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RULEBOOK



MAGICAL KITTIES[™]
SAVE THE DAY!

Danger lurks around every corner. Witches hide in the forest, waiting for children to stray from the path. Aliens wear masks to look human and take over the Earth. Children move to a new school where nobody wants to be their friend. The humans can't save themselves! They don't even notice the danger!

It's a good thing they have magical kitties.



WHAT IS MAGICAL KITTIES SAVE THE DAY?

Magical Kitties Save the Day is a game of imagination and roleplaying. It works best with a group of four to six people, but it's okay to play with more or less. One player, called the Game Master (GM), has a very special job. They describe the world where the magical kitties live:

"As you peek around the corner, you see three raccoons wearing goggles rummaging through a pile of garbage on the ground. Then a fourth pops out of the tipped trash can. He jams a bit of an old, broken remote into a strange gizmo triumphantly!"

Now you and the other players can all tell the Game Master what you want to do. But you aren't playing as yourself! You get to act as your own magical kitty character, who's part of the kitty crew. You can join in the story and the world described by the Game Master through your kitty's actions.

Do you use your Magical Power to hypnotize one of the raccoons? Do you pounce on one of the raccoons and demand they leave your human's garbage alone? Do you wait and follow the raccoons back to their secret lair? Or will you try something else entirely? The choice is yours!



KITTY TIP! KITTIES FOR ALL AGES

Magical Kitties Save the Day is designed to be played by kitty lovers of all ages. As long as children can count to six and compare numbers to know which is bigger, they can handle everything they need to in the game.

The cooperative storytelling of ***Magical Kitties*** can be just as much fun for adults, but a group of adults might focus on different types of stories. Younger players tend to focus on external threats like aliens and monsters, while older players often try to help humans solve internal problems like loneliness.

Being a Game Master can be a big responsibility. We recommend that when you first start playing ***Magical Kitties Save the Day***, you have an older player – like a parent, a big brother or sister, or a babysitter – be the GM at first.



GUIDING THE GAME

The Game Master guides the game. They make up the events that happen in the story. The GM also decides how difficult it is for the kitties to do tricky tasks, describes what happens when the kitties succeed or fail, and acts out what all the other creatures in the story are doing. That includes the humans the kitties live with, the scary dog down the road, the feather-headed sparrow that shows up whenever trouble's brewing, and more.

But ***Magical Kitties Save the Day*** isn't just Make Believe or Let's Pretend. It's also a game with rules. Your kitties will face big problems, and when they try to solve them the GM will use the rules of the game to figure out the result. Because each player takes on the role of a character in the story – like an actor on television or in a movie – ***Magical Kitties*** is called a roleplaying game, or RPG for short.

HOW TO BE A MAGICAL KITTY

- ✦ You must keep your magic hidden from humans.
- ✦ You pick your human, even when it seems like the humans pick the kitties.
- ✦ You want to help your human.
- ✦ You can understand humans, but they can't understand you.
- ✦ You can understand other animals, and they can understand you, too.
- ✦ You can read human writing, but it's very difficult and sometimes you get it wrong.
- ✦ You have a special spot in your home that the humans can't reach. This spot lets you get in and out of your home without being seen.
- ✦ **YOU MUST KEEP YOUR MAGIC HIDDEN FROM HUMANS!**
(There are a small number of humans who already know the secrets of magical kitties. Witches, for example. These humans can often understand you, and it's okay to use your Magical Powers in front of them.)

WINNING THE GAME

Unlike other games, roleplaying games like *Magical Kitties Save the Day* aren't about winning or losing. Instead, they're about having fun and creating a story with your friends. That's not to say you don't have goals, but while other games tell you what the goals are, *Magical Kitties* lets you create your own. One player might want to help their kitty's owner make new friends, while another player could want their kitty to track down the alien who stole a favorite toy.

Good things and bad things will happen to the kitties as you play the game, but these are never the end of the game. They're just another episode in the series. As long as you and your friends keep describing what your kitties are doing and saying, the game keeps going. And along the way you'll make a world together!



KITTY TIP! START PLAYING RIGHT NOW!

When you opened this game, sitting under this *Rulebook* was *The Big Adventure*. This action-packed comic book is also a full episode for one player! That's called a solo adventure. Open it up now, and you'll be able to create your magical kitty and go on an amazing adventure that will also teach you the basics of playing the game!

EXAMPLE OF PLAY

You'll need dice to roll when you do things, and a pencil and paper to track details. But for the most part you play *Magical Kitties Save the Day* by just describing what you want to do and listening to how your friends reply. Here's an example of what a game might sound like.

Abdul, Josie, Jimmy, and Maria are playing a game of *Magical Kitties*. Abdul is the Game Master, while Josie, Jimmy, and Maria each play a kitty they created. Josie plays a cuddly flying kitty named Snowball. Jimmy is an easily-frightened kitty named Tiger, who can move things with his mind. Maria has an adventurous, super strong kitty named Lady Monster Truck.

The kitty krew has followed some clues to a run-down building on the outskirts of town. Now they're in the heating vent system, exploring.

Abdul (GM): You hear moaning from behind the grate of a nearby vent cover, in one of the rooms.

Maria (Lady Monster Truck): I bet it's a ghost! Let's check it out!

Jimmy (Tiger): Eek! A ghost! Tiger hides!

Josie (Snowball): I want to use my telekinesis to open the grate with my mind.

Abdul (GM): Great! You easily push out the cover from its clip, and it falls to the floor.



KITTY TIP! WHEN NOT TO ROLL DICE

When a kitty does something really easy, like opening a vent cover with a Magical Power to help, we don't need to spend time rolling dice. Save that for things that matter more.

Josie (Snowball): I'll carefully walk into the room.

Abdul (GM): You see a girl, about seven years old, sitting in the corner and crying.

Josie (Snowball): Oh no!

Jimmy (Tiger): What is it? What do you see? I go into the room, too. Want to come, Maria?

Maria (Lady Monster Truck): Of course!



KITTY TIP! WHAT YOU KNOW & DO

Jimmy pretends his kitty, Tiger, doesn't know what only Snowball can see behind the grate. He also asks Maria if she wants to come along, instead of just saying they both go. That's because you get to decide what your own kitty does in this game, and what you tell the others about it. Only the GM can override you, never other players.

Josie (Snowball): I want to cheer the girl up. I'll nuzzle against her leg.

Abdul (GM): Sounds good! Make a Cute check difficulty 3.



KITTY TIP! WHEN TO ROLL DICE

When a kitty does something and we're not sure it will work, we use dice to figure out if they succeed or fail, and by how much. The harder something is to do, the higher the difficulty the GM picks; usually it's 4. Each die that rolls that number or above counts as a success.

Snowball has Cute 3, so Josie rolls three dice. She rolls 1, 3, and 4. Two of her dice are a 3 or above.

Josie (Snowball): I got two successes!

Abdul (GM): Things go just the way you wanted. The little girl dries her eyes and pets you. "Nice kitty," she says. "Where did you come from? You better leave before she comes back."



KITTY TIP! SUCCESS

How many successes you roll decides how well you do. If you don't roll any successes, your kitty fails and a complication likely happens. One success does it, but there's still a complication. Two successes means everything goes just the way you want. If you roll more successes than that, things go even better than expected!

Maria (Lady Monster Truck): We have to get her out of here! But she can't come through the vent. Can I use my Super Strength to break down the door?

Abdul (GM): You can, but remember that you can't show the girl your Magical Powers.

Maria (Lady Monster Truck): Tiger, distract her so she doesn't see me do it.

Jimmy (Tiger): How?

Maria (Lady Monster Truck): Chase your tail, or do a dance or something!

Jimmy (Tiger): Okay! Tiger does a tail-chasing dance to distract her.

Abdul (GM): That sounds like a Cute check difficulty 4.



KITTY TIP! CUTE CHECKS

Cute is one of the three numbers we use to describe what each kitty is naturally good at. We call them Attributes in this game. Cute is used for social skills, like when you talk with other kitties or cuddle up to a human.

Jimmy (Tiger): Can I add my Dancer Talent?

Abdul (GM): Of course!

Tiger has Cute 2, and his Dancer Talent adds another die, so Jimmy rolls three dice. He rolls 4, 6, and 6. All three dice are at or above a 4.



KITTY TIP! TALENTS

A Talent is the one thing that your kitty is extra good at, which you get to pick when you make your character. When your kitty does something you have a Talent for, you get to roll an extra die!



KITTY TIP! ALL THE DICE

- +1 to +4 dice for Cute, Cunning, or Fierce
 - +1 die for your Talent
 - +2 dice for your Magical Power
 - +1 die for an earlier success bonus
 - 1 die per Injury
- If that equals 0 dice, you can't roll it.

Jimmy (Tiger): Yes! Three successes!

Abdul (GM): Since you got more than two successes, pick a bonus.



KITTY TIP! BONUSSES

When you get two or more successes, you get a bonus! Bonuses are things like getting an extra die for the next roll, getting rid of an Owie, accomplishing a second goal, or keeping a Foe from acting. Or you and your GM can make up a new one!

Jimmy (Tiger): Can I give Lady Monster Truck a bonus on her check to break the door down?

Maria (Lady Monster Truck): The dance was so inspiring that it gave me extra confidence!

Abdul (GM): Awesome. But it's a really strong metal door, so it'll take a Fierce check difficulty 6 to break it.



KITTY TIP! FIERCE & CUNNING CHECKS

Fierce is another of the Attributes used to describe your kitty. It's used for physical tasks, like breaking this door. Cunning is the third Attribute, which you use for doing things that take smarts.

Maria (Lady Monster Truck): Good thing I get that extra die from Tiger! I'm also using my Super Strength to force it open.



KITTY TIP! MAGICAL POWERS

When your kitty uses your Magical Power, you get to roll two extra dice! You only get the extra dice once per scene, but you can describe using your power in the story as much as you want.

Lady Monster Truck has three dice for Fierce, two from her Magical Power, and an extra die from Jimmy's success bonus. That's a total of six dice, but she rolls 1, 2, 2, 4, 5, and 6.

Maria (Lady Monster Truck): Oh no! Just one success!

Abdul (GM): Okay, because you only rolled one success there's a complication. You push on the door until the lock breaks and it swings out, but it makes a lot of noise. You hear a raspy voice call out from the next room, "Penny, is that you? What's going on in there?"



KITTY TIP! COMPLICATIONS

Complications happen when you get zero or one successes. They're things like taking an Owie, giving a Foe a Reaction, being unable to act, getting into a sticky situation, losing a die on your next roll, or even having to use your Flaw.

Jimmy (Tiger): Eek! Tiger hides!



KITTY TIP! FLAWS

Tiger has the Flaw of Scaredy-Cat. A Flaw is a fault your kitty has, which you pick when you make your character. When you use your Flaw in an interesting and fun way, the GM can give you an extra Kitty Treat token that can help you later in the episode. Jimmy doesn't get one here, because he just mentions his Flaw, but it doesn't really impact the game.

Abdul (GM): A woman with green skin and a huge wart on the end of her nose stands in the doorway. She's dressed all in black with a pointy hat on top of her head, and she's carrying a broom in one hand.

Josie (Snowball): Another witch! That's the third this month!

Maria (Lady Monster Truck): We need to get Penny out of here, but we can't use any of our powers in front of her! What do we do?

Simon (Tiger): Tiger takes a big breath. He knows he needs to be brave right now. I dash across the room and hiss at the witch. Maybe I can scare her back out of the room!

Abdul (GM): That will be another Cute check. She has Cute difficulty 4, so that's your target number.

Tiger has Cute 2, so he rolls two dice. He gets a 2 and a 3.

Simon (Tiger): Aww. Zero successes. But I still have a Kitty Treat left!



KITTY TIP! FOE DIFFICULTIES

Characters who the GM controls are called Foes. Foe stats list their Cute difficulty, Cunning difficulty, and Fierce difficulty. You need to meet or beat that number when your kitty tries a roll against a Foe.

Abdul (GM): Do you want to take the Experience Point for a failure, or reroll?

Simon (Tiger): Reroll, please!

Tiger gets a **4** and a **6** on the reroll. That's two successes this time for Tiger!

Abdul (GM): The witch takes a few steps back out of the room, around the doorframe and out of Penny's sight.

Maria (Lady Monster Truck): That's perfect! Good work, Tiger! And it doesn't matter if the witch sees us, since she's magic, too.



KITTY TIP! KITTY TREATS

At the start of each episode, you get Kitty Treat tokens from the game box equal to the Kitty Treat value on your character sheet. You can give one to the GM during the game to reroll any or all of your dice, avoid taking an Injury, boost your Magical Power, or add something to the story beyond your kitty's control.

Josie (Snowball): I'm going to buy time for everybody else to escape! I'll use a Kitty Treat to add something to the story ... an old blanket lying in the corner.

Abdul (GM): Sure. That's no problem.

Josie (Snowball): Now that I'm free to fly, I'll float up and wrap it tight around her!

Abdul (GM): Clever! So that's Cunning, and the witch's Cunning difficulty is 4.





KITTY TIP! EXPERIENCE

Kitties can get Experience Points in a lot of ways. Learning from your mistakes by failing a check is one of the most important! Every time your kitty fails a dice roll (and you don't use a Kitty Treat to reroll), you gain an Experience Point. When you have enough Experience, you level up and get new abilities.

Snowball has two dice for Cunning, plus two dice for her Magical Power. She rolls a 1, 3, 3, and 5.

Josie (Snowball): Just one success. So I manage to wrap her up in it...

Abdul (GM): ... but she gets a Reaction as your complication. She has Whack, which causes one Owie. So Snowball takes an Owie when the witch falls on top of her!



KITTY TIP! FOE REACTIONS

Each Foe also has special Reactions written in their character stats. The GM can use these when a kitty suffers a complication from not getting enough successes on a dice roll versus a Foe.



KITTY TIP! FOE OWIES

Owies hurt, but they won't slow a determined kitty down. If your kitty takes an Owie over your Owie Limit, though, you'll suffer an Injury. Each Injury makes you roll one less die on checks.

Maria (Lady Monster Truck): We've got to get Penny out of here! I push on her legs to get her moving out of the room past the witch.

Abdul (GM): She goes with you! But the witch is super angry, and as you race down the next hallway you hear her chanting some sort of spell!

Jimmy (Tiger): Eek! Tiger hides!



KITTY TIP! FIGHTING IS OPTIONAL

Wait a second, couldn't they just fight the witch with a Fierce check? Yes, but magical kitties have lots of other ways to defeat Foes. Players and their GM can decide what works best for them.

MAKING YOUR KITTY

In *Magical Kitties Save the Day*, most players take on the role of one special kitty. The first thing you do in the game is create this kitty.

In a lot of ways, creating your kitty is just like making up a character in a story. You decide what your kitty looks like, how old they are, and what they like and dislike. But because *Magical Kitties* is a game, part of creating your kitty includes assigning numbers to the kitty that are part of the game's rules. These are called your stats.

You create a kitty by following these steps. As you complete them, write down the information on one of the character sheets included in the game's box.

MAGICAL KITTIES
SAVE THE DAY!

1 KITTY NAME

2 HOMETOWN

3 PLAYER NAME

4

5 KITTY DESCRIPTION

6 CUTE 8 CUNNING 9 FIERCE 10

11 TALENT: -1 DIE

12 MAGICAL POWER: +2 DICE

13 FLAW: -1 KITTY TREAT

14 HUMAN NAME

15 HUMAN DESCRIPTION

16 PROBLEM:

17 CURRENT OWIES
New Owie > Owie limit = +1 Injury

LIMIT 5

CURRENT INJURIES
-1 dice -2 dice X
-1 dice -2 dice -3 dice

STARTING 6

KITTY TREATS

SPEND ONE KITTY TREAT TO:

- Reroll any or all dice for one check.
- Use a Magical Power bonus feature you don't have, once per check.
- Avoid taking an Injury.
- Add something to the story beyond your Kitty's current story.

CURRENT XP

LEVEL 1 2 3 4 5 6 7 8

XP 0 5 6 6 7 7 8 8

7

HOW DO I ROLL CHECKS

- Gather your dice:
 - +1 to +4 dice for Cute, Cunning
 - 1 die for your Talent, once per check
 - 2 dice for your Magical Power
 - 1 die for an earlier success
 - 1 die per Injury
- If that equals 0 dice, you can't check and are all at 0 dice.
- Ask the GM what the Difficulty is.
- Roll your dice! Your successes are rolled \geq the Difficulty. Decide if you want to reroll now.

0 SUCCESSES = FAILURE
You don't do what you want and may have a complication.



STEP 1: DESCRIBE YOUR KITTY

Who is your kitty and what are they like? You're free to describe your kitty any way you want, but here are a few things to think about.

Name ①

What's your kitty called? Do they have one name their human uses and another name other magical kitties call them? Do they have a secret name only they know? Do they have an old name they don't use anymore? Their name could be a word for something else (like Snowball or Tiger). It could be a human name (like Aaron or Susan). Or it could be a made-up name that combines two different words (like Fireheart or Leafblossom).



KITTY TIP! TRUE NAMES

Although some magical kitties prefer to have a secret name, many have just one true name. As part of being magical, they can share that name with their humans. The humans just think they came up with the name themselves.

Hometown ②

Where does your kitty live? Your GM will tell you what the setting of the game is, and you should write it on your character sheet.

Description ③

Appearance: What does your kitty look like? They can look like whatever you want, but if you're looking for inspiration, look at the Power, Talent, and Flaw cards for the game. They each feature a different breed of cat. Pick one at random and see what your kitty looks like!

History: How old is your kitty? When and how did they choose their human? What's the scariest thing that ever happened to them? What was their happiest moment?

Personality: Is your kitty just like you? Or do they have a very different way of seeing the world and interacting with other kitties? You might also want to just jump in, start playing, and fill this out once you've seen who your kitty becomes!

Drawing ④

Now that you know who you are, you can draw your kitty in the picture space so everyone else can see what you look like!

STEP 2: OWIE LIMIT ⑤ KITTY TREATS ⑥ & LEVEL ⑦

Write down that your kitty has an Owie Limit of 2. That shows how hard it is for your kitty to get hurt (p26).

Your kitty also starts each episode with two Kitty Treat tokens (p26). So write a 2 in the box for it. Then take two Kitty Treat tokens from the game box, or else mark off the kitty faces on the character sheet as you use them.

Now write down 1 in the box for your level.

STEP 3: ATTRIBUTES

Each kitty has three Attributes: Cute, Cunning, and Fierce. These are the way your kitty interacts with the world of the story. Everything your kitty does will be tied to one of them, and you roll dice based on their values (p29).

Cute ⑧

This describes how appealing your kitty is and is used for social interactions. Your kitty can use Cute to get a human to feed her, to befriend a strange kitty, or to cheer up a sad friend.

Cunning ⑨

This describes how smart and tricky your kitty is, and is also used for tasks that need patience or awareness. Your kitty can use Cunning to find a good hiding spot, to outwit a dog, or to operate a human machine. Kitties also make a Cunning check any time they try to read human writing.

Fierce ⑩

This describes how strong, quick, and courageous your kitty is, and is used for most physical tasks. Your kitty can use Fierce to catch a mouse, to win a race, or to leap onto the back of a terrible monster.

Attribute Values

Each kitty starts with one Attribute that has a value of 3, one with a value of 2, and one that has a value of 1. You can either choose these yourself, or roll one die and look at the table below.

Roll	Attributes
1	3 Cute, 2 Cunning, 1 Fierce
2	3 Cute, 1 Cunning, 2 Fierce
3	2 Cute, 3 Cunning, 1 Fierce
4	2 Cute, 1 Cunning, 3 Fierce
5	1 Cute, 3 Cunning, 2 Fierce
6	1 Cute, 2 Cunning, 3 Fierce



KITTY TIP! NEW TALENTS! NEW FLAWS!

You shouldn't feel limited to the talents listed here! Work with your Game Master to create new Talents or Flaws for your kitty.

STEP 4: TALENT 11

Your Talent is something your kitty is good at, whether it's a natural gift or a skill you got from lots of practice. Unlike Magical Powers, Talents are things that could happen in the real world, although some might be a stretch for non-magical kitties. Talents are more specific than Attributes, and they usually only come into play a few times per episode (p24).

You can either choose your Talent or you can roll on the table on page 13. Roll two dice to get a two-digit number. For example, a 5 on the first die and a 6 on the second would be 56 on the table.

STEP 5: FLAW 12

Your Flaw is another thing that makes your kitty unique. Flaws might seem negative or problematic for your kitty, but they make the story more interesting and earn you Kitty Treats (p26). As with Talents, you can choose a Flaw or roll randomly on the table on page 14.



KITTY TIP! ADULTS PLAYING KITTIES

Flaws can help make sure an adult player doesn't take over the adventure when playing with kids. In particular, these Flaws are especially good for adults, since they encourage other players to take the lead in many situations: Forgetful, Gullible, Indecisive, Lazy, Shy, and Sleepy.

STEP 6: MAGICAL POWER 13

Each kitty has a Magical Power. Like Talents, Magical Powers are fairly specific and they only come up a few times each episode. Unlike Talents, these powers let kitties do things that aren't possible in the real world.

You can either choose a Magical Power for your kitty, or you can roll on the table on page 15. The next chapter gives details about what kitties can do with their powers.



KITTY TIP! CHOOSING WITH CARDS

Some young kids want to choose their powers, but get overwhelmed by the number of choices. If you're using the *Magical Kitties Save the Day* card decks, try dealing out just five or six cards of each type to each player and letting them choose from that smaller set of options. You can also easily eliminate Magical Powers, Talents, or Flaws you don't want to include in your game by taking them out of the deck.

