

# Cannibal Village Cheat Sheet

## Results

d4: \_\_\_\_\_ d10: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

d6: \_\_\_\_\_ d12: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

d8: \_\_\_\_\_ d20: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## Numbers

Basic Culture: \_\_\_\_\_ Reaction Roll: \_\_\_\_\_ / \_\_\_\_\_ Population: \_\_\_\_\_  
Resources: \_\_\_\_\_ Tribe Morale: \_\_\_\_\_ Warriors/Sick: \_\_\_\_\_ / \_\_\_\_\_

Chieftain is: \_\_\_\_\_ Shaman is: \_\_\_\_\_

People are: \_\_\_\_\_

Contacts: \_\_\_\_\_

Quests: \_\_\_\_\_

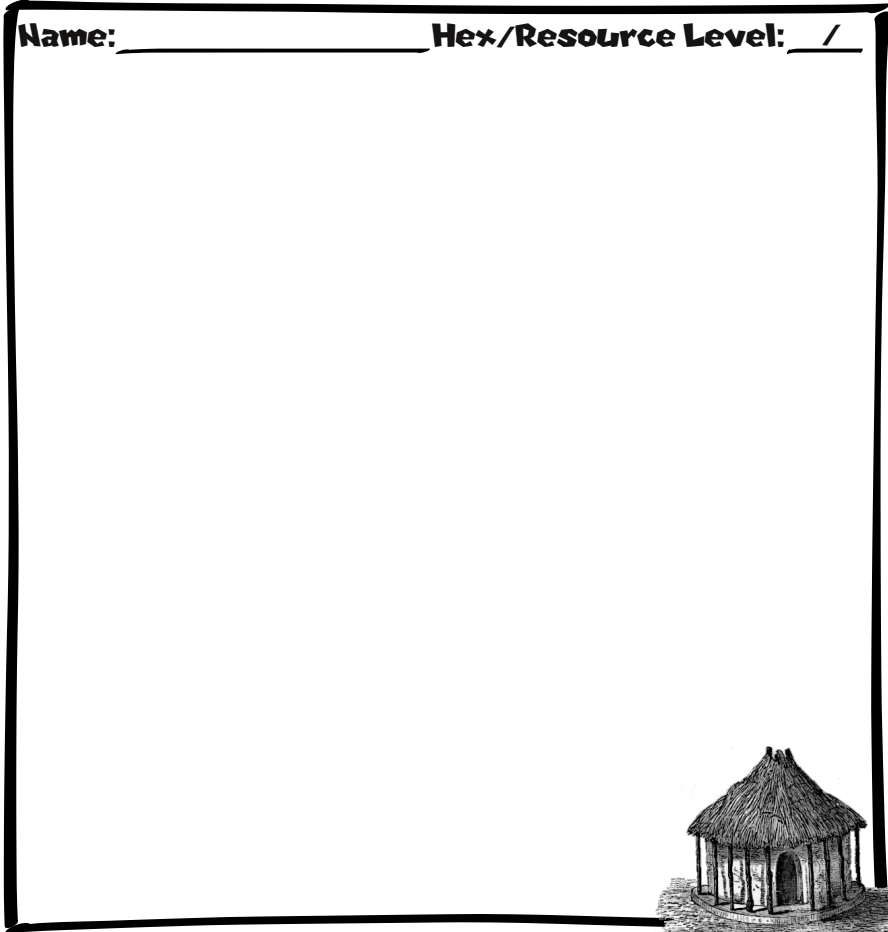
Start with rolling the 6 dice. Add the result and note it as population, also note the individual results as per the tables. All will have a modifier associated with them. Note those modifiers. You'll also have the descriptors for the chief, his shaman and for the people in the village. If a quest is indicated, check the hex about conflicts and other factions for inspiration or invent something. Describe the village below.



**Village description:** \_\_\_\_\_

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

Name: \_\_\_\_\_ Hex/Resource Level: \_\_\_\_ / \_\_\_\_



**A**: Sick Huts (d4)

**D**: Initiation Huts (d10)

**B**: Big Communal Huts (d6)

**E**: Shaman's Hut (d12)

**C**: Storage Huts (d8)

**F**: Chieftain Huts (d20)

----- : Strong Bond

—————> : Dominance



Give your village a name and note the hex-field it is located in. Use the free area above to copy the dice pattern that emerged with the village-generation roll. Connect doubles with a dotted line and if a die shows double the value of another die, note dominance over that die with an arrow (details on p. xx). Draw a fence around the village and you're done.