

# ***MAGICAL KITTIES SAVE THE DAY!***



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# Introduction

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

Good thing they have magical kitties.

## What is *Magical Kitties Save the Day*?

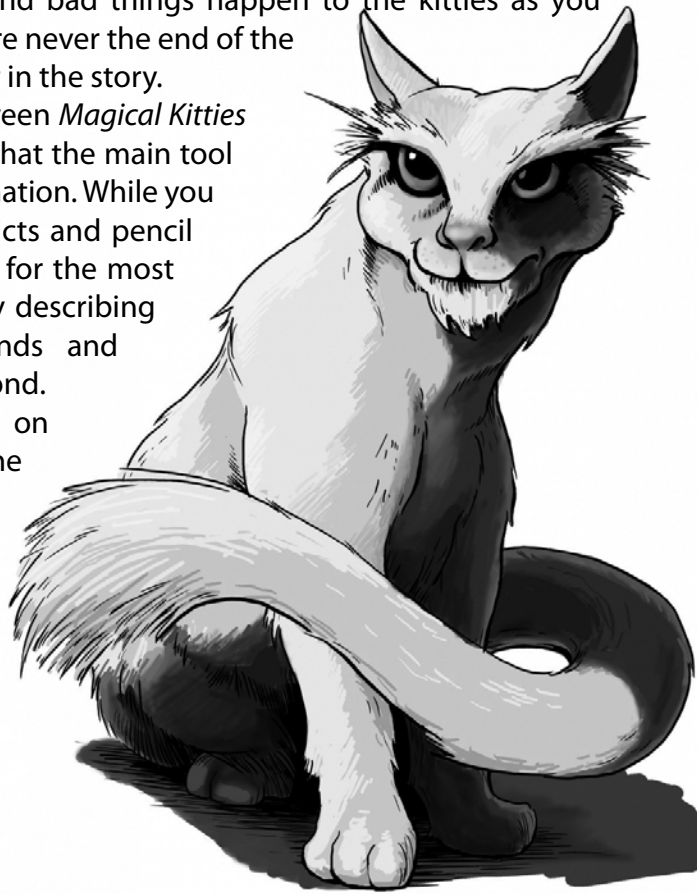
*Magical Kitties Save the Day* is a game, but it's probably different from most games you've played.

First of all it's not a game about winning or losing. Instead it's about having fun and creating a story with your friends. That's not to say you don't have goals, but unlike many games where the goals are built in, in *Magical Kitties* players create their own. One player might want to help her kitty's owner make new friends, while another player might want his kitty to track down the alien who stole his favorite toy.

Similarly, good things and bad things happen to the kitties as you play the game, but these are never the end of the game, just another chapter in the story.

Another difference between *Magical Kitties* and many other games is that the main tool for the game is your imagination. While you need dice to resolve conflicts and pencil and paper to track details, for the most part you play the game by describing the action to your friends and listening to how they respond.

Because players take on the role of a character in the story—much like how an actor takes on a role in a TV show or movie—*Magical Kitties* falls into a category of games called roleplaying games, or RPGs for short.



# What it Means to Be a Magical Kitty

As we said, the point of *Magical Kitties* is to tell a story with your friends. There are many roleplaying games that tell many different kinds of stories. The stories that you and your friends create will be different from every other group of friends, but they will have some things in common.

The core story of *Magical Kitties Save the Day* is right there in the name: it's about magical kitties who save the day.

There's more to the story than that though. Here are a few more guidelines about how kitties function in the world of *Magical Kitties*.

1. You must keep your magic hidden from humans.\*
2. You pick your humans, even when it seems like the humans pick their kitties.
3. You want to help your human.
4. You can understand humans, but they cannot understand you.\*
5. You can understand other animals and they can understand you.
6. You can read human writing, but it's very difficult and sometimes you get it wrong.
7. You have a special spot in your home that the humans cannot reach. This spot allows you to get in and out of your home without being seen.
8. You must keep your magic hidden from humans!!!\*

\*There are a small number of humans that already know the secrets of magical kitties, most commonly witches. It's okay to use magical powers in front of these people, and they often understand kitties.

## Designed for All Ages

Roleplaying games come in all different genres with different target age ranges. *Magical Kitties* 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 greater, they can handle everything they need to understand the rules.

The cooperative story telling of *Magical Kitties* can be just as fun for adults, though a group of adults might focus on different types of stories. In our playtesting we've found that younger players tend to focus more on external threats like aliens and monsters, while older players often try to help humans solve their internal problems like loneliness and parent/child conflicts.

# Players and Game Master

*Magical Kitties* works best with a group of four to six people, though it's possible to play with more or fewer. Most of those players will take on the role of one kitty in the game, and interact with the fictional world through that kitty's actions.

One player has a very special role—this is the Game Master. While the other players act out only one kitty, the Game Master switches between all the other creatures in the fictional world. They take the role of the humans that kitties live with, the scary dog down the road, and the feather-headed sparrow that happens to be around whenever trouble's brewing. The Game Master also comes up with events that set the story in motion, judges how difficult it is for kitties to succeed at tricky tasks, and describes what happens when kitties fail.

Being the Game Master is a big responsibility. Because of that, we recommend that when you first start playing *Magical Kitties Save the Day*, a grown-up or older player takes on the role of Game Master.

## Some Other Key Terms

The rest of the book often uses the following terms. You don't have to memorize these. Just remember that this list is here so if you run into a term that does not make sense you can flip back and check it.

**Check:** Also known as tests, checks happen when players want their kitties do something that has a risk of failure or harm. The players roll dice to see how well their kitties do.

**Cute:** Cute is one of the three main attributes in *Magical Kitties*. It is a big part of the game rules for interacting with the fictional world. In addition to describing how cute the kitty is, it also governs the kitty's social skills and empathy.

**Cunning:** Cunning is one of the three main attributes in *Magical Kitties*. It is a big part of the game rules for interacting with the fictional world. Cunning describes how clever, smart, and knowledgeable the kitty is, and is also used for tasks that require patience or subtlety.

**Difficulty:** The game rules use a number between three and six to describe how hard it is for kitties to overcome challenges. This number is the Difficulty, and the players must roll at least one die equal to or higher than the Difficulty in order for the kitty to succeed.

**Experience:** As kitties go on adventures, help humans, and learn from their mistakes, they gain Experience. When kitties get enough Experience they level up and improve their abilities.

**Fierce:** Fierce is one of the three main attributes in *Magical Kitties*. It is a big part of the game rules for interacting with the fictional world. In addition to describing how fierce and brave the kitty is, kitties also use it to perform most physical tasks like running and jumping.

**Failure:** When players roll dice as part of a check, and all the dice are lower than the Difficulty, the check is a failure. Kitties who fail do not succeed at what they tried to do, and often other bad things happen.

**Flaw:** Flaws are parts of the kitties' personalities that can be seen as drawbacks or that are often unhelpful. Players can earn Kitty Treats when their kitties' flaws make the story more interesting.

**Game Master (GM):** The Game Master (or GM) is the real-life person who describes the actions of the other creatures in the fictional world.

**Kitty Treat:** All players have Kitty Treats that they can spend to make the game go in their favor. Players often use physical objects like bingo tokens, pennies, or poker chips to represent the Kitty Treats.

**Injury:** While Owies represent minor bumps and bruises, Injuries represent greater harm to kitties. Injuries inflict penalties on kitties that might remain for the rest of the scene or the rest of the episode.

**Level:** Kitties' levels give a rough idea of how skilled and experienced they are. Kitties start at level one and increase in level as players play the game. Every time kitties increase in level, they improve their skills.

**Magical Power:** Magical powers allow kitties to do things that would not be possible in the real world. Sometimes when players make checks, they can roll two extra dice if their kitties are using their magical powers.

**Owie:** When kitties get hurt in the fictional world, they suffer Owies. When kitties suffer too many Owies they risk taking an Injury.

**Player:** Players are the real-life people who participate in the game. Though the Game Master also plays, most of the time, the term player describes the people who control a single kitty.

**Success:** Whenever players roll dice as part of a check, every die that meets or exceeds the Difficulty counts as a success. The more successes players get, the better the kitties do.

**Talent:** Talents are things that kitties are good at and that would be possible in the real world. Sometimes when players make checks, they can roll an extra die if their kitties are using their talents.

**Test:** Also known as a check, tests happen when players want their kitties to perform tasks that have a risk of failure or harm. The players roll dice to see how well their kitties do.

## Example of Play

Here's an example of what part of a game of *Magical Kitties* might sound like. Jimmy, Josie, Simon, and Sierra are playing a game of *Magical Kitties*. Jimmy has taken on the role of Game Master, while Josie, Simon, and Sierra each play a kitty that they created. Josie plays a cuddly cat named Snowball. Simon plays an easily-frightened cat named Tiger. Sierra plays an adventurous can named Lady Monster Truck.

The kitties have followed some clues to an abandoned house on the outskirts of town, and now they are exploring it.

**Jimmy (GM):** You hear sounds of somebody crying behind the bedroom door.

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

**Simon (Tiger):** Eek! A ghost! Tiger runs out of the house and hides behind a bush.

**Jimmy (GM):** Tiger finds a good hiding spot. All alone. Except for the centipedes.

**Simon (Tiger):** Aah! Tiger hates centipedes! He'll run back inside.

**Jimmy (GM):** Okay, he finds his friends. What's Snowball up to?

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

**Jimmy (GM):** You see a girl, about seven years old, sitting in the corner and crying into a tattered blanket.

**Josie (Snowball):** I want to cheer her up. I'll try to nuzzle against her leg and then reach up and put my front paws on her.

**Jimmy (GM):** Sounds good! Make a Cute test against a Difficulty of 3.

**Josie (Snowball):** *[She rolls three dice because she has a three in Cute. She rolls 1, 3, and 4]* I got two successes.

**Jimmy (GM):** The little girl dries her eyes and starts to pet you. "Nice kitty," she says. "Where did you come from? You better leave before she comes back.

