

# Mausritter

Sword-and-whiskers role playing  
Isaac Williams



# Gear and prices

All prices are in **pips**, standard currency of the mouse kingdoms.

## Tools, mouse made

Available in most mouse settlements.  
These items are mouse-sized.

Bedroll	10p
Bellows	10p
Book, blank	300p
Book, reading	600p
Bottle	1p
Bucket	5p
Caltrops, bag	10p
Chalk	1p
Chisel	5p
Cookpots	10p
Crowbar	10p
Drill	10p
Glue	5p
Grease	5p
Hammer	10p
Horn	10p
Hourglass	300p
Lockpicks	100p
Metal file	5p
Mirror	200p
Musical instrument	200p
Net	10p
Padlock and key, small	20p
Perfume	50p
Pick	10p
Set of loaded dice	5p
Shovel	10p
Tent	80p
Waterskin	5p
Whistle	5p
Wooden pole, 6"	1p
Wooden spikes	1p

## Tools, human made

Available in mouse settlements near human populations.

Fishing hook	20p
Incense stick	20p
Lens	200p
Necklace chain	40p
Needle	20p
Matches, packet	80p
Padlock and key, large	100p
Twine, roll	40p
Soap, small block	10p
Thread, spool	20p
Mouse trap	100p
Poison	100p

## Weapons and armour

Improvised (twig, rock, etc.)	1p
Light (dagger, needle, etc.)	10p
Medium (sword, axe, etc.)	20p
Heavy (spear, hooklance, etc.)	40p
Light ranged (sling, hand crossbow, etc.)	10p
Heavy ranged (bow, cross-bow, etc.)	40p
Arrows, quiver	5p
Stones, pouch	1p
Light armour	150p
Heavy armour	500p
Silvered weapons (always mark usage after fight)	x10p
Repairs, per dot	10%

## Light sources

Torches	10p
Lantern	50p
Oil, for lantern	10p
Electric lantern (has six usage dots)	200p
Batteries, for electric lantern	50p

## Clothing

Poor	10p
Standard	50p
Noble	1000p
Winter cloak	150p
Waterproof cloak	100p

## Lodging and food

Bunkhouse bed (per night)	1p
Private room (per night)	5p
Hot bath	2p
Travel rations	5p
Meal	2p
Grand meal	50p
Night out on the town	100p

## Transport hire

Prices are per mouse, per hex.

Rabbit wagon	5p
River raft	10p
Pigeon flight	200p

## Hired help

Prices are per day, not including food, supplies, shelter, etc.

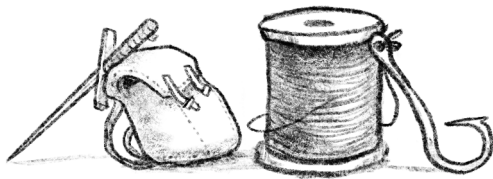
Torchbearer	1p
Labourer	2p
Tunnel digger	5p
Armourer/blacksmith	8p
Local guide	10p
Mouse-at-arms	10p
Scholar	20p
Knight	25p
Interpreter	30p

# Mausritter

Mausritter is a role-playing game. You and 2-5 friends play make-believe to create a shared world. The rules help keep the story you tell consistent, interesting and challenging.

You play as a **brave mouse adventurer**, exploring a **vast** and **dangerous** world to find **treasure** and bring it back to the safety of mouse **settlements**.

This book provides complete rules for players and GMs. However, it does make the assumption that you know what a role playing game is, and have a basic idea of how to interact with one.



Thanks to Mausritter's playtesters: Adelaide, Alby, Nathanael, Richard, Sam, and the Train Dogs.

These are games or blogs I have drawn inspiration or shamelessly stolen from to build Mausritter.

- **Mice & Mystics** and **Mouse Guard** for cute mouse adventurers
- **Into the Odd**, for most of core rules
- **Goblin Punch**, for the magic and 3X usage
- **Knave**, for characters defined by inventories
- **Mothership**, for densely-packed layouts
- **Moonhop**, for just going and making your game
- **Last Gasp Grimoire**, for arts-and-crafts inventories
- **Coins and Scrolls**, for my re-introduction to old-school D&D

The Mausritter rules are set in the fonts Brokenscript OT and Interstate Condensed.

Written & Illustrated by Isaac Williams

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## Resources

For downloadable character, item and condition sheets, plus other resources, go to [losing.games/mausritter](https://losing.games/mausritter)

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# I. Make a mouse

The world is very big and very dangerous for a small mouse adventurer. You will need to be very brave, and always keep your wits about you.

## I.1 Attributes

Your mouse has three attributes. These measure their basic strengths and weaknesses.

- **STR**: physical strength and resilience.
- **DEX**: speed and agility.
- **WIL**: strength of will and charisma.

For each of these attributes, in order, roll **3d6**. Keep the **two highest dice** results for a value between 2–12. You may then swap any two attributes.

## I.2 HP, pips and background

**Roll 1d6** for your **HP**. This is how much damage your mouse can shrug off before taking serious harm.

**Roll 1d6** for your mouse's starting **pips**. These are the basic currency of the mouse kingdom.

**Cross reference** the values of your **HP** and **pips** on the **Background** table. This is what your mouse was before becoming an adventurer.

## I.3 Starting equipment

Your mouse starts with:

- **Torches**
- **Rations**
- Two items from their **background**
- A **weapon** of your choice (see pg. 4.1)

If your mouse's highest Attribute is 9 or less, roll on the Background table again and take either Item A or B. If your highest is 7 or less, take both.

## I.4 Details

Roll or choose **birthsign**, **coat** and a **physical detail**.

Choose a **name** appropriate for a brave mouse.

## Birthsign

d6	Sign	Disposition
1	Star	Brave / Reckless
2	Wheel	Industrious / Unimaginative
3	Acorn	Inquisitive / Stubborn
4	Storm	Generous / Wrathful
5	Moon	Wise / Mysterious
6	Mother	Nurturing / Worrying

## Coat

d6	Color	d6	Pattern
1	Chocolate	1	Solid
2	Black	2	Brindle
3	White	3	Patchy
4	Tan	4	Banded
5	Grey	5	Marbled
6	Blue	6	Flecked

## Physical detail

d66 Details			
11	Scarred body	41	Groomed fur
12	Corpulent body	42	Dreadlocks
13	Skeletal body	43	Dyed fur
14	Willowy body	44	Shaved fur
15	Tiny body	45	Frizzy fur
16	Massive body	46	Silky fur
21	War paint	51	Night black eyes
22	Foreign clothes	52	Eye patch
23	Elegant clothes	53	Blood red eyes
24	Patched clothes	54	Wise eyes
25	Fashionable clothes	55	Sharp eyes
26	Unwashed clothes	56	Luminous eyes
31	Missing ear	61	Cropped tail
32	Lumpy face	62	Whip-like tail
33	Beautiful face	63	Tufted tail
34	Round face	64	Stubby tail
35	Delicate face	65	Prehensile tail
36	Elongated face	66	Curly tail



Instant mouse generator  
[losing.games/mausritter/mouse](https://losing.games/mausritter/mouse)