STEP 7: CHOOSE YOUR HUMAN

Now it's time to decide who your kitty's human is, and write it down on your character sheet.

Your human is the person you live with and who you care most about helping. You'll want to check with your GM before deciding, so you know a little bit about where your kitties are living and what kinds of humans would work best. Your GM might also give you specific requirements for your human.

It's also a good idea to talk to the other players. After all, it's easiest if all the kitties' humans live near each other, and it's often fun for them to all be friends or family members.

Just like your kitty, your human can be almost anyone you can imagine! Resist the urge to start with someone who's already happy and comfortable, though. It's the kitties' jobs to make their people's lives better. Here are some things you might think about while creating your human.



Name 14

Come up with a name that fits the character well.

Description 15

Appearance: What do they look like? What color is their hair? What kind of clothes do they like wearing? Is there some physical feature they have that's really notable – like a tattoo or a scar or a big nose? You can draw your human with you in the portrait space on your character sheet, if you like.

Age: Are they a child? Teenager? College student? An adult? An old man or woman?

Family: Do they live by themselves? With their parents? Are they married? Do they have kids of their own?

School or Job: If they're young, where do they go to school? If they're older, what do they do for a living?



KITTY TIP! SAVE YOUR HUMANS (FOR LATER)

If you're a Game Master introducing *Magical Kitties Save the Day* to new players, consider speeding things up by skipping human creation at first. Once the players have created their kitties, have them encounter a hometown Problem (p34) while they're all out together somewhere. After they've had a chance to play the game and deal with that first Problem, you can have them make their humans as they head home.

Human Problems 16

Every human has a Problem. Sometimes they have lots of Problems! Even as a magical kitty, you're going to work hard to help the humans solve their Problems.

Every Problem has a rank. Your human starts with 4 ranks of Problems, that you write on your character sheet. That can either be one big Problem with rank 4, or several smaller Problems with a total rank of 4. The rank of a human's Problem shows how hard it is to solve (p35).

Humans struggle with endless Problems, and you're free to suggest any Problem for your kitty's chosen human. If you're looking for an idea, you can roll on the tables below to find both the source of your human's Problem and the emotion they're feeling about it. You'll still need to figure out exactly what the Problem is, but this should point you in the right direction.

So if your human is *angry* about *school*, maybe a bully is bothering them and they're angry that the adults aren't helping. Or if they're *anxious* about *work*, perhaps they're struggling with an important business project that's not going well.

Hometowns also have Problems, which start with 4 ranks, but the GM keeps track of these for the players.

Roll 1 Die	Problem Source
1	Money
2	Health
3	Family
4	Friend/Enemy
5	Work/School
6	Neighborhood



Roll 2 Dice	Emotion
11-13	Sad
14-16	Angry
21-23	Scared
24-26	Disappointed
31-33	Guilty
34-36	Anxious
41-43	Apathetic
44-46	Ashamed
51-53	Jealous
54-56	Confused
61-63	Frustrated
64-66	Depressed

TALENTS

Roll	Talent	Roll	Talent	Roll	Talent
11	Animal Friend: You like and get along with squirrels, robins, and other non-magical critters. Even dogs, most of the time.	31	Escape Artist: You know how to get yourself – and your friends – out of tight spot.	51	Reader: Human language comes easily to you, and you enjoy reading books and other writing.
12	Artistic: You are good at visual arts like painting and sculpting.	32	Helper: You love working as part of a team and helping others reach their goals.	52	Runt of the Litter: You're smaller than most other kitties, so you can squeeze into places where they can't follow.
13	Athletic: You are good at physical activities like running, jumping, and climbing.	33	Historian: You know a lot about the past, including both human history and ancient magicks.	53	Scientific: You know a lot about science, including chemistry and physics.
14	Balance: You have a great sense of balance and can easily walk along a tightrope, window ledge, or tree branch.	34	Hunting: You're a skilled mouser and enjoy stalking things.	54	Scrounging: You've always been good at digging up the stuff you need, including food and shelter.
15	Bargainer: You're good at getting what you want, but even more importantly you enjoy helping people who are arguing come to an agreement.	35	Investigation: You love a good mystery. Finding all the clues and then figuring out how they fit together is like licking up a bowl of cream.	55	Sense of Hearing: You have sharp ears, and can easily hear things others miss.
16	Big Kitty: You're larger than most other kitties, and you can throw your weight around.	36	Musical: You are talented at singing and playing musical instruments.	56	Sense of Smell: You have a keen sense of smell and can identify things you've smelled before.
21	Calculator: You understand numbers and math easily, and you like applying them to real life.	41	Naturalist: You know a lot about nature and are good at growing things.	61	Sense of Vision: You can see things far away and are good at spotting things out of the corner of your eye.
22	Claws: You are very proud of your razor-sharp claws, and can use them in all sorts of clever ways.	42	Navigator: You hardly ever get lost and you know how to find your way from here to there, wherever there happens to be.	62	Sleight of Paw: You make small objects vanish and appear as if by magic, but it's really because you're so quick with your paws.
23	Dancer: You know how to move to the music and get your groove on. Your dancing looks good, and it's fun, too!	43	Night Vision: The night is your friend. You can easily see where you're going, even in total darkness.	63	Snaring: You've got a knack for setting snares and other traps.
24	Daredevil: You love taking really big risks and leaping into danger.	44	Planner: You think ahead, and can come up with a strategy for any situation.	64	Sneaky: You're good at moving quietly and hiding.
25	Dramatist: You're a talented actor who can spin a good story that entertains others.	45	Puzzler: You enjoy solving problems, answering tricky riddles, decoding messages, and untangling baffling mysteries.	65	Tinkerer: You know how human machines work. You can easily work with technology and cobble together your own inventions.
26	Empathic: You have a knack for understanding the feelings of others.	46	Quick Reflexes: You react quickly, particularly when you're threatened.	66	Trouble Seeker: You're good at finding and dealing with the supernatural troubles that bother magical kitties.

FLAWS

Roll	Flaw	Roll	Flaw	Roll	Flaw
11	Amnesia: You are missing a part of your past, having lost some or all of your memory.	31	Hallucinations: You often see or hear things that are not really there.	51	Pessimistic: You see the worst in everything. You know good times can't last, and bad times always get worse.
12	Arrogant: You think you can do anything, even when it's clearly beyond your ability.	32	Hyperactive: You are full of boundless energy, and aren't satisfied unless you're doing something.	52	Scaredy Cat: You are mildly afraid of just about everything, or extremely afraid of one specific thing.
13	Big Mouth: You talk a lot and often say things when you shouldn't, or reveal things that should be kept secret.	33	Impulsive: You tend to rush into things without thinking them through.	53	Secrets: You have a really important secret (or many secrets) that you are keeping from your friends.
14	Careless: You are clumsy and inattentive. You often break things, perhaps because you don't know your own strength.	34	Indecisive: You have a hard time making up your mind, and then worry you made the wrong decision.	54	Show-Off: You always feel like you need to prove how awesome you are.
15	Cry Baby: Anything remotely sad makes you break down in tears.	35	Jumps to Conclusions: You often assume you know what's going on, even when you don't.	55	Shy: You feel awkward around other people, and have a hard time talking to strangers.
16	Distractable: You are easily sidetracked by shiny things.	36	Kittylexia: You can't read human languages at all.	56	Sleepy: You really like taking naps, and sleep whenever you have the chance.
21	Dizziness: Sometimes, things seem to spin around you when they shouldn't.	41	Lazy: You always prefer taking the easy way, or making someone else work for you.	61	Snobby: You are conceited, always looking down on people who are not as good as you.
22	Forgetful: Often, you don't remember important information.	42	Loud: You make a lot of noise, often at the worst possible time.	62	Soft-Hearted: You feel compassion for those in danger or discomfort, and are willing to help them in any way you can.
23	Gluttonous: You really like food. Even when you've just eaten, you find it hard to resist a quick bite.	43	Nosey: You have a thirst for knowledge and are eager to investigate anything unusual, even if this annoys others.	63	Squeamish: You feel faint or sick when confronted with anything that's totally gross.
24	Greedy: You want things, and you think you deserve more stuff than everyone else.	44	Obsessive Collector: There is a specific item (or type of item) that you simply <i>must</i> have.	64	Stubborn: Your dogged determination means you refuse to change your mind.
25	Grumpy: You are often in a bad mood for no reason.	45	Overactive Imagination: You frequently imagine things to be far different than what they really are.	65	Superstitious: You believe in myths, urban legends, and bad luck.
26	Gullible: You are too innocent and trusting. You believe just about anything somebody tells you.	46	Paranoid: You worry that everyone is plotting against you.	66	Vanity: You are very proud of your appearance. Grooming and presentation are very important to you.

MAGICAL POWERS

Roll	Magical Power	Roll	Magical Power	Roll	Magical Power
11	Alter Body: You alter your body to take on the properties of a material you are touching, like wood or stone.	31	Hypnosis: You can hypnotize one animal at a time, making them willing to perform non-dangerous tasks.	51	Sound Master: You can create sounds or make things sound like something else, as long as the sounds are natural.
12	Bouncing: When jumping or being thrown against a surface, you bounce off it like a rubber ball.	32	Illusion: You create an illusionary image of a single object/creature in a location you can see. The image can't be touched.	52	Stretching: You can stretch out any part of your body, making it nearly as long as a grown-up human is tall.
13	Burrowing: You can tunnel through dirt or similar substances as fast as you can walk.	33	Invisibility: Nobody can see you, although they can still hear, smell, and touch you. Objects you carry remain visible.	53	Super Senses: With infrared vision and super vision, you can "zoom in" to see things at great distance or tiny scale.
14	Catfish: You are completely amphibious, able to breathe underwater and swim as effortlessly as other kitties walk.	34	Laser Eyes: You shoot lasers out of your eyes! Your lasers can cut through material or just make small dots of light.	54	Super Speed: You can run really fast, only slightly slower than the speed of sound! You can't carry other kitties while running.
15	Copycat: You can create a duplicate of yourself who shares your memories. You can also re-merge with your duplicate.	35	Mind Transfer: You can take control of another nonhuman creature that you can see. Your own body lies unconscious.	55	Super Strength: You can easily pick up anything weighing as much as a horse or less.
16	Detecting: You can find any specific object (or type of object) within 50 feet, knowing when you move closer or further away.	36	Nullify: You can cancel the magical powers of Foes and other kitties, including suppressing ongoing effects they might be using.	56	Technocat: You control machines with your thoughts. You can also talk to intelligent machines with your mind.
21	Dreamwalker: You can watch the dream of one sleeping person you know or can see, by entering a trance.	41	Phasing: You can walk through solid objects. You can't take friends or items with you when you do so.	61	Telekinesis: You can move one small object just by thinking about it.
22	Energy Deflection: You can harmlessly deflect energy attacks or energy emissions that you touch.	42	Pyrokinesis: You can create and control fires as large as a campfire with your mind. The fire still needs a fuel source.	62	Telepathy: You can see and hear whatever others are currently thinking about, including humans.
23	Flight: You can fly! While flying, you can carry as much as you can while walking.	43	Shadow Form: You can merge with and emerge from your own shadow. As a shadow, you can't physically interact with the world.	63	Teleport: You can instantly teleport to any spot in the same room (or a similar distance outside, roughly twenty feet).
24	Force Field: You create a bubble of force that protects you from physical harm.	44	Shapechanging: You can change into any land animal from half your size to double your size. But not a human!	64	Time Freeze: You can stop time for everyone but you for one minute. You can't affect time-frozen creatures or objects.
25	Frost Breath: You exhale a gust of freezing wind that can knock over small objects and freeze liquids.	45	Sight Beyond Sight: You can see visions of things that are happening right now anywhere within the same city.	65	Undead: You exist in a realm halfway between life and death. Pick the unnatural hunger you must sate.
26	Healer: Once per scene, remove one Owie or Injury from another kitty or yourself.	46	Size Master: You can shrink to the size of a hamster or grow to the size of a tiger. Items don't grow or shrink with you.	66	Zap: You can control electricity. You can shoot lightning from your paws, or power small appliances.

MAGICAL POWERS

This section of the book gives details about Magical Powers for kitties. Though magical, these powers have limits, so kitties can't always do everything with their powers. For example, they can only be used once per scene. See the individual descriptions for more limitations.

BONUS FEATURES

As kitties gain experience and level up, their Magical Powers may get stronger and more flexible, or they might learn new ways to use their powers. In game terms, you earn Bonus Features. Each power has different Bonus Features, and when your kitty levels up (p28) you can pick one or more of these Bonus Features. You can also use a Bonus Feature that you don't have one time only by spending a Kitty Treat (p26).



KITTY TIP! CUSTOMIZING POWERS

It's super easy to customize your powers. Maybe a kitty with the Phasing power is actually an incorporeal ghost kitty who can pass through walls. Or your Frost Breath could instead be Flame Breath! Talk with your GM about making changes that suit your kitty.

MAGICAL POWER DESCRIPTIONS

Your kitty gets one Magical Power when you make your character. Choose from the ones listed here, or create your own!

Alter Body

You can change your body into any one substance. Choose the material when you take this Magical Power. You keep your size and shape, and can move as normal, but get the substance's other qualities like hardness and weight. At first you can only mimic a solid, like wood or stone or metal. Things you're carrying don't change with you.

BONUS FEATURES

Any Solid Body: You can turn into any solid material you like, rather than being limited to one, if you touch a sample of the material you want to copy.

Liquid Body: You can turn your body into any liquid, like water, tree sap, or milk. You aren't limited to one, but you must have a sample to touch.

Gaseous Body: You can turn your body into a kitty-sized cloud of gas. This gas is non-toxic and visible to others. While acting as a gas cloud you'll generally look like yourself, but you can also squeeze through any gap that isn't airtight.

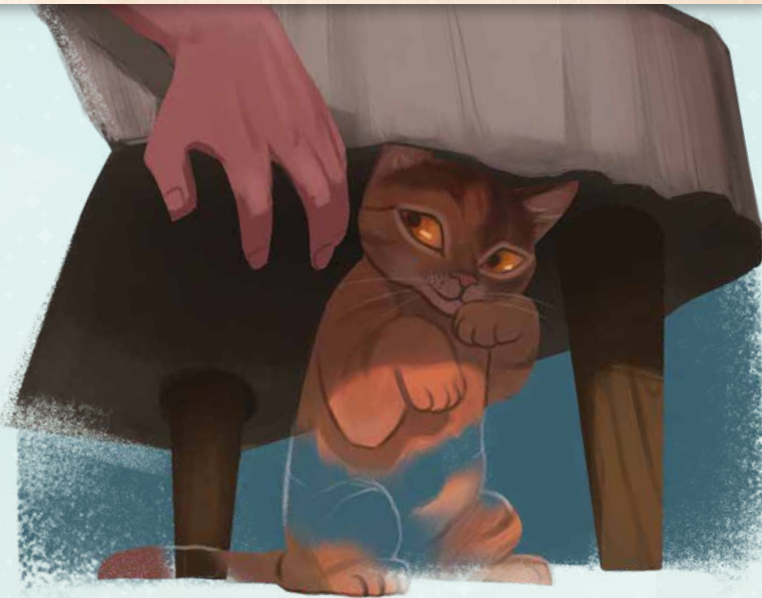
Bouncing

When jumping or being thrown against surfaces, you bounce off like a rubber ball. You might roll up into a ball or blow up like a balloon to help make this happen. This won't stop you from getting hurt if you fall from an extreme height or are thrown with Super Strength, but it does prevent Owies from normal bounces.

BONUS FEATURES

Endless Fall: You can fall from any height, or be thrown with any amount of force, and bounce off the ground without suffering an Owie or Injury. This means the GM can't inflict an Owie as a complication from falling or being thrown, even if you roll a failure when using your power.

Hyper-Bouncing: In addition to simply bouncing off a surface, you actually gain speed as you bounce. The more you bounce, the faster and faster you go. You can't go quite as fast as someone with the Super Speed power, but if you can line up enough bounces you can get pretty close.



Burrowing

You can tunnel through the ground as fast as you can walk. You can only burrow through dirt or similar substances, digging like a worm and pushing back material that closes up the tunnel behind you, leaving no trace.

BONUS FEATURES

Open Tunnel: While burrowing you can choose to leave an open tunnel behind you, allowing others to follow.

Rock Digger: In addition to dirt, you can also tunnel through solid rock and concrete.

Catfish

You are completely amphibious, able to breathe underwater and swim as effortlessly as other kitties walk. You may even grow a fish tail when you touch water, or have one all the time.

BONUS FEATURES

Super Swimmer: You can swim as fast as a kitty with the Super Speed power can run. This only works in water, but you can also select Super Speed bonus features (22) to improve your Catfish super swimming.

Water Warping: You can mentally command water to move as you will it. You can control a small amount of water (as much as would fit in a bucket), but it can float through the air and move very quickly in response to your commands.

Advanced Water Warping: You can command large bodies of water, up to the size of a swimming pool. (You must take Water Warping first.)

Copycat

You can create one perfect duplicate of yourself. This copy shares all your memories and experiences. You may actually disagree about which of you is the duplicate and which is the original. If you're touching your copy, you can merge back together, gaining all of the experiences your duplicate had while separated from you.

If you have Owies or Injuries before you duplicate, your duplicate is also affected by those wounds. If copies have different numbers of Owies/Injuries when merging back together, the merged version has Owies/Injuries equal to whichever duplicate had the *fewest* Owies/Injuries.



BONUS FEATURES

We Are Many: You can create up to six duplicates simultaneously.

I Am Legion: There is no limit to the number of copies you can create. (You must take We Are Many first.)

Mindlink: You and all your duplicates share a telepathic link. You know where they are at all times (and vice versa), and you can also telepathically speak with each other freely.

Detector

You can find any specific object or type of object that you want, as long as it's within fifty feet of you. Detecting feels like playing hot-and-cold within your own mind.

BONUS FEATURES

Long-Range Detecting: Your power can detect objects as long as they're within one mile of you.

Limitless Detecting: There's no limit to the distance at which you can detect an object. (You must take Long-Range Detecting first.)



Dreamwalker

By entering a trance-like state, your kitty can watch the dream of one sleeping person they know or can currently see.

BONUS FEATURES

Dream Interaction: As well as simply watching a dream, the Dreamwalker can now enter that dream and interact with the dreamer, and the creations of the dreamer's mind.

Dreamweaver: The Dreamwalker can observe multiple dreams at the same time. They can weave those dreams together, so the dreamers can enter each others' dreams or the Dreamwalker's own dream.

Dream Companions: The Dreamwalker can let others who are touching them observe or enter the dream along with them. Their dream-selves don't need to keep touching each other, only their physical bodies have to stay in contact.

Energy Deflection

When energy attacks, like lightning bolts or laser beams, would normally hit you, you can instead deflect them harmlessly away. You can also deflect energy sources that you touch, like beams of energy.

BONUS FEATURES

Energy Reflection: As well as deflecting energy, you can also reflect them back to their source.

Energy Redirection: You can choose to aim your Energy Reflection not at the source of the effect, but at another target you can see, instead. (You must take Energy Reflection first.)

Telekinetic Redirection: You don't have to touch an energy source to change its direction or cause it to move. (You must take Energy Redirection first.)

Force Field

You can surround yourself with a bubble of force that moves with you and stops anything from penetrating it. At first, the Force Field is big enough to protect yourself and a few friends. A Force Field won't protect you from things that don't need to physically reach you, like a witch's sleep spell or a hypnotist's mesmerizing gaze. It also won't stop anything that can't be stopped by a physical barrier, like a ghost that can walk through walls.

BONUS FEATURES

Big Force Field: The bubble of force you create is big enough to protect a house.

Force Trap: Instead of centering the Force Field on yourself, you can place a bubble of force over somebody else.

Magical Sphere: Your Force Field glows with magical runes and prevents all magical effects and supernatural spirits from passing through or affecting those within the Force Field.

Wall of Force: You can use your Force Field to create a movable, realizable Wall of Force instead of just a bubble surrounding you. If you make this wall horizontal, it can be a platform that you or others can walk across.



KITTY TIP! ROLL TO “STOP ANYTHING”

Defensive powers like Force Field can “stop anything”... but only if the kitty succeeds on an appropriate check. If they fail the check, then their power wasn't strong enough. For example, their Force Field shatters under the pounding fists of an ogre.

Frost Breath

With this power, your kitty breathes out a strong gust of freezing wind. At first, the wind is powerful enough to knock over small objects or send papers scattering through the air, and it's cold enough to freeze room-temperature liquids and cause humans to shiver.

BONUS FEATURES

Freeze Breath: The kitty can also breathe so that a layer of ice covers people and animals, freezing them in place for the scene.

Knock-Back Breath: The wind is so strong that it sends creatures and objects as big as a horse flying through the air.

Flight

Your kitty can fly, whether because you have wings or can magically levitate above the ground. While flying, you can carry as much as while walking.

BONUS FEATURES

Share Flight: You can allow other friends who are near you to fly along with you, whether by carrying them or just staying within your magical range.

Healer

You can use your Magical Power to remove one Owie or Injury from another kitty or yourself.

BONUS FEATURES

Long-Term Care: Whenever a kitty would normally recover one Owie or Injury, you can make a Cunning check (using your power's +2 dice) at difficulty 2 + the number of Injuries they're suffering. If you succeed, they can instead remove two Owies or Injuries.

Mass Healing: Instead of only being able to heal just one kitty per scene, you can heal both yourself and *all* of your friends in the scene.

