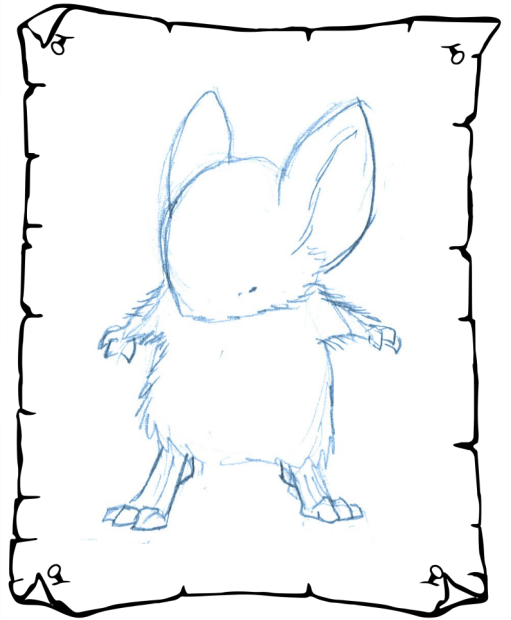


Name:	Birth (Age):
Guard Rank:	Home:
Fur Color:	Cloak Color:

MOUSE GUARD



	Rating	Current	Pass	Fail
Nature (mouse)				

Escaping, Climbing, Hiding, Foraging.

- Use for any skill. Reduce by margin of failure if outside nature and fails.
- Spend 1 Persona to add to any roll (except Resources or Circles). Reduce by 1 if outside nature. Also reduce by margin of failure.

Traits	Level	Used For	Checks

- **Used For:** level 1 add +1D, level 2 add +1D twice, level 3 add +1s to all tests.
- **Used Against:** test -1D (1 check), opponent +2D (2 checks), or lose tie (2 checks).

	Earn Fate	Earn Persona
Belief	Use	Go Against
Instinct	Use	
Goal	Attempt	Accomplish

Fate	Persona

- Spend 1 Fate to re-roll sixes.
- Spend 1 Persona for +1D (max 3).

Wises	Pass	Fail	Use Fate	Use Persona

- **I Am Wise:** Add +1D help to a companion's test.
- **Deeper Understanding:** Spend 1 Fate to use Wise to reroll one failed die.
- **Of Course!** Spend 1 Persona to use Wise to reroll all failed dice.

Parents: _____

Senior Artisan: _____

Mentor: _____

Friend: _____

Enemy: _____

Abilities	Rating	Pass	Fail
Will			
Health			
Resources			
Circles			

Gear

Skills	Rating	Pass	Fail

Notes
