

STICKS & STONES



A PREHISTORIC-ish ROLE-PLAYING SETTING Player's Guide



NOTE: You need the Savage Worlds Deluxe Edition rules
to play Sticks & Stones



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Player's Guide

A Prehistoric-ish Role-Playing Setting

Powered by Savage Worlds

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Dedication: To our own Tribes – Elliot & Libby Lusk; Michelle Staley; Anita, Emma, & Grant Ross; Patrick & Jennifer Littlefield; Steve Whalen; and to Shane "Sokkem" Hensley, who lit the fire

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Note: Sticks & Stones is a Savage Worlds setting; you also need the Savage Worlds Deluxe Edition rules to play this game!



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WELCOME TO STICKS & STONES!

Sticks & Stones is a fast, furious, fun, and often hilarious prehistoric Savage Worlds roleplay setting. So stop shaving. Stop bathing. Stop talking. Put on a comfortable loincloth, grab a club and let's rock and roll!

"We have got to get rid of an idea, now deeply ingrained in our conscious, that because there is only one species of human being today, this has always been the case. For most of our evolution the opposite was true. Think of that scene from Star Wars – in the bar where you see all kinds of aliens playing and drinking and talking together. I believe that image gives a better flavor of our evolutionary past."

– Paleontologist Yoel Rak



IN THE BEGINNING...

It is the Dawn of Humanity. 75,000 years in the past. The beginning of the last Ice Age. You may have studied about it in school. But some things were actually very, very different from what you learned in class . . .

Just like you were taught, our ancient ancestors - the Archaic *Homo sapiens* - had to contend with Neanderthals, Saber-Tooth Tigers, Woolly Mammoths, and a downright hostile environment.

But what you weren't taught is that our ancestors had other things to contend with. Things that later became legends – and sometimes even campy Hollywood movies. Things like dinosaurs that didn't quite become extinct. And Shamans who used real magic. And dead things that didn't stay that way. And even prehistoric Nerds!

Survival is the name of the game. But your character won't know that. You'll be lucky if you can even say your own name.

*"Put your fur and sandals on,
We're off to hunt the Mastodon!
So shake a leg
And raise your spear,
The world will know
That we are here!
We are cavemen! Cavemen!!"*

From Cavemen! by Ralph Covert



**SMILODON
JACK**



INTRODUCTION

IRAQ, MAY 2003

Excerpt from the minutes of a briefing at Allied Central Command on 5/20/03, regarding findings in the area near the Iraqi village of Al Haibanyah. Present: General E. Matthews, U.S. Army; Colonel S. Paladino, U.S. Army Special Forces; Colonel A. Strayer, British Army; Captain R. Mattis, C. O. of Special Forces unit that investigated the area; and Dr. G. Whalen, civilian archeologist (British citizen) who assisted with the investigation.

Captain Mattis: "Sirs, I think you've all heard of a remote village in western Iraq called Al Haibanyah. This all started when some villagers from Al Haibanyah were talking to soldiers from the 503rd Airborne. They talked about an ancient cave in a valley nearby that the locals avoided for superstitious reasons. They claimed the area was haunted. Iraqi government officials evidently expressed some interest in the cave in early 2003, but it's unclear if they actually visited the site. Soldiers from the 503rd investigated the area, and determined there was a faint radioactive source in the cave. They also

described strange paintings or drawings on the cave walls. My unit was dispatched along with Dr. Whalen, a British civilian archeologist who had done some excavation in a nearby area. Dr. Whalen was our technical advisor, you might say. My men did some digging under Dr. Whalen's supervision, and uncovered several items in what was evidently an ancient common grave. . ."

Dr. Whalen: "Yes!!! I identified them as bones of early *Homo sapiens*, bones of a Neanderthal, and teeth and bones of several types of dinosaurs. And the remains of what seems to be a half-man, half-dinosaur! All in the same grave! Most extraordinary! There was also what appears to be a 'totem' that was the source of the radioactivity. Most unusual! The drawings on the walls depicted a sort of wheeled vehicle driven by a human! Further, it looks like it is being chased by a large skeletal dinosaur! The implications of this find are staggering, not only to our views of evolution and prehistory, but to our understanding of humanity itself! I have so far been instructed not to contact the British Museum about these findings, but I cannot delay much longer. We must let the world know, and return with a team to do further excavation."

Associated Press News Release, 5/27/03 (Baghdad office). Subject: Archeologist killed during demolition of Iraqi weapons cache.

Dr. Gregory Whalen, a renowned archeologist who worked for the British Museum in London, was killed yesterday when U.S. Special Forces blew up an Iraqi Republican Guard munitions cache found recently near a remote Iraqi village. According to a U.S. Army spokesman, Dr. Whalen was working on an archeological dig near the village of Al Haibanyah and did not heed orders to leave. American soldiers thought Whalen had left the area, but his badly burned remains were found after the munitions were destroyed. Army spokesman Lt. Aaron Isaac expressed condolences to Whalen's family, but also noted "this tragic incident highlights the dangerousness of the situation for civilians in many parts of Iraq." Local villagers expressed relief that the threat in the area had finally been eliminated.



HOW STICKS & STONES WORKS BEST

Sticks & Stones is a “fractured (pre)history” setting, where elements from several periods (or eras, in our case) are combined to make a more enjoyable game.

Further, Sticks & Stones is a crossover into fantasy, science fiction, 60s TV, bad caveman movies, and a bit of horror. It has “cavepunk” overtones, combining Flintstones™ - flavored “technology” with inventions like those dreamed up by the Professor on Gilligan’s Island™. Most of all, it is meant to be a highly enjoyable, light-hearted diversion from more serious role-playing. You will probably find that Sticks & Stones works best for periodic playing sessions or mini-campaigns where your group wants a light-hearted diversion from the “regular game.”

Sticks & Stones also works very well as a demonstration game, as long as players are willing to loosen their inhibitions and become cavepersons. This is really the most important part of making the game successful – the players have to be “into” acting somewhat foolish and limiting talking (as described later). If they can do this, we guarantee they will have a good time!

The Sticks & Stones setting uses the standard Savage Worlds Deluxe rules with a few modifications to fit the nature of an alternative prehistoric reality. Limited language is an important factor in making the game fun – see the Language section below for more information. Players earn more Bennies (referred to as “Shiny Rocks” in Sticks & Stones) if they stay in character at all times when the Cave Master is actively running the game, and only use the words they know.

CHANGES TO THE SAVAGE WORLDS RULES

We have slightly modified a few Savage Worlds role-playing rules, and use some concepts and terms in Sticks & Stones that are unique to this Savage setting. We’ve also added a few new Skills, Hindrances, and Edges. Don’t worry – the

game plays the same, but has a bit of campy prehistoric flavor. Many of these modifications are discussed in more detail elsewhere, but here is an overview:

CAVE MASTER

Our name for the Game Master in Sticks & Stones.

SHINY ROCKS

Our name for Bennies in Sticks & Stones; we recommend using small, polished rocks.



DARWINIAN MEASUREMENT & MOVEMENT

“Those with the largest hands survive!” Rulers not invented yet? No problem! Hands and fingers are used for distance measurement in Sticks & Stones. Instead of the standard move of six inches, players can move characters (who would otherwise have a six inch movement) the distance from the tip of the index finger to the tip of the thumb on the SAME outstretched hand. Do NOT measure “pinkie” tip to thumb tip – that’s cheating!

If a character runs, roll a d6 and move one Hand plus this many “finger joints” (referred to as Knuckles) on the player’s index finger (i.e., the tip to the first joint, the first joint to the second joint, and the second joint to the base of the finger). Thus, if a player rolls a two their character runs 1 Hand + the distance from the tip of the index finger to the second joint; if a

six is rolled, they move two entire Hands (i.e., their base move of one Hand plus an additional six Knuckles of movement, which equals one Hand).. The basic unit of measurement in Sticks & Stones is the Knuckle. One Knuckle is roughly equal to one inch (or six feet in Savage Worlds scale). If your fingers are smaller than this, that's your problem. If they're bigger, you're lucky!

Crawling or half moves are the length of the player's entire index finger. Creatures' move distances are noted in the Bestiary. Additional movement distances not covered may be improvised by the Cave Master.

Ranges for missile weapons and powers are also given in "Hand," "Finger" and "Knuckle" increments. For example, the short range increment for a bow is one Hand. The distance of two Hands is medium range, and four Hands is long range for a bow. The Cave Master may improvise other distances not covered in these rules. Just keep in mind that one Hand equals two Fingers equals six Knuckles.

Of course, some players may prefer to just use rulers or tape measures. To convert Darwinian distances given in this book, count one Hand as six inches, one Finger as three inches, and each Knuckle as one inch.

Darwinian Measurement



"CAVEMEN ARE STUPID" RULE

Even the brightest characters in Sticks & Stones would be considered intellectually challenged by today's standards. This is reflected in the "Cavemen are Stupid" rule described in the Skills section in Chapter One. Stupidity can be very fertile ground for prehistoric role-playing, and "stupid but funny" actions should be rewarded with Shiny Rocks by the Cave Master.

CAVE VERSIONS OF CREATURES

In the full Sticks & Stones rules, "cave" versions of several creatures are described in the Bestiary (namely Cave Bears, Cave Dogs, Cave Skeletons, Cave Trolls, and Cave Zombies). These are virtually identical to their Savage Worlds counterparts; the "cave" designation essentially means they are even dumber than the typical version of the creature. The full Sticks & Stones setting book has lots of information about them..



LANGUAGE (AND THE LACK THEREOF)

Cavemen mostly think in pictures, so verbal language is limited in Sticks & Stones. Players are strongly encouraged to talk as little as possible to the Cave Master or each other when in character (except with known words). Cave Masters should emphasize this to players, and back it up with more Shiny Rocks to those who stay in character.

Players (as well as the Cave Master when in character) are strongly encouraged to use gestures, body motions, noises, facial expressions, and hand signs to communicate. At this point in language development, it is much easier to understand someone else than to know how to use words to communicate back. As a result, characters learn to speak words slowly, even though they can understand what others are saying. See the Barely Verbal and Nonverbal Hindrances in Chapter One for more information about the acquisition and use of language in Sticks & Stones.

Cave Masters will find it challenging to enforce the rules about language prohibition. We forgive you, since we couldn't stop our players from talking at times either. However, the more your players get into it, the more fun they will have. Trust us on this. And remember that it is okay for the Cave Master to talk when not "in character" – just don't let your players join you!

NEW SKILLS

Sticks & Stones adds five new skills to those available in the Savage Worlds Deluxe rulebook – Finger Counting, Fire Starting, Pictogram, Weapon Making, and Weird Prehistoric Science.

See Chapter One for more details on the use of skills in Sticks & Stones.

NEW HINDRANCES

We've also added six new Hindrances: Cave Geek, Dumb, Evolutionary Dead End, Barely Verbal, Nonverbal and Pea Brained. We think they help maintain the prehistoric feel of the Sticks & Stones setting. See Chapter One for more details on the use of Hindrances in Sticks & Stones. Note that some new Hindrances are specific to certain races.

NEW EDGES

Since we added new Skills and Hindrances, we figured we'd better create a few new Edges while we were at it – Blabbermouth, Improved Beast Master, Lord of the Beasts, and Thick Skull/Thick Skin. We've also added two new Arcane Background Edges – Arcane Background: Shamanism and Arcane Background: Weird Prehistoric Science. Both reflect the unique nature of the Sticks & Stones setting. See Chapter One for details on the use of Edges in Sticks & Stones.



POWERS

We added a new power that prehistoric Shamans should appreciate – jungle boogie. We also restricted the use of powers based on the type of Spirit a Shaman worships. See Chapter One for more information on Powers.



CHAPTER ONE

CHARACTER CREATION CAVEMAN STYLE

Creating characters for Sticks & Stones is as easy as swinging a club. There is a character sheet in the back of this book that you can print or copy. Here's how to make a character in six simple steps.

Follow these six steps to create your character:

1) CHOOSE A RACE

First, choose a race. A description of the races of the Land of Lur and the rules for playing them are presented later in this chapter. You can be an **Archaic Homo sapiens** (early human), **Cave N.E.R.D.** (you get the idea), **Dino sapiens** (dinosaur person), **Florz** (little person), or **Neanderthal** (big hairy person).

2) ASSIGN YOUR TRAITS

Now it's time to determine your prehistoric hero's Attributes and Skills. You start with a d4 in each of your five Attributes: Agility, Smarts, Spirit, Strength, and Vigor (note certain racial abilities can modify the starting point). You then have five points to distribute among them as you choose (subject to Hindrances like the Dumb Hindrance and the Evolutionary Dead End Hindrance – there are more details on these Hindrances later in this chapter). Raising an Attribute a die type costs one point, and you may not initially raise an Attribute above d12.

You also have 15 points to buy your skills. Taking a skill at d4 costs one point. Raising a skill by a die type also costs one point as long as it's no higher than the Attribute it is linked to. It costs two points per die type to raise a skill over its linked Attribute. See the "Skills, Edges & Hindrances" section later in this chapter for all of the information you need to determine your skills.

3) WRITE DOWN YOUR SECONDARY STATISTICS

Charisma is a measure of your prehistoric character's likability, and is added to his Persuasion and Streetwise ("Cavewise") rolls. Your Charisma modifier is +0 unless modified by Edges or Hindrances. Note Neanderthals and *Dino sapiens* automatically have the Outsider Hindrance. When dealing with other races they have a –2 modifier applied to their Charisma.

Pace is equal to one Hand. This is the distance from the tip of the player's thumb to the tip of their index finger (on the same hand) for all five major races. See the Darwinian Measurement section in the Introduction for more information.

Parry is equal to two plus half your Fighting.

Toughness is equal to two plus half your Vigor.

4) CHOOSE HINDRANCES AND SPEND HINDRANCE POINTS

Now decide if you want any Hindrances other than those you are required to take (see the Hindrances list later in this chapter for required Hindrances for different races). If you are allowed to take extra Hindrances, you may now use the points from them to gain one of the benefits below. You may take one Major Hindrance (worth two points) and up to two Minor Hindrances (worth one point each), but you are not required to do so.

FOR TWO HINDRANCE POINTS YOU CAN:

- Raise an Attribute one die type (subject to racial restrictions)
- Choose an Edge

FOR ONE HINDRANCE POINT YOU CAN:

- Gain another Skill Point
- Gain additional prehistoric gear. While this is subject to Cave Master approval, for each Hindrance Point spent, players may obtain either a Cave N.E.R.D. tool kit (Cave N.E.R.D.s only; see the Miscellaneous Gear section in Chapter Three) or **three** of the following:
 - 3d6 arrows in a fur pouch (Ahs, Cave N.E.R.D.s, Florz, and Lesser *Dino sapiens* only)
 - Thick hide armor for one body area
 - A helmet
 - A shield
 - A pole arm
 - A sling and 12 suitable stones
 - One Hand of vine “rope”
 - A Coconut Bomb (Ahs and Cave N.E.R.D.s only; player chooses type; see the Weird Prehistoric Science Weapons section in Chapter Three)
 - A hammer and Stone Age Sharpener
 - A bow and palette (Ahs and Cave N.E.R.D.s only; for fire starting; see the Miscellaneous Gear section in Chapter Three)

5) CHOOSE YOUR GEAR

Unlike other, more conventional Savage Settings, your character is not required to purchase her initial collection of gear and equipment. Your character starts with simple fur clothing, a flint and rock, a water skin, one hand weapon, and 2d6 small stones (desirable due to color, texture or shape) and/or teeth in a small fur or skin pouch. The latter usually don't have much trade value (see the Currency section in Chapter Three), but are good for impressing members of the opposite sex.

Characters also start with three items from the following list:

- Animal skin bag
- A bow (Ahs, Cave N.E.R.D.s, and Lesser *Dino sapiens* only)
- 3d6 arrows in a fur pouch (Ahs, Cave N.E.R.D.s, and Lesser *Dino sapiens* only)
- Thick hide armor for one body area
- A helmet
- A shield
- A pole arm
- A sling and 12 suitable stones
- A hammer and Stone Age Sharpener (Ahs and Cave N.E.R.D.s only)
- A Cave N.E.R.D. toolkit (Cave N.E.R.D.s only; counts as three items)

Any additional items have to be traded for, begged for, made, found or stolen as play progresses.

6) CREATE A BACKGROUND

Generally, most members of an adventuring group are of the same race if not the same Clan. If members of different races are to go traipsing around the prehistoric landscape together, then you need to think about why they decided to join forces; otherwise, reasons for “adventuring” are, for the most part, driven by survival instincts.

Now is also a good time to start thinking about your character's place in the Clan hierarchy, his relations with his immediate family, and his outlook on the world.



RACES

The vibrant nature of the Land of Lur (the setting we provide for Sticks & Stones – see Chapter Two) has spawned a variety of semi-intelligent species, each competing with the others for ultimate dominance of the planet. While we in the 21st century have the advantage of knowing who eventually wins the evolutionary race, in Lur the question is still very much up in the air. Traditional cavemen and women compete with their more brutish Neanderthal cousins, while brainy Cave N.E.R.D.s attempt to get their *Dino sapiens* sidekicks to provide the power for their inventions.

It's a good idea to read over the information about the races found in Lur. Despite what you might think you know about pre-history from those government censored – oops, we mean approved – books, there are beings found in this era that you either have never heard of or have misconceptions about. Remember, especially in Lur, knowledge is power (well, that and a good strong Troglodyte!).

The five races available to players in the Land of Lur are Archaic *Homo sapiens* (called Ahs), *Homo floresiensis* (better known as Florz), Cave N.E.R.D.s, Neanderthals, and *Dino sapiens*. Cave N.E.R.D.s are the rarest, and their creations are amazingly helpful to a Clan's survival. If only the opposite sex found them more attractive; then there might just be a few more running around (and tripping and falling a lot). Florz are also quite rare, with only two known settlements in the central hills of Lur. The Ahs are the most common race. Ahs are primitive, of course,

but time and evolution are on their side. The stocky and strong Neanderthals are headed for an evolutionary dead end, but in the meantime, they sure make great furniture movers. *Dino sapiens* appear to be a cross between primitive humans and dinosaurs. Alas, the *Dino sapiens* are also fated to disappear with the coming of the new Ice Age.

Characters in Sticks & Stones can be any of these races. Each has its own unique advantages and disadvantages. The abilities of each race are discussed below.

ARCHAIC HOMO SAPIENS ("Ahs," pronounced like Oz)

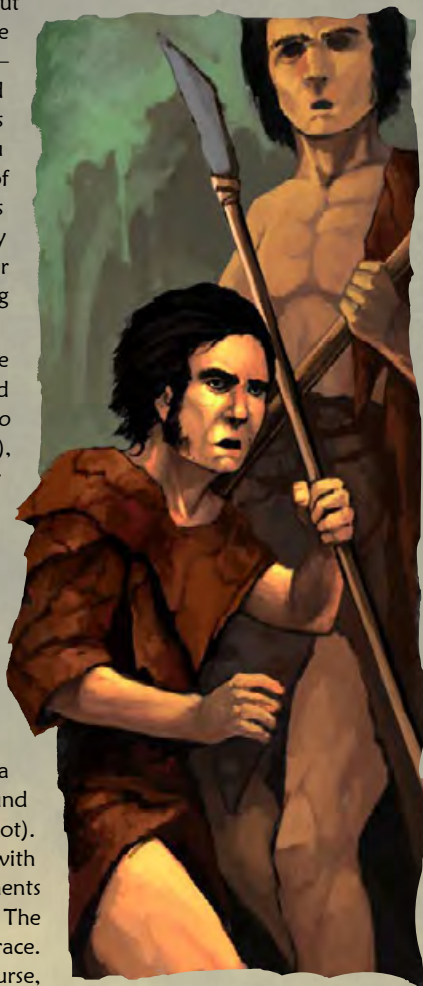
We're referring to a point in the evolutionary process just shy of modern *Homo sapiens* when we talk about Archaic *Homo sapiens*, or Ahs.

Ahs are "classic" cavemen and cavewomen, and look an awful lot like modern humans. However, they have large jaws relative to ours and a small but noticeable ridge under their eyebrows.

Ahs are usually 5 to 5½ feet tall and generally weigh between 130-170 pounds when they reach adulthood. Ahs women are usually somewhat smaller than Ahs men. Ahs live in Clans that typically consist of 80-120 people (around half adults and half children, with roughly equal numbers of males and females).

Clans may be part of a larger Tribe that gets together once or twice each year. The younger Ahs men (and women who have not had children) are primarily hunters. Mothers, the elderly, the partially disabled, and older children mainly serve as gatherers, and also care for the younger children.

There is typically a hierarchy in the Clan, with a Chieftain ruling and elders (men and women) having the most power. "Chieftain" is not



usually a hereditary title passed from parent to child; Chieftains are usually chosen by elders or in a contest.

If a Shaman is present, he or she is typically just below the Chieftain in the hierarchy. Ahs believe natural forces have their own powerful Spirits, and often favor several Spirits but typically choose an animal Spirit as the Clan's patron. Ahs Shamans may worship any Spirit, but must choose one as their primary Spirit (see the Religion section in Chapter Two for more information).

Most Ahs live in caves, but some live in lean-tos, tents made of animal hide, or primitive huts.



