Game mechanics quick reference

Action: Roll 3d6; each result less than or equal to the ability score equals 1 success (see page 16).

Difficulty level: Number of successes required; Easy 1, Medium 2, Difficult 3, Legendary 4 (see page 48).

Triple: Succeed or fail, the Kitten gets a little bonus to his action (see page 52).

Skill: Gives an advantage if the Kitten's skill can help with this action (see page 19).

Advantage: Roll 4d6 (instead of 3d6; see page 46).

Disadvantage: Roll 2d6 (instead of 3d6; see page 46).

Purr-ecious item: If useful, re-roll 1d6 you didn't like (see page 23 and 47).

Character trait: If positively used, gain 1 advantage. If negatively used, gift 1 Furr-endship point (only once per session for either; see page 24).

Heart points: Measure of a Kitten's health and confidence; allows re-casting of a spell (see page 38 and 53).

Furr-endship: Measures Kitten morale. 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 (see page 54).

Cattribute: When triggered, can provide an advantage, a recovery, a success, or another positive effect depending on the situation (see page 22).

Catfights

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

Non-aggressive actions	Aggressive actions
Defend: Strong/Smart + Keep Calm & Carry On/Shake Your Booty. Each success cancels 1 of an opponent's success on attack this turn (see page 59).	**Attack**: Reduces opponent's Heart points by 1 per success (see page 59). **Fang Catfight:** Strong/Cute + skill **Claw Catfight:** Strong/Smart + Scratch skill + weapon
Help: Gives advantage to a comrade (see page 58).	
Move: A movement, possibly a stunt. If necessary, ability test for Strong/Smart + Shake Your Booty (see page 59).	**Hinder**: Gives your opponent a disadvantage (see page 58).
Interact: With scenery, objects, etc (see page 59).	