

the mouse

THE CARCASS



a game of post-apocalyptic community by jim pinto

mouse

The mouse is the perfect information gatherer. The mouse moves about the tribe, almost invisibly. He or she appears out of no where and leaves just as quickly. All mice begin play with one secret they hold over another character or NPC. In addition, whenever a mouse spends one drama point to enter a scene, he or she decides which player receives the drama point.

Who* was left the tribe when you joined (perhaps as a fk you)?**

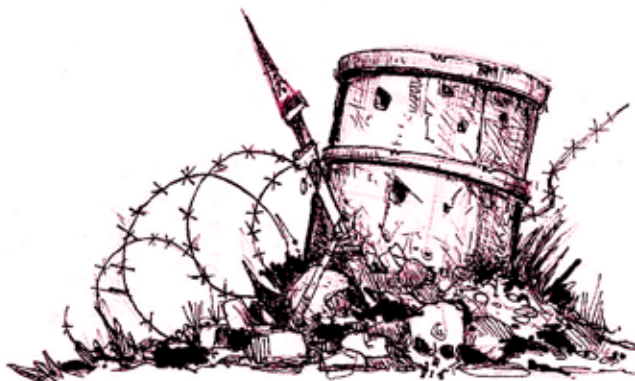
Who do you look up to for help?

Who treats you like a sidekick, or after-thought?

Who owes you one big favor that you can call in anytime?

Who is really responsible for the old leaders death
(and only you know the truth)?**

Anytime the mouse rolls dice on an action related to sneaking or secrets, he or she rolls on the mouse action chart. All other rolls are made on the mouse fight chart or general action chart.



mouse action chart

Roll	Value
2	Failure. Trepidation.
3-6	Failure. Exposed.
7	Minimal Failure.
8-9	Minimal Success. The Bargain.
10-11	Success.
12	Overwhelming Success.

mouse fight chart

Roll	Value
2	Failure. Trepidation.
3-4	Failure. Stymied.
5-6	Minimal Failure.
7	Press on.
8-9	Minimal Success. The Bargain.
10-11	Success.
12	Overwhelming Success.

general action chart

Roll	Value
2-3	Failure. Trepidation.
4-5	Failure. Stymied.*
6-7	Minimal Failure.*
8	Minimal Success.
9	Minimal Success. The Bargain.
10-11	Success.
12	Overwhelming Success.



the carcass:

mouse

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This is an expansion role to *The Carcass* roleplaying game.
The Carcass is Book 4 in the *GMZero* series.

new action results

Exposed. The action leads to the character being exposed for treacherous or otherwise nosy behavior. If there is already trepidation over this issue, the issue escalates.

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There is no open source system data in this product.