RACIAL EDGES & HINDRANCES

- **Bonus Edge:** Ahs gain a bonus Edge at character creation.
- **Barely Verbal:** For the Ahs, verbal language is just beginning to emerge. Ahs automatically have the Barely Verbal Hindrance; this does not entitle them to any additional points to be spent during character generation. See the Hindrances section later in this chapter for more information on this Hindrance.
- **Additional Hindrances:** Ahs can take Hindrances as specified in the Special Abilities section earlier in this chapter under "Making a Character" to raise Attribute die types, gain Edges or Skill Points, or obtain additional gear.

ROLE-PLAYING TIPS

Ahs are loyal to their Clans. Many never travel more than a half a sun away from the Clan's home. Most Clans do not migrate, as edible flora and fauna are still abundant near their settlements. The braver souls from Clans that are part of a larger Tribe undertake the journey to their tribal meeting place once or twice a year.

Most Ahs have a vague idea that there is more "out there," but are content to consider what can be seen from the home settlement as the extent of the universe. Your character is one of the exceptions. You think there is just a bit more to the world than you can see from the entrance to your cave. You dream that if you venture out you can find wondrous lands with exotic new foods and pretty rocks of many colors. At the very least, your adventures should impress your Chieftain. And besides, the local selection of mates is pretty slim.

Ahs are meant to be versatile characters, and can be played in many different ways. At the same time, keep in mind that they are cavepersons, and not terribly bright. They are not very logical, and don't have very good control over their emotions.

VIEWS OF OTHER RACES

Ahs tend to make fun of Cave N.E.R.D.s, though they recognize their usefulness. The N.E.R.D.s' strange devices can be helpful both in daily life and in battle. While Neanderthals don't make attractive mates, they are great to have on your side in a fight. However, they are not very good in situations where stealth or sneakiness are required. The scaly creatures known as *Dino sapiens* are not much fun to be around, but can also be good fighters, and seem to have excellent rapport with dinosaurs.





HOMO FLORESIENSIS (Florz)

Florz look a lot like diminutive Ahs. They are usually 3 to 4 feet tall and generally weigh between 60-80 pounds when they reach adulthood. Florz women are about the same size as Florz men. Ahs have been known to refer to Florz as “TeenY Ahs.” Florz Clans are small, typically consisting of 40-60 (around half adults and half children, with roughly equal numbers of males and females). The younger Florz men (and women who have not had children) are primarily hunters. Mothers, the elderly, the partially disabled and older children mainly serve as gatherers, and also care for the younger children.

Similar to Ahs clans, there is a Clan hierarchy, with a Queen ruling and elders (men and women) having the most power. The Florz are ruled by a Queen – a hereditary title passed from mother to daughter. Florz favor Nature Spirits, and choose a particular Nature Spirit as the Clan’s patron.

Florz Shamans may worship any Nature Spirit, but must choose one as their primary Spirit (see the Religion section in Chapter Two for more information). Most Florz live in shelters made of wood and leaves.

RACIAL EDGES & HINDRANCES

- **Marksmen:** Florz are naturally good shots. They get a +2 aiming bonus if they don’t move.

- **Barely Verbal:** Like the Ahs, verbal language is just beginning to emerge. Florz automatically have the Barely Verbal Hindrance; this does not entitle them to any additional points to be spent during character generation. See the Hindrances section later in this chapter for more information on this Hindrance.
- **Size -1:** Florz are harder to hit due to their size.
- **Small:** Florz must take the Small Hindrance.
- **Additional Hindrances:** Florz can take Hindrances as specified in the Special Abilities section earlier in this chapter under “Making a Character” to raise Attribute die types, gain Edges or Skill Points or obtain additional gear.

ROLE-PLAYING TIPS

Florz are usually not very adventurous, and do not travel far from their homes. There are a few who get the wander lust, but they are viewed as eccentric and foolish.

Florz tend to be nimble folk, and their hunters and warriors are usually quite skilled with ranged weapons. Florz are prized as scouts by just about everyone. They rely on their stealth and agility to keep out of trouble for the most part.

VIEWS OF OTHER RACES

Florz tend to get along with other races. Unfortunately for them, most other races don’t take them very seriously. *Dino sapiens* mainly see them as tasty snacks.

NEURO-EVOLUTIONARY ROSTRAL DEVELOPERS (Cave N.E.R.D.s)



Cave N.E.R.D.s are actually a subspecies of Archaic *Homo sapiens*. Cave N.E.R.D.s are often the offspring of a Cave N.E.R.D. father and an Ahs mother, but they can also be born to two “regular” Ahs parents (or very rarely to two N.E.R.D.s). They tend to be males, but there are a few female Cave N.E.R.D.s as well. Cave N.E.R.D.s live in Ahs Clans for the most part. Cave N.E.R.D.s may be the next evolutionary step for humans, and more are being born over time.

The frontal lobes (or “rostral” part) of the brains of Cave N.E.R.D.s are relatively highly developed, allowing them to understand things the average caveman finds incomprehensible. Unfortunately, their brains are underdeveloped in the areas governing social skills, strength and coordination.

Cave N.E.R.D.s are tolerated and even respected in Ahs Clans due to their usefulness, though others tend to snicker at them behind their backs.

RACIAL EDGES, HINDRANCES & ABILITIES

- **Cave Geek:** Despite the lack of pocket protectors (or pockets, for that matter), Cave N.E.R.D.s automatically have the Cave Geek Racial Hindrance. Cave N.E.R.D.s tend to be relatively weak, uncoordinated, and have social skills deficits that get on other cavemen’s nerves. They may have an obnoxious laugh, a high-pitched grunt, or maybe they never share when they pick their nose. At any rate, this Hindrance gives –2 to Charisma, and prohibits Cave N.E.R.D.s from taking certain Edges related to Strength, Agility, and the social graces (as specified in the Edges list). Characters do not receive any Attribute points, Edges, or Skill Points for taking this Hindrance.
- **Barely Verbal:** Despite the many strange thoughts swirling through their heads, Cave N.E.R.D.s still have a hard time vocalizing these advanced concepts. They automatically have the Barely Verbal Hindrance; this does not entitle them to any additional points to be spent during character generation. See the description of Barely Verbal in the Hindrances section later in this chapter.
- **Prohibited Edges:** Cave N.E.R.D.s are prohibited from taking Edges that reflect enhanced Strength and Agility for the most part (see the list of Edges later in this chapter for restrictions). Cave N.E.R.D.s are also prohibited from taking the Arcane Background: Shaman Edge. There is something in the way their brains evolved that seems to prevent Cave N.E.R.D.s from using magic; perhaps they are just a bit too rational.
- **Additional Hindrances:** Cave N.E.R.D.s can take Hindrances as specified in the Special Abilities section earlier in this chapter under “Making a Character” to raise Attribute die types, gain Edges or Skill Points, or obtain additional gear. Note there are a couple Hindrances Cave N.E.R.D.s are prohibited from taking (Dumb and Pea Brained), since they just cannot be THAT stupid.
- Also, a geek is a geek, whatever the time period. Cave N.E.R.D.s frequently have the Bad Eyes, Curious, and/or Pacifist Hindrances.
- **Finger Counting (Skill):** Needing a way to calculate such things as how many Troglodytes it takes to push a Tro-Puh, Cave N.E.R.D.s automatically gain the Finger Counting skill (at d6) for free at character creation.

- **Arcane Background – Weird Prehistoric Science:** Cave N.E.R.D.s automatically get the Arcane Background – Weird Prehistoric Science Edge, and are the only type of character able to use this Edge. This gives N.E.R.D.s access to some unique skills and the ability to invent cavepunk items. This Edge requires a minimum d8 Smarts and d6 Spirit, so Cave N.E.R.D.s should be sure to meet these requirements.

ROLE-PLAYING TIPS

Cave N.E.R.D.s usually look funny even by Ahs standards, are picked last in Clan games due to their relative lack of agility, and frequently laugh at their own “jokes,” even though no one else gets them. You have amazing ideas that are difficult for you to explain, and even more difficult for your fellow cavemen to understand. You feel a part of your Ahs Clan, but at the same time recognize that your mind makes you different. You may try to fit in, or you may celebrate your differences from other Ahs.

You will probably try to gain power and respect (and even a mate) via your inventions. After all, cavegirls love a fast prehistoric car!

Cave N.E.R.D.s come in a lot of varieties, but the bottom line is that they are brilliant by prehistoric standards but lacking in social skills, strength and coordination. Consider adopting a funny grunt, snorting when you laugh, and otherwise being mildly obnoxious during game play. At the same time, you can come up with lots of cool stuff that other characters never really understand.

VIEWS OF OTHER RACES

Neanderthals tend to run out of patience with you. You find Neanderthals very dull, but you may have considered harnessing their brawn in some fashion to power a vehicle or another creation. You feel a strange kinship to them, since the Ahs put them down as well. You don't understand the *Dino sapiens* very well, but are curious about them, and would like to study them further.



HOMO NEANDERTHALENSIS (Neanderthals)



Neanderthals are a brawnier, somewhat less intelligent subspecies of Archaic *Homo sapiens*. Neanderthals have very pronounced jaws and protruding foreheads. Ahs with the right vocabulary refer to the Neanderthals as “ugly Ahs.” Neanderthal men and women are roughly the same size. They tend to be stocky, hairy, and have a stooped posture, effectively standing about five feet tall. Neanderthal Clans consist of 60-80 individuals, with fewer children than Ahs have in their Clans. Typically around two-thirds are adults, and there are a roughly equal number of males and females. Virtually all Neanderthals live in caves.

Clans are ruled by Chieftains. A Neanderthal can become Chieftain by challenging the current Chieftain to a duel to the death (or if the Chieftain has died, contenders may challenge each other until one remains). Neanderthals are relatively similar to Ahs in their cultural practices, although they favor the Moon Spirit, who watches over them at night (see the Religion section in Chapter Two for more information). Neanderthal Shamans typically worship the Moon Spirit.

Note: there is evidence in real life that Neanderthals were not really dumber than other types of Ahs. We are ignoring that. It is more fun

to play big, dumb, hairy, grunting Neanderthals, and this helps balance the character. Besides, it's as good a reason as any for why they became extinct.



RACIAL EDGES, HINDRANCES & ABILITIES

- **Brawny:** There's an advantage to being big and dumb. All Neanderthals automatically get the Brawny Edge at character creation (+1 to Toughness; carry 8x Strength in pounds).
- **Great Strength:** Neanderthals naturally have great strength; their Strength die type starts at d8 (and can be purchased up to d12+2; Edges may increase this up to d12+4).
- **Evolutionary Dead End:** Fated to be the last branches in their family tree, Neanderthals must take the Evolutionary Dead End Hindrance at character creation. Evolutionary Dead End limits the Smarts die type to a d6 maximum EVER, and makes Neanderthals ineligible to take certain Skills, Hindrances and Edges (as noted in the relevant sections). Characters do not receive any Attribute points, Edges, or Skill Points for taking this Hindrance.
- **Outsider:** The Ahs shun their bigger and less developed cousins, and even *Dino sapiens* think their hairy skin is disgusting. Neanderthals automatically have the Outsider Hindrance when dealing with anyone except other Neanderthals; this does not entitle them to any additional points to be spent during character generation. This Hindrance gives a -2 to Charisma.
- **Nonverbal:** Neanderthals have even less to talk about than their Ahs cousins, and have not bothered to invent verbal language. In

fact, their brains and vocal apparatus don't seem particularly well-suited to language anyway. Neanderthals communicate primarily through gestures, grunts, and noises. Neanderthals automatically have the Nonverbal Hindrance.

- **Low Light Vision:** More active than their Ahs neighbors at night, Neanderthals have developed superior night vision, and automatically have the Monstrous Ability of Low Light Vision (no lighting-related penalties except in complete darkness).
- **Additional Hindrances:** Neanderthals can take Hindrances as specified in the Special Abilities section earlier in this chapter under "Making a Character" to raise Attribute die types, gain Edges or Skill Points, or obtain additional gear.

ROLE-PLAYING TIPS

You have an awful thick skull protecting that awful small brain of yours. This may be for the best, since you really can't afford to lose any brain cells. So, you can't count and you can't remember much? No big deal. Tired? Go sleep. Hungry? Eat. Who needs to know anything else?

Neanderthals should be played as strong and stupid. They are even more primitive and crude than the Ahs. Neanderthals make good non-subtle fighters. They can also be fun to play as Shamans. Their lack of language, while frustrating at times, is a "shiny rock mine" of opportunity for excellent role-playing.

VIEWS OF OTHER RACES

Ahs sometimes come up with good ideas, but they sure are puny. And Cave N.E.R.D.s are just plain weird. *Dino sapiens* are usually foes, but you respect them for their stealth and fighting prowess. You find Florz quite amusing.





DINO SAPIENS (Dinosaur People)

Dino sapiens are a sentient (albeit not terribly bright) race of bipedal reptiles. Ahs sometimes refer to them as “Dino Ahs.” They tend to be literal, do not understand humor very well, and are often mistrusting if not downright aggressive toward other races.

Several different types of dinosaurs have evolved into *Dino sapiens* – they tend to form into Tribes of similar or like subspecies. Examples in the Land of Lur include Triceratops men, Ankylosaurus men, and Raptor Men. There are also a Tribe or two of Pteranodon men that fly (ask your Cave Master for more information if you want to play one of these).

Dino sapiens range in height from four to eight feet when standing upright, depending on the type of dinosaur they evolved from (the smallest ones are referred to as Lesser *Dino sapiens*). Most *Dino sapiens* worship the Sun Spirit, who gives life, but a few worship other Spirits. See the Religion section in Chapter Two for more information. Almost all *Dino sapiens* Shamans worship the Sun Spirit.

Dino sapiens usually live in Tribes of 40-60, with around half being fully grown. There are roughly equal numbers of males and females. Females lay eggs (which typically take 16 weeks to hatch) and care for the young in communal

groups; adult males and some females forage and hunt for food. Both males and females fight enemies.

Dino sapiens are typically ruled by a “Council” of Elders, and often have no formal Chief (though they appoint one Elder as their “High Elder”). *Dino sapiens* mainly live in caves, though some have clusters of nests that are typically on a hill with good visibility in all directions. *Dino sapiens* tend to have good rapport with their dinosaur cousins.

(Note that the term *Dino sapiens* is used when referring to either a group or a single creature of the species. This is because “sapiens” is actually not plural, but rather derived from a Latin term meaning “wise” – or in this case, at least possessing greater than animal intelligence.)



Dino sapiens and Neanderthal

RACIAL EDGES, HINDRANCES & ABILITIES

- **Dinosaur Affinity:** *Dino sapiens* have an affinity with dinosaurs that are closely related to them. Dinosaurs do not attack *Dino sapiens* of their type unless they feel threatened by them. The type of dinosaur affected should be very narrow (typically one species), and determined by the Cave Master during character creation.
- **Evolutionary Dead End:** *Dino sapiens* must take the Evolutionary Dead End Hindrance at character creation. Evolutionary Dead End limits the Smarts die type to a d6 maximum EVER, and makes *Dino sapiens* ineligible to take certain Skills, Hindrances and Edges (as noted in the relevant sections). Characters do not receive any Attribute points, Edges, or Skill Points for taking this Hindrance.
- **Natural Weapons:** *Dino sapiens* have kept some of the best parts of their larger brethren—the sharp, pointy parts (or sometimes the big, blunt, smashy parts). Depending on their subtype, they have claws, teeth, horns, or a tail that gives them a standard Fighting attack without a weapon for Strength + d6 damage. Choose a reasonable body part and inform the Cave Master.
- **Nonverbal:** Like their larger relatives, these lizardmen do not speak much beyond roars, screeches, and other noises. *Dino sapiens* automatically have the Nonverbal Hindrance. This Hindrance is described later in this chapter.
- **Outsider:** The softer-skinned races tend not to trust these creatures, and there is often animosity among subspecies. *Dino sapiens* automatically have the Outsider Hindrance when dealing with anyone except other *Dino sapiens* of the SAME sub-species (–2 to Charisma). This does not entitle them to any additional points during character generation.
- **Saurian Senses:** *Dino sapiens* retain the unique reptilian senses of their ancestors. They automatically have the Saurian Senses natural ability (they gain +2 to Notice rolls and are always considered “Active” when others are sneaking up on them).
- **Additional Hindrances:** *Dino sapiens* can take Hindrances as specified in the Special

Abilities section earlier in this chapter to raise Attribute die types, gain Edges or Skill Points, or obtain additional gear.

- **Natural Swimmer:** only *Dino sapiens* that have evolved from aquatic reptiles automatically have the Natural Swimmer ability (use the Swim Skill).



ROLE-PLAYING TIPS

Dino sapiens characters vary considerably based on the type of dinosaur they evolved from.

These characters tend to be even more animalistic in behavior than the other prehistoric races. Survival is their main concern. Unlike the Ahs, they don't tend to feel the need to impress others in their Tribe. They typically have their role in the Tribe decided by the council of Elders and they either fulfill it or are banished. With the Sun Spirit warming them each day, they do whatever is necessary to ensure their survival and that of their Tribe.

Dino sapiens can be a lot of fun to play. Generally, they are best played as dumb but skilled in fighting and/or stealth. Players should consider adopting lizard-like mannerisms, including jerky head movements and periodic tongue thrusts. As with Neanderthals, the lack of language use can be frustrating but allows for great role-playing.

VIEWS OF OTHER RACES

Due to their superior “technology,” Ahs are seen as threats by *Dino sapiens* for the most part. Ahs and Florz are also pretty tasty (though Florz are considered to be in the snack category). There is not much to understand about Neanderthals. They are generally your enemies, and are very strong foes. There are also several other types of *Dino sapiens* you have encountered; you tend to view them with suspicion, wondering if they mean ill to your Tribe.

SKILLS, HINDRANCES, & EDGES

*"And the girl next door
Has a dinosaur!"*

From **Dinosaur Rumble** by Ralph Covert

Skills, Edges and Hindrances are what really set your character apart from the cavegirl next door. Here's where we describe new ones and tell you how some of the old ones are used in a prehistoric-ish setting.

SKILLS

Here is everything you need to know to use Savage Worlds skills in Sticks & Stones. We put an extra twist to Smarts-based skills, add a few new ones, and discuss how some of the existing skills are used. **The following skills are available in Sticks & Stones:**

Boating ¹	Repair ¹
Cave (Street) wise	Riding
Climbing	Shooting ¹
Driving ¹	Spellcasting ⁵
Fighting	Stealth
Finger Counting ¹	Survival
Fire Starting	Swimming
Healing	Taunt ¹
Intimidation	Throwing
Knowledge ²	Tracking
Notice	Weapon Making
Persuasion ¹	Weird Prehistoric
Pictogram ³	Science ⁴
Piloting ⁴	

¹Not allowed if you have the Evolutionary Dead End Hindrance (Exception: Lesser *Dino sapiens* may take the Shooting skill).

²Knowledge subtypes must be relatively simple and approved by the Cave Master.

³Cave N.E.R.D.s and Shamans only.

⁴Cave N.E.R.D.s only.

⁵Shamans only.

Gambling, Guts, Investigation, and Lock-picking are **not** used in this game. Okay, for all but Guts, let's just say we didn't find very many uses for them in Sticks & Stones and they didn't quite fit in with our vision of prehistory. If they work for you, then by all means, feel free to include them in your Sticks & Stones game.

New skills are described below. We've also included some notes on how existing skills function within Sticks & Stones – remember, in this game we're not exactly dealing with intellectual giants!

FAILING SKILL ROLLS BASED ON SMARTS ("CAVEMEN ARE STUPID" RULE)

Even if a character does not take the "Dumb" Hindrance (see the Hindrances section later in this chapter), the following rule highlights the relative lack of brain power in Sticks & Stones characters: failed skill rolls (for skills based on Smarts) may mean the character has momentarily forgotten the skill. **If a player rolls "snake eyes" (double ones) on skill rolls based on Smarts, they have forgotten how to use the skill, and may not attempt it again until 2-12 minutes of game time have passed (roll 2d6) or they spend a Shiny Rock to remember.** Skills based on other traits are not affected in this way.

NEW SKILLS

FINGER COUNTING (SMARTS)

Requirement: Ahs, Florz, and Cave N.E.R.D.s only.

The ability to understand 1:1 correspondence of numbers up to 10 with fingers or other concrete, observable objects (like people, dinosaurs, or rocks). Characters without this ability cannot count past two.

This also means the Cave Master should generally describe things as one . . . two . . . many (they may whisper the actual number to players with the Finger Counting skill). If the skill roll does not succeed, the character has momentarily forgotten how to count. With a raise, players with this skill can count up to 20 (assuming they still have all of their fingers and toes, or other suitable concrete objects to focus upon!).



FIRE STARTING (AGILITY)

The ability to start a fire with suitable materials. A player must declare they are trying to start a fire and roll 1d4. After this many minutes, they can roll their Fire Starting skill. If they fail, they may repeat this process as many times as needed in order to create a fire.

The skill assumes the use of flint and rock - if they have only two sticks and wood shavings, the roll is at -2. If they have a bow and palette, the roll is at +2. Windy conditions impart a -1 modifier, while anyone trying to start a fire in damp conditions suffers a -2 modifier to their skill roll. All modifiers are cumulative.

PICTOGRAM (SMARTS)

Requirement: Cave N.E.R.D. or Shaman.

The ability to draw pictures (no letters, numbers, or modern symbols allowed). If the skill roll does not succeed, the player has momentarily forgotten how to draw. On a successful roll without a raise, the player must use their NON-dominant hand to draw the picture; on a raise, they can use their dominant hand. It does not matter if the character is Ambidextrous; this is done to make the drawing as primitive as possible.

