSE HE SMELLS OF CHEESE. KING WALTER CANNOT STAND THAT SMELL! AFTER THAT, CHEESY LIVED ALONE IN THE WOODS NEAR THE CAPITAL'S RAMPARTS. CHEESY IS WILD, BUT ALSO VERY FUNNY, AND HE LOVES TO TELL JOKES. HE ALSO LOVES CHEESE! CHEESY THE CATNUT KNOWS HIS COMRADES WELL, THEY HAVE BEEN FRIENDS SINCE THEY WERE YOUNG KITTENS. THEY MET NEAR A LITTLE POND OUTSIDE THE CITY, NOT FAR FROM THE RAMPARTS. EACH OF THEM WOULD GO THERE TO ENJOY SOME QUIET MEOWMENTS, AND TO PLAY SOMEWHERE AWAY FROM THEIR PARENTS. IT GAVE THEM A TASTE OF ADVENTURE, AND THE FORBIDDEN. CHEESY FELL INTO THE WATER. ALL THE OTHERS HELPED TO GET HIM OUT. EVER SINCE, AND DESPITE THEIR DIFFERENCES, THE FIVE KITTENS HAVE BEEN BEST FRIENDS FOR LIFE! CHEESY DECIDED TO JOIN UP WITH THEM ON THEIR EXILE ON THE DAY OF THE CEREMONY.

CATATTRIBUTE: DISGUISE

CATNUTS HAVE DEVELOPED THE CURIOUS GIFT OF DISGUISE BY OBSERVING OTHER CATS FROM AFAR. THEY CAN TAKE ON ALMOST ANY APPEARANCE, USING COLORFUL MATERIAL, OLD CLOTHES, OR MUD ON THEIR FUR. THEY CAN BECOME A KITTEN, A YARDOG, A ROYAL PIG—EVEN A SLIMY SWAMP MONSTER!

SPELLBOOK:

- HEART CHARM (STRONG / 1 SUCCESS): THE KITTEN CRAFTS A SMALL TALISMAN THAT HE CAN KEEP OR GIVE TO ANOTHER. IT GIVES THE WERER 1 EXTRA HEART POINT (AND INCREASES THEIR MAXIMUM BY 1) UNTIL THE NEXT DAWN.
- CAT HAVEN (STRONG / 2 SUCCESS): THE KITTEN FINDS A PROTECTED, HIDDEN, COMFORTABLE, WARM PLACE WHERE HE CAN SPEND THE NIGHT AND SNOOZE QUIETLY, UNDISTURBED.

