

# DAM BEAVER

## Introduction (10)

### System overview

- This is a short quick shot session, so only enough time to give you a basic introduction to the Mouse Guard roleplaying game.
- It is a structured system; more structured than other roleplaying games. A session consists of a GM turn, where you must undertake a mission and overcome obstacles, then a Player turn, where you can pursue your own paths, or perhaps finish incomplete portions of the mission.
- An important aspect of the system is that there are no dead ends; success is good but failing a test does not necessarily mean you fail the action – it means you either get a condition (but still succeed), or that a twist occurs.
- Twists are good, because they give you more tests, which means more chances to use traits to earn checks.
- Failing tests are also good to advance your character; to improve an attribute you need both passes and fails.

### Character overview

- **Nature** – How mousy you are; you can use for any skill, but if not in your nature it may then reduce; you can also spend Persona to add it to a roll (may also have a cost).
- **Traits** – Important in the GM turn to use them against yourself to earn checks; checks are what you use to accomplish stuff during the player turn. Using trait against yourself can increase failure, but failures are never dead ends. You can also use traits to help you, when you want to succeed.
- **Beliefs, Instincts and Goals** – Use these to earn **Fate and Persona**, which can then be used for re-rolls and to add Nature. You start with 1 of each.
- **Wises** – Can be used to help others without risking conditions. Fate and Persona can also be spent on wises for re-rolls.
- **Abilities and Skills** – Dice pools you roll. Remember you can use Nature, and also add Nature. Skills you don't have default to half Will or Health. Resources is for gathering items; Circles for finding people. The skill with an asterisk is your patrol speciality.

### Rolling dice

- Mouse Guard uses a dice pool system. You build a pool of dice, then roll them.
- 1, 2, 3, are failures (snakes); 4, 5, 6, are successes (swords and axes).
- You can spend Persona to re-roll 6s (axes) for extra results.
- In an opposed test, the GM rolls first.

### Conflicts

- The conflict rules are more complex, consisting of multiple tests.
- Each side builds a starting Disposition, then you take opposing sets of three actions.
- To reduce the opposing Disposition, you need to Attack, but other actions are sometimes useful.

## Preparation (5)

### Mission

Last fall, on the river to the north of Lonepine, a beaver erected a dam, created a pond and built a lodge. No one took much notice. The river level was low. The pond was small. If anything, it was more of a curiosity than any trouble.

However, spring is here and the snow melt is rapidly filling the new pond. The water level is threatening to flood Lonepine.

The Mayor of Lonepine has sent word your patrol, who are in the area, begging Rowan, the senior mouse in your patrol, for help. Drew, who is Snow-wise, will know the town does not have long.

You make haste to the town, to find the townsfolk are in disarray, with rapidly rising water!

### Session Goals

- Created by players each session
- For this game I have some prepared to pick from.
- At least one person should take the mission goal, to alleviate the beaver problem.

## Character Notes

### Traits (use for / against)

|                      |   |
|----------------------|---|
| Drew the Hunter      | Hard Worker, Fearless, <u>Scarred</u>     |
| Kendall the Healer   | <u>Stubborn</u> , Independent, Thoughtful |
| Morgan the Fighter   | <u>Short</u> , Fearless, Bold             |
| Rowan the Instructor | Inquisitive, <u>Quiet</u> , Brave         |

### Wises

|                      |   |
|----------------------|---|
| Drew the Hunter      | <u>Snow-wise</u>                        |
| Kendall the Healer   | <u>Axe-wise</u>                         |
| Morgan the Fighter   | Weasel-wise, Darkheather-wise           |
| Rowan the Instructor | <u>Bonehead-wise</u> , <u>Rain-wise</u> |

### Belief / Instinct

|         | Belief – Use / Go Against  | Instinct – Use  |
|---------|--|---|
| Drew    | Hunting predators improves the quality of life for the mice in the territories | Aim twice, fire once  |
| Kendall | Build, do not destroy.   | Defend others in danger.  |
| Morgan  | The best solution is always found at the point of my sword                     | Always draw my sword at the first sign of trouble                           |
| Rowan   | All possibilities should be explored for the wellbeing of the guard.           | Always draw maps of all the new locations through which our patrol travels. |

## GM's Turn

### Floodwaters (15)

1. Calm townfolk. Orator (Kendall) vs Will 4; provide 2x helping die
  - o Failure: twist
2. Protect the town, digging trenches, laying sandbags, etc. Laborer (Morgan) or Scientist (Rowan) vs Spring Season 6
  - o Remember traits against, help, nature
  - o Failure: if it hasn't already been used, a twist, otherwise Hungry

### Twists – Challenge a Goal (or Belief / Instinct)

|                  |  |
|------------------|--|
| Rowan – Enemy    | Tuk the Bandit take advantage to loot – Fight, Manipulator [Belief]          |
| Kendall – Friend | Tuk the Bandit is in trouble stuck up a tree – Climb (Nature)                |
| Drew – Enemy     | Goryn the Magistrate tries to take control – Persuade, etc                   |
| Morgan – Friend  | Shane the Trader is in trouble stuck up a tree – Climb (Nature)              |
| Morgan – Enemy   | Paul the Guardmouse tries to take control – Persuade, etc [Belief, Instinct] |
| Otherwise        | Symon / Symone (opposite of townfolk goal) stuck up a tree                   |

Failure = social – Angry, physical – Tired, fight – Injured

### Beavers (30)

Don't worry about equipment for the introductory conflict.

Conflict destroy Dam – Scientist conflict

- Disposition: Test Scientist (Rowan) + help, plus base Will
- Act = Scientist, Feint = Scientist, Defer = Laborer, Maneuver = Carpenter.

Conflict Fight Animal – two ranks higher, may capture, injure, run off, but not kill

- Disposition: Test Fighter (Morgan) or Hunter + help, plus base Health or Nature.
- Act/Feint = Fighter or Hunter, Defer/Maneuver = Lore or Nature

Conflict War – may kill with a war conflict

- Disposition: Test Militarist (Kendall) + help, plus base Will
- Act = Militarist, Feint = Militarist or Administrator, Defer = Militarist or Orator or Administrator, Maneuver = Militarist

vs Beaver Nature 7

Goal (GM): Flood the area to form a pond (to live in). M, A, A; A, F, A.

Goal (players): Save the town, destroy the dam, or drive off the beavers so they can destroy to dam

**Compromise (GM wins)** = none/partially/mostly saved; none/partially/mostly destroyed, but pond formed, beavers still there; none/partially/mostly driven off, still need to destroy the dam.

**Compromise (Players win)** = minor: tired; half: hungry and angry (fight/war injury); most: destroy – tired and sick, fight – tired and injured, war – tired and angry. Some level of clean up. Broken equipment.

## Player's Turn (45)

### Recovering conditions

- Hungry and Thirsty: Harvester, Cook, Brewer, Baker, Resources Ob 1; or friend
- Angry: Will vs Ob 2, describe
- Tired: good night's rest friend or Resources Ob 2; or Health Ob 3
- Injured: Health Ob 4; or Healer Ob 3, fail reduces ability/skill by 1; take failure (no check)
- Sick: Health Ob 4; or Healer Ob 4, fail reduces ability/skill by 1; take failure (no check)

### Other activities

- Complete goals
- Resources for equipment
- Clean up the town
- Deal with any friend / enemy complications

Failure = long term twist;

- Enemy (if not used)
- Message from parents (written, asking to visit home soon)
- Symon / Symone parents tell the character off
- Storm coming