



After the Ice

A fan-made expansion to
Würm - Roleplaying in the Ice age
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The Setting

Würm – Roleplaying in the Ice Age is a roleplaying game based on Europe ca 40 000 years ago during what is called the Palaeolithic period. It the Age of the Great Ice-sheets, of mammoths, cave lions and woolly rhinos. It is a time when multiple species of humans walked the Earth.

After the Ice turns the clock forward some 30 000 years, to a time period known as the Mesolithic. This is the Hunter Stone Age, after the ice age has ended but before agriculture had spread throughout Europe. The great beasts of the ice age have all but vanished, replaced by those who were lucky or could adapt to the new world. The others species of humans, neanderthals, denisovans and others, have also vanished and now only modern humans remain, even though these people still carry parts of the genetic legacy of those that are gone.

Where?

The setting is particularly focused on northern Europe during this time period, with modern day Scandinavia at its centre. This is a time when the land looked much different than it does today. The Baltic Sea is a great fresh-water lake, with Öresund and the Great Belts being dry land, and you could actually walk all the way from the British Isles to Scandinavia across a landmass known as Doggerland that is today the North Sea. Much of what is today central-eastern Sweden is under water, particularly around the future Mälardalen, and lake Vänern is at this point just a great bay of the much larger Baltic lake.

The land has changed from the open tundra-steppe of the Ice Age to a great forest, dominated in the north by birch, rowan and aspen and further south by pine and hazel. Some areas are more open thanks to climate and the grazing of herbivores, and vast wetlands create a mosaic landscape that is split up by winding rivers and tranquil lakes. Many animals that are today typical for Scandinavia have already settled in, like the bear, elk, wolf and wild boar, but one can also find species that are now rare or extinct, like the forest reindeer, wild horse and aurochs.

Who?

The short version: The people of this time live in small, often nomadic groups bound together by kinship and traditions. Contact is maintained with neighbouring groups via trade and interchange of individuals and violence is still relatively uncommon, even though it may flare up from time to time. These people rely on an intimate knowledge of the land they live on and the many creatures that inhabits it to survive. They are expert in bushcraft and at foraging for food. With bow and spear they bring down the beasts of the forest and the birds in the sky, and with harpoon and net they fish and hunt seals and porpoise. In skin-boats and hollowed-out canoes they navigate the rivers and coastline, and on skis they glide over snow-covered ground. They believe that the world is inhabited by spirits and gods that can directly influence their surroundings, and that one must keep good relations with these beings or risk all manners of evil things happening.

The long version

The people of this time are hunter-gatherers that survive through an intimate knowledge of their surroundings. They know where the salmon will run in summer, they know when the berries will be ripe for harvesting, they know when the reindeers will rut and where to find the best materials for the tools that they need. They are adaptable and clever, knowing how to snare hares if the hunt goes wrong, or how to boil reindeer-lichen when food is scarce.

Technology wise the people of the Mesolithic possess tools that their ancestors lacked, chief amongst them being the widespread use of the bow and arrow, which helps with hunting immensely. The best bows are made out of elm, which is a tree only common in the south and therefore a valuable trade commodity. Bone-needles allow for fine tailored clothing made out of animal hides and sinew-thread. Weaving is still very uncommon, though plant-fibres are sometimes used to make rope or smaller pieces of textile.

While their domestication began much earlier at this point dogs are a constant companion to these stone age hunters. Dogs help track down and bring down prey, they guard the camp from strangers and predators, keep people warm at night and can carry loads when moving camp. Some treat their dogs with love and respect, others are more callous and won't hesitate to beat or even kill and eat their canine companions, it varies greatly between different groups. Some groups

uphold the practice of placing a bitch in heat out in the forest tied to a tree, in the hopes that she will breed with a wolf and birth strong pups.

Society: The people of this time live in small, often nomadic groups bound together by kinship and traditions. These groups are today referred to either as bands, camps or hordes (which is really just an anglicisation of a steppe nomad term for... camp). Bands are not large, at most 50 people, and are loosely organized. They can easily split and come back together depending on the season, and it is not uncommon for people to move between bands. This also help to foster good relations between different groups. (Note: What the people of a band call their group may vary a lot, be it camp, cave, horde, mob, pack etc.)