Hypnosis

You can put others in a trance that makes them very suggestible. At first, this power only works on animals. You can only hypnotize one animal at a time who can hear you, and you can't make them do anything that's obviously dangerous like jumping off a cliff.

BONUS FEATURES

Human Hypnosis: You can hypnotize a human. While under hypnosis, the human will obey your commands and won't remember you talking afterwards.

Dangerous Hypnosis: You can hypnotize a creature to do dangerous things.

Mass Hypnosis: You can hypnotize anybody who can hear you, all at the same time.

Illusion

Your kitty can create moving images that can fool other creatures and humans into thinking they're real. At first, these illusions are limited to an image of a single object or creature, and you have to be able to see the illusion to keep it going. Illusions are visual projections, like a movie on a theater screen, that can't be touched, smelled, or heard.



BONUS FEATURES

Persistent Images: The illusions created by your kitty no longer need your attention. You can create an illusion and walk away, leaving the image in place behind you.

Full-Sensory Illusions: In addition to sight, your illusions produce sound and fool other senses like hearing, taste, and smell. They are still insubstantial, however, and can't be touched.

Invisibility

You can turn invisible. Nobody can see you, but they can still hear, smell, and touch you. Objects you wear or carry are still visible.

BONUS FEATURES

Share Invisibility: You can also make friends near you invisible.

Object Invisibility: You can turn any object you touch invisible.

See Invisibility: You can see other creatures who are invisible.

Soundless: In addition to being invisible, you also make no sound.

Scentless: In addition to being invisible, you also can't be detected by smell.



Laser Eyes

You shoot lasers out of your eyes. You can change the strength from simply making a dot of light, to being able to slowly cut through wood.

BONUS FEATURES

Laser Cutter: Your laser eyes can quickly cut through any non-living material, even metal.

Laser Scanner: Your laser eyes can process information from laser-based mediums used by humans, like barcodes, DVDs, and CDs.

Mind Transfer

You can project your mind into that of a creature (but not a human) that you can see and take control of their body. You can only control one creature at a time, while your own body lies helpless.

BONUS FEATURES

Human Transfer: You can take control of humans.

Mental Projection: You don't need to be able to see a subject to take control of their body. You can mentally scan for creatures within a city block of you, and try to control any creature in that range.

Mob Mentality: You can split your consciousness, taking control of as many as six different creatures at the same time.

Nullify

You can cancel the Magical Power of a Foe, another kitty, a magical object, or a technology powered by magic. This includes ending an ongoing effect, or also keeping a Magical Power from taking effect.



KITTY TIP! POWER OWIES

Just because a power like Laser Eyes doesn't say "this causes one Owie," doesn't mean that it can't. In fact, almost any power can be used to cause an Owie, the same way kitties cause *any* Owie: by making a successful Attribute check. Of course, a power can help you with this, since it lets you roll two extra dice!

BONUS FEATURES

Block Powers: As well as nullifying a Magical Power, you can prevent a kitty, Foe, object, or technology from using the power for the next 24 hours.

Power Thief: After nullifying a Magical Power, you can immediately try to use that power yourself. You must succeed at an another Attribute check to do this.

Phasing

You can walk through solid objects. You can only take yourself, not friends or objects you carry.

BONUS FEATURES

Share Phasing: You can let nearby friends phase along with you.

Carry Phasing: You can carry as many objects with you while you phase as you can normally.

Reactive Phasing: You can phase in reaction to something coming at you. For example, bullets pass right through you.

Pyrokinesis

You can create and control fires with your mind. At first, you can control as much as a single campfire. The fire still needs a source of fuel, like wood or oil.

BONUS FEATURES

Fireball: You can throw balls of fire even if there is no fuel.

All the Flames: You can control as much fire as you can see.

Shadow Form

You can merge your kitty's body into its own shadow. The shadow can't physically interact with things or creatures, but it can travel freely anywhere a shadow might go, including under doors or through windows. Your kitty can re-emerge from your shadow at any time, as long as there's space to do it.

BONUS FEATURES

Separate Shadow: You can detach your kitty's shadow and send it out on its own. The shadow can follow simple commands, but it doesn't have the creativity and independence of a kitty.

Control Shadows: Your kitty can also detach and control the shadows of others. (You must take the Separate Shadow bonus feature first.)

Shadow Force: Your shadow form and any other shadows you control can interact with the shadows of things or creatures as if they had physical form. For example, you can try to push someone over by having your shadow push their shadow.

Shapechanging

You can change into other creatures or things. At first, you can turn into any land animal that's from half your size to double your size. No matter how skilled you become, you can never turn into a human (even though, yes, humans are technically animals).

BONUS FEATURES

Flying Animals: You can turn into any flying animal.

Swimming Animals: You can turn into any swimming animal.

Inanimate Objects: You can turn into any inanimate object, like a rock or a table.

Big: You can be as big as an elephant. Items and clothing you're carrying don't grow with you.

Small: You can be as small as a flea. Items and clothing you're carrying don't shrink with you.

Sight Beyond Sight

You can see visions of things that are happening far off. At first, you can see things as they're happening right now, within the same city or similar area.

BONUS FEATURES

See Past: You can see into the past.

See Future: You can see into the future.

See Anywhere: You can see things that are anywhere in the same universe as you.

Size Master

You can reduce or increase your size. You can shrink yourself down to the size of a hamster, or grow up to the size of a tiger. Things you're carrying or wearing don't shrink or grow with you.



BONUS FEATURES

Extreme Size: You can be as big as an elephant or as small as a flea.

Small and Strong: No matter how tiny you become, you remain as strong as you would be as a full-grown kitty.

Take It With You: Objects you're carrying or wearing now shrink and grow with you, if you want them to.

Share Size: You can also make friends who are nearby shrink or grow with you.



KITTY TIP! SMALL BUT FIERCE

If you have a Magical Power that changes your size, your strength is proportional to your new size. This doesn't change your Attributes, but should raise the difficulty of the checks you need to make. After all, things an elephant would find easy to do may be pretty difficult for a mouse, and sometimes vice versa.

Sound Master

You can create noises and make things sound like things they're not. At first, these sounds have to mimic nature, and can be no louder than an elephant trumpeting.

BONUS FEATURES

Imitate Machines: You can mimic the sounds of machines and other man-made sounds.

Imitate Speech: You can mimic a particular human's voice.

Sonic Boom: You can create sound so loud that it can shatter objects and shake people.



Stretching

You can stretch out any part of your body you choose, including your neck, torso, legs, or tail. You can stretch them nearly as long as a grown-up human is tall.

BONUS FEATURES

Super Stretching: You can stretch as far as a house is tall.

Stretchy Sheet: You can stretch your body into a thin sheet, which works as a trampoline, parachute, and other useful things.

Super Senses

Your kitty's senses are incredibly powerful, letting you detect things other kitties can't. At first, this is limited to super vision. Your kitty can "zoom in" to see things at almost any distance or at microscopic scale. You also have infrared vision and night vision, letting you see even in the dark.

BONUS FEATURES

X-Ray Vision: Your kitty can also see through walls. X-ray vision can be blocked by thin sheets of lead or similar materials.

Super Hearing: All kitties can hear things at very high and very low frequencies, like dog whistles, that humans can't. But with Super Hearing you can also hear things at far distances, like people talking quietly several rooms away.

Super Smell: You can follow a trail that could be days or even weeks old, depending on conditions. You can also detect smells at far distances.

Super Speed

Your kitty can run really fast. At first, you can run just under the speed of sound. You can carry as much as you normally could, but can't carry other kitties.

BONUS FEATURES

Hop on Board: You can carry other kitties or animals while you run, but no more than you could normally carry. Under normal circumstances, this might be one other kitty, or a small animal in your mouth and one or two more on your back.

Blink of an Eye: You can run almost at the speed of light, so fast that others see you merely as a blur.

Super Strength

You can lift far more than a regular kitty. You're able to easily pick up anything weighing as much as a horse or less.

BONUS FEATURES

Pick Up a Whale: You can lift several hundred tons, enough to pick up a blue whale.

Pick Up Anything: You can pick up anything that you can get your paws on. (You have to take Pick Up a Whale first.)

Technocat

You control machines with your thoughts. At first, you can operate electronic machines, like computers or radio-controlled cars. You can make them do anything a human could normally make them do. If the machine is intelligent, like a robot, you can talk to it with your mind. At first you can only control one machine at a time.

BONUS FEATURES

All the Machines: You can control as many machines as you can see.

Any Machine: You can control any kind of machine, even if they are not normally operated electronically.

Advanced Control: You can make machines do things they can't normally do, like having a home computer press its own keyboard or a light bulb change its color.

Telekinesis

Telekinesis lets you move things by just thinking about it. At first, kitties with this power can only lift one small object, but as they gain experience they can lift more and heavier objects.

BONUS FEATURES

Heavy: You can lift an object as heavy as a horse.

Multiple Objects: You can lift as many things as you can see at one time.

Telepathy

You can eavesdrop on others' thoughts, including humans. You don't control their thoughts, and you can't force them to think of particular things, at least not with your Magical Power. At first you can only observe whatever they're currently thinking about.

BONUS FEATURES

Mind Probe: You are no longer limited to observing what your target is currently thinking about. You can delve into their mind and pull out specific information you're looking for.

Mindlink: You can use your telepathy to transmit thoughts directly into other creatures' minds. They "hear" your voice or see images you transmit. They know these thoughts aren't their own, though. You can also permanently link willing minds together, letting them all telepathically communicate with each other.

Teleport

You can instantly travel from one place to another without passing through the space between. At first, this power is limited to a spot in the same room as you that you can see, or within roughly twenty feet.

BONUS FEATURES

Teleport to the Limits of Sight: You can teleport to any place you can see, including that mountain way off in the distance or the plane high above your head.

Teleport Without Limit: You can teleport to any place you know. (You must take Teleport to the Limits of Sight first.)

Dimensional Teleport: You can teleport to other dimensions or planes of reality, but you have to be familiar with them already. (You must take Teleport Without Limit first.)

Time Freeze

You can stop time for everybody but you for about a minute. While time is stopped, you can't directly affect other creatures or move objects except those you were touching when you froze time.

BONUS FEATURES

Unfreeze: While time is frozen, you can move objects and unfreeze other creatures by touching them.

Long Freeze: You can freeze time for up to an hour.



Undead

You exist halfway between life and death. You might be a zombie, a vampire, or some other form of undead that still has a physical body. You are also driven by an unnatural hunger. Vampires, for example, thirst for blood. Zombies crave brains. More-exotic undead might feed on moonlight or a strong emotion. Undead only recover from Injuries if they're able to sate their unnatural hunger. At first, you can't create other undead.

BONUS FEATURES

Minions: You can create undead minions similar to yourself. These minions generally follow your commands, but sometimes get ideas of their own. Choose a secret cure for your minions.

Supernatural Feat: Pick another Magical Power to be the Supernatural Feat made possible by your undead form. This can only be done once, but the selected Magical Power can be boosted with its own Bonus Features.

Zap

You're able to control electricity. You can create an annoying static shock, shoot small lightning bolts from your paws, or provide power to a single small appliance.

BONUS FEATURES

Blackout: You can cause an area up to the size of a city to lose power.

Dynamo: You can give power to several objects, or as many appliances as you might find in a single home.

PLAYING THE GAME

Magical Kitties Save the Day is a game of shared storytelling. A lot of the time you don't need to roll any dice or use the rules at all. The Game Master sets a scene for you, then you and the other players describe how your kitties act. But when things get tough, you'll want to use the rules to figure out what happens next. This chapter shows players how to do their part.

MAKING A CHECK

When your kitty tries something tricky or dangerous, your GM will ask you to make a check. Normal actions like hopping from the ground onto a chair, or waking up from a nap, don't need checks. Harder tasks like jumping off a moving train, or reading human words, do need checks.

Your Dice Pool

Your dice pool is the number of dice you roll for your kitty to overcome a challenge. Your GM will tell you whether the check needs Cute, Cunning, or Fierce. The number you have in that Attribute is the number of dice you start with in your pool.

If your kitty is using a Talent, you can add another die to the pool. If your kitty is using a Magical Power, you get two more dice, once per scene. You may also get a die for a success bonus, or lose one for each Injury you have. If your total dice in a pool is zero, you can't roll it.

ALL THE DICE

- +1 to +4 dice for Cute, Cunning, or Fierce
 - +1 die for your Talent
 - +2 dice for your Magical Power
 - +1 die for an earlier success bonus
 - 1 die per Injury
- If that equals 0 dice, you can't roll it.



KITTY TIP! USING THE BOX!

The white tray in the **Magical Kitties Save the Day** game box has troughs to keep Kitty Treats during play, and bigger square pockets to store up to four players' Kitty Treats and personal dice between episodes. They make good dice-rolling cups for wild rollers during game play, too!



KITTY TIP! ONCE PER SCENE?

If you're using the game's cards, it's easy to track whether you've used your Magical Power each scene. Just take that card for yourself and flip it over when you've used it!

Difficulty

Your GM will also tell you the difficulty of the check, depending on what your kitty is trying to do. This number ranges from 3 to 6, and the higher it is, the tougher the check is.

Difficulty	Cute	Cunning	Fierce
3 (Easy)	Get a human to feed you.	Open a human door.	Catch a mouse.
4 (Typical)	Cheer up a sad kitty friend.	Find a hidden compartment.	Run through a door before it closes.
5 (Hard)	Befriend a worker-bot.	Read a textbook.	Fight off a guard dog.
6 (Extreme)	Herd cats.	Solve the Riddle of the Sphinx.	Fight off a dragon.



Success

Once you have your dice pool and you know the difficulty, it's time to roll your dice. Roll them all at once. Each die that gets a number that's either the same as, or more than, the difficulty counts as a success. If you rolled no successes, you fail. If at least one die was a success, then your kitty succeeds. The more successes you roll, the better your kitty does!

Successes	Result	Complication/Bonus
0	Failure	You don't do what you wanted, and may have a complication.
1	Success, But...	You do it, and deal one Owie if trying to, but there's a complication.
2	Success	You do it just like you hoped, and deal one Owie if trying to.
3	Success, And...	You do it, and deal one Owie if trying to, plus get a bonus.
4+	Super Success!	You do it, and deal one Owie if trying to, plus get a super bonus.

No Successes = Failure: If you don't roll any successes, you fail at your task. A lot of times this also means that something bad happens to your kitty. This is called a complication. The sidebar shows example complications your GM might choose, but you can also help make up new ones, with GM approval.

1 Success = Success, But... : If only one die is a success, you do it but either just barely or at a cost to your kitty. If you're attacking a Foe you do one Owie, but the GM applies a complication.

2 Successes = Success: If you roll two successes, then things worked out just like your kitty wanted. If you're attacking a Foe, you do one Owie. There are no extra effects.

3 Successes = Success, And... : If you have three successes, your kitty not only succeeds, doing one Owie if you're attacking a Foe, but you also gain a bonus! The sidebar shows some bonuses your GM might give you, or you can help make up a new one, with your GM's approval.

4 Successes = Super Success! If your kitty has four or more successes, you score a super success! This means you do an amazing job completing your task, deal one Owie if you're attacking a Foe, and get an even more useful super bonus! See the sidebar for examples.

EXAMPLE COMPLICATIONS (0 & 1 SUCCESSES)

- ◆ Foe or Disaster uses their Reaction.
- ◆ You suffer an Owie.
- ◆ You get into a sticky situation.
- ◆ You are unable to act for some time.
- ◆ You have one fewer die in your next dice pool.
- ◆ The GM forces you to take action according to your Flaw. (A Lazy kitty takes a nap, a Snobby kitty insults somebody important, or a Big-Mouthed kitty reveals crucial information.)
- ◆ A new Disaster is created.
- ◆ Something else bad happens (needs GM approval).

EXAMPLE BONUSES (3 SUCCESSES)

- ◆ A fellow kitty gains an extra die in their next dice pool.
- ◆ You or a fellow kitty shrug off one Owie you've suffered.
- ◆ You also accomplish a second goal.
- ◆ One Foe can't cause trouble for some time.
- ◆ Something else fun and exciting happens (this needs GM approval).

EXAMPLE SUPER BONUSES (4+ SUCCESSES)

- ◆ Your kitty and all your fellow kitties each gain an extra die to use in your next dice pools.
- ◆ You shrug off one Injury you've suffered.
- ◆ You and all your fellow kitties shrug off one Owie you've suffered.
- ◆ One Foe suffers an extra Owie.
- ◆ You gain the extra effect of a Kitty Treat without needing to spend one.
- ◆ Something else super awesome happens (this needs GM approval).

KITTY TREATS

Kitty treats are a way you can change the story of the game in your favor. At the start of each episode, you begin with Kitty Treat tokens equal to your character sheet's Kitty Treat value (2 for new kitties). They don't roll over from the last episode. You can spend these during the game for the special effects listed in the sidebar.

SPENDING KITTY TREATS

- ◆ Re-roll any or all dice in your dice pool for one check.
- ◆ Avoid taking an Injury.
- ◆ Use a Bonus Feature you don't have for one of your Magical Powers, one time only.
- ◆ Add something to the story beyond your kitty's control.

One of those effects is adding things to the story. It might be something like deciding there's a secret door in the house, or saying that a likely foe is actually an old friend of your kitty. This needs the GM's approval, though.

You can earn more Kitty Treats during play by using your kitty's Flaw. When a kitty's Flaw makes the story more fun and interesting, or the kitty krew's goal more difficult, the GM might give that player another Kitty Treat token. You don't get a Kitty Treat every time you just mention your Flaw, though.



OWIES

While playing *Magical Kitties Save the Day*, your kitty is likely to suffer Owies, usually because of complications on failed checks, like setting off a Reaction from a Foe. Owies track physical harm to your kitty. Your kitty has an Owie Limit on your character sheet, which starts at 2. This is how many Owies your kitty can take each episode before being Injured. As long as you don't go above this limit, your kitty might be roughed up, but you're not seriously hurt and you don't get any penalties. You'll want to mark Owies on your sheet to keep track of them, though, because eventually they turn into Injuries...

Injuries

If your kitty is at or above your Owie Limit and you take another Owie, you suffer an Injury instead. Write this on your sheet. Each Injury a kitty suffers means you lose one die to roll in your dice pools. If this reduces the number of dice in a pool to zero, your kitty can't roll that Attribute.

Getting Knocked Out

If a kitty has Injuries equal to their highest Attribute (3 for starting kitties, and max 4), they're "incapacitated." This means the kitty is knocked out or otherwise unable to act for the rest of the scene.



KITTY TIP! DICE POOL INJURIES VS KNOCK OUT INJURIES

Dice pools are reduced by your Injuries. And if you take three Injuries (four max), you're knocked out. But those are two separate things. You could actually have dice in your pool (from bonuses), but be unable to roll because you're knocked out!

Healing

At the end of a scene where a kitty suffered an Injury, the kitty recovers from one Injury. Erase the Injury from your character sheet. If your kitty was knocked out, this usually means you also wake up, since your total Injuries no longer equal your highest Attribute (3 or 4). But you might be in a whole other heap of trouble when that happens!

ALL THE HEALING

- ◆ -1 Injury at the end of the scene you suffered it.
- ◆ -1 Owie for one player on a success bonus.
- ◆ -1 Injury to yourself, or -1 Owie for everyone on a super success bonus.
- ◆ -1 to -2 Owies/Injuries using Healing Magical Power.
- ◆ -1 Owie using a Foe's Healing Reaction.
- ◆ Owies/Injuries reset to 0 at the episode's start (this needs GM approval).

Success bonuses and some Magical Powers and Foe Reactions can also help kitties recover from Owies and Injuries. The GM usually resets your Owies and Injuries to 0 when you start a new episode, too, but not always.

Causing Owies

Kitties can also cause Owies to their Foes. Usually you describe how you're going to hurt the Foe, and then make a check against the Foe's difficulty in their stats. For example, you might use Fierce to claw at a Foe, or Cunning to trick them into running into a wall.

Magical kitties normally cause one Owie on a successful check, unless they get a super success and choose to cause an extra Owie as their super bonus.

Like kitties, Foes have Owie Limits, but they don't worry about Injuries. Once a Foe reaches their Owie Limit, they're knocked out or run away.

EXPERIENCE

As kitties help out their friends and foil bad guys, they learn new tricks and improve their Magical Powers. This is represented in the game by Experience Points and leveling up.

To figure out how many Experience Points you get, go through the End of Episode Questions when you finish a game session. Keep track of the Experience Points you earn by filling in bubbles in the Experience section of your character sheet (**17** on page 8), with one bubble equaling one Experience Point. Write down any other adjustments you get, too.

Learning From Your Mistakes

A big way to gain Experience Points is learning from your mistakes. Every time you roll an Attribute check that completely fails (p25), your kitty learns from the mistake and gains one Experience Point. If you fail and then spend a Kitty Treat token to reroll, you do *not* gain this experience.



KITTY TIP! TOO MUCH EXPERIENCE

There's no limit to how many Experience Points per episode a player can get from failed rolls. As an option, the GM can add a limit of 2 or 3 points if players are abusing this.

END OF EPISODE QUESTIONS

At the end of every episode, you and your fellow players should answer these questions as a group. For every question you answer "yes" to, make the adjustment noted.

- ◆ Did the kitties save the day? (+1 XP)
- ◆ Did everybody have fun? (+1 XP)
- ◆ Did your kitty or her human learn a valuable lesson? (+1 XP)
- ◆ Did you fail a roll? (+1 XP per fail)
- ◆ Did your human's or hometown's Problem get better or worse? (-3 to +3 ranks, usually -)



Working on Problems

Every kitty's chosen human has one or more Problems, each of which has a rank. To solve a human's Problems, a kitty has to go on an adventure aimed at solving that Problem. For example, Jenny's Problem is that she's sad about moving to a new town with no friends. Her kitty could help her up by going to Lizzy's Ice Cream Café to get a quart of her favorite Neon Blueberry Surprise ice cream.

