

Player's Turn Suggestions

The description of the Player's Turn begins on page 72. It offers a section of rules and guidelines which should form the foundation of running that period of a session. In the content below, suggestions are intended for players with some text for GM's. A crucial element in Mouse Guard is that GM's Turn and Player's Turn exist independently and provide authority in the authorship of the story.

The suggestions of this content are ideas to spur the imagination for players to use checks. These are not offered in order of priority or validity.

Recover from a Condition (that was gained in the GM's Turn)

Over the course of a session, the patrol mice are beset with difficulties and obstacles. Often, they will find success at the cost of Conditions. Some are easily alleviated such as hunger, thirst, or fatigue. Other conditions are more challenging such as injury or illness. Attempt to recover from Conditions gained during the GM Turn. Use the rules outlined beginning on page 126; however, describe an interesting narrative.

Play a Belief (that didn't get played during the GM's Turn)

The beliefs which make up the soul of a mouse are sustaining in the harsh wilderness; without strong beliefs the mice might never have come as far or cared for each other so much. Describe a scene in which the Guard mouse's Belief is challenged and provide a backdrop for that conflict; drive the Guard mouse's Belief to the forefront of the action or drama.

Play an Instinct (that didn't get played during the GM's Turn)

The instincts which mice live by are often the only defense against failure and distress; such instincts are borne of cautious experience. Describe a scene in which the Guard mouse's Instinct is triggered and provide a spotlight for that event; bring the Guard mouse's Instinct to life for everyone to enjoy.

Complete a Goal (that didn't get completed during the GM's Turn)

During the course of a session, the many obstacles which arise and the associated complications can overwhelm patrol members; this is especially true when personal objectives are not entirely tied to the mission at hand. Strive for completion of a Guard mouse's Goal set at the outset; many tasks can be accomplished with effort and a creative perspective.

Follow a Lead (that was generated during the GM's Turn)

A patrol will find matters which they cannot immediately attend while serving the assigned duties. Several sidelined rumors can be followed during the Player Turn to reveal interweaving, independent stories. Consider how the information is rooted in the Guard mouse's mind; use the hook to create a scene in which the Guard mouse discovers more by spending a check for an appropriate test. This is a particularly good moment to allow a wise to be tested such that everyone can make clear decisions based on the information gleaned. For more information on using wises, look at page 33 and page 255.

Repair a Problem (that was caused during the GM's Turn)

The Guard is a force for service and do fulfill a need in the Territories; regardless, Guard mice cause problems, insult others, and block progress when their best efforts confront opposition. A patrol's solution may cause another fault which they cannot immediately realize. Consider how the events of a session may create more problems than initially solved; use the setup to define a scene in which the patrol can mitigate problems by using a check to further investigate. This is a particularly good moment to allow a wise to be tested such that everyone can make clear decisions based on the information gleaned. For more information on using wises, look at page 33 and page 255.

Complete a Mission (that was incomplete in the GM's Turn)

Even with best efforts, the Guard may not complete an assigned mission during the GM's Turn; this can be especially true when a Twist has prevented success. With the added effort of Player's Turn checks, the group can rally to complete an assigned mission. Refer to the mission assignment in search of keywords to indicate full or partial completion. Rely on a clearly worded mission assignment each session to determine what is expected. This will be particularly helpful when sorting through rewards at the end of the session.

The Mission chapter begins on page 53, but look especially at page 56, 'The assigned mission should be short and direct. It should include a location, a duty to perform and a time frame.' Guidelines for designing a mission begin on page 60, so take extra time to apply those guidelines.

Take on a Personal Mission

Receiving orders from Lockhaven is all well and good, but the Guard must also respond to local needs and keep up rapport with the settlements; missions from Lockhaven may bypass such matters. Find opportunities to fulfill the oath of the Mouse Guard even if the mission has been a success. Consider the following according to the scene narrated:

- Administrator to set forth a town budget
- Pathfinder to establish a trail connecting to a larger settlement
- Survivalist to build shelters along a path for travelers
- Militarist to lead local militia against bandits
- Scout to search for an absent-minded scientist lost nearby
- Healer to provide medical care to a lesser served neighborhood.

Gather Supplies or Garner Workspace

The Guard mouse while on patrol has limited carrying capacity, yet opportunities arise from time to time for materials to be stocked away for later use; most skills call upon supplies and workspace for best results. Gather supplies or garner a workspace such that another skill may be employed. Consider the following for a Guard member to gather material supplies or a space to work:

- Resources to rent a workshop, store, or restaurant
- Hagglers to settle on a bulk rate discount
- Nature: *foraging* to scrounge through cast-off trash or natural resources for the right supplies
- Laborer to transport goods by cart or by hand
- Harvester to draw in the wild grain in baskets
- Smith to make the tools which armorers need to do their work
- Hunter to track the beasts which provide best leather or wool for weavers
- Miller to grind wood chips into pulp for paper
- Carpenter to build beams for use in boatcrafting
- Scientist to distill tinctures of ink for archivists
- Circles to call on friends

Craft a Masterpiece

The settlements of the Mouse Territories have few artisans, but many harvesters. They are actually moderately prosperous considering the value of food among mice. Engage in a crafty pursuit for a fee. Consider the following for a Guard member to earn money and offer something of great value to locals:

- Armorer to forge a fine blade
- Boatcrafter to build a fishing barge or sailboat
- Carpenter to renovate a home or shop
- Cartographer to draw quality maps

- Glazier to make artful bottles and glasses
- Potter to make artful bowls and bakeware
- Smith to forge a fine toolset
- Stonemason to shape a monument
- Weaver to create the finest clothing and tapestries