**Simon (Tiger):** Before who comes back!?

**Jimmy (GM):** That's when you notice she has a chain around her ankle.

**Sierra (Lady Monster Truck):** We have to get her out of here! Can I use my super strength to break the chain?

**Jimmy (GM):** You can, but remember you can't let the girl know you have magical powers.

**Sierra (Lady Monster Truck):** Tiger, distract her so she doesn't see me break the chain.



**Simon (Tiger):** How?

**Sierra (Lady Monster Truck):** Chase your tail or do a dance or something.

**Simon (Tiger):** Tiger does a fancy tail chasing dance to distract her.

**Jimmy (GM):** That sounds like a Cute check against a Difficulty of 4.

**Simon (Tiger):** Can I add in my Dancer talent?

**Jimmy (GM):** Of course!

**Simon (Tiger):** *[Tiger has a Cute of two, and can add an extra die for his Dancer talent, for a total of three dice. Simon rolls 5, 6, and 6]* Yes, three successes!

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

**Simon (Tiger):** Can I give Sierra a bonus on her check to break the chain?

**Sierra (Lady Monster Truck):** The dance was so inspiring that it gave me the confidence to do my best!

**Jimmy (GM):** Awesome. It's a really strong chain. It will take a Fierce check with a Difficulty of 6 to break it.

**Sierra (Lady Monster Truck):** Good thing I get that extra die and I can use my magical power! *[Lady Monster Truck has a Fierce of three, so she gets three dice from that. Because she is using her magical power, she gain two more dice, plus Simon gave her an extra die because he had an extra-good success. That's a total of six dice. Unfortunately she rolls 1, 2, 2, 4, 5, and 5]* Oh no! No successes!

**Jimmy (GM):** You can either keep the failure and gain an Experience Point, or you can spend a Kitty Treat to reroll.

**Sierra (Lady Monster Truck):** I'll spend a Kitty Treat. We have to free the little girl. *[Because she spent a Kitty Treat, Sierra rerolls all her dice. This time she gets a little better with one die that comes up a 6.]* One success!

**Jimmy (GM):** Do you want to spend another Treat to go for more?

**Sierra (Lady Monster Truck):** No thanks. I might need it later.

**Jimmy (GM):** Okay, because you only have one success there is a draw back. I think breaking the chain makes a lot of noise. You here a raspy voice call out from another room, "Penny, is that you? What's going on in there?"

**Simon (Tiger):** Eek! Tiger hides!

# Kitty Creation

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

In a lot of ways, creating your kitty is just like creating a character for a story. You decide what your kitty looks like, how old she is, and what she likes and dislikes.

Because *Magical Kitties* is also a game, part of creating your kitty includes assigning numbers for the kitty that are part of your game rules.

You can create your kitty by following these steps. As you complete them, write down the information on your character sheet (page 56).

## Step 1: Attributes

Each kitty has three attributes: Cute, Cunning, and Fierce. These are the prime ways that your kitty interacts with the fictional world. Everything your kitty does is tied to one of these abilities.



## Cute

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

## Cunning

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

## Fierce

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, win a race, or leap onto the back of a terrible monster.

## Determining Attribute Values

Each kitty starts with one attribute that has a value of 3, one that has a value of 2, and one that has a value of 1. You can choose these values or roll a single die and consult the table on the next page.

Roll	Attributes
1	You have a 3 in in Cute, a 2 in Cunning, and a 1 in Fierce.
2	You have a 3 in in Cute, a 1 in Cunning, and a 2 in Fierce.
3	You have a 2 in in Cute, a 3 in Cunning, and a 1 in Fierce.
4	You have a 2 in in Cute, a 1 in Cunning, and a 3 in Fierce.
5	You have a 1 in in Cute, a 3 in Cunning, and a 2 in Fierce.
6	You have a 1 in in Cute, a 2 in Cunning, and a 3 in Fierce.

## Step 2: Talents

Talents are things that your kitty is good at, whether natural gifts or skills developed with lots of practice. Unlike magical powers (see page 14) these are things that could happen in the real world, although some might be a stretch for kitties. Talents are more specific than attributes, and they only come into play a few times per game.

You choose your talent, or you roll randomly on the table below. Roll two dice and use one as the tens place and one as the ones place.

You are not limited to these talents. Feel free to talk to your Game Master to create new talents for your kitties.

<b>Roll</b>	<b>Talent</b>	<b>Description</b>
11–12	Artistic	You are good at visual arts like painting and sculpting.
13–14	Athletic	You are good at physical activities like running and jumping.
15–16	Balance	You have a good sense of balance and can easily walk a tightrope or window ledge.
21–22	Brave	You are seldom afraid and leap into danger.
22–24	Dancer	You know how to move to the music in a way that looks good and is fun too.
25–26	Dramatist	You are a talented actor and know a lot about the theater.
31–32	Empathetic	You have a knack for understanding the feelings of others.
33–34	Historian	You know a lot about the past.
35–36	Mathematical	You are good at understanding math and applying it to real life.
41–42	Musical	You are talented at singing and playing musical instruments.
43–44	Naturalist	You know a lot about nature and are good at growing things.
45–46	Playful	You love games and can entertain yourself and others for hours.
51–52	Planner	You think ahead and can come up with a strategy for any situation.
53–54	Scientific	You know a lot about science, including chemistry and physics.
55–56	Sense of smell	You have a keen sense of smell and can identify things you've smelled before.
61–62	Sense of hearing	You have sharp ears and can easily hear things others miss.
63–64	Sneaky	You are good at moving quietly and hiding from sight.
65–66	Story teller	You spin a good story that entertains others.

## Step 3: Flaws

Flaws are another element that make up your character. These flaws might seem negative or problematic for your kitty, but they can also make the story more interesting and can earn you Kitty Treats (see page 24).

Like with talents, you can choose a flaw or roll randomly on the table below, and if you talk to your GM you can even create new ones.

Roll	Flaw	Description
11–12	Big mouth	You talk a lot and often say things that should be kept secret.
13–14	Cry baby	Anything remotely sad makes you break down in tears.
15–16	Distractible	You are easily sidetracked by shiny things.
21–22	Dizziness	Things sometimes seem to spin when they shouldn't.
23–24	Forgetful	You often don't remember important information.
25–26	Glutinous	You really like food.
31–32	Grumpy	You are often in a bad mood for no reason.
33–34	Gullible	You believe just about anything somebody tells you.
35–36	Impatient	You tend to rush into things without thinking.
41–42	Lazy	You really like your naps.
43–44	Scaredy cat	You are afraid of just about everything.
45–46	Show off	You always feel like you need to prove how awesome you are.
51–52	Snobby	You look down on people who are not as good as you.
53–54	Superstitious	You are prone to believe in myths, urban-legends, and bad luck.
55–56	Overactive imagination	You frequently imagine things to be far different than they really are.
61–62	Over-confident	You think you can do anything, even when it's clearly beyond your ability.
63–64	Pessimistic	You see the worst in everything.
65–66	Unlucky	Bad things happen to you for no reason.

## Step 4: Magical Powers

As the name of the game implies, each kitty in *Magical Kitties Save the Day* has magical power. Like talents, magical powers are fairly specific and they only come up a few times each game. Unlike talents, these powers allow the kitties to do things that are not possible in the real world.

You may choose a magical power for your kitty, or you may roll on the table below. If you want to create your own power, talk with your GM.

The next chapter (starting page 16) gives more details about just what kitties can do with their powers.

Roll	Magical Power	Description
11–12	Force field	You can create a force field around yourself.
13–14	Frost breath	You can breathe out a freezing cold wind.
15–16	Flight	You can fly!
21–22	Hypnosis	You can put creatures in a trance where they are very suggestible.
23–24	Invisibility	You can turn invisible, so nobody can see you.
25–26	Laser eyes	You shoot lasers out of your eyes.
31–32	Phasing	You can walk through solid objects.
33–34	Pyrokinesis	You can create and control fires with your mind.
35–36	Shape changing	You can change into the shape of something about the same size as you.
41–42	Sight beyond sight	You get visions of things happening far away or in a different time.
43–44	Sound control	You can create noises and make things sound like things they are not.
45–46	Super speed	You run so fast you look like a blur.
51–52	Super strength	You can lift far more than a normal kitty.
53–54	Stretching	You can stretch parts of your body like a rubber band.
55–56	Telekinesis	You can move objects with your mind.
61–62	Technopathy	You can talk to machines.
63–64	Time freeze	You can stop time for everybody but you.
65–66	Zap	You can absorb and shoot out electricity.

## Step 5: A Couple More Numbers

At the start of the game, kitties begin play with an Owie Limit of two, which represents how difficult it is for your kitty to get hurt. They also start with a Kitty Treat value of three, which means you start each session with three Kitty Treats.

## Step 6: Description

At this point you've got all the numbers you need to play *Magical Kitties*, but numbers are only a small part of the game. Another important part is your kitty's imaginary life. You should fill in these details like your kitty's name, appearance, history, and personality.

## Step 7: Your Human

The last thing to do is to decide who your kitty's human is. Her human is the person she lives with that she cares most about helping. You will want to check with your Game Master before doing this, so you know a little bit about the setting, or because she might give you specific requirements for your human. It's also a good idea to talk to the other players. It's easiest if all the players' humans live near each other, and it's often fun for kitties' humans to be friends or family members of each other.

Your human needs only a description of their history and personality. You do not need to make up any game numbers for your human. If this comes up, your Game Master can provide some.



# Magical Powers

This section of the book provides more details about magical powers for kitties. Though magical, these powers have limits, so kitties can't always do everything with their powers.

**Bonus Features:** As kitties gain Experience and level up, their powers may get stronger and more flexible. They learn new ways to use their powers that they didn't know before. In game terms, these are Bonus Features. Each power has different Bonus Features that kitties have the option to select when they level up. Kitties may only choose one Bonus Feature at a time.

## Force Field

You are able to surround yourself with a bubble of force that stops anything from bypassing it. Initially the force field is large enough to protect yourself and a few friends. You can keep it up for a few seconds.

