

LIFE IN THE TERRITORIES

Let this stone always stand for
safety and prosperity.
Let it be your conviction, your pride, your home.

—Dedication recited by all Mouse Guard Matriarchs to new guardmice upon entering Lockhaven



his section describes how to create a character for the Mouse Guard roleplaying game. It isn't necessary to play the game. It's for advanced or curious players only. The templates provided in the Mouse Guard section of the book should provide plenty of fodder for play until you're comfortable enough with the game to create your own characters.

Creating a character is done in steps. The player makes choices and answers questions about their character's concept, age, Nature, hometown, life experience, Circles and relationships, traits, name, fur color, cloak color, Belief, Goal, Instinct and gear. It sounds like a lot, but it's not. Most of the steps are very short.

BOUND BY THE GUARD



The characters created using these rules will be simpler and more straightforward than a guardmouse created using the standard rules. We have shaped these characters in this way because we believe they should be played as support characters surrounding the Mouse Guard.

Therefore, each group of player characters must include at least one guardmouse. The remaining characters can be support characters created using these rules or patrolmates of the guardmouse as per the standard rules.

Using these rules, you will be able to play out stories like a captive bandit being returned to Lockhaven by the Guard, a group of resourceful citizens helping a lone guardmouse overcome large obstacle, or even a group of ne'er-do-wells seeking to create mischief in the Territories, perhaps with the help of a less scrupulous Mouse Guard.

CONCEPT

Before we start, think about what kind of character you want to play in the world of Mouse Guard: a grizzled veteran, a young upstart or something in between. What's their personality like? What's their specialty?

AGE

Choose an age for your character. There are three categories: Oldfur, midfur and youngfur.

Oldfur

Oldfurs must take their eponymous trait (Oldfur) at level 1. They are granted +1 Circles, +1 Resources. Their Health maximum rating is 5 rather than 6 and their Nature maximum rating is 6 rather than 7. In addition, remove one Nature Descriptor of your choice from their list.

Youngfur

Youngfurs suffer a -1 penalty to Circles and Resources. They are granted some special options during trait selection.

Midfur

Midfurs are adult mice with no special bonuses or penalties.

Raw Abilities

To determine your raw abilities, divide 8 points between Will and Health, minimum two rating.

- ⊕ Oldfurs must have a higher Will rating than their Health rating.
- ⊕ Youngfurs must have a higher Health rating than their Will rating.



PROFESSION

All have their benefits and drawbacks. Choose a starting template from the following list. Note your abilities and your base skills on your character sheet.

Apothecary

Resources: 3

Skills: Healer 3, Harvester 3, Scientist 2

Wises: Medicine-wise or Sickness-wise

Traits: Calm or Determined

Gear: Mortar, pestle and a small medicine bag

Bandit

Resources: 1

Skills: Scout 3, Fighter 3, Manipulator 2

Wises: Ambush-wise or Intimidation-wise

Traits: Driven, Vengeful

Gear: Weapon or light armor

Beetle Wrangler

Resources: 3

Skills: Insectrist 3, Loremouse 3, Forager 2

Wises: Beetle-wise or Grub-wise

Traits: Curious or Weird

Gear: Beetle and beetle-bags

Boatmouse

Resources: 2

Skills: Boatcrafter 3, Carpenter 3, Cook 2

Wises: Leaf Boat-wise or Stream-wise

Traits: Steady Paw or Water Resistant

Gear: Tools and a sturdy oar

Cultist

Resources: 1

Skills: Manipulator 3, Weather Watcher 3, Loremouse 2

Wises: Dark Mysteries-wise or Cult-wise

Traits: Weird or Charming

Gear: Horn crown and spidersilk cloak

Diplomat

Resources: 3

Skills: Persuader 3, Manipulator 3, Administrator 2

Wises: Diplomacy-wise or Intrigue-wise

Traits: Cunning or Charming

Gear: Fancy robe and important documents in a leather case.

