



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:** Weasels are the sworn enemies of mice. They suffer a -4 charisma when dealing with that race and those related to it.

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 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 |
| Gambling | Smarts | Repair | Smarts |
| Guts | Spirit | Shooting | Agility |
| Healing | Smarts | Stealth | Agility |
| Husbandry | Smarts | Streetwise | Smarts |
| Investigation | Smarts | Survival | Smarts |
| Knowledge: Battle | Smarts | Taunt | Smarts |
| Knowledge: Craft | Smarts | Tracking | Smarts |
| Knowledge: Lore | 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, forging documents or cheating while gambling. Deception is tested against the other player's Notice.

Husbandry (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: 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: 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) **EDGES & HINDRANCES**

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 -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, d10 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

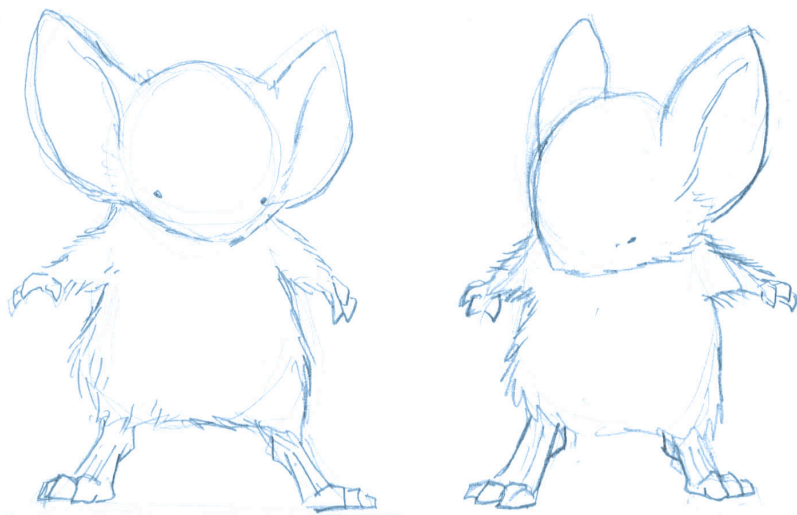
You should determine the following details about your mouse:

- **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.

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- **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 Petersen and can be found [here](#).





SPECIAL 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 |

ARMOUR

Armour 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.