For the Colony

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Welcome in Colony

You have found another roleplaying game. But unlike in other ones, here you will discover world that lies among us, but it's hidden to the common sight. A world, where you will fight to survive from sunrise to sunset, 'cause enemy hides everywhere. You will lead steps of your own mouse. You will complete given tasks, visit dangerous places, search for food and fight your enemies. Will you become a rightful member of the Colony and earn your place in its hierarchy?

Your mouse

Your mouse must have a name. And don't forget to note its fur color.

Mouse divisions

Every mouse in a Colony must belong somewhere. But here you can choose freely, who your mouse will become. After it completes the training, it will be able to perform lots of actions better than others.

Harvester

Every harvester knows, which food is poisoned, refills energy or even cures wounds. It is able even to prepare a food or healing herbs from ingredients.

Scout

Mice trained as scouts have wast knowledge about dangers in wilderness. They know various secret places and safe paths, necessary to know during quests.

Tuft

Tufts are incredibly cute mice. They can support their friends, but also urge, command and lie to anyone just to get what they want.

Fighter

These mice are trained to fight effectively. They are learned to know weaknesses of the enemies and to rely on themselves.

Gameplay

The game runs in a set of scenes. Game Master pictures every scene and – when needed – players interact. Order of the players is determined by events in a scene, however it's Game Master's duty to ensure that every player participates in game equally.

Tasks and Actions

When a mouse tries to perform an action which could affect future story development a you are usually asked by Game Master to roll a 6-sided die (**d6** for the future). Then a mouse must handle the task; whether it is sneaking, climbing the pipe, swimming or jumping. Every action a mouse performs can be categorized as support, movement, interaction or duel.

Actions

Action is considered successful when throw result is **higher than 1**.

> **ADVANTAGE: If a mouse performs an action related to its division activities, you may roll two dice and use more suitable result.**

As mice are very dexterous and fast creatures, they may perform up to **three actions** per round. However, every other action is successful only when related roll result is **higher than previous** result. When action fails (with result = 1), your turn ends immediately.

When you get a 6, the action is successful, but your turn also ends.

Difficult actions

To fulfil difficult actions a Game Master may demand to perform **multiple** actions **succesfully**. For example running jump across a pit, stealing item while speaking or watching over multiple targets.

> **A Game Master can grant mouse with related trouble when it fails its task.**

Support

Mice are very social creatures and they help each other very ofter. When a single mouse decides to help another one, it cannot perform any action during its turn, but supported mouse may throw with advantage on every task it is going to perform.

> **If you get advantage to already enhanced roll, use 3 dice and choose one.**

Support actions must be collective-based. Mice can help heach other during saving a friend from a bucket, but not during running jump.

Movement

A mouse can run 2 meters across clear terrain per action. When the terrain is difficult, a mouse is climbing, swimming or crawling, it runs only 1 meter. A mouse can jump up to 0.5 meter high and carry a burden up to 40 grams (a small chocolate bar).

Interaction

This action involves everything from item manipulation and terrain investigation to communication with other animals or mice.

Duel

When a mouse gets into comparison with other mouse or creature, a Duel begins. This action covers every rival activities such as seeking for an item, bargain, racing, tug of war with twine or fight itself.

Every duelist throws single die and substracts penalties for every trouble it suffers from result. It can use its *passive ability* if possible.

> **When a duelist is exhausted and has no die to throw with, its throw result is automatically 1, even if advantage roll is available.**

The duelist with a higher result wins a turn. The Duel then can continue in next round or until one of the duelists does not resign.

Troubles

All living creatures can suffer by various troubles. Every kind of trouble can affect a mouse in its own way. But don't despair! Any trouble can be removed.

Hunger

A starving mouse gets a -1 point penalty to every throw related to senses or social interaction, because its mind is burdened by the effort to find something to eat or drink.

You can remove single point of **hunger** trouble, when a mouse eats a portion of food that fits into its paws.

Wound

Wounds represent serious troubles. They limit in every physical activity, that's why mouse gets -1 point penalty in every such action.

You can get rid of wounds by eating pills, herbs or by *Rest*.

