

SAVAGE MOUSE GUARD

VERSION 1.1



The mice struggle to live safely and prosper among all of the world's harsh conditions and predators. Thus the Mouse Guard was formed. After persevering against a weasel warlord in the winter war of 1149, the territories are no longer as troubled. True, the day-to-day dangers exist, but no longer are the Guard soldiers; instead they are escorts, pathfinders, weather watchers, scouts and bodyguards for the mice who live among the territories. Many skills are necessary for the guard to keep the borders safe. They must find new safe ways and paths from village to village, lead shipments of goods from one town to another and, in case of attack, guard against all evil and harm to their territories.

‘Hail all those who are able, any mouse can, any mouse will, but the Guard prevail’

A SAVAGE WORLDS CONVERSION BY JUSTIN SCHMID

This game uses the Savage Worlds game system, available from Great White Games (www.greatwhitegames.com). Savage Worlds, Smiling Jack, and all associated logos and trademarks are Copyright 2004, Great White Games. Used without permission.

Savage Worlds and all associated references belong to Great White Games LLC and are used without permission. Mouse Guard and all associated references and images belong to David Peterson and are used without permission. No claim is made to such materials, which are used out of tribute and affection.



MOUSE GUARD HISTORY (ALTERNATE VERSION)

Just over a thousand years ago, mice lived in tree hollows, under logs and other dark forgotten places, scattered and isolated. Facing numerous predators and harsh weather, they lived a meager existence, not much better than the other beasts of the forest.

But, a few small groups made stand and developed farming technologies and more reliable sources of food. With this, their populations grew and they founded first small villages and then towns and soon cities in patches of wilderness. It is said the first was in the northern land of Aevelon.

These settlements became known as safe havens for mice and they flocked to them. With their growing size though, they attracted more predators and had to develop new methods of protecting their people, creating the citadel. The first was known as the Mouseion and protected the city of Aquilla in Aevelon. This was known as the birthplace of metalworking and stonework.

Mice expanded far from Aevelon over the mountains and across the sea into these Territories. Mice prospered, cleansing their lands of predators and growing crops that gave them some security from famine. Though the vile weasels continued to plague them, mouse warcraft continued to improve and maintained a balance of power that kept them safe.

Then came the Dark Times (around 1032), when a terrible calamity befell all the lands and everywhere plague, death and famine held sway over the land for many years. All over settlements were lost, including those of Aevelon and the great city of Aquilla. Only Lockhaven and a handful of settlement in the Territories survived to rebuild.

As Lockhaven rebuilt, the Mouse Guard was formed from its ranks to help other settlements rebuild and for the entire mouse territories to prosper. Governed by a Matriarch, the Guard maintains security in the lands. In the wilds, the Guard is the law, but in mouse towns they must defer to the local authority. While most mice support the Guard, some jealously guard their autonomy.

The Guard is supported through gifts and donations.

In 1149, there was the Winter War against a weasel overlord who had wanted to invade the Territories. A full-scale war was fought to drive the weasels out of the Territories organized by Gwendolyn that was finally won.

In the Fall of 1152, Midnight, Lockhaven's weaponsmith, using the legend of the Black Axe (which he stole) organized an attempted coup against Gwendolyn, claiming that for the security and prosperity of the Territories, they needed new leadership. His plot was uncovered and he was defeated and banished from the Territories.



MOUSE GUARD CHARACTER CREATION

To create a Mouse Guard character you will need to follow these instructions in conjunction with the Savage Worlds Explorer Edition rulebook.

1) RACE

All characters are Guard Mice, begin at Novice Rank with two free advances which buys the Guard Mouse Edge and Fighting at d6 and have the following racial abilities:

- **Alert:** Mice are always alert to their surroundings and gain Notice free at d6.
- **Craftmice:** All mice in the Territories know a Craft and gain it at d6 for free.
- **Sneaky:** Mice are great at sneaking and hiding and gain Stealth at d6 for free.
- **Racial Enemy:** Mice are the enemies of all predators. They suffer -4 charisma when dealing with predators of all kinds.

2) TRAITS

Attributes - Your hero starts with a d4 in each attribute, and has 5 points with which to raise them. Raising an attribute a die type costs 1 point. Die types are d4, d6, d8, d10, and d12.

Skills You have 15 points for skills. A list of standard skills appears below. Each die type in a skill costs 1 point up to the linked attribute. Going over the linked attribute costs 2 points per level. If your hero has an Agility of d6, for example, it costs 1 point to buy Fighting at d4, another point to buy it at d6, and 2 points to raise it to a d8.

Note that *Driving, Gambling and Piloting* skills were deleted, *Climbing, Intimidation, Persuasion, Riding, Swimming and Throwing* were modified and *Craft, Deception; Knowledge: Battle, Knowledge: Lore* and *Knowledge: Science* were added:

SKILLS

<u>Skill</u>	<u>Attribute</u>	<u>Skill</u>	<u>Attribute</u>
Athletics	Agility	Knowledge: Science	Smarts
Boating	Agility	Lockpicking	Agility
Deception	Smarts	Notice	Smarts
Fighting	Agility	Persuasion	Spirit
Guts	Spirit	Repair	Smarts
Healing	Smarts	Shooting	Agility
Investigation	Smarts	Stealth	Agility
Knowledge: Battle	Smarts	Streetwise	Smarts
Knowledge: Craft	Smarts	Survival	Smarts
Knowledge: Lore	Smarts	Taunt	Smarts
Knowledge: Nature	Smarts	Tracking	Smarts



NEW/MODIFIED SKILLS

Athletics (Agility) *[replaces Climbing, Riding, Swimming and Throwing]*

This is the skill characters use to perform athletic activities such as climbing, swimming and throwing. It can also be used to perform athletic feats such as extreme heavy lifting or pushing.

Deception (Smarts) *[new skill]*

This is the skill of con men and tricksters. It is used when you want to deceive another person, either by disguising your appearance and voice, by lying or forging documents. Deception is tested against the other player's Notice.