Forager

Resources: 1

Skills: Harvester 3, Survivalist 3, Laborer 2

Wises: Underbrush-wise or Cache-wise

Traits: Quiet or Frugal

Gear: Acorn hat, grass basket and leaf cloak

Hermit

Resources: 1

Skills: Survivalist 3, Harvester 3, Cook 2

Wises: Strange Happenings-wise or Birds-wise

Traits: Deep Ear or Skittish

Gear: Straw hat and a walking stick

Hunter

Resources: 1

Skills: Hunter 3, Loremouse 3, Scout 2

Wises: Trail-wise or Predator-wise

Traits: Natural Bearings or Clever

Gear: Rope, leaf cloak and a bow

Mountebank

Resources: 1

Skills: Manipulator 3, Persuader 3, Thief 2

Wises: Medicine-wise or Scam-wise

Traits: Charming or Scurrilous

Gear: Valise case containing dubious medicines

Peddler

Resources: 2

Skills: Haggler 4, Orator 3

Wises: Trinket-wise or Bargain-wise

Traits: Charming or Clever

Gear: Knife, wetstone, hat and bag of trinkets

Retired Guardmouse

Resources: 1

Skills: Scout 3, Pathfinder 3, Fighter 2

Wises: Trouble-wise or Mouse Guard-wise

Traits: Scarred or Cynical

Gear: A rusted weapon and a worn out belt

Scientist

Resources: 3

Skills: Scientist 3, Weather Watcher 3, Healer 2

Wises: Chemistry-wise or Engineering-wise

Traits: Curious or Clumsy

Gear: Journal, ink, quill and a scientific instrument

Soldier

Resources: 1

Skills: Fighter 3, Scout 3, Armorer 2

Wises: Battle-wise or Goofing Off-wise

Traits: Drunk or Stubborn

Gear: Weapon or light armor

Schoolmouse

Resources: 2

Skills: Instructor 3, Orator 3, Administrator 2

Wises: Complaining-wise or Student-wise

Traits: Wise or Irritable

Gear: History book and a classic romance book

Trademouse

Resources: 3

Skills: Haggler 3, Administrator 3, Persuader 2

Wises: Coin-wise or Trade Route-wise

Traits: Early Riser or Penny Wise

Gear: Coin purse, spectacles and a ledger

Wanderer

Resources: 1

Skills: Pathfinder 3, Weather Watcher 3, Harvester 2

Wises: Path-wise or Stars-wise

Traits: Natural Bearings or Skinny

Gear: Satchel, walking stick and artifact from a faraway place

Woodsmouse

Resources: 1

Skills: Loremouse 3, Weather Watcher 3, Hunter 2

Wises: Weather-wise or Forest-wise

Traits: Lost or Weird

Gear: Weasel-fur cloak and an acorn canteen

CHOOSING SKILLS



In the next steps, you'll choose to focus on a handful of skills. If you want to choose a skill that's not listed on your sheet, write it in an available space and note its rating.

Starting Skill Ratings



When choosing a skill you don't have, write it on your character sheet at rating 2. If you choose a skill for which you already have a rating, increase that rating by one up to a maximum of 6.

WHERE WERE YOU BORN?



Choose a mouse town or city in which your character was born. Each city has its own culture as represented by the skills and traits it provides.



Choose one trait and one skill from the city in which your character was born. If you don't have the skill, add it to your character sheet at rating 2. If you have the skill, increase its rating by one.

Barkstone

A busy working-class town.

Skills: Carpenter, Potter, Glazier

Traits: Steady Paw

Copperwood

One of the oldest cities and home to one of the two mines in the Territories.

Skills: Smith, Haggler

Traits: Independent

Elmoss

A once thriving city known for its medicinal moss.

Skills: Carpenter, Harvester

Traits: Alert

Ivydale

Renowned for its bakers and bread.

Skills: Harvester, Baker

Traits: Hard Worker

Lockhaven

The home of the Mouse Guard.

Skills: Weaver, Armorer

Traits: Generous, Guard's Honor

Port Sumac

A busy little port town between Darkwater and Rustleaf.

Skills: Boatcrafter, Weather Watcher

Traits: Tough, Weather Sense

Shaleburrow

A simple town known for its delicious drinks!

Skills: Mason, Harvester, Miller

Traits: Open-Minded

Sprucetuck

Known for its scientists, medicine and scent concoctions.

Skills: Scientist, Loremouse

Traits: Inquisitive, Rational

LIFE EXPERIENCE



You will be given a number of choices about your character's skills in each of the following sections.



