

A NUELOW GENERAL ROLE-PLAYING GAME PRODUCT:

"HOMINIDS!"

Role-playing Adventures with Colossal Cave(wo)men and Cackling Chimps

NL05

INSIDE FRONT COVER

NUELOW game products:

"Fairies!" (Available Now)

"Lust and Dust!" (Available Now)

"Ugly Ducklings and Ice Queens!" (Available Now)

"Horndogs!" (Available Now)

"Hominids!" (Available Now)

Dedicated to the rough and pure spirit of the NUELOW setting. This time we are getting as rough as possible.

Lyric of the Month: "Boing! Bum! Peng!" [Lyric spawned by the "Neue deutsche Welle", a short period of very different music in the early 80's in Germany]

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"HOMINIDS!"

Role-playing Adventures with Colossal Cave(wo)men and Cackling Chimps

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INTRODUCTION

There are certain days, on which one wakes up and feels the urge to do something special. "Hominids!" is the result of such an enlightening experience. The NUELOW system already now covers many genres, but still some things have been left untouched. One of the missing links is to explore the role-playing potential in the age of the missing link between Man and Ape -- the age of the "Hominids!". Now this supplement enables players all over the world to partake in the fun of searching for food, rampaging through the wilderness, trying to find a mate, hunting, being eaten by really wild animals and searching for bananas. Endless adventures in a primitive and exciting world are waiting for you... go ahead! Again this NUELOW supplement is designed with an eye towards lecherous behavior (as seems to be common in all ages and times). Sometimes, just sometimes, your players will want to engage in such behavior. We do not encourage it, but we also do not leave you alone with the resulting questions and problems.

DISCLAIMER

It is not our intention to encourage promiscuity and debauchery among games. This product line is simply a response to the many gamers who like to "play house" with imaginary people while sitting around a table with a room full others. NUELOW is a

way to ensure that everyone's playing the same game. We provide the framework, you, if you must, provide the dirty mind.

The NUELOW team is very much aware that many gamers are impressionable children, and, as parents and/or uncles ourselves, know the importance of providing young children with entertainment that displays sound values. For this reason, there is nothing in any of the NUELOW series that couldn't make it onto prime-time television, or hasn't been approved by SMOSM (Steve Miller's Overly Sensitive Mother).

PAGE THREE

WHAT YOU NEED TO PLAY "HOMINIDS!"

You've already got all the rules right here in this book. Now, you need at least one six-sided die, some friends, a pencil or two, and some paper to write your character up on. Oh, and munchies. Don't forget the munchies.

Using "Hominids!" with other NUELOW products.

NUELOW is almost unique among universal game systems... Each NUELOW game book and supplemental rules set is written with full compatibility in mind, so mixing settings presents no problem. If the players and GM want to have fairies make fun of cave(wo)men, then it's only a question of generating characters with the rules in "Fairies!". Likewise, a group of cavemen and chimps may stumble upon an inter-dimensional vortex and find themselves facing off against the Enforcers of Hansland. NUELOW is, after all, a universal role-playing game, and we're trying to create a game that will accommodate whatever the GMs and players can dream up.

PERSONAL PRONOUNS IN NUELOW PRODUCTS

Since the designers and editors of this series find "he" and "she" equally offensive, oppressive, exclusionary, etc., all characters in NUELOW will be referred to as "it" (except in those cases where the character's sex is clear from the context).

CHARACTER GENERATION

In "Hominids!" players will assume the role of cave(wo)men and chimps in an age long gone. You will fight for your daily survival, the right to mate and the right to eat bananas. In every moment you are threatened by lightning, wild animals, hunger and the danger of not getting someone (or something) to mate with. Your life (as short as it was in those times) will be filled with excitement, fear of diseases, the desire for bananas and -- did we already mention it? -- the urge to mate with someone (or something).

Character Points

All characters start with 40 character points, which are used to "build" a basic character through buying Attribute Ratings, Skills, and Advantages. The points may be split between these three categories as the player sees fit. The beginning total may be increased by taking disadvantages, which may only be done at creation time unless the GM rules otherwise.

While your characters are trying to survive in their dangerous environment (and desperately are searching for someone [or something] to mate with), the GM awards additional character points. Players who are close friends of the GM get lots of points. Everyone else gets shafted. These points are applied, just like the first 40 were, toward improving Attributes or Skills, buying new Skills and Advantages, and "buying-off" disadvantages. All of these rules are explained in-depth later.

Attribute Ratings

All NUELOW characters have seven attributes: Strength, Agility, Looks, Intelligence, Personality, Health, and Pain Threshold. Attributes are rated on a scale of 1-15:

Attribute Rating	Cost Per Point	Level
1-3	1	Attribute Impaired
4-7	3	Average
8-10	10	Exceptional
11-12	30	Legendary
13-15	60	Divine

Attributes are a measure of a character's natural aptitude in certain areas. Characters who attempt a difficult or dangerous action roll two six-sided dice, or one six-sided die twice, adding the results and checking them against the appropriate Attribute Rating. If the number is equal to or less than the Attribute Rating, the character is successful. If the attempt fails, the GM is at liberty to decide what the result is. Each character can perform one action per round, unless the GM or the rules say otherwise. GMs may also apply modifiers to any checks. (Attribute Rating checks are discussed further under "Skills.")

Attribute Ratings of zero or one, while possible, are not recommended. Not only will such ratings result in automatic failure if skill checks are called for, but other players tend to make fun of them.

Strength: A measure of the character's ability to inflict damage upon another character while exchanging blows, and how much it can lift and/or carry. The maximum load a character can handle is equal to the Strength Rating times 10 pounds. This load is halved when playing a chimp. Equipment weights are given in pounds. For every 15 pounds the character is over its encumbrance limit, its movement rate is cut by one-third. When punching characters, or attacking with blunt or edged hand-held weapons, the character has the certain modifiers to damage inflicted (Results of zero or less do no damage), listed below. Also -- considering the age of adventure we are talking about, physical strength is very important for one's personality. Generally the following is true: The stronger you are, the more your tribal brothers and sisters will like you (and the greater your chance will be to find a mate).

Strength Rating	Damage Modifier	Personality Modifier
0-3	-2	-3
4-7	0	0
8-10	+1	+1
11-12	+2	+3
13-15	+4	+5

Agility: This reflects how naturally coordinated the character is. Anything from juggling bananas to eating a bowl of Jello-brand gelatin-cubes ("Jigglers!") with bare hands would be checked against Agility. The Agility-rating also allows the characters to dodge hand-to-hand (or kick) attacks, if half or less of the rating is rolled on two six-sided dice.

Looks: This is the character's physical attractiveness to any species that could possibly be affected by it. The Looks Rating modifies the Personality Rating like this:

Looks Rating	Personality Rating Modifier
0-3	-3
4-7	0
8-10	+1
11-12	+2
13-15	-3

The modifiers represent the first-impression reactions characters

with bad or good looks get from the surrounding world. Again the modifiers differ from previous NUELOW products, because most hominids were rather ugly (and quite sensitive about it), so that everything beautiful was rather suspect and created envy. When using characters from other genres in "Hominids!" the modifiers above should apply.

