

## NO USE BIG WORDS PLAY OG

Players continue to no use big words play Og in *Land of Og*. Inside you will find revised rules, expanded rules, and live action rules for *Og: The Role Playing Game*. All of this in one book that continues the spirit of a prehistoric world of limited words and unlimited fun. Also included is one new word(!) and the full version of our minia- tures rules, *Og: The Game of Senseless Prehistoric Combat* FREE! - the game that started it all.



It's more fun than you can shake a club at! Not since the invention of the wheel has there been this much fun! It's everything we missed in the first book and more! *Land of Og* is a stand-alone book that does not require *Og: The Role Playing Game* to play.



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**Og: The Role Playing Game Second Edition**  
**Prehistoric Role Playing in a**  
**World of Limited Words**

# LAND OF OG



Prehistoric Role Playing in a  
World of Limited Words

# LAND OF OG

## CHISELED ESPECIALLY FOR YOU BY

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## INTRODUCTION

By this time in your life, you have definitely experimented with every role playing system known to exist. Each is set on the same premise; create a character and work together to accomplish a goal. And don't let us forget the RPG's that let you tell a story while you're playing. Oooh, hold me back from the excitement. Not only do we need to listen to the GM take an hour to describe the game surroundings, we get to hear it in Danielle Steele format now...*"And over there is a rock...Long ago this rock was once in the field across the way. One day a little boy decided to look down at it with a sad look in his eyes. He stared for a moment, and ever so gently picked it up and threw it to the spot where it lies now."* Whew, that will keep my interest in the game. On top of this, the all-powerful GM is the eyes, ears, nose and throat specialist of your experience. Though this will probably never change, Land of Og will try to give more control back to the player.

Well, here we are with our version of role playing (again). To help get you and the other players in the spirit of things, don't expect these rules to use big words or complex sentences. And, to keep you in the spirit of the game, do the same when you play. Our job is not to give you too many (fluff or) filler rules. If you want that, I'm sure the other companies will love to take your money for sourcebook number 17, "Life in the Alley Between Nosferatu Street and Decker Lane". And, if that doesn't clean out your wallet, pick up handbook number 22, "The Book of Voles: Nature's Little Furnaces".

Can you believe how much money you usually need to spend on supplements to enjoy a good RPG? I hope everyone notices that Land of Og alleviates that problem. Inside this book you are literally getting everything you need to play this game time and time again. We have taken one of the funniest RPG's known in the universe and made it even better. This time, not only do you get a book that serves as expansion rules for *Og: The Role Playing Game*, but you get revised rules, live action rules and rules for the game that started it all, *Og: The Game of Senseless Prehistoric Combat* (miniatures rules). What other game company would do that for you? Huh? None that I could think of.

As you look through this book, keep telling yourself and all your gaming buddies that games are supposed to be fun. That means not getting all whiney when the 1st officer of the second battalion of the third brigade lands on top of a mine and dies. People all over the country have taken *Og: The Role Playing Game* and used it for exactly what it was meant to be; a good, funny, light-hearted role playing experience. People have e-mailed us about their enjoyment from all over the globe. Some say they did live action versions of *Og: The Role Playing Game*, and even though the group couldn't even get out of their home cave, the players left rushing to the dealer's room to grab a copy.

Because of gamers continued support, and from all of your e-mails telling us how well Og went with a pizza and a case (or two) of beer, we've put together *Land of Og*. Not only will this book keep you in the spirit of "no use big words play Og", but it will fill in many of the gaps left out in the original Og, while giving you expanded and detailed rules for the funniest role playing game experience of your life.



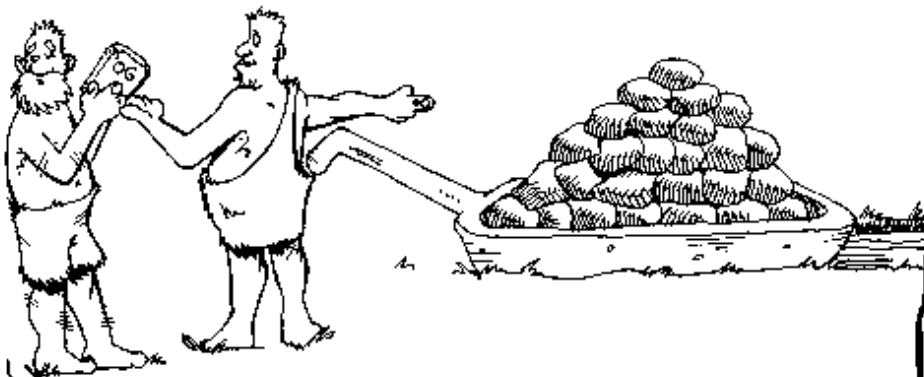
## THE WORLD

The time is...uh, well, caveman time, and yep, dinosaurs rule the earth. What? Cavemen and dinosaurs weren't on earth at the same time. What is this? I want my money back. Don't you think we know that too? Every movie Hollywood has ever made says cavemen and dinosaurs were together back then, and if they say its OK for their 40 million dollar budgets, then its OK for our little production.

What kind of RPG spoof would this be without big, giant, ferocious monsters threatening man's very existence? If there were no creatures, what kind of adventures could we create for you? I imagine if your local GM decided to get everyone together for a prehistoric RPG and he said, *"OK everyone, today were are going to play Land of Og. Way long ago, when man first roamed the earth, it was a challenge to wake up, eat and sleep. This is your task...every time we play."*

WOW! Hold me back from the excitement! Maybe every once in awhile the GM can throw in an erupting volcano that everyone runs away from, but I am sure you get the idea.

The world that is being set forth consists of cavemen in a basic and simple life, with the ever-so-often threat of the big, giant, ferocious dinosaurs that roam the land. Not only does the simple life become complex, but it makes things exciting for everyone to actually have a good time. Fighting and avoiding dinosaurs is actually an everyday



occurrence. Let's see; make a world with a whole bunch of stupid, frail and lame cavemen; combined with some over-sized, carnivorous dinosaurs, and VOILA instant death, destruction, and laughs!

We have no intention of setting specific guidelines for the world because players will just keep turning to page X and page Y trying to take away from the experience that a game like this promotes - FUN! If there are people out there that cannot agree that trees, water and rocks exist, then pass them our way to smack around a few times. On the other side, if some GM out there says, "You move the rock away and find a +5 two-handed sword!" just beat him up immediately. So, after taking these comments into consideration, the GM now has the power to be creative with the basic elements.

## THE WORDS

The main problem in this world is language. Cavemen don't have much of one, so, all characters are limited to a maximum number of words. Of course, it takes time to develop even a limited vocabulary as in the Word List. This is why each character class is limited as to how many words they can understand and use at any given time.

Every caveman class starts with one random word from the Word List, except Smart Caveman who begins with two. Besides being able to learn and teach these words (explained in the Things You Can Do section), each caveman class earns one random word every level. As you suspected, the only exception to this rule is Smart Caveman. He earns two random words every level. From all of this, the caveman's vocabulary is then further limited by their Brains score. A "maximum number of words" score stops your caveman character from learning.

Once your caveman finds out which words - or word! - they can use and understand, they will realize that not every caveman knows what your caveman knows. If your caveman knows the word "rock", and the caveman you are speaking with does not, then you must find other ways to get your point across. This is where the game becomes frustrating and completely hilarious. The more you play true to your role, the more likely you will have lots of fun and get nothing done!

## WORD LIST

YOU	ME	ROCK
WATER	FIRE	TREE
HAIRY	BANG	SLEEP
SMELLY	SMALL	CAVE
FOOD	THING	BIG
SUN	G O	VERISIMILITUDE

These are the only words anyone can use in the game when talking in character (or for that matter, out of character). In other role playing games, everyone is used to discussing the situation and making a decision. That happens here, but use the limited word choices in the word list. Players may explain what action their player character is taking, and may tell the GM what they are doing, but characters must only react using the words from the word list that their character understands. Other ways to get ones point across can be done strictly through normal gestures or body movements. Getting the others to look in a particular direction can be as simple as grunting loudly and pointing where you want them to look. Convincing the group to follow



your caveman can be as easy as gesturing your hands towards you while walking away.

For example, if one player thinks it would be a good idea to kill another player, they might say, "Go Bang Big Smelly Thing", and point to whoever it is; not, "Hey everyone I think its time we gang up on Bob's caveman." Stuff like that does not work in this role playing game. Being creative with the limits imposed by the word list will make this extremely fun and challenging for any type of gamer.

In terms of the GM, they should keep descriptions and explanations of everything as simple as possible. The GM is not limited to the word list, but should use it as much as possible when explaining certain items or areas. If giving a general description of a tribe, the GM might tell the characters that they see many caves and other people like them. This gives the players enough information to know that the area is probably home for a group of other cavemen, but without too many details (because we know that attention to detail is not something a caveman worries about). When a group of cavemen enter a cave, the GM could tell them they see a cave with a lot of small rocks. If the cave contains a dinosaur or other creature, the GM could add that they hear loud grunting or banging. Again, whatever is the most general and vague description possible is what the GM should relate to the cavemen. We're sure you will agree that great attention to detail is not the normal concern for prehistoric man.

# PLAYER CHARACTERS

## ABILITY SCORES

There are five abilities that make up your caveman or cavewoman character. Abilities are based off of a maximum score of 18. To determine your ability scores, roll 1d6 for each score in order on your character sheet. The only exception is for your primary attribute, roll 2d6. Your primary ability is determined by what character class you choose; which you'll be told about in the next section. You may be asking why you only get 1d6 for most of your scores. We are sure you will agree that cavemen are probably not the smartest and most adept creatures, and having lower than average abilities would be quite commonplace. Again, your rolls are placed on each ability in the order you roll them, not including your primary attribute determined from your character class.

Each of these abilities tells how good your caveman is at certain things. The GM will also use these to determine if you can or cannot perform certain tasks in the adventure.

### STRENGTH

Strength is the prime attribute for Strong Caveman. This represents your physical force and stamina. Used mainly to improve a character's chance of destroying something faster, this attribute will be very helpful for characters that spend most of their time trying to hunt or fight animals and dinosaurs. Though one single character with a high strength can take care of beating up small animals for food, one alone could certainly not kill even the smallest of dinosaurs.