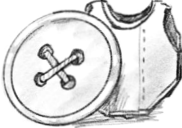


## 2. Backgrounds

HP	Pips	Background	Item A	Item B
1	1	Test subject	Spell: Magic missile	Lead coat (Heavy armour)
1	2	Kitchen forager	Shield & jerkin (Light armour)	Cookpots
1	3	Cage dweller	Spell: Be understood	Bottle of milk
1	4	Hedge witch	Spell: Heal	Incense stick
1	5	Leatherworker	Shield & jerkin (Light armour)	Shears
1	6	Street tough	Dagger (Light, d6)	Flask of coffee
2	1	Mendicant priest	Spell: Calm	Holy symbol
2	2	Beetleherd	Hireling: Loyal beetle	Pole, 6"
2	3	Ale brewer	Hireling: Drunken torchbearer	Small barrel of ale
2	4	Fishermouse	Net	Needle (Light, d6)
2	5	Blacksmith	Hammer (Medium, d6/d8)	Metal file
2	6	Wireworker	Wire, spool	Electric lantern
3	1	Woodcutter	Axe (Medium, d6/d8)	Twine, roll
3	2	Bat cultist	Spell: Darkness	Bag of bat teeth
3	3	Tin miner	Pickaxe (Medium, d6/d8)	Lantern
3	4	Trash collector	Trashhook (Heavy, d10)	Mirror
3	5	Wall rover	Fishhook	Thread, spool
3	6	Merchant	Hireling: Pack rat	20p IOU from a noblemouse
4	1	Raft crew	Hammer (Medium, d6/d8)	Wooden spikes
4	2	Worm wrangler	Pole, 6"	Soap
4	3	Sparrow rider	Fishhook	Goggles
4	4	Sewer guide	Metal file	Thread, spool
4	5	Prison guard	Chain, 6"	Spear (Heavy, d10)
4	6	Fungus farmer	Dried mushroom (as rations)	Spore mask
5	1	Dam builder	Shovel	Wooden spikes
5	2	Cartographer	Quill & ink	Compass
5	3	Trap thief	Block of cheese	Glue
5	4	Vagabond	Tent	Treasure map, dubious
5	5	Grain farmer	Spear (Heavy, d10)	Whistle
5	6	Message runner	Bedroll	Documents, sealed
6	1	Troubadour	Musical instrument	Disguise kit
6	2	Gambler	Set of loaded dice	Mirror
6	3	Sap tapper	Bucket	Wooden spikes
6	4	Bee keeper	Jar of honey	Net
6	5	Librarian	Scrap of obscure book	Quill & ink
6	6	Pauper noblemouse	Felt hat	Perfume

# 3. Inventory

## Inventory slots

Your mouse carries items in inventory slots. Most items take up one inventory slot. Some larger items, such as two-handed weapons and armour take up two slots.

Main paw	Body	Torches 	2	3
Light Armour  1 def	Rations 	Dagger  d6 Light	Exhausted  Clear: After long rest	

### Paw slots

Items in these slots are carried.

### Body slots

Worn items can be swapped with paw slots as a free action.

### Pack slots

Items in these slots take time to retrieve when under pressure. While in combat, your mouse must use an action (instead of attacking) to find an item in their pack.

## 3.1 Conditions

Conditions are **negative** effects on your mouse.

Conditions must be placed in an **inventory slot**. Some also have additional effects.

Conditions can only be **removed** from your mouse's inventory by meeting their **clear** condition –usually a short, long or full rest.

<b>Hungry</b>  Clear: After meal	<b>Injured</b> <i>Disadvantage on STR &amp; DEX saves</i>  Clear: After full rest
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## 3.2 Usage

Most items have three **usage dots**. When all three dots are marked on an item it is depleted or destroyed. Usage dots can be cleared from weapons/armour for 10% of the original cost per dot cleared.

- **Weapons/armour/ammunition:** after a fight, roll d6 for each item that was used during the fight. On 4-6, mark usage.
- **Torches/lanterns:** mark usage every 6 turns.
- **Rations:** mark usage after a meal.
- **Other gear:** if used in a way that could break or deplete it, the GM may ask you to mark usage.

## 3.3 Encumbrance

If your mouse is carrying more items or conditions than available inventory slots, they are **encumbered**.

While encumbered, your mouse cannot **run**, and makes all saves with **disadvantage**.

### Banking

In a mouse settlement, pips and items can be stored in a bank or safebox.

Your mouse must pay a fee of 1% of the value when retrieving the stored pips or items.

## 4.1 Weapons

### Improvised

d6 damage

Main paw /  
both paws

*Always mark usage after  
a fight.*



### Light

d6 damage

Main paw /  
off paw

*If attacking with two weapons, roll  
both dice and use the best result.*

Cost: 10p



### Light ranged

d6 damage

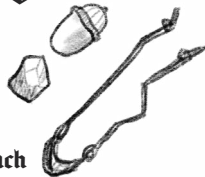
Main paw

Cost: 10p

**Stones, pouch**

Body slot

Cost: 1p

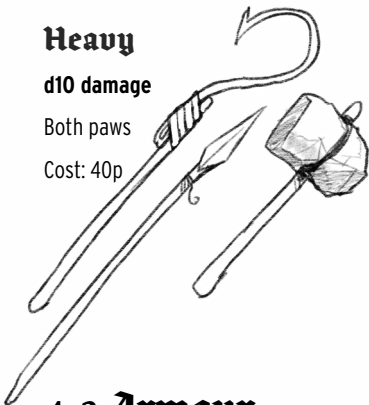


### Heavy

d10 damage

Both paws

Cost: 40p



### Medium

d6 / d8 damage

Main paw /  
both paws

*Does d6 damage  
in one paw,  
d8 wielded in both.*

Cost: 20p



### Heavy ranged

d8 damage

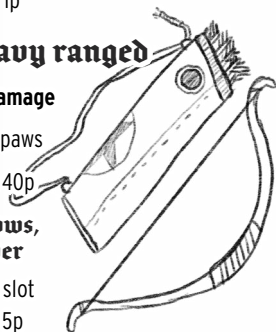
Both paws

Cost: 40p

**Arrows,  
quiver**

Body slot

Cost: 5p



## 4.2 Armour

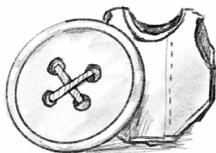
Reduces damage dealt to your  
mouse by enemy attacks.

### Light armour

**Prevents  
1 damage**

Off paw  
and one  
body slot

Cost: 150p



### Heavy armour

**Prevents  
1 damage**

Two body slots  
Cost: 500p



## 4.2 Essential items

### Torches and lanterns

**Provide light**

*Light sources mark  
usage every 6 turns.*

Lanterns must be  
refilled by oil.

Electric lanterns  
must be recharged  
by batteries, but  
provide 6 usage  
dots instead of 3.



### Rations

**Food for the road**

*Eating a ration and  
spending a watch  
resting will heal all HP.*

If your mouse doesn't eat for a day,  
they gain a Hungry condition.



### Pip purse

**Holds 250 pips**

*Carried pips  
require one inventory slot per 250,  
barring the first 250, which are  
carried in your mouse's pockets.*

Mice in settlements mostly deal in  
barter and IOUs, and pips can be  
stored with a bank.



# 5. How to play

The GM describes a situation. Describe what your mouse does. The GM will describe the outcome. The conversation flows until the mechanics interject.

## 5.1 Role playing

You are in control of—and acting in the role of—your mouse. You can talk in first, second or third person, or switch between. You don't have to do a silly voice, but it certainly can't hurt.

## 5.2 Best practices

If you're stuck thinking of what to do when you're playing Mausritter, refer back to these guidelines.

- **Ask lots of questions.** Make notes. Draw maps.
- **Work together.** Devise schemes. Recruit allies.
- **Dice are dangerous.** Clever plans don't need to roll.
- **Play to win.** Delight in losing.
- **Fight dirty.** Run. Die. Roll a new mouse.

## 5.3 Saves

When you describe your mouse doing something **risky** where the outcome is **uncertain** and failure has **consequences**, the GM will ask you to make a save against either STR, DEX or WIL.

To make a save, roll a d20. If the result is **less than or equal** to the relevant attribute, your mouse succeeds, and suffers no consequences. If the result is over the attribute, your mouse fails, and suffers the consequences described by the GM.

### Opposed saves

If your mouse and another character are competing, you both make saves. The **lowest successful roll** wins.

### Advantage and disadvantage

If you roll a save and are particularly well prepared or equipped, the GM may allow you to roll with **advantage**. Roll **2d20** and take the **lowest** result.

The GM may ask you to roll with **disadvantage** if you are in poor position. Roll **2d20** and take the **highest** result.

## 5.4 Combat

Combat is dangerous business for mice, even brave adventurers. But sometimes it cannot be avoided.

If you attack **unsuspecting** foes, your mouse and any allies aware of the plan **go first**. Otherwise, make a **DEX save** to act before your opponents.

On your turn in a combat round, your mouse can **move** up to 12" and perform an **action**. Actions can anything from negotiating, attacking, fleeing or performing a gambit.