Knowledge: Battle (Smarts) *[new skill]*

Your character has studied the tactics and strategies of warfare and can organize mice to effectively attack large groups, fortresses or large animals.

Knowledge: Craft (Smarts) *[new skill]*

Your character has apprenticed in a particular craft that you must specify. Options are: Armourer, Apiarist, Baker, Brewer, Carpenter, Cartographer, Cook, Glazier, Harvester, Insectrist, Miller, Potter, Stonemason and Weaver. With this skill you can produce goods using the appropriate raw materials.

Knowledge: Lore (Smarts) *[new skill]*

Your character has studied history, myths and legends of mice.

Knowledge: Nature (Smarts) *[new skill]*

Your character knows the ways of beasts and bugs and can communicate in limited ways, as well as understand its behaviour. Note that actually riding an animal uses Athletics skill. It also allows you to try to calm wild animals. You suffer a -2 penalty when attempting to handle insects or beasts that are more than two Sizes larger. You may also try to speak to animals with a penalty appropriate to the animal type.

Knowledge: Science (Smarts) *[new skill]*

Your character has studied astronomy, biology, chemistry, earth sciences and physics. You can use this skill to invent new devices or make medicines.

Persuasion (Spirit) *[incorporates Intimidation]*

This is the ability to talk or trick others into doing what you want, whether through reason or threats. When the character is using reason, this is an opposed roll between the hero's Persuasion and his opponent's Smarts. When using threats, Persuasion is tested against his opponent's Spirit.



Derived Statistics Determine the following derived statistics.

- **Charisma** is equal to the total bonuses or penalties given by Edges and Hindrances. It starts with a base of 0.
- **Pace** is 6" and 2" for climbing or swimming.
- **Parry** is equal to 2 plus half of the Fighting die.
- **Toughness** is equal to 2 plus half the character's Vigor minus 1.

3) HINDRANCES & EDGES

Your hero gains an "advance" for each Minor Hindrance taken (up to two), and two advances for taking a single Major Hindrance. You can take a maximum of two Major Hindrances or one Major and two Minor Hindrances.

For 2 advances you can either:

- Gain another attribute point.
- Choose an Edge.

For 1 advance you can either:

- Gain another skill point.

Hindrances: *Bloodthirsty, Doubting Thomas, Poverty* were deleted and *Can't Swim, Honest, Fiery* and *Weak-Willed* were added.

Edges: *Arcane Background, Arcane Resistance, Improved Arcane Resistance, Noble, Rich, Filthy Rich, Rock and Roll!, Power Edges, Champion, Holy/Unholy Warrior, Mentalist,* and *Wizard* were deleted. *Ace, Gadgeteer, Mr. Fix It, Strong-willed* and *Thief* are modified. *Beast Master, Bug Master, Guard Mouse, Patrol Leader, Silver-Tongued, Troubadour, Weather Watcher* were added.

HINDRANCES

All Thumbs (Minor): -2 Repair; Roll of 1 on a mechanical device causes malfunction

Anemic (Minor): -2 Vigor to resist sickness, disease, poison, or environment

Arrogant (Major): Must humiliate opponent, challenge the 'leader'

Bad Eyes (Minor): You wear glasses and suffer -2 to attack or notice something more than 5" distant if they fall off or you lose them

Bad Luck (Major): One less benny per session

Big Mouth (Minor): Unable to keep secret, blabs at wrong time

Can't Swim (Minor): You cannot swim. You must roll d4-2 for all swimming tests.

Cautious (Minor): Character is overly careful

Clueless (Major): -2 to most Common Knowledge rolls

Code of Honor (Major): The character keeps his word and acts like a gentleman

Curious (Major): Character wants to know about everything



- Danger Sense (-):** Notice at -2 to detect surprise attacks/danger
- Delusional (Minor/Major):** Character suffers from grave delusions
- Elderly (Major):** Pace -1, -1 to Strength and Vigor die types; 5 extra skill points for any skill linked to Smarts
- Enemy (Minor/Major):** The character has a recurring nemesis of some sort
- Fiery (Minor):** You suffer -2 to resist Taunt attempts
- Greedy (Minor/Major):** The character is obsessed with wealth
- Habit (Minor/Major):** Charisma -1; must make Fatigue rolls when deprived of Major Habits
- Hard of Hearing (Minor):** -2 to Notice sounds
- Heroic (Major):** The character is a true hero and always helps those in need
- Honest (Minor):** -2 to Deception tests
- Illiterate (Minor):** The character cannot read or write.
- Lame (Major):** -2 Pace and running die is a d4
- Loyal (Minor):** The hero tries to never betray or disappoint his friends
- Mean (Minor):** The character suffers -2 to his Charisma for his ill-temper and surliness
- Obese (Minor):** +1 Toughness, -1 Pace, d4 running die
- One Eye (Major):** -1 Charisma, -2 to rolls requiring depth perception
- Overconfident (Major):** The hero believes he can do anything
- Pacifist (Minor):** The character fights only in self-defense.
- Phobia (Minor/Major):** -2 or -4 to trait tests when near the phobia
- Quirk (Minor):** The character has some minor but persistent foible, such as bragging, elitism, or the pursuit of fame
- Small (Major):** -1 Toughness
- Stubborn (Minor):** The character always wants his way
- Tenderpaw (Major):** 3 points for Attributes (instead of 5); 10 skill points (instead of 15), +1 benny per session
- Ugly (Minor):** -2 Charisma due to the character's less-than average appearance
- Vengeful (Minor/Major):** Character holds a grudge, will kill to settle the score if Major
- Vertigo (Minor):** Character suffers -2 when at any height and on a critical failure, falls.
- Vow (Minor/Major):** The hero has a pledge to himself, a group, loved one or a settlement
- Wanted (Minor/Major):** The character is a criminal of some sort
- Weak-willed (Major):** You suffer -2 to tests to resist all Persuasion or Taunt attempts.
- Yellow (Major):** The character is cowardly and suffers -2 to his Guts rolls

EDGES

Edges sometimes have Requirements. These are listed in parentheses after the Edge. Attribute requirements are listed as A=Agility, St=Strength, Sm=Smarts, Sp=Spirit, and V=Vigor. * denotes a Background or Professional Edge which can only be taken during character creation or with GM approval thereafter.