If a kitty's plan to solve their human's Problem succeeds, then the rank of the human's Problem goes down. The GM decides how much it moves. It's usually -1 rank per episode, but can be as much as -3. If this reduces the rank to 0, then the human's Problem has been solved! You can remove it from your kitty's character sheet.

On the flip side, if you ignore a Problem, it probably won't move at all. And if a Problem actually gets worse during an episode, the GM can *raise* its rank by +1 to +3 points. So watch out!

The same thing applies to hometown Problems, but the GM tracks this instead of the players.

Leveling Up

When you earn enough Experience Points for your next level, according to the Level/XP chart below, then your kitty levels up!! Each time you level up, choose one way to improve your kitty from the list for your new level *or lower*. You can't choose the same thing twice from the same list, but if it's on more than one list you have access to, you can take it once for each time it appears on your lists.

For example, you could raise your Owie Limit by +1 when you reach 2nd level, because it's on the Levels 2-4 list. And you could do that again at 5th level, because it's also on the Levels 5-7 list, too.

At higher level, you can either choose something from that list *or go back to an earlier list* and pick an option you haven't selected yet. So at 8th Level, you could go back to the Levels 5-7 list and get a new Talent if you didn't already take it.

UPGRADES: LEVELS 2-4

- ◆ Gain one bonus feature for a Magical Power you have
- ◆ Improve one Attribute +1 point (max 3)
- ◆ Increase your Owie Limit +1
- ◆ Increase your Kitty Treats value +1

UPGRADES: LEVELS 5-7

- ◆ Gain a new Talent
- ◆ Gain one Bonus Feature for a Magical Power you have.
- ◆ Improve one Attribute +1 (max 4)
- ◆ Increase your Owie Limit +1
- ◆ Increase your Kitty Treats value +1

UPGRADES: LEVELS 9-10

- ◆ Gain a new Magical Power
- ◆ Gain one Bonus Feature for a Magical Power you have
- ◆ Improve one Attribute +1 (max 4)
- ◆ Increase your Owie Limit +1
- ◆ Increase your Kitty Treats value +1

LEVEL	1	2	3	4	5	6	7	8	9	10
XP	0	5	6	6	7	7	8	8	9	9



RUNNING THE GAME

While most players in *Magical Kitties Save the Day* play a single kitty, there's one player who has a lot more responsibility – the Game Master. This chapter shows GMs how to run the game from their side of the dice.

ROLLING THE DICE

The last chapter set out the basic rules that players need to know. The flip side of those rules is shown here, detailing how GMs guide the game using the rules.

When to Roll

Your biggest job during the game is listening to what the players want to do, following their lead, and figuring out whether or not they succeed.

Most of the time when players say they want to do something, it should just happen automatically. Usually this is because what they want is so simple there's no risk of failure. If one of the kitties wants to walk down the street to the Old Clock Tower, you can just say, "Okay, you've arrived at the Old Clock Tower." They don't need to roll.

You also shouldn't roll if you can't think of anything really interesting to happen on a failure. Think about the padlock on the door of the Old Clock Tower. If your player says they want to use their claw to pick the lock, what do you say?

If the only complication you can imagine is that they don't get the door open and have to pick the lock again, that's not interesting. It makes more sense to just let them automatically succeed.

But maybe if they don't get the lock open, the grumpy caretaker shows up to chase them off. Or maybe a witch put a mystic ward on the lock that'll scorch their paws if they fail!

If you can think of something like that, then it's time to use a dice roll to decide whether the kitty succeeds or fails.

Difficulty

The GM decides the difficulty for risky actions the kitties take, which is always a 3, 4, 5, or 6. Here are some guidelines:

Difficulty 3 (Easy): These are relatively easy things that most kitties are pretty good at, like catching a mouse, climbing a tree, or getting a human to feed them. They have a little bit of risk, especially if the kitty isn't good at it, but they don't result in much real danger on a failure. They mostly just inconvenience the kitty, and seldom cause Owies.



KITTY TIP! SILLY ACTIONS

Sometimes your players will say they want their kitty to do something and you won't understand why. It might even seem foolish, dangerous, or nonsensical, like jumping out a third-floor window.

The most likely explanation is that either you've misunderstood what they're trying to do, or they've misunderstood something about the game world. Before you roll dice, first try to figure out *why* they're doing it. You can also explain what will probably happen, giving you both a chance to figure out why you have different ideas about what's going on.

Take a moment to say they'll get hurt if they jump out the window. Maybe the player didn't realize they were so high up, or they're planning to grab a tree branch. Or maybe you've forgotten they can fly. Or they just think it's important enough to jump anyway. Once you know that, you'll be in a better position to figure out how to make it work!

Difficulty 4 (Typical): These are actions a skilled kitty will succeed at most of the time, but not always, like finding a hidden clue, using human devices, or making friends with the new cat in town. If you aren't certain where to set the difficulty, choose 4 by default. Even if they're rolling just one die, kitties succeed at these checks about half the time. And kitties with more than one die succeed more often than not. There's often minor danger from failing, which can sometimes result in an Owie.





Difficulty 5 (Hard): These tasks are the major challenges of an episode, like racing through a burning building, outwitting a witch, or fighting a guard dog. Unless they roll only one die, kitties still have a good chance of succeeding. If they're not using their Talent or Magical Power, though, they'll likely have only one success. These actions almost always include some real risk, though it's not always physical.

Difficulty 6 (Extreme): This is something that's extremely difficult, though still within the realm of possibility with Magical Powers, like convincing a Foe to have a change of heart or breaking into Fort Knox. Unless they use their Talent or Magical Power, kitties are more likely to fail than succeed. And even when they do succeed, it's rare to get more than one success. These tasks don't show up in every episode, and they're always very dangerous if the kitty fails.



KITTY TIP! GETTING IT WRONG

Even if you get the difficulty number "wrong," it's not the end of the world. First off, there's not a huge difference between a 4 and a 5. Also, *Magical Kitties Saves the Day* tries to make failure fun and interesting. So if your call changes the outcome, the worst thing that happens is the kitty earns an Experience Point!



KITTY TIP! NEVER ROLL VS 1 OR 2

Checks never have a difficulty of 1 or 2. Every die, of course, has to roll at least a 1, so if there was a difficulty of 1, the check would always succeed. There's no point in rolling.

While it's possible to fail a check with a difficulty of 2, it's really rare, especially if the player gets to roll two or more dice. So it's just not worth rolling with a difficulty of 2, either. If you think a task is that easy, just let the kitty succeed automatically.

Remember, even if a kitty only has one die, they'll more often than not get a success on a difficulty 3 roll.

Describing What Happens

Once you've decided the difficulty of a task, and the player rolls, you need to interpret the results. This is a shared responsibility for both you and the players. In general, the players have more power to describe what happens when they succeed, while you decide what happens when they fail. But you can ask for suggestions when you need them, or give suggestions to the players if they're stumped.

DESCRIBING FAILURE & COMPLICATIONS (0 TO 1 SUCCESS)

If the player rolls no successes, then their kitty has failed, so what they were trying to do doesn't work out. In the case of one success, the kitty succeeds at the task itself. But either way, you'll still need to provide some kind of meaningful complication.

The most important thing to remember when describing complications is that they should be interesting, meaningful, or both. Failure shouldn't just lead to another try at the same roll. It should change the situation in some way, creating something new for the kitties to respond to.

If you remembered to only roll dice when you have something interesting in mind for a failure, then this is easy. By the time the dice show the failure or single success, you already know what the complication is going to be about.

If you're having trouble thinking up a good complication, the examples here are a place to start. These are just generic ideas, though. You'll want to describe them in ways that are specific to the current scene and what's happening in your game.

A Foe or Disaster Uses Their Reaction: There are complication ideas listed in the stats for each Foe and Disaster. See their Reactions in the next chapter.

The Kitty Suffers an Owie: The kitty falls, catches her tail in the door, or bonks her head. It causes one Owie.

The Kitty Gets Into a Sticky Situation: The kitty falls into a pool, runs into some angry dogs, or gets covered in syrup.

The Kitty is Unable to Act for Some Time: The kitty is trapped in a box, gets scared and hides, or gets caught in a snare. Not being able to act isn't much fun for players, though, so try to limit this to one scene or less.

The Kitty Has -1 Die for Their Next Roll: The kitty is dirty (Cute), confused (Cunning), or out of breath (Fierce).

You Force the Kitty's Flaw: A Lazy kitty takes a nap, a Snobby kitty insults somebody important, or a Big Mouth kitty reveals crucial information.

Something Else Bad Happens: Let the players suggest something, or make up something new on your own!

DESCRIBING SUCCESS (2 SUCCESSES)

If the player rolled two successes, then they've simply succeeded. Things have worked out just like they wanted. This might include dealing an Owie to a Foe if the kitty was attacking, but there are no extra effects. Since you already know what the kitty was trying to do, this is usually simple to describe.

DESCRIBING BONUSES (3 TO 4+ SUCCESSES)

Kitties get bonuses or super bonuses from rolling 3, 4, or more successes. You'll want to encourage the players to make those bonuses specific to what's going on in the story, just like for complications. They have a list of example bonuses on page 25 to use for inspiration.

Bonuses are often the direct result of whatever the kitty was trying to do. Maybe making quick work of that padlock helps the kitty realize they've finally shaken off that witch's curse, removing the Owie the curse inflicted.

In other cases, bonuses will actually push the scene's plot forward. When the caretaker runs toward them, a kitty uses Super Strength to rip the padlock off the door. Rolling three successes, the player says they want the bonus to be "keeping the caretaker from causing trouble for some time." So they hurry the other kitties through the door, slam it shut, and lock it from the inside. That's a lot of activity that wasn't covered by the original roll, but it follows logically.



In even other cases, the description of a bonus might not really be connected to the kitty's action. But as long as the bonus makes sense in the story, that's okay. For example, with the caretaker rushing towards them, a Kitty uses Time Freeze to buy enough time to get the padlock open. He rolls a super bonus, and declares the caretaker is so distracted he slips on a patch of mud and falls down hard, taking an Owie.

Encourage the players to be creative with their bonuses. After all, they're a chance to inject unexpected awesomeness into the game!



KITTY TIP! KEEP IT SHORT!

Descriptions are great, but try to keep things short and sweet. One of the great things about making the result of a check interesting is that you'll create a neat new situation that the kitties will want to respond to. Let them do it and build from there!



AWARDING KITTY TREATS

Players earn more Kitty Treat tokens by using their kitty's Flaw. When a kitty's Flaw makes the story more fun and interesting – often by making it more challenging for the kitties – you can choose to give that player another Kitty Treat token.

This might mean the kitty's Flaw puts them in danger, makes them fail at a goal, or complicates the story. They don't get a Kitty Treat token every time they just mention their Flaw, though. A Gluttonous kitty should not get a Kitty Treat every time they eat something, but they might earn one for eating the peppermint key to the gingerbread cage where a witch holds kidnapped children.

Also, bringing up a Flaw can make things more difficult for the kitties as a group, but it shouldn't wreck other players' fun. If the rest of the kitties worked hard to set up a plan to defeat the bad guys, it's frustrating if an Impulsive kitty rushes in, ignoring the plan. Likewise, a Greedy kitty shouldn't earn Kitty Treat tokens for stealing the other kitties' toys.



KITTY TIP! THE GM'S MAGICAL POWER

Being a GM for the first time can feel intimidating. It can seem like it's your job to always know what's happening next, and to constantly entertain everyone. That's a lot of responsibility!

But do you want to know the amazing secret of being a Game Master? That's not your job at all.

Being a GM is actually super easy, because whenever you aren't sure what should happen next, you just need to say, "And what do you want to do now?" It's actually the *players* who have to tell *you* what happens next.

That's your Magical Power. Players don't get to do it.

Sometimes what the players say will spark a great idea. When that happens, run with it! If it doesn't, just tell them their action happens like they wanted it to.

And then you'll say, "And what do you want to do now?"

Giving Kitty Treat tokens should be a conversation between a GM and the players. The GM might say something like, "I'll give you a Kitty Treat if your Loud kitty makes a lot of noise trying to sneak past the velociraptors." Or a player might ask, "Can I have a Kitty Treat if my Curious kitty tries a spoonful of this bubbling green ooze to see what it does?"

Kitties can also earn Kitty Treat tokens after things happen. When a Gullible kitty falls into a trap after reading a sign that said, "This is not a trap," the GM can give the player a Kitty Treat token, or the player might ask for one. Players controlling the other kitties can chime in, too. So Maria might point out when Jimmy is doing a good job of using his Scaredy Cat Flaw, and if the GM agrees then Jimmy earns a Kitty Treat token.

TELLING THE STORY

A lot of roleplaying games call a string of related game sessions a "campaign." *Magical Kitties Save the Day* is more like a television series in a way, so we call each game session an "episode." Episodes are made up of "scenes," and it takes one or more episodes to play through an "adventure." A string of related adventures is a "series."

Scenes

Each episode of *Magical Kitties Save the Day* is made up of several scenes. A scene takes place in one location and usually deals with a single goal. When the kitties accomplish this or move on to a new location, they enter a new scene.

It's important to track when scenes change, because kitties recover from injuries and some effects at the end of scenes.

Episodes

A single day's session of *Magical Kitties Save the Day* is called an episode. Some episodes might leave threads hanging for the next episode to resolve, but by the end of several episodes the kitties will have solved the main Problem, completing an adventure.

Adventures

An adventure can take one episode, or several, to tell a complete story arc. Most adventures start with a Problem. The kitties investigate, explore, interact with Foes, cause a little mischief, and hopefully solve the Problem, or at least improve it. Sometimes kitties know what the Problem is right away. Other times one Problem leads to another, or the kitties need to track down the real culprit. Some Problems are big enough that they might take more than a few episodes of play to finish the adventure!

The GM usually creates adventures for the kitties (p37). But the kitty krew figures out their own goals and decides what they want to do in the adventure, leading it in their own direction.

Series

While you can easily play a single game of *Magical Kitties Save the Day* one day and then never come back to that story, most of the time you'll play many games over the course of months or even years. Playing like this is called a series. Like in books or television, a series describes a long-running story, or series of adventures, that takes place in the same setting and, for the most part, features the same characters.



KITTY TIP! GUEST PLAYERS

Most of the time you'll play a series with the same players. But sometimes people have to leave and new players might join. Because it's easy for new players to create a kitty quickly, you can easily invite friends to play with you even if it's just for one episode!



YOUR HOMETOWN

Just as the players create their kitties, the GM creates the hometown where those kitties live. This is the setting where most of the kitties' adventures take place.

A hometown has a supporting cast of characters and lots of locations. These are the people and places that the kitties visit during their adventures. But the most important part of a hometown is its Problems. These are the threats and dangers like witches, aliens, or hyper-intelligent raccoons that make a kitty's life difficult and the personal Problems humans deal with even worse. They're the story ideas for your kitties' adventures.

Setting

Just like in a book or movie, the setting is the time and place where the hometown is located. When you start your series, it's a good idea to talk to the other players and see what kind of setting they'd like to play in. But one of the easiest settings to run is the place where you all live, in the present day. That way you and the players already know a lot about it!

If you want to, you can get more creative. You can set your series in a distant country, in the past or future, or even in a place that never existed! Or you could add magic. After all, your hometown has magical kitties in it, which the real world obviously doesn't. (Or does it?) There are probably other things that are magical there, too. Just look at the Foes chapter and decide which ones you'd like to use!

PUBLISHED HOMETOWNS

Magical Kitties Save the Day has these published hometowns for you to enjoy:

River City: This sleepy, small town surrounded by cornfields holds plenty of danger, starting with the living library books that have your humans trapped inside.

Alien Invasion: A big city suburb called Happy Glade is ground zero for an alien invasion of Zelanoids, whose mothership is orbiting the moon.

Wild Ones: Some kitties don't have humans. The Wild Ones live all on their own in the wilderness, joining prides that have Problems of their own.

Mars Colony: When humans leave the Earth to build the first Martian colony, of course they bring their kitties along with them!

Hometown Problems

Because ***Magical Kitties Save the Day*** is a game about saving the ones you love, the most important part of your hometown is its Problems. Hometown Problems are just bad things that might happen in your hometown. They're the larger dangers faced by kitties, and the bigger perils that make individual human Problems worse. These hometown Problems come in many varieties, and can include:

- ◆ **Foes:** These are enemies that magical kitties can outsmart or face down. They might be fantastical creatures like mermaids and redcaps, or a powerful human like the Mayor. See page 46 for details on creating Foes.
- ◆ **Disasters:** These are events that threaten a lot of people and kitties. They can be either natural or magical. How about a raging wildfire, a strange light coming from a meteorite crater, the dark forest where children are lost, or an ancient curse afflicting the city?
- ◆ **Themes:** Themes usually have to do with emotions, like greed or despair. It's usually easier to wait to explore these after you've gotten experience dealing with external threats.



KITTY TIP! ALL THE ANIMALS

The rules for ***Magical Kitties Save the Day*** work for playing all sorts of magical animals. It's the difficulties that change, not the stats. So go ahead and be magical bunnies, supernatural bears, or even dragons!



OTHER HOMETOWN IDEAS

Your favorite book genres are a great source of hometown setting ideas, like these:

Fantastica: The land of fairy tales is home to Cinderella, Jack the Giant Slayer, and more. Luckily, they have loyal kitties to protect them from wicked step-parents, giants, and other Problems. Tell your own fractured fairy tales!

Kitties of Olympus: Your hometown is Athens, a long time ago. Olympian gods like Zeus interfere with mortal lives, while monsters like the minotaur attack your humans at every turn.

Dino World: Your kitties' humans are explorers who journey to the center of the Earth, where you discover a world of living dinosaurs!

Under the Sea: Your kitty krew is all Catfish (p17) whose "humans" are merfolk living in a wonderful underwater city.

Wild West: You live in the rough-and-tumble days of cowboys and cow rustlers, gold miners and bank robbers, settlers and sheriffs' men.

Horror Hometown: Your kitties live in a fictional Transylvania, where your "humans" are vampires and werewolves who have some pretty unique Problems!

Magic School: Your humans are the newest students at a boarding school for witches. But with magical misfires left and right, they're just lucky they have magical kitties as their loyal familiars!

RANK

Each of your hometown's Problems has a rank, which describes how long it will likely take to overcome (p35). It also suggests how deeply rooted the Problem is in the hometown. This is usually a number from 1 to 4. A hometown Problem with rank 1 is something that the kitties can deal with in one episode, like a dinosaur rampaging through the city. Hometown Problems with rank 2 or 3 may take several episodes to deal with.

Hometown Problems with rank 4 or more are likely to be a thorn in the kitties' side for an entire series. They may be the secret force behind the Problems of many different episodes, and might even be responsible for unleashing other hometown Problems! A rank 4 hometown Problem could be the queen of the dark faeries, the magical kitty whose bitter jealousy turned them dark, or the alien bodysnatchers replacing important humans.

Rank	Toughness	Related Problems	Example
Rank 1	Defeated in a single episode.	May be spawned by other Problems	A rampaging dino.
Rank 2	Lasts a couple episodes before beating.	None, or makes a single other Problem by itself.	An obnoxious brownie refuses to leave the kitty crew's home.
Rank 3	Takes several episodes of work.	Can spawn other Problems, with or without a Big Bad behind them.	A mad scientist's killer bees invade your hometown.
Rank 4	Spans many episodes, or a whole series.	May have a Big Bad who unleashes many other Problems.	Zelanoid aliens have plots everywhere, plus a huge mothership orbiting the moon!

ASSIGNING HOMETOWN PROBLEMS & RANKS

For a quick start to a new series, a good rule of thumb is to choose a single big hometown Problem with rank 4, or several smaller hometown Problems that total 4 ranks. That's exactly what the players do for their human Problems.

Add more hometown Problems whenever it fits your series, at the rank that suits it best. Use the table here as a guideline.



KITTY TIP! RANK VS DIFFICULTY

Difficulty tells you how hard a Foe is to roll against. Rank tells you how long a Problem is likely to hang around. A Foe with high Cute, Cunning, and Fierce difficulties of 6 might only take one adventure to defeat and be rid of forever. That barely makes them a rank 1 Problem!



Locations

Hometowns are filled with lots of places – buildings, parks, landmarks, streets, and more. Some might be magical locations that most humans don't know exist, and don't know how to get to. Others will be just like the places you've been. Some locations will be both. They might have a "normal" side that the humans know, and a magical side that kitties can enter.

You may want to write these down in a list, or make a map of your hometown. But you shouldn't describe every single location! Focus on the stuff that's really unusual. You'll know what a typical house looks like without writing about it. And you can always create more locations while you're playing.

A few things you should include:

- ◆ **Major Landmarks:** Include enough specific places – like Town Hall, a famous statue, or the nearby mines – so players have a general idea of what their hometown is like.
- ◆ **Kitty or Human Hang Outs:** The local school and the mall are good to include. Maybe also the library, the soccer field, or the neighborhood park. And don't forget the hollow tree trunk where kitties meet to talk about the prophecy.
- ◆ **Strange and Mysterious Places:** These are the places where adventures begin or end, and where curiosity beckons.
- ◆ **Places Haunted by Hometown Problems:** Include places hometown Problems live (like the abandoned castle outside of town), where they come from (the inter-dimensional portal deep in the dark forest), and where they work their schemes (the industrial factory that pours poison into the river).
- ◆ **Neighborhoods:** Each neighborhood in a city may have a different feel that you can also describe, if you like.