### Attacks

**Attacks always hit.** Roll your weapon's die and do that much damage to an opponent, minus their armour.

When an attack is **impaired**, such as firing into cover, or fighting while grappled, roll **d4** for damage regardless of weapon. When an attack is **enhanced** by a risky gambit or vulnerable opponent, roll **d12**.

### Hit protection and damage

Damage is dealt first to a creature's **Hit Protection** (HP). This represents the creature's ability to avoid or shrug off real damage.

Once HP is depleted, damage is dealt to **STR**.

After taking STR damage, the creature must make a STR save. If they succeed they are still able to fight. If they fail, they take critical damage.

When a creature takes **critical damage**, they take the **Injured** condition, and are **incapacitated** until tended to by an ally and take a short rest.

If an incapacitated creature is left untended for **6 exploration turns**, they die.

### Ability score loss and death

If a creature has their **STR** reduced to zero they are **dead**. If **DEX** is reduced to zero they are **unable to move**. If **WIL** is reduced to zero they are reduced to **madness**.

When your mouse **dies**, roll up a new one. The GM should find an opportunity to introduce them as soon as possible. Getting back into the game quickly is better than realism.

# 6.1 Rest and healing

There are three ways your mouse can rest and recover.

- **Short rest:** takes 1 turn. A swig of water and a few minutes of rest will restore **1d6+1 HP**.
- **Long rest:** takes 1 watch. A meal and some sleep will restore **all HP**. If HP was already full, restore **1d6** to an **ability score**.
- **Full rest:** takes a week back in safety. This **fully restores** your mouse's ability scores and removes most long-term conditions. A week of food and board in a settlement usually costs 20p.



# 6.2 Time

For convenience and ease of reference, game time is divided up into three time scales of expanding duration.

- **Round:** the time scale used during **combat**. Each round is less than a minute.
- **Turn:** the time scale used during **dungeon exploration**. Each turn is around 10 minutes, and is enough time to explore one room and perform an action or two. A fight will almost always be one turn long.
- **Watch:** the time scale used during **wilderness travel**. Each watch is 36 turns, about 6 hours. There are four watches in a day. You can usually travel one hex in a watch.

# 6.3 Overland travel

Your party of mice can travel **one mile** per **watch**.

**Difficult terrain** (streams, human roads, large rocks, hills, etc.) takes **two watches** per mile traveled.

## Foraging

In the wild, your mouse can spend a watch **foraging**. If they do, they will find **d3** uses of **rations**.

# 6.4 Advancement

Your mouse earns Experience Points (XP) by bringing **treasure** and useful goods back from **places of danger** to the safety of a **mouse settlement**.

For every pip-worth of treasure brought to safety (divided equally amongst the party), your mouse earns 1 XP.

Your mouse can earn **additional XP** by **spending** their pips **selflessly** on improvements for the whole community. For every 10 pips spent this way, your mouse earns 1 XP.

## Level

Mice start at level 1.

The following table shows the total XP required to advance each level.

Level	Hit Dice	Grit	Experience points
1	1d6	0	0
2	2d6	1	1000
3	3d6	2	3000
4	4d6	2	6000
5+	4d6	3	+5000

When your mouse earns enough XP to advance to each level, use the following procedure.

- **Roll for attribute increase:** for each of STR, DEX and WIL, roll d20. If the result is over the attribute's current value, increase it by one.
- **Roll hit dice:** roll the dice listed for the new level's Hit Dice. If the value is over your mouse's current HP, replace with the rolled value. Otherwise, increase your mouse's HP by 1.

## Grit

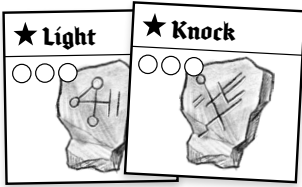
Starting at second level, your mouse has **grit**. This allows your mouse to **ignore conditions**.

For each point of grit you have, you may place one condition outside of your mouse's inventory, instead of in an inventory slot.

# 7. Magic

## 7.1 Spells

Spells are living spirits trapped by runes carved on obsidian tablets. Spells are usually found in deep and dangerous places. The creation of spells is an art lost to all but the most learned wizards, and they guard their secrets closely.



### Selling spells

If unwanted, a fully charged spell can usually be sold for 1d6 x 100p in a settlement. A depleted spell's value is halved.

## 7.2 Casting a spell

To cast a spell, your mouse must hold the tablet in a paw and read it aloud.

When your mouse casts a spell, decide on the **power** to cast it with, up to the number of usage dots remaining on the spell.

Roll a number of **d6** equal to the **power** the spell is cast with. For each die of value **4-6**, mark one **usage** on the spell.

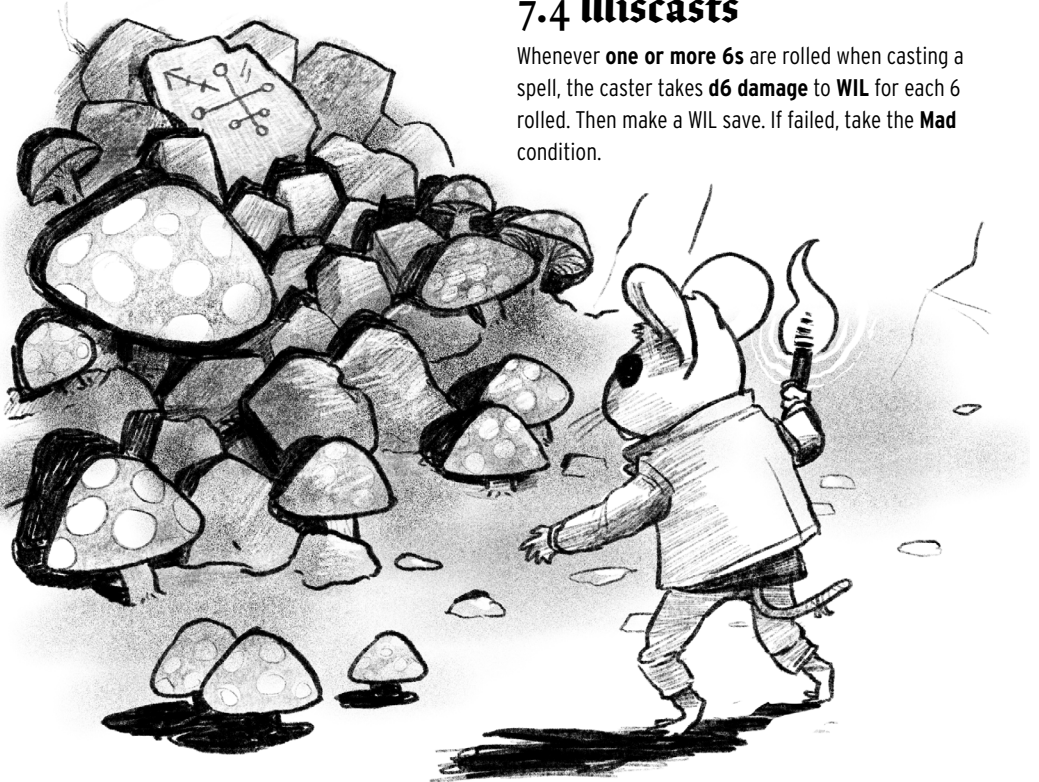
The spell has an **effect**, which varies depending on the number of **[DICE]** invested, and the **[SUM]** of the rolled dice.

## 7.3 Recharging a spell

When a spell's usage dots are filled, it is **depleted** and cannot be cast. Each spell has a **recharge condition**. Fulfilling this condition will coax the spirit back to the spell and **clear all** of its usage dots.

## 7.4 Miscasts

Whenever **one or more 6s** are rolled when casting a spell, the caster takes **d6 damage** to **WIL** for each 6 rolled. Then make a **WIL** save. If failed, take the **Mad** condition.



# 8. List of spells

Roll on this table of spells as loot, or use these spells as examples for creating your own.

