

Name: *Lieam*

Age: *19*

Home: *Ferndale*

Fur Color: *Red*

Guard Rank: *Guardmouse*

Cloak Color: *Dusty Green*

Belief *A guardmouse never gives up, no matter the danger.*
Playing a Belief earns a fate point

Goal *I will show Kenzie and Saxon that I am a valuable member of the patrol.*
Accomplishing a Goal earns a persona point

Instinct *If there's work to be done, always offer help.*
Playing an Instinct earns a fate point

Contacts

Gear *Broadsword, whetstone*

Traits

| TRAIT NAME | TRAIT LEVEL | BENEIFICIAL USES | CHECKS |
|-------------------|---|---|--------------|
| <i>Determined</i> | 1 ⓧ + 1D per session 2 ○ + 1D per roll 3 ○ Reroll failed dice | ○ Used this session — May be used on each roll. ○ Used this session | ○○○○ ○○○○ |
| <i>Defender</i> | 1 ⓧ + 1D per session 2 ○ + 1D per roll 3 ○ Reroll failed dice | ○ Used this session — May be used on each roll. ○ Used this session | ○○○○ ○○○○ |
| | 1 ○ + 1D per session 2 ○ + 1D per roll 3 ○ Reroll failed dice | ○ Used this session — May be used on each roll. ○ Used this session | ○○○○ ○○○○ |
| | 1 ○ + 1D per session 2 ○ + 1D per roll 3 ○ Reroll failed dice | ○ Used this session — May be used on each roll. ○ Used this session | ○○○○ ○○○○ |
| | 1 ○ + 1D per session 2 ○ + 1D per roll 3 ○ Reroll failed dice | ○ Used this session — May be used on each roll. ○ Used this session | ○○○○ ○○○○ |

Parents: *Jeph & Jann*

Senior Artisan: *—*

Mentor: *Saxon & Kenzie*

Friend: *Maya the Merchant*

Enemy: *Nicoll the Brewer*

MOUSE GUARD



Fate

1

One point allows you to reroll any 6s as new dice

Persona

1

Add one die per point spent or tap Nature

Conditions

HEALTHY

HUNGRY/THIRSTY
-1 to disposition to any conflict.

ANGRY (Ob 2 Will)
-1 to disposition for any conflict that uses Will as its base.

TIRED (Ob 3 Health)
-1 to disposition for all conflicts.

INJURED (Ob 4 Health)
-1D to skills, Nature, Will and Health (but not recovery).

SICK (Ob 4 Will)
-1D to skills, Nature, Will and Health (but not recovery).

Earning Checks

1: -1D to your ind. or vs. test
2: +2D to opponent's vs. test
2: Break versus test tie in opponent's favor

Spending Checks

1: One test during Players' Turn
2: Recovery check during GM's Turn
3: Charge: temporarily elevate trait for remainder of session
2/4: Recharge trait



Raw Abilities

Rating

Advancement

NATURE (Mouse)

4/4

P:○○○○○○○
F:○○○○○

WILL

3

P:○○○○○
F:○○○○○

HEALTH

5

P:○○○○○
F:○○○○○

BASIC DICE RULES



NATURE RULES

When testing, roll the number of dice listed with your ability or skill.
Independent Tests: The player must roll 4s or better ("successes") equal to the obstacle.
Versus Tests: The player must generate more successes than his opponent.
I Am Wise: You may add +1D by incorporating one of your related wises.
Teamwork: Help from another player adds +1D



Mouse Nature can be used for, escaping, climbing, hiding and foraging.
Acting with your Nature: Use Nature in place of any relevant skill.
Acting against Nature: Use Nature in place of any ability or skill, if test is failed, Nature is taxed by the margin of failure.
Tapping Nature: You may spend a persona point to add your Nature rank to any roll aside from Resources and Circles. If outside of your Nature, the ability is automatically taxed by 1. If the roll is failed, Nature is taxed by margin of failure.