It is recommended that players draw pictograms with crayon or big markers on unlined paper or (ideally) with chalk on a small chalkboard.

WEAPON MAKING (SMARTS)

The ability to make the weapons your race is allowed to use, given access to the needed materials. Characters without this skill may only make clubs (without spikes) and spears (long,

pointed sticks). Characters with the skill may make daggers, axes, spiked clubs, pole arms, bows, and slings (as well as regular clubs and spears with attached heads) as long as their race can use the skill governing the weapon, and they have access to the needed materials. For example, Neanderthals and *Dino sapiens* (except for Lesser *Dino sapiens*) may not make bows since they can't take Shooting. The Cave Master determines if there is a penalty or bonus to Skill tests depending on the complexity and quality of the weapon being made. The Cave Master may also decide to add bonuses to a weapon for a particularly good roll.



WEIRD PREHISTORIC SCIENCE (SMARTS)

Requirements: Cave N.E.R.D.s only; must have the Weird Prehistoric Science Edge

See the Arcane Background rules later in this chapter for an explanation of this skill.

NOTES ON EXISTING SKILLS

BOATING

Boating involves the basic ability to paddle, pole or otherwise propel and steer a raft, coracle, or similar aquatic vehicle.

DRIVING

Driving allows characters to drive Weird Prehistoric Science ground vehicles.

HEALING

Due to primitive conditions and the tendency to do the worst thing possible to attempt to heal someone (e.g., stick dung in the wound to stop it from bleeding), all healing rolls made by a non-Shaman are at -2. Shamans, for some unknown reason, seem to have a natural knack for healing – this may be due to the influence of the Spirits or maybe because the Shaman is more attuned to nature than the average caveperson. Whatever the reason, the -2 modifier does not apply to Healing rolls made by Shamans.



KNOWLEDGE

Knowledge should be applied in simple ways (and if applied humorously enough, should be rewarded with a Shiny Rock). Sample thought process: “Look like dung. Smell like dung. Taste like dung. Must be dung! Good thing we not step in it.”

Knowledge specialties in Sticks & Stones include Area (typically around a settlement), Crafts (Armorcraft, Sewing, Weaving, & Toolmaking), Gathering (knowing what things are edible and where to find them), Hunting (knowing where to find game and how best to hunt them), and Plant Lore.

PERSUASION

Persuasion is not allowed to Neanderthals and *Dino sapiens* since it is assumed they use Intimidation to get what they want rather than the more subtle skill of Persuasion. For Ahs, Florz, and Cave N.E.R.D.s, using Persuasion may involve begging hand gestures, imploring looks, batting eyelashes, making smooching noises, and the like.

PILOTING

Piloting allows Cave N.E.R.D.s to control Weird Prehistoric Science flying vehicles.

REPAIR

Only Cave N.E.R.D.s can perform more than a very simple repair. Cave N.E.R.D.s using a Cave N.E.R.D. Tool Kit may add +2 to Repair rolls. Repair rolls with adequate tools (Cave Master’s discretion) have no modifier. Subtract 2 from Repair rolls if you have inadequate tools and -4 if you have no tools.



STREETWISE (“CAVEWISE”)

The ability to gather information from others, but via mostly non-verbal means. This skill is referred to as Cavewise in Sticks & Stones, since streets haven’t been invented yet!



HINDRANCES

There are two Hindrances eliminated from the world of Sticks & Stones for obvious reasons: Big Mouth and Illiterate. Others are required or restricted depending on the character’s race. See descriptions of new Hindrances and explanations about some already existing Hindrances below the list. Note that being Cautious, a Pacifist, Small and/or Yellow can end up making a character an “evolutionary dead end,” even if they do not actually have this as a Hindrance!

Hindrances

All Thumbs¹ (Minor)
 Anemic (Minor)
 Arrogant (Major)
 Bad Eyes (Major)
 Bad Luck (Major)
 Barely Verbal² (Special)
 Blind (Major)
 Bloodthirsty (Major)
 Cautious³ (Minor)
 Cave Geek¹ (Special)
 Clueless (Major)
 Code of Honor (Major)
 Curious (Major)
 Death Wish (Minor)
 Delusional (Minor/Major)
 Doubting Tu Mos¹ (Minor)
 Dumb⁴ (Major)
 Elderly (Major)
 Enemy (Minor/Major)
 Evolutionary Dead End⁵
 (Special)
 Greedy (Minor/Major)
 Habit (Minor/Major)
 Hard of Hearing (Minor/Major)
 Heroic (Major)
 Lame (Major)
 Loyal (Minor)
 Mean (Minor)
 Nonverbal⁵ (Special)
 Obese (Minor)
 One Arm (Major)
 One Eye (Major)
 One Leg (Major)
 Outsider (Minor)

Overconfident (Major)
 Pacifist³ (Minor only)
 Pea Brained⁴ (Major)
 Phobia (Minor/Major)
 Poverty (Minor)
 Quirk (Minor)
 Small³ (Major)
 Stubborn (Minor)
 Ugly (Minor)
 Vengeful (Minor/Major)
 Vow⁶ (Minor/Major)
 Wanted (Minor/Major)
 Yellow³ (Major)
 Young (Major)

¹Cave N.E.R.D.s only; all Cave N.E.R.D.s MUST take the Cave Geek Hindrance.

²Ahs, Florz, and Cave N.E.R.D.s only; all MUST take this Hindrance.

³Not allowed if you have the Evolutionary Dead End Hindrance (exception: Lesser Dino sapiens may take the Small Hindrance); Florz must take the Small Hindrance

⁴Cave N.E.R.D.s may NOT take this Hindrance

⁵Neanderthals and Dino sapiens only; both MUST take this Hindrance.

⁶Generally very simple, to a Clan or Spirit

NEW HINDRANCES

BARELY VERBAL (SPECIAL)



This Hindrance can be taken by Ahs, Florz, and Cave N.E.R.D. characters only; in fact, these races **MUST** take Barely Verbal at character creation. Ahs, Florz, and Cave N.E.R.D. characters may start the game with only two words, and automatically learn one new word every time they Level Up (i.e., accumulate five points; players do not need to spend experience points to learn the new word). Words must be simple, not very abstract, and no more than two syllables. Words may be of any type (noun, verb, adjective, etc.), but characters can only use the specific form of the word they choose.

For example, if a player chooses “fly,” he cannot say “flies,” “flew,” “flying,” etc. without choosing those as separate words. All vocabulary words are subject to Cave Master approval – you must show them to your Cave Master before taking them! The Cave Master has absolute veto power over any words she judges to be inappropriate to the Sticks & Stones setting. Finally, since language is still developing locally, words can only be understood by others of the **SAME** Clan, Tribe, or adventuring group. If characters encounter someone of another Clan or Tribe (typically a non-player character), their words are not understood, and they have to resort to nonverbal communication.

Note that proper names (e.g., names of people and places) do not count toward the vocabulary limit **IF** they do not mean anything in English or

another easily recognizable language. In other words, if a character’s name is Bwap, he and other players can say his name even if it is not part of their vocabulary (as long as they have heard someone speak the name). If Bwap is from Doh-Bray, players can also say this place name if they have reason to be familiar with it, and this does not count toward the word limit either.

CAVE GEEK (SPECIAL)

Cave Geek may be taken by Cave N.E.R.D.s only; all Cave N.E.R.D.s **MUST** take this Hindrance at character creation. See the description of this Hindrance under the Cave N.E.R.D. racial information.

DUMB (MAJOR)

Note that Cave N.E.R.D.s may **NOT** take this Hindrance. As we have already suggested in other places, most prehistoric folks are not terribly bright. If a character has this Hindrance, it costs two points to raise their Smarts during character creation, and they must dedicate two leveling opportunities to raise their Smarts afterwards. A Dumb character’s Smarts can’t go above six until they reach Legendary rank.



EVOLUTIONARY DEAD END (SPECIAL)

Only *Dino sapiens* and Neanderthals can take this Hindrance, and in fact both races **MUST** take Evolutionary Dead End at character creation. See the description of this Hindrance under the Neanderthal and *Dino sapiens* racial information.

NONVERBAL (SPECIAL)



Nonverbal may be taken by *Dino sapiens* and Neanderthals only; both races **MUST** take this Hindrance at character creation. While in character, these characters are **NEVER** allowed to use intelligible words or signs from an established language, at least on purpose (including established sign languages, non-English languages, or even Klingon).

Neanderthals or *Dino sapiens* players who deliberately speak English while in character should be dealt with in the harshest possible fashion (e.g., others treat them as possessed, automatic bust on their next roll, or a coconut falls on their head from nowhere). These players may use gestures, pantomime, make noises, and grunt to their heart's content, and are in fact strongly encouraged to do so.

As they play together, groups may start developing a non-verbal language of their own. This is perfectly acceptable and lots of fun. Just make sure these species use noises and gestures as they do so. Shiny Rocks should be given fairly generously for great nonverbal communication. Characters do not receive any Attribute points, Edges, or Skill Points for taking this Hindrance.

Please note that Neanderthals and *Dino sapiens* with the Nonverbal Hindrance can still say proper names (e.g., names of people and places) IF they have heard the name and the name does not mean anything in English or another easily recognizable language. This way, Nonverbal characters can begin the game saying their own name, the names of their friends, and the name of their settlement. They can learn new proper

names by making a Smarts roll (if they fail, they must wait until the following day to try again; this is an exhausting mental feat for Nonverbal creatures!).

Proper names should still be said in a harsh, guttural fashion by Neanderthals, and *Dino sapiens* should use a reptilian "accent" (typically with lots of hissing) to represent their limited vocal apparatus.

PEA BRAINED (MAJOR)

Note that Cave N.E.R.D.s may **NOT** take this Hindrance! However, many other prehistoric creatures have pea-size brains, and even some cave persons have thoughts about as fast as molasses in the middle of an Ice Age. Those with this Hindrance **MUST** re-draw their initiative card if they draw a Jack, Queen, King or Ace. They keep the second card regardless of what is drawn. Note that Pea Brained folks still get to keep Jokers drawn initially.



NOTES ON EXISTING HINDRANCES

CODE OF HONOR (MAJOR)

Prehistoric folks may follow a Code of Honor for very different reasons than we would (with thousands of years of "culture" behind us). For example, picture Ugma the Brave. He may not be the brightest coconut in the bunch, but he's always

the first one to join the fray. However, he doesn't like to kill his enemies because he had a divine vision from his Clan's patron Spirit telling him to respect all sentient life - at least, that's the way he interpreted a dream he had. Then again, it's possible it had something to do with the mushrooms he ate . . .

DEATH WISH (MINOR)

While relatively rare due to strong survival instincts, players may come up with a reason to take this Hindrance. For example, Aruk, the Clan's Shaman, has seen his "death vision." He knows the fate of the Clan lies in his hands. Once he has assured the safety of his people he "knows" the Earth Mother Spirit wants him to join her - what better way than leaping into the mouth of the active volcano just north of the settlement?



DOUBTING THOMAS ("TU MOS") (MINOR)

Only Cave N.E.R.D.s may take this Hindrance, and it is rare even for them, since most are superstitious. However, a few of the truly "enlightened" N.E.R.D.s have decided all phenomena can be explained by prehistoric physics and other "sciences." They are in for a rude shock when they encounter a Shaman!

(Tu Mos was the first Cave N.E.R.D. to theorize that the supernatural does not really exist. Tragically he was killed while his Clan's Shaman was disproving his theory.)

ELDERLY (MAJOR)

Elderly means over 30 in most cases. Ouch!

HABIT (MINOR/MAJOR)

A good habit for Ahs, Cave N.E.R.D.s, and Florz is chewing on resin (particularly beech or pine); this has been referred to as "caveman's chewing gum."

LAME (MAJOR)

Lame reduces a character's basic Pace to four Knuckles, and the player should roll only a d4 for the running bonus.

PACIFIST (MINOR ONLY)

Pacifist may be taken as a minor Hindrance only. Prehistoric pacifists have their limits when provoked!



POVERTY (MINOR)

Players with this Hindrance typically aren't short of money, since there isn't any. Rather, they have virtually no equipment to start the game, except maybe a loincloth and a rock or two.

WANTED (MINOR OR MAJOR)

It is rare for a character to have this Hindrance, and they must come up with a reasonable justification. However, it is possible the character is a Shaman who was performing an "unauthorized" ritual, or a Cave N.E.R.D. who has developed technology his Clan has judged will bring down the wrath of the Spirits.

Edges

Ace¹
 Acrobat²
 Alertness
 Ambidextrous
 Arcane Background
 (Shamanism)³ (NEW)
 Arcane Background (Weird
 Prehistoric Science)² (NEW)
 Arcane Resistance
 Improved Arcane Resistance
 Attractive⁴
 Very Attractive⁴
 Beast Bond
 Beast Master
 Improved Beast Master (NEW)
 Lord of the Beasts (NEW)
 Berserk²
 Blabbermouth¹ (NEW)
 Block
 Improved Block
 Brave²
 Brawler²
 Bruiser²
 Brawny²
 Champion
 Charismatic²
 Combat Reflexes²
 Command²
 Command Presence²
 Common Bond
 Danger Sense
 Dead Shot
 Dodge
 Improved Dodge
 Fast Healer
 Fervor
 First Strike²
 Improved First Strike²
 Fleet-Footed
 Florentine ("Bam Bam")²
 Followers
 Frenzy²
 Improved Frenzy²
 Gadgeteer¹
 Giant Killer²
 Hard to Kill
 Harder to Kill
 Healer
 Hold the Line!²
 Improvisational Fighter²
 Inspire²
 Jack-of-All-Trades
 Killer Instinct²

Leader of Men²
 Level Headed
 Improved Level Headed
 Luck
 Great Luck
 Marksman
 McGyver¹
 Mighty Blow²
 Mr. Fix It¹
 Natural Leader²
 Nerves of Stone
 Improved Nerves of Stone
 New Power⁵
 No Mercy
 Power Points³
 Power Surge³
 Professional
 Expert
 Master
 Quick
 Quick Draw
 Rapid Recharge³
 Improved Rapid Recharge³
 Rich
 Scholar¹
 Sidekick
 Soul Drain³
 Steady Hands
 Strong Willed
 Sweep²
 Improved Sweep²
 Thick Skull/Skin***** (NEW)
 Thief
 Tough as Stone²
 Improved Tough as Stone²
 Trademark Weapon
 Improved Trademark Wpn
 Two-Fisted²
 Weapon Master²
 Master of Arms²
 Woodsman

¹Cave N.E.R.D.s only

²Cave N.E.R.D.s may NOT take this Edge

³Shamans only

⁴Ahs only

⁵Cave N.E.R.D.s and Shamans only

⁶Neanderthals and Dino sapiens only

ELIMINATED EDGES

You will notice (assuming you make your Notice roll, of course!) that some of the Savage Worlds Deluxe Edges are missing from Sticks & Stones. We felt these Edges didn't fit the setting. However, if you think any unlisted Edges fit your character - and your Cave Master agrees - then use them!

Edge restrictions are noted at the bottom of the list. New Edges are noted also, and described below.

NEW EDGES

ARCANE BACKGROUND: SHAMANISM

Requirements: Background Edge; Any race except Cave N.E.R.D.s; Novice; Spirit d6

- Allows the character to take the Spellcasting Skill (Spirit)
- Gives 10 Power Points
- Gives 3 starting Powers

The Spirits are particularly fickle in Sticks & Stones. When a Shaman rolls a one on his Spellcasting die (regardless of his Wild Die), he is automatically Shaken (a Shiny Rock can be used for a re-roll).

A 'snake eyes' result (double ones) means you must draw a card and consult the "Shamanistic Mishap Table." You may NOT spend a Shiny Rock to reroll this snake eyes roll!

SHAMANISTIC MISHAP TABLE

Draw a Card	Result
Spades	No effect. You can breathe normally again – this time! You are not even Shaken!
Hearts	You are simply Shaken as if you had rolled a one on your Spellcasting die.
Diamonds	Roll on the Wild Magic Mishap Table
Clubs	The surge of uncontained mystical energy is too much for you to handle. You are incapacitated for 2d6 rounds, and must roll on the Wild Magic Mishap Table.



Wild Magic Mishap Table

Magic Mishaps are generally benign, albeit annoying in some cases, and their effects are fleeting. Unless their description states otherwise the effects last for the duration of the current gaming session. Duplicate results are ignored. Re-roll until you obtain a suitable result.

<u>2d6 Roll</u>	<u>Result</u>
2	Every time you activate a power, a coconut falls on your head. Make a Vigor check (+2 if you have the Thick Skull Edge or a helmet) to avoid being Shaken.
3-4	Your hair changes color (Cave Master's choice). If you have already suffered this effect then your skin changes color instead! The effect this has on others is up to the Cave Master, but may range from fear to a negative Charisma modifier.
5-6	A random facial feature increases to double its normal size. The effect this has on others is up to the Cave Master, but may range from fear to a negative Charisma modifier. This effect CAN be duplicated and may actually be beneficial should the Cave Master decide to make it so (e.g., gain a bonus to Notice rolls involving hearing if ears increase in size).
7-8	Your skin changes color (Cave Master's choice). If you have already suffered this effect you sprout a glossy coat of fur instead! The effect this has on others is up to the Cave Master, but may range from fear to a negative Charisma modifier.
9	You have a bad case of flatulence! The effect this has on others is up to the Cave Master, but it probably manifests as a negative Charisma modifier!
10	A rain cloud the size of a Small Burst Template forms above your head and follows you wherever you go. The constant drizzle causes you to suffer a -1 modifier to all actions. You are unable to start fires or keep a torch lit.
11	Your entire body is surrounded by an ethereal glow. You may be attacked in the dark at no penalty and you provide enough light to read by – at least you would if anyone could read!
12	You have forgotten how to use your powers! There is only one way to regain their use. You, the player (as well as your character), must perform a 30 second “song and dance of appeasement” in supplication to the Spirits. This temporarily restores your powers. However, you must complete a quest of the Cave Master's devising within 14 suns or you lose your powers permanently!

See the Religion section in Chapter Two for more information about Shamans, and the Magic section later in this chapter for information about the powers available to Shamans who worship different Spirits.

ARCANE BACKGROUND: WEIRD PREHISTORIC SCIENCE

Requirements: Cave N.E.R.D.s only; Novice; Smarts d8+, Spirit d6+

This Edge gives the character one invention to start with, and allows them to take the Weird Prehistoric Science skill (based on Smarts). This Edge allows the Cave N.E.R.D. to invent cavepunk items in a manner similar to the Arcane Background: Weird Science Edge. A new invention (or sometimes multiple lesser inventions) may be created every time the character takes the New Power Edge.

Inventions **MUST** utilize available materials and primitive technology, so they are obviously very limited, though materials may be combined in unconventional ways. They are not powered by Power Points; all must have a physical basis/mechanism, though it can be implausible. Exactly how implausible depends on your Cave Master. We see a continuum from relatively realistic caveman games where N.E.R.D.s probably don't exist to Flintstones™-level technology being commonplace. Most games fall in between, with technology serving a relatively limited but important role in a typical Ahs Clan.

Examples of inventions include crude wheeled vehicles, gliders with wings from a Pteranodon, and Coconut Bombs (e.g., full of a sleep powder or stinging insects). Generally, we allow players to start with one of the items we list as examples, but Cave Masters are welcome to add to or subtract from this list. Further inventions can either be taken from those included here or created by the player. Our general rule of thumb is if a player invents something really cool that isn't too powerful, they should get to use it! The Cave Master can always make sure something "unfortunate" happens to it if it proves to be a pain.

While these inventions are not as powerful or complicated as many Mad Science items in other Savage Worlds settings, the fact that they are far beyond anything dreamed of by the average caveman qualifies them as Weird Prehistoric Science.

As a guide, if the item might actually be used by primitive people even if it is a bit "high tech" for cavemen (e.g., a bow or blowpipe), it is not Weird Prehistoric Science. If there is really no way

primitive people would invent the item, and it seems more suited to the Flintstones™ or Gilligan's Island™, then it qualifies as Weird Prehistoric Science.

MALFUNCTIONS

Unless otherwise stated under the device, Weird Prehistoric Science devices are subject to Malfunction when a skill roll of any sort is used to operate them. This applies regardless of whom is operating the device. **If a 1 is rolled on the skill die (even if the Wild Die is not a 1), the device has malfunctioned.**



Draw a card - the suit determines the result (you get to pick the suit if you draw a Joker):

- **Clubs—Catastrophic Malfunction:** The device is ruined, and cannot be repaired. Items that can explode do so; they typically explode for 2d6 damage in a Large Burst Template.
- **Hearts—Major Malfunction:** The device breaks down. The Cave N.E.R.D. may not use it again until it's repaired, which requires a Repair roll and 2d6 hours of work.
- **Diamonds—Minor Malfunction:** The device suffers a minor hang-up. It can be fixed in 2d6 minutes with a Repair roll at -2.
- **Spades—Glitch:** The gizmo activates but does the opposite of the user's intent. Stealth Boots amplify noises, a weapon fires at a friendly target, and so on. If a reverse effect makes no sense, treat it as a Major Malfunction instead.

BLABBERMOUTH

Requirements: Social Edge; Cave N.E.R.D.s only; Novice

Characters with the Blabbermouth Edge learn double the normal number of words each time they Level Up (that is, two new words vs. one). If Blabbermouth is taken as an initial Edge, the character may start with four words.