People are tied together by blood and spirit in clans, based on a shared connection to an ancestor. These ancestors are often semi-legendary or completely mythical, as some clans claim otherworldly decent from a spirit or god. While clans can dominate individual bands, clanmates are often spread out over several different bands. This also helps keep the peace, as it is often considered a taboo to kill someone you are related to.

Sometimes bands come together for social and religious gatherings, where people trade, compete in games, tell stories, make friends and lovers and perform rituals.

When several bands are joined together by a common culture and leadership they become a tribe. Tribes are rare in this time, though different cultural identities do exist that separate people between regions. Occasionally bands will join together for a specific undertaking, such as a great hunt or facing an external threat, but these alliances are temporal and generally dissolve once the issue has been dealt with.

Violence is rare, but not unheard of. These are tough people who knows how to handle weapons and are used to seeing injuries and death. When it erupts it is more often about honour and revenge, rather than fights over resources. A hunter who is insulted may strike the person who insulted them, who in turn may strike them with a weapon, drawing blood. These things can quickly spiral out of control, and so rituals and games exist to vent frustrations without risk of debilitating injuries and death. It could be punching duels, wrestling matches, stick fights etc.

These societies are generally fairly egalitarian, meaning that there is not one dominant figure that lords over everyone else. Elders are often consulted, as are experts in a particular field that is relevant to the current situation. In most groups there exists one or several individuals who are good at organizing, but they do not have the power to force others to do what they want. In some rare communities there might be a chief or a shaman who wields great power over the others, but should they abuse their power or loose face in front of their followers they will swiftly be deposed.

The supernatural play a large part in these peoples lives, as they believe in an animistic world where everything has a spirit that can influence its surroundings. People maintain good relations with these spirits and gods by upholding taboos and performing rituals, though these may vary greatly between regions and even individual bands. There are also those who specialize in dealing with the supernatural world. For simplicity's sake we refer to them here as shamans, though they can have many different names (Seers, clever men/women etc.). Shamans have many roles in their bands. They are advisors and healers, they read the signs of the spirits around them, they perform rituals to appease or ward of belligerent spirits and they can turn their powers to darker deeds as well, sending curses against their enemies. Powerful shamans are often sought out by people from other bands or maybe even from other regions for their help.

This is a game that imagines what life would have been like back during the stone age, but also adds in elements of the supernatural, primarily based on the different myths and beliefs of animistic cultures around the world. To the people of this age spirits, gods, demons and curses are just as real and a part of their world as the beasts and plants around them, and the game will reflect this.

Game Mechanics

In roleplaying games, just like in board games or video games, there are mechanics in place to simulate outcomes of a situation a character might find themselves in. Here follows a quick summary of Würm's system.

Dice

This game uses 6-sided dices, often shortened to d6, to resolve most actions. 8- and 10-sided dices may also be used at times.

Standard test

Roll 2d6 against a Difficulty Threshold (DT), and try to roll equal to or greater than the DT.

If you have an applicable Strength (Trait in this version), roll an extra D6. Sometimes (rarely) you may be allowed to roll two extra dice, if you have two applicable Strengths.

If you have a relevant Weakness, subtract 3 from the result.

Difficulty Thresholds: The usual DT is 7, but it can vary from 3 to 15. In opposed rolls, the DT is the opponent's roll.

Example of play: *Johan's character Swift-Foot is trying to run away from a bear (generally a bad idea). The Difficulty Threshold is 7, and Swift-Foot has the **Speed** trait, allowing him to roll 3d6 to get away from the bear. Johan rolls 2, 3 and 6 for a total of 11, well above the required number. Swift-Foot manages to out-manoeuvre the bear and escapes.*

Degrees of Success

Catastrophes: A Catastrophe happens if all the dice you roll come up as a ONE. Don't do this.

Brilliant success: Roll at least six more than the DT to get one of these. You perform exceptionally well, and in combat you do maximum damage.