### *Bonus Features*

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

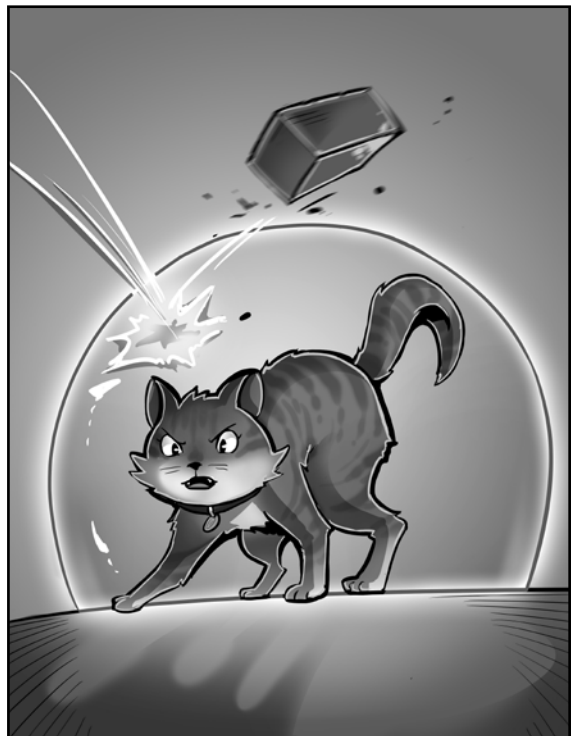
**Force Bridge:** In addition to a bubble, you can create flat or slightly curved planes of force that can be used to cover a hole or span a chasm.

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

**Wall of Force:** You can create a wall of force in addition to a bubble surrounding you.

## Frost Breath

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





## ***Bonus Features***

**Freeze Breath:** The kitty can also breathe such that a layer of ice covers people and animals, freezing them in place.

**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. Normally while flying, the kitty can carry as much as it would while walking.

## ***Bonus Features***

**Share Flight:** You can allow other friends within a few feet of you to fly along with you.

## **Hypnosis**

You can put other animals in a trance that makes them very suggestible. Initially this power only works on animals. You can only hypnotize one animal at a time, and you can't make them do anything that is obviously dangerous (like jumping off a cliff).

## ***Bonus Features***

**Human Hypnosis:** You can hypnotize humans. While under hypnosis you can give the humans commands and they will not remember you talking afterwards.

**Dangerous Hypnosis:** You can hypnotize creatures to do dangerous things.

**Mass Hypnosis:** You can hypnotize anybody who can hear you.

## **Invisibility**

You can turn invisible, so nobody can see you, though they can still hear, smell, and feel you. Objects you wear or carry remain visible.

## ***Bonus Features***

**Share Invisibility:** You can also make friends within a few feet of you invisible.

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

## **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 Feature***

**Laser Cuttings:** Your laser eyes can quickly cut through any non-living material.

## Phasing

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

### ***Bonus Features***

**Share Phasing:** You can allow your friends within a few feet of you to phase along with you.

**Carry Phasing:** You can carry objects with you while you phase (as much as you can normally carry).

**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. Initially you can control as much as a single campfire. The fire needs a source of fuel, such as 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.

## Shape Changing

You can change your shape into other things. Initially you can only turn into land animals that are 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 Animal:** You can turn into flying animals.

**Swimming Animals:** You can turn into swimming animals.

**Inanimate Objects:** You can turn into inanimate objects,

**Big:** You can be as big as an elephant.

**Small:** You can be as small as a flea.

## Sight beyond Sight

You can see visions of things that are happening far off. Initially you can see things as they happen in the present, and are limited to seeing things within the same city.

### ***Bonus Features***

**See Past:** You can see the past

**See Future:** You can see the future.

**See Anywhere:** You can see things anywhere in the same universe.

## Sound Control

You can create noises and make things sound like things they are not. Initially these sounds must imitate nature, and can be no louder than an elephant trumpeting.

### ***Bonus Features***

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

**Imitate Speech:** You can manipulate sounds to imitate human speech.

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

## Super Speed

Your kitty can run really fast. Initially you run just slower than the speed of sound. You can carry as much as you normally could, but cannot carry other kitties.

### ***Bonus Features***

**Hop on Board:** You can carry other kitties while you run.

**Blink of an Eye:** You can run almost 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 are 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 you can get your hands on. (You have to take Pick Up a Whale first.)

## Stretching

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

### ***Bonus Features***

**Bouncing Ball:** You can also squish yourself into a ball that can roll and bounce.

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

## Technopathy

You control machines with your thoughts. Initially, you may operate electronic machines, such as computers or radio-controlled cars, causing them to do anything a human operator 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 normally not operated electronically.

**Advanced Control:** You can make machines do things they normally are not able to do, such as having a home computer press its own keyboard, or a light bulb change its color.

## Telekinesis

Telekinesis is the ability to move objects by just thinking about it. Initially, 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 objects as you can see at a time.

## Time Freeze

You can stop time for everybody but you for about a minute. While time is stopped you cannot 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.

## Zap

You are able to control electricity. You can create an annoying static shock, drain a car battery, or provide power to a single small appliance.

### ***Bonus Feature***

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

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

# Playing the Game

*Magical Kitties Save the Day* is a game of shared story telling. A lot of the time you do not need roll any dice. The Game Master sets a scene for you, then you and the other players describe how your kitties act. Occasionally when your kitty attempts something risky or difficult, you need to use a few rules to determine whether your kitty succeeds.

## Making a Check

When your kitty attempts something tricky or dangerous, your Game Master will ask you to make a check (also called a test). Mundane tasks like hopping from the ground onto a chair, or waking up from a nap, do not require checks. Harder tasks like jumping off a moving train or reading human words do require checks.

## Your Dice Pool

Your dice pool represents how many dice you roll for your kitty to overcome a challenge. Your Game Master tells you whether the check requires Cute, Cunning, or Fierce. The value of that attribute determines how many dice you start with in your pool.

If your kitty uses her talent, you can add another die to your pool. You may use your talent once per scene.

If your kitty uses her magical power, you can add two more dice to the dice pool. Like your talent, you can use your power once per scene.

## Difficulty

Your Game Master also tells you the Difficulty of the check depending on what your kitty is trying to do in the fictional world. This number ranges from three to six, and the higher it is, the tougher the check. The table below gives some examples of Difficulties for the three attributes.

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 friend	Find a hidden compartment	Run through a door before it closes
5 (Hard)	Befriend a dog	Read a textbook	Fight off a large dog
6 (Extreme)	Herd cats	Solve the Riddle of the Sphinx	Fight off a dragon

## Determine Success

Once you have your dice pool and you know the Difficulty of the task, it is time to roll your dice. Roll them all at once, and then see how many have a result equal to or greater than the Difficulty of the check. If no dice meet or beat the Difficulty, you fail. If at least one die is equal to or higher than the Difficulty, your kitty succeeds. The more dice that are higher, the better your kitty does.

## Degrees of Success

The number of dice that equal or surpass the Difficulty of the check determines how successful your kitty is at the chosen task.

Winning Dice	Result	
0	Fail	You do not do what you wanted, and something bad might happen.
1	Success, but . . .	You do it, but there's a problem.
2	Success	You do it just like you hoped.
3	Success, and . . .	You do it and get a bonus.
4+	Super success!	You do it way better than anybody thought possible.

## Failure

If you do not roll any successful dice, you fail at your intended task. A lot of times this also means that something bad happens to your kitty. Here are a few things that might happen when your kitty fails.

- A foe uses its 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 her next pool.
- The GM forces your flaw.
- Something else creative (subject to the GM's approval).

## Success, But . . .

If you roll one die that is equal to or higher than the Difficulty, you succeed, but either just barely so, or at a cost to your kitty. Below are a few of the drawbacks that might accompany such a limited success.

- A foe uses its 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 her next pool.
- The GM forces your flaw.
- Something else creative (subject to the GM's approval).

### **Success**

If you roll two dice that are high enough to beat the Difficulty, you have a standard success. Things work out just as your kitty hoped. There are no additional effects.

### **Success, And . . .**

If you have at least three successful dice, your kitty not only succeeds, she also gains some additional benefit. Some examples of appropriate benefits are listed below.

- A fellow kitty gains an extra die in her die pool for her next action.
- You or a fellow kitty shrug off one Owie you have suffered.
- You also accomplish a secondary goal.
- One enemy cannot cause trouble for some time.
- Something else fun and exciting (subject to the GM's approval).

### **Super Success!**

If your kitty has four or more successful dice, she scores a super success! This means she does an amazing job completing her task and gains an even more useful benefit. This might include:

- Your kitty and all your fellow kitties gain an extra die to use in their next die pools.
- You shrug off one Injury you have suffered.
- You and all your fellow kitties shrug off one Owie you have suffered.
- One enemy suffers an additional Owie.
- You gain the extra effect of a Kitty Treat.
- Something else super awesome (subject to the GM's approval).

## **Owies**

In the course of playing *Magical Kitties*, your kitty is likely to suffer Owies. These represent physical harm to your kitty. Your kitty has an Owie Limit, which starts at two. This is how many Owies your kitty can take each episode before being injured. As long as you do not go above this limit your kitty might be roughed up, but does not suffer in game terms. Once your kitty goes beyond this limit, however, she starts to take Injuries.

Some conditions might remove Owies during the course of play. If not, they go away automatically at the end of an episode.

## **Injuries**

Once a kitty has taken more Owies than her limit, she starts to take Injuries. These Injuries inflict a penalty on how many dice you can use to make various checks. If this reduces the number of dice in a pool to zero or lower, the kitty automatically fails such checks.

Injuries generally hamper one of the three main attributes. Injuries to muscle or bone reduce Fierce, those to the head reduce Cunning, while those to the face reduce Cute.

The first time a kitty takes an Injury in a scene it is a short-term Injury, and is healed at the end of that scene. If the kitty takes another Injury, it becomes a long-term Injury and lasts the rest of the episode. Any further Owies cause incapacitation.

## **Incapacitation**

If a kitty already has a long-term Injury and suffers another Owie, that kitty is incapacitated. This means the kitty is knocked unconscious or otherwise unable to act for the rest of the scene. The kitty recovers after the scene is over, but might be in a whole other heap of trouble when that happens.

