

MAGICAL KITTTIES

SAVE THE DAY!

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Making a Check

Attributes

- CUTE: Social skills, empathy, and adorableness.
- CUNNING: Clever, smart, knowledgeable. Patience and subtlety.
- FIERCE: Bravery. Physical tasks (running, jumping).

Dice Pool

Base Dice Pool = Attribute

Use of Talent = +1 die

Use of Power = +2 dice

Talent & Power are limited to 1 use per scene.

Difficulty

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

Kitty Treats

Spend 1 Kitty Treat:

- Reroll any or all dice in the dice pool for a single check.
- Avoid taking an Injury.
- Use a Bonus Feature that you don't have for one of your Magical Powers.
- Add something to the story beyond the kitty's control. (GM approval)

Earn 1 Kitty Treat: When Flaw makes story more interesting/challenging.

Successes

Die \geq Difficulty = Success

Successes	Result	Complication / Bonus
0	Failure	Complication
1	Success, but...	Complication
2	Success	-
3	Success, and...	Bonus
4+	Super success!	Super Bonus

Example Complications

- Foe/Disaster uses Reaction.
- Suffer an Owie.
- Get into a sticky situation.
- Unable to act for some time.
- -1 Die in next die pool.
- GM forces kitty to take action according to their Flaw.
- A new Disaster is created.

Example Bonuses

- Fellow kitty gains +1 die in next pool.
- You or fellow kitty shrug off 1 Owie.
- Accomplish a secondary goal.
- 1 Foe cannot cause trouble for some time.

Example Super Bonuses

- You and all fellow kitties gain +1 die in next pool.
- You shrug off 1 Injury.
- You and all fellow kitties shrug off 1 Owie.
- 1 Foe suffers extra Owie.
- Gain effect of a Kitty Treat.

Getting Hurt

Owies

Owies > Owie Limit = 1 Injury

Owies go away at end of episode.

Injuries

-1 die penalty per Injury

1 Injury: Short-term, goes away at end of scene.

2 Injuries: Long-term, goes away at end of episode.

3+ Injuries: Incapacitated, recover at end of scene.

Knocked Out

Injuries = highest Attribute = Knocked Out

Getting Better

Learn From Your Mistakes

- On failed check, gain 1 XP.

End of Session Questions (1 XP per yes)

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

Level Up: When XP bar for current level is full. See p. 28.

Foes

Difficulties: Default difficulty vs. foe.

- Cute Difficulty
- Cunning Difficulty
- Fierce Difficulty

Owie Limit:

Owies \geq Owie Limit = Knocked Out / Run Away

Reactions: Taken as Complication on a check.

Disasters

Difficulty: Default difficulty vs. foe.

Reactions: Taken as Complication on a check.

How to Be a Magical Kitty

1. You must keep your magic hidden from humans.
2. You pick your human, even when it seems like the humans pick the 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, too.
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 lets you get in and out of your home without being seen.
8. YOU MUST KEEP YOUR MAGIC HIDDEN FROM HUMANS!