

A WISH FOR THE DYING

AN MOUSE GUARD ADVENTURE
FOR 3 TO 4 PLAYERS

OVERVIEW

A Mouse Guard patrol is tasked with finding a dying mentor's brother, and bringing him back to Lockhaven. They must act quickly to make this reunion possible, as the mentor has perhaps days to live. On the way they are confronted with other mice whose lives are in peril and require the Guard's help to survive. The patrol must weigh which is more important: the lives of innocent mice, or the last wish of a dying, and beloved mouse.

RUNNING THE GAME

This is a game for 3–4 players. With 3 players, do not include Erwynn, the tenderpaw.

Structure

This adventure is meant to be run over two player and GM turn cycles. Depending on the group, it should take around 4 hours total to complete. It was designed to introduce new players to the game, though experienced players should find some great conflicts to sink their teeth into as well.

Win or Lose

This is not a scenario that can be 100% complete, or that has a preferred “happy” ending. Completing the mission quickly means allowing a number of innocent mice to die. If the party tries to help other mice, then they can’t bring the brother back in time.

This may be a change for groups used to success, and some GMs may be tempted to alter it to allow for a total success, where everyone is saved and all goals are accomplished. Resist this temptation. The key to this scenario

working is forcing the characters to make hard choices and resolve their differences. Keeping that intact leads to a much more memorable and satisfying session.

The Pre-Generated Characters

It is recommended to use the pre-generated characters at least the first time this scenario is run. They are designed to drive the story and create interesting conflicts. At the same time, there is ambiguity there as well, so it is not always obvious how each mouse will react to different situations.

Running with an Inexperienced Group

One of the most difficult things with running a group that is new to Mouse Guard is demonstrating the importance of earning checks. Most often a new player will see how important they are because they didn’t earn enough and the Player Turn blows by. For a one-shot, that is learning too late.

As the GM, you should point out when there are opportunities to earn checks as they happen. I have also found that using tokens to represent checks helps drive the idea home. Start everyone out with one to represent their free check, and it gives them a physical reminder and goal.

When someone else earns some, then the physical transaction keeps the idea in everyone’s mind more firmly.

Openness

For the most part, you want to be open about the consequences of actions. Don’t spoil the choices ahead, but if the characters are presented with a choice, lay out the pros and cons. This doesn’t always mean specifics, like don’t say what the difficulty of a roll is, but explain that one choice will be more difficult than another. This allows players to make informed choices, and allowing informed choices makes for a more meaningful debate when a decision needs to be made.

Tracking Time

This story is a race against the clock. If the party takes too long, they will fail their mission. As the GM, you need to track these delays. Some actions have a “Time” cost, which represents how much of a delay it is. At the end of the adventure, the total time accumulated determines how successful their mission is. As far as openness is concerned, always let the party know that an action will delay them, but NEVER explain the mechanical portion. Keep the rules for this to yourself.

THE MISSION PART I

Spring has just arrived and Gwendolyn tasks the party with delivering the mail to Gilpledge.

Along with the rest of the mail is one special task from her that needs to be delivered by the guard personally. One of the older guardsmice, Joseff, became ill over the winter. He requested the presence of his estranged brother, Finn, before he passes. The party must ensure returns to Lockhaven with utmost haste.

The party is warned that with Winter's end as well as the recent storms, a number of animals will be coming out of their burrows looking for food. They should be cautious this time of year.

GM TURN

Obstacle One – Travel

There was recently an early spring rain, and another may be close behind. The party needs to find it's way through the muddy wilderness. The most direct path will take them 4 days, but is through less traveled paths that may put them in danger. The safer route will take them 5 days.

CHOICE

◇ Take the direct route. It's more dangerous and through rougher terrain.

Pathfinder 6 and Hunter 3

◇ The long route follows more established paths, but is less direct.