Intelligence: This reflects the character's ability to understand abstract ideas, adapt to unexpected situations, and find their way out of a paper bag should the need arise. Further, the Intelligence Rating allows the character to see through subterfuge. (On a successful check, of course.) The Intelligence Rating modifies the Personality Rating. This is quite easy to explain, when considering that the average cave(wo)man was as intelligent as a doorknob.

Intelligence Rating	Personality Rating Modifier
0-2	-2
3-7	0
8-10	0
11-12	+1
13-15	-3

Readers will note that at either extreme on the scale is a negative modifier. Again, this reflects first impressions, since the general public is not likely to react kindly to someone who constantly drools (although this happens quite often in "Hominids!", or a character whose first words are: "I am the Lord, thy God." (or -- as far as chimps are concerned; "Me Banana King -- You Dumb Banana"). On the other hand, the positive modifier reflects the fact that mid-level geniuses (like NUELOW players) have their own special brand of charm.

Personality: This is how commanding the character's presence is, and how well it relates to other characters. Most attempts at social interaction with any depth are checked against this attribute. (A character looking for a one-night mating event would check against Looks, but a character looking for permanent bondage would check against Personality.) See below for Mating Point Rules, which further allow to describe the standing of any character.

Health: This is a measure of how much physical punishment a character can take, and how well it can resist and/or recover from illnesses. When the Health Rating goes to zero from non-lethal attacks (fists, certain toxins, over-exertion, etc.,) the character goes unconscious. When the Health Rating goes to zero from lethal attacks (switchblades, shotguns, being thrown from a great height, etc.), the character is dead. Non-lethal damage is recovered at the rate of 1 point per hour, or 2 points per hour of total rest. Lethal damage is recovered at the rate of 1 point per day if properly cared for (by someone with the Healing Skill), 1 point per week if left unattended. Dead characters do not recover damage -- they just decompose.

Pain Threshold: This measures how well a character endures physical punishment. Whenever a character suffers 3 or more points of damage in one round, it must make a check against the Pain Threshold Rating. A failed check means the character has fainted from unbearable agony (or that it goes berserk -- see the Berserker Advantage below). Honorable or merciful opponents will refrain from attacking (or whatever) the character. Stupid cave(wo)men have normally no problems with finishing off an opponent on the ground (if they manage to think for long enough about it... "Ugh! It me hurt! I hurt back! It not move! Move!!! Why not? Whoops, I smell bananas... let's go!") Chimps are very unlikely to finish someone off forever, as this mostly just would mean, that there is one less victim for their pranks.

Character Types

This probably goes without saying, but all "Hominids!" characters are hominids. If you don't know what that is, visit a zoo, look at the apes there and you will know what you are going to play (well, mostly).

Cave(wo)men

The first step in creating this type of character is to choose its sex (male or female). This is a very important decision (at least at the start). Females mostly are occupied with mating, bearing children, cooking (well, sort of), peeling bananas and such things. Some exceptional females will be accompanying hunts (to skin deer, collect bananas and herbs) and some very, very exceptional and rare females will actually fight side by side with males (most of them seem to be rather tall, good-looking and have long blonde hair... strange).

Next you have to decide the totem of your tribe. Every tribe has a protective animal, which they pray to and offer sacrifices to. The members of a specific tribe will try to imitate the behavior of the sacred animal whenever possible (no, we won't tell you, what the members of the skunk tribe are doing).

After this choose Attribute Ratings, Skills, Advantages, Disadvantages and whatever else is necessary. Finally you will get to choose some equipment. Every hominid will start with 1d3 items chosen from the equipment list below (everything else will have to be gathered, stolen or self-made).

Finally you will have to name your creation. Mostly such names as Grok, Gronk, Ugla, Uggel, Urg, etc. are in use. Some very strange tribes use such mysterious names as Fred, Barney, Wilma or Betty... strange people, aren't they?

Genetic Advantages

Cave(wo)men are tough and strong. Thus they start with an Attribute Rating of 1d6 (roll each separately) in Strength, Health and Pain Threshold. All cave(wo)men know the Sign Language Skill at level 1.

Genetic Disadvantages

Because of their heritage, cave(wo)men are not the most intelligent beings on Earth. To put it more bluntly, there are probably many more intelligent beings on Earth. This results in a maximal Attribute Rating of 3 in Intelligence.

Chimps

Again you first have to choose your sex. As with cave(wo)men this decision is quite important (for the same reasons, although chimps are not as much concerned with a strict separation of males and females. Only one position is always inhabited by males -- the position of being the chieftain. Otherwise chimps mostly are concerned with having fun (lots of it!). Chimps like to sleep, make fun of stupid cave(wo)men, mate, collect bananas and do anything else, that brings fun to their lives.

Next you have to decide the totem of the tribe of cave(wo)men you are going to harass specially. Each of these funny big apes seems to worship a certain animal (one tribe even worships chimps... but they are somewhat boring, as you can do to them whatever you want and they do not react in any funny way, but suffer silently; there are even not very well-liked tribes as for example the big apes that worships skunks -- their habits are just too disgusting).

Afterwards you will have to choose your Attribute Ratings, Skills, Advantages and Disadvantages. Chimps do not get any initial equipment, as they normal do not use anything. When they need something, they either steal it or pick it up.

Chimps do use names (although they are strange to today's humans). They typically have such names as "Ieek", "Chhiiirrr", "Scrruuu", "Ughugh" or "Judy".

Genetic Advantages

Living primarily in trees has its advantages. You are very fast and agile and your food (especially the many bananas) are very healthy.

Therefore a beginning chimp character gets 1d6 of Attribute Rating in Agility and Health for free. You also get the Smells Bananas Advantage and the Climb and Swing Skills for free (the skills at level 1). Lastly all chimps know the Language Skill (Chimp-Speak) at level 2.

Genetic Disadvantages

Being a chimp not only consists of having fun, eating bananas and mating but this way of life also has its drawbacks. A chimp character is not allowed to raise its intelligence above 2. Also several of the (Dis)Advantages and Skills below are forbidden for chimps.

Other Character Traits

Advantages

Most advantages are things characters are born with, but a few others are achieved through training. Players may spend their character points on them.

Attractive Appearance: Due to good luck with genes, the character looks far better than the average cave- or tree-dweller. The player rolls a six-sided die and adds the result to the character's Looks Attribute Rating. This advantage costs 3 points, regardless of what the player rolls.

Berserker: The character choosing this advantage can't stand pain. Surprisingly its reaction to pain is not fainting or whimpering but raging hatred. When failing a Pain Threshold Check, the character is forced to attack the source of his pain, until either it or the source of the pain is dead or destroyed. From this point onwards no further Pain Threshold Checks are required and the character suffers only one-third of the normal non-lethal damage from any attacks (minimum: 1 point per attack). This advantage is worth 10 points.