- Acrobat*** (A d8, St d6): +2 to Agility tricks; +1 Parry if unencumbered
- Alertness*** (-): +2 Notice
- Ambidextrous*** (A d8): Ignore -2 penalty for using off-hand
- Attractive*** (V d6): Charisma +2
- Very Attractive*** (Attractive): Charisma +4
- Berserk*** (-): Smarts roll or go Berserk after being wounded; +2 Fighting and Strength rolls, -2 Parry, +2 Toughness; Roll of 1 on Fighting die hits random adjacent target.
- Brawny*** (St d6, V d6): Toughness +1; load limit is 8 x Str instead of 5 x Str
- Bug Bond** (-): Character may spend bennies for his insect companion
- Beast Master** (Sp d8, **Knowledge: Bug/Beast**): You can spend a benny to get a friendly animal to let you ride it.
- Bug Master** (Sp d6): You gain an insect companion and insects won't attack you
- Charismatic** (Sp d8): Charisma +2
- Command** (Sm d6): +1 to troops recovering from being Shaken within 5"
- Common Bond** (Sp d8): May give bennies to companions in communication
- Connections** (-): You can call upon powerful friends with Persuasion roll
- Danger Sense** (-): Notice-2 to detect surprise attacks/danger
- Fast Healer*** (V d8): +2 to natural healing rolls
- First Strike** (A d8): Automatically attack one foe who moves adjacent per round
- Fleet-Footed** (A d6): +2 Pace, dro running die instead of d6
- Florentine** (A d8, **Fighting d8**): +1 vs. foes with single weapon and no shield, ignore 1 point of gang up bonus
- Gadgeteer** (Sm d8+, **Repair d8**; **Knowledge: Science d8**; **Survival d8**): May "jury-rig" a device with any available materials once per game session
- Guard Mouse*** (**Knowledge: Craft d6**; **Fighting or Shooting d6**): Guard mice must swear an oath to protect all mice and obey the Matriarch. Guardmice are gifted with a weapon and a heavy cloak. They gain +2 Charisma and authority outside settlements; variable Charisma modifier in settlements. Heroes are considered Patrol Guard rank.
- Hard to Kill** (Sp d8): Ignore wound penalties for Vigor rolls made on the Knockout or Injury tables
- Healer** (Sp d8): +2 to all Healing rolls and the *healing* power if applicable.
- Investigator** (Sm d8, **Invest. d8**, **Streetwise d8**): +2 Investigation and Streetwise
- Jack of all Trades*** (Sm d10+): Ignore -2 untrained penalty for skills linked to Smarts
- Luck** (-): +1 benny per session
- Great Luck*** (Luck): +2 bennies per session
- McGyver*** (Sm d6, **Repair d6**, **Notice d8**): No penalties due to lack of equipment
- Natural Leader** (Sp d8, **Command**): Leader may give bennies to troops in command
- Nerves of Steel** (V d8): Ignore 1 point of wound penalties
- Improved Nerves of Steel** (Nerves of Steel): Ignore 2 points of wound penalties
- Patrol Leader** (Guard Mouse): May give bennies to companions in communication
- Quick*** (A d8): Discard draw of 5 or less for new card
- Quick Draw** (A d8): May automatically draw weapon as a free action



Sailor* (A d8): +2 to Boating; may make soak rolls for vehicle at -2
Silver-tongued* (-): +2 to Deception tests.
Scholar* (d8 in affected skills): +2 to two different Knowledge skills
Steady Hands (A d8): Ignore unstable platform penalty for mounts or vehicles
Sweep (St d8, Fighting d8): Attack all adjacent foes at -2
Strong Willed (Spirit d8; Persuasion d6): +2 Persuasion and Taunt, +2 to resist
Thief* (A d8, Athletics d6, Deception d6, Stealth d8): +2 Athletics, Deception, Stealth
Trademark Weapon (Fighting or Shooting d10): +1 Fighting or Shooting with one particular weapon
Troubadour* (Sp d8, Knowledge: Lore d8, Persuasion d6): +2 Persuasion
Two-Fisted (A d8): May attack with a weapon in each hand without multi-action penalty.
Weather Watcher* (-): On successful Smarts test you can tell weather for this session.
Woodsmouse* b (Sp d6, Survival d8, Tracking d8): +2 Tracking, Survival, and Stealth (while in Wilderness)

Seasoned Edges (All require Seasoned Rank)

Block (Fighting d8): You gain +1 Parry.
Combat Reflexes: +2 to recover from being Shaken
Dead Shot (Shoot d10): Double ranged damage when dealt Joker
Dodge (Agility d8): -1 to be hit with ranged attacks
Double Shot (Shooting d10): Can fire 2 arrows at one target within short range, one attack roll at -2. If hit, both arrows hit, each causing normal damage. Only bows!
Frenzy (Fighting d10): 1 extra Fighting attack at -2
Hold the Line! (Smarts d8, Command): Troops have +1 Toughness
Improved Berserk (Berserk): You may spend a Benny to activate your berserk.
Inspire (Command): +1 to Spirit rolls of all troops in command
Level Headed (Smarts d8): Act on best of two cards in combat
Improved Level Headed (Level Headed): Act on best of three cards in combat
Marksman: Character gets the Aim maneuver (+2 Shooting) if he does not move
Mighty Blow (Fighting d10): Double melee damage when dealt Joker
Scamper (A d8): Opponents Size +1 or greater suffer -1 on attack rolls

Veteran Edges (All require Veteran Rank)