**DAMAGE ADJUSTMENT** This is how many extra health points you inflict from each round of attack. This number is added to the total points against your opponent from all your die rolls in a round, not for each hit. So, if you have a 15 strength and roll 8 six-sided dice for an attack, and 3 successfully hit for one point of damage each, you have achieved 5 points of damage (3 die hits + 2 for Damage Adjustment = 5). If your strength is 3 and you roll 6 six-



always a minimum of one point of damage as long as you make one hit on the actual die rolls.)

**BREAK THING %** This is the percent chance for you to smash simple objects, like wood-fashioned items and bamboo-made objects...And no, you cannot use this ability to break someone's head. Depending on how well something is constructed, Break Things can be used if a caveman is trying to break someone's weapon in half, or just trying to get out of being locked up for doing something mean and stupid (and in this game, it will happen).

<u>Score</u>	<u>Dmg. Adj.</u>	<u>Break Things%</u>
1	-6	0
2	-5	1
3	-4	4
4	-3	7
5	-2	10
6	-1	13
7	0	16
8	0	19
9	0	22
10	0	25
11	0	28
12	1	31
13	1	34
14	1	37
15	2	40
16	2	43
17	3	46
18	4	50



## BRAINS

Brains are the prime attribute for Smart Caveman. This ability shows how smart (or how dumb) you are. Brains measures a caveman's capacity for learning and reasoning. A caveman with a high Brains score will better understand why a sharp object stuck in you will hurts. Though every caveman has a slight chance coming to conclusions, the higher your Brains score, the easier it will be for your character to figure their way out of a situation sooner than others. I imagine what it would be like if you had to swim across a river to evade a dinosaur and the GM decided to make everyone roll against "Forget How To". What if there was a rock blocking your path and nobody figured out that pulling instead of pushing would save your lives?

**FIGURE THINGS OUT%** This is exactly that...your percent chance to figure something out; mainly used when coming to some sort of conclusion in order to further the game. Somewhere, somehow, a caveman figured out that standing in the rain got him wet. And somewhere, somehow, another caveman figured out that going into a cave would keep him from getting wet. Though this is an extreme example, the Figure Things Out% is used when a character is in a situation not part of everyday life. A good example would be if a caveman was watching lava come towards him. Can the character figure out that the very hot stuff coming towards him is dangerous and will burn his little body to a crisp?



**FORGET HOW TO%** This is the chance that your character will not be able to remember things. Forget How To can be used for everyday life situations as well as not so common ones. The GM can have a lot of fun with this roll. An example is, what if you had to swim across a river while running away from a fierce dinosaur? In the caveman's haste to escape any way possible, he has to roll against his Forget How To seeing whether or not he remembers how to swim. Another example is when a caveman is alone out in the wilderness and needs to find his way back home.

**MAXIMUM NUMBER OF WORDS** Explained back in "The Words" section, we talked about your caveman being limited to the number of words they could have at any one given time. Well, this is it. The number under your Brains ability score is the limit for the number of words your caveman can understand and use. This means that if your caveman can only have two words, no matter how successfully another caveman thinks they taught you another word, you just cannot grasp that third word. Easy, right? Just keep remembering - your character is basically a complete idiot.

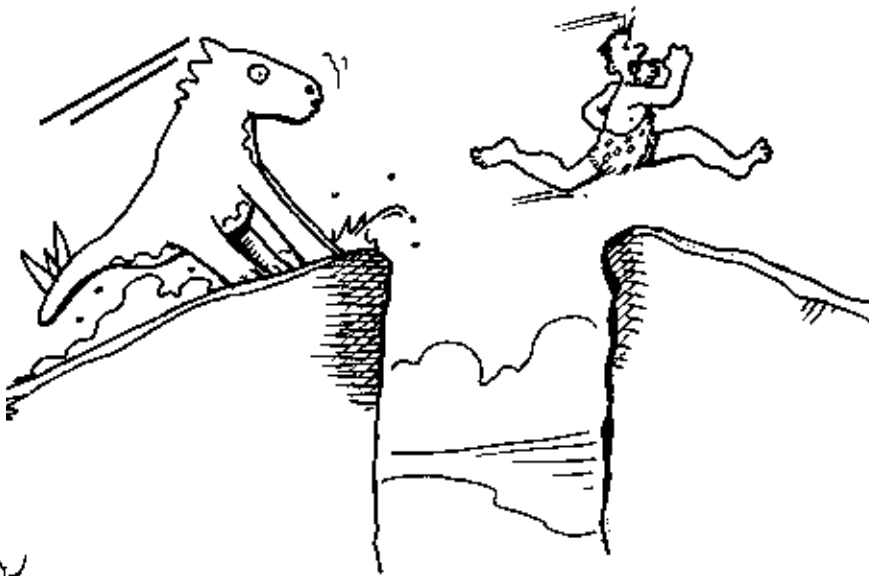
Score	Figure Things Out%	Forget How To%	Max. No. of Words
1	0	80	0
2	1	60	1
3	5	50	2
4	8	45	3
5	11	41	4
6	14	38	5
7	17	35	6
8	20	32	7
9	23	29	8
10	26	26	9
11	29	23	10
12	32	20	11
13	35	17	12
14	38	14	13
15	41	11	14
16	44	8	15
17	47	5	16
18	50	1	18



## SPEED

Speed is the prime attribute for Fast Caveman, and shows how fast you are. Speed determines a cavemans ability to do something in less time than others and can include the combination of reaction speed with hand-eye coordination. Mainly used to help prevent being crushed by enemies, it can also give your caveman an advantage during combat, hunting, swimming, running away from a hungry dinosaur; or other everyday activities.

**DICE REDUCTION** This number represents how many fewer dice your opponent rolls when attacking you. As your speed number declines, your opponent receives extra dice to roll when attacking. And of course, the higher your Speed score, the less dice your opponent rolls against you. No matter what the bonus, the attacker always receives at least one die to attack. For example, if the attacker has an attack roll of 2 dice and your caveman's Speed is 17, the result is  $(2 - 3)$  or  $-1$ . Even though this technically results in no chance to hit the defender, attackers always receive at minimum one die to use for their attack roll.



**INITIATIVE ADJUSTMENT** The purpose of initiative is not different than your standard RPG, yet its explanation and use is described in the upcoming "Combat" section of the book. The adjustment effects your attack order die roll before a round of battle. The lower your Speed score, the less chance your caveman has of attacking first. This could be a huge tragedy if losing your initiative in a one-on-one battle with a T-Rex!

<u>Score</u>	<u>Dice Red.</u>	<u>Initiative Adj.</u>
1	+6	+6
2	+5	+5
3	+4	+4
4	+3	+3
5	+2	+2
6	+1	+1
7	+1	+1
8	0	0
9	0	0
10	0	0
11	0	0
12	1	-1
13	1	-1
14	2	-2
15	2	-2
16	3	-3
17	3	-3
18	4	-4

## BANG ING

Banging is the prime attribute for Banging Caveman.

Banging is one of the most crucial abilities of the caveman. Known for hitting anything and everything for no reason whatsoever, cavemen pride themselves on how well they can hit something; and this ability helps them do it! In terms of gameplay, the Banging ability focuses on the caveman's direct use of minuses or negatives in combat situations.

**MISSILE EXTRA DICE & NON MISSILE EXTRA DICE** The numbers on the Banging chart from your

die rolls are in direct relation to the number of dice more or less that your caveman can roll when using a weapon, including missile and non-missile (hand-to-hand) weapons. For example, if your caveman's number of attack dice is normally 3, a Banging ability score of 5 would reduce that number to 1 ( $3 - 2 = 1$ ) when using missile weapons, and 2 ( $3 - 1 = 2$ ) when using non-missile weapons.

Score	Missile Extra dice	Non-Missile Extra Dice
1	-6	-5
2	-5	-4
3	-4	-3
4	-3	-2
5	-2	-1
6	-1	-1
7	-1	0
8	0	0
9	0	0
10	0	0
11	0	+1
12	+1	+1
13	+1	+1
14	+1	+2
15	+2	+2
16	+2	+3
17	+3	+4
18	+4	+5



## HEALTH

Health is the prime attribute for Healthy Caveman.

What, if anything, determines how long your caveman will live? ("How fast they can run away?") No, no, no. It's how healthy he is. A good hearty diet of dead animals and no bathing seem to work. Quite simply, your health determines how long you're going to last in the game or in certain extreme life-threatening situations.

**HEALTH POINT ADJUSTMENT** This is how many extra health points your caveman receives every time he gains a level. So, if your caveman has a Health score of 15, in addition to receiving the normal earned health point roll, your caveman receives two extra health points. And, when your caveman has a score of 4, the health point roll is reduced by 3. This means, that if you roll a 1, 2, 3 or 4, you will receive one health point; which is the minimum number of health points given no matter what your scores turn out to be.

**OUT COLD%** This roll is used to determine if your caveman becomes unconscious when experimenting with what would be considered an extreme shock to the system. Some things to consider using this roll for could include falling from a high cliff, being underwater for a long period of time, or maybe even getting thrown from the back of dinosaur. For example; a T-rex steps on your caveman. If you survived the actual damage and attack roll (we highly doubt it though), this would be a perfect example for the use of an Out Cold% roll.



Score	H.P. Adj.	Out Cold%
1	-6	80
2	-5	60
3	-4	50
4	-3	45
5	-2	40
6	-1	36
7	0	33
8	0	30
9	0	27
10	0	24
11	0	21
12	1	18
13	1	15
14	1	12
15	2	9
16	2	6
17	3	3
18	4	1

## G GRUNTING

Grunting is the prime attribute for Grunting Caveman. This is a caveman's ability to make sounds and noises. Legend says that grunting has very unusual and surprising results. Certain patterns of sounds can be the saving grace of the party. It has been seen that after a caveman grunts, unusual things happen to miraculously save their lives...or maybe its just luck.