Busty (women only, no chimps): The character has a chest that reminds on-lookers of Dolly Parton. This advantage provides a -1 modifier on Seduction attempts, and a +2 penalty to Dodging. This advantage costs 2 points.

Broad Pelvis (females only): The character has an exceptional pelvis, which reminds spying cavemen of very attractive gorillas and chimps (and watching chimps of somewhat attractive cave(wo)men). This advantage provides a -1 modifier on Seduction attempts, and a +1 penalty to Dodging. This advantage costs 3 points.

Double-jointed: The character receives -1 to all Agility Attribute Checks and Agility-based skill checks. The advantage costs 5 points.

Eye-Hand Coordination: Negates "called-shot" penalties while the character is using ranged weapons. This advantage costs 7 points.

Fire Maker (cave(wo)men only): This character has achieved a marvelous technological success. It learned how to make fire (well, most of the time). Given some time and the right equipment (flint stones or a stick and some tinder), the character is able to start a fire on a successful Agility Check with a bonus of 3. The character may try this as often as he wants (given enough time and material). This advantage surely will give the character great status among his tribe, even if he otherwise is a total wimp and absolutely useless. This advantage is worth 5 points.

High Pain Threshold: The player may roll a six-sided die and add the result to the character's Pain Threshold Attribute Rating. This advantage costs 3 points, regardless of what the player rolls.

Keen Senses: Upon making a successful Intelligence Attribute check with a bonus of 3, the character can pick out strange sounds or smells,

thus lowering its chance of being ambushed. During sex, this advantage lets a character know if its partner is truly being fulfilled, or just "faking it." (Not that this would be of interest to a caveman most of the time... sensibility is not one of their strengths, as you might guess). This advantage costs 2 points.

Robust Health: The player may roll a six-sided die and add the result to the character's Health Attribute Rating. This advantage costs 4 points, regardless of what the player rolls.

Smells Bananas: On a successful Intelligence Check, the character is able to smell any bananas within a range of 20 meters. This might allow for an increase in status, if it manages to become a really successful banana hunter. Chimps gain a +5 bonus on the check. This advantage costs 2 points.

Sparks of Intelligence: Due to luck with genes (what else?), this character has managed to raise his cerebral activity beyond the normal standards of cavemen. The player is allowed to raise the intelligence of its character as high as its points allow. If the character us a chimp, it may raise its intelligence up to 6. This advantage costs 3 points.

Status: This advantage adds to a character's Looks Attribute rating or its Personality Attribute rating. A character may either add 1d6 to its Looks rating or add +1 to its Personality Rating. This advantage costs 3 points.

True Genius: The player may roll a six-sided die and add half the result (rounded down) to the character's Intelligence Attribute Rating. This costs 3 points regardless of the number rolled. It may only be taken, if the character also possesses the Sparks of Intelligence advantage. Chimps choosing this Advantage gain 1d3-1 points of Intelligence (with a minimum of 1). The True Genius advantage may be taken up to twice.

Visions (cave(wo)men only): The character from time to time receives visions (as the GM deems necessary). Mostly these visions are a sign of madness (not very surprising, considering the constant stress a cave(wo)man has to stand). The GM is encouraged to create wild and mysterious (and mostly absolutely useless) visions from time to time. The tribe will consider him to be blessed by GgggDdd (the Gods!). This advantage costs 4 points.

Well-hung (males only): This character can look impressive in furs (or even better without them) without using a cucumber and receives -1 to Seduction attempt rolls. This advantage costs 2 points.

Disadvantages

Taking disadvantages can provide extra character points. GMs should try to place characters in situations where their disadvantages might come into play. (Don't overdo it, though.) Certain disadvantages have Attribute-bases and modifiers listed. The modifiers are added to the character's roll when it checks to avoid letting weakness get the best of it. There might be some of these disadvantages characters don't want to resist, of course. GMs shouldn't force players to roll if they want their characters to engage in certain generally unacceptable behaviors.

Characters may spend points to negate disadvantages as they earn points. When a character has "repaid" the points it earned from taking the disadvantage, it is "cured" of whatever the weakness was.

Banananism (Intelligence-based, +2): Whenever the character is presented with bananas or finds itself in a stressful situation, it needs to make a check to see if it turns to the banana. If the Attribute check is failed, the character eats until it passes out or is prevented from eating

by other characters. The bananic character, however, doesn't want to be stopped. For every 30 minutes of eating, a Health Attribute Check must be made. For each failed check, the bananas effect the character as such:

First Failed Health Attribute Check: +1 to Personality; -1 to Agility and Intelligence. The Hand-Eye Coordination advantage is negated, while characters without that advantage have their off-hand penalties raised to +2/+4.

Second Failed Health Attribute Check: +1 to Strength and Pain Threshold; -2 to Agility, Intelligence and Personality. Banananized characters automatically fail any Seduction attempts on sober characters, but receive -2 on the Attribute Check against characters who are also banananized.

Third Failed Health Attribute Check: +1 to Strength, +2 to Pain Threshold; -3 to Agility, Intelligence and Personality. Characters with Sexual Prowess automatically fail the Skill Check. Hitting targets (stationary or otherwise) with ranged weapons is impossible.

Fourth Failed Health Attribute Check: Unconscious for an amount of hours as dictated by the roll of one six-sided die. When the character wakes up, it feels ill and sluggish (3 non-lethal points of Health damage,) has a throbbing headache (-2 to Intelligence and -1 to Agility) and generally feels hung-over. This disadvantage is worth 4 points.

Apish (cave(wo)men only): The character's Intelligence Attribute Rating can't exceed 1 until the disadvantage has been "repaid." This disadvantage may not be taken by characters with the Sparks of Intelligence advantage, and is worth 4 points.

Cowardly (Intelligence-based +1): When faced with danger, the character must make an Attribute Check or flee. This disadvantage is worth 6 points (considering that almost everything in this setting is dangerous!).

Delicate Stomach (Health-based +1): Most foods give the character heartburn and/or gas, which can lead to embarrassing social situations. After each meal or bananic beverage, the character must make a successful Health Attribute check or suffer a gas attack. Flatulence results in a +3 penalty to all social skills and an automatic failure to Seduction attempts. This disadvantage is worth 3 points.

Sexual Preference, animal (cave(wo)men only, Intelligence-based, +1): Self-explanatory. The character's player may choose the animal. If any characters discover the character's sexual preference, it receives an automatic +4 penalty to all Personality-based skill checks. This disadvantage is worth 10 points.

Sexual Preference, men (chimps only, Intelligence-based, +1): Self-explanatory. If any chimp characters discover the character's sexual preference, it receives a +3 penalty to all Personality-based skill checks (due to the less hostile view of chimps concerning this topic [remember: their motto is "Have fun in whatever way gives you most fun"]). This disadvantage is worth 7 points.

Sickly: The character's Health can't exceed 3 until the disadvantage has been "repaid." This disadvantage is worth 10 points.