Fervor (Sp d8, Command): +1 melee damage to troops in command
Giant Killer: +1d6 damage when attacking creatures three sizes bigger.
Guard Captain (Patrol Leader, Natural Leader): Has authority over Guardmice, +2 Charisma with all mice
Harder to Kill (Hard to Kill): 50% chance of surviving death
Improved Block (Block): You gain +2 Parry.
Improved Frenzy (Frenzy): 1 extra Fighting attack without penalty
Improved Sweep (Sweep): Attack all adjacent foes without penalty



4) **GEAR**

Every Mouse Guard has a cloak; you choose the colour. If you are a Tenderpaw, you do not have a cloak yet. You may also choose one of the following options for weapon:

Weapon	Damage	Range	Notes
Axe	Str+d6	3/6/12	
Bow & 12 Arrows	2d6	12/24/48	
Halberd	Str+d8		Reach 1, 2 hands
Hook & Line	Str+d4		Can grapple at Reach 1
Rapier	Str+d4		Parry +1
Short Sword	Str+d6		
Sling	Str+d4	4/8/16	
Staff	Str+d4		Parry +1, Reach 1, 2 hands
Spear	Str+d6	3/6/12	Parry +1, Reach 1, 2 hands
Six Knives	Str+d4	3/6/12	

Finally, you have tools relevant to your Knowledge: Craft and supplies if you have Knowledge: Science, but these are generally kept back in Lockhaven in your room. You carry with you a small amount of food and water and otherwise find what you need from nature.

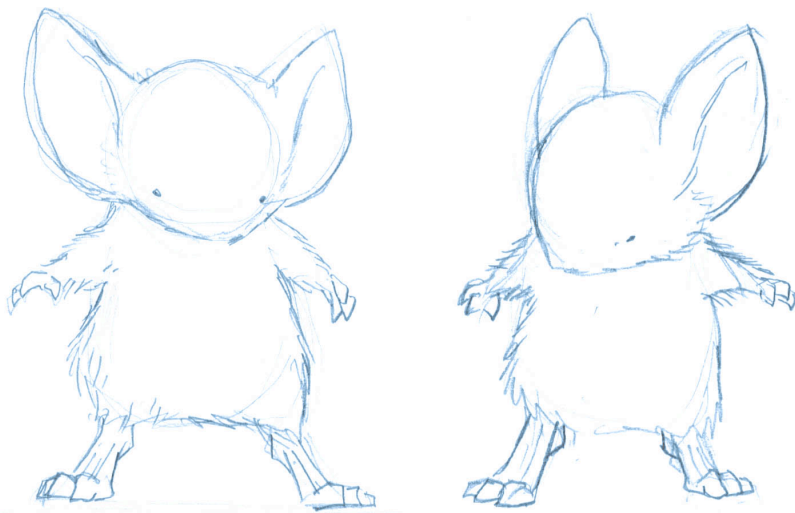
5) **BACKGROUND DETAILS**

You should determine the following details about your mouse:

- **Name**
- **Hometown** Many Guardmice come from Flintrust, but any settlement is possible. Review a map of the Territories to find your hero's hometown. You will be able to make General Knowledge tests for information about that town.
- **Traits** What two or three traits define your mouse's personality?
- **Fur Colour** - Brown is very common, blonde and gray are common while black and white are less common and red is rare.
- **Ally** Is your closest connection your mentor, a family member, a loved one, a friend? Pick someone who you are close with, name and give them a quick description. You might be able to call upon them for help, or they might need your help.



- **Enemy** Pick a mouse that is your nemesis, perhaps a rival, a past lover, or perhaps you've broken from your mentor? Or angered someone in your duties?
- **Cloak Colour**
- **Other** Anything else that helps to flesh out your hero, including you may want to draw your mice. These blanks are by David Peterson and can be found [here](#).





MOUSE GUARD SETTING RULES

In Mouse Guard the main characters are all mice and therefore the scale of the game changes to that of mice. Size becomes very important as mice encounter animals much bigger than them on a frequent basis.

SIZE

In Mouse Guard, the Size modifier table is modified to reflect that mice are the normal size. This table shows the modifier to a animal's Toughness for average specimens.

Toughness Modifier	Animal
-2	Insect, Baby Snake, Tadpole
-1	Young Mouse, Small Snake, Small Fish
0	Mouse, Chipmunk, Young Weasel
+1	Large Mouse, Bat, Rat, Bullfrog, Giant Spider, Mole, Crow
+2	Weasel, Rabbit, Squirrel, Snake, Mink, Hare, Ferret, Hedgehog, Raven
+3	Skunk, Porcupine, Owl, Hawk, Fox, Badger, Raccoon, Marten, Sable, Beaver, Peacock
+4	Otter, Wolverine, Stork, Swan, Wild pig
+5	Coyote, Mountain Lion
+6	Wolf, Deer
+7	Stag/Elk, Black Bear
+8	Grizzly Bear
+9	Moose

FEAR MODIFIER

Facing large animals is fearsome for mice. When first facing an animal with a Toughness Modifier of +3 or greater, mouse characters must make a Guts test with the Size Modifier minus 2 as a penalty to the Guts test (i.e. +4 Toughness Modifier = Guts versus 6).

SMALL/LARGE/HUGE

Small animals of Size -2 or lower are very difficult to hit, especially when moving. Attackers subtract 2 from any attack rolls directed at them.

Large animals, Size +4 to +7, are easier to hit due to their large size. Attackers may add +2 to attack rolls to hit large targets.

Huge animals, Size +8 or higher, are very easy to hit, giving attackers +4 to hit.

Note that this modifier is relative to the size of the animals fighting.



STRENGTH

Animals of Size -1 to +1 are considered to have the normal range of Strength, from d4 to d12. Animals over Size +1 have a d12 plus a bonus.