IMPROVED BEAST MASTER

Requirements: Weird Edge; Novice; Spirit d8+; Beast Master Edge

Improved Beast Master is similar to Beast Master, but your character can have two beast companions with a Size bonus of no more than +2 each, or one beast of Size +3. The Cave Master has final say over what types of animals are available.

LORD OF THE BEASTS

Requirements: Legendary Edge; Legendary; Spirit d12; Beast Master Edge; Improved Beast Master Edge

Lord of the Beasts is similar to Improved Beast Master, but your character can pick one of the following:

- One animal companion of Size +6 or +5
- Two animal companions of Size +4 (or less) each
- Three animal companions of Size +3 (or less) each
- Four animal companions of Size +2 (or less) each
- Five animal companions of Size +1 (or less) each
- Six animal companions of Size +0 (or less) each
- Two Swarms (generally small dinosaurs or mammals)

The Cave Master has the final say over what types of animals are available.

THICK SKULL/THICK SKIN

Requirements: Background Edge; Neanderthals and *Dino sapiens* only; Novice

This Edge adds +1 to Toughness. Thick Skull/Thick Skin is like the Tough As Nails ("Stone")

Edge, but can be taken as a Background Edge by Neanderthals and *Dino sapiens* (for whom it represents some sort of armored skin inherited from their larger kin). It may be combined with the Brawny Background Edge.

NOTES ON EXISTING EDGES

ATTRACTIVE

Ahs do not get the bonus for this Edge when dealing with *Dino sapiens*.



BEAST MASTER

The single animal companion may be no larger than Size +1. The Cave Master has final say over what types of animals are available.

CHAMPION

While relatively rare, someone might "rise from the Clan" to act as either: (1) the Chieftain or Shaman's bodyguard, (2) the Clan's protector, or (3) the instrument of the "will of the Spirits." For example, the Shaman Grok might send his champion Torag along with the party to ensure the Sacred Egg of Gilegun is safely retrieved and returned to the Clan.

QUICK DRAW

Quick Draw applies to slung clubs, bows, sheathed knives, and the like.

RICH

There's always a rich guy in "town" - even 75,000 years ago. His wealth may be in the form of teeth, pretty rocks, a nice cave, animal skins, armor, or simply more items available for barter; he just has more "stuff" than most. Come up with a reasonable list of items you'd like to start with and present it to your Cave Master. As always, the Cave Master has the final say about what you get to keep.

THIEF

A caveperson with this ability doesn't need to take the Lockpick skill. This wouldn't be a very fair requirement, since the lock hasn't been invented yet! Also, the Stealth bonus applies in any environment (since there are no urban areas)

MAGIC IN THE LAND OF LUR

In this section, we describe a new Arcane skill (Weird Prehistoric Science) for Sticks & Stones. Then, we discuss the use of powers. Some powers are restricted to certain types of Shamans in Sticks & Stones. We have added a new power: jungle boogie. We also detail the restrictions on existing powers in this section. See the Religion section in Chapter Two for more information about the Spirits in the Land of Lur.

NEW ARCANESKILL

WEIRD PREHISTORIC SCIENCE (SMARTS)

Requirements: Cave N.E.R.D.s only; Weird Prehistoric Science Edge

Since Weird Prehistoric Science items do not need Power Points to be operated, their use is governed by the relevant skill (e.g., Driving, Piloting, or Shooting). However, a Cave N.E.R.D. may always roll Weird Prehistoric Science instead of the relevant skill. Weird Prehistoric Science devices are subject to Malfunction (unless specifically noted otherwise in the item description) if a one is rolled on the relevant skill die (regardless of the Wild Die). See the Malfunction section above for more information.

NOTES ON EXISTING POWERS

BEAST FRIEND

Certain Shamans may keep befriended creatures as companions at the Cave Master's discretion, but only one such creature may be kept at a time, and they should be closely aligned with the Shaman's primary Spirit.



If a beast is already under another Shaman's or Beast Master's control and you want to take control from them, you must successfully cast the power, and then treat your Spellcasting roll as an opposed roll: Spellcasting vs. Spellcasting for another Shaman, or Spellcasting vs. Spirit for a Beast Master. Beast Masters may try to take control back during their action by winning an opposed roll against your Shaman (Spirit vs. Spellcasting).

BLAST, BOLT, & STUN

The ranges of these powers are less than the ranges found in the Savage Worlds rulebook. This helps balance the Sticks & Stones game, given the relative lack of effective ranged weapons.

SPEAK LANGUAGE

In Sticks & Stones, this power allows the Shaman to communicate at a very basic level with non-player sentient creatures (through gestures, sounds, and pantomimes). When role-playing this, the Cave Master should try as hard as possible to understand the player, and communicate back as clearly as possible without using words.



ZOMBIE

When cast on a corpse larger than Size 0, the Power Point cost of this power is 3 + the Size of the creature. In *Sticks & Stones* we refer to this power as animate skeleton or animate zombie, depending on the “freshness” of the unfortunate target. When cast on a large corpse, we refer to the power as animate greater skeleton or animate greater zombie.

NEW POWER

JUNGLE BOOGIE

Rank: Novice

Power Points: 1 (self)/2 or 4 (others)

Range: Touch

Duration: One Power Point per hour for the Shaman; two for others who worship the Earth Mother Spirit or an Animal Spirit; four for others who do not

Trappings: The Shaman concentrates and gestures with his hands or an Earth Mother or Animal Spirit totem

Jungle boogie allows the recipient to move through the outdoors quickly, quietly, and without leaving a trace. The Earth Mother Spirit or Animal Spirit clears any natural obstacles from the path, allowing movement at “Open Terrain” speed in any terrain except mountains (movement here is still twice as fast as normal). The power also muffles the sound of the recipient’s footsteps, adding +1 to his Stealth rolls. Finally, they disguise his tracks, making his footprints nearly impossible to spot (-8 to any Tracking rolls to find the trail). Jungle boogie cannot be used in caves or within settlements.



Earth Mother Spirit Powers

- Armor** ("thick hide") (Range = Touch)
- Barrier** (Range = Smarts in Knuckles)
- Beast Friend** (Range = Smarts x 100 Fingers)
- Bolt** (Range = 1 Hand/2 Hands/4 Hands)
- Burrow** (Range = 2x Smarts in Knuckles)
- Damage Field** (Range = Touch)
- Elemental Manipulation** (Earth) (Range = 2x Smarts in Knuckles)
- Entangle** (Range = Smarts in Knuckles)
- Greater Healing** ("baaaad med-sin") (Range = Touch)
- Healing** ("med-sin") (Range = Touch)
- Jungle Boogie** (Range = Touch)
- Shape Change** (Range = Self only)
- Smite** (Range = Touch)
- Speak Language** (Range = Touch)
- Wall Walker** (Range = Touch)

Spirit of Fire Powers

- Blast** (Range = 2 Hands/4 Hands/6 Hands)
- Blind** (Range = 2 Hands/4 Hands/8 Hands)
- Bolt** (Range = 1 Hand/2 Hands/4 Hands)
- Boost/Lower Trait** (Range = Smarts in Knuckles)
- Burst** (Range = Cone Template)
- Darksight** (Range = Touch)
- Elemental Manipulation** (Fire) (Range = 2x Smarts in Knuckles)
- Environmental Protection** (Fire/Heat only) (Range = Touch)
- Fear** (Range = Smarts in Knuckles x 2)
- Healing** ("med-sin") (Range = Touch)
- Light** (Range = Touch)
- Quickness** (Range = Touch)
- Smite** (Range = Touch)
- Speed** (Range = Touch)
- Stun** (Range = 1 Hand/2 Hands/4 Hands)

Spirits of the Beasts Powers

- Armor** ("thick hide") (Range = Touch)
- Beast Friend** (Range = Smarts x 100 Fingers)
- Bolt** (Range = 1 Hand/2 Hands/4 Hands)
- Boost/Lower Trait** (Range = Smarts in Knuckles)
- Burrow** (Range = 2x Smarts in Knuckles)
- Fear** (Range = Smarts in Knuckles x 2)
- Fly*** ("Soar with Aak Aaks") (Range = Touch)
- Greater Healing** ("baaaad med-sin") (Range = Touch)
- Growth/Shrink** (Range=Smarts in Knuckles)
- Healing** ("med-sin") (Range = Touch)
- Jungle Boogie** (Range = Touch)
- Quickness** (Range = Touch)
- Shape Change** (Range = Self only)
- Speed** (Range = Touch)
- Wall Walker** (Range = Touch)
- Warrior's Gift** (Range = Touch)

*Fly may only be taken by a Shaman who worships the Spirit of a flying creature



Water Spirit Powers

- Armor** ("thick skin") (Range = Touch)
- Barrier** (Range = Smarts in Knuckles)
- Beast Friend** (aquatic beasts only) (Range = Smarts x 100 Fingers)
- Bolt** (Range = 1 Hand/2 Hands/4 Hands)
- Boost/Lower Trait** (Range = Smarts in Knuckles)
- Dispel** (Range = Smarts in Knuckles)
- Elemental Manipulation** (Water) (Range = 2x Smarts in Knuckles)
- Environmental Protection** (Water only) (Range = Touch)
- Greater Healing** ("baaaad med-sin") (Range = Touch)
- Healing** ("med-sin") (Range = Touch)
- Quickness** (Range = Touch)
- Shape Change** (aquatic animals only) (Range = Self only)
- Speed** (Range = Touch)
- Stun** (Range = 1 Hand/2 Hands/4 Hands)
- Telekinesis** (Range = Smarts in Knuckles)

Spirit of the Moon Powers

- Blast** (Range = 2 Hands/4 Hands/6 Hands)
- Bolt** (Range = 1 Hand/2 Hands/4 Hands)
- Deflection** (range = Touch)
- Detect/Conceal Arcana** (range = Sight)
- Fear** (Range = Smarts in Knuckles x 2)
- Healing** ("med-sin") (Range = Touch)
- Invisibility** (Range = Self only)
- Obscure** (Range = Touch)
- Puppet** (Range = Smarts in Knuckles)
- Quickness** (Range = Touch)
- Smite** (Range = Touch)
- Speed** (Range = Touch)
- Stun** (Range = 1 Hand/2 Hands/4 Hands)
- Teleport** (Range = 2 Hands for each 3 Power Points spent, or 3 Hands with a raise)
- Zombie** (Range = Smarts in Knuckles)

Spirit of the Sun Powers

- Blast** (Range = 2 Hands/4 Hands/6 Hands)
- Blind** (Range = 2 Hands/4 Hands/8 Hands)
- Burst** (Range = Cone Template)
- Darksight** (Range = Touch)
- Dispel** (Range = Smarts in Knuckles)
- Greater Healing** ("baaaad med-sin") (Range = Touch)
- Havoc** (Range = Smarts x 2 Knuckles)
- Healing** ("med-sin") (Range = Touch)
- Invisibility** (Range = Self only)
- Light** (Range = Touch)
- Obscure** (Range = Touch)
- Quickness** (Range = Touch)
- Smite** (Range = Touch)
- Speed** (Range = Touch)
- Stun** (Range = 1 Hand/2 Hands/4 Hands)

Lesser Spirits Powers

Choose fifteen appropriate powers for your Shaman from the above lists. The powers you choose should be as logically related to your Spirit as possible. The Cave Master has the final say on this, and is encouraged to disqualify any powers that don't fit. Take care to balance these powers with those allowed to other Spirits.



ARCHETYPES

HERE ARE NINE PRE-MADE CHARACTERS THAT COVER SOME OF THE POSSIBILITIES IN STICKS & STONES.

USE THEM FOR ENCOUNTERS OR TO JUMP RIGHT INTO A GAME!



Dinosaur Hunter

Name: CHIKKA

Race: ARCHAIC HOMO SAPIENS (AHS)

Sex: FEMALE

Attributes: AGILITY D8, SMARTS D6, SPIRIT D8, STRENGTH D6, VIGOR D6

Skills: CLIMBING D6, FIGHTING D6, FIRE STARTING D4,
INTIMIDATION D4, NOTICE D6 (+2 DUE TO ALERTNESS),
SHOOTING D8, STEALTH D6, SURVIVAL D4,
THROWING D4, TRACKING D6

Charisma: 0

Pace: 1 HAND

Parry: 5

Toughness: 5

Racial Abilities: NONE

Hindrances: BARELY VERBAL, OVERCONFIDENT

Edges: ALERTNESS, BEAST MASTER

Gear: FUR CLOTHING (0 LBS.), WATER SKIN (5 LBS. – FULL),
ANIMAL SKIN BAG (2 LBS.), ONE HAND OF VINE (10 LBS.), FLINT AND
ROCK WITH TINDER (1 LB.), DAGGER (1 LB.) - STR+ D4 DAMAGE, BOW (3 LBS.) - 2D6 DAMAGE,
10 ARROWS (2 LBS.)

Encumbrance: 21 POUNDS; LIMIT: 30 POUNDS; PENALTY: 0

Language: TWO WORDS – STAY AND RUN (PLUS PROPER NAMES)

Companion: ARF THE CAVE DOG

- **Attributes:** AGILITY D8, SMARTS D6 (A), SPIRIT D6, STRENGTH D6, VIGOR D6
- **Skills:** FIGHTING D6, NOTICE D10
- **Pace:** 1 HAND + 2 KNUCKLES **Parry:** 5 **Toughness:** 4 (-1 DUE TO SIZE)
- **Special Abilities**
 - **Bite:** STRENGTH +D6
 - **Fleet-Footed:** ROLL D10 VS. D6 WHEN RUNNING
 - **Go For The Throat:** IF ARF GETS A RAISE ON HIS ATTACK ROLL HE IGNORES ANY ARMOR HIS OPPONENT MIGHT BE WEARING
 - **Size -1** (CAUSES -1 TO TOUGHNESS)

Background: CHIKKA IS KNOWN FOR HER HUNTING SKILLS – PARTICULARLY HER SKILL WITH A BOW – AS WELL AS FOR HER AFFINITY FOR BEASTS. ANIMALS ALWAYS SEEM TO LOVE HER. SHE HAS A LOYAL CAVE DOG (ARF). WHILE VERY LOYAL TO HER CLAN, CHIKKA TENDS TO THINK SHE CAN HANDLE JUST ABOUT ANY SITUATION.



Scout

Name: FWEEP

Race: HOMO FLORESIENSIS (FLORZ)

Sex: MALE

Attributes:

- **AGILITY** D8
- **SMARTS** D6
- **SPIRIT** D6
- **STRENGTH** D6
- **VIGOR** D8

Skills:

- **CLIMBING** D6
- **FIGHTING** D6
- **NOTICE** D8
- **SHOOTING** D8
- **STEALTH** D8
- **SURVIVAL** D4
- **THROWING** D8
- **TRACKING** D6



Charisma: 0 **Pace:** 1 HAND **Parry:** 5 (-1 TO HIT HIM DUE TO SIZE)

Toughness: 5 (-1 DUE TO SIZE)

Edges & Hindrances:

- **Bad Luck:** FWEEP ONLY GETS 2 SHINY ROCKS AT THE START OF A GAME SESSION.
- **Barely Verbal**
- **Marksman:** FLORZ ARE NATURALLY GOOD SHOTS. FWEEP GETS A +2 AIMING BONUS IF HE DOESN'T MOVE.
- **Size -1**
- **Small:** FLORZ ARE HARDER TO HIT DUE TO THEIR SIZE.

Gear: FUR CLOTHING (0 LBS.), WATER SKIN (5 LBS. – FULL), ANIMAL SKIN BAG (2 LBS.), THREE KNUCKLES OF VINE (5 LBS.), MANY (THREE) TORCHES (3 LBS.), BOW (3 LBS.), MANY (10) ARROWS (2 LB.)

Encumbrance: 20 POUNDS; LIMIT: 20 POUNDS; PENALTY: 0

Language: TWO WORDS –SNEAK AND LOOK (PLUS PROPER NAMES).

Background: FWEEP USES HIS STEALTH TO SNEAK IN AND CHECK OUT SITUATIONS BEFORE THE WARRIORS ARE SENT IN. WHILE FWEEP SEEMS TO HAVE MORE THAN HIS SHARE OF BAD LUCK, HIS SKILLS AND EDGES HAVE SO FAR KEPT HIM OUT OF SERIOUS TROUBLE.

Brute Warrior

Name: SOKKEM

Race: NEANDERTHAL

Sex: MALE

Attributes:

- AGILITY D6
- SMARTS D4
- SPIRIT D6
- STRENGTH D12
- VIGOR D8

Skills:

- CLIMBING D6
- FIGHTING D8
- FIRE STARTING D4
- INTIMIDATION D8
- NOTICE D4
- STEALTH D6
- SURVIVAL D6
- THROWING D4
- TRACKING D4



Charisma: -2 **Pace:** 1 HAND

Parry: 6 **Toughness:** 8 (+2 DUE TO BRAWNY AND THICK SKULL)

Special Abilities & Edges: GREAT STRENGTH (INCLUDED), LOW LIGHT VISION, BRAWNY, THICK SKULL

Hindrances: EVOLUTIONARY DEAD END, HEROIC, NONVERBAL, OUTSIDER

Gear: FUR CLOTHING (0 LBS.), WATER SKIN (5 LBS. – FULL), ANIMAL SKIN BAG (2 LBS.), FLINT AND ROCK WITH TINDER (1 LB.), CLUB (3 LBS.) - STR + D6 DAMAGE

Encumbrance: 11 POUNDS; LIMIT: 96 POUNDS; PENALTY: 0

Language: ONE WORD – SOKKEM (PLUS NAME OF HOME SETTLEMENT & OTHER CHARACTERS' NAMES AS APPROPRIATE)

Background: SOKKEM IS A NEANDERTHAL WARRIOR WHO RAN AWAY FROM HIS CLAN. SOKKEM WANDERED FOR AWHILE, AND WAS RECENTLY TAKEN IN BY AN ARCHAIC HOMO SAPIENS CLAN. THE CLAN RESPECTS SOKKEM'S STRENGTH AND FIGHTING ABILITY, BUT ALSO FEARS HIM SINCE HE IS A BIG, SCARY OUTSIDER.

Shaman of the Moon

Name: MOOGA **Race:** NEANDERTHAL **Sex:** FEMALE

Attributes: AGILITY D6, SMARTS D4, SPIRIT D10, STRENGTH D8, VIGOR D6

Skills: FIGHTING D6, FIRE STARTING D4, INTIMIDATION D8, NOTICE D4, SPELL CASTING D8, STEALTH D6, THROWING D4

Charisma: -2 **Pace:** 1 HAND

Parry: 5 **Toughness:** 6 (+1 DUE TO BRAWNY)

Special Abilities: GREAT STRENGTH, LOW LIGHT VISION

Hindrances: EVOLUTIONARY DEAD END, OUTSIDER, NONVERBAL, VOW (MAJOR)

Edges: ARCANE BACKGROUND – SHAMANIC MAGIC, BRAWNY

Power Points: MANY (10) - REGAIN ONE EVERY HOUR; POWERS: MANY (THREE; SEE BELOW)

Suggested Powers:

- **Bolt:** COSTS ONE POWER POINT PER BOLT. RANGE = 1 HAND/2 HANDS/4 HANDS. FIRE ONE, TWO OR MANY (THREE) BOLTS OF GREENISH LIGHT FOR 2D6 DAMAGE EACH, OR USE 2 POWER POINTS TO CAST A SINGLE BOLT FOR 3D6 DAMAGE.
- **Healing:** COSTS MANY (THREE) POWER POINTS. RANGE = TOUCH. HEALS 1 WOUND (2 WITH A RAISE), WITH A PENALTY = TARGET'S WOUNDS.
- **Quickness:** COSTS MANY (FOUR) POWER POINTS. RANGE = TOUCH. LASTS MANY (THREE) ROUNDS; MAINTAIN AFTER THAT FOR TWO PER ROUND. GIVES TWO ACTIONS PER ROUND (RAISE = CAN DISCARD IF DRAW AN 8 OR LESS AND REDRAW).

Gear: FUR CLOTHING (0 LBS.), THICK HIDE ARMOR (TORSO) (10 LBS.), WATER SKIN (5 LBS. – FULL), ANIMAL SKIN BAG (2 LBS.), FLINT AND ROCK WITH TINDER (1 LB.), SPEAR (5 LBS.), BONE TOTEM (2 LBS.)

Encumbrance: 25 POUNDS; LIMIT: 64 POUNDS; PENALTY: 0

Language: ONE WORD – MOOGA (PLUS NAME OF HOME SETTLEMENT & OTHER CHARACTERS' NAMES AS APPROPRIATE)

Background: MOOGA IS A FEMALE NEANDERTHAL SHAMAN WHO RAN AWAY FROM HER CLAN. MOOGA WANDERED FOR AWHILE, AND WAS RECENTLY TAKEN IN BY AN ARCHAIC HOMO SAPIENS CLAN. THE CLAN RESPECTS MOOGA'S POWERS, BUT ALSO FEARS HER SINCE SHE WORSHIPS THE MOON SPIRIT AND IS AN OUTSIDER.



