

Mail Mouse		
NAME:		Pronoun:
Age:	Cloak Color:	Fur Color:
Descriptors	divide 7 points among your Descriptors eg. Clever: 2 Stonemason: 4 Mouse: 1	
_____:	_____:	_____ Mouse _____:
Choose 1 trait (or create your own) to replace the 1st blank descriptor		
Bigpawed, Bitter, Bodyguard, Bold, Brave, Calm, Clever, Compassionate, Cunning, Curious, Deep Eared, Defensive, Determined, Driven, Early Riser, Extrovert, Fat, Fearful, Fearless, Fiery, Generous, Graceful, Honorable, Innocent, Jaded, Leader, Longtailed, Lost, Natural Bearing, Nimble, Nocturnal, Oldfurred, Quick-Witted, Quiet, Scarred, Sharp-Eyed, Sharp-Toothed, Short, Skeptical, Skinny, Stoic, Stubborn, Suspicious, Tall, Thoughtful, Tough, Weather Sensing, Wise, Wolf Snouted, Young		
Choose 1 skill (or create your own) to replace the 2nd blank descriptor		
Administrator, Apiarist, Archivist, Armorer, Baker, Barber, Brawler, Boatcrafter, Brewer, Carpenter, Cartographer, Cook, Con Artist, Councillor, Glazier, Harvester, Healer, Hunter, Insectrist, Instructor, Laborer, Miller, Pathfinder, Prestidigitator, Potter, Scientist, Scholar, Scout, Smith, Soldier, Stonemason, Survivalist, Trader, Weather Watcher, Weaver		
Failures:		
Pips: 2		Stamps: 0

Tasks

- Spend 2 pips to get your 1st success. If a descriptor applies your 1st success costs 1 pip instead.
- More successes cost 1 pip each and add an extra advantage to your success.
- You can spend as many pips at a time as the rating of the descriptor that applies to the task. If no descriptor applies, you can only have 1 success.
- You can donate a 1 pip to another player when they attempt a task, but only if you have a descriptor that could describe how you helped. Your donation can pay for their 1st success.
- If you have no pips left and your Descriptors cannot help, then you must take a Failure (see below).

Contests

- To win a contest, get more successes than the defender.

Failure (getting more pips)

- A failure is a descriptor that subtracts 1 success from a task it applies to.
- You can choose to fail a task and get 1 pip return. You get 2 pips instead if a descriptor applies.
- The GM chooses the failure descriptor.
- A failure can be removed through roleplaying / story events.

Pip Review

- If you used your trait Descriptor in a Task or roleplayed it you get +1 pip for the next Scene.
- If you used your skill Descriptor in a Task or talked about your previous life doing your skill you get +1 pip for the next Scene.
- If a player has any pips left over at the end of a Scene, they are allowed to spend them to remove Failures that have affected their Tasks. The cost is equal to the strength of the Failure.

Stamps (Advancement)

- Occurs at the end of a Story. Detailed in the rules doc.