

Dinosaur World

Core Stats:

Range from -2 to +2:

Bulk: brawn, heavy, weight, muscle, mass, tough

Sharp: teeth, claws, spines, slashing, tearing

Lithe: quick, limber, agile, dextrous

Cunning: brain, smarts, tricksiness, guile

Injury and Death:

Next to each stat are a token and five spaces: the **Death Track**. When you are hurt, **take a step towards death**: choose a stat (or stats) and move its token into the next space on the death track. When **the token reaches the final space**, your dinosaur dies.

Some dangers will cause multiple injuries, and multiple steps towards death: you may spread the damage as the GM allows.

Your token begins in the first space, representing a healthy dinosaur. The second space represents a minor injury to that stat: e.g. light bleeding, bruising etc. The third and fourth spaces represent **moderate** and **major** injuries, and grant modifiers of -1 and -2 to the stat respectively. The fifth space is, of course, a nasty death.

Fate Aspects to be worked in; e.g, Crush 10+: deal damage + put aspect **crushing**

Core Moves:

Slash: Roll + Sharp.

7+ deal damage. 7-9 also take a step towards death.

Crush: Roll + Bulk.

7-9 pick one good, one bad. 10+ pick one good, or two good and one bad.

Good: deal damage, reposition and +1, remove a tag.

Bad: take a step towards death, put in a spot.

Dash: Roll + Lithe.

10+ you get where you intended, quickly. 7-9 (pick one) put in a spot or draw attention.

Watch: Roll + Cunning.

7+ ask or tell one, 10+ ask three:

Dodge (Defy Danger): Roll + Stat.

10+ evade danger. 7-9 hard bargain, -1 harm to the rolled stat.

Devour: Roll + morsels eaten.

On a roll of 10+ take two steps (your choice) from death. On a 7-9 take one.

The Playbooks

Tyrant Lizard

Tyrannosaurus Rex

Roar:

Bite:

Terrible Claw

Deinonychus, Utahraptor

Leap:

Rend:

Dainty Jaw

Compsognathus

Horde:

Swarm:

Ancient Wing

Quetzalcoatlus, Pterodactylus, Archaeopteryx

Glide:

Clamber:

Enemies