

## Basics

### Ranges of difficulty

**Ob1** — Easily overcome.

**Ob2** — Average obstacle for guard-mice.

**Ob3** — Challenging: might need help.

**Ob4** — Hard: requires help or luck.

**Ob5** — Very hard: tap Nature, lots of help.

**Ob6** — All but impossible.

### Skill factors

*Categories.* Choose one factor from each category relevant to the test, and add up the dots: • = +1Ob, § = +5 Ob

*Common factors.* (use when appropriate) Time is of the essence •, In this weather? •, I can't see a damn thing here •

### Helping

▶ Nature and Abilities help Nature and Abilities

▶ Skills and Wises help Skills and Wises

▶ Every helper lends only 1 die

▶ Helpers are all bound by the result

▶ You cannot *help* another mouse Recover (but Healers provide supplies and can test to treat)

+1D — Tools or raw materials provided to a crafter as *supplies* for a test

+1D — Other mice can lend you a single die for *help*; they then commit themselves to the test's results

+1D — Give yourself a single die if you have special tools that would help your test

+1D — Give yourself a single die for *help* for one appropriate wise

### Learning

▶ When you use Nature, you don't learn

▶ Use Will or Health as *beginner's luck*: total the dice and roll only half of them (round up)

▶ Conditions reducing Will or Health to 0 mean no beginner's luck right now

▶ Persona and tapped Nature add after halving

### Calling on Traits

**L1** — Add +1D to a single applicable test; can be recharged with 2 checks, or wait a session

**L2** — Add +1D to any applicable test

**L3** — Reroll all failures in any applicable test; can be recharged with 4 checks, or wait a session

▶ Spend 3 checks to boost a Trait's level for the rest of the session

### Using Fate and Persona

▶ Spend a Fate point to cause all 6s for a test to roll a new die and add it to the pool

▶ Spend up to 3 Persona points to add up to +3D to your dice for a test

▶ Spend a Persona point to let you tap Nature for a test

## Nature

Escape, Climb, Hide, Forage

▶ Tap Nature to risk it adding to a Skill test (if you fail, you *tax* by margin of failure): spend a Persona point

▶ Test Nature to forage

▶ When using Nature as a replacement for a skill, use the factors for that skill.

*Food.* Self •, Additional Mouse ••, Patrol •••

*Stuff.* Natural but useful (Hunter, Survivalist) •, Natural but rare (for building) ••, Mouse-made or medicinal •••

*Terrain.* Forest and fields •, Rocky ground and swamps ••, open ground and rivers •••

*Extreme conditions.* (only use if active in the game) Flood •, Drought ••

## Will

Overcome the mental trials of life.

▶ Use in versus tests to resist Persuader, Orator, Deceiver

▶ Break ties in tests requiring mental strength or insight

**Ob2** — Recover from Anger

**Ob4** — Recover from Sickness

**Beginner's Luck** — Administrator, Apiarist, Archivist, Baker, Cartographer, Cook, Deceiver, Haggler, Healer, Insectrist, Instructor, Loremouse, Militarist, Orator, Pathfinder, Persuader, Scientist, Weather Watcher, Weaver

## Health

Overcome the physical trials of life.

▶ Use in versus tests involving raw physical strength or endurance

▶ Break ties in tests requiring physical exertion

**Ob3** — Recover from Tired

**Ob4** — Recover from Injured

**Beginner's Luck** — Armorer, Boatcrafter, Brewer, Carpenter, Fighter, Glazier, Harvester, Hunter, Laborer, Miller, Potter, Scout, Smith, Stonemason, Survivalist

## Resources

Marshal material resources.