Skills

| Skill | Rating | Advancement | Skill | Rating | Advancement |
|------------------|--------|--------------------|--------------------------|--------|--------------------|
| FIGHTER | 3 | P:○○○○○ F:○○○○○ | ORATOR | — | P:○○○○○ F:○○○○○ |
| HEALER | — | P:○○○○○ F:○○○○○ | DECEIVER | — | P:○○○○○ F:○○○○○ |
| HUNTER | — | P:○○○○○ F:○○○○○ | PERSUADER | 2 | P:○○○○○ F:○○○○○ |
| INSTRUCTOR | — | P:○○○○○ F:○○○○○ | <i>Hidey-Hole-wise</i> | 2 | P:○○○○○ F:○○○○○ |
| PATHFINDER | 3 | P:○○○○○ F:○○○○○ | <i>Scent Border-wise</i> | 2 | P:○○○○○ F:○○○○○ |
| SCOUT | 5 | P:○○○○○ F:○○○○○ | | | P:○○○○○ F:○○○○○ |
| SURVIVALIST | — | P:○○○○○ F:○○○○○ | | | P:○○○○○ F:○○○○○ |
| WEATHER WATCHER | — | P:○○○○○ F:○○○○○ | | | P:○○○○○ F:○○○○○ |
| <i>Harvester</i> | 3 | P:○○○○○ F:○○○○○ | | | P:○○○○○ F:○○○○○ |
| <i>Laborer</i> | 2 | P:○○○○○ F:○○○○○ | | | P:○○○○○ F:○○○○○ |
| | | P:○○○○○ F:○○○○○ | | | P:○○○○○ F:○○○○○ |
| | | P:○○○○○ F:○○○○○ | | | P:○○○○○ F:○○○○○ |



P = Pass; successful tests
F = Fail; failed tests.

Advancement requires: Passed tests equal to the skill rank and failed tests equal to one less than the rank. Learning a new skill requires: tests equal to Nature rank.

CONFLICT GOAL

CONFLICT ACTIONS

| Action 1 | Action 2 | Action 3 |
|--------------------------------|--------------------------------|--------------------------------|
| <input type="radio"/> Attack | <input type="radio"/> Attack | <input type="radio"/> Attack |
| <input type="radio"/> Defend | <input type="radio"/> Defend | <input type="radio"/> Defend |
| <input type="radio"/> Feint | <input type="radio"/> Feint | <input type="radio"/> Feint |
| <input type="radio"/> Maneuver | <input type="radio"/> Maneuver | <input type="radio"/> Maneuver |

ACTION INTERACTIONS

| | Attack | Defend | Feint | Maneuver |
|----------|--------|--------|-------|----------|
| Attack | I | V | * | V |
| Defend | V | I | * | V |
| Feint | * | * | V | I |
| Maneuver | V | V | I | I |

I = Independent action. Test both separately, both actions can be successful or both can fail.

V = Versus. Roll skills or abilities against each other. Highest number of successes wins.

*Special. See Feint action description at right.

SKILLS BY CONFLICT/ACTION

| Conflict Type | Attack | Defend | Feint | Maneuver |
|---------------|-------------------|----------------------|-----------------------|-----------------------|
| Argument | Persuader | Persuader | Persuader or Deceiver | Persuader or Deceiver |
| Chase | Scout | Pathfinder | Pathfinder | Scout |
| Fight | Fighter | Nature | Fighter | Nature |
| Fight Animal | Fighter or Hunter | Lore, or Nature | Fighter or Hunter | Lore, or Nature |
| Negotiation | Haggler | Haggler | Deceiver | Deceiver |
| Journey | Pathfinder | See descr. | Pathfinder | See descr. |
| Speech | Orator | Orator | Orator or Deceiver | Orator or Deceiver |
| War | Militarist | Militarist or Orator | Militarist | Militarist |



ACTIONS DESCRIPTIONS

Privately choose one action in each volley.

Attack

Attack reduces disposition by margin of success.

Independent Obstacle: 0

Defend

Add the margin of success to the disposition. Disposition cannot go higher than the starting total.

Independent Obstacle: 3.

