

STONE AND CLAW

THE PRIMAL RPG



MOON

The Waking Moon - You can reroll 2 rolls during the course of the adventure, but must accept the second result even if it is worse. You cannot reroll a roll that also uses any of your lunar dice.

Lunar Dice



Leshura Ice-Eye

Of the Gragurit Clan

Player:



Leshura is one of the Gragurit's finest hunters, a skilled and relentless tracker who knows the Western Plateau and its valleys like the back of her hand. While she cares for the clan's wellbeing, she has a tendency to be distant, spending days out ranging for food, returning to the fires with game and then heading out to hunt again; while she does not dislike people, she finds that a long time spent among them can be noisy and overwhelming, and that reading their changing and unpredictable moods can be exhausting. Instead, she helps the Gragurit from a distance, enjoying the solitude of the hunt where she feels far more comfortable.

TRAITS

MIGHT d6

Athletics

Melee d4

GRACE d6

Acrobatics d6

Ranged d8

Stealth d6

RESOLVE d8

Determination d4

Protection d6

KNOWING d8

Awareness d6

Crafting

Lore

Nature d6

Surgery

SPIRIT d4

Casting

Mysticism

ENERGY d6

Deception

Intimidation d6

Persuasion

SPEED **INITIATIVE**

6

d6+d8

XP

WIND

Max

12

WOUNDS

Max

6

PERKS

Cutthroat - If you hit an enemy who is unaware of your presence with an attack, you may deal damage directly against its wounds rather than its wind.

Dash - You may move up to half your speed using your bonus action.

NOTES AND EQUIPMENT

Equipment: Cold weather clothing, flint and tinder, grappling hook, pitons, rope, torch

Item	Damage	CR	Qualities
Bow and arrow	+1	6	(range 80 metres)
Knife	+1	4	can be thrown (range 20 metres)
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.