+1D — Testing in your hometown

**Ob1** — Good meal, couple of drinks; seeds, grain, wool or fibre.

**Ob2** — Restful lodging for the night; a cloak, a trinket; leather, wax, wood, clay

**Ob3** — Restful lodging for the night; a nice present, a set of tools; sling, knife, light armour; metal, honey

**Ob4** — Musical instrument; sword, bow, heavy armour

**Ob5** — Silk, jewelry

**Ob6** — Small business, safe place to retire

*Commonality.* Common •, Uncommon ••, Rare •••

*Quality.* Cheap •, Well-made or complex ••, Luxury •••

*Quantity.* More than one •, A lot ••

*Visual Appeal.* Plain •, Pretty ••, Beautiful •••

## Circles

Marshal personal connections.

+1D — Testing in your hometown

+1D — Testing to find an existing Contact

**Success** — Add to Contacts

**Failure** — May produce an Enemy twist

▶ When looking for guard-mice, use only the Guard category.

*Guard:* Same rank •, Lower rank ••, Higher rank •••

*Professions:* Laborer •, Common in town ••, Uncommon in town •••, Rare in the entire territories ••••

*Power.* None to speak of •, Mid-level ••, Top mouse •••

*Attitude.* Neutral •, Willing to help in some capacity ••

*Mouse Guard Skill Factors Sheet*

v1.0 by [viktor.haag@gmail.com](mailto:viktor.haag@gmail.com)

*Play aid sheet for use with Luke Crane's Mouse Guard RPG, published by Archaia Studio Press*

*Mouse Guard is a trademark of David Peterson.*

## Wises

Know things or know how to do things.

▶ Help: Appropriate skills, other wises

▶ Test to find out things about a topic

▶ Test to declare things about a topic

▶ Defined and limited by their names

▶ Applicability can be dynamic and lobbied for

*Depth of information.* Common knowledge •, Interesting fact ••, Details •••, Uncommon knowledge ••••, Rare information §, Bizarre or obscure §•, Specific and detailed data §••

## Administrator

▶ Help: Archivist, Orator, wises

▶ Supplies: records and documents from Archivists

*Type.* Report •, Budget ••, Law •••, Rationing orders ••••

*Breadth.* Mouse •, Patrol ••, Outpost •••, Business ••••, Neighbourhood §, Town §•, City §••

## Apiarist

▶ Help: Scientist, Insectrist, Loremouse, wises

*Bees.* Drones •, Workers ••, Queen •••, Hive ••••

*Product.* Honey •, Wax ••

*Action.* Placate •, Anger ••, Swarm •••

## Archivist

▶ Help: Cartographer, Administrator, wises

▶ Supplies: paper from Millers and ink from Insectrists

*Writing.* Accuracy •, Clarity ••, Simplicity •••

*Researching.* Specific •, Obscure ••, Lost •••, Damaged ••••

## Armorer

▶ Help: Smith, Scientist, wises

▶ Supplies: Insectrists, Smiths, Weavers

*Paw-to-paw.* Quick •, Useful ••, Deadly ••, Versatile •••, Hooked ••••, Hard to Defend §

*Spears and Missiles.* Spear ••, Thrown •••, Missile ••••

*Armour and Shields.* Protection ••, Light Armour •••, Heavy Armour ••••

**Failure** — Add one of the following traits onto the creation:

*Chummy.* +1Ob to Defend or Feint

*Heavy.* +1Ob to Health tests to resist fatigue

*Slow.* +1Ob to Defend or Feint

*Cumbersome.* +1Ob to Manoeuvre tests, and to any attempt to sneak or hide

## Baker

▶ Help: Scientist, wises

▶ Supplies: Brewers, Millers, Apiarists

*Materials.* Milled grains •, Harvested seeds ••, Foraged materials •••

*Breadth.* One mouse •, Two mice ••, Patrol •••, Household ••••, Bakery §

## Boatcrafter

▶ Help: Scientist, wises

▶ Supplies: bark and wood from Carpenters, skins from Hunters

*Use.* One use •, Multi-use ••

*Size.* One mouse •, Two mice ••, Patrol •••, Cargo ••••, Dozen mice §

## Brewer

▶ Help: Scientist, wises

▶ Supplies: Miller, Apiarist, (Harvesters)