Pathfinder 4 (+1 to Time)

Twist – Flash Flood

The rain comes. They have two choices

◇ They can build a shelter and wait it out
Survivalist 3

◇ tough it out. *Health 3*

Failure for either makes Tired

Obstacle Two – The Merchant in the Burrow

The party finds a merchant unsuccessfully trying to pull his cart out of the mud. His name is **Abram**, and he tells the party that he and his two partners, siblings **Caley** and **Henson**, were on their way to **Appleloft** when they were attacked in the rain by Weasels. His two partners were not killed, but instead kidnapped and taken away, while he hid in a nearby abandoned hole.

Abram is fairly self centered and cares less about the loss of his partners than his own hide and the chance to still make something of this trip. He plans on making his way on his own, and asks the party to escort him. The way is said to be frequented by bandits and he could use the protection.

The hole isn't abandoned, though, and as the party is talking the snake that lives there returns.

Conflict vs Snake

SNAKE

Goal: Eat Abram

Nature 6

Predator, Hiding, Slithering

Fangs +1D Attack

PLAYER TURN

Make sure the players have a good sense of how many checks it will take to accomplish these things. Don't say what skills, just the general type of activity. Only mention it if asked about a course of action, except for finding Finn. Always explain that it will take a check to find him quickly.

There are three obvious options for the players:

- ◇ Deliver the message (1 check)
- ◇ Escort Abram (2 checks)
- ◇ Rescue Caley and Henson (2 checks)

They could also:

- ◇ Convince Abram to go to Gilpledge (1 check)

They will not now it, but if they will also need to:

- ◇ Convince Finn to Go to Lockhaven (1 check)

Deliver the message (1 check)

From where they are, they can make it easily to Gilpledge. Once they deliver the mail, it will take test to find Finn quickly.

If they do not spend a check for this test, then they find Finn after spending a great deal of time doing it (+1 Time).

Circles 3 or Persuader 2

TWISTS

It is best to hand out a Condition (Angry) or Twist (maybe a *Resources* test to grease some paws) for this rather than marking time.

Convince Finn to Go to Lockhaven (1 check)

Once they reach **Finn**, he says the following:

*"It's unfortunate that **Joseff's** time has come, but he chose that life years ago*

We never wanted that for him, but he decided to abandon his home and family to go play his adventure games in the forest."

You guard may not realize this, but we townsmice actually have work to attend to

Finn insists that he has important town business to attend to and has no time to spare. He can be convinced to go in a conflict.

CONFLICT VS FINN

Goal: Get group to help find medicine

FINN

Nature 3 – Will 6 – Health 3

Orator 4, Persuader 4, Administrator 3, Haggler 3, Law-wise 3

Convince Abram to go to Gilpledge (1 check)

If pressed into a conflict, Abram will insist that the group escort him to Gilpledge immediately.

CONFLICT VS. ABRAM

Goal: Escort Abram to Gilpledge

ABRAM

Nature 4 – Will 5 – Health 3
Haggler 5, Orator 3, Persuader 3

Escort Abram (2 checks)

(+2 Time)

The merchant is insistent about leaving as soon as he can (he refuses to be sidetracked to Gilpledge). He is willing to wait for the party to rescue his partners, but otherwise is leaving.

Pathfinder 4 and Scout vs Scout 5.

TWISTS

Failure begins a Conflict with bandits. What that conflict is (fight, argument, or chase) depends on how the players handle the situation. Play it out and let their actions make the conflict happen.

BANDIT TWIST

Whatever happens their goal is to gain the cart with all the goods, as well as money from the group (-1 Resources)

Bandits are 3–4 mice, led by **Rand**

BANDITS

Nature 4 – Will 2 – Health 5
Scout 5, Fighter 4, Deceiver 2, Ambush-Wise 2
3 have Knives, 1 has a sling (if 4 players)

RAND

Nature 4 – Will 4 – Health 5
Scout 5, Fighter 4, Persuader 3, Deceiver 3,
Ambush-Wise 2
Rand carries a Sword (+1D maneuver)

Rescue Caley and Henson (2+ checks)

(+1 Time)

The weasels attacked last night, so they can't have more than a few hours lead. They are also slowed by having hostages.

This action takes 2 checks: tracking the Weasels and then taking some action to free the mice. What that second test or conflict will be depends on the actions of the party.

Tracking them is **Scout 3**

This leads them to the group as they take a rest. There are 3 weasels and the captives with bound hands and leashed to a bush.

