



Abilities

Raw Abilities	Rating	Advancement	Special Abilities	Rating	Advancement
MOUSE NATURE	/	P: 00000 F: 00000	RESOURCES		P: 00000000 F: 00000000
WILL		P: 00000 F: 0000	CIRCLES		P: 00000000 F: 00000000
HEALTH		P: 00000 F: 0000			



Skills

Skill	Rating	Advancement	Skill	Rating	Advancement
FIGHTER		P: 00000 F: 0000	ORATOR		P: 00000 F: 0000
HEALER		P: 00000 F: 0000	DECEIVER		P: 00000 F: 0000
HUNTER		P: 00000 F: 0000	PERSUADER		P: 00000 F: 0000
INSTRUCTOR		P: 00000 F: 0000			P: 00000 F: 0000
PATHFINDER		P: 00000 F: 0000			P: 00000 F: 0000
SCOUT		P: 00000 F: 0000			P: 00000 F: 0000
SURVIVALIST		P: 00000 F: 0000			P: 00000 F: 0000
WEATHER WATCHER		P: 00000 F: 0000			P: 00000 F: 0000
		P: 00000 F: 0000			P: 00000 F: 0000
		P: 00000 F: 0000			P: 00000 F: 0000
		P: 00000 F: 0000			P: 00000 F: 0000
		P: 00000 F: 0000			P: 00000 F: 0000

Conditions

HUNGRY/THIRSTY (Ob 2 Will)
-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 to any conflict.

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).

Traits

TRAIT NAME	TRAIT LEVEL	USED FOR	USED AGAINST
	1: 0 2: 0 3: 0	0	000000
	1: 0 2: 0 3: 0	0	000000
	1: 0 2: 0 3: 0	0	000000
	1: 0 2: 0 3: 0	0	000000
	1: 0 2: 0 3: 0	0	000000

TRAIT BENEFITS: Level 1: +1D per session; Level 2: +1D per appropriate roll; Level 3: Reroll failed dice once per session.

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MOUSE GUARD

BASIC DICE 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:** The player may add +1D by incorporating one of their 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.

ADVANCEMENT RULES

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.

USING TRAITS AND CHECKS

Earning Checks by Using Traits
Against Yourself

1: -1D to any test earns one check for the Players' Turn.

2: +2D to opponent's versus test earns two checks for the Players' Turn.

2: Breaking versus test tie in opponent's favor earns two checks for the Players' Turn.

Spending Checks in the Players' Turn

1: One test during Players' Turn costs one check.

2: Recovery during GM's Turn costs two checks.

3: Elevate trait for remainder of session costs three.

2/4: It costs two checks to recharge a used level 1 trait, four checks for level 2.

Name: _____ Parents: _____

Age: _____ Senior Artisan: _____

Home: _____ Mentor: _____

Fur Color: _____ Friend: _____

Guard Rank: _____ Enemy: _____

Cloak Color: _____

REWARDS

Fate

One point allows you to reroll any axes (↑) as new dice

Persona

Add one die per point spent or tap Nature

Belief

Playing a Belief earns a Fate Point

Goal

Accomplishing a Goal earns a Persona Point

Instinct

Playing an Instinct earns a Fate Point



Draw your mouse.

Gear and Possessions

Gear is limited to what you can carry (as depicted by you on the sketch above). Possessions are kept in Lockhaven or another location.

Contacts

RELATIONSHIP RULES

- ▣ **Parents:** If in your home city, your parents will help you recover from being hungry, thirsty or tired. They can also provide supplies or tools where appropriate.
- ▣ **Senior:** When in Lockhaven, your senior will provide help and supplies as appropriate to his trade.
- ▣ **Mentor:** If available, Mentors will help only in times of great danger. They will never do your duty for you.
- ▣ **Friend:** If available, a friend will help with tests in which he's skilled.
- ▣ **Enemy:** Your enemy will hinder you at every opportunity.

CONFLICT GOAL

CONFLICT ACTIONS

Action 1

- Attack
- Defend
- Feint
- Maneuver

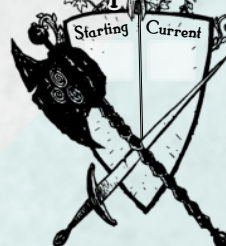
Action 2

- Attack
- Defend
- Feint
- Maneuver

Action 3

- Attack
- Defend
- Feint
- Maneuver

Disposition



	A	D	F	M
A	I	V	I	V
D	V	I	—	V
F	—	I	V	I
M	V	V	I	I

DICE:



Snakes



Swords



Axe

Successes

MOUSE GUARD GM SHEET

Player Name:	Character Name:	Missed Session/Prologue:	
Parents:	Home:	Specialty:	
Senior Artisan:	Mentor:	Friend:	Enemy:
Belief:			
Goal:			
Instinct:			

Player Name:	Character Name:	Missed Session/Prologue:	
Parents:	Home:	Specialty:	
Senior Artisan:	Mentor:	Friend:	Enemy:
Belief:			
Goal:			
Instinct:			