*Quality.* Typical •, Good ••, Excellent •••

*Breadth.* Group •, Tavern ••, Town •••

## Carpenter

- ▶ Help: Scientist, wises
- ▶ Supplies: wood from Harvesters and Labourers, tools from Smiths

*Type.* Household items (like bowls) , boards, building materials •; Pulleys, ladders ••; Furniture •••; Small structure like a shack ••••; Room or exterior wall §; Small house §•

## Cartographer

- ▶ Help: Archivist, Pathfinder, wises
  - ▶ Supplies: paper from Millers, ink from Insectrists
- Complexity.* Simple map •, Detailed map ••, Accurate •••

*Information.* Area personally surveyed •, Survey information from notes ••, Survey information from word-of-mouth •••

## Cook

- ▶ Help: Baker, wises
- ▶ Supplies: Harvesters, Millers, foraging from Nature
- ▶ Recover from Hungry (test against appropriate factors)

*Feeds.* One mouse •, Two mice ••, Patrol •••, Big family ••••, Tavern §, Neighbourhood §•

## Deceiver

- ▶ Help: Persuader, wises
- ▶ Use versus tests against Deceiver, Persuader, or Will.
- ▶ Independent actions for certain conflicts

## Fighter

- ▶ Help: Hunter, wises
- ▶ Use in versus tests against Fighter or Nature.
- ▶ Independent actions for certain conflicts

## Glazier

- ▶ Help: Scientist, wises
- Quality.* Simple •, Functional ••, Pretty •••
- Size.* Small •, Medium ••, Large •••

## Haggler

- ▶ Help: Persuader, wises
- ▶ Use to reduce obstacles for Resources test, or increase an object or service's price
- ▶ Use as a versus test against Haggler or Will
- ▶ Use in a negotiation conflict

**Success** — -1Ob to Resources test

**Failure** — Opponent can raise or lower the obstacle of your subsequent Resources test

## Harvester

- ▶ Help: Weather Watcher, wises
  - ▶ Supplies: jars from Potters
- Time.* Late summer or early fall •, early summer or late spring ••, late fall •••, winter ••••

*Feeds.* Patrol •, Big group ••, Bakery/tavern •••, Neighbourhood ••••, Town §, City §•

*Extreme conditions.* (only use if active in the game) Flood •, Drought ••

## Healer

- ▶ Help: Scientist, wises
- ▶ Supplies: herbs and medicines from Harvesters, Scientists
- ▶ Provide poultices as supplies to mice to recover from conditions

**Ob3** — Tend to the Injured or Sick

*Poultices.* Tired, Sick, Injured, Hungry, Angry

## Hunter

- ▶ Help: Loremouse, wises
  - ▶ Use in versus tests against Nature
  - ▶ Use in conflicts involving fighting animals
  - ▶ Use to find out an animal's habits
- Habits.* Trails •, Food or prey ••, Weapons •••, Nests ••••

## Insectrist

- ▶ Help: Loremouse, wises
- Type.* Crickets •, Beetles ••, Silkworms •••, Ants ••••, Spiders §
- Amount.* One •, Many •, Too many •••
- Result.* Labour (hauling) •, Control (obeying) ••, Production (making something for you) •••

## Instructor

- ▶ Help: Skill being taught
- ▶ Use to give a student a test for advancement in a taught skill: you must have the taught skill at a higher rating (or have another mouse helping to team-teach the skill)
- ▶ Use to grant a test for development to a student learning a skill

**Obx** — Use student's *current* Nature as the obstacle, taxed or not

**Success** — Give student a passed or failed test for advancement, as you choose

## Laborer

- ▶ Help Appropriate skill, wises
  - ▶ Supplies: tools from a Smith (mandatory)
  - ▶ Use to help trade or craft tests
- Labor.* Gather wood •, Cut stone ••, Mine metal •••

