



WARRIORS

ADVENTURE GAME

Quick Start Guide

If you've already read the rules to the *Warriors Adventure Game*, you may find it a little cumbersome to keep flipping back and forth between the Skills and Knacks and other areas as you create or improve your cat character. The rules are designed to teach and explain the game, so there's a lot of extra information you may not need all the time.

This Quick Start Guide has been created for players who already know the rules and are looking to get at the meat of the information quickly. There are very few explanations or details—just the facts about what you do during the character creation and improvement process, plus a quick overview of the game rules. In order to make use of these details, you'll need to understand the main rules for the *Warriors Adventure Game*.

Creating Your Cat

The first stage is to make your cat the way he or she was as an apprentice. This has three stages.

Description

Get a good mental image of your cat. What does he look like? How good a fighter is she? What's the most important thing to him? What does she hope she'll accomplish in her life?

The answers to these questions will help you make informed choices in the upcoming steps.

Clan

Choose which Clan your cat comes from.

- ThunderClan:** Your cat gets level 1 training in the Ponder Skill.
- RiverClan:** Your cat gets level 1 training in the Swim Skill.
- WindClan:** Your cat gets level 1 training in the Listen Skill.
- ShadowClan:** Your cat gets level 1 training in the Sneak Skill.

Ability Scores

Pick your cat's starting Ability scores. You have 5 points to spread among Strength, Intelligence, and Spirit. Each Ability must have a minimum score of 1.


Skills

Your cat begins with level 1 training in three Skills. Choose them from the list below.

At this point you must pick three different Skills. However, you may make one of them the bonus Skill you got from your Clan. If you do this, increase that Skill from level 1 to level 2.



Skill List

- Arch**—Used to be aggressive physically without fighting.
 - Bite**—Used in hunting to kill prey.
 - Climb**—Used for going up and over things or standing on ledges.
 - Focus**—Used to concentrate and ignore distractions.
 - Hiss**—Used to be aggressive and threatening verbally.
 - Jump**—Used to leap away from danger.
 - Listen**—Used for finding and recognizing things by hearing.
 - Ponder**—Used for figuring out things by thinking.
 - Pounce**—Used for leaping into battle.
 - See**—Used for finding and recognizing things visually.
 - Smell**—Used for finding and recognizing scents.
 - Sneak**—Used for moving undetected.
 - Swat**—Used for hitting opponents with your claws.
 - Swim**—Used for safely navigating in water.
 - Wrestle**—Used for close-in fighting.
- 

Grooming a Warrior

Next you have to improve your cat to the way he or she will be when apprentice training is done.

When this stage is done, your cat will be 10 moons old and a full-fledged warrior.

Ability Score Increase

Increase your Strength score by +1. Increase either your Intelligence or Spirit score by +1.

Knacks

Your cat begins the game with three Knacks. Choose three different Knacks from the list below.

Knack List

Alertness: Allows your cat to be more attentive to things going on near him or her.

Animal Lore: Your cat has a great deal of knowledge about other animals (but not Twolegs).

Balance: Helps your cat move safely along branches, fences, and other precarious places.

Belly Rake: A fighting maneuver used when Wrestling, it does extra damage to your opponent.

Chomp: Powerful Bite attack that temporarily immobilizes your victim.

Clan Lore: Your cat has a great deal of knowledge about the Clans and cats in general.

Dash: Your cat can run faster and farther than usual.

Dodge: An improvement on the Jump Skill, useful to avoid damage in fights.

Feint: Use misdirection and quick movements to improve accuracy with Swat attacks.

Herb Lore: Your cat has a great deal of knowledge about healing herbs and how to treat illnesses.

Hide: Your cat is particularly clever at finding spots to sit still and hide.

Interpret Dreams: The ability to get accurate meaning out of dreams and prophecies.

Launch: A fighting maneuver used when Wrestling, it flings your opponent away.

Leap: Your cat can Pounce over a farther distance than normal.

Medicine Lore: Your cat has a great deal of knowledge about illness and injuries.

Mighty Swat: A fighting maneuver that lets your cat do extra damage with Swat attacks.

Orate: Your cat is good at giving speeches and motivating others.

Pathfinder: Your cat has a very good sense of direction and almost never gets lost.

Pin: A fighting maneuver used when Wrestling, it immobilizes your opponent.

Pummel: A fighting maneuver that relies on brute force.

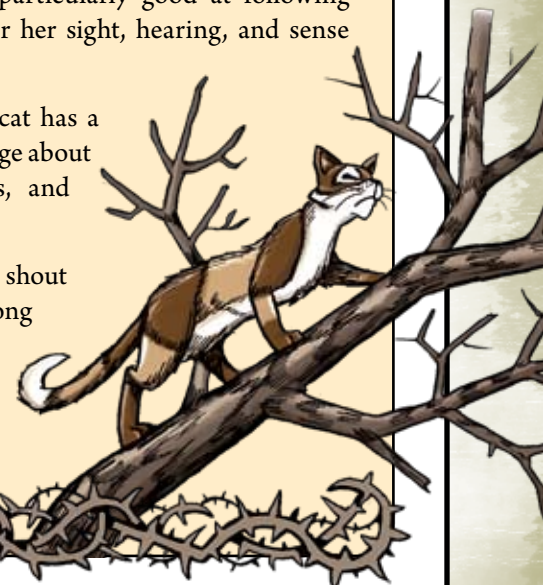
Spring: Your cat can do a special kind of Pounce that goes very high straight up in the air.