**MAKE SOMETHING HAPPEN%** If the law of physics says there is any slight chance that something can happen, then this is the roll for it. Think of it as a caveman's way of casting a spell. I imagine if your group is in a bind, cornered by a stegosaurus. Grunting might actually put the stars in alignment just right to have a rock from the ledge above come falling down on the dinosaur, thus giving you and your party time to run away...or maybe its just coincidence. This roll can only be made once per encounter, including combat encounters and general situations. A non-combat example could be a caveman grunting while he is drowning down a river and miraculously a log comes floating by to grab onto for safety.



## SAVE YOUR ASS%

Or luck, whatever you want to call it. When your caveman is knockin' on death's door because of some major screw up, or just plain lack of health points, this is the percent chance that your caveman actually survived. This is a great way for the GM to create some explanation for the surprisingly good luck granted to the caveman character. Use this as a last chance when all health points are gone, or in some major death experience. For example; well, golly gee, you fell off a cliff...Roll those percent dice!

Score	Make Something Happen%	Save Your Ass%
1	0	0
2	1	1
3	3	3
4	6	6
5	9	9
6	12	12
7	15	15
8	18	18
9	21	21
10	24	24
11	27	27
12	30	30
13	33	33
14	36	36
15	40	40
16	45	45
17	50	50
18	55	55

# CHARACTER CLASSES

Since no one really has job titles or anything like that, everyone is pretty much the same. The difference between each caveman comes down to physical traits. Listed below is each type of character class with level, the total number of dice to roll for health, the total cumulative number of points available to add to your abilities (Not extra each level! And never to exceed 18), your base number of attack dice, the number(s) that you need to roll on a d6 to be considered a hit (never to include "6" for any level of caveman), experience, and a short description of the class.

## STRONG CAVEMAN

Strong Caveman spends most of his day trying to get the loudest "ow" out of others. Though generally not appreciated by everyone, Strong Caveman also makes it a point to pick up everything he encounters. Look! A rock [lift] [drop]. Look! Another rock [lift] [drop]. While not the most productive time spent during the day, others discovered great use for this skill.



While watching Strong Caveman continuously pick up a rock and drop it back down in front of a cave entrance, another caveman felt the cave would be a great place to get out of the rain. The other caveman walked over and walked under Strong Caveman when he picked up the rock. He couldn't quite get under it though because Strong Caveman kept dropping it. He then thought to say, "Go rock." and pointed to another caveman. He entered the cave - thus, the origin of Smart Caveman.

What about Strong Caveman and the rock? Well, not only was Strong Caveman feeling pretty cool walking around with the rock over his head, he was getting tired. It seems that holding something heavy for a long time gets pretty tiring, yet Strong Caveman had to "Go rock" to the other caveman. Each step was such a strain on his bulging biceps. They eventually gave way and Strong Caveman let the rock go with his last ounce of strength. The rock, ever so gracefully, landed right on the foot of the other caveman. The caveman was shocked. His only words, which were unknown to this world, were "Fruck" and "Shlit". Anthropologists believe this might have been the origin of the two most popular words in the English language.

Not knowing what else to do, the other caveman turned and grabbed a large stick right next to him, walked up to Strong Caveman, and banged him over the head - thus, the origin of Banging Caveman. Strong Caveman's primary ability is Strength.

<u>Level</u>	<u>H.P. Dice</u>	<u>Base Attack Points</u>	<u>Base Attack Dice</u>	<u>Hit Number(s)</u>	<u>Exp.</u>
1	2	0	2	1	0
2	3	1	3	1	50,000
3	4	2	3	1, 2	100,000
4	5	3	4	1, 2	200,000
5	6	4	4	1, 2	300,000
6	7	5	5	1, 2, 3	400,000
7	8	6	5	1, 2, 3	500,000
8	9	7	6	1, 2, 3	600,000
9	10	8	6	1, 2, 3	700,000
<u>10</u>	<u>11</u>	<u>9</u>	<u>7</u>	<u>1, 2, 3, 4</u>	<u>800,000</u>
Each Add.(+1) Level		(+1)	(+1 every even level)	Max at Level 10	+100,000

## SMART CAVEMAN

Smart Caveman really knows how to use his brain. He doesn't spend a lot of time reinventing the wheel (since he got it right the first time), and he never gets burned by fire twice. Despite his monosyllabic vocabulary, Smart caveman is quite poetic. Granted he's several millennia older than Shakespeare...or written language for that matter, but he is quite expressive and easily understood considering the company he keeps.

Smart Caveman had it tough growing up, constantly picked on by his dumber, yet stronger, Neanderthal contemporaries. He got clubbed for no reason at all and was called nasty names like "You tree food"...and was never allowed to join in any caveman games. (Ha Ha - Get it? He's like Rudolph! You know, the red-nosed reindeer wuss.)

Later on, Smart Caveman used reasoning and the beginnings of intelligence to seek his revenge. Though the whoopee cushion had not been invented, Smart Caveman discovered that sharpened flint made a formidable substitute. Of course, whenever Strong Caveman wanted to know who did it, Smart Caveman would really use his highly developed cerebral cortex and point to an innocent bystander, who Strong Caveman would then chase - thus, the origin of Fast Caveman.



Instead of dragging his knuckles around, Smart Caveman was the first to begin walking erect. This gave him two distinct advantages: his knuckles stopped bleeding and he could always see trouble before the others. Hardly a coincidence that once, shortly before a T-Rex attacked the group while foraging, Smart Caveman abruptly departed, claiming that he had to go relieve himself, or "Me go water." Though there is no hard evidence, leading anthropologists theorize that Smart Caveman was likely the first of the human species to use the word sucker. Smart Caveman's primary ability is Brains.

Level	H.P. Dice	Base Attack Points	Dice	Hit Number(s)	Exp.
1	1	0	1	1	0
2	2	2	1	1	25,000
3	3	4	2	1	50,000
4	4	6	2	1	100,000
5	5	8	3	1, 2	150,000
6	6	10	3	1, 2	200,000
7	7	12	4	1, 2	250,000
8	8	14	4	1, 2, 3	300,000
9	9	16	5	1, 2, 3	350,000
<u>10</u>	<u>10</u>	<u>18</u>	<u>5</u>	<u>1, 2, 3</u>	<u>400,000</u>
Each Add.(+1) Level		(+2)	(+1 every odd level)	Max at Level 10	+50,000

## FAST CAVEMAN

Faster than a speeding lava trail! More powerful than a...oh, never-mind...but he is fast!. After getting chased so much by Strong Caveman, Fast Caveman has developed himself to get everything done in the shortest amount of time possible. Though the females found it a bit disappointing at times, other members of the tribe found great use for them. When a tribe's home came under attack and there was no hope for survival, who was there to runaway to start another tribe - Fast Caveman.

Starting another tribe all over again was pretty hard work, and quite exhausting. Even people like Fast Caveman got tired sometimes. One day, after foraging for food, Fast Caveman came back to the new tribe to start his manly duties with the females once again. A group went into their respective caves for a little passion (five seconds tops), all but one came out. All the others could hear was continuous and very loud grunting. They all went to look, and right in front of them was something incredible, the one caveman was still going - thus, the origin of Healthy Caveman.



That wasn't the end though. While Healthy Caveman was smiling, the female was making these very loud and unusual noises. It seemed she was calling up into the skies with such force that the ground began to shake and the clouds parted at her will. It was as if the sounds were taking over the elements themselves - thus, the origin of Grunting Caveman. Fast Caveman's primary ability is Speed.

<u>Level</u>	<u>H.P. Dice</u>	<u>Base Attack Points</u>	<u>Dice</u>	<u>Hit Number(s)</u>	<u>Exp.</u>
1	1	0	1	1	0
2	2	1	2	1	35,000
3	3	2	3	1	70,000
4	4	3	4	1, 2	140,000
5	5	4	5	1, 2	210,000
6	6	5	6	1, 2, 3	280,000
7	7	6	7	1, 2, 3	350,000
8	8	7	8	1, 2, 3, 4	420,000
9	9	8	9	1, 2, 3, 4	490,000
<u>10</u>	<u>10</u>	<u>9</u>	<u>10</u>	<u>1, 2, 3, 4, 5</u>	<u>560,000</u>
Each Add.(+1) Level		(+1) (+1 every level)		Max at Level 10	+70,000

## BANG ING CAVE MAN

Imagine Bam Bam from the Flintstones, but really, really stupid. Whether using a rock or bare hands, the solution to every problem is to bang it. Banging caveman's origin and background is quite boring actually. Since getting food is an everyday task, its no big conclusion that most cavemen are, by default, Banging Cavemen. It is believed that Banging Caveman is the basis of all others. See an animal, bang it. See something blocking your way, bang it. See a cavewoman you want, bang her. Simple, see?

Though this cannot be proven, others believe Banging Caveman is the descendent of man today. See a broken copy machine, bang it. See a broken computer, bang it. See a stupid person, bang it. See a wife not listening to you, bang it. Simple, see?

Being seen as the least evolved of all cavemen pretty much makes Banging Caveman the guinea pig for anything the others do not understand. Caveman's first experience with a small hunted animal was astonishment, then, <whack>, bang it, <thump>; TA DA! Lunch! Caveman's first experience with a Triceratops was astonishment, then, <whack>, bang it, <thump>; dead Banging Caveman. From here, it is theorized that the cavemen that saw these things from afar, gradually evolved the other cavemen because they were not too hip on dying anytime soon - thus, the origins of Strong, Fast, Grunting, Healthy and Smart Caveman



As you can guess, Banging Caveman's primary ability is Banging.

