

# Rules references

## Book 1: First Adventures

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# Game mechanics quick reference

**Action:** Roll 3d6; each result less than or equal to the ability score equals 1 success.

**Advantage:** Roll 4d6 for this test (instead of 3d6)

**Cattribution:** An advantage, a recovery, a success, or another positive effect depending on the situation.

**Character:** Trait if used as a positive, gain 1 advantage. If used as a negative, gift 1 Furr-endship point (only once per game session).

**Difficulty level:** Easy 1, Medium 2, Difficult 3, Legendary 4.

**Disadvantage:** Roll 2d6 for this test (instead of 3d6)

**Furr-endship:** Measures Kitten morale. Player may spend 1 point to either make 1 die roll a success or give 1 Heart point to another Kitten (not during Catfight). Must spend 1 point to start a Claw Catfight.

**Heart:** Measure of a Kitten's health and confidence; when this reaches 0, Kitten is unconscious. May spend 1 to re-cast a spell before next morning.

**Item:** If useful, re-roll 1d6 you didn't like.

**Skill:** Gives an advantage if useful during a test.

**Triple:** If rolled during a test, the Kitten gets a benefit from their action, whether it succeeds or fails.

## Catfights

*Kittens have the initiative as long as they do not make an aggressive action.*

### Non-aggressive actions

**Defend:** Strong/Smart + Keep Calm & Carry On/ Shake Your Booty. Each success cancels 1 of your opponent's successes.

**Help:** Gives advantage to an a comrade.

**Move:** A movement; may include, a stunt. If necessary, ability test for Strong/Smart + Shake Your Booty.

**Interact:** With scenery, objects, etc.

### Aggressive actions

**Attack:** Reduces opponent's Heart points by 1 per success

#### Fang Catfight:

Strong/Cute + any helpful skill

#### Claw Catfight:

Strong/Smart + Scratch skill + weapon re-roll (Purr-ecious item)

**Hinder:** Gives your opponent a disadvantage.