Feint

Feint is a special attack. If played against Defend, the Defender may not test. The Feinter makes an independent test, successes reduce his target's disposition. If played against an Attack, the Feinting player may not attack or defend. If played against another Feint, make a versus test. The margin of success is subtracted from the loser's disposition. If played against Maneuver, test Feint at Ob 0. Successes are removed from opponent's disposition.

Independent Obstacle: 0

Maneuver

Spend your margin of success to buy a particular effect. You may buy multiple effects if you can afford it. You can't buy the same effect twice on the same action.

- Margin of Success 1: *Impede*: -1D disadvantage to your opponent's next action.
- Margin of Success 2: *Gain position*: +2D advantage to your next action.
- Margin of Success 3: *Disarm*: remove one of your opponent's gear or weapons, disable a trait for the remainder of the conflict. Or you may *Impede* and *Gain Position*.

Independent Obstacle: 0

CONFLICT MECHANICS

- Decide the *type* of conflict.
- Determine *participants* and *teams*.
- State *goals*. Write them on your sheets.
- Roll for your starting *disposition*.
- Check participants' *conditions*. Modify dispositions accordingly.
- Choose three *actions* in private. The GM chooses his actions first.
- Reveal first action. The GM reveals his action first. Consult the Actions Table to see how your actions interact.
- Make Action test. Add any modifiers from *gear* or *weapons*. Change disposition accordingly. If either disposition is reduced to 0, stop.
- Reveal and test for Actions 2 and 3. Same rules as above.
- After Action 3, all teams who still have disposition of 1 or more privately choose three more actions. The process continues until all the teams on the players' side or the GM's have been reduced to 0 disposition.
- Once one side has been reduced to 0 disposition, work out a *compromise* appropriate to the damage done to the winning team's disposition.

Starting Disposition

To generate a starting disposition for a conflict, test the listed appropriate skill and add those successes to the rating of the listed ability, subtract any condition penalties from that total. Apply condition penalties to the disposition. If acting in a group, all *unique* penalties apply to the group's disposition. Check gear (like armor) for disposition bonuses or penalties.

| Conflict Type | Test Skill | Add to Base |
|---------------|-------------------|------------------|
| Argument | Persuader | Will |
| Speech | Orator | Will |
| Negotiation | Haggler | Will |
| Fight | Fighter | Health or Nature |
| Fight Animal | Fighter or Hunter | Health or Nature |
| Chase | Scout | Nature |
| War | Military | Will |
| Journey | Pathfinder | Health |
| Other | Attack skill | GM's call |

SAMPLE WEAPONS

| Weapon | Attack | Defend | Feint | Maneuver | Special | Length |
|-----------------|----------------------|----------------------|----------------------|------------------------|--------------------------------|------------------|
| FIGHT | | | | | | |
| Axe | +1s | -1D | -1D | — | — | Normal |
| Bow | +1D* | — | — | +2D | *Vs Defend only | Missile |
| Halberd | +1s ^(axe) | -1D ^(axe) | -1D ^(axe) | +1D ^(spear) | Choose mode | Spear |
| Hook and Line | -1D | — | — | +1D, +1s | — | Normal |
| Knife | — | — | — | See Special | As disarm against spear or bow | Normal or Thrown |
| Shield | — | +2D | — | — | -1D Health | Normal |
| Sling | — | — | — | +1D | — | Missile |
| Spear | — | — | — | +1D | — | Spear |
| Staff | — | — | +1D | — | — | Normal or Thrown |
| Sword | — | — | — | — | +1D to one action type | Normal |
| ARGUMENT | | | | | | |
| Intimidation | — | — | +1s | +1s | — | — |
| Deception | — | — | +1s | +1s | — | — |
| Evidence | +1s | — | — | — | Must have evidence! | — |
| Roleplay | — | — | — | — | +1D to one action type | — |
| Promises | — | +1D | — | — | — | — |
| Repeating | -1D | -1D | -1D | -1D | — | — |

MULTIPLE CHARACTERS IN A TEAM

If you have two or more mice in one team, each player takes turns testing for and describing his actions for the team. Two players alternate back and forth. Three players each get one action out of the set of three. If you have four players on one team, which I recommend against, the fourth player starts the next exchange of actions. Then you go around the table again.