The players will help you with this, too. As they create their kitties, they'll often come up with ideas for where they or their humans hang out or want to go.



KITTY TIP! ONE GREAT DETAIL

If you're adding a "normal" location to your hometown – like a school, a restaurant, or a post office – try to add one unusual detail that makes that place special. Maybe there's a strange, bricked-up doorway in the school. Or one whole wall of the restaurant is a giant aquarium filled with exotic fish. Or there's a paper fairy who lives in the rafters of the post office.



KITTY TIP! CASTING CHOSEN HUMANS

Some players have a hard time creating their kitty's human. If you have your supporting cast ready, you can always ask whether the kitty might want to choose one of them!

Supporting Cast

One of the most important jobs of the GM is to control the supporting cast. These are all the people and animals other than the kitty crew. They might be friends or enemies, and include everything from the kitties' humans, to the neighborhood mice, to the dark fairies in the sewer.

You may want to write down a list of your supporting cast, with some details for each one. But remember, even though you put thought into your cast, the players' kitties are the real stars of the series. Supporting cast is there to help the kitties look good, not overshadow them.

Just like locations, focus on interesting people who are likely to meet the kitties or their humans. Some questions to think about include:

What's their name? Think of an easy-to-remember name that describes the character well.

What do they look like? Come up with something distinctive about each so they're more memorable.

How do they act? Crossing your arms, tapping your chin, winking – deciding on a gesture for each makes them distinctive for your players and easier for you to act out.

What do they want? Maybe they're things the kitties can help them with. Or maybe they're things the kitties want to stop them from getting.

What's their Problem? Cast in dramatic situations often have their own Problems to overcome.

How do they feel about the kitty crew? Do they remember a favorite furry pet they had as a child? Or did they get bitten by a feral feline last week?

How are they related to the kitties' humans? Are they family, friends, schoolmates, co-workers, neighbors?

HANDLING PROBLEMS

There may be some times when the kitty krew goes adventuring just for the sake of adventure – like when they hunt for lost pirate gold, or join in a griffin race. But they'll usually be trying to solve human Problems or overcome hometown Problems (or both). After all, they're magical kitties who save the day!

Solving Human Problems

At the end of each episode, you get to adjust the ranks for the Problems of the kitty krew's humans. You choose whether they go up or down and by how much, with the players' input. This is usually -1 rank, but can be anything from -3 to +3 ranks for extraordinarily good or bad adventures.

Think about the kitty who wants to get ice cream for their human Jenny, who's "Sad About Moving." If all the kitty has to do is open the freezer, that won't lower the rank of her Problem. In fact, it might even go up from being ignored for an episode!

You also shouldn't just declare an episode earns enough ranks to solve a human's Problem entirely, and be done with it when the story isn't over yet. The events of the episode should logically help the Problem get better or go away.

And remember that not every episode involving a human is necessarily about solving their Problem. If Jenny accidentally falls through a faerie circle, the kitty krew will definitely want to go rescue her, even though that won't make her feel better about losing her old friends.

Sometimes, though, a clever kitty can take advantage of an adventure that wasn't originally connected to their human's Problem. Maybe another kitty's human, Toby, was also kidnapped by the faeries. The kitties make sure Toby and Jenny help each other during their escape, and they become friends. Making a new friend helps Jenny feel better, and that *does* help solve her Problem, likely a lot more than that ice cream!

In the end, it's the GM's decision if an episode helps solve a human's Problem. And while some episodes can help solve multiple Problems, this should be pretty rare.



MOVING TO A NEW HOMETOWN

Maybe you all want a change of pace, or the kitties have solved all their humans' Problems. It could be the kitties are vacationing with their humans. Or maybe they're chasing down a troublesome Foe who fled. Feel free to move to a new hometown whenever you like!

If the kitties are just visiting, you don't need to do anything special. You can just use the Problems, locations, and supporting cast there the way you would back home.

If the kitties are moving and their humans aren't coming with them, then they'll need to pick new humans. This might be the first story told in the new hometown. Or you could skip ahead to a time when the kitties have already done this, and continue your story from there.



SAVING THE HUMANS

When the rank of a human's Problem goes to 0, that Problem goes away. The player can erase it from their character sheet. If *all* a human's Problems are gone, then that human has been saved!

When kitty krew has solved all their humans' Problems, that's also a natural point for ending your series and starting another.

If you don't want your series to end, then a kitty who saves their human will need to say goodbye and choose a new human. There's somebody else out there who needs their help, after all! The new human gets 4 ranks of Problems for the kitty to solve.

If this doesn't sound good to you, then set things up so the kitty can help another human without leaving the humans they're living with. Maybe it's a neighbor or a new roommate who needs help. Or another member of the family might develop Problems.

You could also bring the series to a triumphant finale, then start a new series starring the same kitties a few years later. This might also be a good chance to start exploring a new hometown!

Overcoming Hometown Problems

Adventures are also often about overcoming hometown Problems. Kitties must defeat the witch, save the children's house from wildfire, or sabotage the hyper-intelligent raccoons' mind-control device. This works just like solving human Problems.

If the kitties go on an adventure that thwarts the hometown Problem, then the rank of the Problem is reduced by -1 to -3 at the end of each episode. If it's reduced to rank 0, then the Problem no longer threatens the hometown, and you can erase it from your notes.

But confronting hometown Problems can also make things worse. If the kitties go on an adventure to oppose a Problem and they *fail*, then the rank of the hometown Problem increases by +1 to +3 for that episode. At least one of these ranks is usually added to the original Problem. Any extras can increase the original even more, or can be used to spawn new hometown Problems, making it even harder to defeat them all in the future!

Sometimes the rank of a hometown Problem can increase even if the kitties just choose not to go on an adventure. If you see the hyper-intelligent raccoons building their mind-control device and you don't do anything about it that episode, then their scheme succeeds and it's harder to stop them next time. Their rank increases by at least +1.

Rank Change	Episode Progress
+3	Failed spectacularly. The original Problem grows hugely (+1 to +3). You may use ranks over +1 to spawn several new Problems.
+2	Failed pretty badly, and the original Problem gets stronger (+1 or +2). You may use a rank over +1 to spawn a new Problem.
+1	Ignored the Problem or had a minor setback that helps it grow.
0	Trivial or no progress on the Problem.
-1	Default for one episode of work on a Problem.
-2	Really good progress on a Problem in one episode.
-3	The Problem is thwarted in a huge grand finale, and probably gone forever!



KITTY TIP! EVERYBODY HAS PROBLEMS!

Try not to have adventure after adventure aimed at solving the Problems of the same human. Spread the adventures around, giving each of the kitties a chance to help their humans, and to shine in the spotlight.

THE BIG BAD

A hometown Problem with a rank higher than 1 will take a few episodes to beat. If there's a Foe at the heart of the Problem, this doesn't mean the kitties need to confront that "Big Bad" in every single episode, though. Instead, the first couple might be about dealing with the bad guy's henchmen.

But what if the kitties *do* force a confrontation with, for example, Madame Mummy – the Big Bad of a hometown Problem with rank 3 – and undo the spell that animates her corpse in the very first episode?

In some cases, it can be fine to just let it happen. Even though episodes usually reduce Problems by -1 rank, the kitties were extraordinarily clever and pulled off a stunning feat of derring-do. That reduces Madame Mummy's rank by -3, and eliminates the hometown's Problem ahead of time. Time to move on.

But what about all the work you put into designing your epic, series-long adventure? So maybe the kitties do beat the Big Bad, but it only reduces her rank by -1. A few months later, the Mayor performs a ritual that raises Madame Mummy from the dead again. Or it could turn out that, with Madame Mummy undone, her mummy horde now rampages through town in a mindless rage. They inherit her remaining rank of 2, and become a hometown Problem in their own right.

ADJUSTING PROBLEM RANKS

Both hometown and human Problem ranks go up or down at the end of each episode. The GM decides how much by talking with the players. The table here gives guidelines for adjusting Problem ranks.



KITTY TIP! ONE HOMETOWN PROBLEM, LOTS OF HUMAN PROBLEMS

Try taking one hometown Problem and aiming it at the Problems of a bunch of different humans at the same time! It's not hard to imagine a Big Bad imperiling lots of people in different ways. The kitties might deal with them one at a time, or maybe they all happen at the same time and the kitties need to prioritize. Either way, it guarantees a giant climax to your story!

Aiming Problems at Other Problems

It's easy to create adventures by aiming a hometown Problem at a human Problem.

Billy's Problem is that he's being bullied at school. One of the Problems in his hometown is a battle-bot. So take the battle-bot and point it at the bully. Maybe the battle-bot is being controlled by the bully. Or the battle-bot could have infiltrated the school and started mind-controlling the kids!

When a hometown Problem is aimed at a human Problem, the reward for success is high, since the kitties can reduce both ranks at once. But if the kitties suffer a setback, things get much worse. Not only does the hometown Problem's rank get worse, so does the human Problem's!

Hometown Problem Alliances

If you want a really big adventure, combine two (or more!) hometown Problems and aim them both at the same human Problem. Often this means that the two hometown Problems are working together, like an alliance between the battle-bots and hyper-intelligent raccoons to steal the schematics a kitty's human is making for their stressful job. But the two might be interfering or competing with each other just as easily, like if the pixies and fauns have a contest to see who can kidnap the most children by the harvest moon.

The two hometown Problems don't have to be related to each other, though. It could just be bad luck they're happening at the same time, like if living shadows catch one of the magical kitties at the same time the kitties are trying to save their family's dog from an over-eager dog catcher.

Not a Problem

Remember that not every passing danger is a hometown Problem. You can fill your adventure with lots of different Foes and Disasters that only last one scene, like a guard dog the kitties need to pass by. Those aren't Problems. Other Foes and Disasters may appear in more than one scene, like a pack of cyber-dogs hunting the kitties for the battle-bots. But they're still not Problems, since they appear for much less than a whole episode. It's only a hometown Problem if it's the *focus* of at least one entire episode. More than one episode would mean its rank is probably higher than 1.

Also, more than one Foe or Disaster can be part of the same hometown Problem. Say the battle-bots in your hometown are converting local strays into cyber-dogs. Then it makes sense that the kitties will often tussle with cyber-dogs when they're trying to deal with the battle-bots. Sure, at first the players might think the cyber-dogs are a low-ranking Problem of their own. But they'll be surprised when they discover the cyber-dogs are actually just part of the secret, high-ranking battle-bot Problem. That's the fun of adventuring!



KITTY TIP! A PROBLEMATIC GUEST STAR

A new hometown Problem can "guest star" in an adventure focused on a different hometown Problem, especially at the very end of it. This can be a good way to introduce an upcoming Problem the kitties will need to deal with later.

BREWING UP A MAGICAL ADVENTURE

1. Choose a Problem from your hometown, or make a new one with 4 ranks.
2. Pick a Problem of one of the kitties' chosen humans.
3. Aim the hometown Problem at the human Problem. How is the hometown Problem making the human Problem worse?
4. How could the kitties learn about the hometown Problem? That's your adventure hook to draw them into the action.
5. Pick an adventure recipe, and the adventure ingredients that will go into it.
6. Mix it all together into a magical adventure!

CREATING ADVENTURES

Now that you know the basics of aiming Problems at each other, let's cook up an adventure! The GM's imagination is like a witch's cauldron filled with story ingredients, all stirred together following an arcane recipe to make the magical potion that is an adventure. Here's how to brew your own!

When your series is first beginning, you may make up adventures for the kitties. But as it continues, the kitty crew will likely start setting their own goals and taking the lead in figuring out what they want to do next. This is great! The advice here about making adventures is useful whether you're coming up with ideas, or following the players' lead.

Adventure Hooks

After choosing your hometown Problem and the human Problem to aim it at, next you need an adventure hook. This is how the kitties discover the hometown Problem exists. It's like the iron hook that holds the witch's cauldron over the fire, since it gets things heating up in the adventure! Some adventure hooks are:

- ◆ Someone asks the kitties for help with the hometown Problem.
- ◆ The kitty crew hears rumors about the Problem.
- ◆ A kitty stumbles on evidence of what the Problem is doing.
- ◆ A Foe or Disaster tied to the Problem directly confronts the kitties, their humans, or their friends.



When you're designing an adventure, you'll often want an adventure hook that can come looking for the kitties. Then the kitties will have to react to it. Some kitties, though, will go out looking for hometown Problems on their own. That's great! Follow their lead by either creating a new adventure, or figure out how these motivated kitties could poke their noses into an adventure you already have planned.

Now that the kitties are interested in dealing with the hometown Problem, what happens next?



KITTY TIP! UNKNOWN HOMETOWN PROBLEMS

Sometimes kitties will get involved in an adventure before they know what the real hometown Problem is. They might see some gross sludge pouring out of the local chemical plant that's making the ducks in the river sick (that's the adventure hook), but have no idea that the sludge is actually being created by battle-bots who've taken over the plant (that's the hometown Problem). Trying to figure out what's really going on can be a lot of fun!



KITTY TIP! RECIPES ON THE FLY

Adventure recipes are super useful when you need to improvise during an episode. Using an adventure recipe you can quickly brainstorm ideas, paste them into a proven form, and know the adventure will probably work!

This can be tricky. You don't want an adventure where the kitties just walk straight up to the hometown Problem and bop it on the nose. That's too easy! So think of the adventure as a series of obstacles the kitties need to beat before confronting (and hopefully overcoming!) the heart of the Problem, which is often a Big Bad.

Every adventure is unique, but you can use the "adventure recipes" here as a starting place for making your own magical mixture for your players!

Adventure Recipe: Boss Rush

Choose three to five Foes (or groups of Foes) and put them between the kitties and the heart of the hometown Problem. The kitties need to beat each of the Foes in turn before they can finally face the Big Bad in a thrilling climax! Just remember that confronting a Foe doesn't have to mean fighting them. Kitties might outsmart, outmaneuver, or just outrun them.

One tricky bit with this recipe is making sure the kitties always find and confront the next Foe in line. Here are some ideas:

Guardians on the Path: The kitties know where the Big Bad is, but its Foes appear along the way. If it weren't for them, the kitties would just walk up to the core of the hometown Problem straight away.

The Lair: Getting to where the Big Bad is holed up was easy, but now the kitties have to penetrate their defenses! Whether they climb to the top of the Old Clock Tower, or delve into the haunted caverns under the insane asylum, the place is filled with Foes who want to stop them.

A Trail of Clues: Overcoming each Foe along the way gives the kitties clues to figuring out where the next Foe is. (See the Simple Mystery recipe, too.)

A New Challenger: Each Foe comes to the kitties. This works well if the kitties are defending something or someone, fending off minor assaults before the real challenge arrives.

Adventure Recipe: Five Scenes

The kitties' obstacles don't always need to be Foes. This recipe has five different types of scenes, instead. Just fill each scene with the right ingredients, and you've cooked up a satisfying adventure that fills an episode of play. The five scenes, in order, are:

- ◆ The First Threat
- ◆ The Puzzle
- ◆ The Roleplaying
- ◆ The Trick or Double-down
- ◆ The Big Finale

The First Threat: Start the adventure with a Foe to challenge. This is often a guardian, preventing the kitties from getting to the Big Bad's lair. Or it might be a warning sent to discourage them from seeking the hometown Problem at all. This will have exactly the opposite effect! This scene usually includes the adventure hook.

The Puzzle: The kitties face a challenge that takes cleverness to solve, not tooth and claw. Classic riddles, magic chessboards, encoded messages, and the like work just fine. But a "puzzle" can also be something like trying to cross a ravine after the rope bridge has collapsed. Just be sure to include a couple ways of solving or bypassing the puzzle. Or grant the kitties some extra advantage or info for solving the puzzle, instead of blocking their route if they fail.

The Roleplaying: The kitties have a chance to interact with an interesting Foe (or a group of Foes) to get the information they need. It's your choice whether the Foe is helpful or antagonistic to the kitties, but the scene should be about talking, not fighting.

The Trick or Double-down: Here the kitties face a trap, red herring, or reversal of fortune. This is the moment where the adventure the kitties *think* they're having becomes a completely different adventure. It turns out the *real* bad guy is the prince they've been trying to help. Or they realize that *they're* the ones who actually need to be rescued. Or what they thought were feral dog attacks are actually *werewolf* attacks. If you don't think your adventure needs a trick, double down by repeating one of the other scene types – a threat, puzzle, or roleplaying scene.

The Big Finale: The kitties confront the Big Bad of the hometown Problem and (if all goes well) save the day!



KITTY TIP! FIVE SCENE MIX-UP!

When using the Five Scenes adventure recipe regularly, you can always mix things up by changing the order of the scenes or running multiple scenes of the same type.



Adventure Recipe: A Simple Mystery

Mysteries come in all shapes and sizes, but here's a simple method for making a good one:

What's the mystery about? Was something stolen? Was one of the kitties' humans hurt? Was something damaged or destroyed? Who did it? Why did they do it?

What's the adventure hook? How do the kitties even know there's a mystery to be solved? This is your first scene.

What's the big finale? Where do the kitties learn the hidden truth or confront the Big Bad if there's one behind the mystery? This is your last scene.

What are three cool locations or Foes related to the mystery? Brainstorm a bunch and pick the best three to turn into scenes. Also, before you toss out the other ideas, see if you can combine them with your picks to make the three scenes even better!

How can you connect your scenes with clues? Include clues in the adventure hook scene that point to the three locations or Foes you picked. Then, in each of those three scenes, include clues pointing to the other two scenes and the big finale. The kitties should be able to follow the clues and explore the whole mystery, without losing the trail!



KITTY TIP! THE THREE CLUE RULE

Whenever you want the kitties to figure something out – like where their next obstacle is located – always include at least three clues.

The players might miss one of the clues, ignore the second, and maybe even misinterpret the third. But three clues makes it far more likely that they'll be able to figure things out. And that's the goal, after all!

Adventure Recipe: The Raid

The kitties want something that's inside a heavily fortified location. They need to figure out how to get in and take it. So the main thing you're creating here is the location. You'll want to start with a map or floorplan for it, keeping these things in mind:

- ◆ The kitties should be able to read the map easily.
- ◆ They should be able to identify some (or all) of the defenses protecting it.
- ◆ The location should have lots of ways to get inside.
- ◆ The defenses should actively respond to the kitties.

During the adventure the kitties will:

Find Out Where They're Going: Learning where the thing they want is actually located is usually part of the adventure hook. But a Raid adventure can also be the big finale for a Boss Rush, Five Scenes, or Simple Mystery adventure. Finding out where they're going often comes after the first adventure.

Plan Their Raid: This is why the kitties need the map, and they have to be able to figure out the defenses. Knowing these things lets them plan for dealing with them. And planning can sometimes take most of the episode!

Run Their Raid: This is why you want to actively play the defensive forces. Being able to respond to whatever plan the kitties come up with will make the raid more exciting!

Adventure Recipe: Rescue Operation

Human children always seem to be getting lost in the shadowlands, trapped in burning houses, or kidnapped by neighborhood monsters. To design a rescue operation, you need:

- ◆ Your person in distress
- ◆ A path to safety
- ◆ The hazard list
- ◆ A detour



KITTY TIP! MAGICAL KITTIES SAVE THEMSELVES!

Sometimes the kitty crew just needs to save themselves. You can use the Rescue Operation recipe for those adventures, too!

Your Person in Distress: Children are traditional, but the person in distress doesn't actually need to even be a human. After all, kittens are just as good at getting into trouble. So are friendly neighborhood animals.

A Path to Safety: This is the route the kitties will use to get their person to safety. You don't actually need to prep this. You can just let the kitties pick an obvious way out.

The Hazard List: This list of hazards describes the dangers in their path, which the kitties usually encounter one by one.

A Detour: If the kitties fail versus a hazard, they'll be forced onto a different path. You should know what this path is ahead of time, because you'll be forcing the kitties onto it instead of them choosing it. Once on the detour, they'll keep facing the dangers from the hazard list. Once the kitties have beaten all of the hazards on the list, they all make it to safety!

THE HAPPY ENDING

Beating the hometown Problem doesn't have to be the last scene of an adventure. Take the time for a final epilogue! This scene gives the kitties a chance to appreciate their victory, and to receive their rewards.

Rewards might be loot, but can also be information leading to a new adventure. If the adventure also made a human Problem's rank go down, that's also a form of reward. The kitties should get a chance to see how happy that makes their chosen human!

This final scene could also present a sudden setback or a twist that sets up the next adventure in the series. If the hometown Problem hasn't been defeated once and for all, this is often the case!

FOES

Magical kitties face many Foes in their adventures, from world-conquering aliens, to evil witches, to the neighborhood dog. They're part of what makes the game exciting.

This chapter explains how Foes work and shows how to create new Foes. Then it describes some of the most common Foes kitties have to deal with in *Magical Kitties Save the Day*.

WHAT ARE FOES?

In *Magical Kitties Save the Day*, any creature a kitty has a conflict with is considered a Foe. This doesn't mean they have to hate each other, though they might. A Foe can also be a harmless squirrel who refuses to tell a secret, or a neighborhood stray who challenges a kitty to a friendly race.

A Foe who shows up for a whole episode or more can become a hometown Problem. And each Foe here has adventure ingredients given for it, so you can use them to make interesting Problems and adventures both!

Most of the time if you want a Foe to do something, the GM just says what they do. But sometimes the kitties want one thing and the Foe wants another, so we use the game rules to decide what happens.