ANIMAL STRENGTH

Animal	Strength
Weasel, Mink, Rabbit, Squirrel, Snake	d12+1 to +2
Beaver, Hare, Skunk, Porcupine, Owl, Hawk	d12+3 to +4
Fox, Badger, Raccoon, Marten, Sable	d12+5 to +6
Otter, Wolverine	d12+7 to +8
Coyote, Mountain Lion	d12+9 to +10
Wolf	d12+11 to +12
Deer, Black Bear	d12+13 to +14
Grizzly Bear, Moose	d12+15 to +16

ARMOR

Armor in Mouseguard is a rarity, because it typically is restrictive of movement, which is why most mice forego anything heavier than leather. However, in times of battle, it does have its value.

Type	Armor	Covers	Modifiers
Normal Cloak	0	Torso	
Heavy Cloak	+1	Torso	
Leather Corselet	+1	Torso	
Leather Jacket	+1	Torso, Arms	
Chain Long Coat	+2	Torso, Arms	Move -1, Parry -1
Pot Helm	+3	50% Head	
Plate Corselet	+3	Torso	Move -1
Enclosed Helm	+3	Head	Notice -2, Agility based tests -2,
Full Plate Armor	+3	All	Notice -2, Agility based tests -2, Move -1, Parry -1

DISTANCES

All distances are in mouse terms. So, while a foot to us might be a certain distance, it is the equivalent of what it would be for a mouse. Typically distances are 1/20th of those for humans.

MOUSE GUARD BESTIARY

BADGER

Badgers are short-legged, heavy-set carnivores in the weasel family. Badgers are able to hold objects in their jaw without letting go. They are normally solitary, but some form clans of 2 to 15. They can run or gallop for short periods of time.



- Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d12+5, Vigor d8
- Skills:** Fighting d8, Guts d4, Notice d8, Shooting d8, Stealth d6, Tracking d8, Athletics d8
- Pace:** 6; **Parry:** 6; **Toughness:** 10
- Special Abilities:**
- **Bite:** Str+d6
 - **Size:** +3
 - **Armor:** +1 Fur
 - **Scent:** Badgers get a +2 to Notice and Tracking rolls due to their sharp sense of smell.
 - **Fleet-footed:** Badgers can move at Pace 8 for 2d6 rounds at a time.

Tactics: Badgers will charge and rampage using wild attacks unless hurt, in which case it grabs one opponent and flees.

BATS

Bats are intelligent, but do not have much of their own culture, other than survival of the fittest. They enjoy tormenting rats and especially mice as they are smaller, when they encounter them.

- Attributes:** Agility d6, Smarts d6 (A), Spirit d6, Strength d12, Vigor d6
- Skills:** Fighting d6, Guts d6, Intimidation d8, Notice d8, Stealth d10
- Pace:** 2; **Parry:** 5; **Toughness:** 5
- Special Abilities:**
- **Bite:** Str+d4

- **Size:** +1
- **Flight:** Bats can fly at a Pace of 12, with an acceleration of 4.
- **Slow:** On the ground, giant bats can only crawl about at a Pace of 2.
- **Sonar:** Bats can see in complete darkness with a form of active sonar; they ignore all lighting penalties. However, when attacking opponents standing still (i.e., those who take no action, such as movement or attacking, or who are on Hold), they're at a -4 to attack rolls.

Tactics: Bats will generally try swarming attacks, but one-on-one will try to grab an opponent, fly them up high and drop them.

BEE

- Attributes:** Agility d8, Smarts d4(A), Spirit d6, Strength d4, Vigor d6
- Skills:** Fighting d6, Guts d6, Notice d8
- Pace:** 3; **Parry:** 5; **Toughness:** 4
- Special Abilities:**
- **Flight:** Bees have a Flying Pace of 6" and Climb of 3".
 - **Size -2:** Bees are 1' long.
 - **Sting:** Str+d4. After a bee stings, it dies in 1d6 rounds.

Tactics: Bees avoid stinging opponents unless absolutely necessary and will instead buzz them to try to get them to stop bothering them.

BEETLE, FIRE

These two and a half foot long beetles are usually found underground. They have glowing glands above their eyes and on their back that allow them to see in the dark.

- Attributes:** Agility d6, Smarts d4 (A), Spirit d6, Strength d6, Vigor d6



DAVID PETERSEN'S MOUSE GUARD



Skills: Fighting d4, Guts d4, Notice d6

Pace: 6; **Parry:** 4; **Toughness:** 6

Special Abilities:

- **Armor +1:** Tough carapace.
- **Bite:** Str+d6
- **Fluorescent Glands:** The beetle halves all lighting penalties. These glands can be removed after the beetle is dead (make an Agility roll at -2 to do so); they give off light in a 2' radius for 1d6 days.

Tactics: Fire beetles are highly aggressive and will bite at opponents until dead.

BLUE JAY

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d10, Vigor d8

Skills: Fighting d6, Guts d4, Notice d8

Pace: 4; **Parry:** 5; **Toughness:** 7

Special Abilities:

- **Claws/Beak:** Str+d4
- **Flying:** Blue jays fly at Pace 20, with a 4 acceleration.
- **Sharp Eyes:** +4 to all Notice rolls.
- **Size +1**
- **Slow:** On the ground, blue jays hop about at a Pace of 4, and can't run.

Tactics: Blue jays avoid combat and use Defend maneuvers until they can escape.

BULLFROG

Bullfrogs are troublesome for mice as they sometimes decide to make them a snack.



Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d12, Vigor d8

Skills: Fighting d8, Guts d6, Notice d6, Shooting d10

Pace: 6; **Parry:** 5; **Toughness:** 6

Special Abilities:

- **Bite:** Str+1d6
- **Burp Roar:** Toads can belch with great force a terrible stench. Place a Cone Template at the Toad and the large end on as many targets as he's able to affect. Roll the Toad's Shooting

at +2. Defenders make an Agility roll equal to or greater than the toad's Shooting total to avoid being affected. Those who are covered in goop and muck, are Shaken and suffer deafness for 1d6 rounds. Raises on the toad's roll have no effect.

- **Jumping:** They can leap 6", +2" with a Strength roll.
- **Tongue Strike:** Toads can fire their tongues up to 4" with exceptional accuracy (use Shooting). Those hit are stuck; make an opposed Strength roll to keep from being dragged in and bit as a free attack by the toad, and to break free once stuck.

