

STONE AND CLAW

THE PRIMAL RPG



Kehrak

Of the Gragurit Clan

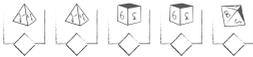
Player:



MOON

The Furtive Moon - Kehrak was born during a new moon, so is attuned with the boundary between life and death. He can bring an unconscious character back to consciousness with 1 wound as a half action without needing to make a roll. He can do this once every full cycle of the moon (every 29 days).

Lunar Dice



Kehrak is a young member of the Gragurit on the cusp of adulthood, eager to earn the tattoos and title that will mark him as a full-fledged member of the clan. He has proven himself on several hunts already, and is skilled in both axe and spear, but is as hotheaded and impetuous as his sister Yara. Older members of the clan know to keep him on a tight leash, before he gets himself and others killed.

TRAITS

MIGHT d10

Athletics d6

Melee d8

GRACE d6

Acrobatics d4

Ranged

Stealth

RESOLVE d6

Determination d6

Protection d4

KNOWING d4

Awareness d4

Crafting

Lore

Nature

Surgery

SPIRIT d4

Casting

Mysticism

ENERGY d6

Deception

Intimidation d6

Persuasion

SPEED **INITIATIVE**

5 d6+d4

XP **WIND** Max

11

WOUNDS Max

10

PERKS

Enrage - As a bonus action, you can become enraged, meaning all Might (Melee) rolls you make are waxing but all Resolve (Protection) rolls you make are waning. You may use another bonus action to end your rage.

Relentless - You get +2 Wind (already included in your profile)

NOTES AND EQUIPMENT

Equipment: Cold-weather clothing, pitons, rope, tinder & flint, torch

Item	Damage	CR	Qualities
Axe	+3	8	can be thrown (range 5 metres)
Wooden spear	+1/+2*	6	can be thrown (range 20 metres) *if used two handed
Knife	+1	4	
Hide shield	n/a	6	when hit by an attack can have damage be dealt to the shield rather than Kehrak (excess damage is dealt to him)
Unarmed	+0		all attacks against armed enemies are waning

QUICK REFERENCE

Rolls: All rolls are made with an attribute dice and skill dice. Rolls can be static and need to either equal or exceed 7, or beat an opposed roll. If an opposed roll draws, the initiating character wins. Rolls made against the value of 7 can be given a positive or negative modifier depending on how difficult it is, listed as Mod -1, Mod 0 or Mod +1 etc. Rolls can be waxing or waning. A waxing roll increases the skill die by one type. A waning roll decreases it by one type.

Fortune: You gain fortune whenever you succeed on a roll and exceed the required result, getting Fortune equal to the difference. Fortune can be spent for additional benefits on your rolls.

Combat: At the start of combat, each character rolls their Grace and Knowing dice and add the results. The character with the highest goes first - when there are draws, PCs go before NPCs.

To make a melee attack, roll Might (Melee) against Resolve (Protection), and for a ranged attack Grace (Ranged) against Resolve (Protection)

Actions: In each turn, characters can take 1 full action or 2 minor actions, and 1 bonus action. They get a reaction they can use on another character's turn.

Full Actions: Catch breath (gain 1d6 wind), prepare, sprint

Minor Actions: Aim, attack, guard, move

Free Actions: Talk, open or close a door, drop something, draw a weapon

Bonus Actions: are provided by perks and spells, so vary in their nature

Wounds: If you lose half of your wounds, all rolls you make are waning. When a quarter of your wounds remain, your movement speed is halved.

Items: When you use an item and roll a 1 on any of your dice, it loses 1d4 point of its Crafting Rating (CR). When its CR hits 0, it breaks.