Superstitious: Many mysterious signs and omens fill the prehistoric world. This character knows how to recognize them and knows that most will blast him out of existence, if he is not careful. Consequently, whenever the GM believes, that an omen has occurred (a bolt of lightning striking a tree, a strange stone lying on the ground, a really big banana or a club suddenly breaking), the character has to make an Intelligence Check or otherwise must spend 1d6 minutes cowering on the grounds wailing to the Gods for forgiveness. This disadvantage is worth 6 points.

Vengeful (Intelligence-based, +5): The character wants to hurt

something... anything. When the character takes damage or is embarrassed, it must pursue the attacker or offender, intent on beating the crap of it, until the pursuit is obviously hopeless. (GM's call, or another Intelligence check at +3.) This disadvantage is worth 3 points.

Skills

To successfully use a skill, a character must make a check (on two six-sided dice) against the appropriate attribute. Furthermore, character points can be used to improve skills. There are four skill levels, and it costs 2 character points to buy a first-level skill. The price goes up from there, but at higher levels, the character receives a bonus to Attribute Checks, a negative modifier on the roll. On the other hand, a character has a penalty for attempting to perform an action it isn't skilled in. GMs should use their judgment in determining the results of a failed check.

Skill Level	Point Cost	Bonus to Attribute Checks
0	0	+4
1	2	0
2	4	-2
3	8	-4
4	16	-6

Characters may attempt to use more than one skill per round. All checks must be successful for the desired effects to come about, and often all Attribute Bonuses should be added to one or both checks. Common sense (as interpreted by the GM) should be applied.

Artistic Ability (cave(wo)men only, Agility-based): The character can draw, paint or sculpt works of art of less than questionable quality (well, in 40000 years they'll be really valuable, but for now...). The player chooses what kind of visual art the character practices, and a different skill must be purchased for each type. The character can read and write the sign language of his tribe (or another tribe, if the GM feels generous). A separate skill is required for each sign language the character can read/write. To read the signs of the infamous skunk people this skill is of no help. You just need a good nose...

Banana Peeling (Intelligence-based): The character can peel bananas with this skill. This heightens the taste of the banana, when eaten and reduces the chance of becoming banananized (see above) (you need double the amount of peeled bananas to become banananized than normal).

Climbing (Agility-based): The character can perform simple actions such as climbing a rock or a banana tree without needing to make Attribute Checks. More difficult feats, such as a sheer cliff face or an icy incline can be scaled with the proper equipment (whatever that might be in a prehistoric age).

Dancing (Agility-based): The character knows a variety of dance styles, ranging from clogging to jumping to flailing. (GMs may rule that characters are familiar with dance types particular to only one tribe per skill slot devoted to dancing.) Characters with this skill may apply any relevant Attribute Bonus to Seduction attempts, if the two skills are being used in conjunction. Chimps also have a very unique way to dance, which is rather close to the cave(wo)men-style.

Dodging (Agility-based): This skill increases the effective Agility Attribute Rating for purposes of dodging hand-to-hand and ranged attacks by half (round up). Unless paired with a successful Unarmed Combat Skill check, however, the dodging character's chance to strike targets while dodging is also reduced by half.

First Aid (cave(wo)men only, Intelligence-based): The character knows human anatomy ("No, I'm pretty certain both feet are supposed to

point in the same direction...") and has a passing familiarity with bandaging wounds and correcting fractures (a very passing familiarity, that is). A successful check will cure 2 points of non-lethal damage or 1 point of lethal damage. This may only be attempt once on each group of wounds. The character with healing skill may only use it to cure non-lethal damage on itself. If the check is failed, the patient will suffer an additional point of the damage to be treated (these are the risks of stone age medicine... guess, why Fred Feuerstein never visited a doctor!)

Hunting (Agility-based): The character is a capable hunter and able to track down wild animals. On a successful check he managed to find a potential diner somewhere in the wilderness (what is found is up to the GM). It should be remembered, that chimps are mostly vegetarians.

Inventing (cavewomen only, Intelligence-based): This skill is reserved for female cave dwellers (they are the productive and innovative force of progress, since many of them spent their time in their home cave, while the men are out hunting... thus they invented the passtime of "inventing"). A character possessing this skill is able to try to make an invention once per (12 - Intelligence Rating) weeks (minimum of four weeks). On a successful Skill Check (with appropriate penalties from the table below) they successfully invent something more or less useful. The inventions below are divided in several levels of difficulty. Generally the character cannot invent anything of level x, unless it has invented something of level x - 1. To make an invention the appropriate tools and materials are a necessity.

Difficulty	Possible inventions	Modifier
1	plates, cups, sharp knives (+1 1 damage)	0
2	boot laces, shirts, cloaks, pottery, body paintings	+1
3	slings, cooking, ropes, flint- stones	+2
4	torches, knife and fork	+3
5	pits, nets, banana alcohol	+4
6	doors, domestic animals, agriculture	+5
7	the wheel, written language	+7

After having invented something, the character has to pass a successful Personality Check while facing the chief of the tribe. Otherwise nobody will recognize the value of the invention and it will not come into use. Because of the difficulty of this skill, all costs learning it are doubled.

Math (Intelligence-based): The character can do calculations that do not exceed the number of fingers and toes it possesses. At Skill Level 4 it also is allowed to do multiplications as long as the results are smaller than the number of available fingers and toes (not necessarily one's own). Chimps can use this skill only to count bananas and cave(wo)men (within the limitations above). Other things do not interest them enough.

Medicine (cave(wo)men only, Intelligence-based): The character enjoys an exulted status as a medicine (wo)man. It is able to cope with several kinds of diseases (for details see the disease descriptions far below). Following this the most important diseases are listed. For each disease there is listed a modifier applicable when treating the disease and the results, if the check is successful (S) or unsuccessful (U).

Toothache (-1):

Cure: Smash stone against the bad tooth/teeth

S: loose 1d3 teeth (amongst them the bad tooth).

U: loose 1d6 teeth (amongst them the bad tooth only on a 1 or 2 on 1d6)

Each hominid starts with 33-1d6 teeth. For every 6 teeth lost, the Looks Rating is decreased by one. If the Looks Rating is reduced to less than zero, the character dies, because he is no

longer able to eat effectively.

Whenever you loose some teeth due to "medical treatment", you suffer 1 1 damage per two teeth lost (round up). This is due to the primitive way of "curing" (which basically consists of smashing a rock of medium size against the teeth concerned and hoping the best).

Bad cold (0):

Cure: Drink a mixture of vile herbs and animal parts

S: Be cured in 1d6 days

U: Die in 1d3 days.

Brain Tumor (+4):

Cure: Open the skull by splitting it, remove anything that looks queer and tie a piece of fur around the wound. Hope the best.

S: Looks Rating is lowered by 0-2 points (never below zero)

U: Instant death

Stomach problems (+1):

Cure: Either cut open the stomach and remove anything, that appears suspect or continuously have the patient drink a mixture of banana pieces, vile herbs and animal parts.