Critical success: Roll at least two SIXES on any of your dice (easier, of course, if you're rolling more than two dice). When you do this you succeed regardless of the DT, and regardless of any penalties you might have. In combat, you roll the damage twice and add them together.

NB: If you roll both a Brilliant success and a Critical success, you get to choose which one applies.

Wounds

- ❖ Damage reduces your Stamina score.
- ❖ Damage can be reduced by clothing and other gear.
- ❖ When your Stamina reaches zero you can't do much at all, and might fall unconscious.
- ❖ When your Stamina reaches -10 you die.
- ❖ If you suffer 10 points of damage in one blow (more for some characters) then you get a serious wound. You don't want one of those. Even if you recover from it, they can leave you crippled for life.
- ❖ You heal wounds by eating and resting. First aid can sometimes help, but sometimes it makes things worse.
- ❖ When you take a serious wound, there is a 1/6 chance that you begin bleeding out. This requires immediate treatment or you will die.

Combat

- ❖ When combat begins everyone rolls for initiative (2d6 unless you have a bonus). Highest initiative starts acting and then it goes in order from highest to lowest.
- ❖ Combat is divided up in rounds, when everyone has a turn to perform actions. When everyone has finished their turn a new round begins.

- ❖ You get two actions per turn: one move and one attack (or other action). You can choose to use both of your actions to move further, and sometimes you will not want to move.
- ❖ Everything has a Dodge Score. This is usually 7, but it may vary based on Traits. The Dodge Score is the Difficulty Threshold to hit someone or something.
- ❖ You can choose to fight cautiously or recklessly if you want. Reckless combat gives you a +2 to hit but a -2 to your Dodge Score, while cautious combat does the opposite.
- ❖ You may also charge (for extra damage), completely dodge (for higher Dodge Score), run away (may give opponents a free attack), grapple, disarm and many other things.
- ❖ The damage you do to your opponent depends on the weapon you use and your Traits.
- ❖ Sometimes weapons will break during combat.

Character Creation

Who you are

In After the Ice you portray a member of a stone age hunter-gatherer culture as you fight to survive and protect your people in an ancient wilderness.

There are no mechanical differences based on gender, so you are free to choose whichever you like.

Your characters starting-age is 14+6 years. The stone age is a harsh time and people have to start contributing to the community early.

Community

As stated earlier your characters belong to a group of people referred to as a band. Who they are, what their beliefs and traditions are etc. can be influenced by your decisions. It can be fun if all characters in a game belong to the same band, in that case it is encouraged that you all take some time to decide on how your band works and at least establish some key members apart from the player characters. In the case of characters coming from different bands this is not a problem, then you can flesh-out your band with the game-master. Clans also play an important role and should be decided on before the game starts.

An important figure to decide upon is the **Guardian Spirit** that watches over your band/clan/tribe. This can be an ancestor, a animal or maybe an important location where you live (Mountain, River etc.).

Background

Growing up your character distinguished themselves amongst their peers. Pick one (More might be added later).

- ❖ **Crafter:** *Growing up you loved to watch the adults working on tools and clothing. As you grew older you were allowed to work with excess materials, and slowly you became more and more proficient. Now people praise your craftsmanship and often come to you wanting to trade their goods for your works.*
You receive an extra 1d6 to all rolls related to crafts practiced by your group. You get to start with either the **Skin Craft** or the **Bone Craft** skill.
- ❖ **Houndmaster:** *As a child you were often found tumbling around with the pups of the band. You have an intimate understanding of animals, both tame and wild, and can read their emotions well. When you went through your Rite of Passage and*

became an adult you were gifted a fine wolf-dog who is now your loyal companion.

You receive an extra 1d6 to all rolls related to understanding, taming and training animals. At the time of the game the only domesticated animal is the dog, but who knows what can be done? You start with a wolf-dog companion (same stats as a wolf) that will follow you and listen to your commands.