<u>Level</u>	<u>H.P. Dice</u>	<u>Base Attack Points</u>	<u>Dice</u>	<u>Hit Number(s)</u>	<u>Exp.</u>
1	1	0	2	1	0
2	2	1	3	1	50,000
3	3	2	4	1, 2	100,000
4	4	3	5	1, 2	200,000
5	5	4	6	1, 2, 3	300,000
6	6	5	7	1, 2, 3	400,000
7	7	6	8	1, 2, 3, 4	500,000
8	8	7	9	1, 2, 3, 4	600,000
9	9	8	10	1, 2, 3, 4, 5	700,000
<u>10</u>	<u>10</u>	<u>9</u>	<u>11</u>	<u>1, 2, 3, 4, 5</u>	<u>800,000</u>

Each Add.(+1) Level (+1) (+1 every level) Max at Level 10 +100,000

## HEALTHY CAVEMAN

Imagine Richard Simmons with a long forehead and really bushy eye-brows. Healthy Caveman is on the move, helpful and active always. If you need someone to cook the small animal carcass killed by Strong Caveman, call on Healthy Caveman. If you need someone to get some more water for the village, Healthy Caveman is more than happy to make the journey. All to keep active and healthy. Always over-ambitious, Healthy Caveman jumps up to volunteer for anything that will keep him moving.

After awhile though, the other cavemen were getting pretty annoyed with happy pants always being so helpful and making everyone else look bad. Knowing that someone needed to fix the food pit one day, some cavemen got together to tie Healthy Caveman down, keeping him from volunteering. It is argued whether antics like this resulted in the origin of Smart Caveman or not.

In the midst of the situation, Healthy Caveman, being such a devoted helper, struggled and struggled to make himself noticed. Not being able to get up and help, Healthy Caveman started trying to free himself, ever-so-slowly creating minor "grunts" until they finally escalated to tremendous "GRUNTS!" resulting in freedom from his bonds!



The other cavemen were stupid. Could this be the start of a new breed? Could this be the origin of Multi-Class, or even <shudder>, Dual-Class Caveman? It is hard to say if this is even believable, but if it is true, imagine the possibilities...

Healthy Caveman's primary ability is Health.

<u>Level</u>	<u>H.P. Dice</u>	<u>Base Attack Points</u>	<u>Dice</u>	<u>Hit Number(s)</u>	<u>Exp.</u>
1	3	0	1	1	0
2	5	1	1	1	25,000
3	7	2	2	1	50,000
4	9	3	2	1	100,000
5	11	4	3	1, 2	150,000
6	13	5	3	1, 2	200,000
7	15	6	4	1, 2	250,000
8	17	7	4	1, 2	300,000
9	19	8	5	1, 2, 3	350,000
<u>10</u>	<u>21</u>	<u>9</u>	<u>5</u>	<u>1, 2, 3</u>	<u>400,000</u>

Each Add.(+2) Level (+1) (+1 every odd level) +50,000



## G GRUNTING CAVEMAN

Only the most experienced and creative cavemen should be a Grunting Caveman. Probably the most complicated to describe, Grunting Caveman spends most of his time making unusual, yet sometimes obscene noises. Originally, the noises came from the mouth, but as time went on, only the most dedicated and focused Grunting Caveman could produce sounds, and even smells, from various other places throughout the body.

Grunting Cavemen are less common than any other type of caveman. Not only from the sheer fact that it is hard to reproduce what some of them do, but because its pretty damn easy to figure out that there may not be any magical or divine powers behind any of the noises they produce. Thus, resulting in egotistical cavemen dying easier because they think that a belch can take down a stampeding T-Rex. Stupid fools.



The story of Grunting Caveman's origin has been passed down over the generations, so it is quite possible it has become distorted. As hunting and gathering was the basis for the most simple of caveman society, Banging Caveman was out...er...well...banging. In the midst of trying to bang a small creature for food, Banging Caveman tripped and broke his club. Having nothing to bang with, the small creature turned to chase Banging Caveman. Looking around for something else to bang with, Banging Caveman came up empty handed.

The chase went on until Banging Caveman was cornered in a cave with no exits. Sensing the end was near, the small creature let

out a small growl. Never hearing this sound before, Banging Caveman was scared so much he soiled his loincloth and let out a big "AHHHH-HHHHHHHH!" in fear. The small creature, scared of the noise, turned and ran away - thus, the origin of Grunting Caveman. Grunting Caveman's primary ability is Grunting.

<u>Level</u>	<u>H.P. Dice</u>	<u>Base Attack Points</u>	<u>Base Attack Dice</u>	<u>Hit Number(s)</u>	<u>Exp.</u>
1	1	0	1	1	0
2	2	2	2	1	25,000
3	3	3	3	1	50,000
4	4	4	4	1	100,000
5	5	5	5	1	150,000
6	6	6	6	1, 2	200,000
7	7	7	7	1, 2	250,000
8	8	8	8	1, 2	300,000
9	9	9	9	1, 2	350,000
<u>10</u>	<u>10</u>	<u>10</u>	<u>10</u>	<u>1, 2</u>	<u>400,000</u>
Each Add.(+1) Level		(+1)	(+1 every level)	Max at Level 10	+50,000

## ATTITUDES

What would a caveman be without an attitude? Choosing an attitude for your caveman will determine personality and outlook on life. There are nine possible attitudes that can be made from the list below. To create the attitude of your caveman, combine one word from the First Half and one word from the Second Half to form a two word phrase describing your caveman.

### FIRST HALF

REALLY  
KINDA  
NOT REALLY

### SECOND HALF

GOOD  
BAD  
UGLY

The attitudes don't really need describing, but in case there are rules' lawyers out there, here are definitions. Inclusive to these single word definitions for the brain impaired, there are further descriptions for each type of attitude

- Really: Very.  
Kinda: Sorta. Somewhat. Neutral.  
Not Really: Not really...
- Good: The idea of being generally nice, and trying to do things that would benefit others.  
Bad: Pretty much the average caveman. You do not go to any extremes for any circumstances.  
Ugly: You think you are pretty much a bad-ass. What you know and do is right. Arrogance and a strong ego drive you.

**REALLY GOOD** You are so nice and helpful that others throw up around you. If someone or something is in need of help, you will go out of your way to take care of the problem. You use so much of your time doing things for other people that you barely have time to clean yourself up...wait a minute, that's just like every other caveman. An example of a Really Good caveman is someone who jumps in front of a T-Rex to stop it while its chasing someone else.

**REALLY BAD** You are average; spending most of your time sticking to the daily routine of life. It is very difficult to convince a Really Bad caveman to go out of his way. When given a choice, it is so hard to come to a conclusion that he usually doesn't. These cavemen are usually followers and do what they are told.

**REALLY UGLY** You think you are the biggest, baddest thing to walk the land. You are so cool and great that you don't have time to think (that's because you're so sure that whatever you do is best for everyone). When someone wants to lead, trying to hit that caveman with your club is not an exaggeration. Most of your day is

spent alone, but when you are around others, it is not uncommon for you to show them how great you are. And by the way, patience is not one of your better virtues.

**KINDA GOOD** Most of the time your heart is in the right place. Even though you know it gets you nowhere, you usually take time to be helpful and generally good-natured towards others. As long as the situation is not life-threatening or inconvenient, you would be willing to take time for others. You won't go out of your way, but you are sure to say yes if asked.

**KINDA BAD** You are the most average caveman around...and try to keep everything else that way. If it was up to you, no one person or thing would be better than the other. You will do what you can to balance a situation so that no one person has an advantage over the other. Though you try to make everything equal all the time, you never quite accomplish it and spend a lot of your days frustrated from the never-ending feeling of having a job unfinished.

**KINDA UGLY** Just like most people, you deserve a mean streak every once in a while, and when you have one, you feel justified. And that's because you sometimes get tired of doing good deeds and being nice. Though most of your day is spent as a generally nice person, there are certain things that get you hot under the loincloth; and that's OK.

**NOT REALLY GOOD** Helping others is not commonplace here, but what if it got you something in return? A Not Really Good person does not have a problem with being nice or good-willed towards others as long as its not an inconvenience or could benefit him in the future. A good example is someone who is kind and friendly to the chief in front of him, but turns away making vulgar grunting noises later. You know that this person is someone that could help you, so you are smart enough not to get on their bad side.

**NOT REALLY BAD** These are cavemen that spend most of their time caring about what happens to them and only them. They will save themselves before any others. While caring only for them-

selves, they will not go to evil or malicious ways to get the task accomplished. Mischief is also part of their nature.

**NOT REALLY UG LY** You act mean most of the time because you think you have to. Imagine this type of caveman to be the big bully at school, but once you get him on a one on one situation he actually turns out to be a pretty nice guy. Being mean and rude (not to the point of violent) in groups is pretty common for this type of attitude.

## EQUIPMENT

The following list includes basic items to help your character beat the bad guys and to protect your livelihood. Any other everyday items (i.e. foot coverings, blankets, bowls, etc.) can be obtained through trade. Since money wasn't around, trading was the "in" thing. To trade, all a caveman needs to do is exchange something with someone for something they already have.

To determine value of certain items, the Small Animal Carcass Trade Value has been created to use as a point of reference for the cavemen and the GM. Everyone is interested in food, thus, easily hunted, cute and furry animals could be used for trade. If cavemen happen to hunt down a larger animal, the value of the carcass increases proportionately. If cavemen find a lot of weapons or other fun stuff, that can be used for trade as well.

How much a player wants something will decide how much he's willing to trade. Since some people might end up getting screwed because they don't know any better, the Small Animal Carcass Trade Value was included to show average and fair trading values. The GM should use this as a guideline with non-player characters.

## EQUIPMENT LIST

<u>Weapon</u>	<u>Additional Attack Dice</u>	<u>Min. Brain Score to Use</u>	<u>Small Animal Carcass Trade Value</u>
Hands	0	1	0
Rock (small)*	0	2	0
Rock (large)*	1	3	0
Club	1	3	1
Rock-Club	2	4	2
Short Pointy Thing*	2	5	4
Rock Thrower**	2	6	5
Rock & Line*	3	7	8
Arrow**	3	12	(for 5 arrows) 3
Bent Stick That Comes Back*	4	10	11
Small Sharp Thing*	5	6	5
Long Pointy Thing*	6	7	7
Fire Start Kit*(two hands)	6	14	12
Large Sharp Thing*** (two hands)	8	8	9
Net**(two hands)	n/a	8	6
Bow**(two hands)	n/a	12	10

\*Can be used as a missile and non-missile weapon.

\*\*Can only be used as a missile weapon.

\*\*\*This weapon also requires a minimum strength of 12.