## **Causing Owies**

Kitties can also cause Owies to their foes. Usually you describe how you are going to try to hurt your foe, and then make a check against the appropriate Defense (such as Fierce for clawing a foe or Cunning for tricking him into running into a wall).

Magical kitties normally cause one Owie per check, unless you get a super success (four or more successes) and choose to cause an additional Owie.

Like kitties, foes have Owie Limits, but they do not worry about Injuries. Once they reach their Owie Limit foes are knocked out or run away.

## **Kitty Treats**

Kitty Treats are a way that you can change the fiction of the game in your favor. At the start of each session, you begin with a certain number of Kitty Treats (three for new kitties). You can spend these Kitty Treats during the game for additional effects including any of the following.

- Reroll any or all of dice in the dice pool for a single check.
- Avoid taking an Injury.
- Use a bonus feature that you do not possess for one of your powers.
- Add something to the story beyond the kitty's control.



The final item on the list is subject to the GM's approval. It might be something like deciding there is a secret door in the house, or saying that a likely foe is actually an old friend of your kitty.

You can also earn more Kitty Treats through the course of play, by using your kitty's flaw. When a kitty's flaw makes the story more interesting (often more challenging for the kitties), the GM can choose to give that player an additional Kitty Treat.

## Getting Better

As you play *Magical Kitties Save the Day*, and your kitty overcomes challenges, she slowly gets better at what she does. In the game this is known as gaining Experience and leveling up.

### 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. There are two ways to earn Experience in *Magical Kitties*: answering the end of session questions, and learning from mistakes.

Keep track of this Experience on your kitty's character sheet by filling in one of the circles under the Experience section. (One circle equals one Experience Point.)

#### ***End of Session Questions***

At the end of every session, you and your fellow players should answer the following questions as a group. For every question that you answer "yes" to, your kitty gains one Experience Point.

- Did the kitties save the day?
- Did everybody have fun?
- Did your kitty or her human learn a valuable lesson?

#### ***Learn from Your Mistakes***

The other way to gain Experience is learning from your mistakes. Every time you roll an attribute test that completely fails, your kitty learns from her mistake and gains one Experience Point. If you fail and then spend a Kitty Treat to re-roll you do NOT gain this experience.

### Leveling Up

When your kitty earns enough experience to fill in a row on the Experience part of your character sheet, the kitty levels up. Each time you level up, choose one way to improve your kitty, as listed below.

### **Levels 2–4**

At levels two through four, every time you gain a level choose one of the options from the following list. You cannot choose the same option twice.

- Gain one bonus feature for a magical power
- Improve one attribute one point (to a maximum of three)
- Increase your Owie Limit by one
- Increase you starting Kitty Treats by one

### **Levels 5–7**

At levels five through seven, you may choose any option from the 2–4 list that you have not already taken, or choose any option from the following list. If an option is on both lists you may take it once for level 2–4 and once for level 5–7.

- Gain a new talent
- Gain one bonus feature for a magical power
- Improve one attribute one point (to a maximum of four)
- Increase your Owie Limit by one
- Increase you starting Kitty Treats by one

### **Levels 8–10**

At levels eight through ten, you can choose any option you have not taken on any list above, or something from the list below. You can take an option once for each list it is on (so by level 8, you could have increased your Owie Limit three times).

- Gain a new magical power
- Gain one bonus feature for a magical power
- Improve one attribute one point (to a maximum of four)
- Increase you starting Kitty Treats by one
- Increase your Owie Limit by one

# 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. This player is called the Game Master (or GM). This chapter is designed to help new Game Masters or those new to *Magical Kitties*.

## Series

While it's perfectly possible to play a single game of *Magical Kitties* one night and then never return to that story, most of the time you play many games on multiple days 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 that takes place in the same setting and, for the most part, features the same characters. Most of the time you also play a series with the same players, though of course sometimes people have to leave and new people might join.

## Setting

When you start a new series of *Magical Kitties*, one of the first things you need to determine is the setting. Just like in a book or movie, the setting refers to the time and place that the series happens. One of the easiest settings is to base it on the present time and in the place where you live. That way you and the other players already know a lot about the setting. 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 a place that never existed.

Even if your setting is based on the real world there are probably some differences. Firstly your setting has magical kitties in it, which the real world doesn't have (or does it?). There are probably some other things that are magical in the setting, like witches, faeries, or aliens.

When you start your series, it's a good idea to talk to the other players and see what kind of setting they might like to play in.

The chapter on Happy Glade (page 40) details one sample setting that you can use for your *Magical Kitties* games. Happy Glade is a present-day, medium-sized city that happens to be ground zero for an alien invasion. See the sidebar on the next page for more ideas about the fictional worlds that your kitties can have adventures in.

## Other Setting Ideas

**Blackrock:** Blackrock is a small mining town in the United States around the year 1900. Most of the grown-ups work in the mine, and the few children who live in town all go to school in a one-room school house. Electricity has not reached the town, and when nature calls kids have to use the outhouse.

Blackrock is also the home of a witch's ghost, who died tragically after the man she loved rejected her for being a witch. Possibly as a result, it attracts all kinds of folktale creatures, including kobolds, pixies, and witches.

**Kitties of Olympus:** This setting takes place about 3,200 years ago in the city of Athens in Greece, during the reign of King Theseus. Olympian gods like Zeus, Poseidon, and Hades interfere with mortal life, while monsters like the minotaur, hydra, and chimera threaten to attack humans from the darker corners of the world.

**Fantastica:** The land of Fantastica is the place where all of the fairy tales come from. Cinderella, Jack the Giant Slayer, and Rapunzel all live there. The thing that the stories often forget to mention, however, is that these heroes all had magical kitties who helped them through their struggles. Nor are theirs the only stories. The land of Fantastica is filled with other people who live under witches' spells, who have been cast into the wilds by a wicked step-parent, or who just want to find that special someone.

## Chosen Humans

The people that the kitties live with are another important part of the series. You should work with your players to create these people so that they fit well in the setting and the kitties are motivated to help their people.

The people in *Magical Kitties* frequently find themselves in dramatic situations. This means that they often have problems that they need to overcome, both internal and external. They might be lonely, angry, or lost in the world. Resist the urge to start with people who are already happy and comfortable. It's the kitties' jobs to make their people's lives better.

The Happy Glade sample setting includes example people who live there that the kitties might choose.

## Supporting Characters

One of the most important jobs of the Game Master in *Magical Kitties* is to control the supporting characters. These are all the people and

animals other than the kitties controlled by the other players. They might be friends or enemies and include everything from the kitties' humans, to the neighborhood mice, to the evil fairies.

When you run supporting characters, you should think of them each as individuals. What do they want? How do they act? How do they feel about the magical kitties? Remember, even though you put a lot of work into supporting characters and you can have a lot of fun with them, the other players' kitties are the real stars of the series, and your supporting characters are there to help the kitties look good, not overshadow them.

## Episodes

A single evening of playing *Magical Kitties* is called an episode. Individual episodes cover a range of topics and feature many characters, but they have certain things in common.

Most episodes start with a problem. The kitties investigate, explore, interact, cause a little mischief, and hopefully solve the problem. Sometimes kitties know what the true threat is right away. Other times one threat leads to another, or the kitties need to track down the real culprit.

While some episodes might leave threads hanging, by the end of most episodes the kitties have solved the main problem and defeated the main threat that launched the episode—and things have returned to the status quo. Occasionally, however, some threats might require multiple episodes of play to overcome.

## Scenes

Each episode of *Magical Kitties* is comprised of several scenes. Like in a book or show, a scene takes place in a single location and usually deals with a single objective. When the kitties accomplish that objective or move on to a new location, they enter a new scene.

It is important to track when scenes change, because kitties are allowed to use their talent and magical powers only once per scene.

## Threats

Because *Magical Kitties* is a game about saving the ones you love, series also feature threats. Threats are simply bad things that might happen. These threats are dangers for the kitties and their people. These threats come in many varieties, external and internal, realistic and fantastic.

Many threats come from the outside. This might be the fairy that kidnaps children, the bully who teases kids at school, or a fire that's going to burn down a kitty's house. Some threats are internal—things like greed or despair. These internal threats are also appropriate for magical kitties, but it's usually easier to wait to explore these until you've had some experience dealing with external threats.

Threats can also be described as scene threats, episode threats, or series threats. These terms refer to how long the threats take to overcome. Scene threats are the quickest to overcome, as they are encountered once, and then not seen again. Examples of scene threats might be dogs to sneak around, pits to escape from, or robots to destroy.

Episode threats are more complicated, and typically need a night's worth of play to overcome. Episode threats might be comprised of many scene-threats. Examples of episode threats might be the dark forest that children are lost in, the alien that has kidnapped a beloved teacher, or a dinosaur that has gone rampaging through the city.

Series threats are even more complicated than episode threats, and they may be the instigating force behind many of the episode and series threats in the series. This may be the queen of the unseelie faeries, the magical kitty whose bitter jealousy has turned her dark, or the alien body-snatchers who have been replacing important humans. Series threats often include internal and emotional threats, like a child's sadness after a parents' divorce, or an immigrant's struggle to adjust to a new country.

## Determining Difficulties

When it comes to the game rules part of *Magical Kitties*, one of the Game Master's major roles is to determine the Difficulty for the risky actions that the kitties take. Do the players need to roll a 3, 4, 5, or 6 to succeed? What do these numbers mean? This section should help you decide.

At the same time, remember that even if you get the number wrong, it's not the end of the world. There's not a huge difference between a four and a five, and because *Magical Kitties* tries to make failure fun and interesting, if your call changes the outcome, the worst thing that happens is that the kitty earns some Experience.

### Never One or Two

Checks never have a difficulty of one or two. Of course every die has to roll at least a one, so if there was a difficulty rating of one, the check would always succeed, so there's no point rolling.

