

GM ADVENTURE REFERENCES

ALL THE DICE

- ◆ +1 to +4 dice for Cute/Cunning/Fierce
- ◆ +1 die for your Talent
- ◆ +2 dice for your Magical Power
- ◆ +1 die for a success bonus
- ◆ -1 die per Injury

ALL THE HEALING

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

EXAMPLE COMPLICATIONS (0 & 1 SUCCESSES)

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

EXAMPLE BONUSES (3 SUCCESSES)

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

EXAMPLE SUPER BONUSES (4+ SUCCESSES)

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

DIFFICULTY

- 3 (Easy)
- 4 (Typical)
- 5 (Hard)
- 6 (Extreme)

SPENDING KITTY TREATS

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

STEP-BY-STEP ROLLING VS FOES

1. The player describes an action against a Foe.
2. Gather dice equal to Cute, Cunning, or Fierce, +1 die for a talent, +2 dice for a Magical Power, +1 die per previous success bonus, -1 die per Injury. If that's 0 dice, they can't roll it.
3. Roll those dice versus the difficulty number, which is the Foe's Cute, Cunning, or Fierce difficulty.
4. The player can use a Kitty Treat to reroll any or all dice.
5. Figure out the result:

- ◆ **0 successes** means the kitty fails at their action and lets the Foe use a Reaction (or causes another complication from page 25). If that's an Owie to the kitty, mark down an Owie. If they're already at their Owie Limit, the player can use a Kitty Treat to avoid an Injury, or else mark down an Injury instead of an Owie. If that brings the kitty to 0 in all Attributes, they're incapacitated.
- ◆ **1 success** means the kitty succeeds at their action and does one Owie to the Foe if they're trying to, but lets the Foe use a Reaction (or causes another complication from page 25).

Write down the Owie the Foe took. If they're at their Owie Limit, they're defeated. If the Foe's Reaction is an Owie to the kitty, mark down an Owie. If the kitty is already at their Owie Limit, the player can use a kitty treat to avoid an Injury, or else mark down an Injury instead of an Owie. If the kitty is reduced to 0 in all Attributes, they're incapacitated.

- ◆ **2 successes** means the kitty succeeds at their action and does one Owie to the Foe if they want. Write it down. If the Foe is at their Owie Limit, they're defeated.
- ◆ **3 successes** means the kitty succeeds at their action and does one Owie to the Foe if they're trying to, plus a bonus from page 25. Write down the Owie. If the Foe is at their Owie Limit, they're defeated.
- ◆ **4+ successes** means the kitty succeeds at their action and does two Owies to the Foe if they want (or one Owie plus a different super bonus from page 25). Write it down. If the Foe is at their Owie Limit, they're defeated.

6. At the end of the scene, kitties who took an Injury heal 1 Injury.