

Name: *Saxon*

Age: *28*

Home: *Flintrust*

Fur Color: *Brown*

Guard Rank: *Patrol Guard*

Cloak Color: *Red*

Belief *The best solution is always found at the point of my sword.*
Playing a Belief earns a fate point

Goal *I will protect Kenzie and Lieam on this mission.*
Accomplishing a Goal earns a persona point

Instinct *Always draw my sword at the first sign of trouble.*
Playing an Instinct earns a fate point

Contacts

Gear *Sword and a belt*

Traits

TRAIT NAME	TRAIT LEVEL	BENEIFICIAL USES	CHECKS
<i>Short</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>Fearless</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: *Gill & Anne*

Senior Artisan: *Briar the textile Master of Lockhaven*

Mentor: *Loukas (deceased)*

Friend: *Roarke the Smith*

Enemy: *Samuel the Printer*

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)

3/3

P:○○○○○○○
F:○○○○○

WILL

4

P:○○○○○
F:○○○○○

HEALTH

4

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

FIGHTER

6

P:○○○○○
F:○○○○○

HEALER

—

P:○○○○○
F:○○○○○

HUNTER

—

P:○○○○○
F:○○○○○

INSTRUCTOR

—

P:○○○○○
F:○○○○○

PATHFINDER

5

P:○○○○○
F:○○○○○

SCOUT

—

P:○○○○○
F:○○○○○

SURVIVALIST

2

P:○○○○○
F:○○○○○

WEATHER WATCHER

—

P:○○○○○
F:○○○○○

Carpenter

2

P:○○○○○
F:○○○○○

Weaver

2

P:○○○○○
F:○○○○○

P:○○○○○
F:○○○○○

P:○○○○○
F:○○○○○

P:○○○○○
F:○○○○○

Special Abilities

Rating

Advancement

RESOURCES

3

P:○○○○○○○
F:○○○○○○○

CIRCLES

3

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.