While it's possible to fail a check with a difficulty of two, it's rare, especially if the player gets to roll two or more dice. Because it's so rare to fail, it is also not worth having the player roll against a difficulty of two. If you think a task is so easy that it would have a difficulty of two, just let the kitty succeed at what she is doing without rolling.

### **Three: Easy**

Tasks with a Difficulty of three are relatively easy, but still have a little bit of risk, especially if the kitty is not good at the task. Even if a kitty has only one die, she will get some kind of success more often than not. These are things that most cats are pretty good at, like catching a mouse, climbing a tree, or getting a human to give you food.

Tasks with a Difficulty of three also tend to have less danger associated with failing them. They mostly just inconvenience the kitty and seldom cause Owies.

### **Four: Typical**

A Difficulty of four is the most common in *Magical Kitties*, and if you don't know what to set the Difficulty at, you can set it at a four. Even if they are only rolling one die, kitties succeed against a Difficulty of four about half the time, and kitties with more dice succeed more often than not. These are tasks that a skilled kitty will achieve most of the time, but not always. They might be things like finding a hidden clue, using many human devices, or making friends with the new cat in town.

There is often, but not always, danger posed by failing a Difficulty of four, and failing a Difficulty of four frequently results in Owies.

### **Five: Hard**

A Difficulty of five describes hard tasks, and the major challenges of the episode usually have a Difficulty of five. Unless their players only roll one die, kitties still have a good chance of succeeding against a Difficulty of five, but if they are not using their talent or magical power, they are mostly like to only have a single success. Hard tasks include racing through a burning building, outwitting a witch, or fighting a dog.

Difficulties of five almost always include some risk, though it is not always physical.

### **Six: Extreme**

A Difficulty of six is reserved for tasks that are extremely difficult, though still within the realm of possibility (given a world of where kitties have magical powers). Unless they use their talent or magical power, kitties are more likely to fail a Difficulty of six, and even when they do succeed it is rare to get more than a single success roll on the die. Difficulties of six do

not show up in every episode. They reflect tasks like convincing a hated foe to have a change of heart, or breaking into Fort Knox.

Extreme tasks are always dangerous if the kitty fails.

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 friend	Find a hidden compartment	Run through a door before it closes
5 (Hard)	Befriend a dog	Read a textbook	Fight off a large dog
6 (Extreme)	Herd cats	Solve the Riddle of the Sphinx	Fight off a dragon

## Responding to Checks

Once you have determined the difficulty of a task and the player has rolled to see if her kitty succeeds, it comes time to interpret the results of the check. 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 have more when they fail, but you can ask for suggestions when you need them, or give suggestions when the players seem stumped.

The lists of options on pages 22-23 are a good starting place to think about the effects of a dice roll. Remember that these are just a starting place, and that anything you decided upon should fit the story that you are telling. Here are some ways that you can narrate the possible failures.

**The kitty suffers an Owie:** The kitty falls, catches her tail in the door, or bonks her head.

**The kitty gets into a sticky situation:** The kitty falls into a pool, runs into some angry dogs, or gets covered with 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.

**The kitty has one fewer die in her next pool:** 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-mouthed kitty reveals crucial information.



# Foes

Kitties face many foes in their adventures, from world conquering aliens, to evil witches, to the neighborhood dog. This chapter explains how foes work, suggests how to create new foes, and describes some of the most common examples of foes that kitties might face.

In *Magical Kitties Save the Day*, any creature that a kitty has a conflict with is considered a foe. This does not always mean they hate each other or want to hurt each other (though it might). It might also mean a squirrel who refuses to tell the secret a kitty needs to learn, or a rival neighborhood stray who challenges a magical kitty to a race.

## Game Statistics

Just like with kitties, most of the time you want a foe to do something, you just say what they do. Sometimes, however, when the kitties want to do one thing and the foes want to do another, we use the game statistics to determine what happens.

## Defenses

While magical kitties have Cute, Cunning, and Fierce statistics, their foes have corresponding defenses. In *Magical Kitties*, the players always roll the dice, so instead of representing the number of dice rolled, these defenses represent the target number that players need to match or beat. For example if a kitty wants to race against a small dog, it rolls dice based on its Fierce. Because the small dog has a Fierce Defense of 4, the kitty needs to roll at least one four to succeed.

These numbers are just a starting point. Sometimes you can adjust them if you think that what the kitty is doing is easier or more difficult than normal. For example it's probably easier to use Cute to get a human to let you in from the cold, than it is to convince him that nothing is wrong while a building burns around him.

## Owie Limit

Just like kitties, foes take Owies and have an Owie Limit. Normally a kitty can cause a foe a single Owie by passing an appropriate test (usually a Fierce test against the foe's Fierce Defense.)

Whenever the foes suffer Owies equal to their Limit, they are defeated. This might mean they are knocked out, captured, or scared away.

## Reactions

When players fail their rolls or only get one success, something bad happens. When the kitties are making checks against foes, this often means that the foes take their reactions. The reactions listed 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 1 Owie." Other times the reactions are more descriptive like "Yip: Alerts allies." The first type is easy to resolve: just have the player mark down one Owie on her character sheet. The second kind of reaction needs a little more imagination and creativity. In this example 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.

## Make Your Own Foes

Making your own foes in *Magical Kitties* is so easy you can do it while you're playing. Just decide on defense numbers, an Owie Limit, and what it might do if it does not like the kitties. You can use the Difficulty table on page 32 to gauge defenses, or look at the foes described below.

One key thing to remember is that foe defenses are not how Cute, Cunning, or Fierce they are, but how hard it is to use those abilities against them. For Cunning and Fierce, these often (but not always) are mirrors of each other. A fierce dog would be hard to defeat with Fierce. Cute Defense, on the other hand, 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 Defense).

You can use the foes described below as a guide for creating your own foes for kitties to face.

## Example Foes

Here are some examples of foes that kitties might face. Not all of these are appropriate for every setting. Dragons might not fit in the modern day Happy Glade setting, but would fit well in a fairy tale land like Fantastica (see page 28).

Just because these creatures are listed as foes does not mean they are all out to get the kitties, It just means that they might come into conflict with the kitties. If there is no conflict the game numbers don't matter.

### Bird, Songbird

These are small birds like chickadees, robins, and even cockatoos. They are seldom threats to kitties, but sometimes annoyances or allies.

**Cute Defense:** 3

**Cunning Defense:** 3

**Fierce Defense:** 3

**Owie Limit:** 1

**Reactions**

*Fly Away:* Kitties must make a Fierce 4 check, or the bird flees the scene.

**Bird, Raptor**

These are birds of prey, such as eagles, hawks, or falcons. They are far more dangerous than their smaller kin, and some species even hunt kitties for food!

**Cute Defense:** 4

**Cunning Defense:** 4

**Fierce Defense:** 5

**Owie Limit:** 2

**Reactions**

*Talons:* Causes 2 Owies.

*Carry Aloft:* Raptor carries the kitty into the air.

**Dragon**

Dragons are giant flying reptiles with terrible teeth and fiery breath. They love gold and other valuables and accumulate giant piles of treasure that they guard jealously. They also kidnap princes and princesses.

**Cute Defense:** 6

**Cunning Defense:** 6

**Fierce Defense:** 6

**Owie Limit:** 5

**Reactions**

*Bite:* Causes 3 Owies.

*Breath Fire:* Causes 2 Owies to two different kitties.

**Dog, Large**

Large dogs such as German shepherds, Dobermans, or even Labradors. These dogs pose major physical challenges for most kitties.

**Cute Defense:** 4

**Cunning Defense:** 3

**Fierce Defense:** 5

**Owie Limit:** 2

**Reactions**

*Bite:* Causes 2 Owies.

*Bark:* Alerts allies. Kitties must pass a Fierce 4 check or run.

## **Dog, Small**

Small dogs about the same size as magical kitties, including breeds like Yorkshire terrier, pug, and Chihuahua. They are less dangerous than larger dogs, but can still be a major nuisance to magical kitties.

**Cute Defense:** 4

**Cunning Defense:** 3

**Fierce Defense:** 4

**Owie Limit:** 1

### **Reactions**

*Bite:* Causes 1 Owie.

*Yip:* Alerts allies.

## **Human, Typical Grown-Up**

Humans are large bipedal mammals who are good at using tools. They can be kitties' worst enemies or greatest friends.

**Cute Defense:** 3

**Cunning Defense:** 4

**Fierce Defense:** 5

**Owie Limit:** 3

### **Reactions**

*Whack:* Causes 1 Owie.

## **Human, Typical Child**

Humans have the longest juvenile stage of any animal on earth, and 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.

**Cute Defense:** 3

**Cunning Defense:** 3

**Fierce Defense:** 3

**Owie Limit:** 1

### **Reactions**

*Rock or Stick:* Causes 1 Owie.

## **Kitty, Magical**

The players' kitties are not the only ones with magical powers. Usually magical kitties help each other, but sometimes they come into conflict when the needs of their humans are at odds.

**Cute Defense:** 4

**Cunning Defense:** 4

**Fierce Defense:** 4

**Owie Limit:** 2

## Reactions

*Scratch:* Causes 1 Owie.

*Magical Power:* Decide on a magical power for the kitty and use it.

## Kitty, Normal

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.

**Cute Defense:** 4

**Cunning Defense:** 4

**Fierce Defense:** 4

**Owie Limit:** 1

## Reactions

*Scratch:* Causes 1 Owie.

## Kobold

Kobolds are small creatures who live and work in mines. They are not evil, but can be proud and mischievous. If humans in a kobold mine do not treat them with respect, the kobolds may play cruel tricks on the miners, such as stealing gear or even collapsing the mine. Kobold look like two-foot-tall humanoids, with large bat-like ears and elongated noses.

**Cute Defense:** 3

**Cunning Defense:** 4

**Fierce Defense:** 3

**Owie Limit:** 1

## Reactions

*Shovel or Pick:* Causes 1 Owie.

## Pixie

Pixies, also called fairies, look like six-inch-tall humans with butterfly or dragonfly wings. They love playing pranks, and though most are not purposefully evil, they sometimes do not understand how humans work and their "jokes" can lead humans into danger.

