

Kitten

Player
Childhood
Character trait
Cattribute

Spellbook

Abilities



Strong



Smart



Cute



Heart



Furr-endship

Skills

- | | |
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| <input type="checkbox"/> Care of Beasts | <input type="checkbox"/> Knowledge of People & Places |
| <input type="checkbox"/> Cook | <input type="checkbox"/> Make Music |
| <input type="checkbox"/> Draw & Paint | <input type="checkbox"/> Move Silently |
| <input type="checkbox"/> Find Information | <input type="checkbox"/> Pickpocket |
| <input type="checkbox"/> Find Your Way | <input type="checkbox"/> Read Sky & Stars |
| <input type="checkbox"/> Heal Wounds & Diseases | <input type="checkbox"/> Read, Write, Count |
| <input type="checkbox"/> Herbology | <input type="checkbox"/> Scratch |
| <input type="checkbox"/> Hide in Shadows | <input type="checkbox"/> Seduce & Charm |
| <input type="checkbox"/> Hiss & Growl | <input type="checkbox"/> See & Search |
| <input type="checkbox"/> Hunter-Gatherer | <input type="checkbox"/> Shake Your Booty |
| <input type="checkbox"/> Keep Calm & Carry On | <input type="checkbox"/> Sweet-talk |
| <input type="checkbox"/> Knowledge of Laws & Legends | <input type="checkbox"/> Tinker with Bits & Bobs |

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, reroll 1d6 of your choice

Character trait: if positive, gain 1 Advantage. If negative, give 1 furr-endship point

Backpack

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
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