◇ Rescue them (one option)

Nature vs Nature 4 to be sneaky

◇ Fight or Ambush them

Run the following Conflict

CONFLICT VS WEASELS

Goal: Capture the mice

WEASEL SOLDIERS (P.203)

Aggressive, Gloating, Clever, Burrow Stealer

Nature 4 – Will 3 – Health 5

Fighter 5, Hunter 4, Deceiver 3

Light Armor (+1D disp), Sword (+1D Attack)

IF THE MICE ARE RESCUED

Once rescued, the two mice are too hurt to travel, and require a **Healer 4**. No success means Henson doesn't make it and is killed by his injuries before they arrive in town.

They must make it to Gilpledge if they want to live. Escorting the two mice will slow the patrol down, though. (+1 Time to take them to Gilpledge)

THE END OF PLAYER'S TURN

This should end like any other player's turn, with writing a new goal, and handing out rewards.

They are repeated here for convenience

Fate Points

Acting on a Belief

Working Towards a Goal (not completing)

Playing an Instinct

Persona Points

Accomplishing a Goal

Acting against a Belief

Awards (persona points)

MVP – Who made the big roll

Workhorse – Who was there constantly

Embodiment – Who played their character best

THE MISSION PART 2

The second part of the adventure is very dependant on what happens in the first. This is going to vary from group to group, depending on their choices so far. The obstacles presented here are options for the GM to select from.

Here are suggestions based on what could happen during the previous mission.

The Party Convinced Finn to Go to Lockhaven

The party can (1) repeat the initial pathfinding obstacle and be (2) ambushed by weasels (if they went after the weasels before, then have them be ambushed by Rand's bandits).

The Party Must Help Finn Find the Medicine

They can (1) deal with a flash flood (if they haven't already. Otherwise, make a Scout {3} check to track the meds) and then (2) play out the Helping Gilpledge obstacle.

The Party didn't find Finn or convince him during the Player Turn

If the party made it through the Players Turn without arguing with Finn to come with him, then make that your first obstacle. The second can follow from the result (Helping Gilpledge or traveling home)

Obstacle – Flash Flood

If they did not contend with it earlier, then you can use it now.

THE RAIN COMES.

They can build a shelter (*Survivalist 3*) or tough it out (*Health 3*) Failure makes Tired

Obstacle – Ambushed by Weasels

If the party didn't intercept the weasels earlier, then they can be attacked on the way home.

CONFLICT VS WEASEL SOLDIERS

Goal: Capture the mice

WEASEL SOLDIERS

Aggressive, Gloating, Clever, Burrow Stealer

Nature 4 – Will 3 – Health 5

Fighter 5, Hunter 4, Deceiver 3

Light Armor (+1D disp), Sword (+1D Attack)

Obstacle – Helping Gilpledge

(+1 time)

Gilpledge was expecting a shipment of medicine from **Sprucetuck**, and it is a day late. The medicine is important for the town to keep it's populace healthy through the year, and was expensive to boot. Finn leaves with his aide, **Elaine**.

FINDING THE WAGON

After following the road to Sprucetuck, they find wagon tracks that veer off the path and into the forest. Following them, they find the wagon trapped on an island formed in the middle of a puddle. It was trapped there during the last flood. On the island is Patrick, the mouse pulling the wagon. The wagon is still laden with bottles of medicine, though a few are broken.

Surrounding the puddle are three mice: **Oscar**, woodworker from **Dorigift**; and **Rand** and **Nora**, Bandit leader and his lieutenant.

The three have tried hijacking the wagon for the medicine. Dorigift is in the middle of an epidemic and needs the medicine immediately if the town is going to survive. Rand and Nora have volunteered to help.

FINN'S THOUGHTS

Finn will mention that Dorigift is known to harbor this group of bandits, who pray on the other nearby settlements. He insists that the medicine was paid for by Gilpledge, who needs it just as bad (though if pressed will admit that they don't need it right now, just as a precaution for the next few seasons).