Player Name:	Character Name:	Missed Session/Prologue:	
Parents:	Home:	Specialty:	
Senior Artisan:	Mentor:	Friend:	Enemy:
Belief:			
Goal:			
Instinct:			

Player Name:	Character Name:	Missed Session/Prologue:	
Parents:	Home:	Specialty:	
Senior Artisan:	Mentor:	Friend:	Enemy:
Belief:			
Goal:			
Instinct:			

Player Name:	Character Name:	Missed Session/Prologue:	
Parents:	Home:	Specialty:	
Senior Artisan:	Mentor:	Friend:	Enemy:
Belief:			
Goal:			
Instinct:			

MISSION

Choose obstacles (start with two of four):

Weather:

Wilderness:

Animals:

Mice:

COMPROMISE IN CONFLICTS

The rules for Compromise are described on page 115.

Minor Compromise

Winner lost less than half their Disposition.

- Loser gets a small part of their Goal.
- Or winner is Tired or Angry.
- Or if a fight, loser dies but gets one last act.
- Or if a group fight, one or two of the losers die, the rest are Injured.

Compromise

Winner lost about half their Disposition.

- Loser gets nothing but winner gets half their Goal.
- Or loser gets half their Goal.
- Or loser introduces a Minor Twist.
- Or winner is Thirsty and Angry.
- Or winner is Injured.
- Or winner is Tired, Thirsty or Angry plus other terms.
- Or if a fight, loser begs for mercy.
- Or if a fight, lower dies but gets a major Compromise.
- Or if a group fight, one winner dies, the rest are Injured.

Major Compromise

Winner lost more than half Disposition.

- Lower gets most of their Goal.
- Or loser introduces a Major Twist.
- Or winner is Sick and Tired.
- Or winner is Sick or Injured, plus other terms.
- Or winner picks two: Sick, Angry, or Injured.
- Or if a fight, loser is alive but suffers all conditions and must reduce Circles and Resources by 1.

Tying

- Both sides' Disposition is reduced to 0.
- Both sides get their Goals.

SESSION PROCEDURE

Declare Weather

Consult the weather by season in the Seasons chapter.

Note New Beliefs, Instincts

PCs update Beliefs (p29, 42), Instincts (p30, 47).

Prologue

One player gives the prologue (p56). His character recovers:

- Hungry, and one of either Thirsty, Angry, or Tired.
 - Or 1 point of taxed Nature.
- Different PC gives the prologue each time. Note what details the player remembered.

Missing a Session

The player describes where their character was (p78). Then he may (in this order):

- Recover Hungry and one of either Thirsty, ANgry, or Tired.
- Or gain 1 point of taxed Nature
- Or gain 1 test (pass or fail) for advancement.

GM's Turn

The GM assigns a mission (p66):

- Via Gwendolyn.
- Via a message from Lockhaven.
- Organically from events of last mission.

Players write Goals:

Goals should be different. GM notes goals.

Describe first obstacle:

Suggest tests to overcome first obstacle. PCs may not recover conditions without spending two checks.

If the PCs fail:

- They succeed, but with a condition.
- Or add a twist with a new obstacle.

Use Twists to:

- Challenge Beliefs.
- Threaten Goals.
- Trigger Instincts.
- Play Goals against Beliefs.
- Play Beliefs against Beliefs.
- Play Goals against Goals.
- Involve Contacts as obstacles.
- Use Enemies as allies.
- Threaten Parents, Friends, and other Contacts.

If the PCs succeed:

- Move on to the next obstacle.

Players' Turn

Players have one check each plus any checks earned in GM's Turn (pp259-261).

- PCs may not spend two checks in a row.
- PCs may pass checks to other PCs.
- Allies helping players does not cost a check.

Players may not earn checks on their turn.

Use Twists to create cliffhangers.

Use checks to (one check per action):

- Recover conditions.
- Buy gear with Resources.
- Find Contacts with Circles.
- Test Skills to gain future bonuses.
- Start Conflicts (fights, chases, arguments).

Rewards

Issue rewards based on the following criteria (p77):

- Play Belief, Instinct, or Goal = 1 Fate.
- Accomplish Goal = 1 Persona.
- Break Belief = 1 Persona.
- MVP, Workhorse = 1 Persona.
- Embodiment = 1 Persona.

Losing a Character

Player loses character if they die, or if Nature hits 0 or 7 (pp78 and 235).

- Player makes a new character.
- Player gives new character old Fate & Persona points.
- Player may give unspent checks to other PCs.
- Or player takes over as GM.

DICE:



Snakes



Swords



Axe



SPRING



SUMMER



FALL



WINTER

CONFLICT GOAL

CONFLICT ACTIONS

Action 1

- Attack
- Defend
- Feint
- Maneuver

Action 2

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- Defend
- Feint
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Action 3

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D	V	I	-	V
F	-	I	V	I
M	V	V	I	I