- ❖ **Survivor:** *You suffered more than most growing up, but it didn't break you. It made you stronger. You fear neither pain nor cold.*
You have an incredible resistance to pain and the cold. You get +1d6 to all resistance rolls and start with 30 SP instead of 24.
- ❖ **Shamans apprentice** (**NOT AVAILABLE DURING PLAY-TEST**): *You were always fascinated by the shamans of your people and what these Clever Men and Women could do. During your youth you often followed your band's shaman around, pestering them with questions. Now, while you do not possess any real powers yet, you are on your way to become a shaman yourself...*
You may choose one of the Strengths **Dreamwalker**, **Spiritkin** or **Wonderworker**. You will also have an easier time getting a teacher to begin your shaman-journey.
- ❖ **Firekeeper:** *While other children played, you would sit by the elders of the band, absorbing their wisdom as you tended to their fire. You now know more about band lore than most your age, and as a bonus you are also pretty good at lighting a fire.*
You receive a 1d6 bonus to all Knowledge and Common Sense rolls. You also have a 1d6 bonus to lighting a fire.
- ❖ **Artist:** *You have had an eye for beauty and form since you were young. From fashioning sculptures out of clay to drawing and making small necklaces, you have an artist's mind. Your creations are often bartered at gatherings.*
You receive an extra 1d6 to all rolls related to artistic creations. You get to start with one out of three skills: **Body art**, **Finery** or **Painting and engraving**.
- ❖ **Born Hunter:** *You were always trailing after the hunters since the day you could walk. As you grew older your enthusiasm paid off as they would teach*

you how to lay traps and wield a weapon. Now you excel at these things.

You receive a 1d6 bonus to laying traps. You also get to pick one weapon-type (Spear, Bow, Sling etc.) that you have specialized in. You receive a 1d6 bonus when using that type of weapon and get to start with a mastercraft version of the weapon (+1 to hit).

- ❖ **Gatherer:** *You always gave a helping hand around camp, and were greatly appreciated for it. You learned where to find things that others needed, be it plants, valuable stones, rare types of wood and others.*

You get a 1d6 bonus to gathering raw resources.

You also get to roll 2d6+1 for the Trading Value of your starting goods.

- ❖ **Famous parent:** *Your parent was/is a famous member of your community and you always made sure to let everyone know it. After all, you are their heir and rightfully proud of the legacy you uphold. Some find you insufferable, but you know they are just jealous.*

You receive a +2 bonus to all social tests when you have invoked your parentage. You also get to roll 10d6 for your starting prestige and there is a famous artefact that you are waiting to inherit.

However, fame is not always good. You will always suffer 1.5x more loss of Prestige for any faulty action, and in the case of failed social rolls you either receive a -1 on subsequent rolls as people find you entitled and annoying, or in worst case scenario you have run into an old foe of your parent and they now want revenge.

Totem

Everyone born into this world has a totem, a guardian spirit, that manifests itself in the form of an animal. It is one of your three souls, and yet also a separate entity. Every person's totem is unique to them, and manifests in the physical world as key traits which the person possesses. Below here are a list of traits and what animal is often associated with them. Begin by picking out a trait or an animal which suits your character. After that, you pick an additional trait. This is what is unique about your totem and it may be a trait not even associated with an animal per say.

Example: *Ylva decides that she wants to play a charismatic leader who is also a good tracker. After looking at the suggested totems she decides to take **Wolf** as her totem, gaining the **Tracker** trait, and she picks **Charismatic** as her second trait.'*

You can lose your Traits given by your totem if you kill your totem animal.