S: Be cured within a week

U: Die an agonizing death within 1d6 minutes (when cut open) or 1d6 days (otherwise)

Banananism (+3):

Cure: Strictly prevent the afflicted from eating, seeing or smelling any bananas for two months.

S: Be cured.

U: Probably many social problems between the tribe and the afflicted

A medicine (wo)man needs some ingredients and tools of trades, which are listed under equipment.

Language (cave(wo)men only, Intelligence-based): It is recommended that no character gets a spoken language for free. (This is, after all, finally NUELLOW "Hominids!"). This part will probably expanded in a supplement, containing a dictionary, life action role-playing rules and many more goodies (maybe even some bananas) to maximize Real Life (tm) experiences (and we won't force you to wear black to enjoy this!). This skill must be taken for each language learned separately. In "Thunder Hole!" (the campaign setting presented below) a kind of common tongue exists, which is spoken throughout the valley (by those, who are able to speak). It is called "cmmnngnrnt" (or "The Common Grunting").

Seduction (Looks-based): The character may attempt to use a variety of techniques, mental (screaming and chattering) and physical (dealing out blows with a club or pulling a mate at the hairs), to sway one or more other characters who have even the faintest attraction to the seducer to perform... uh, services and favors for it. The nature of these services is up to the seducer. A seduced creature can perform no actions (other than perhaps kiss or fondle the seducer) for the first round of seduction. On subsequent rounds, the character always acts last.

A target may roll against its Intelligence score if it wishes to attempt to resist the seduction attempt. The following modifiers apply to the character's check to resist being seduced:

Intelligence Modifier

-3

-2

Mitigating Circumstance

Giving in will be dangerous

Seducer is personal enemy

-1	Seducer attacked target prior
+1	Eye-contact with seducer
+2	Physical contact with seducer
+3	No negatives from succumbing
+4	Expects pleasure beyond dreams

Modifiers are cumulative where one or more apply. There are many other circumstances that might result in modifiers, and GMs should use their best judgment in the individual situations.

Once the player determines if the character has succeeded or failed to seduce a target, GM and player are encouraged to role-play through the events that follow. However, should the creative font be dry, a roll on a six-sided checked against the appropriate table might inspire an idea or two for excitement in and outside of bed:

Successful Check	Failed Check
1. Will do anything, right here, right now.	1. Roll on success chart; add 2.
2. As #1, but sex acts must be in private.	2. Agrees to sex out of out of fear/pity
3. Saving self for bondage, but a second successful check yields a result as per #1. If the second attempt fails, result as per #3 on failure chart.	3. Punches seducer, leaves.
4. Is maniac who imprisons partner after a time of amazing sex.	4. Hits seducer, cries for help.
5. Result similar to #2, but the target is bonded. GM rolls one six-sided die, and if the result is 6, the former mate shows up as the seducer and seduced are making love.	5. Gravely offended. Friends of the target ambush seducer later.
6. Result similar to #2, but the target is actually of a disguised chimp (differences of this kind are hard to tell in the stone age!)	6. Cries rape and attacks to sever appendage.

Once a character has been seduced, it will always be susceptible to the wiles of that particular seducer -- to the tune +1 to the Intelligence roll, +3 if the seduction resulted in carnal delights.

Set Traps (Agility-based): Useful to most cave- and tree-dwellers when hunting, trashing, humiliating, or getting revenge on other tribes or members of its own tribe. The details of the trap are up to the character, but an Attribute check at +2 is required to construct an effective, well-concealed trap that won't be discovered until it has already been sprung.

Sign Language (Agility-based): This skill is used by all hominids not able to speak a real language. They will use crude signs accompanied by guttural sounds to make their wishes and thoughts known. For each type of sign language a different skill must be taken.

Singing (Personality-based): The character can carry tune, and quite well (for a cave- or tree-dweller that is) on a successful skill check. When used in conjunction with Seduction and/or Dancing, all skill bonuses from successful Attribute Checks may be applied to the Seduction roll.

Swinging (Agility-based): The character is able to swing quite effectively through forests and overgrown terrain. Chimps can do this without any supporting things, cave(women) need vines to do so.

Weapons Use (Variable): Each weapons skill must be bought

separately. See "Equipment" for available weapons, and the Attribute checked for their usages. Each additional level purchased in a Weapons Use category, give the character -1 on to-hit checks. It should be noted, that many chimps are deadly fighters with the thrown banana, should the need arise.

Wrestling (Agility-based): Used to mate, to find a mate and to hunt deer. The character with this skill is familiar with techniques that will hold a target in place if it is successfully hit. The wrestler can choose to pin a target in place or tear a small object (bone jewelry, a piece of clothing) from the targets body. (Thus, this skill might be applicable to sexual situations.) The target may not attack while held, but may try to squirm free on a successful Agility check at +2. The target may, of course, attack at will if the wrestler chose not to hold it.

Mating Points

As we mentioned several times before, one of the main goals of hominids (besides finding and eating bananas) is to find a mate and mate. As there are not many mates available, only the most successful and the strongest hominids have a chance of finding a legal mate (you can rob a mate, but this almost always incurs the wrath of the concerned tribe). To simulate the successes of a hominid, Mating Points are introduced. Every hominid starts with 0 Mating Points. By doing certain things it is possible to raise the amount of Mating Points. When these points reach certain levels, the chief of the character's tribe (or the leader of the pack, when chimps are concerned) will decide, that the time has come to make the character choose a mating partner to ensure that his valuable genes will continue to exist (the chief would formulate this in a different way, probably as "yoo uuuUUrrrrRRggGG... MMMBBMFBBBBMMFF...Ummnffff" or translated to English "You are a worthy and very successful member of our glorious tribe. Hereby you are allowed to choose a mate to ensure that your skill and knowledge will live forever!").

The following actions change the Mating Points of a character (it is possible to have a negative number of Mating Points):

Successful Hunter: For each week of successful hunting, the character will receive one Mating Point per Skill Level in hunting.

Successful Inventor: For each successful invention the character receives 2 times the difficulty factor of the invention in Mating Points. If the character even manages to convince the tribe of using his inventions he receives an additional amount of Mating Points equal to 8 times the difficulty factor.

Killing a Cave Bear: +10 Mating Points; +50 Mating Points if this feat was done single-handedly

Dishonoring the tribe: -1 to -30 Mating Points according to the amount of dishonor

Discovering a gate of NUELOW: +15 Mating Points, if the gate is shown to the other members of the tribe (or pack)

Being responsible for the death of a tribe member: -15 Mating Points; -20 Mating Points if the dead was female

Making big fun of cave(wo)men (chimps only): +1 to +10 points, depending on the amount of fun

Further modifications should be invented by the GM.

If the character achieves 50 Mating Points, he is allowed to choose one mate for one contact. Afterwards 50 Mating Points are discarded.

If the character achieves 100 Mating Points, he might decide to have the chief of the tribe choose a permanent mating partner for him (most of the time the most ugly and undesirable mates are chosen -- thus many hominids choose to wait a little longer). Afterwards 100

Mating Points are subtracted.