2d8	Spell	Effect	Recharge
2	Fireball	Shoot a fireball up to 24". Deal [SUM] + [DICE] damage to all creatures within 6".	Burn in the heart of a raging fire for three days and nights.
3	Heal	Heal [SUM] STR damage and remove the Injured condition from a creature.	Cut self for d6 STR damage, sprinkle with the blood.
4	Magic missile	Deal [SUM] + [DICE] damage to a creature within sight.	Drop from a height of at least 30ft. Touch the spell within one turn.
5	Fear	Give the Frightened condition to [DICE] creatures.	Receive the Frightened condition from a hostile creature while carrying the spell.
6	Darkness	Create a [SUM] x 2" diameter sphere of pure darkness for [DICE] turns.	Leave uncovered in a lightless place for three days.
7	Restore	Remove Exhausted or Frightened condition from [DICE] + 1 creatures	Bury in a peaceful field or riverbank for three days.
8	Be understood	Make your meaning clear to [DICE] creatures of another species for [DICE] turns.	Give away freely to a creature of another species.
9	Ghost beetle	Create an illusory beetle that can carry 6 inventory slots for [DICE] x 6 turns.	Bury in a beetle graveyard for three nights.
10	Light	Force [DICE] creatures to make a WIL save or become stunned. Alternately, create light as bright as a torch for [SUM] turns.	Catch in the first light of a sunrise and the last light of sunset for three days.
11	Invisible ring	Creates [DICE] x 6" ring of force. It is invisible and immovable. Lasts [DICE] turns.	Build an iron ring the same size as last cast. Pass the spell through it. Dissolves the ring.
12	Knock	Open a door or container, as if a save were made with STR score of 10 + [DICE x 4].	Put in a locked box, inside a locked box, inside a locked box. Leave for three days.
13	Grease	Cover [DICE] x 6" area in slippery, flammable grease. Creatures in the area must make a DEX save or fall prone.	Rub all over in animal fat. Leave until it putrefies.
14	Grow	Grow a creature to [DICE] + 1 times its original size for 1 turn.	Leave in the highest branches of a tall tree for three days.
15	Invisibility	Make creature invisible for [DICE] turns. Any movement reduces duration by 1 turn.	Go a day without opening your eyes once, while holding the spell.
16	Catnip	Turn object into an irresistible lure for cats. Lasts [DICE] turns.	Give a cat a gift it truly desires.

# 9. Recruiting help

A pair of helping paws might give you the edge you'll need to survive. Throughout the mouse kingdoms you'll come across other mice who are willing to explore the vast unknown world with you and your party.

## 9.1 Hirelings

In a mouse settlement, you can spend a day asking around for mice looking for work. The size of the settlement determines what types of hireling are available.

Make a **WIL save** or **pay** 20p. If successful, roll number appearing for the type of help you are interested in hiring.

Typical hirelings will have **1d6 HP**, and **2d6 STR, DEX and WIL**. Hirelings have 6 inventory slots – two paw slots and four pack slots.

Hireling	Number	Wages/day
Torchbearer	d6	1p
Labourer	d6	2p
Tunnel digger	d4	5p
Armourer/blacksmith	d2	8p
Local guide	d4	10p
Mouse-at-arms	d6	10p
Scholar	d2	20p
Knight	d3	25p
Interpreter	d2	30p

## Hireling morale

When a hireling or warband is placed in a **stressful situation**, made to go without pay or food, or asked to do something more **dangerous** than what they signed on for, they must make a **WIL save** or **flee**.

Especially well-paid or loyal hirelings may make this save with advantage.

Hireling			
Look		Disposition	
STR		Main paw	
DEX			
WIL		Off paw	
HP			
Max	Current		

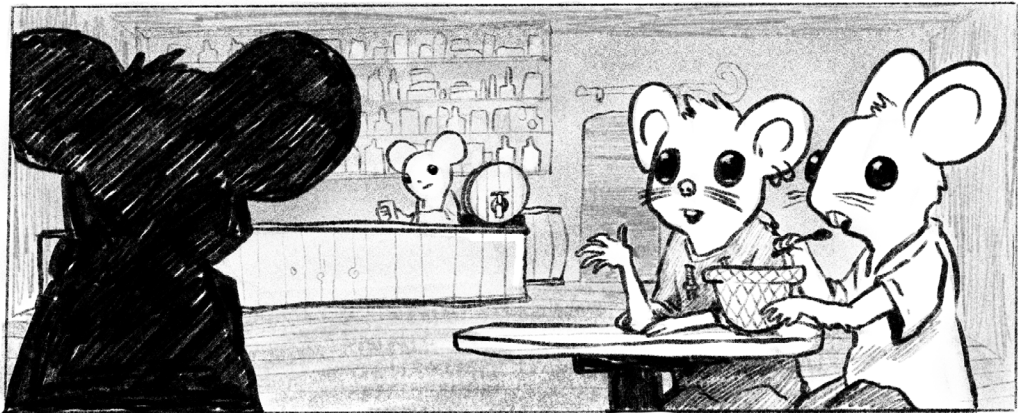
## Hireling advancement

Hirelings and warbands can improve in the same way that your player mice do.

- Hirelings who receive a share of treasure gain 1 XP per pip they are given above their daily wage.
- Warbands who receive share of treasure will gain 1 XP per 10 pips they are given above their weekly wage.

Hirelings and warbands advance at the same rate as player mice, so once a they get 1000 XP, they advance to level 2.

Not receiving a share of treasure may cause resentment amongst hirelings.



# 10.1 Warbands

A mouse is very small, and many beasts cannot be defeated working alone. When mice work together, they can form a **warband**, and act on a **scale** capable of facing other warbands or **large beasts**, like a cat or boar.

## Forming a warband

A warband is formed by **20** or more **fighting mice**, plus one follower (luggage porter, cook, armoured) for every fighter.

Your mouse can **form a warband** under their command. In a town or city, spend a week recruiting. Make a **WIL save** or **pay** 1000p.

Warbands start with: **1d6 HP, 10 STR, DEX and WIL, d6 damage** (clubs and axes)

Warbands require 1000p a week for **upkeep** and wages. Failure to pay may result on mutiny.

## Battles

Battles between warbands and warband-scale creatures function the same as fights between small individuals. Attacks deal damage to HP, then to STR.

Attacks by a warband against an **non-warband scale** creature are **enhanced**, any damage taken from non-warband scale creatures is **ignored** unless it is particularly destructive or large scale.

## Casualties

When a warband takes **critical damage**, they are **broken** and cannot act until **rallied**. At STR 0 the warband is **wiped out**. At **half STR**, the warband must make a **WIL save** or are routed.

Warbands recover HP and ability score damage like individuals do, with Short, Long and Full rests.

## Equipping

Equipment improves a warband's abilities the same way as it does for individuals. Just multiply the purchase price by 20.

# 10.2 Constructions

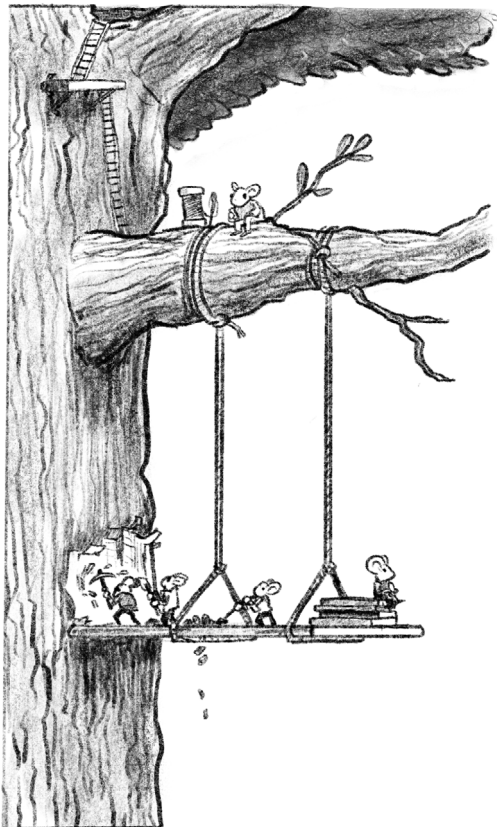
The **right to build** on land cannot be bought. It can only be given, or taken and defended.

A team of three tunnel diggers can excavate one 6" cube of soil per day. Other materials take twice as long.

Rooms can be of any size – the following is the cost of materials and fittings per 6" cube constructed. Labourers and diggers must be paid separately.