Traits

- ❖ **Strong:** Character is granted a 1d6 bonus for all their Tests of pure physical strength such as lifting, pushing or pulling heavy things, and he also gains a 1d6 bonus to all the Damage he inflicts in combat. Suitable totems – Bear, Aurochs, Bison, Elk. If you pick a prey animal you may also receive the fertility benefit.
- ❖ **Charismatic:** Receive +1d6 for any social activity involving aura or charisma, such as leading a ceremony, telling a legend, leading a dance, convincing or impressing someone. You are also less fearful, receiving a +1d6 bonus on all Steady Nerves Tests. Suitable totems – Aurochs, Elk, Bison.
- ❖ **Builder:** Grants the character an infallible instinct – translated into a 1d6 bonus – for any action involving the building of shelters, huts, and traps, but also all kinds of floating transportation. Suitable totems – Beaver.
- ❖ **Beautiful voice:** The character has a melodious voice that can charm the most hardened hearts and the most twisted minds. In all the situations where they may have to use their voice to convince, seduce, sing, barter, or even lie, he is given a 1d6 bonus for his Tests. Suitable totems – Songbirds. Wolf may be picked and receives an additional 1d6 bonus to all war cries.
- ❖ **Accuracy:** Your character shows an unmatched accuracy when throwing spears, javelins, or when using a bow or a sling. The character is granted a 1d6 bonus to his ranged Attack Test. Suitable totems – Birds of Prey, Corvids like Crow or Raven.
- ❖ **Stamina:** The character is granted an extraordinary stamina and a great resistance to illnesses and infections. In game terms, the character is granted a 1d6 bonus to resist illnesses and poisons, and gains 10 Stamina points. Suitable totems – Elk, Aurochs, Bison, Red Deer or Bear.
- ❖ **Speed:** The character can run at an amazing speed, and for a long time without getting tired. It means the character gains a 1d6 bonus to all their Running and Fatigue (when running) Tests. Suitable totems – Tarpan (wild horse), Elk, Wolf. One can also pick roe deer, but then will lose the Fatigue bonus.
- ❖ **Agility:** This trait makes it incredibly easy for the character to climb, jump and somersault. The character can also, better than anyone else, cushion their falls, if needed. In all these situations, the character adds 1d6 to his Tests. Suitable totems – Lynx, Marten, Wolverine.
- ❖ **Hardy:** Just like the background Survivor, but does not gain additional Stamina Points. Suitable totems: Wolf, Wolverine, Reindeer.
- ❖ **Fury:** The character is a fierce fighter. Gifted with great ferocity and a supernatural instinct for fighting, they are granted a 1d6 bonus for all their hand-to-hand Attack Tests. Furthermore, their fury in combat can be translated into war cries. They therefore earn a 1d6 bonus to scare opponents, both man and beast. Suitable totem – Most carnivores or large herbivores with a temper, though smaller ones may lose the war cry bonus.
- ❖ **Quick reflexes:** The character is granted a 1d6 bonus for all their Initiative Tests and gains a +3 bonus to their Dodge score, increasing it to 10 rather than 7. Suitable totems – Lynx and other quick-footed hunters, or smaller prey like roe deer.
- ❖ **Empathy:** The character has an aura that calms and comforts others. Their physical contact is also appeasing and regenerating. The character is

granted a 1d6 bonus for calming emotions, and for giving first aid. Anyone spending at least one hour, in the evening, being deloused, combed, massaged, or otherwise physically cared for by the character, gets 1d6 Stamina Points back during the night, as if they had rested the entire day before. Suitable totems – Most animals with a nurturing side can gift this trait, often taking the form of a mother of said species.

- ❖ **Perceptive:** The character can see farther than normal, and is able to hear the slightest noise. In the situations where they must perform visual and hearing Perception Tests, they are awarded a 1d6 bonus. Suitable totems: Birds of Prey, Owls.
- ❖ **Wise:** The character is gifted with a great memory and a great insight, probably making them a vital member of their tribe. Always calm, yet with a quick mind, the character is granted a 1d6 bonus for all their knowledge and common-sense Tests, and also to detect lies or understand the emotions of both humans and animals. Suitable totems: Any charismatic megafauna really, as long as you can make a good argument for it.
- ❖ **Fisher:** The character is an excellent swimmer, able to resist the strongest streams. Assisted by their totem, they are also an unmatched fisherman, who can bring in miraculous catches of fish. They are granted a 1d6 bonus to all their Swimming and Fishing Tests. Suitable totems – Otter, Seal, different types of Fish and other animals associated with water.
- ❖ **Grace:** The character possesses a supernatural grace and beauty. They are therefore granted a 1d6 bonus to their Seduction, Charm, and Dance Tests. Some animals may also be sensitive to this grace. Suitable totems – Swans, Cranes, Lynx.
- ❖ **Medicine man/woman:** The character has an intuitive knowledge of the magical properties of plants and venoms. They are therefore able to prepare magical potions and ointments that are incredibly efficient. Furthermore, the character can also, better than anyone, prepare and use purifying cataplasms and decoctions. In all these activities, they are granted a 1d6 bonus for his Tests. Suitable totems: Adder, though a good argument can give you another one.