OSCAR'S THOUGHTS

Oscar will complain to Rand that he shouldn't have been convinced to help with a hijacking. He will apologize to the party, but says that he and the town is desperate (his wife, **Audrey**, and children are all ill) and right or wrong he needs that medicine.

Oscar is obviously guilty, but also desperate. He doesn't want to hurt anyone, but needs to help his town – and most of all, his family.

Dorigift cannot pay for any medicine at the moment. The illness has destroyed the village's ability to produce anything to trade.

They already tried appealing to Sprucetuck, but could not afford their price (and some mice died while they wasted their time negotiating).

They need all of this shipment.

TIME PRESSURE

The puddle is receding slowly, so there isn't much time left to decide. This can play out a few ways depending on how the party sides. It is likely a argument or negotiation, but could come to arms if no other avenue is available.

If the players don't step forward with a solution, then start an argument between Finn and Oscar. Let the players choose sides – each player going to one side or another. Let them take over and lead this conflict. Let the NPCs help the players with bonus dice, but don't have them participate unless one side has more PCs than the other. Then have one step in balance it out some. Overall, keep it simple and focused on the players.

If none of the players get involved in the argument, then it turns bitter and becomes a fight.

(conflict stats on following page)

DORIGIFT'S SIDE

Goal: Bring ALL the medicine back to Dorigift

OSCAR

Nature 3 – Will 4 – Health 5

Persuader 2, Haggler 4, Carpenter 5, Stonemason 2, Wood Grain-wise 3

Carries a Hatchet (Axe)

RAND

Nature 4 – Will 4 – Health 5

Persuader 3, Scout 5, Fighter 4, Deceiver 3, Ambush-Wise 2

Carries a Sword (+1D maneuver)

NORA

Nature 5 – Will 3 – Health 5

Hunter 3, Fighter 3, Deceiver 3, Scout 4, Ambush-wise 3

Carries a Bow

GILLPLEDGE'S SIDE

Goal: Bring ALL the medicine back to Gilpledge

FINN

Nature 3 – Will 6 – Health 3

Orator 4, Persuader 4, Administrator 3, Haggler 3, Law-wise 3

ELAINE

Nature 4 – Will 4 – Health 5

Persuader 2, Deceiver 3, Fighter 2, Administrator 2

Carries a knife

COMPROMISES

Dorigift needs the majority of the medicine, or will not make it to next Autumn. If they get half of the medicine, then someone making a **Healer 6** test (+1D with a little medicine, +2D with the majority) can supplement it (and spending **5 Time**).

TIMELINESS OF FINN'S ARRIVAL

Depending on how long the party took to bring Finn back, he will have a different experience:

0 Time

Finn goes into Abram's room. They have a good conversation and have fully reconciled. Abram dies the next morning. Finn speaks at his funeral, describing Abram's strong will and good heart. He says he is proud to have him as a brother. Gwendolyn personally thanks the party for delivering on Abram's his last wish.

1 Time

Finn goes into Abram's room. They speak briefly and make whatever amends they can before Abram dies shortly after. Finn speaks at his funeral, but only can get out that there wasn't enough time before getting choked up and sitting down.

2 Time

The party is too late. Abram died earlier that day. Finn stays for the funeral, but says nothing when asked to. Gwendolyn doesn't chastise the party, but is noticeably saddened by events.

3+ Time

The party is far too late. Abram has died, and the funeral was already held. Finn storms out in a huff and leaves immediately without visiting the grave. Gwendolyn wants an explanation of why the party failed so thoroughly in their mission. If they saved any other mice's lives, she says that the guard is often tasked with difficult decisions, and although she is disappointed she understands why the party acted as it did.

THE PLAYER CHARACTERS

These are short write-ups of each pre-generated character for the players to use as reference.

Use all four in a four-player game, and in a three-player game, omit Erwynn.

DANIEL

Patrol leader

Daniel is a thoughtful mouse, who takes his time to consider all possibilities before making a reasoned decision. His cool demeanor and dedication has earned the respect and trust of both Gwendolyn and his mentor, Joseff.

Daniel is ...

Calm

Calm mice are difficult to anger and are adept at shrugging off any emotion that does manage to burden their heart. However, they risk becoming too sedate and perhaps missing a threat.