Disease

When a mouse is sick, it has no enough energy to perform **any** action at its best. While troubled by diseases, it gets a -1 point penalty to **every** action it performs.

Just like wounds, diseases can be cured by eating healing herbs, pills or by *Rest*.

Exhaustion

When a mouse gets exhausted, it is not able to perform as many actions as when in full strength. Mouse can perform an action less for every exhaustion point it has.

Energy can be restored by eating food, drinking water or by *Rest*.

Healing and Rest

Mice can regenerate very quickly. The curing process begins at the moment they eat food, pills or herbs with relevant healing effect and succeed in a throw to heal. This throw is quite same as common action throw. If a mouse succeeds, it can get rid of single chosen curable trouble it suffers by *(wound, disease)*.

When a mouse is resting, it automatically loses its exhaustion points and heals its wounds or diseases. You can remove single **disease**, **wound** or **exhaustion** point for every **hour** your mouse is resting.

Faint and Death

Every creature has its own vitality level that determines, how many troubles it can withstand. It does not matter if a creature suffers by multiple kinds or only single type of trouble – when the amount of troubles reaches its vitality level, creature can't bear it and faints.

Fainted mouse cannot perform any action nor using an ability. When you are requested to throw a die to any action or ability, the result of the throw is **always 1** and fails immediately.

A mouse dies in a moment, when amount of its troubles overcomes its vitality level. When that happens, you must create new mouse character and Game Master hast to involve it into the story.

Abilities

Every mouse can handle **four** abilities that distinguish it from the others and help it to survive. Everytime when possible a mouse can perform **one** special ability **instead all** of the available actions.

> **If ability is active, you have to success in a throw as if you called an action. Passive abilities apply always when their conditions are fulfilled.**

Although mice can handle lots of things, they cannot create handheld items, tools nor weapons. They are nifty, but still only mice.

Ability List

Ability	Description
Unbeatable	Can swap single wound or disease for exhaustion.
Resistant	If should fall ill, throw 1d6. It gets sick only on 1-3.
Flexible	Gets through a hole with diameter of an average pen.
Feeler	Senses if a group is in danger for next 1d6 × 10 min.
Muzzle	Smell-related actions performs with advantage.
Bunny	Hearing actions performs with advantage.
Runner	Can run 2 times faster than average mouse.
Toothie	Biting actions performs with advantage.
Handy	Manipulates items with advantage.
Fluffy	Next 1d6 actions performs without any noise.
Manipulator	Persuades a creature of a similar size to cooperate with group for 1d6 minutes.
Motivator	A group throws dice whole round without penalties.
Unhearable	A group may talk without noise.
Teritorialist	For next round enemies fail already at 1-3 result.
Squeaker	Select enemy that performs only 1 action next round.
Cook	Creates a portion of meal from any source.
Healer	Creates a healing meal from any food.
Searcher	Finds a 1d6 food portions or water (by environment).
Carrier	Carries 2 times heavier burden than its own weight.
Economic	It may choose to remove 1 hunger point during Rest.
Hider	Until someone talks or moves is considered hidden.
Sleuth	Identifies traces, understands marks and writings.
Climber	Climbs a surface where no one can catch.

Sweeper	A pursuer loses a trail of a whole group.
Swimmer	Swimming/diving actions performs with advantage.
Biter	Makes a hole into any material up to 5mm steel tube.
Ripper	Performs attack with a 1d6 / 2 (round down) bonus.
Adrenaline	During duels gets no penalty for exhaustion.
Courage	Actions on large enemies performs with advantage.
Metabolist	Rests 2 times faster.

Active abilities have grey background.

Animal examples

animal	vitality	energy	animal	vitality	energy
bug	1	1	weasel	8	3
gerbil	3	3	snake	9	2
mouse	4	3	falcon	9	3
mole	5	1	hawk	10	4
tarantula	5	3	owl	10	4
rat	5	3	cat	11	2
hedgehog	6	2	fox	12	2
turtle	20	1	lynx	13	2
hare	7	4	badger	12	2
raccoon	8	2	wolf	15	2

Energy represents no. of actions an animal can perform in its turn.