

STONE AND CLAW

THE PRIMAL RPG



Murek Longtooth

Of the Gragurit Clan

Player:



Murek is a short-tempered and irascible man entering his twilight years. A lean, corded warrior who has fought and hunted for the Gragurit for decades, Murek is beginning to feel his age, but fights on through sheer bloody-mindedness. He carries the soul of his deceased wife Juraea in the necklace he wears, a leather cord woven through with her fingerbones. Through this, he can commune with her, and Juraea in turn can still aid him.

MOON

The Absent Moon - You can see unimpeded in dim light and darkness



Lunar Dice



TRAITS

MIGHT	d8	▲ ■ ■ ■ ■ ■
Athletics		▲ ■ ■ ■ ■ ■
Melee	d8	▲ ■ ■ ■ ■ ■
GRACE	d6	▲ ■ ■ ■ ■ ■
Acrobatics		▲ ■ ■ ■ ■ ■
Ranged	d6	▲ ■ ■ ■ ■ ■
Stealth		▲ ■ ■ ■ ■ ■
RESOLVE	d8	▲ ■ ■ ■ ■ ■
Determination	d4	▲ ■ ■ ■ ■ ■
Protection	d6	▲ ■ ■ ■ ■ ■
KNOWING	d6	▲ ■ ■ ■ ■ ■
Awareness	d6	▲ ■ ■ ■ ■ ■
Crafting		▲ ■ ■ ■ ■ ■
Lore		▲ ■ ■ ■ ■ ■
Nature		▲ ■ ■ ■ ■ ■
Surgery		▲ ■ ■ ■ ■ ■
SPIRIT	d6	▲ ■ ■ ■ ■ ■
Casting		▲ ■ ■ ■ ■ ■
Mysticism		▲ ■ ■ ■ ■ ■
ENERGY	d4	▲ ■ ■ ■ ■ ■
Deception		▲ ■ ■ ■ ■ ■
Intimidation		▲ ■ ■ ■ ■ ■
Persuasion		▲ ■ ■ ■ ■ ■

SPEED INITIATIVE

5

d6+d6

XP

WIND

Max

12

WOUNDS

Max

8

PERKS

Companion spirit - You are accompanied by the spirit of your wife, Juraea. See Notes

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

NOTES AND EQUIPMENT

Companion spirit - Juraea is invisible to those without a Spirit (Mysticism) of d6 or higher. She is able to move freely within 100m of you, and commune with you through quiet whispers. Conventional weapons cannot effect her. She can fly through the air, but cannot move through solid objects.

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

Item	Damage	CR	Qualities
Wooden spear	+2/3*	6	can be thrown (range 20 metres) *if used two handed
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.