**Cute Defense:** 4

**Cunning Defense:** 5

**Fierce Defense:** 3

**Owie Limit:** 1

## Reactions

*Dangerous Trick:* The kitty is tricked into dealing herself 1 Owie.

*Pixie Dust:* The kitty falls asleep for the rest of the scene.

## **Robot, Battle-Bot**

Robots are often built by advanced aliens or mad scientists. Battle-bots are specifically designed for fighting, possibly for the military or as somebody's personal guard. Robot brains are extremely logical, so they resist emotional pleas, but can they be easily confused by irrational actions.

**Cute Defense:** 6

**Cunning Defense:** 4

**Fierce Defense:** 5

**Owie Limit:** 3

### **Reactions**

*Laser:* Causes 2 Owies.

## **Robot, Worker-Bot**

Worker-bots are designed to preform mundane tasks like picking up trash or repairing spaceships, and they are less dangerous than their battle-bot cousins. However, when kitties come between worker-bots and their assigned task, it causes no end of trouble.

**Cute Defense:** 6

**Cunning Defense:** 4

**Fierce Defense:** 4

**Owie Limit:** 2

### **Reactions**

*Maintenance Claw:* Causes 1 Owie.

## **Squirrel!**

Squirrels are small rodents with fluffy tails that kitties are found of pouncing upon. These game stats can be used for many other small creatures, such as mice or chinchillas.

**Cute Defense:** 3

**Cunning Defense:** 3

**Fierce Defense:** 3

**Owie Limit:** 1

### **Reactions**

*Run:* Kitties must make a Fierce 4 check, or the squirrel flees the scene.

## Witch

Witches are humans, both men and women, who have learned the magic of charms, potions, and hexes. Some witches are good and some are wicked, while others fall somewhere in between. As witches inherently know about the magic within the world, magical kitties do not need to hide their powers from witches.

**Cute Defense:** 4

**Cunning Defense:** 4

**Fierce Defense:** 5

**Owie Limit:** 3

### Reactions

*Whack:* Causes 1 Owie

*Turn into a Frog:* The kitty has all Attributes reduced to 1 and cannot use magical powers, until turned back or the spell wears off (at the end of the scene).

*Other Hexes:* The witch casts another spell as determined by the GM.

## Zelanoid

Zelanoids are invaders from the planet Zelan. They have come to earth to conquer it through trickery so that they can extract our natural resources and send them back to Zelan.

**Cute Defense:** 4

**Cunning Defense:** 5

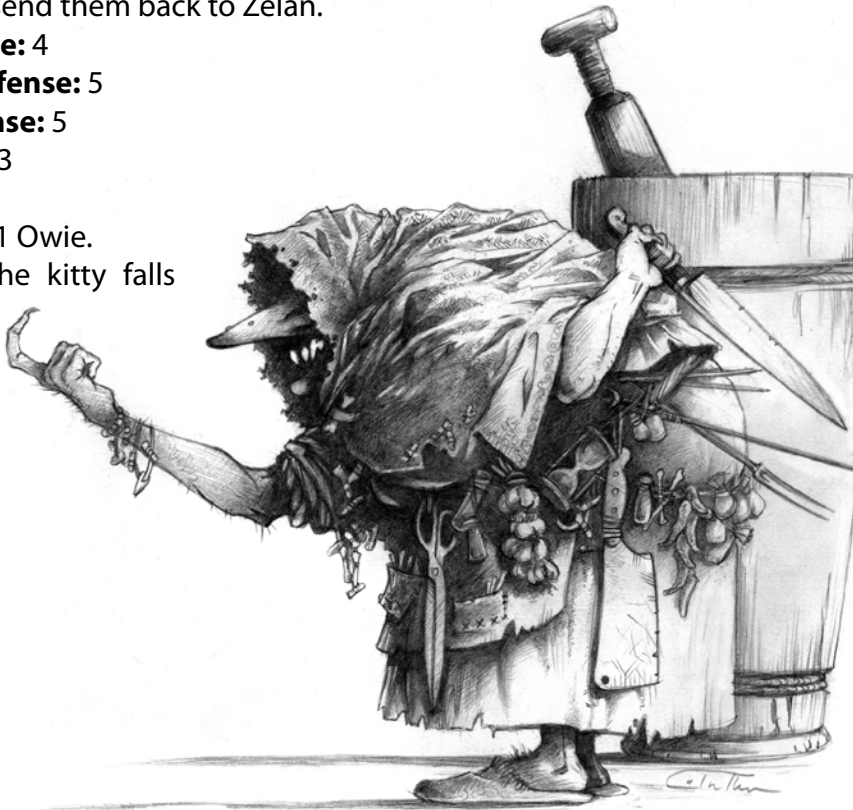
**Fierce Defense:** 5

**Owie Limit:** 3

### Reactions

*Kick:* Causes 1 Owie.

*Sleep Ray:* The kitty falls asleep for the rest of scene.



# Happy Glade

Happy Glade is a suburb of a middle-sized city in the heart of America in the present day. Children spend their days at school while their parents work in office buildings. It's just another sleepy town. Except for the alien invasion.

## Zelanoids

The native inhabitants of the planet Zelan have used up most of their world's resources and now seek to plunder Earth's. They have seen all the Earth movies about alien invasion, however, and they don't want the humans shooting with tanks or launching rockets at them. They hope to take control of Earth without being noticed, by disguising themselves as humans, taking over key positions of power, and using advanced Zelanoid technology to turn humans into obedient sheep.

Zelanoids are mostly human in shape, but their skin is bright green, they have no hair, and they have bulging red eyes. All Zelanoids have names that sound like they start with "Z" to English speakers. However, the Zelan language actually has five different letters that sound like "Z" to humans, but Zelanoids can easily tell the difference. (So there might be five aliens whose names sound like "Zak," but because they start with the different "Z" sounds the Zelanoids never get confused.)

On the planet Zelan, there are creatures called gubledorfs, that look very similar to Earth cats, except that gubledorfs are green and have two antennae on the tops of their heads. Because of this, many Zelanoids call kitties gubledorfs.

## Sample Humans

These are some examples of humans that kitties might live with in Happy Glade. You can use these humans as they are written, or take inspiration from them so you and your players can create your own humans. All of these humans live in the Happy Arms Apartments complex.

### Susan Berry

**Age:** Grown-Up

Susan Berry teaches fourth grade at Happy Glade Elementary School. She loves her job and the children she teaches. Work keeps her busy, sometimes a little too busy. Susan has trouble making time for herself.



She is kind, caring, and intelligent. She has a few close friends, but has not dated anybody in several years.

## **George Burke**

**Age:** Grown-Up

George Burke is the father of Sophie and Max Burke. A year ago his wife divorced him, and is now engaged to another man. Now George is raising the two children on his own. He moved to Happy Glade last summer to start a new job at Superior Software. He is still getting used to the new town and has not met a lot of people yet.

## **Sophie Burke**

**Age:** 9

Sophie Burke is the daughter of George and the twin sister of Max. She took her parents' divorce hard and still misses her mother very much. She is having some trouble adjusting to life in Happy Glade, and misses her friends from back home. Sophie likes music and used to play the piano, but the family had to sell their piano when they moved.

## **Max Burke**

**Age:** 9

Max Burke was always a bookish child. After his parent's divorce and his family's move to Happy Glade, he seems to want to do nothing but sit in his room and read all day. At school he does well on his homework but does not speak up, and has yet to meet any friends.

## **Peter Lumbar**

**Age:** 10

Peter Lumbar was always a handful. He grew up never knowing his father, and with a mother who had to work two jobs to support her children. While intelligent, he did not enjoy school, and frequently got in trouble. Since his mother got sick he's continued to get into more trouble and has even gotten into a few fights with the other kids.

## **Tiffany Lumbar**

**Age:** 13

Tiffany Lumbar had to move in with her granny when her mother got sick. Her father disappeared before her brother Peter was born. Tiffany is growing into a capable young woman and is tired of people telling her what to do, especially her granny, who has no idea what the real world is like these days.

## Granny Lumbar

**Age:** Grown-Up

Her real name is Penelope Lumbar, but everybody calls her Granny. She is a busy woman with a strong personality who always knows everything about what is going on in the Happy Arms Apartments complex. She worked hard raising three children, and thought she was done with that until her youngest daughter got sick, and she had to take care of her two grandchildren.

## Old Man Withers

**Age:** Grown-Up

Murphy Withers has lived in Happy Glade all his life. He remembers when it was a small town without a single stop light. He's not too happy about the changes with all the city folk coming in and building their shopping malls and their fast food. He used to play the organ and was an avid bird watcher, but since his wife passed away he mostly sits around and watches TV.



## Places

### Happy Arms Apartments

Happy Arms Apartments was one of the first apartment buildings constructed in Happy Glade over thirty years ago. It stands four stories tall and has twenty eight apartments in a range of sizes. Once a high-end apartment building, many years of neglect have left the Happy Arms bleak and run down.

The owner is a man named Jasper Drake. Jasper does not pay much attention to the apartment building unless somebody calls to complain about it. In this case he fixes the problem with the quickest and cheapest solution he has available.

Happy Arms is a good spot for the magical kitties to live, and it's where all the people described earlier in this chapter currently reside.

## **Happy Glade Elementary School**

Happy Glade has a single elementary school for all the children in grades kindergarten through sixth grade. The teachers work hard and try their best to help students learn, but the elementary school has seen a wave of budget cuts, which mean larger classes, fewer materials, and worst of all they've stopped serving pizza in the school cafeteria.

Susan Berry works at Happy Glade Elementary, while Sophie and Max Burke and Peter Lumbar all attend school there (in Miss Berry's class no less).

## **Roosevelt Junior High**

The students from Happy Glade combined with the nearby town of Eagle Point to form the seventh and eighth grades at Roosevelt Junior High. Here teachers are even more overworked than at the elementary school, and it's easy for students to fall between the cracks.

Tiffany Lumbar attends Roosevelt Junior High.

## **Chickadee Park**

Chickadee Park is a city park that is close to both the Happy Arms Apartments and Happy Glade Elementary School. It is a large park that contains several sports fields, a playground, and a community center. It is a popular place for kids and grown-ups alike.