Room	Cost
Tunnel, per 6"	10p
Poor room, per 6" cube	100p
Standard room, per 6" cube	500p
Grand room, per 6" cube	2000p

All constructions require an **upkeep** of 1% of the total cost per month.



# II. GMing Mausritter

## II.1 Best practices

The following are guidelines for a GMing a game of Mausritter.

### Make the world seem huge

Mice are small. Be on the lookout for opportunities to remind the players of the **small-scale characters** they are playing.

Let the players **find their own adventure**. Don't railroad them onto a particular path.

### Present the world honestly

As the GM, you are the **eyes, ears and nose** of the players. Make sure they have all the information they need.

Make the world a **consistent**, understandable place. Don't shy away from magic and weirdness, but maintain a logic behind it that can be decoded.

Be an **impartial arbiter** of the rules of the game and the world. Let the dice fall as they may. Follow the goals and actions of antagonists to their logical conclusion.

### Telegraph danger

Give the players ample **warning** of the **dangers** they face. Make traps obvious, deadly puzzles. Give warning of the dangerous beasts that hunt the mice.

Don't pull your punches.

The only way for danger to be meaningful is if the outcome of failure is meaningful. When the players face off against dangerous foes, or fall into a deadly trap, do not shy away from the consequences.

### Reward bravery

When the players have been smart and brave and followed good leads, give them the **rewards** they have earned. Don't be miserly when the players face down great dangers and succeed.

## II.2 Asking for a Save

Saves should only be asked for as the result of a player's **action or choice**. Mice can do anything that seems reasonable and safe, but when they do something dangerous, ask for Save to **avoid** the possible **consequences**.

- **STR Saves:** avoid harm through physical power and endurance
- **DEX Saves:** avoid harm through quick reaction, speed and agility
- **WIL Saves:** avoid harm through strength of will and force of personality

### Consequences of failure

The consequences of a failed Save should **obvious** and **telegraphed**. Remember that Saves should only occur when a player wants to avoid a negative outcome.

Some options for consequences are:

- **Damage:** ranging from d4 to d12. d4 is minor, d6 is dangerous. d8 is enough to seriously injure a first-level character. d20 damage is deadly.
- **Condition:** Exhausted or Frightened are good options.
- **Lost time:** Each action takes a turn. Lost time can burn torches and cause random encounter rolls.
- **Loss of random item:** Roll d6 for inventory slot.
- **Mark usage on item:** Mark 1-3 usage dots.

## II.3 Luck rolls

Luck rolls are for events that have an unpredictable outcome is outside the remit of a STR, DEX or WIL Save. Assign an X-in-6 chance to the outcome occurring (low for unlikely, high for likely), then roll a d6. If the result is equal or less than the chance, it happens.

## II.4 Rulings

The rules of Mausritter will not cover every situation you and the players come across, and some parts have been kept intentionally vague.

When this happens, **adapt** one of your existing tools to the purpose, or **create** a new one. Make a note of the ruling for future use.

# I 2. Running the world

## I 2.3 Exploration

When exploring in a dungeon or adventure site, a party of mice can perform one major action per turn. Major actions are things like moving to a new room, examining a trap or engaging in a fight.

## I 2.4 Overland travel

Divide the area being traveled by the mice into 1-mile hexes. The party of mice can travel hex per watch. Hexes containing difficult terrain (streams, human roads, large rocks, hills, etc.) take two watches to cross.

### Rest

If the mice do not spend at least one watch per day resting, give them an Exhausted condition.

### Weather

Roll 2d6 for weather each day.

Weather that is **highlighted** are poor conditions for travel. For each watch spent traveling under these conditions, a mouse must make a STR save or gain an Exhausted condition.

2d6	Spring	Summer	Autumn	Winter
2	Rain storm	Thunder storm	Wild winds	Snow storm
3-5	Drizzle	Very hot	Heavy rain	Sleet
6-8	Overcast	Clear, hot	Cool	Bitter cold
9-11	Bright and sunny	Pleasantly sunny	Patchy rain	Overcast
12	Clear and warm	Beautifully warm	Clear and crisp	Clear and crisp

## I 3.1 Encounters

When the mice are exploring a **dungeon** or adventure site, roll for encounters **every three turns**.

When they are exploring the **wilderness**, roll for encounters at the start of the **Morning** watch and start of the **Evening** watch. If an encounter occurs, roll d12 to find what hour it occurs in.

To roll a random encounter, **roll d6**. On a 1, an **encounter** occurs. On a 2, an **omen** occurs (signs or hints of an encounter).

### Reactions

When the mice encounter a creature whose reaction to the party is not obvious, you may roll on the following table for their disposition.

2d6	Reaction
2	Hostile
3-5	Unfriendly
6-8	Unsure
9-11	Talkative
12	Helpful

### Morale

Whenever an antagonist is in a battle with the mice and reaches one of the following conditions, it must make a WIL save. On failure, the creature must flee or surrender.

- Is obviously outmatched at the start of a battle
- Takes critical damage for the first time
- Sees an ally flee or fall

## I 3.2 Encounter tables

For each major area, prepare a table of 1d6 encounters that express the theme of that area.

- Entries 1-3 should be variations of a common encounter.
- Entries 4-5 should be variations of an uncommon encounter, something slightly unusual.
- Entry 6 should be a weird and dangerous encounter.

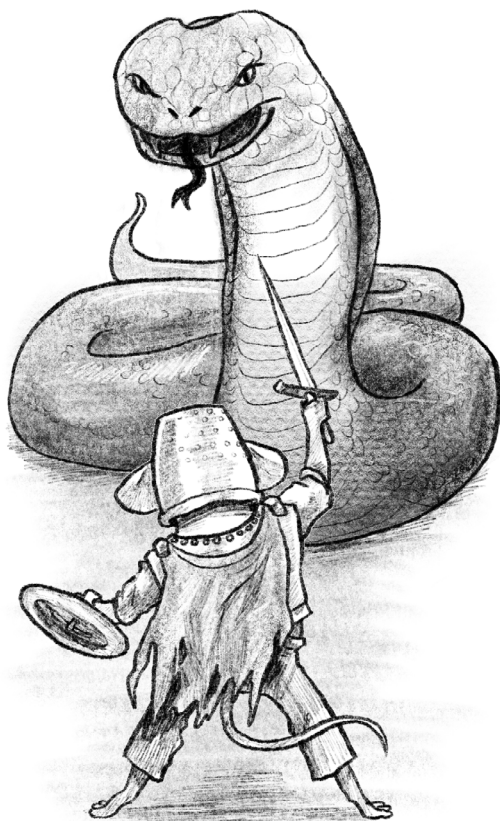
# 13. Creatures

## 13.1 Language

As a general rule of thumb, the more closely related two creatures are, the more likely they are able to be able to understand each other.

Use the creature's taxonomy to make a ruling. Magical or highly intelligent creatures may break these rules.

- Same **species** (mouse): Can easily communicate.
- Same **family** (rodent): Can speak and communicate, with some difficulty and difference of custom.
- Same **class** (mammal): Make a WIL save to see if communication is possible.
- Otherwise: Can't directly communicate.



## 13.2 List of creatures

Use these creatures in your campaign, and as examples for creating new antagonists for your players.

When a creature lists critical damage in its stat block, this occurs instead of the standard critical damage effect.

**Example:** a spider attacks Burdock the mouse and does 4 damage. The Burdock has 2 HP, so 2 of the is damage passed through to his DEX. Burdock must make a DEX Save, but fails, so the spider quickly wraps the him up in their web and starts to escape. Hopefully Burdock's friends are quick in their pursuit!

### Cat

#### Warband scale

15hp, STR 15, DEX 15, WIL 10, Armour 1

Attacks: d6 swipe, d8 bite.