Tactics: Bullfrogs will use their burp roar to stun opponents and then grab one and flee with it. They generally don't push their luck.

CRAB

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d10, Vigor d8

Skills: Fighting d8, Guts d6, Notice d8, Stealth d10, Swim d8

Pace: 8; **Parry:** 6; **Toughness:** 10

Edges: Improved Frenzy.

Special Abilities:

- **Armor +3:** Giant crabs have thick shells.
- **Claws:** Str+d6
- **Size +1**

Tactics: Crabs will attack, swarming the largest group of opponents until damaged and then retreat to the safety of the sea, hopefully dragging an opponent back with them.

ERMINE

Also known as Stoat (when they have brown fur in the summer), Ermine are very quick weasel like creatures who often serve as scouts for the weasels.



DAVID PETERSEN'S MOUSE GUARD



They are all white, except for the tip of their tail, which remains white. They have a very thick coat in winter and are among the few weasel forces, which are active in the winter.

They are larger than weasels and are considered a kind of shock troop who are able to operate in small two to three member teams as effectively as platoons of weasels.

They have poor vision, but an excellent sense of smell. They are typically armed with scimitars or halberds.

Ermine Scout

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d12+2, Vigor d8
Skills: Athletics d8, Fighting d8, Guts d8, Notice d8+2, Stealth d10, Deception d6, Tracking d8
Pace: 8; **Parry:** 6; **Toughness:** 9 (12)
Edges: Alertness, Quick, Frenzy, Fleet-footed, Bite: Str+d4, Size +3, Camouflage: +2 to Stealth in snow
Hindrances: Overconfident, Bloodthirsty
Gear: Scimitar (Str+d8), Breast Plate (AP 3 Torso), Helmet (AP 3 Head), Map case, Food pack

Tactics: Ermine scouts avoid direct combat, but if detected will seek to kill all opponents who saw them. They may flee and then return to stealth up and attack or ambush at a later time. They are cunning opponents who use every edge they may have to their advantage.

FERRETS

Ferrets are the labourers of the weasels. The ferrets of Thule were once wild and savage, living in small family groupings, but they have been in constant war with the rats since the passing of Aquilla and gradually carved out their own little civilization, only to be conquered by the weasel forces, who were better armed and organized. They're now slaves to their weasel masters. However, they are cunning though and sneaky and not above treachery against their masters if the price is right.

Ferret Labourer

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12, Vigor d6
Skills: Athletics d6, Fighting d4, Guts d6, Notice d6+2, Stealth d8, Deception d8
Pace: 8; **Parry:** 4; **Toughness:** 6
Edges: Alertness, Quick, Fleet-footed, Size+1
Hindrances:

Ferret Soldier

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12, Vigor d6
Skills: Athletics d6, Fighting d6, Guts d6, Notice d6+2, Stealth d6, Deception d8
Pace: 8; **Parry:** 6; **Toughness:** 6 (7/9)
Hindrances:
Edges: Alertness, Quick, Fleet-footed, Size +1
Gear: Spear (Str+d6; Parry +1; Reach 1, 2 Hands); Pot Helm (+3 to Head); Leather Corselet (+1)

FOX

A fox lives by its wits. They are solitary creatures and love to hunt and chase mice.



Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength 12+5, Vigor d8
Skills: Fighting d8, Guts d4, Notice d8+2, Stealth d10, Tracking d8
Pace: 8; **Parry:** 6; **Toughness:** 10
Edges: Alertness, Fleet-footed, Quick
Special Abilities:

- **Bite:** Str+d6
- **Size +2**
- **Scent:** Foxes get a +2 to Notice and Tracking rolls due to their sharp sense of smell.

HARE

Hares live in pairs or alone above ground and are extremely fast movers.



They are sometimes used as steeds by mice, when the mice can convince them to carry

DAVID PETERSEN'S MOUSE GUARD



them.

Heroes who would ride a hare must obtain a Friendly or better result when meeting the hare and then a Knowledge: Nature test to communicate. Even then, the hare will refuse half the time because it has something better to do.

Attributes: Agility d8, Smarts d6(A), Spirit d6, Strength d12, Vigor d8

Skills: Fighting d4, Guts d6, Notice d10

Pace: 10; **Parry:** 4; **Toughness:** 8

Special Abilities

- **Fleet Footed:** Hares roll a d8 when running instead of a d6.
- **Kick:** Str.
- **Size +2**
- **Scent:** Hares get a +2 to Notice and Tracking rolls due to their sharp sense of smell.

HAWK

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d8

Skills: Fighting d8, Guts d8, Notice d10

Pace: 4 ; **Parry:** 6; **Toughness:** 7

Special Abilities:

- **Claws/Beak:** Str+2
- **Flying:** Giant hawks fly at Pace 20, with a 4 acceleration.
- **Sharp Eyes:** They get a +4 to all Notice rolls.
- **Size +2**
- **Slow:** On the ground, giant hawks hop about at a Pace of 4, and can't run.
- **Snatch:** If the Giant Hawk gets a raise on it's Fighting roll when Swooping against a target mouse-sized or smaller, it snatches up the victim and flies off with it, most likely to feed its young...
- **Swoop:** If the hawk can fly at least 10" in a straight line before attacking, it does Str+4 damage with its claws.



HORNET SWARM

The swarm is treated just like a creature. When it is wounded, the swarm is effectively dispersed. Swarms cover an area

equal to a Medium Burst Template and attack everyone within every round.

Attributes: Agility d10, Smarts d4(A), Spirit d12, Strength d8, Vigor d10

Skills: Notice d6

Pace: 10; **Parry:** 4; **Toughness:** 7

Special Abilities

- **Sting:** Hornet swarms inflict hundreds of tiny bites every round to their victims, hitting automatically and causing 2d4 damage to everyone in the template.
- **Split:** The swarm can split into two smaller swarms (Small Burst Templates) should their foes split up. The Toughness of these smaller swarms is lowered by -2 (to 5 each).
- **Swarm:** Parry +2; Because the swarm is composed of scores, hundreds, or thousands of creatures, cutting and piercing weapons do no real damage. Area-effect weapons work normally, and a character can stomp to inflict his damage in Strength each round. Swarms are usually foiled by jumping in water.