❖ **Cunning:** The character is an expert in hiding, silently moving, and camouflaging themselves. In situations that require this, such as getting close to prey when hunting, they are granted a 1d6 bonus for their Tests. Suitable totems – Predators that hunt by stealth.

❖ **Tracker:** The character is an unmatched tracker, able to tell between the tiniest smells, and to detect almost invisible tracks. They can also find their way without ever getting lost. In all these activities, the character is granted a 1d6 bonus for his Tests. Suitable totems: Wolf. Fox is also suitable, but loses the wayfinding bonus.

Traits not associated with animals:

❖ **Blessed by Fire:** The character is exceptionally good at lighting a fire in any condition, a useful trait in the primeval world. This manifests itself in a 1d6 bonus to lighting fires. The spirits have also granted them an almost supernatural resistance to fire, resulting in all damage caused by it to be halved.

❖ **Artistic:** Just like the background-trait, you excel at artistic work, be it jewellery, painting or carving. 1d6 bonus.

❖ **Handy:** Just like the back-ground trait *Crafter*, you are an excellent crafter of tools, weapons and clothes. 1d6 bonus.

Additional Traits that will not be allowed during play-testing:

❖ **Dreamwalker:** You excel at releasing your spirit and travelling to the Otherworlds. When trying to go into a trance you receive a bonus 1d6 for the test.

❖ **Spiritkin:** You have an innate ability to commune with the spirits of the Worlds and receive a 1d6 bonus on all Contact with Spirits test. You also excel at exorcising evil spirits.

❖ **Wonderworker:** You are a great maker of Charms and other magical objects, receiving an additional 1d6 for the ritual that creates the Charm.

Weakness

When you create your character you may pick 1 additional Trait to help your character, at the cost of one Weakness. A Weakness is a major character flaw, be it physical or social, that will hamper your character.

- ❖ **Clumsy:** The character is so inept at doing things requiring accuracy and dexterity, members of his clan tell him to steer clear of craftsmanship, and even more medicine. He suffers a penalty of -3 for all his Craftsmanship, First aid, or Potions and Cataplasms Preparation Tests.
- ❖ **Disfigured:** The face of the character is disfigured from the after-effects of a previous fight (scars, broken jaw, etc.) or due to a difficult birth (malformation). He suffers a penalty of -3 for any social interaction involving trust or seduction, especially with strangers.
- ❖ **Fearful:** The character is soft and very sensitive to pain, he is terrified at the idea of fighting. He suffers a penalty of -3 for all his Hand to Hand Attack Tests, and for his Pain Resistance Tests.
- ❖ **Fragile:** The character's health is fragile and he is short-winded. He is often ill, so his life expectancy will surely be reduced if he isn't careful. He suffers a penalty of -3 for all his Resistance to sickness and poisons Tests, and he has less Stamina than the others: 16 SP.
- ❖ **Half Deaf:** A half deaf character suffers a penalty of 3 to all his Hearing Tests, and to any Tests that determine if he is surprised during an Attack. He also suffers a penalty of -3 to all his social interactions involving discussions (debates, talks).
- ❖ **Impressionable:** The character is extremely frightened by all supernatural phenomena, or at least by what he feels is supernatural. He is afraid of the darkness of the night, but he's far more scared of the darkness of the caves. In all the situations where the character must perform Steady Nerves Tests related to the dark, to death, or to magic, the character suffers a penalty of 3 to his die roll.
- ❖ **Individualistic:** The character despises life in community and community effort. The members of his tribe, as well as his Guardian Spirit, see him as

unreliable and selfish. In all the situations where the character must gain the trust of a member of his community, he suffers a penalty of -3. But most of all, the community's Guardian Spirit despises the character. Every time he draws a die from the Manna pool, or when he tries to replenish it, there's a 50% chance (1-3/1d6) it will have no effect.