If the character achieves 200 Mating Points, he is allowed to choose a permanent mating partner. Afterwards 200 Mating Points are subtracted.

If the character achieves 400 Mating Points, he is allowed to mate with anyone for one year. Afterwards 200 (yes, 200) Mating Points are subtracted.

It is possible to have more than one mate. Actually most tribes view a hominid with a lot of mates with great awe (+1 Personality rating for each permanent mate known about). It should be stressed that unsanctioned mating normally incurs the wrath of the fellow tribe members (or the leader of the pack -- all other chimps believe in maximal fun). Nonetheless again and again there are forbidden matings, which are always the cause of a lot of grunting and chattering.

Age

Age is a big problem for hominids (they do not get really old -- at least from our point of view). The following table characterizes certain age levels:

Age level	Str-Mod	Agl-Mod	Itl-Mod	Hth-Mod	Lks-Mod
Young	+1	+1	0	0	+1
Adult	0	0	0	0	0
Old	-1/8	-2/8	+1	-2/7	-1/9
Very Old	-2/7	-2/6	+1	-2/6	-2/8
Ancient	-3/5	-4/4	-2	-2/4	-3/6

If the table sports one number, this is the modifier to the appropriate attribute. If there are two numbers, the first number is the modifier, the second number is the maximum value allowed in the appropriate attribute. If any value is lowered to -1, the character dies of some kind of disease. If the maximum age + 1d6 years is reached you also are going to die (this rule applies only to this setting -- other settings use a different die modifier).

Age levels for cave(wo)men are as follows: young (8-12 years), adult (13-18 years), old (19-24 years), very old (25-28 years) and ancient (29-32 years).

A cave(wo)men player character starts at age 10+1d6.

Age levels for chimps are as follows: young (2-4 years), adult (5-8 years), old (9-12 years), very old (13-14 years) and ancient (15-20 years).

When a character loses more and more teeth, he also starts to become more susceptible to aging problems (you can eat less of these healthy worms and vile herbs, you get weaker, etc). Thus whenever a character has lost half its teeth, every year of adventure counts double, when calculating aging effects. After losing three fourths of its teeth, the character has to count each year thrice. When all teeth are gone, each year counts fourfold.

Diseases

The world of "Hominids!" is filled with many dangers. Diseases are one of the major causes (besides wild animals, too much mating, slipping on a banana and other factors) for the early deaths of many hominids. Every month each character has to make a successful Health Check with a bonus of 4 (chimps make this check with a bonus of 6 -- this is due to their very healthy banana diet), otherwise it caught an illness. Roll for a disease with 1d6 on the table below:

Roll	Disease
1	Severe Toothache: the character has to pass a Pain Threshold Check each time he tries a physical action. If it fails the check it is not able to execute the

- action.
- 2 Bad cold: Pass a Health Check +3 or die of the fever within 1d6 days. Otherwise you suffer a penalty of 3 on all checks during the time of the disease.
 - 3 Brain tumor: On a roll of 1 on 1d6 the character dies within 1d6 weeks a painful and horrible death. Otherwise you suffer a permanent penalty of 1 on all checks.
 - 4 Stomach problems: On a successful Health Check you are only incapacitated for 1d6 weeks, otherwise you die an ugly death.
 - 5 Banananism: Due to incorrect consumption of bananas you have become an addict. You will do anything to get hold of 1d6 bananas per three days. If you do not manage to eat the required ration of bananas, suffer a cumulative penalty of 2 on all checks.
 - 6 No disease, but struck by a bolt of lightning: suffer 2d6 points of lethal damage.

Diseases may be treated by characters with the Medicine Skill (see the skill list). The character should be very aware of the risks of allowing this. Chimps can only treat Toothaches (this is handled like an unsuccessful use of the Medicine skill).

COMBAT

While combat generally means hacking, slashing, and spreading as much carnage in as short time as possible, there are some NUELOW combat rules that apply to more intimate pursuits. As evident in some of the skills above, what is sometimes useful on the field of battle can also come in handy between the sheets (or rather furs and banana peels that is)...

Basics

The basis for all time-keeping in NUELOW games is the "round." There are six seconds in one round, ten rounds in one minute, sixty minutes in one hour, 24 hours in one day (which, as we all know, is simply not enough) and so on, and so forth. Consult the calendar on your wall for additional details. Each player must declare what action the character will take that round, and the characters then take these actions from the highest to lowest Agility Attribute Ratings. A player may choose to hold a character's action until later in the round, but must call it as soon as actions have been declared for the character he or she was trying to shaft... uh, support. Each character can perform at least one action per round, although GMs can rule that the character can do more or less, too. (It's a rare thing, though, when a character can't just lay still on the ground, unconscious, or just overcome by exhaustion...) Characters take actions in order of Agility Rating, those with the highest numbers acting first. If there is one or more characters with the same Agility Rating, the order is as follows:

1. In hand-to-hand (or kick) combat, the character with the highest Personality score acts first.
2. Characters who are using a ranged, non-weapon attack. (Seduction attempts, etc.)
3. Characters who are in moving vehicles (yes, currently there are no vehicles, but considering the immense desire of cavewomen to invent something, there very soon might be vehicles), but not in combat.
4. Characters moving on foot, but not in combat.
5. Characters wielding light/medium ranged weapons.
6. Characters wielding heavy/large ranged weapons.
7. Characters who are in vehicles (see above) and engaged in combat.
8. Characters using small melee weapons.
9. Characters who are in vehicles (see above), but attacking a target on foot.
10. Characters using large melee weapons.

Remember, seduced characters always act last in the round on they are seduced. Attribute Ratings are also used to decide who controls the situation during close encounters of the carnal kind. Characters with the Sexual Prowess skill always act first in the round, but the Agility or Personality Ratings apply if both characters possess Sexual Prowess. However, if the words "whips" and "chains" have come up (together or separately) Strength is most likely the Attribute to go off. Characters that have been seduced into the situation will always act after the seducer, unless instructed to do otherwise. See "Attacking" for additional information.

Movement

A character's full movement rate equals its combined Strength, Agility and Health Attribute bonuses in feet. The minimum full movement is always three, regardless of negative Attribute bonuses. Characters on the ground may choose to move less than their full movement rates, or not move at all.

It is possible for characters to move and attack at the same time, if they are within range (or reach) of each other. For each character that has declared movement during a turn, there is a +1 cumulative to-hit penalty. In other words, two moving characters trying to hit each other with clubs would each add 2 to their Agility Attribute checks.

Attacking

Attacks are resolved whenever a character acts in a turn. To hit, a character must roll the appropriate Weapons Use skill Attribute or an Unarmed Combat roll. If a character hits the target, apply the damage appropriate to the weapon being used (found under "Equipment") and any Strength Attribute bonuses/penalties. If the character is wearing armor (also found under "Equipment") only damage exceeding the character's Armor Rating is subtracted from the Health Rating.

A character may attack up to three targets in one round, if those targets are in melee combat. For each additional target in excess of the first being attacked, a +1 penalty is added to the Weapons Use skill Attribute check. (+1 for the second, and +2 for the third.)

