

# STONE AND CLAW

## THE PRIMAL RPG



### MOON

The Seeing Moon - All Knowing (Lore) rolls you make to uncover secret knowledge and hidden truths are waxing.



### Lunar Dice



### Yara Sunbreath

of the Gragurit Clan

Player:



On the day Yara Sunbreath was born, a mountain exploded. The Gragurit were forced to flee the rains of ash as the mountain laid waste to the land around it.

With her red hair and quick temper, it was clear from a young age that the fire-mountain had claimed Yara as its own. When her magical abilities manifested, appearing as bursts of flame and breath that constantly smells of smoke, it surprised no-one.

Yara is an outsider among her people, feared for her abilities but kept close for them at the same time. She sticks close to her younger broken Kehrak, ferociously protective of him, and is determined to carve her own destiny, regardless of the fearful murmurs of other, lesser folk.

### TRAITS

#### MIGHT

d6 ▲ □ □ □ □

Athletics d4 ▲ □ □ □ □

Melee d6 ▲ □ □ □ □

#### GRACE

d4 ▲ □ □ □ □

Acrobatics d4 ▲ □ □ □ □

Ranged d4 □ □ □ □ □

Stealth d4 □ □ □ □ □

#### RESOLVE

d8 ▲ □ □ □ □

Determination d6 ▲ □ □ □ □

Protection d6 ▲ □ □ □ □

#### KNOWING

d6 ▲ □ □ □ □

Awareness d4 ▲ □ □ □ □

Crafting d4 □ □ □ □ □

Lore d4 □ □ □ □ □

Nature d4 □ □ □ □ □

Surgery d4 □ □ □ □ □

#### SPRIT

d8 ▲ □ □ □ □

Casting d8 ▲ □ □ □ □

Mysticism d6 ▲ □ □ □ □

#### ENERGY

d6 ▲ □ □ □ □

Deception d4 □ □ □ □ □

Intimidation d4 □ □ □ □ □

Persuasion d4 □ □ □ □ □

#### SPEED

4

#### INITIATIVE

d4+d6

#### XP

#### WIND

Max

12

#### WOUNDS

Max

6

#### PERKS

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

**Burning Soul** - You have been marked by the fire mountain and are protected from the forces of winter. All rolls you make to resist the effects of cold weather are waxing.

## 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.

**Empower** - As a minor action, touch a character and choose one of their attributes, then roll Spirit (Casting), with a modifier of +2 if the attribute is d4, 0 if the attribute is d6, -2 if the attribute is d8 and -4 if the attribute is d10. If you are successful, that attribute is treated as one die type higher for the next minute (6 rounds).

**Tyrant's Bellow** - Use full action to roll Spirit (Casting) and unleash a terrible roar. Hostile characters within 5 metres of you must make a Resolve (Determination). If they fail they become frightened of you and can only take 1 minor action in their next turn. They cannot move closer to you while frightened of you.

**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.

Free 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.