<u>Defense</u>	<u>Def. Dice</u>	<u>Protection</u>	<u>S.A.C.T.V.</u>
None	0	0	0
Big Leaves	1	4	2
Skins	2	8	4
Mammal Skin	3	12	7
Hide	4	15	9
Vest of Bamboo	5	20	12
Vest of Sticks	6	25	15
Wood Shield			
Small	1	5	4
Big	2	8	6
Coconut Helmet	1	6	5

## DISTANCE MODIFIERS FOR MISSILE WEAPONS

Missile Weapon	DIE REDUCTION*		
	Real Close	Over There	Way Far Away
Rock (small)	+2	-1	-2
Rock (large)	+1	-2	n/a
Short Pointy Thing	+1	-1	-4
Small Sharp Thing	+1	0	-3
Long Pointy Thing	0	-2	-6
Rock Thrower	n/a	0	-2
Net	0	-3	n/a
Rock & Line	0	-2	-5
Bent Stick That Comes Back	n/a	-1	-3
Bow & Arrow	+1	0	-2
Fire	0	-3	n/a

\*Distances are described in a separate section.

## WEAPON DESCRIPTIONS

We were more than three-quarters of the way done writing this section when we looked down at the weapon descriptions and noticed useless information. Is it not true that every RPG you buy describes items that you do not need to know anything about? Is there anyone reading this right now that cannot tell us what a club is? If so, then we definitely think you need to stop reading, put the book down now, and get a life.

The only thing we accomplish by writing up descriptions of totally basic and known items is filling up pages. And what happens when we fill pages? The book gets bigger, the number of pages increase, and we then charge you for it. We are sure you will agree that this is something your wallet does not want. If for some reason your feeble little minds cannot pick up a dictionary and look up "Net", you can always ask someone smarter.



We are only giving you the information you need. The only weapon descriptions that have been included are the ones that are a little unusual to this game. Some of the items have different names and special uses; these are the ones that will be detailed. Everything else that you would find a description of in a normal, everyday dictionary are not included. Do you have a problem with that? Then e-mail us...wingnut@wingnutgames.com.



**BENT STICK THAT COMES BACK** In the future, this will be called a boomerang. This aerial weapon can be thrown a great distance to hit its target, and will then return to the thrower. It cannot be used as a non-missile weapon.

**FIRE START KIT** Probably one of the most dangerous weapon of all. This weapon is hard to throw long distances, but has a great radius effect. If two or more targets are close enough, one successful hit could effect both of them (GM discretion). And, of course, any type of flammable materials or landscapes that are nearby when fire is thrown, they will catch flame as well.

**POINTY THING , LONG** In the future, this will be called a spear. This weapon is similar to a Short Pointy Thing, but is longer and inflicts more damage.

**POINTY THING , SHORT** In the future, this will be called a knife. This rock-fashioned, jagged-edged weapon can be used for both missile and non-missile attacks. Once it is thrown, it can be retrieved and used again.

**ROCK, SMALL** Why does this item need a description? Because it is the only item that is ALWAYS around. Whether your



caveman is stuck in the middle of a desert, or rushing down a river, a small rock is always in arms reach. (Anyone want to argue this one? We would love to hear your comments...Not...)

**ROCK & LINE** In the future, this will be called a bola. This "ball and string" weapon can be used for both missile and non-missile attacks. Weapon does not come back to you when thrown, but can be retrieved.

**ROCK CLUB** This is an improved version of a club. The end has a bludgeoning piece of rock fashioned to it, thus it causes more damage than a club.



**ROCK THROWER** In the future, this will be called a sling. This skin-fashioned, missile weapon does not do much damage, but has a continuous amount of ammunition from the small rocks lying all over the place.

**SHARP THING , SMALL** In the future, this will be called an ax. More than a rock-club, this device has a sharpened rock fashioned to a club.



**SHARP THING , LARGE** In the future, this will be called one huge-ass battle ax. This two-handed weapon is the largest and most powerful melee weapon created. Only a caveman with a 12 or higher strength can use this weapon.

## DEFENSE DESCRIPTIONS

**BIG LEAVES** This covering is a bunch of tree leaves tied together to form a bulky, minimal defense.

**COCONUT HELMET** This defensive helmet won't win any fashion awards, but it provides an extra defense in combat and does not sacrifice a weapon slot like a shield.



**HIDE** This type of skin is much thicker than a normal mammal skin, and is usually found on bigger creatures.

**MAMMAL SKIN** Skins from the various mammals can be put together to make a pretty standard defense.

**VEST OF BAMBOO** Pieces of hollow bamboo sticks are tied together to form a very good defense.

**VEST OF STICKS** Similar to the Vest of Bamboo, but solid pieces of wood are tied together to form a really killer defense.

**WOOD SHIELDS** These shields are made from the bark of a tree. They provide an additional defense, but sacrifice the spot for another weapon.

## THINGS YOU CAN DO

Though prehistoric man is the most inept and brainless lump of flesh ever, each player can choose various skills for their caveman. These Things You Can Do shape your caveman into the type of character you would like to play. By default, every caveman has three things they can do without using skill points; Climbing, Jumping and Running. Also remember, that each and every one of these Things You Can Do can be forgotten from time to time!

**CLIMBING** Climbing gives your caveman the ability to climb up basic land masses like hills, trees and mountain slopes which are not too steep.

**JUMPING** This gives your caveman the ability to jump over simple objects, like tree logs and small animals which happen to be charging at you...No, you cannot jump over a charging dinosaur!

**RUNNING** Doubles your movement one time a day for a round. If you are Fast Caveman, you can double your movement two rounds a day.

Each character can pick one of the Things You Can Do to start, then choose one additional every odd level (3, 5, 7, etc.) except "Smart Caveman"; he can pick a new one every level. And yes, you can save your choice until your character reaches the next level. This is how you would have abilities that require two skill slots.

**BETTER CLIMBING** This is the improved skill of being able to scale mountain sides, trees and other steep areas. This does not mean you can use this to scale some 90 degree rock-face like Half Dome. Get real.

**BETTER JUMPING** Imagine you're playing a game of hopscotch. Normal cavemen could pretty much jump from the beginning to the number three square while standing still. A caveman with Better Jumping could make it all the way to the number six square!

**BUILD SOMETHING** Every once in a blue moon, a caveman might want to try putting two things together to make something useful. A good example would be building a tent out of tree branches to be protected from a storm. The GM could even use the cavemans Brain score as the basis for a 3d6 roll or lower to accomplish the task.

**COOKING** This is mainly used when food is scarce. It represents a cavemans ability to find edible food within their surroundings when no meat is available.

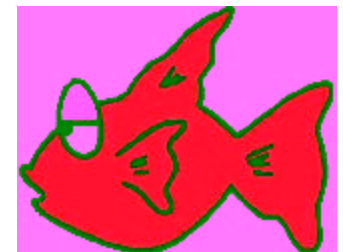
**FIND HOME** Do you really think cavemen pulled out their Thomas Guide and compass? As it says, this helps a caveman find his way home easier by remembering certain landmarks like mountains, trees and rivers.

**FIND ANIMAL** More advanced than having a small animal kick your caveman in the ass. This ability might help you find small animals during a standard hunt, or while out away from your normal surroundings.

**FIRE STARTING** This is the ability to produce simple camp fires and torches for light and warmth. This does not mean you pull out a Bic from your back pocket. Remember how you learned in Boy Scouts? That's right. Rub two sticks together.

**FISHING** Do we really need to explain this? You find a stick, go into a river, and start hitting some fish over the head.

**HAIR PULLING** Probably not very useful for any adventures, but what else were you planning to do to tell her you love her?





**HEADBUTTING** Best used when in a scuffle with a small animal or other caveman. A headbutt will break up the situation, stunning your opponent, and giving your caveman the chance to get away.

**HIDE BEHIND SOMETHING** Instead of trying to outrun a dinosaur, some cavemen might find this useful to avoid conflict. This gives your caveman the ability to better escape those dangerous situations. Imagine running through a forest being chased by a boar - you might be clever

enough to step to the side behind a tree just in the nick of time! On the other hand, don't think that when you're in an open plain that the one rock for miles is going to trick that Pteranodon.

**LEARN WORD** (2 slots) This is the ability to learn one of the words another caveman knows. Other caveman will not just automatically know you can learn a word. Hearing other words around you is not enough either. A caveman with the Teach Word ability needs to sit down and explain via actions or (attempted) drawings. Learn Word can only be used from a caveman with Teach Word once. This means that if Bob Caveman has three words, he cannot teach you all three. One word, once. That's it. Find some other caveman to learn from.



**PICTURE WRITING** Just in case words cannot seem to tell others what you want, you can draw them a (rough) picture. The GM can have lots of fun with this ability when combined with a group's known words. In a lot of ways, this ability can be pretty useless if a caveman is

trying to convince others to watch out for a dinosaur coming their way, and they recognize nothing being drawn. Hehe.

**RIDING** The caveman can use this ability to ride domesticated animals, or to hang on the back of a dinosaur just a little bit longer. Great to use when a large group is trying to take down a very large dinosaur.

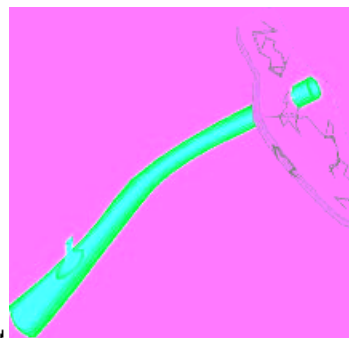
**ROCK FINDING** With this skill, the player will always be able to find a large rock during battle. As explained in weapon descriptions, small rocks are always available. This gives your caveman a keener ability to find one just a little bit bigger.



**RUN AWAY** Turn. Run. Try to Escape. Enemies will be unable to take a final attack when you want to run away from battle. Works exceptionally well when a caveman has this ability and Hide Behind Something.

**STAY AFLOAT** You won't be able to win any meets, but you will be able to last longer in a rushing river.

**STICK FINDING** Like rock finding, but a player will always be able to immediately find a stick that can be used as a club.



**SURVIVAL** Since many cave-men are often unable to remember the way home, this skill gives the player the ability to find shelter. Survival will also give your caveman an edge to get through bad times when the weather starts getting rough (Gilligan would be jealous).