MOLE

Moles have cylindrical bodies covered in fur, with small or covered eyes and their ears are hard to see. They don't move very fast on land, but underground can tunnel faster than any creature. They can sense movement and are particularly adept in that environment.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12, Vigor d8

Skills: Fighting d4, Notice d4 (above ground, d8 underground), Athletics d8,

Pace: 8; **Parry:** 6; **Toughness:** 10

Special Abilities:

- **Size:** +1.
- **Burrowing**

OTTER, SEA

Sea otters are the rulers of the North Sea. Though not as sophisticated as mice or ferrets, they are extremely clever and can make use of tools, they often simply don't have to. They live a good life playing in the North Sea and typically live on clams and

DAVID PETERSEN'S MOUSE GUARD



fish, but when mice cross their paths, their curiosity and appetite pique their interest. Known as sea serpents by mice, they are a definite worry on sea crossings.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12+7, Vigor d6

Skills: Fighting d8, Guts d10, Notice d6, Athletics d8

Pace: 8; **Parry:** 6; **Toughness:** 10

Special Abilities:

- **Large:** Size +5, Guts tests vs 7, Attackers add +2 to hit.
- **Bite:** Str+d6.
- **Aquatic:** Pace 8.
- **Curious:** Otters are extremely curious and will check out anything that they come across that is in any way different or interesting.

OWL

Owls are the dragons of Mouse Guard. They lurk in the trees and are among the worst of foes a mouse could have to face.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d12+1, Vigor d8

Skills: Fighting d8, Guts d8, Notice d8

Pace: 4 ; **Parry:** 5; **Toughness:** 8

Special Abilities:

- **Claws/Beak:** Str+1
- **Flying:** Owls fly at Pace 16, with a 3 acceleration.
- **Sharp Eyes:** They get a +2 to all Notice rolls.
- **Size +2**
- **Slow:** On the ground, owls hop about at a Pace of 4, and can't run.
- **Swoop:** If the owl can fly at least 10" in a straight line before attacking, it does Str+1d6 damage with its claws.
- **Snatch:** If the owl gets a raise on it's Fighting roll when swooping against a target mouse-sized or smaller, it snatches up the victim.



RABBIT

Rabbits live in groups of



3d6 and live in warrens. They are very skittish and are too skittish for mice to ride them.

Attributes: Agility d8, Smarts d4(A), Spirit d4, Strength d10, Vigor d8

Skills: Fighting d4, Notice d10

Pace: 10; **Parry:** 4; **Toughness:** 8

Special Abilities

- **Fleet Footed:** Hares roll a d8 when running instead of a d6.
- **Kick:** Str.
- **Size +2**
- **Scent:** Rabbits get a +2 to Notice and Tracking rolls due to their sharp sense of smell.

RAT

Rats are the barbarians of the Mouse Guard world. They are brutal and vicious, but cunningly dangerous.

Rat Civilians

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d8, Vigor d6

Skills: Fighting d6, Notice d6, Stealth d6, Athletics d6, Survival d6.

Pace: 8; **Parry:** 6; **Toughness:** 6

Edges: Darkvision, Fleet-footed

Hindrances: All Thumbs, Greedy, Mean

Special Abilities:

- **Size +1**
- **Bite:** Str+d4

Tactics: Civilians swarm the weakest.

Rat Warrior

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d10, Vigor d6

Skills: Fighting d8, Guts d4, Notice d6, Stealth d8, Athletics d8, Survival d8, Tracking d6.

Pace: 6; **Parry:** 8; **Toughness:** 6

Edges: Darkvision, Block, Quick

Hindrances: All Thumbs, Greedy, Mean

Special Abilities:

- **Size +1**
- **Bite:** Str+d4

Gear: Spear (Str+d6, Reach 1, Parry +1)

Tactics: Warriors operate in teams. In battle, half the warriors try to surround a single opponent at a distance and spear it to death, the remaining

DAVID PETERSEN'S MOUSE GUARD



warriors defend this group until they kill their opponent. In ambushes, they strike one opponent each and flee.

Rat Archer

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d8, Vigor d6

Skills: Fighting d6, Shooting d8, Guts d4, Notice d6, Stealth d8, Athletics d8, Survival d8, Tracking d6.

Pace: 8; **Parry:** 5; **Toughness:** 6

Edges: Darkvision, Fleet-footed, Dodge

Hindrances: All Thumbs, Greedy, Mean

Special Abilities:

- **Size +1**
- **Bite:** Str+d4

Gear: Sword (Str+d6), Bow (12/24/48, 2d6)

Tactics: Archers work in teams of ten and will attack all opponents that their warrior teammates are not engaged with, to keep them busy. They flee if anyone heads toward them.

Rat Champion

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d12, Vigor d8

Skills: Fighting d10, Guts d6, Notice d4, Stealth d8, Athletics d8, Survival d8, Tracking d6.

Pace: 8; **Parry:** 8; **Toughness:** 6

Edges: Darkvision, Fleet-footed, First Strike, Frenzy, Sweep, Block, Quick

Hindrances: All Thumbs, Greedy, Mean

Special Abilities:

- **Size +1**
- **Bite:** Str+d4

Gear: Halberd (Str+d8, Reach 1)

Tactics: Champions take on the biggest foe one-on-one. Other rats will move aside to allow the fight when it happens.