Dino Warrior

Name: SSSHHH

Race: DINO SAPIENS

Sex: MALE

Attributes:

- AGILITY D8
- SMARTS D4
- SPIRIT D6
- STRENGTH D8
- VIGOR D6

Charisma: -6

Pace: 1 HAND

Parry: 6

Toughness: 5

Skills: CLIMBING D4, FIGHTING D8, INTIMIDATION D6, NOTICE D4 (+2 DUE TO SAURIAN SENSES), STEALTH D8, SURVIVAL D4, THROWING D8, TRACKING D4

Special Abilities:

- DINOSAUR AFFINITY (CHOOSE TYPE)
- NATURAL WEAPONS (CHOOSE TYPE)
- SAURIAN SENSES
- AMBIDEXTROUS
- TWO-FISTED

Hindrances: BLOODTHIRSTY, EVOLUTIONARY DEAD END, NONVERBAL, OUTSIDER

Edge: DANGER SENSE

Gear: LOINCLOTH (1 LB.), 2 DAGGERS (1 LB. EACH) - EACH D8 + D4 DAMAGE

Encumbrance: 3 POUNDS; LIMIT: 40 POUNDS; PENALTY: 0

Language: ONE WORD — SSSHHH (PLUS NAME OF HOME SETTLEMENT & OTHER CHARACTERS' NAMES AS APPROPRIATE)

Background: SSSHHH CUNNING. SSSHHH MEAN. SSSHHH GOT MAD AT SHAMAN IN TRIBE. SSSHHH STABBED SHAMAN WITH DAGGERS. SSSHHH BANISHED FROM TRIBE. SSSHHH WANDERED. SSSHHH FIND AHS CLAN. AHS LIKE WAY SSSHHH SKEWER BEASTS WITH DAGGERS. SSSHHH LIKE SKEWER BEASTS WITH DAGGERS. LIFE PRETTY GOOD RIGHT NOW.



Inventor

Name: NU MON **Race:** CAVE N.E.R.D. (SUB-SPECIES OF ARCHAIC HOMO SAPIENS)

Attributes: **Sex:** MALE

- **AGILITY** d6
- **SMARTS** d10
- **SPIRIT** d6
- **STRENGTH** d6
- **VIGOR** d4

Skills: ARCAINE SKILL: WEIRD
PREHISTORIC SCIENCE d8, CAVEWISE d4,
DRIVING d6, FIGHTING d4, FINGER COUNTING d6,
FIRE STARTING d6, KNOWLEDGE (PREHISTORIC PHYSICS) d8,
NOTICE d4, PICTOGRAM d6, REPAIR d8, STEALTH d4

Charisma: -2 **Pace:** 1 HAND

Parry: 4 **Toughness:** 4

Special Abilities: ACCESS TO RESTRICTED SKILLS AND EDGES (INCLUDED)

Hindrances: BAD EYES (MINOR), BARELY VERBAL, CAVE GEEK, CURIOUS, HABIT (MINOR: SNORTS A LOT)

Edges: ARCAINE BACKGROUND – WEIRD PREHISTORIC SCIENCE, BLABBERMOUTH

Gear: FUR CLOTHING (0 LBS.), WATER SKIN (5 LBS.), CAVE N.E.R.D. TOOL KIT (10 LBS.), SPEAR (5 LBS.)

Encumbrance: 20 POUNDS; LIMIT: 20 POUNDS; PENALTY: 0

Language: FOUR WORDS –TRO-PUH, GO, STOP, MANY (PLUS PROPER NAMES)

Weird Prehistoric Science Item: CHOOSE ONE (BY DEFAULT, NU MON HAS A TRO-PUH)

“Tro-Puh” (Trog-Powered Roller): THE TRO-PUH CONSISTS OF TWO HOLLOWED OUT JOINED TOGETHER WITH TWO AXLES AND FOUR WOODEN WHEELS ATTACHED. NU MON SITS IN THE LOGS, AND THE TROG PUSHES. ACC./TOP SPEED: 1 FINGER/1 HAND + d6 KNUCKLES; TOUGHNESS: 8 (2); CREW: ONE; WEAPONS: AS NU MON (SPEAR); ADDITIONAL EQUIPMENT (STORED IN THE TRO-PUH): 12 FEET OF VINE, THREE TORCHES

Trog (“Snoog”) - Attributes: AGILITY d6, SMARTS d4, SPIRIT d6, STRENGTH d8, VIGOR d8.

- **Skills:** FIGHTING d6, INTIMIDATE d8, NOTICE d6, STEALTH d6, THROWING d6
- **Pace:** 1 HAND; **Parry:** 5; **Toughness:** 7; **Special Ability:** SIZE +1 (INCLUDED)

Background: NU MON IS THE FIRST N.E.R.D. BORN TO HIS CLAN. AS HE GREW UP, THE OTHER MEMBERS OF HIS CLAN DIDN'T KNOW WHAT TO MAKE OF HIM. HE ALWAYS PREFERRED MAKING STRANGE THINGS OUT OF STICKS AND COCONUTS, AND WOULD RATHER DRAW STRANGE PICTURES THAN PLAY DINO HUNT WITH THE OTHER CAVE CHILDREN. MOST EVERYONE MADE FUN OF HIM. NU MON IS NOW TOLERATED SINCE HE HAS THE ABILITY TO INVENT AMAZING DEVICES.



Ahs Warrior

Name: LUG

Race: ARCHAIC HOMO SAPIENS (AHS)

Sex: MALE

Attributes:

- AGILITY D8
- SMARTS D4
- SPIRIT D6
- STRENGTH D8
- VIGOR D6

Skills:

- CLIMBING D6
- FIGHTING D10
- FIRE STARTING D4
- INTIMIDATION D8
- NOTICE D4
- SHOOTING D4
- STEALTH D6
- SURVIVAL D6
- THROWING D6

Charisma: 0

Pace: 1 HAND

Parry: 7 (-1 IF USING AXE)

Toughness: 5

Special Abilities: NONE

Hindrances: BARELY VERBAL, GREEDY, LOYAL, OVERCONFIDENT

Edges: FIRST STRIKE, QUICK, SWEEP

Gear: FUR CLOTHING (0 LBS.), WATER SKIN (5 LBS. — FULL), ANIMAL SKIN BAG (2 LBS.), THREE KNUCKLES OF VINE (5 LBS.), FLINT AND ROCK WITH TINDER (1 LB.), TWO-HANDED AXE (8 LBS.) - STR + D8 DAMAGE

Encumbrance: 21 POUNDS; LIMIT: 40 POUNDS; PENALTY: 0

Language: TWO WORDS —GO, FIGHT (PLUS PROPER NAMES)

Background: LUG IS KNOWN FOR HIS PROWESS AS A WARRIOR. HE IS NOT PARTICULARLY BRIGHT, BUT IS ALWAYS A GOOD ASSET IN A FIGHT. HE ALSO TENDS TO BE GREEDY, WANTING THE BIGGEST PORTIONS, PRETTIEST ROCKS, AND GREATEST GLORY AFTER HUNTS.



Shaman of the Sun

Name: HOSHA HOSH **Race:** DINO SAPIENS **Sex:** MALE

Attributes:

- **AGILITY** D6
- **SMARTS** D4
- **SPIRIT** D10
- **STRENGTH** D6
- **VIGOR** D6

Skills: FIGHTING D6, FIRE STARTING D4, INTIMIDATION D8, NOTICE D6, SPELL CASTING D8, STEALTH D6, THROWING D4

Charisma: -2 **Pace:** 1 HAND

Parry: 5 **Toughness:** 5

Special Abilities: DINOSAUR AFFINITY (CHOOSE TYPE), NATURAL WEAPONS (CHOOSE TYPE), SAURIAN SENSES

Hindrances: EVOLUTIONARY DEAD END, NONVERBAL, OUTSIDER, VOW (MAJOR)

Edges: ARCANE BACKGROUND – SHAMANIC MAGIC

POWER POINTS: MANY (10) - REGAIN ONE EVERY HOUR;

Powers: MANY (THREE; SEE BELOW)

Suggested Powers:

- **Blast:** COSTS TWO TO MANY (6) POWER POINTS; RANGE = 2 HANDS/4 HANDS/6 HANDS; MEDIUM BURST TEMPLATE AREA OF EFFECT; TARGETS SUFFER 2D6 DAMAGE; IF DOUBLE POWER POINTS, DOES 3D6 DAMAGE OR IS SIZE OF A LARGE BURST TEMPLATE; IF TRIPLE POWER POINTS, DOES BOTH.
- **Healing:** COSTS MANY (THREE) POWER POINTS. RANGE = TOUCH. HEALS 1 WOUND (2 WITH A RAISE), WITH A PENALTY = TARGET'S WOUNDS.
- **Stun:** COSTS TWO POWER POINTS. RANGE = 1 HAND/2 HANDS/4 HANDS. TARGETS WITHIN A MEDIUM BURST TEMPLATE MUST ROLL VIGOR (AT -2 WITH A RAISE) OR BE SHAKEN.

Gear: FUR CLOTHING (0 LBS.), WATER SKIN (5 LBS. – FULL), ANIMAL SKIN BAG (2 LBS.), THREE KNUCKLES OF VINE (5 LBS.), FLINT AND ROCK WITH TINDER (1 LB.), MANY (THREE) TORCHES (3 LBS.), TOTEM (2 LBS.).

Encumbrance: 18 POUNDS; LIMIT: 20 POUNDS; PENALTY: 0

Language: ONE WORD – HOSHA HOSH (PLUS NAME OF HOME SETTLEMENT & OTHER CHARACTERS' NAMES AS APPROPRIATE)

Background: HOSHA HOSH IS MIDDLE-AGED AND HAS NO REAL SENSE OF HUMOR. HE IS LESS AGGRESSIVE THAN MOST DINO SAPIENS, AND IS RELATIVELY ACCEPTING OF THOSE FROM OTHER RACES.



Shaman of the Saber-Tooth Clan

Name: NIF **Race:** ARCHAIC HOMO SAPIENS (AHS)

Sex: FEMALE

Attributes:

- **AGILITY** D6
- **SMARTS** D6
- **SPIRIT** D10
- **STRENGTH** D4
- **VIGOR** D6

Skills: FIGHTING D6, FIRE STARTING D6, INTIMIDATION D6, NOTICE D6, SPELL CASTING D10, STEALTH D6, THROWING D4

Charisma: +2 **Pace:** 1 HAND

Parry: 5 **Toughness:** 5

Hindrances: BARELY VERBAL, VOW (MAJOR), CURIOUS, LOYAL

Edges: ARCANE BACKGROUND – SHAMANIC MAGIC, POWER POINTS, ATTRACTIVE

Power Points: MANY (15) - REGAIN ONE EVERY HOUR;
POWERS: MANY (THREE; SEE BELOW)

Suggested Powers:

• **Armor:** COSTS TWO POWER POINTS. RANGE = TOUCH. LASTS THREE ROUNDS PLUS ONE POWER POINT PER ROUND TO MAINTAIN. ADDS +2 TO TOUGHNESS; +4 WITH A RAISE.

• **Bolt:** COSTS ONE POWER POINT PER BOLT. RANGE = 1 HAND/2 HANDS/4 HANDS. FIRE ONE, TWO OR MANY (THREE) BOLTS OF GREENISH LIGHT FOR 2D6 DAMAGE EACH, OR USE 2 POWER POINTS TO CAST A SINGLE BOLT FOR 3D6 DAMAGE.

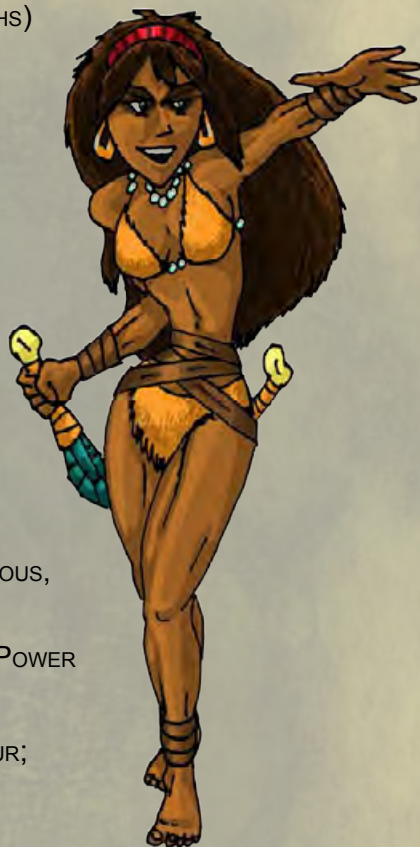
• **Healing:** COSTS MANY (THREE) POWER POINTS. RANGE = TOUCH. HEALS 1 WOUND (2 WITH A RAISE), WITH A PENALTY = TARGET'S WOUNDS.

Gear: FUR CLOTHING (0 LBS.), WATER SKIN (5 LBS. – FULL), ANIMAL SKIN BAG (2 LBS.), THREE KNUCKLES OF VINE (5 LBS.), FLINT AND ROCK WITH TINDER (1 LB.), MANY (THREE) TORCHES (3 LBS.), DAGGER (1 LB.).

Encumbrance: 17 POUNDS; LIMIT: 20 POUNDS; PENALTY: 0

Language: TWO WORDS – MAGIC, SABER-TOOTH (PLUS PROPER NAMES)

Background: NIF BELIEVES IN THE INHERENT SUPERIORITY OF FEMALES, AS DO MOST OF THE OTHER MEMBERS OF HER CLAN. SHE IS QUITE ATTRACTIVE, AND IS AN ACCOMPLISHED SHAMAN, AND IS FAIRLY WELL-KNOWN FOR THIS.



CHAPTER TWO

THE LAND OF LUR

While you can play Sticks & Stones in many parts of the prehistoric Earth, the setting detailed here is a fictional one called the Land of Lur, loosely based on southern Europe and the Middle East. The year is around 75,000 B.C., the start the last Ice Age (now known by scientists as the Würm Ice Age). Ahs, Neanderthals, and perhaps Florz actually flourished at this time. The other races and many of the creatures we have included did not, but we think they make the game a lot more fun!

GEOGRAPHY

The players probably won't know they live in the Land of Lur, and may come up with different names for where they live (if they bother to name it at all). Lur is bordered on the east by the Big Water – an inland sea. Fire-spitting mountains – known as volcanoes to those of us with advanced linguistic skills – are common in the mountains surrounding the rest of Lur.

The land is full of hills, with the only expanses of grassy plains near the rivers and the coast. There are a number of rivers running through the Land of Lur; they all originate in the western hills or mountains, and travel east to the Big Water.

There are several relatively small freshwater lakes in the hills and plains of Lur. A variety of creeks and marshes dot the landscape as well. There is one large swamp at the junction of two rivers (the Great Swamp – don't expect barely verbal people to come up with really imaginative names!). Lur is a lush land, with many trees and large areas covered with ferns and other vegetation.

The Ahs primarily live in the central part of Lur, in Clans stretching from the western mountains to the eastern seashore. The Neanderthal Clans live mainly in the hills in the northern part of Lur. *Dino sapiens* live primarily in the southern regions. The only known Florz live in the western hills.

CLIMATE

Summers in Lur are warm and winters are still relatively mild. However, summers aren't as hot as they used to be, the winters are starting to get colder, and during the winter snow falls in the north and at the higher elevations in the south. The tallest mountains are peaked with snow year-round. The Shamans have noticed many creatures heading south much earlier than they did just a few years ago – of course, the Shamans have an extremely vague concept of 'south' or 'years' – but you get the idea. There is a rainy season in the late winter/early spring, and moderate rains in the fall. It rarely rains during the summer; there is a moderate amount of rainfall (and increasing snowfall) during the winter.

FLORA

The Land of Lur is blessed with a rich abundance of plant life – much of it edible (if not particularly tasty). Some of the plants are very much like those we have today. Grasses, ferns, trees, bushes, vines, and wild flowers cover much of the land. There are wild roots and vegetables that are eaten when they are located, including potatoes, corn, onions, and squashes. Edible fungi (primarily mushrooms) as well as lichen grow in caves, forests, and marshes. A variety of wild fruits, nuts and berries grow in Lur as well; coconuts and bananas, both scarce outside of the southern regions, are highly sought after. There are also a number of noteworthy plants; some have medicinal or other special properties (as described below).

SPECIAL PLANTS

Characters with Knowledge skills regarding plants have a chance of locating the following if the setting is appropriate. After 5d6 minutes of searching (adjusted at the Cave Master's discretion), the character may make a Notice roll – the modifier applied to this roll is noted in the chart below.

DESCRIPTIONS:

ALGAE

Algae has long been known to have healing properties. Add +1 to Healing rolls if placed on an external wound. Algae is found in ponds, lakes, the Big Water, and some riverbanks.

ALOE

A green plant with thick leaves containing sap with healing properties. Add +1 to Healing rolls if the sap is placed on an external wound.

BLACK ROOT

A dark green fern with black roots that grows in forests. If the roots of the Black Root plant are ingested, the character must make a Vigor roll at –1 or fall into a deep sleep for d6 hours. Black Root is found in forests.

GREEN FUNGUS

A fungus with a distinctive green color found just inside the entrances of some uninhabited caves. If eaten, characters must roll Vigor at –2 or be Shaken; they then proceed to get very sick, vomit repeatedly, begin to have convulsions, and after d6 days (of being Shaken and very ill) must roll Vigor again at –2. If they fail the roll, they die; if they succeed, they get better after d6 hours and are no longer Shaken.

Note that Red Fungus serves as an antidote to the effects of Green Fungus, and may be taken at any point before the “death” roll.

PREHISTORIC FLYTRAP

Prehistoric Flytraps are large Venus Flytrap-like plants that capture large insects and other small (two pounds and under) animals. Prehistoric Flytrap contains a poison that paralyzes. Living creatures wounded by a weapon covered with this poison must make a Vigor roll at –1 or become paralyzed for 3d6 rounds.

RED FUNGUS

A fungus with a distinctive red color found just inside the entrances of some uninhabited caves. If applied to a wound or eaten for internal problems, Healing rolls are made at +2 for that wound or ailment. Note that Red Fungus serves as an antidote to the effects of Green Fungus, and may be taken at any point before the “death” roll (it automatically works in this case).

SLEEP SPORES

Sleep Spores are yellowish sacs that grow on certain types of plants in swampy areas. If a sac is opened and inhaled (Agility roll at –2 to avoid inhaling if the sac is opened; area of effect is a Small Burst Template centered on the sac), the character must make a Vigor roll at –1 or fall into a deep sleep for d4 hours.

TENDER MOSS

A pale green form of lichen, Tender Moss mainly grows on fallen trees in forests. It has curative properties. Add +1 to Healing rolls when Tender Moss is applied externally to a wound or eaten when treating internal injuries.

PLANT	LOCATION	MODIFIER TO NOTICE ROLL	PROPERTIES
Algae	Body of Water	+2	Healing
Aloe	Jungle	0	Healing
Black Root	Forest	-2	Sleep Inducer
Green Fungus	Cave	-4	Poison
Prehistoric Flytrap	Jungle	-4	Paralysis
Red Fungus	Cave	-2	Healing
Sleep Spores	Swamp	-2	Sleep Inducer
Tender Moss	Forest	-2	Healing



FAUNA

There are dinosaurs throughout the Land of Lur, ranging from the hills to the plains to the shores of the Big Water itself. Mammals are also abundant, and include Woolly Mammoths, Woolly Rhinos, Dire Wolves, Cave Bears, Prehistoric Deer, Saber-Tooth Tigers, and Cave Dogs. Terror Birds (*Diatryma*) live on hilltops and smaller birds and other flyers roost in tall trees. A Clan's hunters may pursue all of these animals.

The Clan's gatherers (typically mothers, children, and the partially disabled) collect edible flora as well as fish, frogs, turtles, clams, and even grubs, rodents, and snakes for food. Eggs of almost any sort are a delicacy when they can be found. Insects are also abundant, and some cavemen have even encountered giant bugs. See the Bestiary in Chapter Seven for lots more information on the animals that inhabit Lur.

LOCATIONS

While most characters really have no idea that many of these places even exist, we think it's only fair that players have a brief introduction to the world they are about to enter. These locations are all shown on the Cave Master's Map; it's up to your Cave Master to decide if you get to know where specific places are located.

BIG WATER

The great inland sea off the east coast of the Land of Lur is known as (surprise!) the Big Water. The Ahs who live on the coast swim near the shore and venture out a few hundred yards on rafts and in coracles, but they do not leave sight of their home settlement. The Big Water is a rich source of seaweed, small fish, and seafood (including crabs, clams, and oysters), but also contains plenty of large mammals, big hungry fish, and sea monsters. The Big Water is usually relatively calm, but can become treacherous during a storm.

DEE VA REEF

The coastline along this stretch of water is strangely devoid of larger life-forms, although a close examination reveals ruins consistent with an Ahs settlement. No one seems to know what happened to the former inhabitants.

FLAT ROCK

This large, flat-topped plateau is used by many Ahs Clans as a neutral meeting ground. Conclaves occur every few years by the Chieftains of many of the Clans, in which goods are traded and a festival of sorts is held. A small lake fills the center of the plateau.

GREAT CRATER

This large crater in the hills is rumored to contain a strange, hard material that is highly prized for weapon-making.

GREAT STICKY PIT

A large series of tar pits in a valley in the western foothills of *Dino sapiens* territory.

GREAT SWAMP

A huge swamp believed to contain magical plants and fierce monsters.

LAKE OF EYES

A lake in Neanderthal territory that has two islands that might look like eyes from the air.

RIVERS OF LUR:

- **Am-Zon River:** a southern river that serves as one of the borders of *Dino sapiens* territory.
- **Bah-Sploosh River:** a northern river running through a long valley in Neanderthal territory.

