Name:

Parents:

Aqe:

Senior Artisan:

Home:

Mentor:

Fur Color:

Friend:

Guard Rank:

Enemy:

Cloak Color:

Belief

Playing a Belief earns a fate point

Goal

Accomplishing a Goal earns a persona point

Instinct

Playing an Instinct earns a fate point

Contacts

Gear

Traits

TRAIT NAME	TRAIT LEVEL	BENEIFICIAL USES	CHECKS
	1 O + 1D per session 2 O + 1D per roll 3 O Reroll failed dice	O Used this session  — May be used on each roll.  O Used this session	0000
	1 O + 1D per session 2 O + 1D per roll 3 O Reroll failed dice	O Used this session  — May be used on each roll.  O Used this session	0000
	1 O + 1D per session 2 O + 1D per roll 3 O Reroll failed dice	O Used this session  — May be used on each roll.  O Used this session	0000
	1 O + 1D per session 2 O + 1D per roll 3 O Reroll failed dice	O Used this session  — May be used on each roll.  O Used this session	0000
	1 O + 1D per session 2 O + 1D per roll 3 O Reroll failed dice	O Used this session  — May be used on each roll.  O Used this session	0000





### Fate

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

## Persona

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.

NJURED (Ob 4 Health)

1D to skills, Nature, Will and

Health (but not recovery).

SICK (0b 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

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

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s	-	Ra

# Abilities

Rating	Advancement	Special Abilities	Rating	Advancement
-	F:000000	RESOURCES	commen	P:00000000
endergrees.	F.00000	CIRCLES	CAMPIEC	P:000000000
CHARACTE	P:00000			
	CHARGE	P.00000	P.000000   RESOURCES	P.000000   RESOURCES   FORMATION   P.000000   CIRCLES   FORMATION   P.000000   P.000000   P.000000   P.0000000   P.0000000   P.0000000   P.0000000   P.0000000   P.00000000   P.0000000   P.00000000   P.0000000   P.00000000   P.00000000   P.00000000   P.00000000   P.00000000   P.00000000   P.000000000   P.000000000   P.000000000   P.0000000000

BASIC -DICE 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.

RULES I Am Wise: You may add +1D by incorporating one of your related wises.

Teamwork: Help from another player adds +1D



NATURE

**RULES** 

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	endonesia.	P:00000 F:00000	ORATOR	e-parameter-s	P:00000 F:00000
HEALER	connec	P:00000 F:00000	DECEIVER	e parameter a	P:00000 F:00000
HUNTER	connec	P:00000 F:00000	PERSUADER	e parameter a	P:00000 F:00000
INSTRUCTOR	connec	P:00000 F:00000		e parameter a	P:00000 F:00000
PATHFINDER	erandonera	P:00000 F:00000		e produceron	P:00000 F:00000
SCOUT	erandonera	P:00000 F:00000		e produceron	P:00000 F:00000
SURVIVALIST	COMMENTS.	P:00000 F:00000		CARAGETY.	P:00000 F:00000
WEATHER WATCHER	consisten	P:00000 F:00000		e parameter y	P:00000 F:00000
	enterprise.	P:00000 F:00000		CONTRACTOR OF THE PERSON OF TH	P:00000 F:00000
	entropies.	P:00000 F:00000		(SAMPLE)	P:00000 F:00000
	COMMETT	F:00000		CAMBEL S	P:00000 <b>**</b>
	endoner.	P:00000 F:00000		endergreen.	P:00000

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.

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## **CONFLICT GOAL**





## **CONFLICT ACTIONS**

Action 1	Action 2	Action J
O Attack	O Attack	O Attack
O Defend	O Defend	O Defend
O Feint	O Feint	O Feint
O Maneuver	O Maneuver	O Maneuver

## **ACTION INTERACTIONS**

	9		ı	I	. 49
		Attack	Defend	Feint	Maneuver
	Attack	I	V	*	V
	Defend	V	I	*	V
	Feint	*	*	v	I
Mo	ıneuver	ν	v	I	I
				'	i di

- 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

لو	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 Pathfind		See descr.	Pathfinder	See descr.
	Speech	Orator	Orator	Orator or Deceiver	Orator or Deceiver
4	War	Militarist	Militarist or Orator	Militarist	Militarist



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. Consuft 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.

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Conflict Type	Test Skill	Add to Base
Argument	Persuader	Will
Speech	Orator	Will
Negotiation	Haggling	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
<b>—</b>	•	

## **SAMPLE WEAPONS**

Weapon	Attack	Defend	Feint	Maneuver	Special	Length E
FIGHT						
Axe	+1s	-1D	-1D	_	_	Normal
Bow	+ 1D*	_	_	+ 2D	*Vs Defend only	Missile
Halberd	+ 1s <sup>(axe)</sup>	-1 D <sup>(axe)</sup>	-1D <sup>(axe)</sup>	+ 1 D <sup>(spear)</sup>	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	_	_	1	_	+ 1D to one action type	Normal
ARGUMENT	г					
Intimidation	_	_	+1s	+ 1 s	_	_
Deception	_	_	+ 1s	+ 1s	_	_
Evidence	+1s	_	_	_	Must have evidence!	_
Roleplay	_	_	_	_	+ 1D to one action type	_
Promises	_	+ 1D	_	_	_	_
Repeating	-1D	-1D	-1D	-1D	-	
	FIGHT  Axe  Bow  Halberd  Hook and Line  Knife  Shield  Sling  Spear  Staff  Sword  ARGUMENT  Intimidation  Deception  Evidence  Roleplay  Promises	FIGHT  Axe	FIGHT           Axe         + 1 S         -1D           Bow         + 1 D*         -           Halberd         + 1 s(axe)         -1 D(axe)           Hook and Line         - 1D         -           Knife         -         -           Shield         -         -           Spear         -         -           Sword         -         -           Sword         -         -           ARGUMENT         Intimidation         -           Deception         -         -           Evidence         + 1 S         -           Roleplay         -         + 1D	FIGHT           Axe         + 1S         -1D         -1D           Bow         + 1D*         —         —           Halberd         + 1S(axe)         -1D(axe)         -1D(axe)           Hook and Line         —         —         —           Knife         —         —         —           Shield         —         + 2D         —           Spear         —         —         —           Sword         —         —         —           Sword         —         —         —           ARGUMENT         —         —         + 1S           Deception         —         —         + 1s           Evidence         + 1s         —         —           Promises         —         + 1D         —	FIGHT           Axe         + 1s         -1D         -1D         —           Bow         + 1D*         —         —         + 2D           Halberd         + 1s(axe)         -1D(axe)         -1D(axe)         + 1D(axe)         + 1D(axe)           Hook and Line         —         —         —         + 1D, + 1s         —           Knife         —         —         —         —         —           Shield         —         —         —         —         —           Sling         —         —         —         + 1D         —           Spear         —         —         —         + 1D         —           Sword         —         —         —         —         —           ARGUMENT         —         —         + 1s         + 1s         —           Deception         —         —         + 1s         + 1s         —           Evidence         + 1s         —         —         —         —           Promises         —         + 1D         —         —         —	FIGHT

### 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.

