



This side for notes, skills or knowledge that didn't fit, and so on.

## Pros & Cons

### Pros

Inventor	+5 to roll when learning a new skill
Scientist	+5 to roll when creating new knowledge
Tinker	+5 to roll when building something new
Balanced	no fumble when rolling Strength
Tenacious	no fumble when rolling Health
Stubborn	no fumble when rolling Will
Keen	no fumble when rolling Observing
Knowledgeable	no fail when rolling against a marked knowledge
Skillful	no fail when rolling against a marked skill
Already Bit	+5 vs venom
Extra Stuff	two extra pieces of stuff
Leader	You're a leader in the clan; people listen to what you say
Trainer	+5 animal training
Teacher	+5 to any rolls when helping someone learn something new
Bad-ass Scars	You've got some awesome scars, proving you're super tough!
Thick Skin	-1 to any damage done to you
Handy	You can carry an extra Stuff
Parent	One free child! Also, you get ½ a free meal a day from the tribe.
Legend	Those awesome cave drawings? About you. Oh yeah.
Sneaky	+5 to any stealth-related rolls
Well Traveled	You have a lot of knowledge of surrounding areas
Classy	Choose two classes
Mystic Dreams	Every time you sleep, you dream... about the future.
Light Sleeper	Observation rolls aren't ½ while sleeping

### Cons

Big	+1 Strength, but -2 hiding
Tiny	-1 Strength, and Strength is capped at 10; but, +3 to hiding
Old Ways	+2 will, but -5 for all new knowledge rolls
Slow Learner	-5 to all new skill rolls, but start new skills at 2
Jock	+1 Strength, but -1 to all knowledge rolls
Clumsy	Strength fumbles at 1-3
Distracted	Observation fumbles at 1-3
Didn't Pay Attention	all Knowledge rolls fumble at 1 or 2
____s Like A Girl	marked skill fumbles at 1-3
Outcast	no one listens to you, or really even likes you
Broke	-2 pieces of stuff
Allergic	-3 to rolls vs venom or poison
Tasty	You smell like food; creatures will attack you first
Awkward	-5 to hiding
Shy	Make medium will check to talk to anyone but close friends
Can't Have Nice Things	Fumbling destroys weapon/tool/equipment you're using
Bad Teeth	No dry meat and no nuts (unless 'pre-chewed')
Bad Feet	No running without taking 1 HP of damage
Stinky	Not only do people abhor your stench, you also attract predators...
Loud	Must make a medium will check whenever you need to be quiet
Path Blind	-5 when tracking prey
Inedible	-5 when gathering food
Thin Skin	Increase any damage by 1 HP
Forgetful	Whenever moving, make an Observation check of 10, or lose an item
Free Willy	You hate clothes, and thus never wear them
Heavy Sleeper	Observation rolls are ¼ while sleeping
Superstitious	The Spirit stuff really gets to you; -3 will against anything mystical

## Classes

### Clothier

You design clothing, work leather, and stitch garments and other items with leather sinew. If it weren't for you, the clan would catch their death of cold! (You can't have this and Free Willy)

- +5 leather-working

- One extra leather item

### Storyteller

A storyteller tells the clan's history, made-up stories about how to face the unknown, and tales of individual exploits, to spur the clan to remember their history, do better, and live longer.

- +5 Storytelling (Skill)

- +5 Knowledge in Clan Stories, Real Stories, or Made Up Stories

### Mystic

Mystic's embrace the totally wild spirituality stuff, and can even, y'know, tell the future, right? Dude.

- Start with a Mystic Pouch. Also, ask your GM for the special Mystic Handpage!

### Gatherer

Somebody has to go out and gather fruits, nuts, and berries, and it might as well be you.

- +5 to Observation rolls when gathering food

- Start with free 5 meals of nuts/berries

### Hunter

Ah, the mighty hunter, the jock of the stone age.

- +5 to Observation rolls when tracking or looking for tracks

- +5 knowledge of animal nest, predator nest, or bird nest (your choice)

- Start with one extra stuff (must be a weapon)

### Artist

The Cave Artist knows that art must go on! On cave walls, mostly.

- +5 to Painting skill

- Start with free Wall Paint and free Face Paint

### Scavenger

You may not be particularly skilled in any given area, but you sure are good at looking for Stuff.

Whenever you roll a 20 on an Observation roll, roll again for something from the Stuff List!

- At the beginning of the adventure, roll 3 times for something from the Stuff List

- Roll once every morning to see if you find something on the stuff list

### Head Chef

As Head Chef (which may or may not be officially recognized by other members of the tribe), it's up to you to prepare delicious meals. Or not-so-delicious. Up to you.

