

WHISKERS & CLAWS



YOU ARE RANGERS OF MOUSEMARCH ASSIGNED TO THE REMOTE OUTPOST PEWABIC. YOUR MISSION IS TO PATROL THE TRAILS AND DEFEND MOUSEKIND AGAINST BEAST, WEATHER, AND WILD. CAPTAIN DARCY HAS BEEN OVERCOME WITH FEVER, LEAVING YOU TO FEND FOR YOURSELVES WHILE SHE RECOVERS IN BED, UNCONSCIOUS . . .

PLAYERS: CREATE CHARACTERS

CHOOSE A STYLE: Bold, Clever, Folksy, Gallant, Gruff, Jolly, Keen, Learned, Nimble, Quirky, Stalwart, or Wary.

CHOOSE A ROLE: Archer, Fighter, Healer, Hunter, Instructor, Naturalist, Rider, Scout, or Tinkerer.

CHOOSE A NUMBER FROM 2 TO 5: A high number means you're better at **WHISKERS** (perception; knowledge; stealth; calm, precise action) and a low number means you're better at **CLAWS** (fighting, athletics, oratory; wild, spirited action).

NAME: Give your character a cute medieval-ish name. If you like, use the name generator on the character sheet.

FUR: Black, Blonde, Brown, Gray, Red, or White.

CLOAK: Choose a color that reflects your personality.

GEAR: You start with: a ranger's cloak, a favored weapon (axe, bow, dagger, halberd, knives, shield, sling, spear, staff, or sword), a secondary weapon (knife, dagger, shield, sling, or staff), an object or kit related to your role, and a small personal item.

PLAYER GOAL: Get your character involved in harrowing mouse ranger adventures and try to make the best of them.

CHARACTER GOAL: Choose one or create your own: become captain, fight villains, defend the weak, explore the wild, commune with nature, solve mysteries, have fun, get home in one piece, prove yourself, or "a crust of bread and a corner to sleep in" (you have nothing to prove).

PLAYERS: CREATE THE OUTPOST

AS A GROUP, PICK TWO STRENGTHS FOR PEWABIC: well-hidden, supply cache, stockade wall with gate, watch tower with signal bell, moldy old ballista, dock and small boat, secret underground chamber, oven and copper still.

ALSO, PICK ONE PROBLEM: exposed location, state of disrepair, nearby predator, tiny, no permanent structures, supply shortage, grim reputation (Captain Darcy made some tough decisions in the past).

ROLLING THE DICE

When you do something risky, roll **1d6** to find out how it goes. Roll **+1d** if you're **prepared** and **+1d** if you're an **expert**. (The GM tells you how many dice to roll, based on your character and the situation.) **Roll your dice and compare each die result to your number.**

⚔ IF YOU'RE USING WHISKERS (PRECISE ACTION), YOU WANT TO ROLL UNDER YOUR NUMBER

⚡ IF YOU'RE USING CLAWS (SPIRITED ACTION), YOU WANT TO ROLL OVER YOUR NUMBER

0 IF NONE OF YOUR DICE SUCCEED, it goes wrong. The GM says how things get worse somehow.

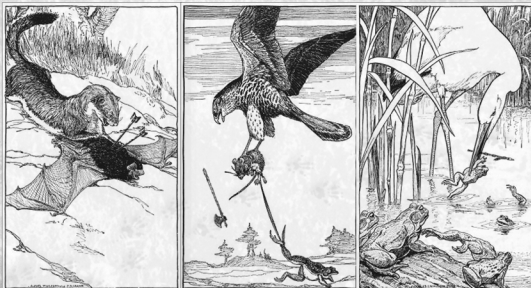
1 IF ONE DIE SUCCEEDS, you barely manage it. The GM inflicts a complication, harm, or cost.

2 IF TWO DICE SUCCEED, you do it well. Good job!

3 IF THREE DICE SUCCEED, you get a critical success! The GM tells you some extra effect you get.

! IF YOU ROLL YOUR NUMBER EXACTLY, you have WHISKERCLAWS. You get a special insight into what's going on. Ask the GM a question and they'll answer you honestly. You can change your action if you want to, then roll again.