**TEACH WORD** (2 slots) This is the ability to teach one of the words your caveman knows to another caveman once, and only once. If you try one time and they don't have Learn Word, then you just could not get it through their thick skull. A caveman with Teach Word needs to sit down and take some time to explain what the word is all about. And again, only one word per caveman can ever be taught. If you have four words, pick one to teach Joe Caveman. From there, Joe Caveman cannot learn another word from you again.

**TIPTOE** Best used when trying to sneak past a sleeping Green Dragon on your way to the Rod of Might. Damn - wrong game. We meant - best used when trying to silently sneak past a sleeping Stegasaurus on your way out a cave.

**TRAP MAKING** Use this skill if you want to be able to construct simple traps for small animals (or maybe even other cavemen). The traps constructed are not deadly. They focus on capturing the intended victim.

**TWO WEAPON USE** (2 Slots) Instead of being penalized two attack dice for each weapon, the player is only penalized one for each. Of course, this makes it impossible to carry a shield of some sort. Unless, of course, you have a Ring of Third Arm...

**VINE SWINGING** Tarzan was a little more sophisticated than our cavemen, so what you saw in all those movies is not what we are talking about. This is more like swinging across a small river if you cannot swim. Or swinging across a small gorge if some trees are around. You cannot go swinging from tree to tree to tree to tree to tree.

**WEAPON MAKING** This lets your caveman make simple weapons including; Club, Short Pointy Thing, Rock-Club, and Arrows. The number of days to make is equal to the "Additional Attack Dice" number on the equipment list.

**WEATHER SENSE** Your caveman will now have the ability to know what the weather is like. For example, if water is hitting on the top of the caveman's head, then the character knows that it is raining, and can let the other players know.



## THINGS YOU CAN'T DO

Those of you who played *Og: The Role Playing Game*, have already heard this joke. It's probably not very funny to you anymore, but we thought we would keep it here for others to laugh at...

In addition to Things You Can Do, we have also provided a list of Things You Can't Do. This will further put limits on your character throughout the game. We have provided a short list, but after

awhile, we feel you'll get the joke and can come up with some on your own. Pick one for every odd level, except "Smart Caveman"; he chooses one every three levels (1, 4, 7, etc.).

Fireball	Fly
Invisibility	Magic Missile
Pick Pockets	Summon Elemental
Jack into the Matrix	Weapon Specialization
Tap a Land Card	Teleport
Turn Undead	Overheat/Cool Down
Play that Stupid Minotaur from that Stinkin' Collectible Card Game	

## MOVEMENT

Movement, if you choose to use it as a constant factor in gameplay, is quite simple. Each character class has a movement number equivalent to the number of footsteps possible in a round. A character uses the numbers below when engaging in normal walking and combat. We put movement in mainly for more detailed combat situations. Please do not use movement when a group is leaving a cave - "Ooh ooh, I made it out first!"

We recommend that the Base Number of Footsteps below be used strictly when a combat or intense situation comes up. Combat is the easiest to apply this to, especially if your group is looking to fight in some possibly organized way (yeah, right...) Movement works in tandem with initiative in most cases. Initiative is explained both under the Speed ability and in the next section, Combat.

### BASE NUMBER OF FOOTSTEPS

Strong Caveman	8
Smart Caveman	6
Fast Caveman	12
Banging Caveman	6
Healthy Caveman	6
Grunting Caveman	6

## DISTANCE AND DISTANCE MODIFIERS

What about distances you ask? Well, we don't think its necessary to get into too much detail explaining all those distance modifiers and such, but...

Distance falls into three categories; Real Close, Over There, and Way Far Away. The GM will use these terms to give the players an idea of what is where. Distance modifiers for weapons are listed on the Equipment List.

**Real Close:** The object or person is pretty much in arms (or weapons) reach.

**Over There:** The object or person can be clearly seen, and can only be hit by missile weapons.

**Way Far Away:** The object or person cannot be made out clearly. You need to get closer to figure it out. The only chance to hit someone at this distance is with a really cool missile weapon.



## COMBAT

When a battle takes place, each player rolls 1d6 to determine attack order; this is called initiative. This includes the GM's rolls for the bad guys. The lower the number, the sooner your caveman's turn. Those who roll "1"s go first; "6"s go last; tie rolls happen at the same time. The Initiative Adjustment could make a caveman's roll go below "1". That's OK. It's cool. Monsters roll 1d6 for initiative without any modifiers.

When a player attempts to hit something (or someone), they roll the number of Attack Dice from their ability scores and weapons. Don't forget to look at the adjustments from your Strength and Banging scores. For every Hit Number a player rolls, it's a hit! Each Hit Number causes a health point to be taken away from the bad guy (or the good guy - depending on who you're aimin' for). Damage is first subtracted from any defenses you may be wearing, then from your base health points. Damage on defense items is ablative. Ablative means that the damage is cumulative and cannot be regained until the defense item is fixed or replaced. For example, if you are wearing big leaves, it will take four points before health is taken away from your character directly. If a player is on the defensive, the number of defense dice represents how many less dice the attacker will use when rolling.

Any time a caveman rolls three "6"s on one throw of the dice, this tells you something really bad is going to happen. It is the GM's choice what occurs. For example, your weapon could break, you could've hit yourself or maybe even another player. Obviously, you would need to be throwing three or more dice for an attack to have this happen; and yes, a separate screw up happens for every three "6"s rolled in one attack.

Characters can use two one-handed weapons at once. When attacking, you roll a die for each weapon to see what order they go in. Using two weapons does not let your character carry a shield, and there is a penalty of two less attack dice for each weapon when using two in a round. If a character chooses to run from battle, the attacker gets the option to have a final attack as they turn and run away.

## ORDER OF BATTLE

1. **ROLL INITIATIVE.  
LOW NUMBER GOES FIRST.**
2. **ATTACKER ADDS "BASE ATTACK DICE",  
THE WEAPONS "ADDITIONAL ATTACK  
DICE", AND DISTANCE MODIFIERS (IF  
ANY).**
3. **DEFENDER ADDS "BASE DEFENSE  
DICE" WITH "DEFENSE DICE".**
4. **SUBTRACT DEFENDER'S NUMBER  
FROM THE ATTACKER'S NUMBER.  
ATTACKER ROLLS THIS MANY DICE.  
(NO MATTER WHAT THE NUMBER,  
ATTACKER ALWAYS GETS A MINIMUM  
OF ONE DIE TO ROLL.)**
5. **FOR EVERY NUMBER ROLLED (FROM  
YOUR CHARACTER CLASS "NUMBER"  
COLUMN, ITS A SUCCESSFUL HIT.**
6. **BATTLE CONTINUES BACK TO NUMBER  
ONE UNTIL SOMEONE IS DEAD OR  
ONE DECIDES TO RUN AWAY.**

## EXPERIENCE

Once a successful hack n' slash is finished, the ever-so-popular experience point is given. As long as a character is in the battle somehow, all experience is divided equally.

Killin' something, or someone, is not the only way to gain experience. Each character class gets experience every time they are successful in something that involves their primary ability. Additional experience should be given to players staying in character, and contributing to the flavor of the game.

If you have ever watched "Whose Line is it Anyway?", experience points should be given out in this spirit. If not, always keep in mind which character is cooperative and which one is a pain in the neck. A player that complains about how useless cavemen are will not be given experience points as much as someone who is really into the game. Again, players should be rewarded for staying in character and making the experience fun.

If basing experience on pure dice rolling, then use the following table as a base for each character class. The GM should add or subtract from these experience points as he sees fit, depending on the severity of the situation, or how intense the situation helped the group.

For example, if Strong Caveman has a successful Break Things when a small tree is blocking his walking path, then he should get something like 100 experience points. If Strong Caveman has a successful Break Things on a blocked path when the entire group is being chased by a Brontosaurus, then give that savior something like 1,000 experience points.

<u>Character Class</u>	<u>Need to Do</u>	<u>Amount of Experience</u>
Strong Caveman	Successful Break Things%	500
Smart Caveman	Successful Figure Things Out%	500
Fast Caveman	Attack First in Round of Battle	100
Banging Caveman	5 or more hits on one set of attack rolls	250
Healthy Caveman	Fails Out Cold% roll	500
Grunting Caveman	Successful Make Something Happen%	750



## LIVE ACTION RULES

Some may wonder why a Live Action Rules section has been added. Well, we will tell you why. Since *Og: The Role Playing Game* was published in 1995, players continuously would walk up to our booth at conventions, telling us stories about playing live Og. One woman said that she organized a live action group of Og and the party could not even get out of the first room. She said that watching them try to work together with the limited words was the funniest thing she had ever seen.

There are many live action societies throughout the gaming world and we urge you to ask them to do live action Og. This section will provide the information necessary for you and your friends to take the "no use big words play Og" gameplay and have the funniest role playing experience ever.

### PREPARING

To begin, it is recommended that the GM find an area without buildings or structures. We're sure we are all in agreement that Taco Bell's and Exxon's were not around in prehistoric time. Most likely a local park or series of hiking trails would be the best.

After a location is organized, the players and the GM should get together to create their cavemen (if they do not have one as of yet). To get the most out of the experience, players should create items used by their caveman characters. Now, are we saying go out into the cold with only a loin cloth on? Nope. But it would add a sense of depth to the game if all players fashion something that represented the weapons they use. For example, using bamboo or irrigation pipe works great to start creating a club. From there, wrapping the bamboo stick with padding like closed cell foam or insulation foam works the best. The foam is then secured by covering it with a cloth-like substance. An effective material would be old bed sheets. Most other weapons can be created using this method. As most live action societies stress safety, Wingnut Games asks the same - please make sure all weapons are padded properly and do not reveal sharp or pointed edges.

## ROLE PLAYING

Stay in character. This is the most important part of the game and can greatly enhance the entire atmosphere with your group. Playing the role of your caveman as close to his/her creation will guarantee the funniest role playing experience ever.