***Wants** to be served. If mice pledge fealty and give bribes, they may be allowed to live*

#### Cat lords

1. **Balthazar** – Loves to eat the finest delicacies
2. **Melchior** – Loves gold, jewels and wealth
3. **Solomon** – Plays cruel games with captives
4. **Hammurabi** – Rules with harsh, unbending logic
5. **Nefertiti** – Loves art, poetry and beautiful things
6. **Zenobia** – Forming an army of conquest, wants to rule

### Faerie

6hp, STR 10, DEX 15, WIL 15

Attacks: d8 silver rapier

Knows one spell

***Wants** to further the Faerie queen's strange agenda*

#### Faerie agendas

1. **Kidnapping** baby mice, to raise as their own
2. **Giving gifts** that cause violent jealousy
3. **Playing music** that bewitches mice into their service
4. **Using a glamour** to appear as a mouse in distress
5. **Rotting** the food in winter storehouses
6. **Tricking** a settlement out of their legal standing

## Ghost

9hp, STR 5, DEX 10, WIL 10

Attacks: ghostly power, d8 chilling touch (damages WIL)

Critical damage: Possess the creature

Only harmed by silver or magic weapons

**Wants** freedom from the pain that binds them to the mortal realm

### Ghostly powers

1. **Shimmer** – Create 1d3 illusions of itself
2. **Poltergeist** – Throws a creature/object d6 x 6"
3. **Entrap** – Pull a creature into the spirit realm for a round
4. **Doom** – Give Frightened condition to a creature
5. **Rot** – Destroys all rations carried by a creature
6. **Incorporeal** – Float into wall/floor, reappear elsewhere

## Mouse

3hp STR 10, DEX 10, WIL 10

Attacks: d6 sword or d6 bow

**Wants** to feel safe

### Rival mouse adventurers

1. **Thistle** – Disgraced knight, still haughty
2. **Belladonna** – Off-kilter wizard, looking for spells
3. **Hayseed** – Trying to steal enough to buy back their farm
4. **Mandrake** – Con artist. Appears unthreatening
5. **Marigold** – Loves fire. Fears its absence
6. **Leif** – Massive mouse exiled from far away land

## Owl

15hp, STR 12, DEX 15, WIL 15, Armour 1

Attacks: d10 bite

Flys 3x normal speed. Knows two spells

**Wants** to collect rare knowledge and spells

### Owl sorcerers

1. **Bezalel** – Builds mechanical servants
2. **Morgana** – In league with a faerie kingdom
3. **Prospero** – Creates chimeric servants
4. **Sparrowhawk** – Can shape-shift into any other bird
5. **Crowley** – Binds ghosts into spells
6. **Lechuza** – Human witch trapped in owl form

## Rat

3hp STR 12, DEX 8, WIL 8

Attacks: d6 cleaver

**Wants** easy wealth, to take from the weak

### Rat gangs

1. **Dedratz** – Construct elaborate scavenged traps
2. **Water Rats** – Expert riverboat navigators
3. **Lab Rats** – Bizarre looks, innate magical abilities
4. **Trashknights** – 1 armour tin breastplates and helms
5. **Gentlerats** – top hats, rumpled suits and switchblades
6. **The Kings** – tails locked together in gordian knot

## Snake

12hp, STR 10, DEX 10, WIL 10, Armour 2

Attacks: d8 bite

Critical damage: Swallow whole, 1d4 STR damage per round until rescued or escape

**Wants** to sleep undisturbed

### Strange snakes

1. **Wood** – Carved stick of wood, ensorcelled into life
2. **Shadow** – Slithers always just out of sight
3. **Bone** – Snake skeleton, raised from the dead
4. **Eel** – Lives underwater. Raises stolen snake eggs
5. **Scroll** – Born with a spell etched into its scales
6. **Drake** – Has wings, breathes small gouts of flame

## Spider

6hp, STR 8, DEX 15, WIL 10, Armour 1

Attacks: d6 poison bite (damages DEX instead of STR)

Critical damage: Carry away in web

**Wants** to feed its babies

### Spider species

1. **Widow** – Bright red markings, d10 damage bite
2. **Wolf** – Furry, hunts in packs of d6 spiders
3. **Longlegs** – Mostly peaceful, can walk on water
4. **Architect** – Weave confusing tunnels of webs
5. **Blink** – As an action, can teleport 1d6 x 10"
6. **Ghost** – Can only be harmed by silver or magic weapons

# 15. Hexcrawl toolbox

## Fill hexes

Start with a 5x5 map of **one-mile hexes**. Place a friendly **settlement** in the center.

Fill the remaining hexes. Roll on the **hex contents** tables or use them as inspiration. Each hex should contain an landmark and a detail. Write a one-line description for each hex.

## Create adventure sites

Pick two of the landmarks and detail them as **adventure sites**.

Populate the two adventure sites with two different factions that have competing goals.

In the first session, start the mice at the entrance of one of the adventure sites.

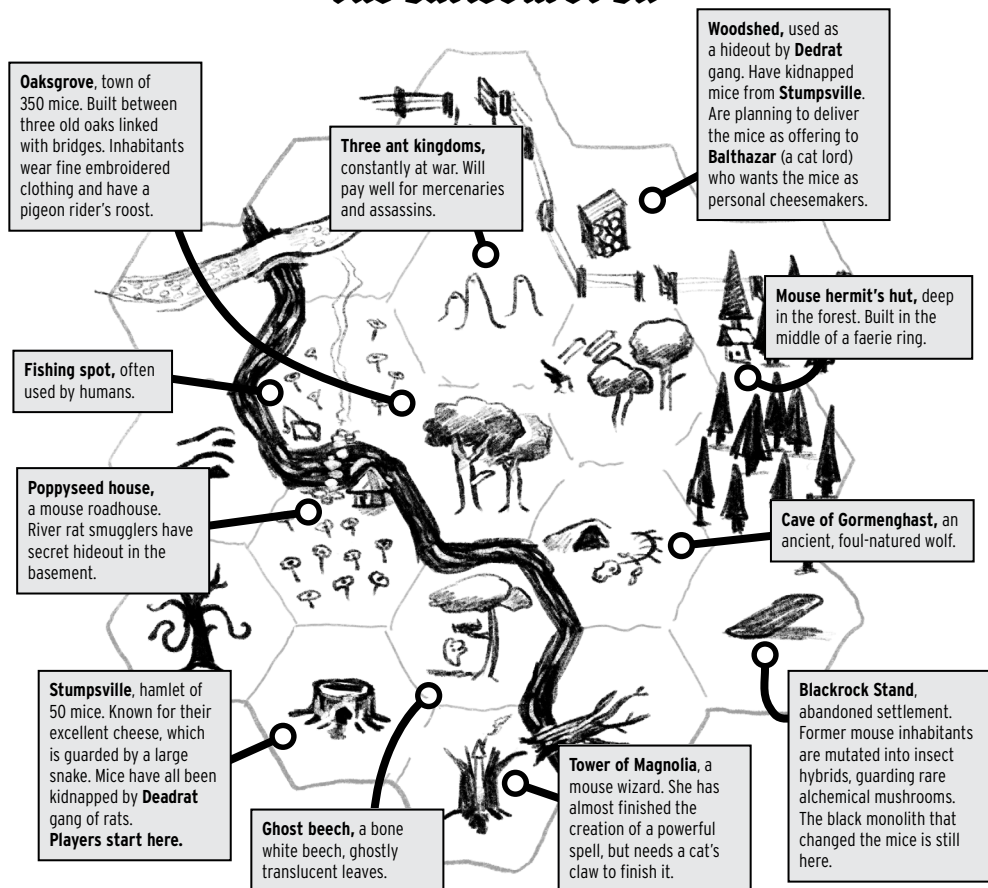
## Seed rumours

While the players explore the adventure sites, give **hints** about other locations.

Create a table of d6 rumours about events and locations and use it when players are in a friendly settlement.

- Entries 1-3 should be true
- Entries 4-5 should partially true
- Entry 6 should be false

## Example hexcrawl The Earldom of Ek



# 16. Hex contents

For each hex on your map, roll, choose or invent:

- Hex type
- Landmark (depending on hex type)
- Interesting detail for that landmark

Write a one-line description for each hex.