Stalk: Your cat is particularly clever when it comes to sneaking up on others.

Track: Your cat is particularly good at following someone using his or her sight, hearing, and sense of smell.

Twoleg Lore: Your cat has a great deal of knowledge about Twolegs, their nests, and their beasts.

Yowl: Your cat can shout out messages over long distances.



Improving Your Cat

As your cat gets older and goes through adventures, he or she will have the chance to gain new Abilities and improve ones he or she already has. The improvements from Experience will be listed at the end of each adventure. The improvements from maturation are listed in the “Changes Over Time” chart in Chapter Four of the rules.

Knacks

When your cat gets the chance to improve his or her Knacks, you have two choices.

- **Choose a New Knack:** Pick a new Knack from the list above.
- **Improve a Known Knack:** Some Knacks can be chosen more than once. If your cat has such a Knack, mark on your character sheet how many times he or she has taken that Knack. Remember that most Knacks have a maximum number of times they may be chosen.

Skills

When your cat gets the chance to improve his or her Skills, you have two choices.

- **Train a New Skill:** Put a 1 next to that Skill on your character sheet.
- **Improve an Already Trained Skill:** Increase the level of that Skill on your character sheet by +1. Remember that no Skill may be increased above level 5.

Abilities

When your cat gets the chance to improve an Ability score, raise the score on your character sheet. Remember that no Ability score may be increased above 10. If the “Changes Over Time” chart tells you to increase an Ability that is already at 10, your cat gets no benefit from that improvement.



How to Do Everything

Most situations in the *Warriors Adventure Game* will be resolved using the same basic methods.

Ability Checks

A basic Ability Check is done by telling the Narrator your cat's score in the Ability being tested. If that number is high enough, the action succeeds.

Spending Chips

You can increase the total for one Ability Check by spending chips. You must spend a chip that matches the Check (for example, a Strength chip for a Strength Check). Each chip you spend gives you a +1 bonus to the current Ability Check.

There is an advanced rule that lets you exchange chips at a rate of 2:1. (For example, if you need a Strength chip but don't have any, you can trade in 2 Intelligence chips to get 1 Strength chip.)

Skill Checks

In a Skill Check you add together your cat's level in the Skill being tested plus the Ability score of the related Ability. If you want to, you can spend chips on a Skill Check the same way you would on an Ability Check.

If your cat does not have any training in the Skill, then the Skill Check is identical to an Ability Check.

Using Knacks

In order to use a Knack, your cat must have chosen it at some point during his or her development. If you have not chosen the Knack during the character's creation or improvement, then you cannot use that Knack.

Each Knack has a cost in Ability chips. You must pay that cost each time you use the Knack.

Every Knack works a little differently, and many can change in detail depending on how many times your cat has chosen that Knack. Be sure to keep accurate records on your character sheet of what Knacks your cat has and how many times he or she has chosen each.

Fighting

Fighting uses the same rules as other Checks, but it is a slightly more complicated process.

Swatting

Swatting can only be done between two cats. The attacking cat makes a Swat Check. The target makes a Jump Check. If the Swat Check is equal to or greater than the Jump Check, the attack is successful. If the Swat Check was more than double the Jump Check, the attacker gets a +2 bonus when doing damage.

Wrestling

Wrestling begins with two cats but can include many more. The attacking cat makes a Pounce Check. The target makes a Jump Check. If the Pounce Check is equal to or greater than the Jump Check, the cats are Wrestling.

Other cats may join a Wrestling group by making a Pounce Check. If the Check is equal to or greater than the number of cats currently Wrestling, then the cat has joined the Wrestling group.

When it's the turn of a cat who is Wrestling, all cats currently involved in the Wrestling group must make either a Wrestling Check or a Jump Check. The cat with the highest total either gets to do damage or leaves the Wrestling group.



Doing Damage

When one cat does damage to another in a fight, the cat that did the damage makes a Strength Check. If the total is less than or equal to the target's Strength score, the target loses 1 chip. If the total is greater than the target's Strength score, the target loses 2 chips. If the total was more than double the target's Strength score, the target loses 3 chips.

Any cat who has no chips left is Knocked Out.

Healing

Every morning, a wounded cat will heal 1 lost chip.

Once per day, a cat may try to receive extra healing from either a Medicine Check or an Herb Lore Check (provided the right healing herbs are available). If the Check is equal to or higher than the number of chips that are currently lost to wounds, the cat receives 1 chip of extra healing. If the Check is more than double the number of chips currently lost to wounds, the cat receives 2 chips of extra healing. If the Check is less than the number of chips currently lost to wounds, the cat receives no extra healing. No matter what the results, the cat must wait until the next day before trying to get more extra healing.



**To get the full rules and sample
character sheets, and to play
your first mission, visit
www.warriorcats.com**



Warriors Adventure Game created by Stan! • www.storytimewithstan.com

Art by James L. Barry • www.jlbarry.com

www.warriorcats.com

HarperCollinsChildren'sBooks