When traveling through terrain, the importance of keeping to the word list is paramount. This combined with the terrain and interaction of the surroundings will make things like pointing and body movements work much more effectively. This is where the laughs will definitely start. All characters are urged to stay in role. Making side conversations about what is going on in the real world will little by little take away from the enjoyment of watching everyone else make a fool of themselves.

### MOVEMENT

Characters move normally during general exploration. It is only during an encounter, specifically a combat encounter, where characters are limited to their movement number (in footsteps). Each round normal initiative is taken and is then followed up with each character taking a maximum number of footsteps equal to their movement score. Use the surrounding terrain and the movement points exactly as executed by the character. If a character stumbles two steps while walking up a hill, then that is two less steps the character can make.

### COMBAT

Combat is even easier during live action role playing than it is sitting in a room full of players. First and foremost, when encounters occur, the GM will now have a idea as to what distances the players are from everything else. What you and the GM see, is exactly what your characters see. The encounter now continues using the standard combat system. Each player roles for initiative then moves towards their opponent or attacks. Trying to say something to others does not count towards your turn.

## MONSTER ADDENDUM

<u>Name</u>	Caveman <u>Name</u>	Attk. <u>Dice</u>	Def. <u>Dice</u>	Avg. <u>Health</u>	Avg. <u>exp.</u>
Ankylosaurus	Big Thing	10	15	45	4,500
Ape	Hairy Tree Thing	4	2	12	1,200
Baboon	Hairy Tree Thing	3	1	8	800
Bat	Small Cave Hairy	1	1	2	200
Bear	Hairy Cave Smelly	4	2	18	1,800
Boar	Small Smelly	3	2	6	600
Brachiosaurus	Big Thing	16	10	55	5,500
Brontosaurus	Big Thing	18	13	72	7,200
Cheetah	Hairy Go Go	4	8	15	1,500
Crocodile	Big Water Smelly	7	5	20	2,000
Eel	Smelly Water Thing	2	3	9	900
Gorilla	Hairy Tree Thing	5	3	12	1,200
Hawk	Hairy Sun Thing	2	1	4	400
Iguanodon	Big Thing	7	8	36	3,600
Jaguar	Hairy Thing	3	7	12	1,200
Leopard	Hairy Thing	3	5	10	1,000
Lion, Common	Hairy Cave Thing	6	4	16	1,600
Lion, Mountain	Hairy Cave Thing	6	6	19	1,900
Lynx	Hairy Thing	5	6	12	1,200
Mastodon	Big Hairy	12	12	40	4,000
Mammoth	Big Hairy	14	10	45	4,500
Piranha	Small Water Thing	6	2	9	900
Pteranodon	Big Sun Thing	6	9	30	3,000
Raptor	Go Go Thing	7	10	30	3,000
Rat	Small Hairy Thing	1	0	1	100
Snake, Comm.	Small Rock Thing	2	1	5	500
Snake, Pois.	Small Rock Thing	3	1	8	800
Stegasaurus	Big Thing	11	17	50	5,000
Sting Ray	Smelly Water Thing	5	6	10	1,000
Swarm, Wasp	Small Sun Thing	2	1	3	300
Swarm, Hornet	Small Sun Thing	2	1	2	200
Swarm, Bee	Small Sun Thing	1	0	1	100
T-Rex	Big Big Smelly	20	20	80	8,000
	Bang Thing				
Tiger	Hairy Thing	6	3	17	1,700
Triceratops	Big Thing	15	13	60	6,000
Vulture	Hairy Sun Thing	3	1	6	600

## ERRATA AND NOTES

Q: A "Net" is on the page 33 Equipment List, but says "n/a" for attack dice. What is up with that?

A: Our intent was to save space by not writing up explanations for commonplace items, but by eliminating the description for Net, we also eliminated the real intent for the item...A net does not inflict damage, but stuns an opponent for 1d6 turns for each successful hit with the roll of a caveman's base attack dice.

Q: What is considered a "hit" on a d6 roll for dinosaurs?

A: OK, we admit it, we cannot find the rule either. For some reason it was omitted, but the intent was all dinosaurs and monsters count a "hit" with "1's" and "2's" for each d6 roll.

Q: It seems like a disadvantage for dinosaurs to roll soooooo many attack dice and increasing their chances for a screw up. What is up with that?

A: Though it is not extremely explained, it is stated on page 46 that "Any time a caveman rolls three 6's....". Take this only to mean just that - only cavemen are subjected to this rule, NOT dinosaurs or creatures of any sort.

**INCLUDED FREE!**

# OG

## THE GAME OF SENSELESS PREHISTORIC COMBAT

### INTRODUCTION

Og is a game of prehistoric combat in which tribes of cavemen battle one another for absolutely no reason. A game usually takes 15 minutes to an hour to play, and can be played with two or more players. You will need the following items: one d4, d6, d8, two d10s, a pencil to write with, and your own markers to represent cavemen. Use hex maps to create your battle field.

The game was originally released in 1993 as a 6 page black & white polybag game for \$3. After being sold out after one year, we thought it was time to give people the taste of the original. Enjoy your free game!

### WINNING

There is only one way to win; eliminate all other tribesmen and have at least one of your own alive.

### STARTING THE GAME

Each player creates a character sheet to keep track of their tribe. You can use any type of tokens or items to represent your individual cavemen on the map.

A tribe consists of you (as the leader) and as many tribesmen as your points allow. The tribal leader does not count as a player on the combat field, but controls the tribe's actions and provides them with additional items for their use when the time is needed.

A tribe is created by distributing 30 skill points. These points are used to distribute among the leader's six statistics (minimum score=1, maximum score=10). These are the base for your tribe's attributes.

**Strength:** This represents your physical force and effects combat damage the following way:

1 - 2	-1 to damage
3 - 4	+0 to damage
5 - 6	+1 to damage
7 - 8	+2 to damage
9 - 10	+3 to damage

Strength also effects your stun percentage.

**Intelligence:** This represents how smart (or how dumb) you are. Your intelligence equals the maximum number of cavemen you can have. This attribute also effects initiative, your hit% and dodge%.

**Speed:** This represents how fast you are. This attribute effects initiative, movement and dodge%.

**Accuracy:** This represents how well you are able to hit a target. This attribute effects your hit%.

**Tech Level:** This represents how able you are to fashion and use weapons and other items. This attribute effects your hit% and what items your tribe can use.

**Health:** This represents each tribesmen's base hit points.

The above statistics effect the following attributes:

**Initiative:** [Speed x 2 plus Intelligence] This determines who goes first. The lowest initiative plays first for the round. Tribes that have the same initiative roll-off to determine who will go after the other for the entire game.

**Movement:** [(Strength plus Speed)/2] This determines how many hexes your tribesmen can move during their turn. (All fractions rounded down.)

**Hit Points:** [Health x 3] This represents the base hit points for each of your tribesmen. Total hit points can be increased by purchasing defense items.

**Hit Percentage:** [(Intelligence plus Tech Level) x 3 plus (Accuracy x 4)] This



is your tribe's percent chance to hit their intended target.

**Dodge Percentage:** [(Intelligence plus Speed) x 2] This is your percent chance to dodge an attack made by your enemy. Even when your enemy rolls a successful to hit, each tribesmen has a chance to move out of the way at the last minute.

**Stun Percentage:** [Strength x 5] This is your percent chance to stun an opponent when using a weapon that has the ability to stun.

## EQUIPPING YOUR TRIBE

Each tribe begins the game with 200 Equip Points. These points are used to outfit your tribe. Before you can outfit your tribe though, you must purchase tribesmen. Each caveman costs 5 Equip Points. Each caveman can only carry two weapons (one in each hand), and have only one piece of armor. If a shield is used, then the caveman can only carry one weapon. Defense points add to a cavemans base hit points. Armor from a dead tribesman cannot be used again by another caveman.

## WEAPON DESCRIPTIONS

**Bolas:** These "ball and string" weapons can be used for both missile and non-missile attacks. This weapon can be retrieved after it is thrown, but does not come back to you.

**Boomerang:** This aerial weapon can be thrown a great distance to hit its target, and will then return back to the thrower. It cannot be used as a non-missile weapon.

**Bow & Arrow:** For the sake of argument, let us assume that once this item is purchased, we do not have to keep track of arrows - just keep firin' it. Item takes two hands to use.

**Club:** This thick-wooded weapon causes little damage, but it is a cheap, basic item.

**Fire:** Probably the most dangerous weapon of them all. This weapon cannot be thrown far, but has a radius effect of the hex it lands in plus all the immediate hexes surrounding. Any caveman in the targeted hex cannot dodge the

fire, cavemen in the outlying hexes can. Each caveman hit by fire suffers 1d10 damage the first round and 1d10 damage halved the second round (rounded up). Fire damage does not include strength bonus.

**Hands:** Every caveman (well, most of them) have two of these.

**Knife:** This rock-fashioned, jagged-edged weapon can be used for both missile and non-missile attacks. Once it is thrown, it can be retrieved and used again.

**Mallet:** This is an improved version of a club. The end has a bludgeoning piece of rock fashioned to it, thus the reason for extra damage and stun.

**Nets:** These weapons do not inflict damage, but automatically stun (no percentage roll) one or more opponents depending on the size of the net.

**Small Net:** Captures one caveman

**Medium Net:** Captures targeted caveman and one other in any adjoining hex you choose.

**Large Net:** Captures targeted caveman and two others in any adjoining hex you choose.

Once a stunned opponent gets out of the net, it becomes useless. Nets that miss their target can be used again. This item can be dodged.

**Rocks:** They are all over the place, at least the small ones are. If all else fails, a caveman can always pick up a small rock to attack an opponent. Medium and large rocks need to be carefully looked for and purchased before the game begins. Rocks shatter to small rocks after they are thrown.

**Sling:** This leather-fashioned, missile weapon does not do much damage, but has a continuous amount of ammunition from the small rocks lying all over the place.

**Spear:** This weapon is similar to a knife, but is longer and inflicts more damage.

## DEFENSE DESCRIPTIONS

**Bamboo Breastplate:** Pieces of hollow bamboo sticks are tied together to form a very good piece of defense.

**Bear Skin:** This possible rug for the living room provides a standard defense.

Buffalo Hide: The strongest of the animal skin defenses.