## Loremouse

- ▶ Help: Hunger, Scientist, wises
  - ▶ Use in a versus test against Nature to determine a creature's Nature aspects
- Talking to Beast type.* Feathers ••, Fur •••, Scales •••, Water ••••

## Militarist

- ▶ Help: Administrator, wises
  - ▶ Primarily used in conflict/versus tests
- Tradition.* Populace with military tradition •, Warlike populace ••, Peaceful populace •••

## Miller

- ▶ Help: Scientist, wises
- Milled thing.* Grain •, Mortar ••, Paper
- Breadth.* Patrol •, Household ••, Business or large structure •••, Town ••••, City §

## Orator

- ▶ Help: Deceiver, wises
- ▶ Use in versus tests against Orator and Will
- ▶ Independent actions in certain conflicts

## Pathfinder

- ▶ Help: Scout, Hunter, Weather Watcher, wises
  - ▶ Supplies: maps from Cartographers
- Destination.* Nearby •, Short journey ••, Long journey •••, Remote or isolated ••••
- Route.* Well travelled •, infrequently used ••, Overgrown or washed out •••, Trailblazing ••••

## Persuader

- ▶ Test against Will to convince a mouse it's in their best interest to act
- ▶ Test against Persuader to convince a mouse that they should agree with your argument
- ▶ Independent actions in certain conflicts

## Potter

- ▶ Help:Glazier, Baker, wises
- To store.* Dry goods •, Liquid goods ••
- Type.* Simple •, Functional ••, Pretty •••
- Size.* Small •, Large •, Bulk •••

## Scientist

- ▶ Help: wises
  - ▶ Supplies: records from Archivists, extractions from Insectrists, moss from Elmoss, sap from Sprucetuck
- Field.* Geological/mineral •, Chemical ••, Physical/engineering •••, Biological ••••, Astronomical §
- Desired effect.* Harmful •, Beneficial ••

## Scout

- ▶ Help: Pathfinder, Hunter, wises
- Size.* Big •, Mouse-sized ••, Small •••, Tiny ••••
- Location.* Known •, Roughly known ••, Vaguely known •••
- Left?* This season •, Last season ••, Last year •••

## Smith

- ▶ Help: Laborer, Armorer, wises
  - ▶ Smiths make tools not weapons
- Type.* Hardware •, Cooking tools ••, Crafting tools •••, Small structures like a gate •••, Large structures like a fence ••••, Floor or portcullis §

## Stonemason

- ▶ Help: Laborer, wises
  - ▶ Supplies: tools from Smiths
- Complexity.* Simple (wall) •, Moderate (column) ••, Complex (arch) •••, Reinforced (fortification) ••••
- Size.* Small (bench) •, Moderate (wall) ••, Big (foundation or house) •••

## Survivalist

- ▶ Help: Hunter, Weather Watcher, wises
  - ▶ If you know the skill, failures don't make you Angry
- Action.* Building shelter •, Locating water ••, Starting a fire in the rough •••, Emergency tool making ••••, jury-rig a boat §
- Breadth.* One mouse •, patrol ••, large group •••

## Weather Watcher

- ▶ Help: Scientist, wises
  - ▶ Test versus seasonal obstacle to determine weather for next change in weather (next session or twist)
  - ▶ Unseasonable weather choices can bring consequences
- Ob6** — Spring
- Ob4** — Summer
- Ob5** — Fall
- Ob7** — Winter
- Success (MoS 0-1)** — Pick from seasonal options
- Success (MoS 2+)** — Unseasonable options are available

## Weaver

- ▶ Help: Wises
  - ▶ Supplies: fur from Hunters, fibres from Harvesters, silk from Insectrists, dyes from Stonemasons, Scientists, or Insectrists
  - ▶ Use woven products to recover from Tired due to cold/wet
- Type.* Blankets •, Bedding ••, Cloak •••, Clothes ••••, Tapestry §