Oldfurs choose three, midfurs choose two and youngfurs choose one.

Administrator	Glazier	Pathfinder
Apiarist	Haggler	Persuader
Archivist	Harvester	Potter
Armorer	Healer	Scientist
Baker	Hunter	Scout
Boatcrafter	Insectrist	Smith
Brewer	Instructor	Stonemason
Carpenter	Laborer	Survivalist
Cartographer	Loremouse	Weather Watcher
Cook	Militarist	Weaver
Manipulator	Miller	
Fighter	Orator	

What was your parents' trade?



Choose one skill from the following list. Also, note this skill next to your Parents on the character sheet.

Apiarist	Carpenter	Potter
Archivist	Cartographer	Smith
Armorer	Glazier	Stonemason
Baker	Harvester	Weaver
Boatcrafter	Insectrist	
Brewer	Miller	

How do you convince people that you're right or to do what you need?



Choose one: Manipulator, Orator or Persuader

What's Your Specialty?



Each player must choose a unique specialty from the Life Experience list—no two players can have the same skill as their specialty. Increase that skill by one or open at 2. Underline your choice on your character sheet.

Tally



Double check your choices and skill ratings to make sure you got everything right.

When everyone has tallied their skills, continue on with the next set of questions.

MOUSE NATURE



All characters have a base Nature of 3. Answer the following three questions to determine your final starting Nature score. The choices will limit some of your skill and trait choices later. Note any restricted items on your character sheet list for now.

❑ Do you save for winter even if it means going without something now? Or do you use what you have when you need it?

- * If you save for winter, increase your Nature by 1.
- * If you do not, you may take the Bold, Generous or Impetuous trait at level 1.

❑ When confronted, do you stand your ground and fight or do you run and hide?

- * If you run and hide, increase your Nature by 1.
- * If you stand your ground, .

❑ Do you fear owls, weasels and wolves?

- * If you do, increase your Nature by 1.
- * If you do not, take the Fearless, Brave or Scarred trait.

Escaping, Hiding and Climbing and Foraging

BEING WISE

There is a special set of abilities known as *wises*. They represent pure knowledge and experience.

What are you particularly knowledgeable about?



You start with a number of *wises* according to your age. *Wises* are not rated and are listed in a special section of the character sheet.

Age	Additional Wises
Youngfur	1
Midfur	2
Oldfur	3



Choose from the alphabetized list below or read the *Specific Wises* headings for guidelines on creating your own *wises*:

Wises A

Apiary-wise, Armor-wise, Autumn storm-wise

Wises B

Badger-wise, Barkstone-wise, Bird-wise, Blizzard-wise, Bramble-wise, Brush fire-wise, Burrow-wise

Wises C

Celebrations-wise, Clear and warm weather-wise, Coast-wise, Cold rain-wise, Cold snap-wise, Copperwood-wise, Coyote-wise, Craft-wise, Crime-wise

Wises D

Darkheather-wise, Deer-wise, Drought-wise

Wises E

Elmoss-wise, Epidemic-wise, Escort-wise

Wises F

Famine-wise, Flash flood-wise, Forest fire-wise, Forest-wise, Fox-wise, Freezing-wise, Frog-wise

Wises G

Governor-wise, Grain-wise, Guard captain-wise, Guardmouse-wise

Wises H

Harvest-wise, Hawk-wise, Heat wave-wise, Herb-wise, Hidey hole-wise

Wises I-K

Ice storm-wise, Ice-wise

Wises L

Lake-wise, Leaf cover-wise, Lockhaven-wise

Wises M

Mail-wise, Medicine-wise, Moose-wise, Moss-wise, Mouse Guard-wise, Mud-wise

Wises N

Night-wise, Nut-wise

Wises O

Open ground-wise, Owl-wise

Wises P

Path-wise, Patrol guard-wise, Patrol leader-wise, Planting-wise, Poison-wise, Pond-wise, Predator-wise

Wises R

Raccoon-wise, Rain-wise, Raven-wise, Rebellion-wise, Recipe-wise, Road-wise, Rocky terrain-wise

Wises S

Scent Border-wise, Shaleburrow-wise, Shield-wise, Shore-wise, Shortages-wise, Snake-wise, Snow-wise, Sprucetuck-wise, Squirrel-wise, Star-wise, Stream-wise, Swamps-wise