HELPING: If you want to help someone else, who's rolling, say how you try to help and make a roll. If you succeed, give them +1d.



GM: ROLL FOR SEASON AND WEATHER

- | | | |
|-----------|---------------|-----------|
| 1. Spring | 2. Summer | 3. Fall |
| 4. Winter | 5. Rain/Snow* | 6. Storm* |

*reroll for season, ignoring additional rolls of 5 and 6

GM: CREATE THE ADVENTURE

Roll or choose from the tables below.

A THREAT . . .

- | | |
|------------------------------------|--------------------------|
| 1. Wroclislaw (Weasel King) | 2. Puff-Jaw (Frog Chief) |
| 3. Kaspian (Rogue Captain) | 4. Band of Outlaws |
| 5. Mysterious Mouse in Black Armor | 6. Traitorous Conspiracy |

WANTS TO . . .

- | | |
|----------------------|--------------------|
| 1. Destroy/Corrupt | 2. Steal/Capture |
| 3. Surrender/Abandon | 4. Protect/Empower |
| 5. Repair/Revive | 6. Pacify/Occupy |

THE . . .

- | | |
|--------------------------------|------------------------|
| 1. Ghostflower (Outlaw Leader) | 2. Tribe of Frogs |
| 3. Fort Trillium | 4. Watersmoke Bridge |
| 5. Black Book of Mousemarch | 6. Weasel Tunnel Ruins |

WHICH WILL . . .

- | | |
|------------------------------|-------------------------|
| 1. Destroy a Village | 2. Incite a Rebellion |
| 3. Enslave a Species | 4. Start a War/Invasion |
| 5. Burn/Flood/Log the Forest | 6. Fix Everything |

GM: RUN THE GAME

Play to find out how they defeat the threat. introduce the threat by showing evidence of its recent badness. Before a threat does something to the characters, show signs that it's about to happen, then ask them what they do.

"Wroclislaw orders his troops to draw their crossbows. What do you do?" "The fox pauses for a moment and sniffs the air. What do you do?"

Call for a roll when the situation is uncertain. Don't pre-plan outcomes—let the chips fall where they may. Use failures to push the action forward. The situation always changes after a roll, for good or ill.

Ask questions and build on the answers. *"Have any of you encountered a muskrat before? Where? What happened?"*

GM: ROLL FOR PREDATOR

Roll 2d6 once per hour characters spend in the wild. Predator attacks on snake eyes. Fudge results to suit your game. Aim for at least one predator per adventure.

FOREST

- Flying Squirrel
- Skunk
- Fox
- Pine Marten
- Rat Snake
- Great Horned Owl

GRASSLAND

- Crow
- Badger
- Fox
- Stoat
- Massasauga Rattler
- Red-Tailed Hawk

WETLAND

- Bullfrog
- Snapping Turtle
- Fox
- Mink
- Copperbelly
- Sandhill Crane

SHORE

- Giant Crayfish
- Gull
- Fox
- Otter
- Water Snake
- Osprey

WHISKERS & CLAWS (Vo.9)
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onesevendesign.com

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INSPIRATION:

Mouse Guard by David Petersen
<http://www.mouseguard.net/>

Redwall by Brian Jacques
<http://www.redwallabbey.com/>

The Battle of Frogs and Mice attributed to Homer
<http://www.sacred-texts.com/cla/homer/frogmice.htm>

PUBLIC DOMAIN RESOURCES:

A Key to Michigan Vertebrates, Except Birds. Conger, 1920
<http://bit.ly/VertebratesMI>

Michigan Bird Life. Barrows, 1912
<http://bit.ly/BirdsMI>

Michigan Trees. Otis, 1915
<http://bit.ly/TreesMI>

Michigan Flora Beal, 1904
<http://bit.ly/FloraMI>