- ❖ **Lame:** Due to his handicap, a lame character gets a penalty of -3 to all his Running Tests, and to his Agility Tests too, such as jumps and falls (but not climbing).
- ❖ **One-eyed:** The one-eyed character suffers a penalty of -3 for his Visual Perception Tests, as well as his Surprise Tests during an Attack. He also suffers a penalty of -3 for all his Ranged Attack Tests.
- ❖ **Presumptuous:** The character is proud and arrogant, and he thinks so highly of himself that he's unpleasant to anyone who talks to him. He suffers a penalty of -3 for any social interaction requiring diplomacy. Since he thinks he knows everything, he hasn't bothered to truly learn anything and suffers a penalty of -3 for all Wisdom and Knowledge Tests.
- ❖ **Quick-tempered:** This character is hot-headed and bad-tempered, which makes him get angry very quickly. He suffers a penalty of -3 in any social interaction involving diplomacy. If he has the feeling he's been provoked or insulted, he must succeed a normal Test (2d6 / 7). If he fails, he gets angry and can easily start fighting.
- ❖ **Simple-minded:** The character's thinking capabilities are limited and he is forgetful. In all the situations requiring Knowledge or Intelligence Tests, he must suffer a penalty of -3. The same penalty applies to some of his social interactions, especially the situations where the character should be charismatic or act with authority.
- ❖ **Timid:** The character is shy and introverted to the point that it's difficult for him to give a speech in public or even to talk to people. He suffers a penalty of -3 for all social interactions requiring him to talk.

- ❖ **Weak:** The character lacks vigour and energy. He is unable to carry heavy weights and other men laugh at him when he tries to hit someone. He suffers a penalty of -3 to all his Strength Tests and also to determine the damage he inflicts. He can however use any kind of weapon.

Experience

Your experience (XP) score starts at 3. You can spend one XP to get an extra d6 when you make a test, or to increase certain stats a little. You get all your spent XP back at the beginning of each session, except for those spent on stat increases.

Stamina

Stamina is a way to measure the characters' ability to resist wounds and illnesses, lack of food and the cold weather. It is represented by a number of Points that decreases with each Test resulting in a Damage score.

Your character will begin with 24 Stamina Points (SP) + any additional SP you have received from either your background or your Traits.

When your character reaches 0 SP you struggle to stay conscious. When it reaches -10 the character dies and their spirit travels to whatever afterlife there is for your people.

Prestige

Prestige is your social standing amongst your people. Prestige is divided up into three categories: Bravery, Generosity and Wisdom. Bravery is won through... well brave acts. Fighting, protecting your people, standing up against evil, those things. Generosity is won through acts of gift-giving and performing a special altruistic service to a community, such as a dangerous quest. Note that Generosity is not a measure of kindness, rather of social skill. Wisdom is the final type of Prestige, and the hardest won. You can gain it through particularly wise actions and deeds, and also by living longer.

Your Prestige is represented by a score, a combination of your Bravery, Generosity and Wisdom scores. As your Prestige grows you are given more respect and special treatment by your people. You may even one day become an Elder or a Hunt-Leader.

At the start of the game you have 6d6 Prestige, divided between Bravery and Generosity (Wisdom can only be won in-game).

Talents and Secret Skills

As your character progresses through the game and learn new things you gain Talents and Secret Skills. Here are the ones you start with:

- Wood Craft
- Stone Craft

You can also get to pick these following Talents depending on your background:

- Bone craft (make bone tools or weapons)
- Skin craft (work with animal skins)
- Body art (confers magical properties of protection and stealth)
- Finery (making of jewellery, decorations and all manner of finery)
- Painting and engraving

Equipment

At the beginning of the game, your character owns some basic equipment: summer and winter clothing, weapons, non-magical jewellery

They also have a number of tools allowing them to work the materials to which they have access, such as hammers for flint knapping, as well as sticks or firestones and some fuel (tinder, duff).

If you want a quick weapon set, use this: You start with a flint knife, a hand-axe and either a bow+10 arrows or two spears.

You also start with 1d6+1 Trading Value of goods. In this age there is no currency, so everything has to be bartered and traded for. An object has a Trading Value (TV) that can be raised or lowered based on haggling.