

Mouse Guard Character Worksheet

Name: _____

Fur Colour: _____ Parents: _____

Friend: _____ Artisan: _____

Enemy: _____ Mentor: _____

Cloak Colour: _____

1 Character Concept:

2 Guard Rank:

Age: _____ Will: _____ Health: _____

3 Mouse Nature:

Do you save for winter even if it means going without something now?

You may not take the Bold or Generous traits.
When confronted, do you run and hide?

Decrease your starting Fighter skill, if you take it, by 1.

Do you fear owls, weasels and wolves?

You may not take the Fearless trait.

Total: 3 + number of checks

4 Where Were You Born?

Skill: _____ Trait: _____

5 Life Experience:

Natural Talent: _____

Parents' Trade: _____

Convincing: _____

Senior Artisan: _____

Mentor Focus: _____

Guard Skills: _____

Specialty: _____

Wise Skills: _____

6 Guard Resources:

In winter, do you still practice a trade like weaving, smithing or pottery for the Guard?

You may not take the Leader trait to start.
Are your parents smiths, politicians, merchants or apiarists?

Your parents must be of the noted trade and may not be in the Guard.

Do you like to buy gifts for yourself and your friends?

If so, decrease your Resources by 1.
Are you thrifty?

You may not take the Generous trait to start.
Have you ever been in debt? Or are you generally bad with money?

If so, decrease your Resources by 1.
Do you always pack carefully for a journey, ensuring you have everything you need?

You may not take the Bold or Fiery traits to start.

7 Guard Circles:

Is your mouse gregarious? Does he have lots of friends? Does he make friends easily?

You may not take the Bitter or Jaded traits.
Do you have strong ties to the Guard? A family tradition or allies within the Guard?

Your parents must be in the Guard or your mentor must be family.

Has your character accomplished some great task in the Guard? Does he already have a reputation?

Note the deed in your character background.
Does your character have powerful enemies in the Territories?

If so, reduce Circles by 1.
Has your character been convicted of a crime?

If so, reduce Circles by 1.
Is your character a loner, tough and cool?

If so, reduce Circles by 1.
You may not take the Extrovert trait.

8 Mouse Traits:

Innate Quality: _____

Parents' Teaching: _____
Tenderpaws only

Life on the Road: _____
Patrol leaders & captains

9 It's What We Fight For

Belief

Goal

Instinct

Base:

tenderpaw 1
guardmouse 2
patrol guard 3
patrol leader 4
guard captain 5

Base:

tenderpaw 1
guardmouse 2
patrol guard 3
patrol leader 3
guard captain 4

Starting minimum: 1

Rewards

_____ Fate

_____ Persona

Gear
