

# Weasels!

*This is a game system and character sheet, all on one page.*

*What it is:* You and your friends play intelligent weasels who live in the Woods. While normally solitary creatures, you have banded together to deal with a Problem.

*What's the Problem?* A natural disaster, an invasion of rats, an attack by other weasels, or anything else the group dreams up.

*How it works:* Write numbers in the four boxes below, which represent your weasel's personality traits. All four numbers must add up to 13, and each must be at least 1 and at most 5.

Sneaky	Vicious	Persuade	Health

*When you attempt any difficult action, roll a six-sided die. If you roll less than or equal to your score in the relevant trait, you succeed with no complications. Otherwise, you still succeed, but with a significant complication of your choice. If you roll a 6, you either fail outright, or succeed with a serious complication (your choice).*

*When do I roll a die?* Only when attempting a difficult action. Entering your burrow is easy; no die roll for that. Leaping from a rock to a branch fifty feet away is clearly impossible; no die roll for that since you just can't do it. However, jumping onto a log in the middle of a swollen, rushing stream would be a perfect Health roll.

*What happens?* Whenever your group needs a challenge, roll a six-sided die.  
On a 1 or 2, you face an environmental challenge.  
On a 3 or 4, you are attacked by a forest creature.  
On a 5 or 6, you run into other weasels who act contrary to your plan.

*What about fighting?* Each weasel secretly chooses an appropriate trait, rolls a die, and adds the trait to it. If both traits are the same, nothing happens. If the traits are different, the weasel with the lower total subtracts 1 from his or her Health. A weasel with 0 Health falls unconscious.

*This game was created by Brent P. Newhall <<http://brentnewhall.com>>, who has released this game into the public domain.*