- +3 cooking

- Free cooking spoon, secret herbs & spices, and one other food-related item

# Sample Skills & Knowledge

## Skills

- Making fire
- Climbing (trees, rocks, tall animals...)
- Tracking
- Fishing (catching fish, by hook or by hand)
- Nests (where fish, birds, animals, or bugs live)
- Sneaking
- Storytelling
- Making weapons
- Making tools
- Making things sharp
- Leatherworking
- Painting (faces and walls)
- Animal training
- Negotiating (peace talks, where to hunt next, etc.)
- Bartering (trading things with others)
- Giving Commands (to tribesmen or animals)
- Riding animals
- Digging
- Cleaning
- Music (singing, banging rocks together, etc.)
- Spiritry (Mystic only)

## Knowledge

- Predators
- Real stories
- Made-up stories
- Mystic knowledge (foretelling the future, interpreting dreams, etc.)
- Finding water
- Trap design
- Weapon design
- Tool design
- Fire care
- Bones (what bones work as tools, etc.)
- Wood (strength, types, etc.)
- Rock (what works for tools, making fires, etc.)
- Leather (knowledge of hides and their properties)
- Weather
- Lunar cycles (for predicting seasons)
- Food storage
- Terrain Knowledge (forest, jungle, rivers, etc.)
- Distant lands
- Neighboring tribes (their language, location, etc.)
- Audiences (knowing what the crowd wants for performing, storytelling, singing, etc.)

# Starting Stuff List

## Clothes

Face paint	Dark paint that sticks to skin (+2 hiding, or +2 scariness)
Skin clothing	As seen on the Flintstones (leather; protects against weather; +2 defense)
Wolf hat	A fearsome wolf hat; keeps the sun out of your beady red eyes (+2 scariness)
Wildcat hat	A stylish wildcat hat. Rowr! (protects against weather; +1 scariness)
Skin boots	These boots were made for walkin'. (leather; protects feet; +1 defense)
Bone necklace	A necklace made of tiny bones. Very fancy.
Teeth necklace	A necklace made of big teeth. Oh, so manly!
Bone nose ring	Stylish, but uncomfortable.
Bone earring	What do you do with a sharp piece of bone? Stab it in your ear lobe!
Skin rug	Doubles as a really stiff cloak! (weather protection, +2 defense)
Gauntlet	A leather arm-guard. (leather; trained animals don't hurt you; +1 defense)
Belt	Lets you strap a single item to yourself (like a club, or a child)

## Tools

Cutting rock	good for cutting meat or hide (+2 cutting, +1 dmg)
Flat & round rocks	Great for crushing nuts or preparing leather (+3 cooking, +3 leather-making)
Wall paint	Several colors of mud/berry mix. (+3 painting)
Leather string	About ten feet of leather lace (leather)
Skin bag	A recent invention: storage! (leather)
Walking staff	A stick to help with walking. Or hitting things. (+1 speed; +1 hitting)
Cooking spoon	A large, flat piece of wood, perfect for stirring stuff. (+2 cooking)

## Weapons

Wood club	Standard issue cave club (+2 hitting, +2 dmg)
Bone club	Lighter than wood, but the grip is better (+3 hitting, +1 dmg)
Sharp stick	Pointed on one end, for better poking (+1 hitting, +1 throwing, +1 dmg)
Sharp bone	A thigh bone with a long, sharp, stabby edge. (+1 hitting, +2 cutting, +3 dmg)
Bird stick	A stick w/ spread roots at one end for throwing (+3 throwing and +3 dmg vs birds)
10 throwing rocks	For throwing. Obviously. (+2 throwing, +1 dmg)
5 sharp rocks	For throwing and cutting. (+1 throwing, +1 cutting, +2 dmg)

## Spirity Stuff

Bone/feather staff	A spiritual connection to... spirity things. (Mystic only) (+1 spirity/+1 hitting)
Protection sachet	A mysterious mixture of protective herbs and rocks. (+5 scariness to animals)
Strength sachet	A foul-smelling mix of herbs and... droppings? (+1 Str)
Medicinal herbs	A collection of helpful medicines. (+3 healing)
Spirit mushrooms	Like, see the spirits, man, like, y'know? (+, y'know, right?)

## Food

Dino jerky	5 meals of delicious dried meat. (+3 cooking)
Dried nuts/berries	5 meals of healthy nuts and berries. (+2 cooking)
Dried bugs	10 meals of surprisingly filling, unsurprisingly crunchy bugs (-1 HP; -2 cooking)
Fresh food	5 meals of various fresh vegetables, seeds, mushrooms, and fruit
Secret herbs & spices	This being the stone age, there are only five of them. (+2 cooking)

## Pets

Trained dog	A good guard, and helpful hunting; eats 1 meat a day.
Trained bird	A fierce (ow!) hawk for (ouch!) hunting (-1 HP on landing, unless wearing a gauntlet)
Trained wildcat	"Trained" means "usually doesn't bite you." -2 HP if it's playful; eats 1 meat a day.
Trained monkey	Helpful for gathering, but a terrible singer. Eats one meal a day.
Trained kid	Kids are great for all kinds of stuff! Eats one meal a day.