

Kitten BiBi

Player
Childhood CATNUT
Character trait SHY
Cattribution DISGUISE



Spellbook

- 1 EARTHWORKS (P.39)
- 2 FIRST AID (P.39)

Abilities



Strong



Smart



Cute



Heart



Furr-endship

Skills

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

HEAVY BRAMBLE STICK

BUG ARMOR

CAPE OF LEAVES

BOW AND ARROWS

BIG BLACK CAULDRON

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

Kitten GRIZZLE

Player
Childhood ABANDONED KITTEN
Character trait RECKLESS
Cattribution BLEND IN



Spellbook

- 1 CAT'S EYES (P.41)
- 1 SLICE AND DICE (P.40)

Abilities



Strong



Smart



Cute



Heart



Furr-endship

Skills

- Care of Beasts
- 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

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

DARK HOOD

ROPE AND GRAPPLING HOOK

SMALL TOOL KIT

NICE SILK HANDKERCHIEFS

A GOOD, SHARP KNIFE

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
---------	---	-------

Kitten CAMEL

Player
Childhood KITTY MERCHANT
Character trait LOFTY
Contribution MAKE FRIENDS



Spellbook

- 3 ANIMATE OBJECT (P.40)
- 2 QUICK FIX (P.40)

Abilities



Strong



Smart



Cute



Heart



Furr-endship

Skills

- Care of Beasts
- 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

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

A PERFUMED SILK
SCARF INSTEAD

TRINKETS TO EXCHANGE
OR GIFT

SCALES AND WEIGHTS

COMPASS

A TIME-ESTIMATING MACHINE

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

Kitten MISTY

Player
Childhood KITTY MEOWGE
Character trait SHY
Contribute MYSTIC MENTOR



Spellbook

- 1 THE COLOR OF GRASS (P.40)
- 2 QUICK AS A FLASH (P.40)
- 2 BUG SWARM (P.40)
- 3 TALK TO TREES (P.40)

Abilities



Strong



Smart



Cute



Heart



Furr-endship

Skills

- Care of Beasts
- 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

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

SMALL MEOWGIC SPELLBOOK

MEOWGIC WAND

BIG HAT

BROOM/WALKING STICK

PORCELAIN TEA SET

Woolly 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

Kitten BLUNK

Player

Childhood APPRENT-HISS

Character trait DISTRACTED

Contribute DIY SUPERSTAR



Spellbook

2 SUMMON TOOLS (P.40)

2 QUICK FIX (P.40)

Abilities



Strong



Smart



Cute



Heart



Furr-endship

Skills

- Care of Beasts
- Cook
- Draw & Paint
- Find Information
- Find Your Way
- Heal Wounds & Diseases
- Herbiology
- 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

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

THREE-INCH WRENCH

JEWELER'S MAGNIFYING GLASS

LEATHER APRON

OIL CAN

DISH SOAP

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