

CLAN OF THE CAVE BEAR

The Cave Bear people are a cave dwelling hunter / gatherer society, usually found in small clans or family groups. Their physical body is of a more robust nature than the standard Evermorian, although their mental development is not as good. They have never mastered the ability to speak in any modern language, but do have their own form of communication which to the outsider just sounds like grunts and snorts and hand gestures.

The Cave Bear people have a very deep religious belief in Rajathunk the earth spirit and Injathunk the sky spirit, they are able to contact and receive guidance from them. The Cave Bear follow the professions of Brave or Scout

CLAN OF THE CAVE BEAR BRAVES

RANK	LIFE POINTS	POWER	WEAPON TYPE	STRESS RESIST	CLASS ABILITIES
1	36	6	Single	1S	Herblore Track Utilise Light Armour Utilise Primitive Weapons
2	42	7	Double-Handed Or Ambidex	1S/2D	
3	48	8		2S/2D	+3 strength
4	54	9	Thrown	2S/3D	Discern Smell
5	60	10	Double-Handed Or Ambidex	3S/4D	Dodge x1/day
6	66	11		4S/4D	+6 strength Commune with Rajathunk Cure Animal Hide
7	75	12		4S/5D	Sense Supernatural
8	81	13		6S/7D	+9 strength Commune with Injathunk, Sense Traps Sense Ambushes
9	93	15		6S/7D	Speak with Rajathunk a/w
10	99	17		7S/8D	Berserk Speak with Injathunk a/w
11	108	20		8S/8D	+6 strength
12	117	23		9S/10D	I.F.F.

Clan of the Cave Bear can not master common tongue - they get one word per two levels.

Track - Allows the Cave Bear to track known prints/markings. Cave Bear may learn these through study and any known tracks should be recorded by a referee on a track card! Track may also allow a Cave Bear to follow the trail of someone who has passed through – depending upon conditions (ref's discretion)

Herblore – Allows the Cave Bear to identify plants, and their characteristics as well as possible applications for which such plants may be used. Plants are natural and non-human. Ref's discretion

Utilise Light Armour – This allows the Cave Bear to be able to use armour of up to a maximum of 4 AC

Utilise Primitive Weapon – This allows the Cave Bear to be able to use any primitive Weapon e.g. rocks, tree branch, axe, club, spear, knives

+ X Points Strength - this permanently grants the Cave Bear +X points of strength.

Discern Smell – Allows the Cave Bear to recognise known smells and out of place smells! The Scout may learn various smells by practice – any smells learnt should be recorded by a referee on a Smell Card! NB Elven Scouts cannot gain this skill.

Dodge – this allows the Cave Bear Brave to dodge one melee blow per day, this will include mystical weapons. (refs discretion for the more powerful mystical weapons)

Commune with Rajathunk: can ask the earth spirit 1 yes / no question for 1 power cost

Sense Traps – tells the Cave Bear if there is a trap within 30'.

Sense Ambushes – tells the Cave Bear if there is an ambush within 90'.

Commune with Injathunk: can ask the sky spirit 1 yes / no question for 1 power cost

Berserk – Allows the Cave Bear to berserk for one encounter per 5 levels per day. In this state they gain 6 points of strength and take only 1/2 of all physical damage that they would normally take from a blow – this damage reduction has no effect on mystical damage. When in this raged state the Cave Bear loses all weapon masteries, cannot use a shield, cannot use any skills such as dodge, turn blow, mighty blow etc. This allows the Cave Bear to keep going, no matter how much damage has been taken (except Spirit damage which cuts straight through) until all enemies have been killed, or escaped, or a period of 15 minutes has passed. There is a 30 second wind down period to this skill. 1 Sanity is lost per use of this skill.

Speak with Rajathunk at will: can ask the earth spirit unlimited yes / no question for no cost.

Speak with Injathunk at will: can ask the sky spirit unlimited yes / no question for no cost.

I.F.F. – Allows the Brave when in berserk to distinguish between friend and foe.