Wises T

Tall grass-wise, Tenderpaw-wise, Thorn-wise, Thunderstorm-wise, Tide-wise, Tradesmouse-wise, Trail-wise, Transport-wise, Trap-wise, Tunnel-wise, Turtle-wise

Wises U-V

Unseasonably cold-wise, Unseasonably warm-wise

Wises W-Z

War-wise, Weasel-wise, Widget-wise, Wild country-wise, Wild mouse-wise, Wolf-wise

Specific Town Wises

The wisest list provides examples of wisest for towns—Lockhaven-wise, Elmoos-wise,

etc. If you wish to take a wise for an unlisted settlement, you may. Note the settlement and add “-wise” to it. You’re done.

Specific Animal Wises

The wisest list provides example wisest for animals—Raccoon-wise, Owl-wise, etc. If you wish to take a wise for an unlisted animal, Turkey Vulture for example, you may. Note the wise on your character sheet as Turkey Vulture-wise or whatever animal you wish.

Specific Mouse Wise

You may take specific wisest for types or groups of mice—Mouse Guard-wise, Governor-wise, Wild Mouse-wise, etc. If you do not see the group of mice listed in the wisest, you may develop your own wise to represent the group. For example, Armorer-wise, Apiarist-wise, Bandit-wise and so on.

CIRCLES AND RELATIONSHIPS

The Circles ability represents how well-connected your character is. Circles can be used to find help and information when you are in town. Relationships can be introduced whenever appropriate.

Answer the following questions to generate relationships and a Circles rating. You cannot take a friend, parents, mentor and an enemy. You can choose to have three of the four at best.

Circles starts at 1; your answers to the questions below add to that rating:

Do you have friends who enjoy your occasional visits or are you a loner, tough and cool?

- ⊕ If you have a friend, add + 1 Circles. Some friends will help on the road or in the wild; others will help in towns. See the Starting Friend rules.
- ⊕ If you are a loner, tough and cool, your Circles starts at 1, and you have an enemy. Write down the name of your nemesis or mortal enemy on your character sheet and see the Starting Enemy rules.
- * Skip the rest of the Circles and Relationships questions and take the Loner trait at level 1 or increase it by one if you already have it. Also, go get snacks for the rest of the group while they finish answering the Circles questions.

Do you have parents you can stomach talking to or are you an orphan?

- ⊕ If you have parents, add + 1 Circles. Note your family name or parents'

names on your character sheet.

Choose a trade for your parents from your hometown's skill list.

- ⊕ If you're an orphan, you have a keepsake from your parents that is worn around your neck or on one hand. Describe its sentimental value.

Did you have a mentor or did you make your own way in this rough life?

- ⊕ If you have a mentor, add + 1 Circles. Your mentor is the same profession with the same speciality. Note your mentor's name on your character sheet.
- ⊕ If you made your own way in life, you start with a pouch of gold coins worth 2D of treasure (belt 1). Put it in your inventory.

Have you made an enemy in your life or have your dubious deeds managed to escape notice?

- ⊕ If you have made an enemy, add + 1 Circles. Note your enemy's name and see the Starting Enemy rules.
- ⊕ The benefit for not having an enemy is not having an enemy.

Starting Friend Rules

☛ Decide if your friend is townsfolk or a guardmouse. Write your friend's name on

your character sheet.

- ⊕ If your friend is town-bound, choose in which settlement they live and choose a profession from your hometown's skill list for them.
- ⊕ If a guardmouse, choose their rank and specialty for them.
- ⊕ Determine the last place you saw your friend.

Starting Enemy Rules

- ✦ Your first enemy is always a rival or nemesis on a path similar to yours. How did your enemy destroy your life and set you on this path? Write your enemy's name on your character sheet.
- ⊕ The game master determines your enemy's profession and notes it privately.
- ⊕ Your enemy's skills are one rating higher than yours, increasing as yours do.
- ⊕ Determine the last place you saw your enemy.

MOUSE TRAITS

Traits describe the personality quirks and special qualities that guardmice possess.



Trait selection is similar to skill selection. You can choose a variety of traits or choose one or two traits multiple times. Each time you choose a trait you increase its value. There are three ranks of traits.