STEP-BY-STEP ROLLING VS FOES

1. The player describes an action against a Foe.
2. Gather dice equal to Cute, Cunning, or Fierce, +1 die for a talent, +2 dice for a Magical Power, +1 die per previous success bonus, -1 die per Injury. If that's 0 dice, they can't roll it.
3. Roll those dice versus the difficulty number, which is the Foe's Cute, Cunning, or Fierce difficulty.
4. The player can use a Kitty Treat to reroll any or all dice.
5. Figure out the result:
 - ◆ **0 successes** means the kitty fails at their action and lets the Foe use a Reaction (or causes another complication from page 25). If that's an Owie to the kitty, mark down an Owie. If they're already at their Owie Limit, the player can use a Kitty Treat to avoid an Injury, or else mark down an Injury instead of an Owie. If that brings the kitty to 0 in all Attributes, they're incapacitated.
 - ◆ **1 success** means the kitty succeeds at their action and does one Owie to the Foe if they're trying to, but lets the Foe use a Reaction (or causes another complication from page 25).

Write down the Owie the Foe took. If they're at their Owie Limit, they're defeated. If the Foe's Reaction is an Owie to the kitty, mark down an Owie. If the kitty is already at their Owie Limit, the player can use a kitty treat to avoid an Injury, or else mark down an Injury instead of an Owie. If the kitty is reduced to 0 in all Attributes, they're incapacitated.
 - ◆ **2 successes** means the kitty succeeds at their action and does one Owie to the Foe if they want. Write it down. If the Foe is at their Owie Limit, they're defeated.
 - ◆ **3 successes** means the kitty succeeds at their action and does one Owie to the Foe if they're trying to, plus a bonus from page 25. Write down the Owie. If the Foe is at their Owie Limit, they're defeated.
 - ◆ **4+ successes** means the kitty succeeds at their action and does two Owies to the Foe if they want (or one Owie plus a different super bonus from page 25). Write it down. If the Foe is at their Owie Limit, they're defeated.
6. At the end of the scene, kitties who took an Injury heal one Injury.

Foe Difficulties

While magical kitties have Cute, Cunning, and Fierce *values*, their Foes have Cute, Cunning, and Fierce *difficulties*. In ***Magical Kitties Save the Day***, players always roll the dice, so Foe difficulties *are not* the number of dice rolled. Instead, Foe difficulties are the default target number that players need to match or beat when facing the Foe. The



KITTY TIP! FOE HIGHS AND LOWS

A dragon has an Owie Limit of 5 and Cute/Cunning/Fierce difficulties of 6/6/6. A squirrel's Owie Limit is 1, and its difficulties are 3/3/3. That's the high and the low for Foes. Every other Foe's stats should fit in between them. (Excepting exceptions.)

GM can (and should) raise or lower this number based on the situation. For example, if a kitty wants to race a lap dog, the player would roll dice based on their kitty's Fierce. Because the lap dog has a Fierce difficulty of 4, the kitty needs at least one 4 to succeed.

A Foe's difficulties are just a starting point, though. Sometimes the GM will adjust them if what a kitty's doing is easier or harder than normal. After all, it's probably easier to use Cute to get a human to let you in from the cold, than it is to convince them that nothing's wrong while a building burns down.

Owie Limit

Just like kitties, Foes take Owies and have an Owie Limit. Normally, a kitty can cause a Foe a single Owie by succeeding at a check (usually a Fierce check against the Foe's Fierce difficulty). Unlike kitties, Foes don't suffer Injuries. Instead, whenever a Foe suffers Owies equal to their limit, they're defeated. This might mean that they are knocked out, captured, or scared away.

Reactions

When a player fails their roll or only gets one success, something bad happens. That's called a complication. When the kitty is making a check against a Foe, the complication is often that the Foe takes a Reaction. The Reactions listed here are some of the most common, but you can come up with other similar ideas.

Sometimes these Reactions have very specific game rules, like: "**Bite:** Causes one Owie." Other times they are more descriptive, like: "**Vip:** Alerts allies." The first type is easy to resolve. Just have the player mark down one Owie on their character sheet. The second kind needs a little more creativity. It might cause more Foes to come to the scene, or it might mean that a nearby human closes a door or locks a gate.



KITTY TIP! FOE DIFFICULTIES ARE *NOT* KITTY ATTRIBUTES

One key thing to remember is that Foe difficulties are *not* how Cute, Cunning, or Fierce they are. They're how hard it is to use those abilities against them. A Cute difficulty, for example, often has little to do with how Cute the Foe is. Instead, it describes how likely the Foe is to be swayed by cuteness, which is why robots have such a high Cute difficulty!

YOUR OWN FOES

Making your own Foes in *Magical Kitties Save the Day* is so easy you can do it while you're playing. Just decide on an Owie Limit, three Attribute difficulties, and how the Foe might react if it doesn't like the kitties. You can use the difficulty table on page 24 to gauge difficulties, or look at the example Foes given here as a guideline.

To make a new Foe, find one here that's a similar type and size, and adjust it from there. Sometimes you won't even have to make any changes to a published Foe at all. You can use the exact same stats and just rename a Reaction. That's why many of the example Foes include a section that lists similar Foes their stats can be used for.

As-Is: Lists Foes the stats can be used for with no changes, or with a Reaction name change.

Mods: Gives Foes with minor changes to difficulties, or maybe a different Reaction to swap in.

Alts: Points you at a different Foe type that would work better.

Another very quick way to customize an existing Foe is by giving them a Magical Power. Draw a Magical Power card or pick one from the table on page 16.



KITTY TIP! ADVENTURE INGREDIENTS

If you think of each adventure as the result of a recipe, then Foes and Disasters like those listed here are the ingredients you add to the mixture. Each example Foe and Disaster you'll find in this chapter includes "adventure ingredients" that suggest ways to use them in your adventures. But the only limit is your imagination!

EXAMPLE FOES

Here are some examples of the Foes your kitties might face. Just because they're listed as Foes doesn't mean they're all out to get the kitties. It just means they might come into conflict with the kitties somehow.

What in the World?

Foes here are arranged by type, so it's easy to find similar stats when you need them for, say, making a 42-headed space blobfishoid. Inside each category, you'll find examples of all sizes, magical and non-magical.

Kitties: Kitties are the heroes of this game! So they get their own category, of course.

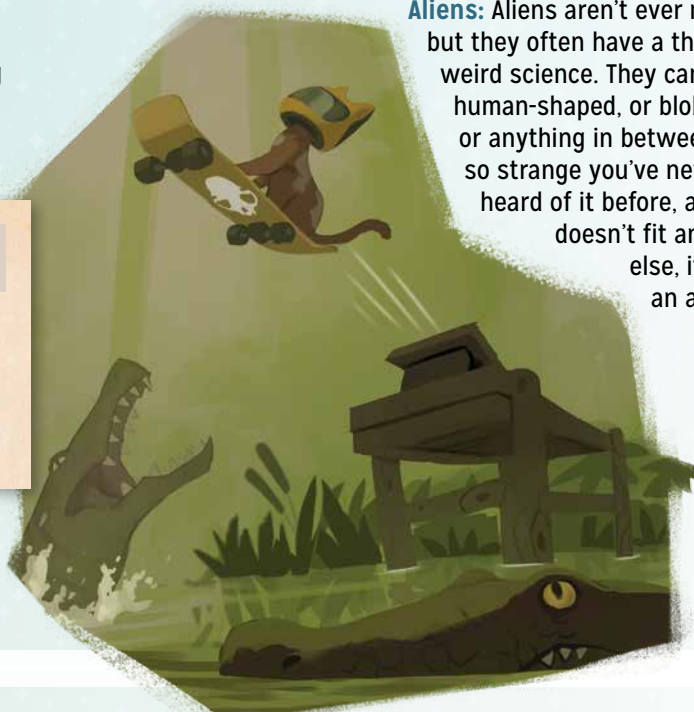
Humans: Your human is your best friend in your whole hometown. You have to save them!

Critters: Critters are creatures who only eat plants or bugs. They're sometimes full of information, and mostly harmless.

Rivals: Rivals compete with kitties for food or territory. They can be a challenge if you take the tooth-and-claw approach, but some of them are pretty nice if you try talking with them.

Thingamajigs: Thingamajigs aren't creatures, they're *things* that seem alive but really shouldn't be. Some don't even have gears or wheels, but instead of staying where they're put, they move around on their own making trouble. And to top it all off, they often show intelligence, personality, and even free will.

Aliens: Aliens aren't ever magical, but they often have a thing for weird science. They can be almost human-shaped, or blobby oozes, or anything in between. If it's so strange you've never even heard of it before, and it doesn't fit anywhere else, it's probably an alien.



KITTIES

Kitties come in all shapes and sizes. But be careful, because not all of them are as nice as you are!

Little Kitty: Kitten

Every kitty loves kittens, and protects them from danger at all costs. They're small and cute and defenseless, which makes them the "maidens in distress" of the kitty world.

As-Is: Kitties smaller than a house kitty.

Alts: Kitties smaller than a mouse use bug stats.

OWIE LIMIT ①

CUTE DIFFICULTY ③

CUNNING DIFFICULTY ③

FIERCE DIFFICULTY ③

REACTIONS

Hiss and Spit: Alerts allies.

Flee: The kitty must make any Attribute check, or else the kitten flees.

ADVENTURE INGREDIENTS

Little Lost Kitten: The kitties hear the desperate mewling of a kitten who fell through a storm drain grate. But getting the kitten out past alligators, slime monsters, and dark fairies won't be easy!

Kitty: House Kitty

Not all kitties have Magical Powers. Some are just regular kitties. Many kitties are nice, but some are mean or territorial and want all other kitties (magical or not) to go away.

As-Is: Feral kitties, smaller wild felines such as ocelots, caracals, and servals.

Alts: Look at the magical kitty example for kitties with powers.

OWIE LIMIT ①

CUTE DIFFICULTY ④

CUNNING DIFFICULTY ④

FIERCE DIFFICULTY ④

REACTIONS

Scratch: Causes one Owie.

Screech: Alerts allies.

Flee: The kitty must make any Attribute check, or the kitty flees.

ADVENTURE INGREDIENTS

The Watcher: The lazy neighbor cat sits on a windowsill all day long, napping in a ray of sunshine. But they see everything that happens on the kitties' street, and are easily bribed with treats!



Magical Kitty: Witch's Familiar

The players' kitties aren't the only ones with Magical Powers. Usually magical kitties help each other, but sometimes they conflict when the needs of their humans are at odds. This magical kitty's human is a witch up to no good, but the loyal kitty is determined to help anyway.

As-Is: Just pick the appropriate Magical Power for characters like Puss-in-Boots and the Cheshire Cat, and for fantastical kitties like merkitties, winged kitties, unikitties, kitty-animal hybrids, changeling kitties, alien-infected kitties, devil/demon kitties, and mutant kitties.

See Ghostly Kitty for intangible magical kitties, and Zombie Kitty for undead magical kitties.

OWIE LIMIT ②

CUTE DIFFICULTY ④

CUNNING DIFFICULTY ④

FIERCE DIFFICULTY ④

REACTIONS

Scratch: Causes one Owie.

Screech: Alerts allies.

Magical Power: Choose a Magical Power for the kitty.

ADVENTURE INGREDIENTS

Witchy Kitty: A witch's familiar comes to the kitties for help. A spilled potion while the witch was out has left them with antlers, bat wings, and a lizard tail! There'll be big trouble if the witch finds out.



Magical Kitty: Ghostly Kitty

Spirit kitties prowl the lands of the living trying to help their still-living humans with Problems. They don't even realize when they've become a Problem themselves!

As-Is: Intangible magical kitties like kitty spirits, banshee kitties, and poltergeist kitties.

Alts: See Vampiric Kitty for undead magical kitties.

OWIE LIMIT 3 **CUTE DIFFICULTY** 3 **CUNNING DIFFICULTY** 4 **FIERCE DIFFICULTY** 4

REACTIONS

Telekinesis: As the Magical Power, usually causes one Owie.

Yowl: Alerts allies. Each kitty must pass a Fierce check or run away.

Phasing: As the Magical Power.

ADVENTURE INGREDIENTS

I'll Be Back: When one of the kitty krew is injured badly taking out a Big Bad, they're back the next night as a ghostly kitty ready for even more adventures!



KITTY TIP! KITTY CONTAGION

The Disaster section has rules for Magical Plagues. You can use those for "contagious" foes like werewolves, vampires, zombies, and the like. Or you can choose to roleplay what happens when a kitty might be infected, instead!!

Magical Kitty: Zombie Kitty

So, zombie kitties stay out all night, sleep all day, and like their food uncooked? Sounds not so bad!

As-Is: Undead magical kitties like skeleton kitties, ghoul kitties, and mummy kitties.

Mods: For hopping vampiric kitties replace Yowl with Immunity (it's unharmed by a particular kind of damage, and doesn't take Owies from it). See Hopping Vampire for vulnerabilities.

Transylvanian vampiric kitties have Cute difficulty 3 and Cunning difficulty 5. They replace Yowl with Charm (the kitty must pass a Cute check or be incapacitated for the scene) and Shapechanging (transforms into a bat, mist, or kitty with the same stats). They're also vulnerable to beheading, wood piercing their heart, sunlight, religious icons, and garlic.

Alts: See Ghost Kitty for intangible magical kitties.

OWIE LIMIT 3 **CUTE DIFFICULTY** 5 **CUNNING DIFFICULTY** 3 **FIERCE DIFFICULTY** 4

REACTIONS

Feed: Cause one Owie and recover one Owie.

Yowl: Alerts allies. Each kitty must pass a Fierce check or run away.

Undead: As the Magical Power.

ADVENTURE INGREDIENTS

Plague Heralds: A plague of zombies is being created by the black-robed figures seen around the ruins on the edge of town. The black crystal they protect in their inner sanctum is its source, and magical kitties aren't immune!

Big Kitty: Bobcat

The wild places near your hometown are home to kitties even bigger than you are ... and so is the city zoo! But of course, those kitties would *never* be able to escape and come play.

As-Is: Lynx, cheetahs, jaguars, leopards, and cougars (aka panthers, mountain lions, or pumas).

Mods: For werejaguars in cat form, add the Magic Power Shapechanging.

Really big kitties such as lions, tigers, sabertoothed tigers, and cave lions have Owie Limit 4 and Fierce difficulty 6.

For kitty monsters like chimaera, manticores, and sphynxes, use really big kitty mods plus choose Magical Powers.

OWIE LIMIT ③ **CUTE DIFFICULTY** ④ **CUNNING DIFFICULTY** ④ **FIERCE DIFFICULTY** ⑤

REACTIONS

Teeth and Claws: Causes two Owies.

Growl: Alerts allies. Each kitty must pass a Fierce check or run away.

Pounce: The big kitty leaps at a kitty, who must pass a Fierce or Cunning check or be pinned to the ground.

ADVENTURE INGREDIENTS

Ice Age Kitties: Your hometown's museum opens a new exhibit of a frozen sabertoothed tiger, still embedded in glacier ice. The kitty krew discovers this ancient magical kitty is still alive but trapped in a frozen prison!

HUMANS

Magical kitties and humans normally get along just fine ... most of the time. Not all humans properly appreciate kitties and all the work they do, though!

Really Little Magical Human: Pixie

These fairies look like tiny humans with butterfly or dragonfly wings, and they love two things more than anything: playing pranks and making people keep promises. Though most aren't actually evil, their "jokes" can lead humans into danger.

As-Is: Tiny fairies like will-o-the-wisps, imps, nature spirits, and fairy kitties.

OWIE LIMIT ① **CUTE DIFFICULTY** ④ **CUNNING DIFFICULTY** ⑤ **FIERCE DIFFICULTY** ③

REACTIONS

Dangerous Trick: Every pixie has a favorite prank, like tying shoelaces together, using up a month's worth of text messages, or stealing small pretties. A trick that makes a target hurt themselves deals one Owie.

Pixie Dust: A kitty can't stop dancing, sneezing, sleeping, talking, laughing, or the like. Whatever the effect is, the kitty must make a Cunning check or be incapacitated.

Flee: The kitty must make any Attribute check, or the pixie vanishes suddenly, leaving nothing behind but the sound of a giggle.

ADVENTURE INGREDIENTS

A Midsummer's Night: At special times of the year, Pixies lead sleepwalking children through a ring of mushrooms and into the Faerie Kingdom. The Faerie Kingdom is ludicrously magical, full of fun adventures, and not even remotely safe for children. Children can return to the human world whenever they want, but need convincing to leave.



Little Human: Pesky Kid

Human children come in a range of sizes. Most human children are friendly towards kitties, but some bullies throw rocks at kitties just for fun.

Mods: Increase Cunning and Fierce difficulties to 4 for small adult humanoids with no active Magical Powers like kobolds, halflings, gnomes, hobgoblins, munchkins, redcaps, brownies, changelings, gremlins, boggarts, and fauns. Or add a Magical Power of your choice.

Alts: Use bug stats anything human-shaped but smaller than a mouse.

OWIE LIMIT 2

CUTE DIFFICULTY 3

CUNNING DIFFICULTY 3

FIERCE DIFFICULTY 3

REACTIONS

Rock or Stick: Causes one Owie.

Yell: Alerts allies.

Flee: The kitties must make any Attribute check, or the kid flees the scene.

ADVENTURE INGREDIENTS

Time to Come In: Your whiskers are singed, your fur is wet, and your tail is tied in a knot! The only non-magical way to get rid of a pesky kid following you is to get his mother to call him home somehow.



Human: Hometown Citizen

Humans can be a kitty's worst enemies or greatest friends. They feed you. They change your litterbox. And sometimes they even let you sleep on the bed!

As-Is: Any normal human, and humanoids with no active Magical Powers like doppelgangers, elves, and dwarves.

Alts: Look at the magical human examples for humanoids with powers.

OWIE LIMIT 3

CUTE DIFFICULTY 3

CUNNING DIFFICULTY 4

FIERCE DIFFICULTY 5

REACTIONS

Hit: Causes one Owie.

Yell: Alerts allies.

Flee: The kitty must make any Attribute check, or the citizen flees the scene.

ADVENTURE INGREDIENTS

Oblivious Crowd: Hometown citizens are famous for getting in the way. When you need a Foe to escape, just send a crowd of oblivious humans in between them and the kitties.

Magical Human: Ghost

They're pale, they dress in tatters, and they're really moody. No, they're not human teenagers, they're ghosts!

As-Is: Intangible spirits like banshees, wendigos, and poltergeists.

OWIE LIMIT 4

CUTE DIFFICULTY 3

CUNNING DIFFICULTY 4

FIERCE DIFFICULTY 5

REACTIONS

Telekinesis: As the Magical Power, usually causes one Owie.

Moan: Alerts allies. Each kitty must make a Fierce check or run away.

Phasing: As the Magical Power.

ADVENTURE INGREDIENTS

The Sad Spirit: An eerie tune hangs on the breeze when the moon is dark. It's the ghost of a young woman, humming to herself. Like most ghosts, she has human Problems keeping her from passing on, and could even be a chosen human for a brave kitty.

Magical Human: Hopping Vampire

Jiangshi are Chinese vampires. They're reanimated corpses that drain life energy, rather than biting or drinking blood. Their bodies are so stiff they can't walk, and so they hop instead.

Mods: For skeletons, ghouls, mummies, and zombies, replace Immunity with Moan (alerts allies, and each kitty must pass a Fierce check or run away).

Transylvanian vampires have Cute difficulty 3 and Cunning difficulty 4. They may also have extra Reactions like Charm (the kitty must pass a Cute check or be incapacitated for the scene) and Shapechanging (transforms into a wolf, mist, or human with the same stats). They're also vulnerable to beheading, wood piercing their heart, sunlight, religious icons, and garlic.

OWIE LIMIT 4

CUTE DIFFICULTY 5

CUNNING DIFFICULTY 3

FIERCE DIFFICULTY 5

REACTIONS

Feed: Cause one Owie and recover one Owie.

Immunity: It's unharmed by a particular kind of damage, and doesn't take Owies from it.

Undead: As the Magical Power.

ADVENTURE INGREDIENTS

Unknown Vulnerabilities: Jiangshi are terrified of mirrors, a rooster's call, and handbells, and are entranced by scattered coins. They hunt by detecting the breath of the living, so holding your breath makes you "invisible." They take +1 Owie from peach-wood weapons, and are paralyzed if a spell written in chicken blood on a slip of yellow paper is attached to their forehead. The cure is to lie on a bed of sticky rice, which turns black as it absorbs the evil. Looks like the kitties will need to do some research!

Magical Human: Witch

Witches are humans, both men and women, who have learned the magic of charms, potions, and hexes. Some witches are good, some are wicked, and others fall somewhere in between. Witches already know about magic, so magical kitties don't hide their powers from them. But kitties seeking their aid will usually find there's a price to be paid.

Mods: Replace Turn Into a Frog and Other Hexes with the Magical Powers that fit best for merfolk, angels, devils/demons, fairy godmothers, wizards, sorcerers, demi-gods, liches, harpies, gorgons like Medusa, nagas, centaurs, dryads, nymphs, satyrs, valkyries, alien-infected humans, mutants, and djinn.



Use the Magical Power Shapechanging for werejaguars and werewolves in human form.

OWIE LIMIT 3

CUTE DIFFICULTY 4

CUNNING DIFFICULTY 4

FIERCE DIFFICULTY 5

REACTIONS

Whack: Causes one Owie.

Turn Into a Frog: The kitty has all their Attributes reduced to 1 and can't use Magical Powers until they're either turned back or the spell wears off at the end of the scene. Supporting cast can use the frog stats.

Hexes: The GM should improvise any other spells needed.

