

Mouse Guard Adventure Preparation Sheet

<i>Campaign</i>	<i>Season</i>	<i>Adventure Title</i>	<i>Conditions</i>

<i>Type</i>	<i>Notes</i>	<i>Situation</i>	<i>Tests & Obs</i>	<i>Conditions</i>
<i>Wilderness</i>	<input type="radio"/> In Briefing <input type="radio"/> Obstacle <input type="radio"/> Twist <input type="radio"/> Used <input type="radio"/> Passed			
<i>Weather</i>	<input type="radio"/> In Briefing <input type="radio"/> Obstacle <input type="radio"/> Twist <input type="radio"/> Used <input type="radio"/> Passed			
<i>Animal</i>	<input type="radio"/> In Briefing <input type="radio"/> Obstacle <input type="radio"/> Twist <input type="radio"/> Used <input type="radio"/> Passed			
<i>Mouse</i>	<input type="radio"/> In Briefing <input type="radio"/> Obstacle <input type="radio"/> Twist <input type="radio"/> Used <input type="radio"/> Passed			
<i>Spare</i>	<input type="radio"/> In Briefing <input type="radio"/> Obstacle <input type="radio"/> Twist <input type="radio"/> Used <input type="radio"/> Passed			