## **Superion Software**

Superion Software is one of the largest employers in Happy Glade. It is filled with rows of cubicles for programmers typing away to create functional, but dull, software for computer-controlled machines: everything from grocery store checkout machines to industrial robots. Recently rumors have circulated through the office of a new project, called Operation Odyssey, but nobody seems to know what it is for. Nobody, that is, except for the Zelanoids who have recently replaced the upper management.

# Plots

These plots should give you some ideas of the kinds of adventures that kitties living in Happy Glade might have. As a GM, you can use any of these plots as the basis for your own story, or make up completely new ideas. A lot of times you might start with one of these plots, and then players take it in a different direction. That's great!

For a more detailed adventure, check out *Kitties Save the School!* on page 46.

## ***Kitties Save Your Brain***

Kitties have always known that humans are strangely fascinated by that glowing box they call the "TV," but lately it's gotten worse. They stare blankly at the screen for hours. They don't talk, they don't move, and worst of all they forget to feed their kitties!

The kitties might snap their humans out of it by breaking the TVs or shorting out the power to the entire building, but that's only the start. With some investigation the kitties learn that it's not just the people of the Happy Arms Apartments—people all over the city are becoming mindless zombies who do nothing but stare at their television sets.

The source of the problem is found at Happy TV, the company that supplies cable television to all of Happy Glade. The Zelanoids have taken over the cable company, and they have built a subliminal mind control program into all the channels. They are turning Happy Glade's TV viewers into docile slugs so they will not be able to resist the Zelanoid's takeover of the city. Of course the humans are completely clueless about the mind control, so it's up to the magical kitties to break into Happy TV, destroy the subliminal message machine, and save your brain!

## ***Kitties Save Valentine's Day***

Valentine's Day is coming up fast. While Sophie and Peter are excited about their school party and all the candy that comes with it, it's a lonely day for many of the grown-ups in the Happy Arms Apartments.

Susan Berry and George Burke are especially lonely. All they want is a date for Valentine's Day, but they do not have the courage to ask. After all, Mr. Burke's children Max and Sophia are in Miss Berry's class, and that could lead to all kinds of awkward situations. It's up to the kitties to engineer a clever scheme to bring the two together. And then there's the question of Max and Sophie, since they're too young to stay home by themselves, and babysitters are so hard to find on short notice.

Just arranging the date is not enough, however. As they leave for their Valentine's Day meal, the kitties notice a black van with tinted windows following the grown-ups. These are two Zelanoid agents, and they're looking to capture Mr. Burke to further infiltrate Superion Software, and only the kitties can stop the Zelanoids and save Valentine's Day!

### ***Kitties Save the World***

As the kitties continue to foil Zelanoid plots, they learn more about the aliens, including that they have a mother ship parked on the far side of the moon. Infiltrating that ship may be their only hope to stop the Zelanoid plot once and for all.

The trickiest part is getting there. The kitties might be able to steal a small Zelanoid ship, like the one described in "Kitties Save the School!" They might sneak on board the weather satellite that will be launched into orbit next Thursday, or creative kitties might come up with a way to use their magical powers to get them into orbit.

The mother ship is a giant space craft, as big as a city, filled with thousands of aliens. Once the kitties reach it, there are several options they can take. They might talk with the Zelanoid High Council and convince them to call off their invasion of Earth, they could rig the ship's autopilot to fly far away and never come back, or they could activate the mother ship's self-destruct systems and then get out of there quickly. However they deal with the ship, the kitties better act quick, because they need to save the world!

# Kitties Save the School!

*Kitties Save the School* details a single episode for *Magical Kitties Save the Day* using the Happy Glade setting. This adventure makes a great first episode in a series that features the Zelanoid threats. While it describes lots of different options, it cannot possibly account for every idea that every group of players might have. When the players want to do something that's not described in the adventure, do your best to go along with it, and use the ideas described here as a framework.

This episode assumes that kitties are using the sample humans described on pages 40-42. If not, replace references to Miss Berry, Max, Sophie, and Peter with the kitties' actual humans.

## **Background: Things the GM Should Know**

This episode takes place early in the Zelanoids' secret invasion of Earth. They are interested in shaping the minds of the humans to accept or ignore their invasion, and they decided that the perfect place to start is with the human children.

Thus they send two Zelanoid agents, Zeablebrok and Zoby to kidnap and replace one of Happy Glade Elementary's teachers, and as luck would have it, they grab Miss Berry. The two aliens then put Miss Berry in a stasis chamber on their ship, and Zeablebrok puts on a fake human mask and pretends to be Miss Berry's substitute: Mr. Z.

Zeablebrok and Zoby are a bit of an odd couple, but the Zelanoid High Council has assigned them to work together, so they don't have any choice. Zeablebrok is very stern and serious. He thinks humans are too foolish and they don't deserve this planet. Zoby is more easygoing and friendlier. She enjoys human TV shows, and she used to have a pet gubledorf as a child that she remembers very fondly. Since kitties look a lot like gubledorfs, she has a Cute resistance of 3 (Zelanoids normally have a 4).

## **Beginning the Adventure: Where's Miss Berry**

The adventure starts as the kitties realize that Susan Berry is missing. If any of the kitties have chosen Miss Berry as their human, they probably realize something is wrong when she fails to come home and feed them. Otherwise they hear about her absence from Sophie, Max, Peter or another child that goes to Happy Glade Elementary.

Miss Berry is gone. She left a note at her school saying she needed to

take a last minute trip for a family emergency and might not be back for some time (actually Zeablebrok left the note). Until then they have a substitute teacher. His name is Mr. Z, and he's the meanest teacher ever. He makes the kids work all day and doesn't let them have any fun. If only Miss Berry would come back soon!

Hopefully, this is enough to spark the kitties' interest. but if not, each day the children continue to come home with tales of how terrible Mr. Z is. At this point it's up to the kitties to decide what to do next.

## **Miss Berry's Apartment**

One thing kitties might do is investigate Miss Berry's apartment for clues. If any of the kitties live there, they can let all the kitties in through their secret exit. Otherwise it might take a Cunning 4 check to find a way through the door, windows, or ventilation, or a Cute 4 check to convince another human to let them in. (Remember this means that the players roll a number of dice equal to their Cunning or Cute score, and see how many dice have a result of four or higher. If they use a talent they can roll one extra die, and if they use a magical power, they can roll two extra dice.)

Once inside, the kitties can search around for clues. The players might ask specific questions about the apartment, which you can simply answer, or they might just want to "search" and roll some dice. In the latter case have them make a Cunning 3 check.

However the kitties search, everything they discover points to one conclusion, that Miss Berry did not plan to leave. Her suitcase and all her clothes are still in her closet. Her calendar and lesson plans have notes for things to do on the days that she's been gone, and she's left some fruit out on the counter that will go bad if she does not come back soon. So if she didn't plan to leave, what happened?

## **To the School!**

After Miss Berry's apartment, the next most likely place for the kitties to search is Happy Glade Elementary School.

Before they leave, the kitties need to answer two important questions: how do they get to the school and when do they go?

## ***On the Bus***

The kitties have probably seen kids like Sophie, Max, and Peter get on the yellow school bus each day, so it may occur to them to take the bus as well. They might be able to sneak on to the bus with a Cunning 4 check, convince their humans to place them in their backpack with a

Cute 4 check, or leap out their window onto the roof of the bus with a Fierce 4 check. If the kitties fail they get left behind. If they have only one success they make it to school, but maybe get their tail stepped on (suffer an Owie), get shut in a locker (get in a sticky situation), or wind up so battered by the wind and debris that they can't think straight (one less die on their next roll).

### ***Walking***

The school is close enough that the kitties could walk if they need to, but it might take several hours. Also, it isn't just a straight shot down the street. They'll need to navigate the way, which requires a Cunning 4 test. If they have only one success they might encounter an angry dog along the way (see page 35), and if they fail completely, they might find a dog and also wind up hopelessly lost.

### ***At School***

School is a very different place during the day than at night. During the day it is full of teachers and students. This makes it easier to get in and out, but also increases the kitties' chances of being spotted. At night it's quieter with only a custodian and maybe a teacher or two who are working late (and the aliens).

### ***Let Us In!***

The kitties' first task is to get inside the school. During the day, this is much easier because of the frequent traffic, and requires only a test of Difficulty 3. Creative kitties might use Cute to convince a child to bring them inside after recess, Cunning to sneak through an open door while nobody is looking, or Fierce to charge through a door before anybody can stop them.

At night things are trickier, requiring the kitties to score a 4 on their tests.

### ***Miss Berry's Classroom***

Miss Berry's classroom has some clues for the kitties to find. During the day finding anything is harder because class is in session and Mr. Z is always watching. Kitties must make a Cunning 4 test to find the information they need without getting spotted. If they only get one success, they find some information, but they also get caught by Mr. Z, and thrown out of the school. Mr. Z also asks the class "does anybody recognize this vermin?" If a captured kitty lives with a student in the class, they fess up and get in trouble too! If the kitties completely fail they not only get caught, they also don't find any useful information.



If the kitties try to interfere with Mr. Z in any way, he'll put up a fight. See the statistics for a Zelanoid on page 39.

At night things are easier, and the kitties only need to make a Cunning 3 test to find some evidence.

As long as the kitties get a least one success on their Cunning test, they find a few interesting clues. One is a glove that seems be made of human skin, but on closer examination is some kind of synthetic rubber. They also find books full of highly advanced chemical formulas, and finally they find a sticky note with an address written on it.

The glove is one that Zeablebrok wears to hide his naturally green skin from the kids at school as he pretends to be Mr. Z. This particular glove got a hole in one finger, so he replaced it with a spare and shoved it in his desk.

The chemistry book is very complex and requires a Cunning 6 test to understand. If the kitties manage it, however, they find a dog-eared page that seems to have a formula that would make anybody who eats it calm, quiet, and easy to control.

The address, 142 Bernard Parkway, is the location Chickadee Park where Zeablebrok's space ship is parked. Kitties can read the note and find the park with a Cunning 4 test.