- **Da-Noob River:** a small river that starts in the western mountains and serves as a tributary to the Ni-Al River.
- **Fee-Shee River:** the southernmost river in Lur. The Fee-Shee serves as a tributary to the Am-Zon River.
- **Kol-Ra-Do River:** a cold, northern river that starts near the Mountain of the Shivering Cave and flows into the Yang-Zee River.
- **Miz-Ip River:** a long river that starts in the western mountains, flows past the Great Swamp, and empties into the Big Water.
- **Ni-Al River:** a very long river that starts in the western mountains, is fed by several other rivers, and ends in a delta that empties into the Big Water.
- **Oof-Raytz River:** a river in Ahs territory that serves as a tributary to the Ni-Al.
- **Ra-Pidz River:** a short but fast-flowing river originating in the southern hills near the *Dino sapiens* settlement of Hish-Hish. The Ra-Pidz flows into a lake and then joins the Ni-Al River.
- **Shen-Do River:** a northern river that flows into the Lake of Eyes and then joins the Kol-Ra-Do River.
- **Ty-Grus River:** a fairly short river in Ahs territory that empties into the Oof-Raytz River.
- **Yang-Zee River:** a cold northern river that flows from the north central mountains through Neanderthal territory and empties into the Big Water.

SHIVERING CAVE

Legends tell of an icy cave in a mountain north of the Kol-Ra-Do River. There is "said" to be a Relic here that makes ice like a torch makes fire.

SPIRIT ROCK

A huge, Devil's Tower-style flat-topped mountain. Some dwellers in the Land of Lur believe giants live on top of Spirit Rock. It is also believed the Spirits regularly meet here, and even that the Sun Spirit sleeps here at night.

SPIRIT TEMPLES

There are supposed to be several sites in the Land of Lur where there are ancient temples

to the Spirits. They are rumored to have great magic associated with them. Some Shamans believe there is one ancient temple to each Spirit in the Land of Lur. No one knows who built these temples – or even where they are located – but legend has it that a Shaman who finds one of these mystical places can gain powers untold.

THE TEEF

The Teef are the two large mountains next to the Wata Volcano. Ahs and Neanderthals alike typically point to their two front bottom teeth (if they still have them) to indicate these mountains. The Teef are considered sacred by many settlements of both races.

VALLEY OF THE MAMMOTHS

Legends tell of a huge box canyon, its sheer sides rising hundreds of feet into the air, where Mammoths and their kin go to die for some unknowable reason. The bones and tusks of these huge creatures are said to fill the valley.

VALLEY OF THE SHARPTTEETH

This is a valley to the south of The Teef and the Wata Volcano where T. Rex have taken up residence. It almost seems as though the T. Rex are coordinating their attacks on those who pass by . . .

VALLEY OF THE WALKING PLANTS

A tropical valley believed to be inhabited by large, mobile, carnivorous plants.

WATA VOLCANO

A volcano located near the Teef that is sacred to both the Ahs and the Neanderthals.



RELIGION IN THE LAND OF LUR

The dwellers in the Land of Lur are animistic – they believe everything has a Spirit, and (in the case of living creatures) these Spirits live on after death. The primary forces worshipped by the inhabitants of the Land of Lur are the Moon, Sun, Fire, Water, Earth Mother, Wind, and Animal Spirits; other lesser Spirits are acknowledged but have few actual worshippers. The evil creatures of Lur worship darker Spirits who are unknown to beginning players.

While religion is not formal or elaborate, most people are superstitious, look for signs their Spirit is pleased or angry, and try to appease them if they are angry. Shamans are those who are best at contacting, appeasing, and channeling the powers of the Spirits. Generally, the Sun, Water, and Wind Spirits are seen as being male; the Moon, Earth, and Fire Spirits are viewed as female. Animal Spirits may be either male or female. Some of the other Lesser Spirits recognized in Lur are the Spirits of Thunder, Ice, Rain, Shadow, and the Stars. As already noted, these Spirits are worshipped by very few of Lur's inhabitants.

Interestingly, Shamans throughout the Land of Lur “tell” a very similar story of creation, even though they are of different species and in distant locations. The story says that in the beginning, only the Earth Mother Spirit existed. She first gave birth to the Sun and Moon Spirits, who have battled ever since for control of the sky. Currently the Sun Spirit has the upper hand, and keeps the Moon Spirit imprisoned in the Moon (you can see Her face when the Moon is full). The Moon only comes out when the Sun Spirit sleeps, and when the Sun Spirit wakes up He chases the Moon away.

The Earth Mother then gave birth to the Spirits of Fire and Water, who are constantly in conflict, although neither has yet to gain the upper hand. Next, she gave birth to the Wind Spirit, the Animal Spirits and the other lesser Spirits. Finally, she gave birth to the Ahs, Florz, Neanderthals, *Dino sapiens*, and animals. Animal Spirits must often be appeased to provide safety from predators and luck during hunts.

Dino sapiens typically worship the Sun Spirit. They love the sun, and realize it gives them warmth and ultimately life. In fact, some are beginning to sense the impending Ice Age, which will ultimately wipe out their species.

Neanderthals typically worship the Moon Spirit, and sometimes choose an animal Spirit as their “patron” (either individually or for their Clan).

Most Ahs acknowledge all of the major Spirits, but choose an animal Spirit as the “patron” of their Clan.

Florz generally worship the Earth Mother, but may choose a different patron Spirit for themselves.

Most Spirits do not have very deep symbolism associated with them; for example, a Cave Bear Spirit is associated with strength, and the Water Spirit is associated with safety and livelihood by those who live near the shores of the Big Water. The Moon Spirit is associated with darkness and death by all but Neanderthals, and is therefore feared but not favored by the Ahs, Florz, and *Dino sapiens*. Neanderthals often feel safest at night, and believe the Moon Spirit protects them. At the same time, necromantic magic is associated with the Moon Spirit as well as the “darker” Spirits. Further, the Moon Spirit is seen as a mischievous troublemaker by everyone except the Neanderthals. This is one reason Neanderthals are distrusted by other races.

Shamans of all races usually live apart from their Clan in their own cave or dwelling. Most others respect them but also fear them.

THE INHABITANTS OF LUR

The Land of Lur is a huge and untamed area. It is filled with a rich variety of terrain and is home to many strange and exciting places. While additional information about these (and some other) locations is presented in the Cave Master's section, the information here gives the players a basic overview of the places they might think of as home. The Cave Master can help you decide on an appropriate home settlement, and provide you with more information about it.

NEANDERTHAL SETTLEMENTS

Most of the Neanderthal settlements would be appropriate starting places for players with Neanderthal characters. The Cave Master can help you choose a suitable home. Almost all of the Neanderthals worship the Moon Spirit, although they acknowledge other Spirits as well. While they may be on good terms with other settlements, none of the Neanderthal Clans have established formal tribal relationships with each other.

BORSH

Borsh consists of caves in the foothills in the northern part of Lur, about 15 miles west of the Big Water.

DOO BRUK

Doo Bruk is in a cave complex in the central foothills northeast of the Great Swamp.

DUM SUK

Dum Suk is in a cave complex in foothills in the northern part of Lur.

DUTT

Dutt is located in caves in the foothills in the northern part of Lur. The Dutt are dominated by the female members of the Clan.

GOO PUH

Goo Puh consists of caves in the northern part of the foothills of the Teef Mountains and Wata Volcano.

GRR UMM

Grr Umm is in a cave complex in the foothills in the northernmost part of Lur.

MEE KUH

Mee Kuh is an isolated Neanderthal settlement consisting of caves in the Bah-Sploosh River valley in the northern part of Lur. The Mee Kuh believe they are the only people in the world.

NUKK

Nukk is located in caves in foothills in the northern part of Lur near the coast of the Big Water. The Nukk are the only Neanderthals who mainly subsist off of the sea.



UKK

Ukk is in a cave complex in the foothills of the Teef Mountains and Wata Volcano.

URP

Urp is in a cave complex in a spur of the central foothills in the northern part of Lur.

AHS SETTLEMENTS

Most of the Ahs settlements would be appropriate starting places for players with Ahs characters. Your Cave Master can give you an idea of locations that might best fit a player or group's background.

DOH-BRAY

Doh-Bray consists of a cave complex and earthen mounds in hills overlooking the Ni-Al River. The Doh-Bray are somewhat isolated, but are part of the Big Fur Tribe along with Mor-Keen and Ker-Wupp. They mainly worship the Earth Mother Spirit.

EEZ-OOP

Eez-Oop is an isolated Ahs settlement consisting of a cave complex and earthen mounds in hills overlooking the Ni-Al River. They are not part of a Tribe; in fact, many of the Eez-Oop believe they are the only people in the world. Most of the Eez-Oop worship the Earth Mother Spirit.

GAN-BUR

Gan-Bur consists of tents, primitive huts, and lean-tos on the coast of the Big Water. Gan-Bur is part of the Tribe of the Teef with Nim-Feer and Gor-Gor. Most of the Clan worships the Water Spirit, but also reveres the Megalodon Animal Spirit. They think of themselves as the Big Shark Clan, though few can actually say this!

GOR-GOR

Gor-Gor is located in a cave complex in hills in the central part of Lur. Gor-Gor is part of the Tribe of the Teef with Nim-Feer and Gan-Bur. They mainly worship the Terror Bird Animal Spirit, and think of themselves as the Terror Bird Clan.

GY-GUN

Gy-Gun is in a cave complex in hills overlooking the Ni-Al River. Gy-Gun is part of the Raptor Tribe along with Iz-Kud. Most of the Gy-Gun worship the Raptor Animal Spirit.

IZ-KUD

Iz-Kud consists of caves in hills overlooking the Ni-Al River delta. Iz-Kud is part of the Raptor Tribe along with Gy-Gun. Most of the Iz-Kud worship the Earth Mother Spirit or the Raptor Animal Spirit.

**KER-WUPP**

Ker-Wupp is an Ahs settlement consisting of caves in hills near the Oof-Raytz River in the central part of Lur. Ker-Wupp is part of the Big Fur Tribe along with Mor-Keen and Doh-Bray. Most of the Clan worships the Cave Bear Animal Spirit, and they think of themselves as the Cave Bear Clan, though few have enough language to refer to themselves as such.

MAAS

Maas consists of caves and several tents and lean-tos at the base of a volcano in the hills north of the Oof-Raytz River. The people of Maas are not part of a Tribe, and tend to be suspicious of outsiders. They worship the Earth Mother Spirit in Her manifestation as the Great Volcano Spirit.

MOR-KEEN

Mor-Keen is located in caves and several primitive huts in hills near the Ty-Grus river in the central part of Lur. Mor-Keen is part of the Big Fur Tribe along with Ker-Wupp and Doh-Bray. They primarily worship the Woolly Rhino Animal Spirit, and think of themselves as the Woolly Rhino Clan.

NIM-FEER

Nim-Feer consists of caves in hills about 10 miles inland from the coast of the Big Water. Nim-Feer is part of the Tribe of the Teef with Gan-Bur and Gor-Gor. Most Clan members worship the Mammoth Animal Spirit, and they consider themselves the Clan of the Mammoth.

NOAK-BU

Noak-Bu is a somewhat isolated Ahs settlement consisting of a cave complex in hills overlooking the Ni-Al River delta. The Noak-Bu are not part of a Tribe. The Noak-Bu worship both the Giant Crocodile Animal Spirit and the Water Spirit.

TRO

Tro is comprised of tents, lean-tos and earthen mounds on a peninsula near the coast of the Big Water. The Tro are warlike, and not on good terms with any other Clan. The Tro worship the Water Spirit and various Animal Spirits.

UR-AKK

Ur-Akk consists of a cave complex and earthen mounds in the western foothills of Lur, just south of the Valley of Walking Plants. The Clan is dominated by its female members. The Ur-Akk are not part of a Tribe. They mainly worship the Saber-Tooth Animal Spirit, and think of themselves as the Saber-Tooth Clan.

YU-TOAP

Yu-Toap is a Cave N.E.R.D. communal settlement next to the Miz-Ip River, near several hot springs. There are huts and some actual (albeit primitive) stone buildings here. The Yu-Toap worship a variety of Spirits, though some are Doubting Tu-Moses and do not acknowledge the existence of Spirits.

DINO SAPIENS SETTLEMENTS

Players with *Dino sapiens* characters may want to determine their settlement of origin based on the subspecies of *Dino sapiens* they would like to play. Almost all *Dino sapiens* worship the Sun Spirit.

FOOSH

The southernmost settlement in Lur, Foosh is located in a cluster of nests in hills overlooking the Am-Zon River. The Foosh are Dilophosaurus men; they are carnivorous, relatively large, and warlike.

GISHA-GISHH

Gisha-Gishh is located in large caves in the hills overlooking the Fee-Shee River. The Gisha-Gishh are Diplodocus men who are quite big but relatively peaceful.

HISH-HISH

Hish-Hish consists of a cave complex in hills overlooking the Rapidz River. The Hish-Hish are Triceratops men, and are relatively peaceful and slow to anger.

LIKSHH

The settlement of Likshh is comprised of a cluster of nests in the hills above the shore of a lake. The lake is nestled in the southern hills of Lur. The Likshh are aquatic reptile men who are carnivores and moderately aggressive.

LOWSHH

Lowshh consists of nests in a clearing near where the Ra-Pidz River empties into a lake. The inhabitants of Lowshh are Raptor men, and are very aggressive.

MOOSH

Moosh consists of caves overlooking the Am-Zon River. The Moosh are Ankylosaurus men; like the Triceratops men, they are relatively peaceful.

NU-SHASA

Nu-Shasa is a Lesser *Dino sapiens* settlement located in a cave complex in the southern hills of Lur. Nu-Shasa overlooks the Am-Zon river.

WATA GROUP

This is a small settlement of Pteranodon men who live around the rim of the Wata Volcano.

FLORZ SETTLEMENTS

There are only two known Florz settlements in Lur: Rizul and Skwee. They are both in the western hills of Lur.

RIZUL

Rizul consists of a series of connected caves in the hills in the middle of the western part of Lur, about five miles west of the Valley of Walking Plants.

SKWEE

Skwee is about 20 miles west of Rizul, on the bank of the Ni-al River. They trade with Rizul, but otherwise have no contact with the rest of Lur.



TRAVEL IN THE LAND OF LUR

Despite the inventions of a variety of Cave N.E.R.D.s, the most common form of travel over long distances is by foot (or paw, for those *Dino sapiens*). Fortunately, your characters are used to walking, so movement in Sticks & Stones is a bit faster than typical walking speed in Savage Worlds Deluxe.

The information below gives the Cave Master an idea of how long it takes to travel on foot in the Land of Lur, and what effect the various types of terrain have on movement due to terrain difficulty.

Movement rates are given in straight-line distances, which do not necessarily represent actual distance traveled. In other words, moving one Knuckle through mountains might actually entail walking a total of two or three Knuckles on winding paths. Those lucky few who have learned the secrets of taming and training giant birds or flying reptiles such as Pteranodons move at a much faster rate, but due to frequent stops to allow their mounts to rest and feed, over long distances their movement isn't quite as fast as one might think. Travelers on the ground must periodically stop to rest as well or the Cave Master should have them roll for Fatigue.

Flyers average 10 Miles per Hour (two Hours per Knuckle) regardless of terrain. Flying mounts can be "pushed" to travel up to 20 miles per hour, but this results in an automatic Fatigue point for the mount every hour they are pushed.

Note that one Knuckle = approximately 20 miles on the map of Lur.

Travel Rates

<u>TERRAIN TYPE</u>	<u>MOVEMENT RATE</u> (Miles Per Hour)	<u>MOVEMENT RATE</u> (Hours/Knuckle)
Flat, open	Four Miles per Hour	Five Hours per Knuckle
Forest, Light Jungle, Hills	Two Miles per Hour	10 Hours per Knuckle
Thick Jungle, Swamp, Mountains	One Mile per Hour*	20 Hours per Knuckle

*Roll for Fatigue every hour unless you take hourly breaks of at least 10 minutes



CHAPTER THREE

GEAR, VEHICLES, & GADGETS

While there isn't a tremendous amount of gear available to Sticks & Stones characters - after all, we're talking Stone Age here - players can still equip themselves with a variety of pretty cool stuff. This chapter presents information on many of the goodies Sticks & Stones players are likely to acquire.

ARMOR

The most common types of prehistoric armor are detailed here.

ARMOR TYPES & DESCRIPTIONS

COCONUT HELM

While rare, some coconuts in Lur grow to extraordinary size. These coconuts are cut in half, hollowed out, and worn as helmets.



DINOSAUR PLATES

Armor plates from a variety of dinosaurs are used to create a primitive form of plate armor. The pieces are usually tied on with vines or leather thongs. While heavy, dinosaur plate armor provides excellent protection, and more importantly is extremely attractive to cave women!



DINOSAUR SKULL HELM

The most valued helmets are those made of dinosaur skulls. These scary looking helmets are quite prestigious, and are usually held on with leather thong chinstraps.

SHIELD

Shields may be made of thick hide, wood, tortoise shell, plates from a dinosaur (e.g., a Stegosaurus' back), bone, or other materials. They usually have leather thongs attached as hand holds.



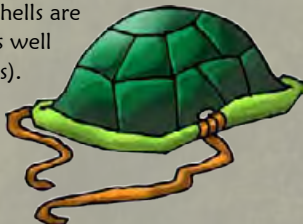
Medium shields are generally larger than two feet across/in diameter; the Cave Master has the final say on whether a shield is small or medium. If a character with a medium shield is hit by a ranged attack from the protected side (typically left or front), roll damage normally, but add the Armor bonus of the shield to the character's Toughness in the affected area (it acts like an obstacle).

THICK HIDE

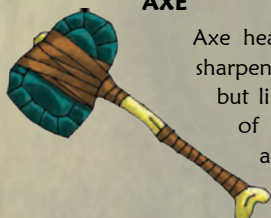
Hides from several types of animals (like Mammoths and most large dinosaurs) can be used to make armor. Hide armor is held on with vines or leather thongs.

TORTOISE SHELL HELM

Large tortoise shells are prized as helmets (as well as fashion statements). They are often held on with leather thong chinstraps.

**HAND WEAPONS**

Common weapons used in Sticks & Stones are noted here. Heads of weapons are almost always made from stone, though a few are made from bone or other materials.

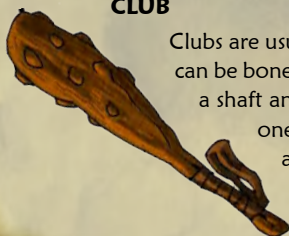
AXE

Axe heads are usually made of sharpened flint or another stone, but like daggers may be made of bone. Heads are usually attached with leather thongs or vines.

BIG AXES are simply two-handed versions of regular axes.

BARE HANDS

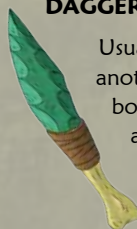
'Nuff said.

**CLUB**

Clubs are usually made of wood, but can be bones or other materials with a shaft and blunt end. The fancier ones have stone heads attached with leather thongs or vines.

Spiked clubs add +1 to damage. Spikes are usually made by embedding a sharp dinosaur tooth (or similar object) in the club.

BIG CLUBS are simply massive versions of regular clubs.

DAGGER

Usually made of sharpened flint or another stone, but may be made of bone or even sharp wood. True hilts are still relatively rare, but have been invented by a few Cave N.E.R.D.s.

ROCK

Again, 'nuff said. Okay, to elaborate just a bit, rocks used as hand weapons must be big enough to hold in one's hand (or paw) and have surface area left over to thump someone. That's why they weigh two pounds.

POLE ARM

Pole arms are relatively rare, but some cave folks have attached axe-like heads (usually made of bone) to a long stick.

**SPEAR**

Spears consist of a long stick with a sharpened end. They may have a stone or bone head attached with a vine or leather thong.

**RANGED WEAPONS**

Ranges for these weapons are given in Knuckle, Finger, and Hand increments (see Darwinian Measurement & Movement in the Introduction for an explanation).

AXE, THROWN

As noted previously, axe heads are usually made of sharpened flint or another stone, but like daggers may be made of bone. Heads are usually attached with leather thongs or vines. Only one-handed axes may be thrown.

BOW

Bows are usually made of a strong piece of wood with a vine or animal gut tied to both ends.

**COCONUT BOMBS**

Coconut Bombs were invented by a Cave N.E.R.D. named Gilegun, but have subsequently been adopted by many Ahs Clans. They are hollowed out coconuts filled with various substances. See the “Weird Prehistoric Science Weapons” section later in this chapter for more information about types of Coconut Bombs.

**DAGGER, THROWN**

As noted above, daggers are usually made of flint or another stone, but may be made of bone or even sharp wood.

NET

Nets may only be used by “advanced” races like Ape-Men unless they are invented by a Cave N.E.R.D. The net is basically a vine mesh with a line for control and rock sinkers to provide weight. On a successful hit with a net (using the Throwing skill), the target is entangled. The target must succeed at an Agility or Strength roll at -2 (target's choice) to free itself. Success frees the target but consumes the action – a raise frees it immediately.

ROCK, THROWN

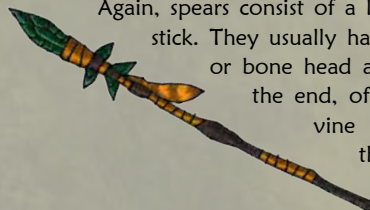
Yet again, ‘nuff said. Okay, we should add that four throwing rocks weigh one pound; they may not be used in hand to hand combat due to their small size.