Driven

Driven mice follow their beliefs no matter what the cost. However, if they are not careful, that cost can prove to be very dear.

Rational

Sprucetuck's schools teach a tradition of steady, rational thought. Mice taught in those schools are persuasive when using their logic and reason. But they lose their veneer of education if they let emotion get the better of them.

QUINN

Guardmouse

Quinn feels he is a model guardmouse. His mentor, Joseff, once said he would grow to be one of the greatest mice the guard has ever had. His strict adherence to duty has earned him respect, though not to the degree he believes he is due. He takes this mission very seriously.

Quinn is ...

Alert

Most residents of Elmooss earn their keep as harvesters. They scour the surrounding forest and bring its fruits back into the city for sale. While at their labors, they must remain alert for predators and bad weather. Those that keep at it for too long become paranoid and skittish.

Skeptical

Skeptical mice are always watching for lies and deceit, a good quality. It can go too far when the skeptic thinks even the truthful are liars.

ANNIKA

Guardmouse

Annika is a courageous mouse who puts others before herself. Bold and passionate, she is as likely to share her mind as easily as she is to share a meal. Once set on her course, she tends to rush head first without considering the consequences.

Annika is ...

Bold

The bold rush into action without a thought for their own safety. Daring stratagems and reckless abandon are hallmarks of the bold. Forethought and caution are not for these mice.

Generous

Generous mice always seem to have something to give to others, even if it means going without themselves.

ERWYNN

Tenderpaw

Erwynn is a young tenderpaw on her first mission. Despite this, she believes that she is especially talented and wants to prove it to the world. Her greatest desire is to be promoted to guardmouse before the next winter.

Erwynn is ...

Fearless

Fearless fighters charge into the face of danger without a thought for their own safety. However, they tend to forget when discretion should come before valor.

Hard Worker

The mice of Ivydale are renowned for their work ethic. No mouse works harder or labors longer than an Ivydaler! Of course, these same hard workers rarely take a holiday, and some work themselves right into the grave.

Stubborn

It is good to stand for what you believe in, just be careful of taking too hard a stance. Other mice may dismiss you as being intractable and unhelpful.

Name: Daniel

Parents: Bram & Lin

Age: 26

Senior Artisan: Alfrid the Carpenter

Home: Sprucetuck

Mentor: Joseff

Fur Color: Brown

Friend: Dalia the Tailor

Guard Rank: Patrol Leader

Enemy: Rand, the Bandit

Cloak Color: Green

Belief *A reasoned, logical plan is always the best plan*

Playing a Belief earns a fate point

Goal *I will ensure that my patrol suffers no harm.*

Accomplishing a Goal earns a persona point

Instinct *Always listen to all sides and find a common purpose*

Playing an Instinct earns a fate point

Contacts

Gear *Sword, Spectacles, Healing Herbs, Map, Mail Bag*

Traits

TRAIT NAME	TRAIT LEVEL	BENEFICIAL USES	CHECKS
<i>Calm</i>	1 ○ + 1D per session 2 ○ + 1D per roll 3 ○ Reroll failed dice	○ Used this session — <i>May be used on each roll.</i> ○ Used this session	○○○○ ○○○○
<i>Driven</i>	1 ○ + 1D per session 2 ○ + 1D per roll 3 ○ Reroll failed dice	○ Used this session — <i>May be used on each roll.</i> ○ Used this session	○○○○ ○○○○
<i>Rational</i>	1 ○ + 1D per session 2 ○ + 1D per roll 3 ○ Reroll failed dice	○ Used this session — <i>May be used on each roll.</i> ○ Used this session	○○○○ ○○○○
	1 ○ + 1D per session 2 ○ + 1D per roll 3 ○ Reroll failed dice	○ Used this session — <i>May be used on each roll.</i> ○ Used this session	○○○○ ○○○○
	1 ○ + 1D per session 2 ○ + 1D per roll 3 ○ Reroll failed dice	○ Used this session — <i>May be used on each roll.</i> ○ Used this session	○○○○ ○○○○

MOUSE GUARD



Fate

2

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

Persona

2

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

3: 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	P:○○○○○○ F:○○○○○
WILL	5	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.

