Name: Saxon

Parents: Gill & Anne

Aqe:

Senior Artisan: Briar the textile

Master of Lockhaven

Home: Flintrust

Mentor: Loukas (deceased)

Fur Color: Brown

Friend: Roarke the Smith

Guard Rank: Patrol Guard

Enemy: Samuel the Printer

Cloak Color: Red

Belief

The best solution is always found at

Playing a Belief earns a fate point the point of my sword.

Goal Accomplishing I will protect Kenzie and Lieam on this

a Goal earns a persona point

mission.

Instinct

Always draw my sword at the first sign

Playing an Instinct earns a fate point

of trouble.

Contacts

Gear Sword and a helt

## Traits

TRAIT NAME TRAIT LEVEL		BENEIFICIAL USES	CHECKS
Short	1 Ø + 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
Fearless	1 🏈 + 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.

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

NJURED (Ob 4 Health) -ID to skills, Nature, Will and Health (but not recovery).

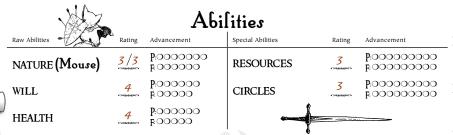
SICK (Ob 4 Will) -1D to skills, Nature, Will and Health (but not recovery).

# 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



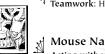
BASIC A DICE RULES 🏻

**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		P:00000 F:0000	ORATOR	- Carrier	P:00000 F:0000
HEALER	CHRIST	P:00000 F:00000	DECEIVER	2	P:00000
HUNTER	CHRISTING	P:00000 F:0000	PERSUADER	CONTRACTOR OF THE PERSON OF TH	P:00000 F:00000
INSTRUCTOR	CHRISTO	P:00000 F:00000	Weasel-wise	3	P:00000 F:00000
PATHFINDER	5	P:00000 F:00000	Darkheather-wise	2	P:00000
SCOUT	CHRIST	P:00000 F:00000		CAMPAC.	P:00000
SURVIVALIST	2	P:00000 F:00000		CHANGE	P:00000
WEATHER WATCHER		P:00000 F:00000		CAMPAC.	P:00000
Carpenter	2	P:00000 F:00000		commen	P:00000 F:00000
Weaver	2	P:00000 F:00000		commen	P:00000 F:00000
	essenters.	P:00000 F:00000		commen	P.00000 F.00000
	CHARGE	P:00000 F:00000		CHANGE	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 3	
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	. 42
		Attack	Defend	Feint	Maneuver
Δ	Attack	I	V	*	v
D	efend	V	I	*	V
	Feint	*	*	v	I
Man	euver	V	v	I	I
		•		'	i iii

- 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

Ţ	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
3	War	Militarist	Militarist or Orator	Militarist	Militarist

**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. 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.

<b>_</b>					
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			
1	•				

#### **SAMPLE WEAPONS**

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إلو	Weapon	Attack	Defend	Feint	Maneuver	Special	Length L		
	FIGHT								
	Axe	+1s	-1D	-1D	_	_	Normal		
	Bow	+ 1D*	_	_	+ 2D	*Vs Defend only	Missile		
	Halberd	+ 1 s <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	_	_	-	_	+ 1D to one action type	Normal		
	ARGUMENT								
	Intimidation	_	_	+ 1 s	+1s	_	_		
	Deception	_	_	+ 1s	+ 1s	_	_		
	Evidence	+ 1s	_	_	_	Must have evidence!	_		
	Roleplay	_	-	-	-	+ 1D to one action type	_		
	Promises	_	+ 1D	_	_	_	_		
7	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.