ADVENTURE INGREDIENTS

Kidnapping: A kitty's chosen human was stolen by a witch! The kitties suspect the worst, but the witch is just looking for a new apprentice. The kitty will actually have to convince their human to come home!



Big Human: Troll

Trolls are no match for the swiftness of the average kitty, but they're as old as the hills and as wise as a dragon, without all that breath weapon business.

As-Is: Big humanoid with no active Magical Powers like giants, cyclops, orcs, yeti, bigfoots, bugbears, ogres, gargoyles, ettin, and Frankenstein's monster. Or add the Super Strength Magical Power.

OWIE LIMIT 4 **CUTE DIFFICULTY** 3 **CUNNING DIFFICULTY** 3 **FIERCE DIFFICULTY** 6

REACTIONS

Club: Causes three Owies.

Roar: Alerts allies. Each kitty must pass a Fierce check or they have to run away.

Stoneskin: Only magic can penetrate a troll's super-tough skin.

ADVENTURE INGREDIENTS

Sun Sensitivity: Trolls are tough as rock but hide under bridges because they think they'll dissolve in the sun. That's just a story, though. Right?

CRITTERS

They're not usually hazardous, but you never know if a strange critter will be friendly or not until you talk with them. Sometimes they have useful info or can help if you ask nicely.

Really Little Critter: Bug

Bugs are nature's kitty toys. Any creature smaller than a mouse is a bug, including those naturally tiny or miniaturized.

As-Is: Bugs like ants, spiders, snails, slugs, caterpillars, worms, crickets; swimming bugs like tadpoles, minnows, small crabs, and shrimp; flying bugs like dragonflies, butterflies, ladybugs, and grasshoppers; and anything else naturally tiny or miniaturized.

Mods: Stinging bugs like centipedes, bees, scorpions, and fire ants do one Owie when defeated.

Alts: For giant bugs, rename a critter or rival.

OWIE LIMIT 1 **CUTE DIFFICULTY** - **CUNNING DIFFICULTY** - **FIERCE DIFFICULTY** -

REACTIONS

Rolls against bugs are automatic successes, so they have no Reactions. But when a bug is defeated, the GM may let it escape rather than be incapacitated.

ADVENTURE INGREDIENTS

Queen of the Ants: When a kitty is miniaturized, the only help they can find is an ant colony. They ants are tiny, but there are *millions* of them!

Tummy Trouble: Ladybugs and butterflies are fun to bat around, but *don't eat them!* Some bugs will make your belly ache for hours!

Little Critter: Frog

Frogs are the bouncy balls of the animal kingdom ... boing, boing, BOING! Unfortunately, they have the pesky habit of being transformed humans.

As-Is: Small fish, amphibians like salamanders and toads, and reptiles like pet geckos, small turtles, and little snakes. Also use for supporting cast turned into a frog.

Alts: Anything smaller than a mouse uses bug stats.

OWIE LIMIT 1 **CUTE DIFFICULTY** 4 **CUNNING DIFFICULTY** 3 **FIERCE DIFFICULTY** 3

REACTIONS

Flee: The kitty must pass any Attribute check, or the frog slips away.

Squawk: Alerts allies.

Bombs Away: The frog leaves a runny mess on the kitty's paws.

ADVENTURE INGREDIENTS

Frogitty: When a kitty takes a dare to kiss a frog, the kitty turns into a slimy green amphibian, too!

Little Critter: Songbird

Songbirds are seldom threats to kitties, but sometimes annoyances or allies. Dozens of different kinds live in most neighborhoods. Some are friendly, some are shy, and some are just plain grouchy.

As-Is: Fliers like chickadees, robins, pigeons, geese, seagulls, ducks, pet cockatoos and parrots, and even bats and flying squirrels. Rename Squawk for furry critters like chipmunks, mice, and rats, and pocket pets like hamsters, gerbils, and guinea pigs.

Alts: Anything smaller than a mouse uses bug stats.

OWIE LIMIT ① **CUTE DIFFICULTY** ③ **CUNNING DIFFICULTY** ③ **FIERCE DIFFICULTY** ③

REACTIONS

Flee: The kitty must pass any Attribute check, or the bird flies away.

Squawk: Alerts allies.

Bombs Away: The songbird leaves a mucky white mess on the kitty's head.

ADVENTURE INGREDIENTS

Local News: Birds sure do talk a lot, and they share gossip about everything they see. Sometimes this is just rude taunts, but other times it's a source of information for kitties.

Could You Open This?: Without hands, birds struggle to open just about everything, from containers to doors. More than any other animal in the wilderness, birds are always asking favors.

Critter: Squirrel!

Don't let those cute fuzzy tails and twitchy noses fool you! The bigger squirrels are almost an even match for a non-magical kitty. They can also read human writing, which magical kitties struggle with. That makes them valuable sources of information, and kitties often go to them for help.

As-Is: Rename Chitter to use for prey animals around the size of a kitty, like rabbits, raccoons, opossums, groundhogs, prairie dogs, otters, beavers, and muskrats.

OWIE LIMIT ① **CUTE DIFFICULTY** ④ **CUNNING DIFFICULTY** ④ **FIERCE DIFFICULTY** ④

REACTIONS

Chitter: Alerts allies.

Big Pointy Teeth: Causes one Owie.

Flee: The kitty must make any Attribute check, or the squirrel scurries up a tree.



ADVENTURE INGREDIENTS

The Squirrel Conspiracy: Squirrels have eyes *everywhere*. They're obviously working together, and lately they've been feeding the kitty krew bad information. So what are they up to?

Big Magical Critter: Unicorn

These magical horses are known for their fierce fighting and healing powers. But they're suckers for a pretty face.

Mods: Big mundane animals like deer, moose, elk, horses, goats, pigs, sheep, cows, camels, kangaroos, ostriches, and zebras have an Owie Limit of 2 and swap Healing for Flee (the kitty must pass any Attribute check, or the critter leaps away and takes off running).

OWIE LIMIT ④ **CUTE DIFFICULTY** ③ **CUNNING DIFFICULTY** ③ **FIERCE DIFFICULTY** ⑤

REACTIONS

Healing: The unicorn heals one Owie from itself or one of its allies.

Hoofs and Horn: Causes three Owies.

ADVENTURE INGREDIENTS

Taxi Service: Unicorns are generally pretty friendly toward magical kitties, who they don't consider to be too scary. They're usually the only animals in the wilderness willing to give kitties a ride on their backs if they need one. Just as long as nobody digs any claws in.

Really Big Critter: Elephant

They might be slow, but elephants are the armored tanks of the animal world.

As-Is: Rhinoceros, bison, wooly mammoths, wooly rhinos, and really big plant-eating dinosaurs like ankylosaurs, stegosaurs, and triceratops.

OWIE LIMIT 4 **CUTE DIFFICULTY** 4 **CUNNING DIFFICULTY** 4 **FIERCE DIFFICULTY** 6

REACTIONS

Bellow: Alerts allies. Each kitty must pass a Fierce check or run away.

Fling: The elephant lowers its head, then flings a kitty up into the air. The kitty is left clinging to a tree branch, rocky outcropping, or similar.

Slam: Causes three Owies.

Stomp: The elephant stomps its massive feet, shaking the earth. Each kitty must make a Cunning or Fierce check to avoid being knocked over.

ADVENTURE INGREDIENTS

Mammoth Stampede: A stampede of wooly mammoths is headed for town! They don't belong in the modern world, so which hometown Problem is the one conducting weird genetic experiments *this* time?

RIVALS

Many rival animals can be dangerous for kitties, so it's best to treat them with respect. Unless they're a dog, of course.

Little Rival: Lap Dog

There are many types of dogs, but almost all of them are a pain in kitties' tails. Lap dogs are about the size of a kitty, and yip all the time. They're less dangerous than larger dogs, but can still be a real nuisance.

As-Is: Rename Yip and forget the chosen human for other furry rivals like weasels, pet ferrets, foxes, and monkeys.

Alts: Anything smaller than a mouse uses bug stats.

OWIE LIMIT 1 **CUTE DIFFICULTY** 4 **CUNNING DIFFICULTY** 3 **FIERCE DIFFICULTY** 4

REACTIONS

Bite: Causes one Owie.

Yip: Alerts allies, which usually includes its own chosen human.

Flee: The kitty must make any Attribute check, or the lap dog runs away with its tail between its legs.



ADVENTURE INGREDIENTS

Good Doggie: Mix things up by including a doggie who is annoying because he's so incredibly *enthusiastic* about helping the kitties *all the time*. Good doggie. Down doggie. Stop licking my whiskers, doggie!

Rival: Guard Dog

Big dogs pose major physical challenges for even a full kitty krew. They're the arch-enemies of all magical kitties.

As-Is: Wolves, coyotes, and hyenas.

Mods: Add the Magical Power Shapechanging for werewolves in wolf form.

OWIE LIMIT 2 **CUTE DIFFICULTY** 4 **CUNNING DIFFICULTY** 3 **FIERCE DIFFICULTY** 5

REACTIONS

Bite: Causes two Owies.

Bark: Alerts allies, which usually includes its own chosen human. Each kitty must pass a Fierce check or run away.

Guard: Gets +1 Owie Limit if guarding its own territory.

ADVENTURE INGREDIENTS

Bully Dogs: Dogs rarely pose a problem for humans, but it's not unusual for the local dog pack to bully other animals in the neighborhood. Magical kitties with animal friends may need to step in.

HOWLLL! Dogs howl at the moon, they howl at each other, they howl at sirens they hear miles away. Unfortunately, this keeps every other animal up at night, including the kitties. Convincing the local dogs to be quiet could earn *everyone's* gratitude.

Rival: Bird of Prey

Birds of prey are far more dangerous than their smaller kin, and some species even hunt kitties for food!

As-Is: Use as-is for bigger birds like eagles, hawks, falcons, owls, ravens, wild turkeys, and even the smaller pterosaurs.

Mods: Smart carnivorous dinos like velociraptor, compsognathus, and troodon have Cute difficulty 3 and Cunning difficulty 5. Replace Carry Aloft with Clever Girl (the dino unexpectedly shows understanding of technology or magic in the scene, letting them surprise, disrupt, or reach the kitties when it had seemed impossible).

OWIE LIMIT 2 **CUTE DIFFICULTY** 4 **CUNNING DIFFICULTY** 4 **FIERCE DIFFICULTY** 5

REACTIONS

Talons: Causes two Owies.

Screech: Warns enemies.

Carry Aloft: A kitty must make a Fierce check or the bird of prey carries them into the air.

ADVENTURE INGREDIENTS

Eyes in the Sky: Birds of prey often act as the eyes and ears for Big Bads. A raven kitties have a problem with might simply be a lookout for someone far worse.

Big Rival: Snake

Large predatory snakes like pythons generally don't want to have anything to do with anyone else, and particularly not kitties. Their coloring makes them great at hiding, and their smooth, scaly skin lets them slither soundlessly through the grass.

Mods: For sea turtles and big octopi, replace Venom/Squeeze and Hiss with Deep Dive (the kitty must make a Fierce check or be carried down into the depths by the creature). For large aggressive fish like sturgeon and muskies, and for big squid also reduce Cunning to 4.

Alts: Use the songbird mod for small snakes.

OWIE LIMIT 3 **CUTE DIFFICULTY** 4 **CUNNING DIFFICULTY** 5 **FIERCE DIFFICULTY** 4

REACTIONS

Bite: Causes one Owie.

Hiss: Warns enemies. Each kitty must pass a Fierce check or run away.

Venom/Squeeze: The kitty must make a Fierce check or be knocked out from the venom/being squeezed.

ADVENTURE INGREDIENTS

It's Out There: Snakes have been known to silently stalk their targets for hours, even days on end. A creature worried that a snake is out to get them could come to the kitties for help.

Big Rival: Bear

Bears have it all: strength, smarts, a terrific sense of smell, great memories, and extremely good looks. They can roam for days on end, cover great distances, and smell a hamburger a mile away. Many bears are also poets, and like to try their latest works out on other animals. This usually meets with mixed success.

As-Is: Bears, dire wolves, gorillas, and other rivals bigger than a guard dog.

Mods: Big aquatic mammals like walruses, dolphins, orcas, and narwhals swap Take a Seat for Deep Dive (the kitty must make a Fierce check or be carried down into the depths by the creature), and rename Swipe and Roar.

OWIE LIMIT 4 **CUTE DIFFICULTY** 3 **CUNNING DIFFICULTY** 4 **FIERCE DIFFICULTY** 5

REACTIONS

Swipe: Causes two Owies.

Roar: Warns enemies. Each kitty must pass a Fierce check or run away.

Take a Seat: The bear sits right down on a kitty to teach them a lesson. The kitty is stuck and must make a Fierce check to squirm away. Bears are sometimes known to get on with other things while sitting on someone, and may even fall asleep as the day drags on.

ADVENTURE INGREDIENTS

What's that Smell?: Bears can pick up the most subtle of scents at great distances and may warn the kitties of something that's coming, or something mysterious needing to be investigated.

Really Big Magical Rival: Dragon

Dragons are giant flying reptiles with terrible teeth and bad breath that spews fire or ice or even acid. That makes them definitely magical. They love gold and other valuables, and accumulate giant piles of treasure that they guard jealously. They also kidnap princes and princesses, and even other human children.

As-Is: Just specify the kind of Breath Weapon attack for particular types of dragons, like ice dragons or fire dragons.

Mod: For t-rex and other really big meat-eating dinos, give them Cute difficulty 4 and Cunning difficulty 3, plus replace Breath Weapon with Roar (alerts allies, and each kitty must pass a Fierce check or run away in terror).

For non-magical animals like giant alligators, sharks, plesiosaurs, ichthyosaurs, and even really big sea serpents who don't have Magical Powers, give them Owie Limit 4, Cunning 3 and remove the breath weapon.

OWIE
LIMIT 5

CUTE
DIFFICULTY 6

CUNNING
DIFFICULTY 6

FIERCE
DIFFICULTY 6

REACTIONS

Bite: Causes three Owies.

Breath Weapon: Causes two Owies to two different kitties.

Snap: Snaps a weapon used against it in half.

ADVENTURE INGREDIENTS

New Neighbor: Cows start going missing from the farms outside your hometown. Last time it was aliens. This time it's a dragon who just made a nest on top of the water tower!

THINGAMAJIGS

Sometimes even magical kitties are surprised when a heap of metal, plastic, or even wood or stone starts moving around on its own. It's a good idea to get out of the way, unless you're a very clever kitty.

Little Thingamajig: Robo-Vac

This obnoxiously loud thingamajig hurts sensitive kitty ears as it cruises around the house picking up debris from the floor. It has a convenient flat spot on top, which is the perfect perch for an intrepid kitty to catch a ride!

As-Is: Any very small robot, including robot toys and flying quad-copter drones.

OWIE
LIMIT 1

CUTE
DIFFICULTY 4

CUNNING
DIFFICULTY 3

FIERCE
DIFFICULTY 3



REACTIONS

Hungry Vac: A robo-vac eats up a kitty's favorite toy, or an item central to the adventure.

Networking: A robo-vac under attack calls for backup by texting its human owner's cell phone.

ADVENTURE INGREDIENTS

Robo-vac Virus: These small robot vacuums have transformed into a hive-mind. They hide in plain sight, communicate instantaneously with each other, and have an Agenda. The Robo-vac Virus is spreading, and the vacuums have formed an alliance with other smart technologies like smart phones, televisions, and refrigerators!

Spy Network: Little do the humans realize, robo-vacs record everything. If a kitty needs to know what someone did in the privacy of their own home, there might be a recording hidden in a robo-vac's memory.

Pesky Drone: A delivery drone lands on your lawn one day. You must defend your home!

Thingamajig: Worker-Bot

Thingamajigs of this size tend to be useful to humans and/or aliens, but annoy kitties no end. Worker-bots are designed to perform mundane tasks like repairing spaceships. But when kitties come between worker-bots and their assigned task, the robots can turn dangerous.

As-Is: Any child-sized robot, automaton, or clockwork construct.

Alts: Look at the magical thingamajig example for those with powers.

OWIE LIMIT 2 **CUTE DIFFICULTY** 5 **CUNNING DIFFICULTY** 4 **FIERCE DIFFICULTY** 4

REACTIONS

Gripper Claw: Causes one Owie.

Quick Repairs: The worker-bot removes one Owie from another robot that's been damaged.

ADVENTURE INGREDIENTS

Strange Construction: Swarms of worker-bots can raise entire buildings overnight. But many worker-bots follow archaic, corrupted, or alien instructions, and their weird architecture easily attracts the attention of magical kitties.

Magical Thingamajig: Tangle Vine

These are the creeping vines that always ambush kitties in the woods. You know the ones.

As-Is: Other animated plants.

OWIE LIMIT 3 **CUTE DIFFICULTY** 5 **CUNNING DIFFICULTY** 3 **FIERCE DIFFICULTY** 4

REACTIONS

Smack: Causes one Owie.

Grab: The vine entangles a kitty, incapacitating them for one turn.

Uproot: The vine pulls itself out of the ground, walking on its roots to chase a kitty. It can only stay uprooted for one round, then digs back into the soil.

Grow: Another tangle vine sprouts out of the ground.

ADVENTURE INGREDIENTS

Green Thumb: When the kitties discover tangle vine at the park, they track down its source to a witch who's tending an entire animated garden right in the middle of town!

Magical Thingamajig: Evil Sword

This sword can float to fight on its own. But in the hands of a human, it turns them into the greatest swordsman alive, however briefly that might be.

As-Is: Rename Hack & Slash for magical objects such as sorcerous tomes.

OWIE LIMIT 4 **CUTE DIFFICULTY** 3 **CUNNING DIFFICULTY** 3 **FIERCE DIFFICULTY** 6

REACTIONS

Hack & Slash: Causes two Owies.

Teleport: As the Magical Power, which it uses to follow someone it wants to Possess.

Possession: The kitty who last attacked the sword suddenly finds it in their paws, and is immediately incapacitated. The sword takes over the kitty's body movements for the scene.

ADVENTURE INGREDIENTS

The Broken Stone: Long, long ago a well-intentioned enchanter forged this living sword to be a power for good. But when the stone in its pommel cracked, it turned to evil. Can the kitties fix it and bring it back to being good?



Big Thingamajig: Battle-Bot

Battle-bots are often built by advanced aliens or mad scientists to carry out their insane schemes or be their personal guard. Their robot brains are extremely logical, so they resist emotional pleas, but they can be easily confused and take their orders literally. If programmed not to allow unauthorized personnel through a door, they might let kitties Phase through the wall, or be convinced the kitties are authorized.

OWIE LIMIT ③ **CUTE DIFFICULTY** ⑥ **CUNNING DIFFICULTY** ④ **FIERCE DIFFICULTY** ⑥

REACTIONS

Laser: Causes three Owies.

ADVENTURE INGREDIENTS

Hunter-Bot: Kitties who've become a thorn in a Big Bad's side are targeted by a hunter battle-bot. It's relentless in its pursuit, and even when kitties manage to lose it, it tracks them down again as a Reaction in any scene.

ALIENS

These weirdos from another planet often have weird science to match, but no magic of their own.

Really Little Alien: Trippil

These cute little fuzzballs make the perfect pets ... until you suddenly have 3,000 of them!

OWIE LIMIT ① **CUTE DIFFICULTY** ③ **CUNNING DIFFICULTY** ③ **FIERCE DIFFICULTY** ③

REACTIONS

Triple: The trippil makes three more of itself.

Purr: The mesmerizing purr of the trippil immobilizes a kitty for one turn.

ADVENTURE INGREDIENTS

Homework: A kitty's human sneaks a trippil home from school, and soon the house is full of them! But how did an alien creature end up as the class pet?

Little Alien: Hyper-Intelligent Raccoon

Hyper-intelligent raccoons don't have Magical Powers, but they build machines to suck magic out of magical kitties and other supernatural creatures. Then they use it to power impossible hyper-technologies they assemble out of high-tech junk scavenged from garbage cans and dumps.

OWIE LIMIT ② **CUTE DIFFICULTY** ④ **CUNNING DIFFICULTY** ⑤ **FIERCE DIFFICULTY** ④

REACTIONS

Hidden Technology: The hyper-intelligent raccoon produces a piece of hyper-technology that has some miraculous effect or inflicts two Owies.

Kitty Restraint: The kitty is incapacitated by hyper-technology, like a levitation beam, stun ray, or the like.

Strap In: If the kitty has been Restrained, use another Reaction to strap the kitty into a power-draining contraption.

Drain Powers: If a kitty has been Strapped In, use another Reaction to turn on the contraption and drain the kitty's Magical Power. This causes one Owie and the kitty temporarily loses a Bonus Feature. If they have none, then they lose their Magical Power until the end of the episode, and can only use it by spending a Kitty Treat token.

ADVENTURE INGREDIENTS

Kitty Clones: Exact duplicates of the kitty krew are causing mischief all over town! Hyper-intelligent raccoons have gotten a genetic sample from the kitties, and created imperfect clones. The clones don't have magic, but the raccoons have mimicked their powers using hyper-technology.

Alien: Zelanoid

Zelanoids are bug-eyed invaders from the planet Zelan, disguised as humans. They've come to Earth to conquer it through trickery, so they can extract our natural resources and send them back to planet Zelan.

As-Is: Almost-human-like aliens, like gray aliens and reptilian-human hybrid aliens.

OWIE LIMIT 3

CUTE DIFFICULTY 4

CUNNING DIFFICULTY 5

FIERCE DIFFICULTY 5

REACTIONS

Kick: Causes one Owie.

Multi-tool Sleep Ray: The kitty falls asleep and is incapacitated for the rest of the scene.