SLING

Slings are usually made of a piece of leather or animal gut with a pocket for a rock at one end. The “pocket” may be a separate piece (like a small half coconut) attached with a vine or leather thong. Rocks are slung a greater distance than they can be thrown. The Throwing skill is used when operating a sling.

SPEAR, THROWN

Again, spears consist of a long, sharp stick. They usually have a stone or bone head attached to the end, often with a vine or leather thong.

**AMMUNITION****ARROWS**

Arrows typically have sharpened heads made of stone or bone, with feathers attached as stabilizers. Five arrows weigh one pound. Fired arrows are often broken or lost; they may only be recovered intact on a d6 roll of 5-6.

ROCKS

Rocks can be found with a Notice roll and 1d4 actions of searching, assuming appropriate terrain (this amount of time may be decreased or increased by the Cave Master). Rocks used as hand weapons are considered to weigh two pounds each.

CURRENCY

Finally, a note on currency: Trade is limited in the Sticks & Stones setting, and those who do trade almost always use a barter system. Most cavepersons can't count, don't really get the symbolic nature of currency, and are not very interested in non-functional items. However, teeth, pretty rocks, or other fairly rare materials may be used as currency in some places at the Cave Master's discretion.



ARMOR

Armor Type	Armor Value	Weight (Lbs.)	Notes
Hide, Thick	+1	10	Covers torso; +2 lbs. arms, +3 lbs. legs
Shield, Small	--	5	+1 Parry
Shield, Medium	See Notes	8	+1 Parry, +2 Armor vs. ranged attacks
Helm, Coconut	+1	2	50% chance protects vs. head shot
Helm, Tortoise Shell	+2	3	50% chance protects vs. head shot
Helm, Dinosaur Skull	+3	5	Covers head
Dinosaur Plate Armor			
Torso	+3	20	
Arms	+3	6	
Legs	+3	9	

HAND WEAPONS

Weapon	Damage	Weight (lbs.)	Min. Strength	Notes
Dagger	Str+d4	1	--	
Axe	Str+d6	4	d6	Armor Piercing 1
Big Axe	Str+d8	8	d8	Armor Piercing 1, Parry -1, Requires 2 hands
Club	Str+d6	3	d6	Spiked Clubs do +1 damage
Big Club	Str+d8	6	d8	Parry -1, Requires 2 hands
Pole Arm	Str+d8	15	d8	Reach = 1 Knuckle; requires 2 hands
Rock	Str+d4	2	--	
Spear	Str+d6	5	d6	Parry +1; Reach = 1 Knuckle; Requires 2 hands

RANGED WEAPONS

Type	Range	Damage	Rate of Fire	Weight (Pounds)	Minimum Strength
Axe, Thrown	1 Finger/1 Hand/2 Hands	Strength +d6	1	4	d6
Bow	1 Hand/2 Hands/4 Hands	2d6	1	3	d6
Coconut Bomb	1 Finger/1 Hand/2 Hands	Special	1	2	--
Dagger, Thrown	2 Knuckles/4 Knuckles/8 Knuckles	Strength +d4	1	1	--
Net	2 Knuckles/4 Knuckles/8 Knuckles	Special	1	8	d6
Rock, Thrown	1 Finger/1 Hand/2 Hands	Strength +d4	1	1/4	--
Sling	1 Hand/2 Hands/3 Hands	Strength +d4	1	1	--
Spear, Thrown	1 Finger/1 Hand/2 Hands	Strength +d6	1	5	d6

Ranges for these weapons are given in Knuckle, Finger, and Hand increments (see Darwinian Measurement & Movement in the Introduction for an explanation).

MISCELLANEOUS GEAR

Prehistoric life is pretty simple. The following are items that may be carried in addition to weapons and armor.

SELECTED GEAR NOTES

BAG, ANIMAL SKIN

A skin or fur bag to hold objects that is usually “sewn” with vines or leather thongs. Use common sense to determine how much can fit in a bag.

BASKET, WOVEN

Simple, crude baskets are woven with reeds, sticks and vines. They are useful for carrying a number of small objects. The weight of a woven basket depends on its size.

BLANKET, FUR

To keep warm!

BOOTS, WINTER

Winter boots are usually made of fur “sewn” roughly into the shape of a foot or paw.

BORER

A rock, bone, or piece of wood with a very sharp end, used for making holes in items like hides to attach leather thongs or vines.

BOW AND PALETTE

Used to make fire. The bow and palette consists of a wooden bowl (the “palette”) with a hole in the bottom and a stick (the “bow”) that fits in the hole. The stick is rotated quickly (sometimes with a “string”), and the friction starts a fire.

CAVE N.E.R.D. TOOL KIT

The Cave N.E.R.D. Tool Kit consists of an Animal Skin Bag containing a Borer, 10 Leather Thongs, a Bone Hook, a Stone Age Sharpener, a Hammer, a Bow and Palette, and a Stone Scraper Tool. The Tool Kit gives +2 to Repair rolls.

CLOTHING, FUR, NORMAL

There are many types of fur used for clothing in Lur. Generally, the more fierce or exotic the animal, the more prized the fur. Striped and spotted furs are particularly sought after for clothing.

CLOTHING, FUR, WINTER

Particularly thick furs are “sewn” into clothing for winters or high elevations. They sometimes have hoods attached.

FLINT AND ROCK, TINDER

A small piece of flint is scraped against another rock to create sparks. Tinder generally consists of wood shavings. The sparks ignite the tinder to start a fire, though it often takes quite awhile to do so (see the Fire Starting skill).

HAMMER

A primitive version of the modern day hammer, often consisting of a wooden shaft with a hard, flat-headed stone tied to the top.

HOOK, BONE

Used for fastening items or fishing. Weight depends on size.

HORN

A horn made of animal horn, bone, or wood. Horns usually play a single, deep note, and are used for communication across distances.

QUIVER

A long, cylindrical container with one open end to hold up to 20 arrows. Quivers may be made of hollow pieces of wood, or leather that has been “sewn” in this shape.

RATIONS, TRAIL

Trail rations consist of nuts, dried fruits, and smoked meat or fish, and can sustain a character for one week.

SCRAPER TOOL

A stone with a sharp edge that is mainly used to scrape furs to prepare them to be made into clothing or blankets.

STONE AGE SHARPENER

A piece of stone, bone, antler, large tooth, dinosaur plate, or wood used to sharpen daggers, axe heads, and other sharp weapons and implements.

THONGS, LEATHER

Strips of leather used to fasten objects, either by tying them together or wrapping them around the objects.

TORCH

Typically a stick wrapped in hide or fur and dipped in animal fat. A prehistoric torch burns for at least 15 minutes. At the start of each subsequent minute, roll a d6: on the 16th minute, the torch goes out on a 1; on the 17th minute, it goes out on a 1-2; and so on (but it ALWAYS stays lit if a 6 is rolled). Use the Large Burst Template for the area illuminated.

VINE

There are many thick, relatively tough vines growing throughout the Land of Lur. They are stripped of leaves and used as rope.

Three Knuckles of vine weigh five pounds.

**WATER SKIN/BLADDER**

Typically, animal bladders are used to store water. They hold a gallon of liquid when full.

Item	Weight (lbs.)
Bag, Animal Skin	2
Basket, Woven (empty)	1-3
Blanket, Fur	4
Boots, Winter	1
Borer	1/2
Bow and Palette	1
Cave N.E.R.D. Tool Kit	10
Clothing, Light Fur	--
Clothing, Heavy Fur	3
Flint/Rock, Tinder	1
Hammer	1
Hook, Bone	0-1
Horn	3
Quiver	2
Rations, Trail	7
Scraper Tool	3
Stone Age Sharpener	1
Thongs, Leather	5 per 1
Vine, 3 Knuckles	5
Water Skin/ Bladder	1 (5 full)

WEIRD PREHISTORIC SCIENCE VEHICLES

Cave N.E.R.D. inventors with the Arcane Background: Weird Prehistoric Science Edge and the Weird Prehistoric Science skill can make a variety of primitive vehicles. A few examples are noted here. Cave N.E.R.D.s are welcome to invent other vehicles appropriate to their Cave Master's setting.

Note that movement rates are given in "Darwinian Measurement" terms – see the Introduction for an explanation.

ONE vehicle may be invented if the Cave N.E.R.D. has the needed materials, tools, and time, and takes the New Power Edge. Once a new vehicle has been invented, the Cave N.E.R.D. can keep producing the same vehicle given the required materials, tools and time (*to be determined by the Cave Master*). A successful Weird Prehistoric Science Skill roll must be made for the vehicle to become operational.

VEHICLE MALFUNCTIONS

All vehicles (except where specifically noted otherwise) are subject to the Malfunction rules described under the Arcane Background: Weird Prehistoric Science. **As noted in that section, Weird Prehistoric Science devices like vehicles are subject to Malfunction if a one is rolled on the relevant skill die (regardless of the Wild Die).**

Generally, a roll is made when:

- The vehicle starts moving from a complete stop
- The vehicle attempts a maneuver; or
- The controller has to make a Boating, Driving, Piloting or Weird Prehistoric Science roll for any other reason while operating the vehicle (e.g., when the vehicle takes damage).

Draw a card, and find the result on page 30.

CREW & PASSENGERS

"Crew" lists the number of crew needed to operate the vehicle, plus any additional passengers (of Size 0) it can transport (the second number – after the "+" – is the number of passengers that can safely ride on the vehicle). A notation of 1+6, for example, means it requires one crew person, and can carry six more caveman-sized (Size 0) passengers. Larger creatures take up 2x their Size in passenger space (e.g., a Size +2 creature takes up 4 passenger "slots"). Creatures of Size -1 take up half a slot, Size -2 take up one quarter, Size -3 take up one eighth, etc.

VEHICLE DESCRIPTIONS

“AAK AAK” (PTERANODON GLIDER)

Several Clans of Ahs use the Pteranodon Glider. The Gor-Gor Clan's two Cave N.E.R.D.s, Glog and Bulsh, teamed up to invent it. A dead Pteranodon's (or Quetzalcoatlus') wings are lashed to long sticks to keep them spread, and may be attached to a hollowed out log to create a larger glider.



The pilot uses his hands and feet to move the wings and steer (Piloting rolls are at -2 due to the difficulty controlling the Aak Aak). A shark fin or other vertical stabilizer may be added to the tail to reduce the penalty to -1.

The Glider is launched off of a high cliff or peak. It may not accelerate while climbing.

Acceleration/Top Speed: 1 Hand/2 Hands

Climb: -1 (1 Finger on tabletop)

Toughness: 5 (0)

Crew: 1 + 0-1 depending on size

Large: +2 to be hit

Notes: Due to the difficulty controlling a glider, the pilot cannot do anything but steer. Piloting rolls are at -2 (-1 with a stabilizer fin). If there is a passenger, she must make an Agility roll if the pilot attempts a “trick” maneuver; if failed, the passenger falls out. (It should also be noted that Beast Masters sometimes ride live Pteranodons.)

Weapons: Pilot can carry one Coconut Bomb to drop as a free action. Passenger weapons; a few Aak-Aaks are equipped with Coconut Bomb “racks.”

“BEN-HUH” (PREHISTORIC CHARIOT)

Typically, two Saber-Tooth Tigers, two Cave Bears, two Troodons, or one Utahraptor powers the Prehistoric Chariot. It is the product of a Weird Prehistoric Scientist N.E.R.D. working in conjunction with a Beast Master. The chariot consists of a platform on wheels (or a log roller) connected to the draft animal(s), which are in a simple harness. Chariots are sometimes charged directly into the enemy.



Acceleration/Top Speed: half animal Pace/ animal Pace + run; may not go in reverse

Toughness: 6 (2)

Crew: 1 + 1

Notes: Chariots may have pointy rocks, bones, or horns attached to the harness or wheels. Treat them as having a Fighting of d8; they do d6+d10 damage to anyone they come into contact with and successfully hit.

Weapons: Driver and passenger weapons

“BLUB BLUB” (CORACLE)

Coracles are small round boats typically made of willow or ash sticks tied together and covered with hide. They are sealed with tar. Alternatively, coracles may be made from a hollowed out Giant Tortoise shell. They typically weigh between 25 and 40 pounds and so can be carried

on the shoulders of a caveman. They are usually paddled, but can be poled in shallow water.

Acceleration/Top Speed: 1 Finger/1 Hand

Toughness: 6

Crew: 1

Notes: May not make Maneuvers. Not subject to Malfunction.

Weapons: Crew weapons



“TRO-PUH” (TROGLODYTE POWERED ROLLER)

The Troglodyte Powered Roller (pronounced “Tro-Puh” by Cave N.E.R.D.s), is the invention of a Cave N.E.R.D. named Nu Mon, with help from his friend Chikka (a Beast Master) who has a Troglodyte pet. Nu Mon hollowed out a couple of big logs, built a couple axles, and put round wooden wheels on them. Chikka has her Troglodyte push Nu Mon in his invention.

Other Cave N.E.R.D.s have since built similar models, so Tro-Puh now refers to any vehicle consisting of a hollowed out log (or two joined together) with one or two axles and three or four wheels attached that is pushed by one or more Troglodytes. It should be noted that Troglodytes raised from early childhood by cavemen (usually with the Beast Master Edge) are very loyal and make excellent pets and beasts of burden.

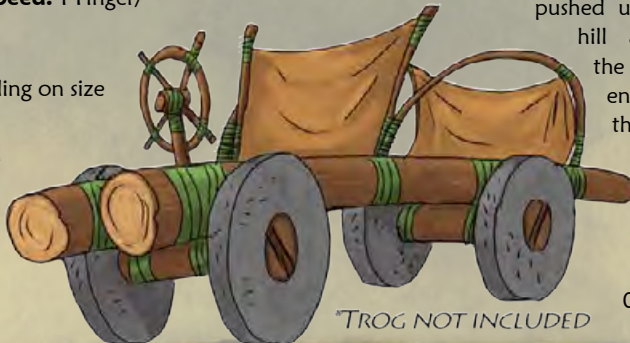
Acceleration/ Top Speed: 1 Finger/
1 Hand + d6 Knuckles

Toughness: 8 (2)

Crew: 1 + 0-3 depending on size

Large: +2 to be hit

Weapons: Driver and passengers’ weapons. Very large Tro-puhs may also have one mounted weapon (which takes up 1 passenger slot)



“SHH PSHH” (LOG RAFT)

Log rafts are made by tying several logs together with vines. They can be paddled or poled.

Acceleration/Top Speed: 1 Finger/1 Hand

Toughness: 8

Crew: 1 + 3

Notes: May not make Maneuvers. Not subject to Malfunction.

Weapons: Crew and passengers’ weapons; may also have one mounted weapon (which takes up 1 passenger slot)

“TI-TANIK” OR “BIZ-MAAK” (LARGE TROGLODYTE-POWERED RAFT)

The Ti-Tanik was invented by the twin Cave N.E.R.D.s Mo and Ru of Gon-Bur. It is a large raft with a raised “deck” on the front and a paddlewheel made from a tree trunk with plates from a dinosaur that serve as paddles in the back. There are four Troglodytes walking in a circle on the deck, pushing a tree branch to turn a log. The log is connected to a couple of wooden gears which are in turn connected to the paddlewheel.

The Biz-Maak is a similar invention, created by Ki-Zer, a Cave N.E.R.D. from Tro.

Acceleration/Top Speed: 1 Finger/1 Hand

Toughness: 16; Heavy Armor except paddlewheel

Crew: 2 (+ the four Troglodytes) + 8

Huge: +4 to be hit

Size: +8

Notes: May not make Maneuvers

Weapons: Crew and passengers’ weapons plus up to two mounted weapons if desired (which take up 1 passenger slot each)

“WEEEEEE!” (DOWNHILL RACER)

Downhill Racer is the generic name for a variety of vehicles. Downhill Racers may have one wheel (like a primitive unicycle) or two, three or four wheels. They are typically pushed up to the top of a hill and ridden down the other side into the enemy. Like Tro-puhs, they can be pushed at normal walking/running speed (subject to terrain modifiers). It takes one “person” (Size 0+, Str d6+) to push

TROG NOT INCLUDED

a Weee!, two “people” to push a Weeeeeee!., and three to push a Weeeeeee!!!

Acceleration/Top Speed: Special; see below; may not go in reverse

Toughness: 6-8 (0-2 Armor depending on vehicle)

Crew: 1 + 0-5 depending on size

Notes: Downhill Racers’ Speed is determined as follows (and may be modified at the Cave Master’s discretion based on the size and shape of the hill):

- *First Round of Movement:* Automatically move 1 Hand.
- *Second Round:* The driver makes a Driving roll before moving (modified for driving conditions). If they roll a 1 (regardless of Wild Die roll), a Malfunction occurs and they must roll on the Out of Control table. If they fail but do not roll a 1, they travel 1 Hand. If they get a success, they travel 2 Hands. If they get a raise, they travel 3 Hands.
- *Third Round:* Same as second round.
- *Fourth Round:* Automatically move 1 Hand.
- *Fifth Round:* no movement (the Racer comes to a stop).

Weapons: Driver and passengers’ weapons; the large version may also mount a weapon (which takes up 1 passenger slot)

WEEE! (SMALL DOWNHILL RACER)

Acceleration/Top Speed: Special

Toughness: 6

Crew: 1 (driver)

Movement: see above

Weapons: Driver’s weapons

WEEEEEE!! (MEDIUM DOWNHILL RACER)

Acceleration/Top Speed: Special

Toughness: 7 (1)

Crew: 1 + 3

Large: +2 to be hit

Movement: see above

Weapons: Driver and passengers’ weapons

WEEEEEEEE!!! (BIG DOWNHILL RACER)

Acceleration/Top Speed: Special

Toughness: 8 (2)

Crew: 1 + 5

Large: +2 to be hit

Movement: see above

Weapons: Driver and passengers’ weapons; may also have one mounted weapon (which takes up 1 passenger slot)

“WHOOSH” (SAILBOAT)

The Cave N.E.R.D.s who created the Whoosh used a hollowed out Giant Tortoise shell as the hull. They embedded a long tree branch in the shell, and rigged a sail using skins tied to the mast and a second branch. Whooshes may alternatively have hollowed out logs as hulls.

“WHOOSH” (STANDARD SAILBOAT)

Acceleration/Top Speed:

1 Hand/2 Hands with the wind in the rear 180°

arc of the Whoosh;

1 Finger/1 Hand if

the wind is in the

front 180° arc

Toughness:

7 (hull)/5

(sail)

Crew: 1

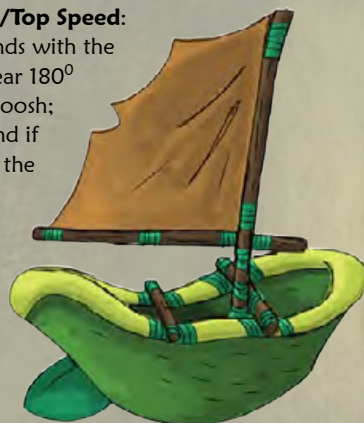
Notes: May

not make

Maneuvers

Weapons:

Crew weapons



“BIG WHOOSH” (BIGGER SAILBOAT)

Acceleration/Top Speed: 1 Hand/2 Hands with the wind in the rear 180° arc of the Whoosh; 1 Finger/1 Hand if the wind is in the front 180° arc

Toughness: 7 (hull)/5 (sail)

Crew: 1 + 2

Large: +2 to be hit

Notes: May not make Maneuvers

Weapons: Crew and passengers’ weapons; may also have one mounted weapon (which takes up one passenger slot)

Savage Worlds Vehicle Rules

Normal vehicle rules (including maneuvers) from *Savage Worlds Deluxe Edition* apply to *Sticks & Stones*, but may need a bit of modification. For example, Engine Critical Hits on a Tro-Puh indicate a hit to the Troglodyte. For unpowered vehicles such as gliders or downhill racers, re-roll until you get an appropriate result on the Critical Hits Chart.

Also, note that tabletop Climb rates are included for flyers (along with Climb ratings from *Savage Worlds Deluxe*); we have found that flyers in *Sticks & Stones* move slowly enough that it is useful to have this extra information when playing with them.

WEIRD PREHISTORIC SCIENCE GADGETS

Rather than present an “official” list of Weird Prehistoric Science gadgetry we felt some examples would be sufficient – after all, the creation of such devices is the forte of the Cave N.E.R.D. and the creation of unique gadgets is what attracts many players to the role. As always, the Cave Master has the final say on what constitutes a Weird Prehistoric Science gadget and what is simply advanced caveman “technology.”

Note that once a gadget is invented (i.e., the New Power Edge is taken and the Cave N.E.R.D. creates the gadget), the Cave N.E.R.D. can continue to make more of that invention given suitable materials, time, and tools (determined at the Cave Master’s discretion) and a successful Weird Prehistoric Science Skill Roll.

VEHICLE ADD-ONS

While the vehicle add-ons described here are considered Weird Prehistoric Science gadgets,

they are relatively less powerful than most other types of inventions. This means they are **NOT** subject to Malfunction unless specifically noted otherwise.

Some examples of vehicle add-ons follow. As usual, Cave N.E.R.D. inventors are encouraged to come up with additional prehistoric inventions.

If a Cave N.E.R.D. takes the New Power Edge, she may invent **TWO** vehicle add-ons instead of the usual single gadget. Note that multiples of an item that has been successfully invented may be constructed (given enough time, resources, and a successful Skill roll) without taking the New Power Edge again.