Characters may choose to take "called shots." There is a +3 to-hit penalty on "called shots," but extra damage is inflicted on successful hits, with vital areas subject to the greatest damage bonuses.

Called-shot Location	Extra Damage
Head	roll six-sided, apply result
Torso	4 points
Arms	2 points, +1 penalty on to-hit rolls
Legs	1 point, +2 penalty on relevant Agility checks, lower movement rate 1/3 for each 5 points of "called shot" damage.

Certain sexual situations might require to-hit rolls (Agility or Strength Attribute Checks). These include characters who are moving, characters who are in a boat on a storm-tossed sea, or character's trying to engage in sexual acts with an unwilling target.

Attacking with Ranged Weapons

The basic NUELLOW mechanic for ranged weapons combat is the "line-of-sight" rule: if a character can see it, the character can hit it with ranged weapons. This rule is subject to GM rulings and common sense, but is essentially all that's needed to play. For more detail-minded players (or those without common sense), the following optional rules may be used:

Characters must still be able to see what they're shooting at, but to-hit rolls are modified by factors such as weapon size, distance

to target, lighting conditions, and aiming time. Further, the modifiers mentioned under "Movement" may be applied as well. A ranged weapon is anything that can be thrown. A rock, a stick, a banana, or any number of objects could conceivably be ranged weapons in a pinch.

The following chart lists the modifiers that apply to to-hit rolls for ranged weapons. The sizes of the weapons featured in the game can be found under "EQUIPMENT."

Size of Weapon	Close Range	Medium Range	Long Range
Small	-2	0	+3
Medium	0	-3	-1
Large	+2	+1	-3

Close Range is considered 5 yards and less; Medium up to 10 yards; and Long Range is up to 30 yards. GM's ruling and common sense also apply.

Optionally, the GM might consider weather and lighting conditions during ranged attacks. Heavy snow and darkness add +1 to all to-hit rolls at Medium Range; and +3 to all Long Range attempts. These modifiers are cumulative.

TRAMPLING

Often a character will be in danger of being trampled (either by his fleeing cave dweller comrades, a herd of wild animals or whatever else). Such a situation presents a lot of trouble for the player character, but it poses even more problems to the GM. Therefore, we will use the tried and tested NUELLOW trampling rules.

Three values are of importance, when the characters are facing a stampede of whatever... the difference of mass of the beings involved, the difference in size of the beings involved and finally the number of beings or vehicles doing the trampling. These three factors determine the amount of damage the character suffers. The base damage is determined by comparing the character's size and mass to the size and mass of one of the beings (or the average size and mass of different beings) in the opposing horde. Base damage found on the following table:

Size	Mass		
	lower	equal	greater
smaller	-1/4	0/2	1/1
equal	0/2	1/1	2/1
greater	1/1	2/1	4/1

The first number is the base amount of damage points the victim suffers, and if the trampler's size and mass is equal to, or greater than, the victim, the damage taken is lethal. The second number is the minimum amount of creatures required to cause that damage. If there are fewer creatures than that number, no damage is caused. From now on the number of creatures will be called the threshold number.

Total damage is calculated by modifying the base damage according to the number of creatures trampling the character. The GM determines the number of creatures that are passing over (or ramming) the character's body, and each time the number of trampling creatures doubles, the damage received is increased by +1: If the threshold number is reached once, the character suffers base damage; if the threshold number is reached twice, it suffers base damage +1; if the threshold number is reached four times, it suffers base damage +2; if the threshold number is reached eight times, it suffers base damage +3; if the... (Okay, you get the idea.)

All is not lost for the character about to become a puddle of gore, however. If the GM is merciful, the character being trampled can make an Agility Check to lower the damage incurred. On a successful check, it suffers but one-half damage (round down).

EQUIPMENT

The following equipment list is rather short, but if you ponder the variety of available shops or craftsmen in the prehistoric age, you'll understand why.

Weapons

Each weapon in "Hominids!" has five statistics: type, damage, weight, size and AT. Remember, a character's Strength Damage Modifier is added to hand-to-hand and melee weapon attacks, as are "called shot" damage modifiers. Blunt weapons do non-lethal damage, edged do lethal damage unless otherwise noted. Any large weapon is treated as if weighing 15 pounds for encumbrance purposes. Most of the weapons can be gathered in the neighborhood of your local cave or can be manufactured with a successful Agility Check.

Key to codes: AT=Attribute-base for Weapons Use skill checks.

R=ranged; H=hand-to-hand; B=blunt; E=edged; l=lethal; nl=non-lethal; Str=Strength Attribute Rating; Agl=Agility Attribute Rating.

Weapon	Type	Damage	Weight	Size	AT
Light club	H	1 nl	0.5 pounds	Small	Str
Normal club	H	2 nl	2 pounds	Small	Str
Big club	H	4 nl	4 pounds	Large	Str
Really big club	H	5 nl/ 1l	8 pounds	Large	Str
Spiky club	H	3 nl/ 1l	3 pounds	Small	Str
Big spiky club	H	4 nl/ 2l	5 pounds	Large	Str
Stone spear	H/R	3 l	7 pounds	Medium	Str/Agl
Rock	H/R	1 nl	3 pounds	Small	Str/Agl
Stone knife	H/R	1 l	2 pounds	Small	Str/Agl
Banana	H	0 l	0.5 pounds	Small	Str
Banana	R	1 l	0.5 pounds	Small	Agl
Sling	R	2 nl/ 1l	1 pound	Small	Agl

Armor

Each type of armor in NUELLOW has two ratings, type and armor rating. Armor rating represents the degree of protection the character is afforded when wearing it. All types of armor weigh 3 pounds per point of protection.

Type	Armor rating
Thin furs	1
Thick furs	2
Very thick furs	3

Miscellaneous Items

Below is a short list of miscellaneous items, which might be useful during game-play.

Item	Description	Weight
Leather necklace		
with bear teeth	+1 Looks while worn	0.1 pound
Fire making tools	-	0.3 pounds
A bundle of bananas	Equivalent to alcohol	0.8 pounds
Leather bag	-	1 pound
Fur boots	Protection for toes	2 pounds
Paint	Required for painting	4 pounds
Small primitive stone chisel	Used to remove bad teeth	0.2 pounds
Small primitive sharp piece of stone	Used to conduct brain surgery (used together with the chisel above) or to cure stomach problems	0.1 pounds

has to make a Health Check or suffers another 41 points of damage. Str: 2, Agl: 4, Lks: 3, Itl: 2, Per: 2, Hth: 6, Pth: 6.

Saber-Toothed Cat: Huge furry cat with big teeth. Very wild and dangerous. Fears nothing (except fire -- but this is not yet known to any inhabitant of Thunder Hole). Attacks by biting and clawing for 51 / 2n1 points of damage. Str: 12, Agl: 10, Lks: 10, Itl: 3, Per: 3, Hth: 12, Pth: 12.