Cloth: This is basic coverings woven together from the skin of smaller animals.

Dead Tribesman: The best defense ever! Please note: the caveman has to be dead in order to use. The caveman must be in the adjoining hex, and needs to be picked up before the end of the users turn. Using a dead caveman for defense completely defends you against all weapon attacks for one complete round, then the corpse is pretty much useless.

Lion Skin: The king of beasts is not the king of defense, but works well.

Stick-Layered Vest: This vest is fashioned similar to the bamboo breast-plate, but solid pieces of wood are tied together to form a superior defense.

Tree Fronds: These fronds are large tree leaves layered and tied together to form a thick and bulky defense.

Wooden Shields: These shields are made from the bark of a tree. They provide an additional defense, but sacrifice the spot for another weapon.

## OTHER ITEMS

Coconut Helmut: This powerful head-protecting device has the ability to absorb three successful stuns on any combination of cavemen whenever you choose.

Crude Glider: This crude flying device gives a tribesman the ability to double their movement for one turn. This can only be used once and can be given to any tribesman at any time during your turn.

Food: These little tidbits temporarily add to your tribe's attributes. Each piece of food is a universal effect to all your tribesmen and last one round.

Moving Vehicle: This advanced piece of machinery doubles your movement and can carry up to two tribesmen. A caveman cannot attack using their weapon(s) while driving, but can ram other cavemen for 2d10 points of damage plus automatic stun. A passenger can use their weapon in addition to the driver ramming an enemy, thus resulting in two attacks for one round of movement. Turning the vehicle costs one movement point for each hexagonal turn. For example, turning around costs three movement points, as this would

represent three sides of the hexagon to turn 180 degrees.

Pet Dinosaur: This pet of yours has grown significantly over the years. When needed, a caveman can whistle for his pet to stomp an enemy. The pet dinosaur automatically hits (but the target can still try to dodge to evade) and does 3d10 points of damage plus stun. The enemy must be in an adjoining hex. A tribe cannot have more pet dinosaurs than starting cavemen. Your pet can only be used once, then runs away.

Rabbit Fur Shoes: These shoes make your footsteps much quieter, thus adding a +5 to your initiative and a +5% to your hit percentage.

Shovel: This crude digging tool unexpectedly creates a pit under an enemy in an adjoining hex. The enemy takes 1d8 falling damage plus loss of next turn to climb out. Enemy climbs out at the beginning of the users next turn, but can be knocked back in on that succeeding turn by any hit. Enemy takes weapon damage, 1d8 falling damage plus loss of next turn again. This process continues until enemy is missed or not attacked while climbing out. Device breaks after one use.

Tree: A tree can be used to hide behind, thus evading any one attack by an enemy. The defender can use after his dodge is unsuccessful, and not after damage is rolled by the attacker, but can be used after an attacker's stun percentage has been rolled. A tree cannot be used to evade Fire, the Pet Dinosaur, Shovel, and Moving Vehicle attacks. Trees have one use and cannot be hidden behind again.

Wheel: A tribesman can skillfully roll himself towards an enemy at such blinding speed that they can perform two attacks in one turn. Wheel crumbles after one use.

## THE TURN

The tribe with the lowest initiative moves his/her tribe first onto the playing field. During your turn each tribesman is moved separately until they finish their total movement. No tribesman can move off the playing field during the game. Each tribesman has the ability to break up their movement while performing other actions.

For example, a tribe has a total movement of "5". A tribesman can move 2 hexes, attack an enemy and then move away 3 hexes. Turning to "face" an attacker or turning to defend does not use any movement points. All attack-

ing and defending is face-to-face. A cavemans turn cannot end on a hex with a living caveman and the caveman cannot move through hexes occupied by a living caveman.

When a tribesman attacks an enemy, they declare what weapon they are using and roll their percent chance to hit. If the tribesman misses, that individuals turn is finished. If they hit, the enemy rolls their percent chance to dodge. If the dodge is successful, then the enemy takes no damage. If the dodge is not successful, the enemy takes damage equal to the weapons random die roll.

Non-missile weapons require the attacker to be in an adjoining hex to the enemy being attacked. Missile weapons have a range specified in the "Equipment List". Attackers roll the normal to hit percentage, if the thrower makes a successful to hit, the missile weapon hits the intended enemy, if not, the attacker rolls a d6 to determine which hex around the target it lands in (you determine which hex represents which number). Any caveman in this randomly determined hex takes the appropriate measures as if they were the hit target.

Some weapons can stun. Once a weapon that can stun hits, it has a percent chance to stun equal to your strength multiplied times 5. A stunned caveman cannot perform any attacks or dodge any attempted attacks until the beginning of the attackers next turn. When another player attacks a stunned enemy, the attacker receives no to hit bonuses, but the stunned player cannot roll their dodge percentage. A caveman cannot be stunned unless they are already conscious.

After an intense round of combat, if there are any weapons on the ground, you may have your caveman pick up the weapon to use if space and your tribe's tech level permits. For example, with a movement of "6", you may move 2, throw your knife at any enemy, move 2 more, pick up the knife on the ground (or pull it from your enemies body), and move another 2 to finish up your movement. You can only make one attack per caveman, per turn. A weapon picked up during your turn cannot be used until your next turn. If a thrown missile weapon (i.e. a spear or knife) hits its target, the attacker may still move to the enemies adjoining hex and take the weapon out of the enemy to use again.

## EQUIPMENT LIST

<u>Weapons</u>	<u>Damage</u>	<u>Non-Missile Range</u>	<u>Maximum Missile Range</u>	<u>Min. Tech Level</u>	<u>Cost</u>
Notes					
Hands	2 (1 each)	1	0	1	0
Rocks					
Small	1	1	2+1/2 Str.	1	0
Medium	d4	1	1+1/2 Str.	1	5
Large	d8+Stun	1	1/2 Str.	1	15
	(No 2nd Weapon)				
Club	d4	1	0	2	5
Mallet	d4+Stun	1	0	2	15
Knife	d6	1	3+1/2 Str.	3	10
Spear	d8	1	2+1/2 Str.	3	15
Sling	d4	1	4+1/2 Str.	3	15
Nets					
Small (1 tribesman)	Auto. Stun	1	5	4	10
Medium (2)	Auto. Stun	1	4	4	15
Large (3)	Auto. Stun	1	3	4	20
Bolas					
2-ball	d4+Stun	1	1+1/2 Str.	5	25
3-ball	d8+Stun	1	2+1/2 Str.	5	35
Boomerang	d6+Stun	N/A	Str.	6	35
Bow & Arrows	d8	N/A	2+Str.	6	45
	(No 2nd Weapon)				
Fire (1 hex radius)	d10	1	1/2 Str.	8	60
	(then d10/2)				
<u>Defense</u>	<u>Defense Points</u>	<u>Minimum Tech Level</u>	<u>Cost</u>	<u>Notes</u>	
Dead Tribesman	See Rules	1	0		
Cloth	3	2	6		
Tree Fronds	5	2	10		
Lion Skin	7	2	14		
Bear Skin	10	2	20		
Buffalo Hide	13	2	26		
Bamboo Breastplate	17	4	34		
Stick-Layered Vest	20	4	40		
Shields					
Small	5	4	5	Cannot	
Medium	8	4	8	carry 2nd	
Large	12	4	12	weapon	

<u>Defense</u>	<u>Effect</u>	<u>Minimum Tech Level</u>	<u>Cost</u>
Rabbit Fur Shoes:	Adds +5 to a tribe's total initiative and a +5% to hit.	2	15
Shovel:	Creates a pit under an enemy. D8 falling damage plus loss of next turn to climb out.	4	15
Wheel	Can make a total of two attacks in one turn	7	25
Pet Dinosaur	3d10 damage plus stun. Range=1. Automatic hit.	2	20
Crude Glider	Doubles movement for one tribesman for one turn	6	10
Tree	Can hide behind to evade one attack once.	2	10
Moving Vehicle	Can hold two tribesmen. Movement doubled. 2d10 ram damage plus stun with successful "to hit".	8	50
Coconut Helmut	Absorbs three stun.	2	15
Food			
Banana	Adds +15% to hit for each tribesmen for one round.	1	10
Nuts & Berries	Adds +15% to dodge for each tribesmen for one round.	1	10
Coconut Milk	Adds +5 damage for each hit a tribesmen successfully makes for one round.	1	5

## LAND OF OG CHARACTER SHEET

NAME \_\_\_\_\_ CLASS \_\_\_\_\_  
 LEVEL \_\_\_\_\_ EXPERIENCE \_\_\_\_\_  
 ATTITUDE \_\_\_\_\_ HEALTH POINTS \_\_\_\_\_

### ABILITIES

STRENGTH	<input type="checkbox"/>	DMG. ADJ.	<input type="checkbox"/>
		BREAK THINGS%	<input type="checkbox"/>
BRAINS	<input type="checkbox"/>	FIGURE THINGS OUT%	<input type="checkbox"/>
		FORGET HOW TO%	<input type="checkbox"/>
		MAX NO. OF WORDS	<input type="checkbox"/>
SPEED	<input type="checkbox"/>	DICE REDUCTION	<input type="checkbox"/>
		INITIATIVE ADJ.	<input type="checkbox"/>
HITTING	<input type="checkbox"/>	MISSILE DICE	<input type="checkbox"/>
		NON MISSILE DICE	<input type="checkbox"/>
HEALTH	<input type="checkbox"/>	HEALTH POINT ADJ.	<input type="checkbox"/>
		OUT COLD%	<input type="checkbox"/>
G R U N T I N G	<input type="checkbox"/>	MAKE SOMETHING HAPPEN%	<input type="checkbox"/>
		SAVE YOUR ASS%	<input type="checkbox"/>

MAIN WEAPON \_\_\_\_\_  
 MAIN DEFENSE \_\_\_\_\_  
 NO. OF ATTACK DICE \_\_\_\_\_  
 NO. OF DEFENSE DICE \_\_\_\_\_  
 HIT NUMBER \_\_\_\_\_

THINGS YOU CAN DO      THINGS YOU CAN'T DO

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

STUFF

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