## Landmark

d20	Countryside	Forest	River	Human town
1	Anthill	Abandoned shack	Canal lock	Abandoned car
2	Beech, lightning split	Bright clearing	Converging tributaries	Apartment balcony
3	Bone-white tree	Cascading waterfalls	Draping willow	Blackberry hedge
4	Cow skeleton	Cliff face	Eroded riverbank	Busy road
5	Field of flowers	Cold, fresh spring	Fallen tree crossing	Drainpipe outlet
6	Field of wheat	Dense underbrush	High waterfall	Dumped furniture
7	Hedge row	Face in ancient oak	Huge boulder	Greenhouse
8	Hollow tree stump	Fox hole	Huge concrete dam	Mouse ruins
9	Huge flat rock	Grove of ferns	Isolated island	Newly built house
10	Lily-lined pond	Hollow tree stump	Muddy flats	Overgrown garden bed
11	Massive fallen tree	Huge pine tree	Rocky rapids	Pigeon nest
12	Old craggy oak	Human walking track	Row of dead trees	Pile of trash
13	Old farmhouse	Human-made clearing	Silty dam	Rocky riverbed
14	Quiet dirt road	Meandering brook	Stepping-stones	Shopping trolley
15	Rabbit warren	Overgrown ruins	Stone bridge	Stagnant pond
16	Sparrow nest	Ring of stones	Stony shallows	Steel bridge
17	Stand of pine trees	Rocky outcropping	Submerged trash	Trash-filled skip
18	Steep hill	Sunken hollow	Sunken barge	Tree-lined footpath
19	Stone wall	Tangle of roots	Twisted roots	Underground car park
20	Tangle of fig roots	Termite-riddled tree	Wooden bridge	Woodshed

d20 Landmark detail			
1	Ancient bat cult temple (What was summoned?)	11	Natural feature, out of place (How did it form?)
2	Rat bandit hideout (Who do they prey on?)	12	Strange magical anomaly (Why is it spreading?)
3	Mouse wizard's tower (What creation is almost ready?)	13	Hermit's hut (Why do they shun society?)
4	Completely lifeless (What disaster has occurred?)	14	Ancient ruins of a past civilisation (Who built this?)
5	Regularly used by humans (What do they do here?)	15	Natural caves (What is living here?)
6	Friendly mouse roadhouse (What is in the basement?)	16	Lonely shrine (Who keeps it and what do they worship?)
7	Mining outpost (Why was it abandoned?)	17	Repurposed human construction (How is it used?)
8	Faerie ring (What business do the faeries have here?)	18	Noblemouse's castle (What does it defend against?)
9	Beetle graveyard (What do the ghosts want?)	19	Abandoned settlement... (What clues did they leave?)
10	Natural feature, dangerous (How can it be avoided?)	20	Settlement... (Create the details)

## Hex type

d6	Type
1-2	Countryside
3-4	Forest
5	River
6	Human town

# 17. Mouse settlements

## Settlement details

d20	Inhabitants	Notable feature	Event
1	Shave elaborate patterns in their fur	Maze of defensive, trap-filled tunnels	Disaster, everyone packing to leave
2	Intoxicated by strange plants	Comfortable, well-appointed inn	Wedding, streets decked in flowers
3	Refuse to do business with outsiders	Shrine carved of black wood	Preparing for grand seasonal feast
4	Curious for news from afar	Mediative mushroom garden	An illness has struck
5	Believe grooming their fur is bad luck	Cow skull, repurposed as a guildhouse	Storehouse plundered by insects
6	Wear finely embroidered clothes	Mess of closely-packed shanties	Market day, farmers flock to town
7	Make pungent cheese, cured for years	Neat rows of hanging wooden houses	Mice are at each other's throats
8	Cover their faces with long hoods	Ornate gate, guarded by statues	Warband forming to defeat a beast
9	Impoverished by a cat lord's tithes	Secret bat cult temple	Several children have gone missing
10	Ceremonially crop their tails	Pigeon rider's roost	Noblemouse makes frivolous demand
11	Brave hunters of large beasts	Storehouse, stocked with preserves	Traveling theatre troupe arrives
12	All descended from single matriarch	Hidden riverboat dock	Funeral, streets thick with smoke
13	Bake delicious berry pies	Wool mill, draped in bright cloth	Conman whips up irrational scheme
14	Lab escapees, naive about the world	Scavenged human machine, working	Pet beetle gone mad, attacking mice
15	Spend their days lazing by a stream	Wooden bridge joins settlement	Faerie emissary with impossible request
16	Expert explorers of caves and tunnels	Unnervingly tall, twisting tower	Strangely quick-growing plant nearby
17	Dig grand tunnels	Beautiful flower garden	Valuable heirloom has a been stolen
18	Keep silkworms and weave fine cloth	Water wheel-driven flour mill	Cat lord demands heavy tithe
19	Known for their excellent school	Overgrown statue of an ancient hero	Imminent, deadly human threat
20	On friendly terms with a predator	Bustling, well-stocked market	Wizard tower arrives on tortoise-back

## Settlement size

Most mouse settlements are no more than a handful of families in an oak hollow or in an old farmhouse wall.

Roll 2d6 and use the lowest value.

d6	Size
1	Farm/manor (1-3 families)
2	Crossroads (3-5 families)
3	Hamlet (50-150 mice)
4	Village (150-300 mice)
5	Town (300-1000 mice)
6	City (1000+ mice)

## Settlement name seeds

Roll 2d12. Choose a start and an end. Massage until it sounds nice.

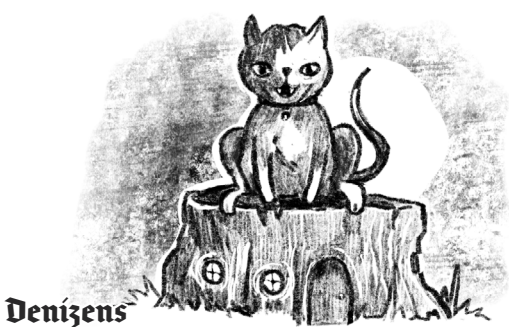
Start A	Start B	End A	End B
1. Oaks	1. Swamp	1. thorpe	1. stand
2. Berry	2. Owl	2. ville	2. hill
3. Willow	3. Fox	3. mill	3. tower
4. Stump	4. Acorn	4. dale	4. farm
5. Pine	5. Copper	5. grove	5. bridge
6. Moon	6. Robber	6. town	6. gate
7. Green	7. Colby	7. vale	7. creek
8. Black	8. Drain	8. seed	8. pond
9. Stone	9. Rose	9. ashe	9. nest
10. Hill	10. Copper	10. bush	10. ford
11. Fig	11. Friend	11. stitch	11. grave
12. Apple	12. Trunk	12. shine	12. burn

# 18. Adventure sites

## History

d20 Construction	
1	Ancient bat cult temple
2	Long-abandoned watchtower
3	Noblemouse's country manor
4	Hidden winter storehouse
5	Burial site of ancient mice
6	Warren dug by rabbits or foxes
7	Human house or other building
8	Sewer or drainage pipes
9	Claustrophobic ant-dug tunnels
10	Massive tree, carved out by mice
11	Wizard's tower
12	Settlement's grain mill
13	Rat king's nest
14	Skeleton of a great beast
15	Witch's academy
16	Gatehouse to faerie realm
17	Deep mine
18	Bandit's hideout
19	Natural cave
20	Mouse settlement
d12 Ruination	
1	Flooding
2	Magical mishap
3	Age and rot
4	Human destruction
5	Overrun by mold
6	Shifted between realms
7	Attacked by great beast
8	Disastrous storm
9	Haunting spirits
10	Mysterious abandonment
11	Internal warfare
12	Disease

## Denizens



d10 Inhabitants...	
1	Mice, driven mad or desperate
2	Mice, magically altered
3	Rat bandits
4	Rat King's warband
5	Original residents, strangely twisted
6	Ghostly spirits
7	Faerie advance guard
8	Foul-tempered snake
9	Infestation of insects
10	Cat lord and their servants
d8 ...searching for / protecting	
1	A safe place to live or hide
2	Cache of fine food
3	Lost family or friend
4	Ancient, valuable artworks
5	The last scraps in a picked-over ruin
6	Rare alchemical mushrooms
7	Strange and powerful spell
8	Vast horde of pips
Secret	
d6 Secret	
1	Monolith humming with arcane energy
2	Preserved precursor beast
3	Signs of human experimentation
4	Forgotten grave of an ancient queen
5	Path into the veins of the earth
6	Portal to faerie realm

# 19. Adventure seeds

Spark inspiration for adventure. Roll once and read across, or roll individually for each column and combine.

