

STONE AND CLAW

THE PRIMAL RPG

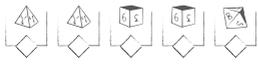
Turil the Brittle
 Of the Gragurit Clan
 Player:



MOON

The Moon Resplendent - As an action, choose 1 skill; for the next minute (six rounds if in combat) that skill uses a d12 as its skill die. You may only use this ability once per full cycle of the moon (every 29 days)

Lunar Dice



Born a sickly and frail child, Turil was an infant already on the verge of death, clinging to life. Despite a childhood fraught with sickness, they survived to adulthood, honing their mind and soul to compensate for their fragile body. Turil is training to become the successor of their grandmother Laksha, the Gragurit's high priestess. They have learned how to commune with the spiritual world and are attuned with the supernatural, and will journey up the mountain in Laksha's stead to heal the divide between the Gragurit and their home.

TRAITS

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

SPEED	INITIATIVE
6	d6+d8
XP	WIND
	Max
	9
WOUNDS	Max
	4

PERKS

Spellcaster - You know 3 spells. When you roll a 1 on any of your spellcasting dice, you lose a wound. see Notes

Spirit-Favoured - When you roll a 1 on any of your spellcasting dice, you can use one of your lunar dice to not take a wound.

NOTES AND EQUIPMENT

Arcane Outburst - As a minor action, roll Spirit (Casting) against the Resolve (Protection) of a target up to 50 metres away to strike them with a bolt of spectral energy. This is a ranged attack that can be aimed. If you hit, you deal +2 damage to them.

Commune With the Wind - By consuming a dose of psychoactives and spending half an hour in meditation, you can appeal to the spirits of the sky to change their behaviour. Doing so will allow you to change the weather from one state to another, provided this change is within reason (i.e. cloud to clear sky, rain to storm).

Heal Injury - As a full action, you may touch an injured character and roll Spirit (Casting) with a negative modifier equal to the number of wounds the character has lost. If you succeed, you restore 1 wound; if you get 10 or more, you restore an additional wound. This cannot take a character above their maximum wounds.

Equipment: Cold weather clothing, knife, tinder and flint, two doses of psychoactives

Item	Damage	CR	Qualities
Knife	+1	4	
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 have lost 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.