

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.