d66	Creature	Problem	Complication
11	Fishermouse	Have been accused of a crime	A player's hireling is responsible
12	Unruly family	Looking for a new home	Need to cross a river
13	Wizard	Is being followed	Antagonist is their own shadow
14	Roach wrangler	Discovered a strange artifact	They have amnesia
15	Farmer	Experienced an unsettling omen	The antagonist is in disguise
16	Burghermaster	Want to assassinate a rival	Player mouse's home is involved
21	Forager	Want to retrieve lost treasure	It is protected by strange beasts
22	Shopkeeper	Home has been destroyed	Antagonist is their closest friend
23	Traveling merchant	Most valued possession was stolen	They are the true antagonist
24	Pigeon rider	Has been kidnapped	Player mouse's friend is involved
25	Ale brewer	Has been exiled from settlement	They've been framed
26	Herbalist	Searching for a rare cure	It's very urgent
31	Message runner	Have lost their way	They have vital information
32	Vagrant	Have had all their food stolen	The antagonist had a good reason
33	Test subject	Are on the run from humans	They're being tracked by a chip
34	Tin miner	Have been waylaid by bandits	The antagonist is very drunk
35	Baker	Have eaten a poisonous berry	Antagonist is a family member
36	Hedge knight	Family member is missing	They're dying
41	Tax collector	Have lost of a lot of pips	They're very drunk
42	Matriarch	Has been accused of murder	Antagonist is a shape-shifter
43	Prospector	Pack tortoise is stuck	They're much richer than they look
44	Tunneler's Guild boss	Has been murdered	Player mouse's rival is involved
45	Noblemouse	Their home is under attack	Antagonist wants retribution
46	Rat bandit	Want to steal from a rival	A ghost is haunting the location
51	Queen bee	Traveling to a new home	Their followers disagree
52	Ant army officer	Are hunted by enemies	They are badly injured
53	Owl sorcerer	Want to retrieve a rare spell	It is deep in a cave
54	Cat lord	Want to be entertained	They've trapped the player mice
55	Duckling	Has lost their mother	Need to get to an island
56	Giant millipede	Want somewhere warm to sleep	Need item carried by a player mouse
61	Lilliputian ambassador	Want to reach the mouse queen	They don't understand local customs
62	Trapped ghost	Want to find their true love	They can't leave their current location
63	Faerie envoy	Want to kidnap a mouse	A player mouse is their target
64	Swarm of midges	Want to steal from a player mouse	Antagonist is unusually skilled
65	Grandmother spider	Has lost an ancient treasure	They've eaten it
66	Baby bird	Cannot get home	Need to climb a tree

Mousy names

1. Ada

2. Agate

3. Agnes

4. Aloe

5. April

6. Azalea

7. Bay

8. Belladonna

9. Blossom

10. Brie

11. Brynn

12. Cherry

13. Claire

14. Crocus

15. Dahlia

16. Daisy

17. Else

18. Emerald

19. Erin

20. Grace

21. Gwendoline

22. Hazel

23. Heather

24. Hette

25. Holly

26. Hyacinth

27. Iris

28. Juniper

29. Lavender

30. Lily

31. Magnolia

32. Marigold

33. Marjoram

34. Myrtle

35. Odette

36. Olive

37. Opal

38. Pearl

39. Pepper

40. Poppy

41. Rosemary

42. Rue

43. Saffron

44. Sandy

45. Sassafras

46. Shale

47. Susan

48. Thistle

49. Violet

50. Willow
51. Alder

52. Ambrose

53. Anise

54. Annotto

55. August

56. Avens

57. Basil

58. Beryl

59. Birch

60. Boldo

61. Bill

62. Burdock

63. Butter

64. Cassia

65. Chicory

66. Clive

67. Colby

68. Dill

69. Eared

70. Edmund

71. Elmer

72. Ernest

73. Fennel

74. Festus

75. Francis

76. Gil

77. Hawthorn

78. Heath

79. Horatio

80. Jack

81. Jasper

82. Konrad

83. Larkspur

84. Laurel

85. Lorenz

86. Mace

87. Oliver

88. Orin

89. Reepicheep

90. Rowan

91. Simon

92. Sorrel

93. Stilton

94. Tarragon

95. Warren

96. Wattle

97. Wattle

98. Whitacre

99. Wormwood

100. Yarrow

Surnames

1. Baiter

2. Black

3. Buckthorne

4. Burley

5. Butterball

6. Catreizen

7. Danger

8. Deerider

9. Grant

10. Halva

11. Maker

12. Pipp

13. Seedfall

14. Snow

15. Summerholme

16. Thorne

17. Tunneler

18. White

19. Winterholme

20. Witter

Non-player mice

d6	Social position	Payment for service
1	Poor	1d6p
2	Common	1d6 x 10p
3	Common	1d6 x 10p
4	Burghermouse	1d6 x 50p
5	Guildmouse	1d4 x 100p
6	Noblemouse	1d4 x 1000p
d6	Birthsign	Disposition
1	Star	Brave / Reckless
2	Wheel	Industrious / Unimaginative
3	Acorn	Inquisitive / Stubborn
4	Storm	Generous / Wrathful
5	Moon	Wise / Mysterious
6	Mother	Nurturing / Worrying

d20	Appearance	Quirk	Wants
1	Soulful eyes	Constantly grooming	Freedom
2	Bright, patched clothes	Obsessed with weather	Safety
3	Wreath of daisies	Very high energy	Escape
4	Grubby clothes	Traveled, knowledgeable	Excitement
5	Large floppy hat	Cursed by a wizard	Power
6	Pockets full of seed	Scares easily	Meaning
7	Bent twig walking stick	Ashamed of past crimes	Health
8	Carries rusted pinsword	Very competitive	Wealth
9	Long, wild fur	Flamboyant drunkard	Protection
10	Very, very old	Extremely polite	Love
11	Bandaged tail	Unreservedly honest	To protect
12	Tail tied with a bow	Slow, careful speech	Food
13	Missing an ear	Quick, erratic speech	Friendship
14	Long whiskers	Secret servant of a cat	Rest
15	Twinkling eyes	Raised by rats	Knowledge
16	Huge, heavy black cloak	Outcast from home	Savagery
17	Old battle scars	Many pet insects	Beauty
18	Very young	Hates being outdoors	Revenge
19	Shaved fur	Local hero	To serve
20	Braided fur	Very twitchy whiskers	Fun

# Quick Reference

## Saves

Roll **d20** equal or under your **STR, DEX** or **WIL**.

**Opposed saves:** Both make a Save, **lowest successful** value wins.

**Advantage:** When you roll a Save from a strong position, roll **2d20** and take the **lowest** result.

**Disadvantage:** When you roll a Save from a weakened position, roll **2d20** and take the **highest** result.

## Combat

On your turn, **move** and take an **action**.

**Surprise:** If enemy is **surprised**, you go before them.  
If enemy is not surprised, make a **DEX Save** to act before them.

**Attacks:** Roll your weapon's **damage** die and deal that much to an enemy, minus any armour.  
When an attack is **impaired**, deal **d4** damage. When an attack is **enhanced**, deal **d12** damage.

**Damage:** Damage is dealt to **HP** first.  
Once HP is depleted, take damage to **STR**.  
After taking STR damage, make a **STR Save**. On failure, take an **Injured** condition and are **incapacitated**.

**Death:** If **STR** is reduced to **zero**, or you are **incapacitated** for **6 turns**, you die.

**Usage:** **After combat**, roll **d6** for each weapon, ammunition and armour used. On 4-6, **mark usage**.

## Resting

**Short:** Takes a **turn**. Restore **1d6+1 HP**.

**Long:** Takes a **watch**. Restore **all HP**.  
If HP is full, restore **1d6** to an **ability score**.

**Full:** Takes a **week**.  
Fully restore **HP** and **ability scores**.

## Magic

Invest 1-3 Power (up to number of unused dots)

Roll **d6** for each **Power** invested. Mark usage for each die of value 4-5.

The spell effect happens, using **[SUM]** and **[DICE]**

**Mishaps:** For every 6 rolled, take d6 WIL damage.  
Make a WIL save, gain Mad condition if failed.