Abilities

Special Abilities	Rating	Advancement
RESOURCES	6	P:○○○○○○○○ F:○○○○○○○○
CIRCLES	3	P:○○○○○○○○ F:○○○○○○○○



Skills

Skill	Rating	Advancement	Skill	Rating	Advancement
FIGHTER	2	P:○○○○○ F:○○○○○	ORATOR	2	P:○○○○○ F:○○○○○
HEALER	3	P:○○○○○ F:○○○○○	DECEIVER		P:○○○○○ F:○○○○○
HUNTER	3	P:○○○○○ F:○○○○○	PERSUADER	4	P:○○○○○ F:○○○○○
INSTRUCTOR	3	P:○○○○○ F:○○○○○	<i>Apiary-wise</i>	2	P:○○○○○ F:○○○○○
PATHFINDER	2	P:○○○○○ F:○○○○○	<i>Medicine-wise</i>	3	P:○○○○○ F:○○○○○
SCOUT	2	P:○○○○○ F:○○○○○	<i>Sprucetuck-wise</i>	2	P:○○○○○ F:○○○○○
SURVIVALIST	2	P:○○○○○ F:○○○○○			P:○○○○○ F:○○○○○
WEATHER WATCHER		P:○○○○○ F:○○○○○			P:○○○○○ F:○○○○○
<i>Apiarist</i>	2	P:○○○○○ F:○○○○○			P:○○○○○ F:○○○○○
<i>Carpenter</i>	2	P:○○○○○ F:○○○○○			P:○○○○○ F:○○○○○
<i>Loremouse</i>	3	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.

Name: *Quinn*

Parents: *Milton & Joni*

Age: *23*

Senior Artisan: *Joni the Archivist*

Home: *Elmoss*

Mentor: *Joseff*

Fur Color: *Light Brown*

Friend: *Caley the Merchant*

Guard Rank: *Guardmouse*

Enemy: *Elaine of Gillpledge*

Cloak Color: *Red*

Belief *Law and Duty are greater than any one mouse.*

Playing a Belief earns a fate point

Goal *I will prove to Daniel that I was Joseff's greatest pupil.*

Accomplishing a Goal earns a persona point

Instinct *Always observe before acting.*

Playing an Instinct earns a fate point

Contacts

Gear *Bow, Quiver Full of Arrows, Fancy Vest, Locket, Joseff's Letter to Finn*

Traits

TRAIT NAME	TRAIT LEVEL	BENEFICIAL USES	CHECKS
<i>Alert</i>	1 ○ + 1D per session 2 ○ + 1D per roll 3 ○ Reroll failed dice	○ Used this session — <i>May be used on each roll.</i> ○ Used this session	○○○○ ○○○○
<i>Skeptical</i>	1 ○ + 1D per session 2 ○ + 1D per roll 3 ○ Reroll failed dice	○ Used this session — <i>May be used on each roll.</i> ○ Used this session	○○○○ ○○○○
	1 ○ + 1D per session 2 ○ + 1D per roll 3 ○ Reroll failed dice	○ Used this session — <i>May be used on each roll.</i> ○ Used this session	○○○○ ○○○○
	1 ○ + 1D per session 2 ○ + 1D per roll 3 ○ Reroll failed dice	○ Used this session — <i>May be used on each roll.</i> ○ Used this session	○○○○ ○○○○

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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

3: 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

P:○○○○○○○
F:○○○○○

WILL

3

P:○○○○○
F:○○○○○

HEALTH

5

P:○○○○○
F:○○○○○

Abilities

Special Abilities

Rating

Advancement

RESOURCES

3

P:○○○○○○○
F:○○○○○○○

CIRCLES

2

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 wisess.