RAVEN

Ravens are extremely intelligent birds, cunning and curious. They are ancient friends of mice, particularly those of Aquilla and harbour a fondness for mice,



but will not go out of their way unless called upon. Instead, they like to watch and keep a distance, observing silently what happens. There are exceptions of course, who love to interact with mice.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d12+1, Vigor d8

Skills: Fighting d6, Guts d8, Notice d8

Pace: 4; **Parry:** 5; **Toughness:** 8

Special Abilities:

- **Curious**
- **Claws/Beak:** Str+1
- **Flying:** Ravens fly at Pace 16, with a 3 acceleration.
- **Sharp Eyes:** They get a +2 to all Notice rolls.
- **Size +2**
- **Slow:** On the ground, ravens hop about at a Pace of 4, and can't run.
- **Swoop:** If a raven can fly at least 10" in a straight line before attacking, it does Str+1d6 damage with its claws.
- **Snatch:** If a raven gets a raise on it's Fighting roll when swooping against a target mouse-sized or smaller, it snatches up the victim.

SEAGULL

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d12+1, Vigor d8

Skills: Fighting d6, Guts d4, Notice d8

Pace: 4; **Parry:** 5; **Toughness:** 8

Special Abilities:

- **Claws/Beak:** Str+1
- **Flying:** Gulls fly at Pace 16, with a 3 acceleration.
- **Sharp Eyes:** They get a +2 to all Notice rolls.
- **Size +2**
- **Slow:** On the ground, gulls hop about at a Pace of 4, and can't run.

SNAKE, CONSTRUCTOR

Attributes: Agility d4, Smarts d4(A), Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Notice d10

Pace: 4; **Parry:** 5; **Toughness:** 5

Special Abilities

- **Bite:** Str.

DAVID PETERSEN'S MOUSE GUARD



- **Constrict:** These creatures bite when they succeed at a Fighting roll, and entangle when they succeed with a raise. The round they entangle and each round thereafter, they cause damage to their prey equal to Str+3. The prey may attempt to escape on his action by getting a raise on an opposed Strength roll.

Snake, Venomous

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d4, Vigor d4

Skills: Fighting d8, Guts d6, Notice d12

Pace: 10; **Parry:** 6; **Toughness:** 2

Natural Tools: Bite (Str+1d4)

Special Abilities

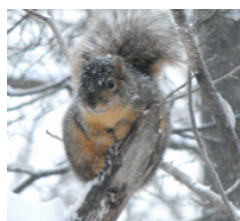
- **Poison:** A character bitten by a rattlesnake or similar viper must make a Vigor roll at -2. With success, the bite area swells and becomes numb. The victim becomes Incapacitated and must make a Vigor roll or die in 2d6 rounds.
- **Quick:** Snakes are notoriously fast. They may discard action cards of 5 or lower and draw another. They must keep the replacement card, however.

Squirrels

Bigger than mice, squirrels have bushy tails and brown colouring. They are sentient as well, but primitive. Their language is made up of clicking sounds that few mice can master.

Squirrels live in small villages, organized around an elder chief, although the chief only has limited authority. They spend most of their time talking, joking, playing music and dancing, leisure time is very important to squirrels.

They are also very curious, often spying on mice and stealing items of interest. As such mice consider them a nuisance, but they are known for not being dangerous unless cornered, in which case they become wild and vicious until they can escape. They



eat fruit, berries, nuts and other vegetable matter and are purely herbivores.

They usually wear woven fibre belts and adorn themselves with feather and shiny objects. For weapons, they can use their teeth or claws for defense, but most squirrels use weapons, such as spears and knives. They retain a natural fight back instinct that pushes them into a fury if cornered.

Squirrel Warrior

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d12+1, Vigor d8

Skills: Athletics d8, Fighting d8, Guts d8, Notice d8+2, Stealth d8, Tracking d6

Pace: 8; **Parry:** 5; **Toughness:** 7

Edges: Alertness, Berserk, Quick, Fleet-footed, Size +2, Bite/Claw d4+Str

Hindrances: All Thumbs, Clueless, Vengeful

Gear: Spear (Str+d6)

Tactics: Squirrels avoid head-on battles with mice, instead running and then attacking from a distance or individual mice who wander off from the group. Their berserk is activated by wounds or by being cornered and instead of fighting until there are no enemies, they flee and it is cancelled once they manage to escape.

Spider, Wolf

Attributes: Agility d10, Smarts d4(A), Spirit d6, Strength d10, Vigor d6

Skills: Athletics d12+2, Fighting d8, Guts d6, Intimidation d10, Notice d8, Shooting d10, Stealth d10

Pace: 8; **Parry:** 6; **Toughness:** 5

Special Abilities:

- **Bite:** Str+1.
- **Poison (-4):** The bite of the spider causes instant paralysis for those who fail their Vigor roll. It lasts for 2d6 minutes.
- **Webbing:** The spiders can cast webs from their thorax that are the size of Small Burst Templates. This is a Shooting roll with a range of 3/6/12. Anything in the web must cut or break their way free (Toughness 7). Webbed characters can still fight, but all physical actions are at -4.



WEASEL

Weasels are tricksters and dangerous. They have a strong culture and hatred of mice and are ruled by an Overlord. Weasels have a dark brown upper coat and white belly. They have long slender bodies, which enable them to follow their prey into burrows. Their tails are typically almost as long as the rest of their bodies. They have a reputation for cleverness and guile.

Weasel Soldier

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12+1, Vigor d8

Skills: Athletics d8, Fighting d8, Guts d6, Notice d6+2, Stealth d8, Deception d6

Pace: 8; **Parry:** 6; **Toughness:** 8

Gear: Short sword (Str+d6) or Axe (Str+d6)

Edges: Alertness, Quick, Fleet-footed

Hindrances: Curious

Special Abilities:

- **Bite:** Str+d4
- **Size +2**

Weasel Lieutenant

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d12+1, Vigor d8

Skills: Athletics d8, Fighting d10, Guts d8, Notice d6+2, Stealth d8, Deception d8

Pace: 8; **Parry:** 7; **Toughness:** 8

Gear: Long sword (Str+d8)

Edges: Alertness, Quick, Frenzy, Fleet-footed

Hindrances: Curious

Special Abilities:

- **Bite:** Str+d4
- **Size +2**