CLAN of the CAVE BEAR SCOUTS

RANK	LIFE POINTS	POWER	WEAPON TYPE	STRESS RESIST	CLASS ABILITIES
1	27	7	Single	1S	Herblore Track Utilise Light Armour Utilise Primitive Weapons
2	30	8	Thrown	2S	Reflex 1 Dodge x1/day
3	33	9	Ambidex	2S	Discern Smell
4	36	10		3S	+3 strength
5	39	11	Double	3S/2D	Sense Supernatural Skin/Cure Animal Hide
6	42	12		3S/3D	+6 strength Commune with Rajathunk
7	48	13		3S/3D	Reflex 2
8	51	14		4S/5D	+9 strength Commune with Injathunk Sense Traps Sense Ambushes
9	60	16		4S/5D	Speak with Rajathunk a/w
10	63	18		5S/6D	Reflex 3 Speak with Injathunk a/w
11	68	21		6S/6D	FRD
12	72	24		7S/7D	Berserk

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Track - Allows the Cave Bear to track known prints/markings. Cave Bear may learn these through study and any known tracks should be recorded by a referee on a track card! Track may also allow a Cave Bear to follow the trail of someone who has passed through - depending upon conditions (ref's discretion)

Herblore - Allows the Cave Bear to identify plants, and their characteristics as well as possible applications for which such plants may be used. Plants are natural and non-human. Ref's discretion

Utilise Light Armour - This allows the Cave Bear to be able to use armour of up to a maximum of 4 AC

Utilise Primitive Weapon - This allows the Cave Bear to be able to use any primitive Weapon e.g. rocks, tree branch, axe, club, spear, knives

Reflex 1 – this gives the Cave Bear 1 point of dexterity armour.

Dodge – this allows the Cave Bear Scout to dodge one melee blow per day, this will include mystical weapons. (refs discretion for the more powerful mystical weapons)

Discern Smell – Allows the Cave Bear to recognise known smells and out of place smells! The Cave Bear may learn various smells by practice – any smells learnt should be recorded by a referee on a Smell Card

+ X Points Strength - this permanently grants the Cave Bear +X points of strength.

Sense Supernatural – this skill allows the Cave Bear to Sense Supernatural occurrences (animated scarecrows, evil groves, undead, etc.) within 30 feet, receiving a Yes or No answer. This skill is useable at will.

Skin/Cure Animal Hide – This allows the Cave Bear to skin and treat animal hides to make them ready for armour making. This includes mythical and mystical beasts such as yeti etc.

Commune with Rajathunk: can ask the earth spirit 1 yes / no question for 1 power cost

Commune with Injathunk: can ask the sky spirit 1 yes / no question for 1 power cost

Sense Traps – tells the Cave Bear if there is a trap within 30'.

Sense Ambushes – tells the Cave Bear if there is an ambush within 90'.

Speak with Rajathunk at will: can ask the earth spirit unlimited yes / no question for no cost

Reflex 3 – this gives the Scout 3 points of Dexterity AC - must buy Reflex 1 and 2 first (gives a total of 6 dexterity).

Speak with Injathunk at will: can ask the sky spirit unlimited yes / no question for no cost

Full Reflexive Defence – the Scout by use of this skill achieves a state of supreme reflexive capability and by doing so burns dexterity armour to dodge blows one for one. Once initiated a Scout should inform the ref by calling “FRD”. This ability must run its course and will end by midnight or when the Scout has dodged X number of blows, X being the amount of Natural dexterity the Scout has. (Gods charms, Elven cloaks, Blesses or potions do not add to NATURAL dexterity). Once finished the natural dexterity is gone for 24 hours. FRD will work against all but the most potent of melee blows (referees discretion) - it will work against the likes of Pole Axe, crushing blows, mighty blows etc.

Berserk – Allows the Cave Bear to berserk for one encounter per 5 levels per day. In this state they gain 6 points of strength and take only 1/2 of all physical damage that they would normally take from a blow – this damage reduction has no effect on mystical damage. When in this raged state the Cave Bear loses all weapon masteries, cannot use a shield, cannot use any skills such as dodge, turn blow, mighty blow etc. This allows the Cave Bear to keep going, no matter how much damage has been taken (except Spirit damage which cuts straight through) until all enemies have been killed, or escaped, or a period of 15 minutes has passed. There is a 30 second wind down period to this skill. 1 Sanity is lost per use of this skill.