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:○○○○○

HEALER

P:○○○○○
F:○○○○○

HUNTER

2

P:○○○○○
F:○○○○○

INSTRUCTOR

P:○○○○○
F:○○○○○

PATHFINDER

3

P:○○○○○
F:○○○○○

SCOUT

2

P:○○○○○
F:○○○○○

SURVIVALIST

3

P:○○○○○
F:○○○○○

WEATHER WATCHER

P:○○○○○
F:○○○○○

Archivist

2

P:○○○○○
F:○○○○○

Carpenter

3

P:○○○○○
F:○○○○○

ORATOR

P:○○○○○
F:○○○○○

DECEIVER

2

P:○○○○○
F:○○○○○

PERSUADER

2

P:○○○○○
F:○○○○○

Predator-wise

2

P:○○○○○
F:○○○○○

Rain-wise

2

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.

Name: *Annika*

Parents: *Ken & Lena*

Age: *19*

Senior Artisan: *Sierra the Cartographer*

Home: *Lockhaven*

Mentor: *Thom*

Fur Color: *Red*

Friend: *Oscar of Dorigift*

Guard Rank: *Guardmouse*

Enemy: *Ben the Moneylender*

Cloak Color: *Blue*

Belief *Nothing has greater value than a single mouse's life.*

Playing a Belief earns a fate point

Goal *I will aid any mice harmed by the storm.*

Accomplishing a Goal earns a persona point

Instinct *Always put others' needs before my own.*

Playing an Instinct earns a fate point

Contacts

Gear *Axe, Paper & Charcoal, Wooden Flute, Extra Waterskin*

Traits

TRAIT NAME	TRAIT LEVEL	BENEFICIAL USES	CHECKS
<i>Generous</i>	1 ○ + 1D per session 2 ○ + 1D per roll 3 ○ Reroll failed dice	○ Used this session — <i>May be used on each roll.</i> ○ Used this session	○○○○ ○○○○
<i>Bold</i>	1 ○ + 1D per session 2 ○ + 1D per roll 3 ○ Reroll failed dice	○ Used this session — <i>May be used on each roll.</i> ○ Used this session	○○○○ ○○○○
	1 ○ + 1D per session 2 ○ + 1D per roll 3 ○ Reroll failed dice	○ Used this session — <i>May be used on each roll.</i> ○ Used this session	○○○○ ○○○○
	1 ○ + 1D per session 2 ○ + 1D per roll 3 ○ Reroll failed dice	○ Used this session — <i>May be used on each roll.</i> ○ Used this session	○○○○ ○○○○
	1 ○ + 1D per session 2 ○ + 1D per roll 3 ○ Reroll failed dice	○ Used this session — <i>May be used on each roll.</i> ○ Used this session	○○○○ ○○○○

MOUSE GUARD



Fate

2

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

Persona

2

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

3: 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	P:○○○○○○ F:○○○○○
WILL	3	P:○○○○○ F:○○○○○
HEALTH	5	P:○○○○○ F:○○○○○

Abilities

Special Abilities	Rating	Advancement
RESOURCES	2	P:○○○○○○○○ F:○○○○○○○○
CIRCLES	3	P:○○○○○○○○ F:○○○○○○○○



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: 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	4	P:○○○○○ F:○○○○○	ORATOR		P:○○○○○ F:○○○○○
HEALER	2	P:○○○○○ F:○○○○○	DECEIVER		P:○○○○○ F:○○○○○
HUNTER	2	P:○○○○○ F:○○○○○	PERSUADER	3	P:○○○○○ F:○○○○○
INSTRUCTOR		P:○○○○○ F:○○○○○	<i>Lockhaven-wise</i>	2	P:○○○○○ F:○○○○○
PATHFINDER		P:○○○○○ F:○○○○○	<i>Weasel-wise</i>	2	P:○○○○○ F:○○○○○
SCOUT	3	P:○○○○○ F:○○○○○			P:○○○○○ F:○○○○○
SURVIVALIST	2	P:○○○○○ F:○○○○○			P:○○○○○ F:○○○○○
WEATHER WATCHER		P:○○○○○ F:○○○○○			P:○○○○○ F:○○○○○
<i>Armorer</i>	2	P:○○○○○ F:○○○○○			P:○○○○○ F:○○○○○
<i>Cartographer</i>	2	P:○○○○○ F:○○○○○			P:○○○○○ F:○○○○○
<i>Smith</i>	2	P:○○○○○ F:○○○○○			P:○○○○○ F:○○○○○
		P:○○○○○ F:○○○○○			P:○○○○○ F:○○○○○