The first rank of a trait gives you +1D once per session in a situation where the trait would be useful to the task at hand. The second rank gives you +1D for two rolls in a session. The third rank of a trait grants +1s to all rolls related to the trait.

Choose a quality you were born with



All players get one check from this list. They can reinforce their hometown trait if it's available, or pick something new.

Bigpaw	Fearful	Quiet
Bitter	Fearless	Scarred
Bodyguard	Fiery	Sharp-Eyed
Bold	Generous	Sharptooth
Brave	Graceful	Short
Calm	Guard's Honor	Skeptical
Clever	Innocent	Skinny
Compassionate	Jaded	Stoic
Cunning	Leader	Stubborn
Curious	Longtail	Suspicious
Deep Ear	Lost	Tall
Defender	Natural	Thoughtful
Determined	Bearings	Tough
Driven	Nimble	Weather Sense
Early Riser	Nocturnal	Wise
Extrovert	Oldfur	Wolf's Snout
Fat	Quick-Witted	Young

Choose something you learned or inherited from your parents



This is for youngfurs only. Take one trait on this list.

Bigpaw	Fearful	Quiet
Brave	Fearless	Scarred
Calm	Fiery	Sharptooth
Clever	Generous	Short
Compassionate	Graceful	Skeptical
Curious	Longtail	Skinny
Deep Ear	Lost	Stubborn
Defender	Natural	Suspicious
Determined	Bearings	Tall
Early Riser	Nimble	Tough
Extrovert	Quick-Witted	Wolf's Snout

Life in the Territories



Oldfurs may take one additional trait from this list.

Bitter	Early Riser	Scarred
Bodyguard	Fearful	Sharp-Eyed
Brave	Fearless	Skeptical
Calm	Jaded	Skinny
Clever	Leader	Stoic
Compassionate	Natural	Thoughtful
Cunning	Bearings	Tough
Curious	Nocturnal	Weather Sense
Defender	Quiet	Wise
Driven		

NAME

Choose a name for your character.

Common Mouse Names

Male	Female
Abram	Autumn
Aengus	Aynsle
Algomin	Baeylie
Beagan	Brynn
Brand	Caley
Cale	Clove
Caley	Daewn
Connor	Dalia
Curt	Daye
Faolan	Gale
Finn	Ingrid
Folker	Ivy
Gamlion	Josephine
Garnier	Julyia
Garrow	Kearra
Grahame	Laurel
Gurney	Lilly
Hannidy	Loonis
Henson	Loralai
Jasper	Maren
Joseff	Millicent
Kole	Moiria
Laird	Nola
Noelan	Quinn

Common Mouse Names

Male	Female
Seyth	Rona
Siemon	Rosalee
Sloan	Sayble
Tander	Serra
Thom	Sloan
Thurstan	Sylvia
Trevor	Taryn
Vidar	Tinble
Walmond	Veira

FUR COLOR

Choose a fur color for your mouse. Brown is most common, followed by blonde and gray. Black and white are uncommon and red is rare.

CLOAK COLOR



Your mentor gave you your cloak on the day you were formally inducted into the Guard. What color is it and why? What part of your personality made your mentor decide on that particular color?

Tenderpaws do not start with a cloak and therefore do not make this choice.

FIRST MISSION



Stop and discuss what's going on in your game before going any further. Check out *The Mission* if you need to and then come back to writing your Belief, Goal and Instinct.

BELIEF



Write a Belief for your character based on how he views his role in the Guard. A Belief is an overarching ethical or moral stance.

Writing Beliefs is discussed in the *Mouse Guard* chapter.

GOAL



Write a Goal for your character based on the mission you've been assigned. A Goal is an objective you could feasibly accomplish in the near future via the actions of your character.

Writing Goals is discussed in the *Mouse Guard* chapter.

INSTINCT



How does your character react?
What has your guardmouse been
trained to do? Write an Instinct for
your character.

Writing Instincts is discussed in the *Mouse
Guard* chapter.

GEAR



Does your mouse require any other
tools or devices for their profession?
Note your choice down on your
character sheet.

STARTING REWARDS

All characters begin the game with one fate point
and one persona point. Write them in on your
character sheet now.