Snake: Medium sized scaly worms without deadly fluid on their teeth. Bites for 11 point of damage. Str: 3, Agl: 4, Lks: 3, Itl: 2, Per: 2, Hth: 6, Pth: 6.

Tyrannosaur (yes, we know, that they are long-dead at that time, but they are fun nonetheless): Very huge lizard. The most fearsome predator ever known. Anything avoids such a beast (except maybe a whole horde of mammoths and the casual saber-toothed cat). Bites for 101 / 4n1 points of damage (!) or tramples (see above). Very fast runner on short distances. Str: 15, Agl: 9, Lks: 12, Itl: 1, Per: 1, Hth: 15, Pth: 15.

Wolf: Medium sized furry creature with sharp teeth. Hunt in packs (or with the wolf tribe). Fear fire (again unknown to the inhabitants of "Thunder Hole!"... the wolf tribe yet has to invent fire making). Bite for 21 points of damage. Str: 7, Agl: 7, Lks: 7, Itl: 2, Per: 2, Hth: 8, Pth: 8.

THE "THUNDER HOLE!" CAMPAIGN SETTING

Below the "Thunder Hole!" campaign setting approved for use with this product is detailed. The "Thunder Hole!" is actually a deep valley, which is surrounded by high cliffs. This makes the valley rather dark and sinister looking. On the positive side there is a large river at the bottom of the valley, extensive vegetation and a lot of animals to hunt. Many miles in the north lies an active volcano, which from time to time spews forth huge clouds of ash. This always is accompanied by small tremors, little earthquakes and a loud rumbling (hence the name "Thunder Hole!").

Several tribes of cave-dwellers live in this valley (among them the infamous and much-despised skunk tribe). They war for food, mates and bananas. Also a large tribe of chimps is roaming the valley, causing a lot of mischief among the various tribes.

The cliffs of "Thunder Hole!" are filled with a lot of caves of various sizes. It is rumored that deep within these caves, there are strange gates, leading to wonderful, frightening and miraculous places (the so-called Gates of NUELLOW... or gatsssfFFfnLwww, as they are named among the tribes).

Dark rumors abound in this area about strange beings living in remote parts of Thunder Hole. Some cavemen even believe that a bgzzzrd (translated as "big lizard" or "tyrannosaur") is still living in the remote western parts of Thunder Hole.

ADVENTURES FOR "HOMINIDS!"

To start a campaign, some adventure ideas are presented, which can be used and expanded, as the GM feels appropriate.

Adventures for cave(wo)men

1. The Black Monolith: One night a strange roaring sound fills Thunder Hole. A bright light can be seen in the sky and shortly after this a thundering sound can be heard everywhere. The next days will be used by the various shamans and medicine (wo)men to talk to the gods, determining their plans for the respective tribes. Soon the tribes will notice that the wolf tribe begins to act strangely. They are less talkative than normal (well, most of them can't speak at all, but at least they also grunt less often than normal), they are always armed and attack anything in sight. The shamans declare, that this has to be ended, but they do not want to make war with the wolf tribe, as this tribe is very numerous and strong. What has happened? A gate of NUELLOW opened in the sky, and through it fell a huge black monolith. The monolith landed just in the front yard of the wolf tribe, so to say. It

slowly (and then faster and faster) began to alter the emotions of the tribe. Finally all the tribe members have become very hostile and dangerous to anyone in Thunder Hole. The GM has to devise a way to break or destroy the monolith (maybe by causing a rock slide or something). This is the task of the characters. They will be opposed by the people of the wolf tribe, their pet wolfs and the mind manipulating forces of the monolith.

2. Romeurgh and Juleargh: The son of your chief is in love with the daughter of the chief of your greatest rivals -- the skunk people! That fine young cavewoman does no longer want to live according to the rules of her people (not very surprising, isn't it?) and would like to bond together for all eternity with the son of your chieftain. Sadly both chiefs hate each other and the other tribe. They will never allow the two to bond together. You have to help them to find a solution to this problem.

3. To Mate or Not to Mate: The shaman of your tribe has decided, that there will be no mating within the tribe for the next three years. The gods do not seem to like this anymore. Therefore the youngsters will have to visit several of the other tribes and try to win other neat mates. Your journey will lead you to the infamous skunk people, the strange otter people, the mysterious mosquito people and the wild cave bear tribe... just too mention a few. Ready to go?

4. Where are the bananas? Suddenly all banana resources seem to have vanished. Your chieftain honors you with the task to (a) find a new supply of bananas and (b) find the responsible beings and punish them. This might force you to leave the valley for a time to find new banana trees. On your journeys you will meet strange things like cavemen searching for mates, black monoliths, fleeing lovers and speaking hominids (unbelievable, isn't it?). By the way, all the bananas were eaten by a new gang of chimps, who try to bully the local gang into obedience. All tribes and the local gang of chimps would be very happy about the removal of these beasts!

Adventures for chimps

1. Strange Tribes: From one day to another suddenly the tribes react very angrily, when chimps make fun of them. Several chimps even have been killed due to this. You have to find out, what is happening and find a solution for the problem. See "The Black Monolith" for information on these disturbing events.

2. The Princess' Bridegroom: The pack leader has a wonderful and lovable daughter. His daughter is known to mate from time to time with particular heroic and powerful chimps, which has made many chimps go on heroic quests to prove their worth. Now suddenly this lovely chimp has fallen into love with a caveman! The leader of the pack is raging and has forced each and every chimp to go onto a quest to get back his daughter. Whoever manages this will get to marry his daughter. This has led many chimp males to go out and try everything. Any males of the group have an obvious goal (the pack leaders' daughter has a Looks Rating of 12!), the females should also know what to do (it can't be, that this infamous princess gets to marry the most valorous and cunning chimp of the whole tribe, despite her failings). Further problems will be the caveman (he is the son of the chieftain of the monkey tribe [with a sexual preference for monkeys] and they consider him to be blessed, as a goddess [the infamous princess] has descended upon their tribe to choose him. This has changed their otherwise pacifistic attitude to monkeys (and chimps in special) to hardened resistance. They will not tolerate any attacks on their tribe by chimps (as they believe, that these chimps want to steal the cute goddess).

3. Where are the bananas? This adventure has the same setup as the adventure for cave(wo)men with the same name.

4. The Throbbing Head of the Pack Leader: The leader of your pack is suffering great pains for days now. Your wise-chimp has determined, that your only chance of saving him is to search the crocodile people tribe and plead their shaman for help. The truth is, that the chimp leader is suffering from a brain tumor, which will kill

him within one week, if nobody cures him. The shaman of the crocodile people is the most skilled medicine man in the valley (Medicine Skill at level 4, Intelligence 6). You will have to take your leader to the crocodile tribe, convince them not to sacrifice you to their holy animals and make their shaman heal your leader. Should you overcome all these hardships (and any others the GM wants to create), you could earn up to 100 Mating Points each (Yes, we are getting munchkins! To be eligible for this reward, it's absolutely necessary to save your leader!)

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"Life would be so much easier if we could just look at the source code."

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