### ***Kitchen***

The kitchen is a less obvious location to search, but it also holds some clues about the Zelanoids' plots.

During the day, the cooks are in the kitchen, meaning that the kitties need to pass a Cunning 4 test to find information without getting caught. Late at night the kitties have less chance of getting caught, and only need to make a Cunning 3 test to find Mr. Z's lab equipment.

If the kitties get at least one success on their check, they discover a wide range of strange chemicals not normally found in an elementary school kitchen. If the kitties compare these to the chemistry book from Miss Berry's class, they notice many similarities.

The kitties get the biggest hint if they come to the kitchen shortly after school ends. Here they find Mr. Z conducting his experiments. He mixes several chemicals in various pots, heats them to the appropriate temperatures, and combines them causing flashy chemical reactions. When he is satisfied, Mr. Z pours them into the ingredients for tomorrow's lunch.

Unless of course the kitties try to stop him (if they do, see the statics for a Zelanoid on page 39).

## **Zelanoid Multi-Tool**

While working, the Zelanoids usually carry around a multi-tool, so called because it can be used for many different tasks. It looks like a medium-sized silver flashlight with several buttons on it. When pushed in the right combination, the multi-tool can be a computer interface, a welding torch, a laser pointer, and a vast array of other devices.

The multi-tool also works as a sleep ray, and in this adventure this is the most likely way that they will see it used. Kitties who only get one success or fail a test against a Zelanoid might be hit by a sleep ray, and take a cat nap for about ten minutes.

If the kitties manage to get their paws on one, they can use it to their own advantage. The first time they try to activate any function they must pass a Cunning 5 test to get it to work. Afterward that same function requires only a Cunning 4 check (but other functions that they have not worked out still require a Cunning 5).

## ***The Black Van***

Mr. Z drives to school each day in a black van with tinted windows, so people can't see what is inside of it. If the kitties look in the parking lot while Mr. Z is at school they are sure to find it.

Getting into the van is tricky, but a Cunning 5 test might allow a kitty to open the lock, or a Fierce 5 test might let them pry down a window. It's slightly easier to slip in when Mr. Z comes back to the van, requiring only a test of 4, but it also means the kitties run the risk of getting caught if they fail or only get one success.

The front of the van is fairly normal, with a steering wheel, brake and gas pedals, and a passenger seat.

The back of the van is anything but normal. There it is full of strange equipment and screens, all of which display an alien language. This is the equipment that Zeablebrok and his partner Zoby use to spy on humans, control their ship, and communicate with the mother ship.

Kitties who wait until Mr. Z leaves school can hitch a ride on the van, either inside or out, to take them to Chickadee Park.

## **Chickadee Park**

The Zelanoids, Zeablebrok and Zoby, have parked their space ship in Chickadee Park, which is not far from the elementary school or the Happy Arms Apartments. Kitties might get to the park by finding the address on the sticky note in Miss Berry's room, by following Mr. Z's van, or some other way all together.

The Zelanoid's have a cloaking device for their space ship, so it is invisible to passing humans. It does leave some telltale signs, such as flattening the grass it sits upon, but no humans have noticed so far.

Some animals have noticed, including the many squirrels, sparrows, rabbits, and chickadees that make the park their home. If the kitties pass a Cute 3 test, they can find a friendly animal who is willing to tell them about the "big invisible rock" that showed up a few days ago. Kitties can also find the ship by searching on their own and passing a Cunning 4 check.

Kitties who follow Mr. Z from his van can see him open a door that appears out of nowhere and step inside.

## The Space Ship

Zeablebrok and Zoby's space ship is small, as space ships go, about the size of mobile home or a semitrailer.

### **Entrance**

Once the kitties locate the space ship, their next task is to find a way inside. If they followed Mr Z. they might slip inside as he does, with a Cunning 4 to sneak in or a Fierce 4 to dart past without getting caught.

The kitties might also try to convince a Zelanoid to come outside. Zoby, the one who remained with the ship, enjoys earth kitties, because they remind her of the pet gubledorf she had when she was a child. It only requires a Cute 3 check to get Zoby to come out of the ship, and with three or more successes, she'll bring the kitty into the cockpit with her. Even if Zoby lets the kitties inside, she won't let them roam free, instead keeping them close to her. The kitties have to either sneak away (Cunning 4) or run away (Fierce 4).

Otherwise the kitties need to find a way to open the door from the outside. This requires the kitties to pass a Cunning 5 test, unless they have captured one of the Zelanoid multi-tools in which case it is only a Cunning 3 test.



## ***Air Lock***

The first room the kitties find upon entering is a small room, with little more than another door. This is an air lock used to prevent the air on the ship from rushing out when in outer space. If the ship's computer detects a big difference in air pressure between the inside and outside of the ship, it will only let the outer door open if the inner door is completely closed (and vice versa). Fortunately for the kitties, on Earth, the Zelanoids usually leave the second door open. The air lock leads to the storage room.

## ***Storage Room***

This room is where Zeablebrok and Zoby store things they need that they are currently using. It contains several masks to impersonate different humans (including Mr. Z), a spare Zelanoid multi-tool, space suits, and whatever else the two aliens need. Another door connects the store room to the main hallway.

## ***Hallway***

This main hallway is clean and sparse. It has a total of four doors. The doors at each far end connect to the storage room and the cockpit, while the doors on either side connect to the living quarters and stasis room.

## ***Living Quarters***

This is where Zeablebrok and Zoby sleep and eat their meal pills. There are two beds here, which look like bare cots. Zelanoids do not have sheets, but instead, when anything lies on the bed it secretes a slimy substance that covers everything but the head. The slime pulls itself back into the bed when the creature gets out.

There is also a meal-pill dispenser on one of the walls. With the push of a few buttons the dispenser can produce a few small pills that contain all the nutrients a Zelanoid needs and can taste like anything. Of course the dispenser is designed to replicate Zelanoid meals, which to kitties taste like vomit mixed with boogers. A Cunning 4 test can reprogram the dispenser to create something more appetizing.

Each alien also has a dressing machine, that can be programmed to create any outfit and place the garments on the Zelanoid. A single door leads to their small shared bathroom.

## ***Cockpit***

This is where the aliens control the ship from. The cockpit has two chairs, and is full of control panels and computer screens. The controls can be used for piloting the ship, opening and closing any of the doors, controlling the ship sensors, and everything else needed to operate the spacecraft. The screens provide views of the outside of the ship,

information about the ship like fuel and altitude, communications with the mother ship, and Earth television shows.

This is where the aliens spend most of their time, especially Zoby, who is not off pretending to teach elementary school every day. Zoby has developed a taste for Earth TV shows, something that Zeablebrok often scolds her for.

Properly operating any of the equipment in the cockpit is difficult and requires a Cunning 5 check.

If the Zelanoids become aware of the kitties, see the stats for Zelanoids on page 39. (Though Zoby only has a Cute defense of 3).

### **Stasis Room**

This room holds the space ship's stasis field generators. The generators look like electronic boxes, about the size of a small table, but only standing slightly taller than a full grown kitty. Each has a control pad used to activate and deactivate the stasis field.

When the stasis fields are active, they look like shimmering pillars of light. Anything that is trapped inside the stasis field when it is activated is completely frozen in time. Creatures trapped cannot move or even think, but also do not age and do not suffer from hunger or thirst. Sometimes Zelanoids put themselves into stasis while on especially long space journeys, but right now only one stasis field is active: the one holding Miss Berry.

Kitties can use the control panel on the field generator to free Miss Berry by passing a Cunning 5 test. If they get only one success, they free her, but also set off an alarm that alerts the Zelanoids that they have intruders on their ship. Unless the kitties have already dealt with them, the aliens rush to the scene.

Once Miss Berry is free from the stasis field, she is dazed and confused. She just looks around muttering things to herself like, "How did I get here?" and "Everything looks so strange." The kitties can snap her out of it with a Cute 3 test.

## **Concluding the Episode**

Once Miss Berry has her head together, and the Zelanoids have been dealt with, the kitties can easily lead her out of the space ship. After the Zelanoids kidnapped her, they brought her car to the park. Miss Berry happily drives all the kitties back to the Happy Arms Apartments complex.

Though it seems strange at the time, Miss Berry quickly forgets about her unexpected loss of time. After all she's got more important things to worry about, like her class's upcoming Valentine's Day celebration!

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# Kitty Name:

Player Name:

Kitty Description

Owie Limit

Current Owies

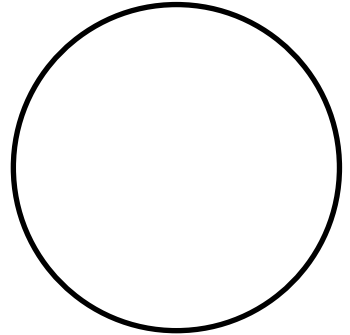
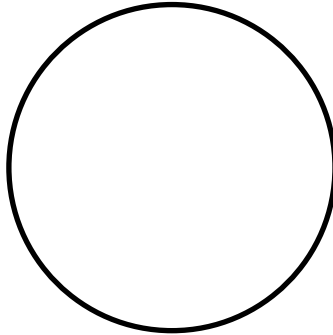
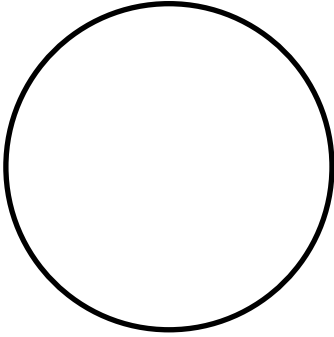
Kitty Treats

Injuries

Cute

Cunning

Fierce



Talent

Flaw

Magical Power!

Level 1

Exp: 00000

Level 6

Exp: 00000000

Level 2

Exp: 000000

Level 7

Exp: 00000000

Level 3

Exp: 000000

Level 8

Exp: 000000000

Level 4

Exp: 0000000

Level 9

Exp: 000000000

Level 5

Exp: 0000000

Level 10

Exp: 0000000000