AIR BAGS

Inflated bladders from a large creature are placed near a crew member or passenger (only 1 character may use an Air Bag; multiple Air Bags can be purchased, of course). When a crash is imminent, they hug the bladder. This greatly reduces any damage sustained in a vehicle mishap: roll half the normal number of damage dice (round down), minus one additional damage point.

AMPHIBIOUS MOVEMENT KIT

Hollowed and sealed log “pontoons” are added to the vehicle. These allow the vehicle to move at half its normal rate of speed when crossing water (both Acceleration and Top Speed are half normal). Treat the vehicle as a boat when moving through water.

EXTRA ARMOR KIT

Dinosaur plates and/or bones are attached to the outside of a vehicle or howdah. They increase its armor value by +1 to +4 (Cave Master’s discretion).

HOWDAH

Not really a vehicle add-on, but a platform (usually with sides) attached to a dinosaur, Mammoth, Woolly Rhino, or other large creature. The creature must be Size +3 or greater, and must be controlled by a Beast Master. A Howdah can be used as a mount for vehicle weapons (these take up a passenger slot). The beast is an unstable platform (-2 to shooting, though Stabilizers may be added).

Crew: 1 Beast Master (Size 0) + (Size of creature = number of Size 0 passengers; see the vehicle "Crew & Passengers" section for passengers of other Sizes)

Toughness: 8 (may take the Extra Armor Kit described above); serves as heavy cover



MANY WHEEL DRIVE

Think hamster wheels but with small trained dinosaurs or other creatures. Ignore penalties for difficult terrain when a vehicle has Many Wheel Drive. *Note: subject to Malfunction when maneuvers are made in difficult terrain. Also, these wheels are not powerful enough to move the vehicle by themselves.*

STABILIZERS

Wood, animal gut and vine shock absorbers are added to a vehicle or Howdah. These make the penalty for firing from an unstable platform -1 instead of -2.

TROJAN DINOSAUR ADAPTER KIT

These were first invented in the Ahs settlement of Tro. To make a Trojan Dinosaur, the vehicle is covered with the hide of a large dinosaur, and dinosaur body parts (e.g., the head and tail) are mounted on it. Dinosaurs and cavemen alike get confused when



they see a Trojan Dinosaur. In fact, any living creature that sees a Trojan Dinosaur from a distance of at least two Hands must make a Notice roll at -2. If they fail, they believe it is just another dinosaur (which still may be cause for alarm, or even a Fear check!). If the Trojan Dinosaur comes within two Hands, the viewer gets another Notice roll with no subtraction.

WEAPONS

ALL weapons are subject to Malfunction when they are fired or thrown and a 1 is rolled on the skill die (regardless of any Wild Die). Draw a card. Find the result on page 30 - unless you draw a Club. If you do, see the "Catastrophic Malfunction" result listed under each weapon.

The following are some examples of what may be considered Weird Prehistoric Science weapons - as always, the Cave Master is the final arbiter of what constitutes a gadget and what is merely advanced "technology." A Cave N.E.R.D. may invent **ONE** of these types of weapons each time she takes the New Power Edge (given the right materials and enough time to put them together; multiples of the chosen weapon may be constructed given enough time and resources - this is decided by the Cave Master).

The Bum Breaker, Giant Bow, Giant Slingshot, and Prehistoric Flamethrower may be mounted directly on a vehicle (if mounted weapons are allowed per the vehicle's description). They each take up 1 Size 0 passenger slot.

BUM BREAKER

The gadget takes several forms. One version consists of a transport tank (either man portable or vehicle mounted) made of a hollowed-out log to which is attached a small bellows or animal bladder and a short piece of wood with a flared end. Banana peels are placed into the tank. When the Bum Breaker is activated (using either the

Shooting or Weird Prehistoric Science skill) the peels are propelled outward through the flared wooden nozzle.

An alternative type of Bum Breaker resembles a catapult, with the peels launched from a basket. A third (stationary) type can simply be a relatively small palm tree that has a basket tied to the top. It is pulled back, loaded, and let fly!

Use the area effect weapon rules from Savage Worlds for the Bum Breaker, but deviation is only 1d4 Knuckles per range increment. Anyone coming into contact with the template during their action must immediately roll Agility. Success lets the characters move at half Pace (this can include "running" at half Pace); they can also perform other actions. Failure means loss of the rest of this action (they are too busy trying to remain standing to do anything else!). These characters must roll Agility at the start of each of their subsequent actions until they are no longer in contact with the template.

BUM BREAKER (SMALLER VERSION)

The portable version of the Small Bum Breaker may be moved at walking speed, but the operator may not run with it. The Bum Breaker may NOT move and fire in the same action (even with a Multi-Action penalty), unless it is mounted on a moving vehicle or Howdah.

Range: 1 Hand/2 Hands/4 Hands within a 90° forward arc; Small Burst Template area of effect (and the peels stay there for awhile!).

Crew: 1 (Use Shooting skill to fire)

Toughness: 6

Catastrophic Malfunction: the device collapses, spraying banana peels everywhere! Place the Small Burst Template directly over the Bum Breaker; anyone touched by it is subject to its effects.

BIG BUM BREAKER (LARGER VERSION)

Two crewmen may move a portable Big Bum Breaker at walking speed, but may not run with it. One crewman may only move it one finger. The Bum Breaker may NOT move and fire in the same action (even with a Multi-Action penalty), unless it is mounted on a moving vehicle or Howdah.

Range: 1 Hand/2 Hands/4 Hands within a 90° forward arc; Medium Burst Template area of effect (and the peels stay there for awhile!).

Crew: 1 or 2 (Use Shooting skill to fire)

Toughness: 8

Catastrophic Malfunction: the device collapses, spraying banana peels everywhere! Place the Medium Burst Template directly over the Bum Breaker; anyone touched by it is subject to its effects.

COCONUT BOMBS (WEIGH 2 LBS. EACH)

Coconut Bombs consist of hollowed out coconuts filled with something nasty. Each Coconut Bomb is treated as a thrown weapon (use Throwing skill) with a range of 1 Finger/1 Hand /2 Hands. They affect an area equal to the specified



burst template centered on the point where they land (use the Area Effect rules). There are several different kinds of Coconut Bombs in use by the inhabitants of Lur. The following contents are the most common. Declare which type you are throwing **BEFORE** you roll to hit!

- **Sleeping Powder:** Vigor roll or fall prone & asleep for d4 actions and get no action card; Small Burst Template Area of Effect (AoE). Affected characters cannot be awakened by any means.
- **Itching Powder:** Spirit roll or suffer -2 to all trait tests for d4 actions; Medium Burst Template AoE
- **Sneezing Powder:** Vigor roll or Shaken; Medium Burst Template AoE
- **Petroleum/Tar:** Tar and petroleum both impose a -2 on all actions until they are cleaned off, which takes 1 action - also, petroleum can be lit on fire!; Small Burst Template AoE
- **Biting / Stinging Insects:** Characters touched by the template take 2d4 damage; this roll **CANNOT** Ace; Medium Burst Template AoE

Catastrophic Malfunction: the Coconut Bomb explodes in the user's hand! Place the template centered on the user to determine the effects.

Each type of Coconut Bomb counts as one gadget, but the Cave N.E.R.D. inventing them may make as many of that type as they have available materials, time, and make a successful Weird Prehistoric Science Skill roll for each batch of six. Beginning characters who choose Coconut Bombs as their Weird Prehistoric Science Item start out with six.

GIANT BOW

Giant Bows must be mounted somewhere - sometimes in the front of a Howdah or on a large vehicle. They consist of a large branch with stretchy material (animal tissue or a vine) tied to the ends. The center of the branch is mounted on a crosspiece. Giant Bows take one action to load and pull, and one action to fire (for a total of two actions; if they are loaded and fired in the same action, the Shooting roll is at -2). They fire extra large arrows (roughly the size of spears) long distances. The Shooting skill is used to determine hits. The Giant Bow is considered a Heavy Weapon. Giant Bows must be mounted on a vehicle/Howdah or in a static position on the ground.

Giant Bows do 3d6 damage and are +3 AP.

Range 2 Hands/4 Hands/6 Hands

Crew: 1

Toughness: 6

Catastrophic Malfunction: the branch snaps, doing 2d6 damage to the poor crewman.

GIANT SLINGSHOT

The Giant Slingshot is usually a large forked tree branch with stretchy material (animal tissue or a vine) tied to it, and often includes a fur pouch for the projectile. Alternatively, the Giant Slingshot may be a palm tree with a basket (like the Bum Breaker) that is pulled back, loaded, and "fired."

The Giant Slingshot is used to propel small rocks and Coconut Bombs to great distances. Shooting skill is used to determine hits. When used to propel Coconut Bombs the effects depend on the type of coconut fired (use the Area Effect weapon rules when coconuts are fired). A Giant Slingshot takes one action to load and pull and one action to fire (for a total of two actions; if

they are loaded and fired in the same action, the Shooting roll is at -2). Giant Slingshots must be mounted on a vehicle/Howdah or in a static position on the ground. They are considered Heavy Weapons when they fire rocks.



When firing rocks, the Giant Slingshot does **3d6 points of damage** (and if a rock misses, it misses completely unless the "Innocent Bystander" rules apply).

Range 2 Hands/4 Hands/6 Hands

Crew: 1

Toughness: 6

Catastrophic Malfunction: a branch snaps, doing 2d6 damage to the poor crewman.

PREHISTORIC FLAMETHROWER

There are two common ways to create this device. The first is the "standard" version - it consists of a fire source, a bellows or inflated bladder, and a "carrier" (usually crude petroleum). The device sprays the carrier through the fire source, which then ignites and creates a large flame - kind of like a BicTM lighter and a can of hair spray!

Use the Cone Template; any target even partially under the template is hit unless they make an Agility roll at -2 to avoid the attack. Rate of Fire = 1; shots do 2d10 damage. Either the Weird Prehistoric Science skill or Shooting skill is used to operate this item (player's choice). The Flamethrower hits automatically, but the roll must be made to see if it malfunctions.

A character carrying this item may only move 1 Finger (and may not run).

The “advanced” version, which can only be used by a character possessing the Beast Master Edge, consists of capturing and training a Baby Dragonasaurus. The game mechanics are the same (except a Cave N.E.R.D. is not needed to operate this version). However, the Beast Master initiates firing by stepping on the Dragonasaurus’ tail!

The obvious benefit is that the Beast Master version is permanent and more portable (“here dragon, dragon, dragon...”).

The downside is whenever the Beast Master steps on the Dragonasaurus’ tail he must roll opposed Spirit with the baby Dragonasaurus (its Spirit is d8). If the baby wins, it becomes enraged and turns and fires on the Beast Master!

The fiery breath does **2d8 points of damage** (use the **Cone Template**; any target even partly under the template is hit unless they make an Agility roll at -2 to avoid the attack).

The Dragonasaurus uses its bite or claw attacks upon command of the Beast Master, but won’t breathe fire without having its tail stepped on.

Either Flamethrower can hurt characters or vehicles with Heavy Armor.

PREHISTORIC FLAMETHROWER (INVENTION)

Cone Template (3 shots/2d10 damage)



Rate of Fire = 1; 1 action to reload 3 shots; can dodge with successful Agility roll at -2. Penetrates Heavy Armor.

Crew: 1

Toughness: 6

Catastrophic Malfunction: the device explodes in a fiery ball, doing 2d10 damage to anyone

touching a Medium Burst Template centered on the Flamethrower.

PREHISTORIC FLAMETHROWER (BABY DRAGONASAURUS)

Cone Template for 2d8 damage



Rate of Fire = 1; can be dodged with successful Agility roll at -2. Penetrates Heavy Armor.

Crew: 1 Beast Master

OTHER GADGETS

Here are a couple of examples of other types of gadgets that a Cave N.E.R.D. might create. A Cave N.E.R.D. may invent **ONE** or **TWO** of these types of gadgets each time she takes the New Power Edge; the number is decided by the Cave Master based on the power of the invention.

Generally, two less powerful gadgets (roughly half as cool as a Tro-Puh, for example) or one more powerful gadget may be invented when the Edge is taken. To be able to invent something, the inventor must have the right materials and enough time to put them together as determined by the Cave Master. Multiples of the same item may be constructed (given enough time, resources, and a successful Weird Prehistoric Science Skill roll) without taking the New Power Edge again each time.

These gadgets may be subject to Malfunction at the Cave Master's discretion; for example, note that the "No Sink Kit" is subject to Malfunction when it is used. Generally, the more powerful the item, the more likely it is to have a chance to Malfunction.

The examples given here represent less powerful gadgets; two such gadgets could be invented when the Cave N.E.R.D. takes the New Power Edge.

NO SINK KIT

This kit is used to move across rivers and other small bodies of water. It consists of a pair of wooden flippers and a set of animal bladders attached to a short wooden crosspiece. The thing that truly makes it a gadget is the third bladder that attaches to the user's back. The adventuresome caveman inflates the bladders (requiring six actions each) and then dons the wooden flippers. He can either hold on to the wooden crosspiece or place it under his armpits and across his chest. He then enters the water and starts kicking. He may move at his normal Swimming rate in this manner.

When he pulls the vine attached to the third bladder it releases the air and acts as a primitive jet propulsion system. Roll the rider's Swimming Skill.

- On a success, the pilot is moved two Hands in a straight line – no more, no less. If he's still in the water after this move, he must continue kicking to move any further after this.
- On a raise, he is moved three Hands.
- If the roll is failed, the pilot travels one Hand
- If a Malfunction is rolled, the rider goes 1 Hand in a random direction (use d12 as clock face to determine) and must make a Spirit check or be Shaken.

Fancy versions of this gadget ("No Sink Go Fasta Kit") allow the two primary flotation devices (the ones attached to the wooden crosspiece) to be used as "jet bladders" as well. These are difficult to control, and the pilot must make the Swimming roll at -2.

If successful, the character is propelled three Hands in a straight line; they travel four Hands on a raise, and one Hand on a failed roll. When this gadget malfunctions, the rider goes two Hands in a random direction (use d12 as clock face to determine) and must make a Spirit check at -2 or be Shaken.

SCALY AHS SUIT

This "costume" allows the braver cave folk to infiltrate the haunts of the *Dino sapiens* with a good chance of going unnoticed. If the caveperson wearing the suit is more than two Hands from a *Dino sapiens*, the *Dino sapiens* must make a Notice roll at -2 or they think the wearer is also a *Dino sapiens*. Any *Dino sapiens* within two Hands of the character are allowed a normal Notice roll to detect the ruse. The same technology has also been applied to costumes resembling several of the smaller dinosaur species in Lur. Larger versions are available as vehicle add-ons (see the Trojan Dinosaur Adapter Kit). The Scaly Ahs Suit is **not** subject to Malfunction.



Useful Information

SKILLS

Boating*	Repair*
Cave (Street) wise	Riding
Climbing	Shooting*
Driving*	Spellcasting*****
Fighting	Stealth
Finger Counting*	Survival
Fire Starting	Swimming
Healing	Taunt*
Intimidation	Throwing
Knowledge**	Tracking
Notice	Weapon Making
Persuasion*	Weird Prehistoric
Pictogram***	Science****
Piloting****	

*Not allowed if you have the Evolutionary Dead End Hindrance (Exception: Lesser *Dino sapiens* may take the Shooting skill).

**Knowledge subtypes must be relatively simple and approved by the Cave Master.

***Cave N.E.R.D.s and Shamans only.

****Cave N.E.R.D.s only.

*****Shamans only.

FAILING SKILL ROLLS BASED ON SMARTS

(OR “CAVEMEN ARE STUPID” RULE)

Failed skill rolls (for skills based on Smarts) may mean the character has momentarily forgotten the skill.

If a player rolls “snake eyes” (double ones) on skill rolls based on Smarts, they have forgotten how to use the skill, and may not attempt it again until 2-12 minutes of game time have passed (roll 2d6) or they spend a Shiny Rock to remember. Skills based on other traits are not affected in this way.

SHAMANISTIC MISHAP TABLE

Card	Result
Spades	No effect. You can breathe normally again – this time! You are not even Shaken!
Hearts	You are simply Shaken as if you had rolled a one on your Spellcasting die.
Diamonds	Roll on the Wild Magic Mishap Table
Clubs	The surge of uncontained mystical energy is too much for you to handle. You are incapacitated for 2d6 rounds, and must roll on the Wild Magic Mishap Table (page 29).

GIZMO MALFUNCTIONS

Unless otherwise stated under the device, Weird Prehistoric Science devices are subject to Malfunction when a skill roll of any sort is used to operate them (regardless of whom is operating the device). **If a 1 is rolled on the skill die (even if the Wild Die is not a 1), the device has malfunctioned.**

Draw a card - the suit determines the result (you get to pick the suit if you draw a Joker):

- **Clubs—Catastrophic Malfunction:** The device is ruined, and cannot be repaired. Items that can explode do so; they typically explode for 2d6 damage in a Large Burst Template.

- **Hearts—Major Malfunction:** The device breaks down. The Cave N.E.R.D. may not use it again until it's repaired, which requires a Repair roll and 2d6 hours of work.

- **Diamonds—Minor Malfunction:** The device suffers a minor hang-up. It can be fixed in 2d6 minutes with a Repair roll at -2.

- **Spades—Glitch:** The gizmo activates but does the opposite of the user's intent. Stealth Boots amplify noises, a weapon fires at a friendly target, and so on. If a reverse effect makes no sense, treat it as a Major Malfunction instead.

TERRAIN TYPE	MOVEMENT RATE (Miles Per Hour)	MOVEMENT RATE (Hours/Knuckle)
Flat, open	Four Miles per Hour	Five Hours per Knuckle
Forest, Light Jungle, Hills	Two Miles per Hour	10 Hours per Knuckle
Thick Jungle, Swamp, Mountains	One Mile per Hour*	20 Hours per Knuckle

*Roll for Fatigue every hour unless you take hourly breaks of at least 10 minutes

ARMOR	ARMOR BONUS	WT (LBs.)	NOTES
Hide, Thick	+1	10	Covers torso; +2 lbs. arms, +3 legs
Shield, Small	--	5	+1 Parry
Shield, Medium	See Notes	8	+1 Parry, +2 Armor vs. ranged
Helm, Coconut	+1	2	50% chance protects vs. head shot
Helm, Tortoise Shell	+2	3	50% chance protects vs. head shot
Helm, Dinosaur Skull	+3	5	Covers head
Dinosaur Plate Armor			
Torso/Arms/Legs	+3	20/6/9	

HAND WPN.	DAMAGE	WT. (LBs.)	MIN. STR.	NOTES
Dagger	Str+d4	1	--	
Axe	Str+d6	4	d6	Armor Piercing 1
Big Axe	Str+d8	8	d8	Armor Piercing 1, Parry -1, Requires 2 hands
Club	Str+d6	3	d6	Spiked Clubs do +1 damage
Big Club	Str+d8	6	d8	Parry -1, Requires 2 hands
Pole Arm	Str+d8	15	d8	Reach = 1 Knuckle; requires 2 hands
Rock	Str+d4	2	--	
Spear	Str+d6	5	d6	Parry +1; Requires 2 Hands; Reach = 1 Knuckle

RANGED WEAPONS	RANGE	DAMAGE	RATE OF FIRE	WT. (LBs.)	MIN. STRENGTH
Axe, Thrown	1 Finger/1 Hand/2 Hands	Strength +d6	1	4	d6
Bow	1 Hand/2 Hands/4 Hands	2d6	1	3	d6
Coconut Bomb	1 Finger/1 Hand/2 Hands	Special	1	2	--
Dagger, Thrown	2 Knuckles/4 Knuckles/ 8 Knuckles	Strength +d4	1	1	--
Net	2 Knuckles/4 Knuckles/ 8 Knuckles	Special	1	8	d6
Rock, Thrown	1 Finger/1 Hand/2 Hands	Strength +d4	1	1/4	--
Sling	1 Hand/2 Hands/3 Hands	Strength +d4	1	1	--
Spear, Thrown	1 Finger/1 Hand/2 Hands	Strength +d6	1	5	d6



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Bum Breaker Templates



Small Bum Breaker



Large Bum Breaker

PRINT AT ACTUAL SIZE TO GET CORRECT DIMENSIONS



STICKS & STONES

A Prehistoric-ish Role-Playing Game

Charisma

Pace

Parry

Toughness

Attributes

- Agility**
Smarts
Spirit
Strength
Vigor

Name: _____

Race: _____

Home: _____

Words Spoken: _____

Hindrances

Edges

Skills

-

-

N

5

10

15

S

25

30

35

V

45

50

55

H

65

70

75

L

90

100

110

Wounds

-1

-2

-3

Permanent Injuries

Inc

-2

-1

Fatigue

Armor

Wt.

Equipment

Weight

Head

Torso

Arms

Legs

Shield

Total Wt. Carried

Weight Limit

Penalty

Power

Cost

Range

Damage/Effect

Duration

Weapon

Range

ROF

Damage

AP Weight

Notes



STICKS & STONES

A Prehistoric-ish Role-Playing Setting
Powered by the Savage Worlds System

Player's Guide

Sticks & Stones is a romp through a prehistory that time forgot. Players choose from among a variety of races struggling for survival and dominance at the dawn of humanity. To stay alive, you'll have to use everything you've got: shamanic powers, mighty beasts, brutal weapons, cunning inventions, shiny rocks, diplomatic grunts, threatening stares, and more!

Just remember—no talking while you are in character!

This book contains the Player's Section of the Sticks & Stones Role-Playing Setting. You will need the complete Sticks & Stones rules as well as the Savage Worlds Deluxe Edition rules to play this game