Yell: The kitty must make any Attribute check, or the Zelanoid flees the scene.

ADVENTURE INGREDIENTS

Missing Kitty: Zelanoids are known for kidnapping and impersonating humans. If a player needs to miss an episode, that kitty might be snatched along with their chosen human, so the others have to rescue them both!

Big Alien: Alien Ooze

It looks so pretty, like an irresistibly sparkling pool of rainbow colors. Until it comes alive and engulfs an unsuspecting kitty!

OWIE LIMIT 3

CUTE DIFFICULTY 6

CUNNING DIFFICULTY 3

FIERCE DIFFICULTY 5

REACTIONS

Engulf: The ooze engulfs a kitty, immobilizing them for one turn and causing two Owies.

ADVENTURE INGREDIENTS

Slurp!: The alien ooze slurps up a kitty, then shows them amazing technicolored images while they're engulfed. Is it trying to communicate?



Really Big Alien: Space Whale

Pods of super-social giant whaleoids roam through space, soaking up radiant energy. They're like space buses for magical kitties!

OWIE LIMIT 6

CUTE DIFFICULTY 3

CUNNING DIFFICULTY 4

FIERCE DIFFICULTY 6

REACTIONS

Flee: The kitty must make a Cute or Cunning check, or the space whale leaves.

Whalesong: A wave of energy released by the space whale causes one Owie to every being nearby. It's just a warning.

ADVENTURE INGREDIENTS

Hitching a Ride: Hitching a ride on a space whale is easy peasy ... if you can get its attention. How can a kitty flag down a passing space whale from the surface of planet Earth?

DISASTERS

It also explains Disasters, which work like Foes but for natural or supernatural events, making things even more difficult for the kitty krew. Disasters can include things like a cursed fog, a wildfire, or even a sinking ship.

WHAT ARE DISASTERS?

Disasters are similar to Foes – they’re challenges kitties have to overcome – but they aren’t characters. Instead, they’re things like supernatural events or natural effects that make adventures complicated, like a magical plague or an earthquake.

A Disaster that appears in a full episode or more can be used as a hometown Problem. Each Disaster here has adventure ingredients listed, so these stats can help you put together both interesting Problems and adventures!

Dealing with Disasters

Disasters don’t have Owie Limits, which means the way kitties deal with one depends a lot on what type of Disaster it is. Some Disasters just need to be **endured**, often at the same time other things are happening. The kitties might be going on an adventure during a terrible blizzard, for example. Others Disasters can be **escaped**, like a haunted house. And some Disasters can be **ended**, like if the kitties use Magical Powers to put out a wildfire.

Escaping or ending a Disaster may be as simple as making a check, while other Disasters are full-blown hometown Problems that need to be solved through full adventures. The difficulty of the Disaster tells you how hard kitties’ rolls are against it for checks.

The rank of a Disaster that’s also a hometown Problem tells you how long it’s likely to take you to defeat it once and for all in a series. They’re two very different things.

Difficulty

Because they’re not characters, Disasters don’t have separate Cute, Cunning, and Fierce difficulties. Instead, each Disaster has a single difficulty for checks kitties make when dealing with it. But this difficulty is just a starting point, and the GM should adjust it if a kitty is doing something easier or harder than normal.

Reactions

Just like Foes, Disasters have Reactions that the GM can use when players fail their rolls or only get one success, creating a complication. A Disaster’s Reactions can be set off in response to any bad roll the kitties make, not just those dealing directly with the Disaster. This is also true for a Foe’s Reactions, but particularly applies to Disasters, which are more likely to be affecting pretty much everything that happens in a scene.



KITTY TIP! COMPLICATED DISASTERS

Sometimes Disasters are even *created* as the result of a complication. For example, something might explode in a forest and start a wildfire.

YOUR OWN DISASTERS

You can make your own Disasters even more easily than you make Foes. Just choose a difficulty value, and figure out what the Disaster can do in reaction to the kitties. Use the difficulty table on page 24, or compare to the example Disasters here.



EXAMPLE DISASTERS

Here are a few examples of Disasters that can plague the kitties during their adventures. It's easy to adjust their scope or size. A curse could afflict a graveyard, a single person, or an entire hometown, after all.

Disaster: Cursed

Bad times have come to the kitty krew's hometown, perhaps carried in on those strange green mists that rolled in off the sea. Curses come in many different forms and are caused by many different magical Foes. But they all have a "heart" – the place where the curse has been laid and might be most easily undone.

Difficulty: 5, but 3 at the heart

REACTIONS

Curse of Unnatural Sleep: A kitty's chosen human falls into a deep sleep from which they can't be awakened without magical intervention.

Curse of Ill Fortune: The kitty suffers a -1 difficulty penalty to checks until the end of the scene.

Curse of Death's Hand: An implausible series of events suddenly threatens the kitty. A chandelier's cord frays, and it plummets towards them. Boxes fly off a nearby truck, straight at them. A manhole cover they're walking over flips over, dumping them into the sewer. Or worse!

ADVENTURE INGREDIENTS

Witch's Jinx: A witch defeated by the kitty krew lays a final curse on them. If the witch was a hometown Problem, this curse could take the last point of the witch's rank. Either way, they'll have to seek out an adventure to lift the curse, or endure it until the jinx runs its course.

A Blighted Family: Rather than belonging to a particular place or person, the curse follows an entire family line, being passed down from one generation to the next. Too bad your human is one of them!



Disaster: Earthquake

The earth trembles under your paws! Even after an earthquake strikes, the damage it's created will often take time to resolve.

Difficulty: 4, but 5 or 6 during the quake

REACTIONS

Debris: Falling debris causes one Owie.

Crumbling Walls: An exit collapses and can't be used.

Blackout: All the nearby lights and electrical devices turn off.

Fire: Damage from the quake starts a fire! (p63)

Aftershock: Another smaller quake strikes, breaking something important to the kitty.

ADVENTURE INGREDIENTS

Evil Stirs: The quake that shakes your hometown is actually a great magical evil awakening in the forgotten caverns under the city.

Powerful Surge: When the kitties shatter a powerful artifact, the backlash from its destruction creates an earthquake!

A Trembling Hex: A magic-wielding Foe unleashes an unnatural quake that affects only a single building - where the kitty krew happens to be!



Disaster: Haunted

An abandoned house in your hometown is inhabited by disembodied spirits. The neighbors complain of noises, cold spots, sounds of people who can't be seen, and objects that move by themselves. Things only get worse as the spirits grow bolder.

Difficulty: 3

REACTIONS

Poltergeist: An object flings itself at the kitty, inflicting one Owie.

Shifting Rooms: The rooms and hallways in the house subtly shift around.

Trapped: The door to the room the kitties are in vanishes!

Ghost: A ghost appears! Is it a friend or foe? (p50)

ADVENTURE INGREDIENTS

Ghosts at Home: When a kitty's family moves into a new house, they discover it's haunted. But the ghosts are just trying to frighten people away from something much, much worse in the bricked-up basement!

Forgotten Secrets: As spirits from bygone ages, ghosts often have secret knowledge invaluable to magical kitties. If they can pacify the spirits, maybe by returning the family heirloom that was stolen by pixies, the kitties may be able to get some much-needed answers!

Disaster: Magical Storm

A mass of uncontrolled raw magic spawns dangers throughout your hometown! Choose any or all of these not-so-natural effects:

- ✦ Lightning flashes
- ✦ Damaging hail
- ✦ Drifting snow
- ✦ A downpour of rain leading to flooding
- ✦ A tornado or straight-line winds
- ✦ A tidal wave, typhoon, and/or tsunami

Difficulty: 4

REACTIONS

Hail: Deals one Owie to every character nearby.

Impassable: The storm makes travel impossible. No school!

Lightning: A lightning strike nullifies a kitty's Magical Power for the scene.

ADVENTURE INGREDIENTS

Electric Dragon: The kitties track down the eye of the storm, directly over top of their hometown's power plant. An electric dragon is drawing the power it needs to incubate an egg, and won't leave easily!

Disaster: Magical Plague

Rabid dogs, zombies, vampires, werewolves ... pretty much any contagious Foe can start a magical plague. Whether its victims are actually Undead or not is up to the GM. The most important thing is to describe your choice of its disgusting symptoms in detail:

- ✦ Red spots or weeping sores
- ✦ Eyes that turn milky white
- ✦ Fur/hair falls out or grows out of control
- ✦ Paws/hands clenched permanently into claws

- ◆ Victims talk backwards
- ◆ Skin slowly turns pale, hard, and cold like stone
- ◆ Shuffling gait and drooping head
- ◆ Moaning and drooling
- ◆ Super strength
- ◆ Glistening fangs
- ◆ An unnatural hunger

Difficulty: 4, or use Foe stats to interact with the infected.

REACTIONS

Infected: The kitties must make a Fierce check difficulty 4 or become infected by the disease. An infected kitty suffers one Owie and develops symptoms.

Sickness Spreads: The difficulty of the plague is increased by +1.

Illness at Home: A kitty's chosen human becomes ill!

ADVENTURE INGREDIENTS

Polluted Waters: The source of the plague are chemicals being poured into the river. These are a byproduct of a hyper-intelligent raccoon's experiments!

Mall of Doom: Magical kitties are waiting for their new humans at the mall pet store when shoppers start trudging past moaning "braiins!!!" They slip out of their cages and find the entrance to a secret lab hidden under the mall's center water sculpture. It's time to save the day, but what if the zombie plague can be transmitted to kitties? Even magical kitties!

Disaster: Sinking Ship

Whether it's a yacht, a barge, or a ferry, being stuck on a ship once it starts sinking will add excitement to any scene!

Difficulty: 3

REACTIONS

Water Rises: The water level rises, sinking an additional room or an entire deck of the ship.

Drowning: You're running out of air! Make a Fierce check difficulty 3 or suffer three Owies. If you get back to the surface before being incapacitated, two of these Owies go away.

ADVENTURE INGREDIENTS

Hometown Cruise: For a short series, create a hometown that's actually a large cruise ship (like the *Titanic*) and stock it with a few hometown Problems for the kitties to deal with. As the series nears its conclusion, the ship hits an iceberg and starts to sink!



Disaster: WildFire

Fire is dangerous, spreads quickly, and poses a threat to everyone nearby.

Difficulty: 4

REACTIONS

Choking Smoke: The kitty suffers -1 difficulty penalty to checks until they can get out of the fire.

It Burns! Inflicts two Owies on one kitty.

Explosion: Deals one Owie to every character nearby.

Fire Spreads: The fire blocks one of the exits.

ADVENTURE INGREDIENTS

Lab Fire: Fire can complicate any big finale with a mad scientist.

Fiery Threat: Setting a kitty's house on fire is a big, dramatic way for a Foe to send a message. Will the kitties back down? Or redouble their efforts?

USEFUL WORDS

The rest of this book uses the words here as game terms. You don't have to memorize them. Just remember this list is here, so you can check it when you need to.

Adventure: Adventures take one or more episodes to play through. They begin with an adventure hook to draw the kitties in. Adventure ingredients are suggestions for filling the scenes with Foes and Disasters. You can follow an adventure recipe to mix all these together, or come up with your own adventure!

Attribute: When you want to do something, you roll a number of dice equal to the Attribute you're using, whether it's Cute, Cunning, or Fierce.

Big Bad: The heart of a hometown Problem.

Bonus: Something good that happens when you get 3 successes on a check.

Bonus Feature: As your kitty levels up, you can choose Bonus Features for your Magical Power that let you use it in new ways.

Check: Make a check when kitties do something that has a risk of failing or hurting them. The players roll dice to see how well their kitties do.

Complication: Something bad that happens to your kitty when you fail at a dice roll or only get one success.



Cute: One of the three Attributes. It describes how appealing the kitty is, and reflects their social skills and empathy.

Cunning: One of the three Attributes. It describes how clever, smart, and knowledgeable the kitty is, and is used for tasks requiring patience or subtlety.

Dice Pool: The dice you roll to resolve an action. The number of dice equal to your Cute, Cunning, or Fierce Attribute, plus bonuses and minus penalties, is your dice pool.

Difficulty: A number from 3 to 6 that describes how hard it is for the kitties to overcome a challenge. Players roll at least one die equal to or higher than the difficulty to succeed. Foes have Cute, Cunning, and Fierce difficulties. Disasters have a single difficulty. The GM sets the difficulty for anything else the kitties roll against.

Disaster: A danger like a natural event or supernatural effect. Like a Foe, but not a creature. It has a single difficulty to roll against. A Disaster that appears in a whole episode or more can become a hometown Problem. Otherwise, they usually last just a couple of scenes at most.

Episode: An episode starts when you sit down to play the game, and ends when you finish playing it the same day. That's usually one to two hours in real life, but can be weeks or months of in-game time for the kitties.

Experience Points: As kitties go on adventures, help humans, and learn from their mistakes, they gain Experience Points. When kitties get enough Experience Points, they level up and improve their stats.

Failure: Rolling zero successes. The kitty doesn't do what they wanted, and suffers a complication.

Fierce: One of the three main Attributes. It describes how fierce and brave the kitty is, and kitties use it to do physical tasks like running and jumping.

Flaw: The unhelpful part of a kitty's personality. A Player earns a Kitty Treat token when their kitty's Flaw makes the story significantly more interesting or difficult.

Foe: Like a Disaster, but they're characters the GM controls. They can be friendly or hostile. The GM keeps their stats, which include a Cute, Cunning, and Fierce difficulty. A foe who appears in a full adventure or more can become a hometown Problem.

Game Master (GM): The real-life person who describes the actions of the other creatures in the story.

Hometown: Kitties and their humans live in a place filled with hometown Problems that can make the Problems their humans have even worse.

Hometown Problem: Dangers found in a kitty's hometown. Usually a Foe or Disaster who appears in a full episode or more. Each Problem has a rank up to 4, and it moves from -3 to +3 (but usually -1) at the end of each episode. When it hits 0 it's solved.

Human: The most important person in the world! Each kitty has one, and only one, human. They have lots of Problems. The kitties must save them!

Human Problem: Things your human worries about that make them sad. Each Problem has a rank up to 4, and it moves from +3 to -3 (but usually -1) at the end of each episode. When it hits 0 it's solved. When all a human's problems are solved, their kitty needs to find a new human to help.

Incapacitated: If your kitty's Injuries are at the same number as your highest Attribute (3 for starting kitties, max 4), you can't act for the rest of the scene.

Injury: While Owies are minor bumps and bruises, Injuries are greater harm to kitties. You suffer an Injury if you take an Owie when you're at or above your Owie Limit. Each Injury subtracts one die from all your dice pools, and is harder to recover from than an Owie.

Kitty Krew: The heroes of the game, who players get to act out!

Kitty Treat: All players have Kitty Treat tokens they can spend to re-roll dice, avoid Injuries, use a new Bonus Feature, or change something in the story. They get their Kitty Treat value in tokens at the start of each episode.

Knocked Out: See Incapacitated.

Level: A kitty's Level gives a rough idea of how skilled and experienced they are. Kitties start at Level 1 and go up in level as they gain Experience Points. Every time kitties go up a level, their stats get better.

Magical Power: Magical powers let kitties to do things impossible in the real world. When a kitty uses their power, their player gains two extra dice in their dice pool.

Owie: When kitties are hurt in the story, they suffer Owies. When kitties suffer too many Owies, going past their Owie Limit, they risk taking an Injury.

Owie Limit: Any Owies past a kitty's Owie Limit do Injuries, instead.

Player: Players are the real-life people who play the game. Though the Game Master also plays, most of the time "player" describes a person who controls a single kitty.

Problem: There are both human Problems and hometown Problems.

Rank: This number tells how hard a Problem is to solve. Your human or hometown can have one big Problem, or many little ones that equal the same rank.

Reactions: When a kitty doesn't get enough successes on a dice roll, the GM can use a Foe's Reaction as a complication, among others. It usually gives the kitty an Owie.

Scene: An episode is made up of scenes. One encounter with a Foe, or the amount of time it takes to get around an obstacle, is a scene.

Series: Your group's entire story over many adventures is your series.

Success: Whenever a player rolls dice as part of a check, every die that equals or exceeds the difficulty is a success. The more successes a player gets, the better their kitty does. Getting 3 successes earns a bonus, while 4+ successes gets a super bonus.

Super Success: When a player gets 4 or more successes on a check. That gives them a super bonus!

Super Bonus: Something extra good that happens when you get 4 or more successes on a check.

Supporting Cast: Characters who appear in the story. They use the stats in the Foes chapter.

Talent: Things that kitties are good at and that people can do in the real world. When a player make a check, they can roll an extra die if their kitty is using their Talent.



GM ADVENTURE REFERENCES

Kitty Name	Owie Limit	Kitty Treats	Cute	Cunning	Fierce	Talent	Flaw	Power	Human	Problem

Hometown Problem	Rank

Hometown Location	Notes

Supporting Cast Name	Appearance	Gestures	What They Want	Problem	Feelings About the Kitties	Relation to a Kitty's Humans	Foe Stats to Use

ALL THE DICE

- +1 to +4 dice for Cute/Cunning/Fierce
- +1 die for your Talent
- +2 dice for your Magical Power
- +1 die for a success bonus
- 1 die per Injury

ALL THE HEALING

- ◆ -1 Injury at the end of the scene you suffered it.
- ◆ -1 Owie for one player on a success bonus.
- ◆ -1 Injury to yourself, or -1 Owie for everyone on a super success bonus.
- ◆ -1 to -2 Owies/Injuries using Healing Magical Power.
- ◆ -1 Owie using a Foe's Healing Reaction.
- ◆ Owies/Injuries reset to 0 at the episode's start (needs GM approval).

EXAMPLE COMPLICATIONS (0 & 1 SUCCESSES)

- ◆ Foe or Disaster uses their Reaction.
- ◆ You suffer an Owie.
- ◆ You get into a sticky situation.
- ◆ You are unable to act for some time.
- ◆ You have one fewer die in your next dice pool.
- ◆ The GM forces you to take action according to your Flaw. (A Lazy kitty takes a nap, a Snobby kitty insults somebody important, or a Big-Mouthed kitty reveals crucial information.)
- ◆ A new Disaster is created.
- ◆ Something else bad happens (needs GM approval).

EXAMPLE BONUSES (3 SUCCESSES)

- ◆ A fellow kitty gains an extra die in their next dice pool.
- ◆ You or a fellow kitty shrug off one Owie you've suffered.
- ◆ You also accomplish a second goal.
- ◆ One Foe can't cause trouble for some time.
- ◆ Something else fun and exciting happens (needs GM approval).

EXAMPLE SUPER BONUSES (4+ SUCCESSES)

- ◆ Your kitty and all your fellow kitties each gain an extra die to use in your next dice pools.
- ◆ You shrug off one Injury you've suffered.
- ◆ You and all your fellow kitties shrug off one Owie you've suffered.
- ◆ One Foe suffers an extra Owie.
- ◆ You gain the extra effect of a Kitty Treat without needing to spend one.
- ◆ Something else super awesome happens (needs GM approval).

DIFFICULTY

- 3 (Easy)
- 4 (Typical)
- 5 (Hard)
- 6 (Extreme)

SPENDING KITTY TREATS

- ◆ Re-roll any or all dice in your dice pool for one check.
- ◆ Avoid taking an Injury.
- ◆ Use a Bonus Feature you don't have for one of your Magical Powers, one time only.
- ◆ Add something to the story beyond your kitty's control.

STEP-BY-STEP ROLLING VS FOES

1. The player describes an action against a Foe.
2. Gather dice equal to Cute, Cunning, or Fierce, +1 die for a talent, +2 dice for a Magical Power, +1 die per previous success bonus, -1 die per Injury. If that's 0 dice, they can't roll it.
3. Roll those dice versus the difficulty number, which is the Foe's Cute, Cunning, or Fierce difficulty.
4. The player can use a Kitty Treat to reroll any or all dice.
5. Figure out the result:

- ◆ **0 successes** means the kitty fails at their action and lets the Foe use a Reaction (or causes another complication from page 25). If that's an Owie to the kitty, mark down an Owie. If they're already at their Owie Limit, the player can use a Kitty Treat to avoid an Injury, or else mark down an Injury instead of an Owie. If that brings the kitty to 0 in all Attributes, they're incapacitated.
- ◆ **1 success** means the kitty succeeds at their action and does one Owie to the Foe if they're trying to, but lets the Foe use a Reaction (or causes another complication from page 25).

Write down the Owie the Foe took. If they're at their Owie Limit, they're defeated. If the Foe's Reaction is an Owie to the kitty, mark down an Owie. If the kitty is already at their Owie Limit, the player can use a kitty treat to avoid an Injury, or else mark down an Injury instead of an Owie. If the kitty is reduced to 0 in all Attributes, they're incapacitated.

- ◆ **2 successes** means the kitty succeeds at their action and does one Owie to the Foe if they want. Write it down. If the Foe is at their Owie Limit, they're defeated.
- ◆ **3 successes** means the kitty succeeds at their action and does one Owie to the Foe if they're trying to, plus a bonus from page 25. Write down the Owie. If the Foe is at their Owie Limit, they're defeated.
- ◆ **4+ successes** means the kitty succeeds at their action and does two Owies to the Foe if they want (or one Owie plus a different super bonus from page 25). Write it down. If the Foe is at their Owie Limit, they're defeated.

6. At the end of the scene, kitties who took an Injury heal 1 Injury.

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Justin's Dedication: To Sofia. I did this one for you and we'll be playing it together soon!

Michelle's Dedication: To the three kids who taught me everything I know about magical kitties ... Sophie, Emma, and Jack.

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