Write a report for the Matriarch or a Guard Captain

The work of the Guard must be recorded, and the Matriarch with her Captains needs to keep aware of many activities; when the patrol completes a serious mission, uncovers important facts, or discovers natural resources, as well as many other events common to Guard service, it is within their duty to write a report for their superiors. Write a report of the mission which will be mailed or carried to Lockhaven. Consider the following for a Guard to create a report:

- Administrator to provide a general report with assessment of patrol mates
- Archivist to report on expended resources or promises made on behalf of the Guard
- Nature to relate results of local foraging
- An appropriate Wise to create an essay of details from any wise
- Hunter to relay observations of predators and prey of a region
- Loremouse to interpret relationships between mice and other wilderness creatures
- Persuader to call upon the Matriarch or a Guard Captain to accept your recommendation
- Deceiver to downplay facts of a situation to alleviate worries on the Matriarch or a Guard Captain
- Militarist to write tactical plans and describe strategies given the terrain or opposition
- Weather Watcher to forecast local weather patterns and regional climate
- Survivalist to sketch a field manual for identifying edible foods
- Instructor to publish an entry in ongoing lessons for an apprentice
- Harvester to compose farming advice for a region based on wild flora.

Teach a Fellow

Lockhaven attracts service-minded mice; Sprucetuck attracts science-minded mice. The other settlements may stand out for a particular skill, craft, trade, or wise. Teach others and spread knowledge in the settlements. First, a Guard member must use Instructor as a Helper, but fellow patrol mates may then employ any known skill to prepare and present lessons with additional Helpers in the following ways:

- Orator to offer a series of lectures
- Administrator to establish a new school
- Archivist to write manuals or guides
- Instructor to teach directly and allow the learner to mark a test (in this case, the skill being taught acts as Helper to the Instructor skill)

Make a New Friend

Not all Guard mice can see dear friends each season, but some Guard are particularly good at making new friends in each settlement. Create a new friendship—not just a casual friend—who can become part of the continuing story. Circles can be used initially, but a friendship can be forged by shared experience; a Guard may help develop a friendship through the following:

- Apiarist, since beekeeping is best with a friend
- Archivist to share a great book
- Baker to make a pie
- Cook to make a stew
- Harvester to find exquisite mushrooms or exotic fruit

- Healer to offer therapy like a massage
- Hunter to track a dangerous snake together
- Insectrist to watch ants working
- Loremouse to watch the birds in flight
- Militarist to play chess together
- Scientist to make explosives
- Weather Watcher to lay back to watch the clouds together

Court a Special Mouse and Establish a Family

Just as good friends provide a source of action and drama in the story, the family of a Guard mouse is a crucial element to establish and maintain. Many members of the Guard have strong family connections, but rarely enter Guard service married, engaged, or betrothed to a spouse. While peers are back at the hometown building a life, members of the Guard spend each year patrolling far from hearth and home. During the course of service, some choose to retire early with hopes of spouse and family, but far more carve time from duties to develop relationships of devotion, romance, and affection. For Guard mice seeking a family, consider the following to depict the culture of the Territories you most want:

- Administrator to manage a household such as budgets, pantries, and discipline
- Archivist to record family lineage (especially important for mice with a tradition of Guard service)
- Baker, Brewer, and Cook to serve a spouse and children to meals with love
- Carpenter and Stonemason to build or repair a lovely home for spouse and children
- Persuader or Deceiver to teach children good discipline and wholesome upbringing (as well as tell believable fables)
- Orator to honor spouse or parents at a family gathering
- Hagglers to negotiate pre-nuptial arrangements
- Fighter to defend your spouse's honor or defeat a rival
- Circles to mingle in the right social crowds to meet your true love
- Resources to provide fair exchange for a spouse from parents or other guardian
- Will to determine commitment (or lack of fidelity) for marriages, affairs, frequency of or overall decency and privacy of emotions, or prove one's fitness for pairing up romantically
- Health to determine timing (or lack of planning) for pregnancies, stillbirths, number of or overall health and welfare of children, or prove one's prowess for doing what comes naturally

Recruit at a Festival

Some settlements have unique Founder's Day celebrations; many settlements have large festivals for Musfire, Morten Harvest, Yule Frost, and Vernal Star. Other festivals and carnivals are common as well. Perform recruiting duties at a festival among the other lively events showcased. Consider the following for a Guard member to recruit among the locals:

- Circles to find a youth interested
- Orator to make an impassioned speech
- Persuader to change the mind of one good mouse
- Deceiver to trick a foolish mouse into a new life
- Hagglers to strike a deal with a wishy-washy mouse
- Resources to pay a promissory bonus

Find a Gift for Those Who Helped

The mice of the Guard cannot always get by on their own; friendships and loyalty are very meaningful to them. Often, when friends, mentors, and former artisan teachers have provided a key role in the life of a Guard, there are not words enough to express gratitude. Buy a gift for a relationship or other contact. Consider the following

for a Guard to seek out just the perfect gift:

- Scout to shop for the right thing
- Resources to have enough to buy
- Hagglers to talk the merchant into the right price.

Pursue a Feud against Those Who Wronged

Mice carry within them deep and long-lasting emotion; this is especially true for their enemies, rivals, and others who have wronged them. Although a Guard is an example of much that is good, they do not easily forget the disputes which roil the blood. Take action against enemies and rivals. Consider the following for a Guard to gain the upper hand against foes:

- Fighter to challenge them to a duel
- Orator to publicly denounce them in scathing speeches
- Deceiver to start rumors of ill-intent circling their name
- Scientist to formulate an itching, stinging, or burning powder
- Insectrist to carefully infect them with mites, lice, or fleas
- Brewer to distill a lethal poison
- Apiarist to provoke a hive to anger and send them chasing your enemy
- Archivist to track down their fell deeds in records both public and secret
- Administrator to arrange for them to miss opportunities for advancement or recognition.