

Mouse Guard Rules Reference

Dice: Swords and axes are successes, snakes are failures.

Independent Test: Roll successes >= obstacle.

Versus Test: Roll successes > opponent's successes.

Skill Advancement: Passed tests equal to the skill rank and failed tests equal to one less than the rank.

I Am Wise: Assist a teammate using a relevant Wise (+1D).

Teamwork: Help another player (+1D) with relevant Skill.

Act with Nature: Use Nature in place of a Skill.

Act against Nature: Use Nature in place of a Skill, tax Nature by 1.
If failure, tax Nature by margin of failure.

Beginner's Luck: Use Will or Health / 2 in place of a Skill.

Belief: Act on Belief to add Fate point.

Play against Belief to add Persona Point.

Instinct: Play Instinct to add Fate point.

Goal: Work towards a Goal to add Fate point.

Accomplish Goal to add Persona point.

Fate: Spend Fate point to reroll axes.

Persona: Spend Persona point before a roll to get +1D.

Tapping Nature: Spend Persona point to add your Nature to any roll.

If against Nature, tax Nature by one point.

If failed, tax Nature by margin of failure.

Deeper Understanding: Spend Fate point to reroll one die, with a relevant Wise.

Of Course!: Spend Persona point to reroll all dice, with a relevant Wise.

Traits: 1: +1D once per session

2: +1D twice per session

3: +1s per roll or break ties

Checks: Use trait to impede (-1D), +1 Check.

Give opponent +2D advantage, +2 Checks.

Break tie in opponent's favour, +2 Checks.

Spending Checks: Make a test in players' turn, 1 Check.

Make a recovery test in GM's turn, 2 Checks.

Temporary +1 Trait, 3 Checks;

Recharge a level 1 or 2 Trait, 2 or 4 Checks.

Mouse Guard Conflict Reference

us \ them	Attack	Defend	Feint	Man'ver	Effect
Attack	Ob 0	Vs	Ob 0	Vs	subtract margin of success from opponent's disposition
Defend	Vs	Ob 3	-	Vs	add margin of success to disposition
Feint	-	Ob 0	Vs	Ob 0	subtract margin of success from opponent's disposition
Maneuver	Vs	Vs	Ob 0	Ob 0	1s: -1D to oppo next action 2s: +2D to your next action 3s: disarm opponent

	Base	Test	Attack	Defend	Feint	Maneuver
Argument	Will	Persuader	Persuader	Persuader	Persuader Manipulator	Persuader Manipulator
Chase	Health Nature	Scout	Scout	Pathfinder	Pathfinder	Scout
Fight	Health Nature	Fighter	Fighter	Nature	Fighter	Nature
Fight Animal	Health Nature	Fighter Hunter	Fighter Hunter	Nature Lore	Fighter Hunter	Nature Lore
Journey	Health	Pathfinder	Pathfinder	varies	Pathfinder	varies
Negotiation	Will	Haggler	Haggler	Haggler	Manipulator	Manipulator
Speech	Will	Orator	Orator	Orator	Orator Manipulator	Orator Manipulator
War	Will	Militarist	Militarist	varies	varies	Militarist