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

Name: *Erwynn*

Parents: *Ben & Sylvia*

Age: *15*

Senior Artisan: *Jan the Insectrist*

Home: *Ivydale*

Mentor: *Daniel*

Fur Color: *Grey*

Friend: *Nora the Bandit*

Guard Rank: *Tenderpaw*

Enemy: *Howe of Sprucetuck*

Cloak Color: *None*

Belief *No wrong can be done when following your heart.*

Playing a Belief earns a fate point

Goal *I will prove that I am worthy of a quick promotion.*

Accomplishing a Goal earns a persona point

Instinct *Never sit on the sidelines.*

Playing an Instinct earns a fate point

Contacts

Gear *Spear, Small Pouch, Rope*

Traits

TRAIT NAME	TRAIT LEVEL	BENEFICIAL USES	CHECKS
<i>Fearless</i>	1 ○ + 1D per session 2 ○ + 1D per roll 3 ○ Reroll failed dice	○ Used this session — <i>May be used on each roll.</i> ○ Used this session	○○○○ ○○○○
<i>Hard Worker</i>	1 ○ + 1D per session 2 ○ + 1D per roll 3 ○ Reroll failed dice	○ Used this session — <i>May be used on each roll.</i> ○ Used this session	○○○○ ○○○○
<i>Stubborn</i>	1 ○ + 1D per session 2 ○ + 1D per roll 3 ○ Reroll failed dice	○ Used this session — <i>May be used on each roll.</i> ○ Used this session	○○○○ ○○○○
	1 ○ + 1D per session 2 ○ + 1D per roll 3 ○ Reroll failed dice	○ Used this session — <i>May be used on each roll.</i> ○ Used this session	○○○○ ○○○○
	1 ○ + 1D per session 2 ○ + 1D per roll 3 ○ Reroll failed dice	○ Used this session — <i>May be used on each roll.</i> ○ Used this session	○○○○ ○○○○

MOUSE GUARD



Fate

2

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

Persona

2

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)

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Raw Abilities

Rating

Advancement

NATURE (Mouse)

4

P:○○○○○○
F:○○○○○

WILL

2

P:○○○○○
F:○○○○○

HEALTH

6

P:○○○○○
F:○○○○○

BASIC DICE RULES



NATURE RULES

Skills

Skill

Rating

Advancement

FIGHTER

2

P:○○○○○
F:○○○○○

HEALER

2

P:○○○○○
F:○○○○○

HUNTER

2

P:○○○○○
F:○○○○○

INSTRUCTOR

2

P:○○○○○
F:○○○○○

PATHFINDER

2

P:○○○○○
F:○○○○○

SCOUT

3

P:○○○○○
F:○○○○○

SURVIVALIST

2

P:○○○○○
F:○○○○○

WEATHER WATCHER

2

P:○○○○○
F:○○○○○

Baker

3

P:○○○○○
F:○○○○○

Insectrist

2

P:○○○○○
F:○○○○○

Potter

2

P:○○○○○
F:○○○○○

Abilities

Special Abilities

Rating

Advancement

RESOURCES

1

P:○○○○○○○○
F:○○○○○○○○

CIRCLES

1

P:○○○○○○○○
F:○○○○○○○○



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Skills

Skill

Rating

Advancement

ORATOR

2

P:○○○○○
F:○○○○○

DECEIVER

2

P:○○○○○
F:○○○○○

PERSUADER

2

P:○○○○○
F:○○○○○

Snake-wise

2

P:○○○○○
F:○○○○○

SCOUT

3

P:○○○○○
F:○○○○○

SCOUT

3

P:○○○○○
F:○○○○○

SCOUT

3

P:○○○○○
F:○○○○○

SCOUT

3

P:○○○○○
F:○○○○○

SCOUT

3

P:○○○○○
F:○○○○○

SCOUT

3

P:○○○○○
F:○○○○○

SCOUT

3

P:○○○○○
F:○○○○○

SCOUT

3

P:○○○○○
F:○○○○○



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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.