

Challenges
Carnivorous - Aggressive - Chicken Wing
Vegetarian - Passive - Celery

	Carnivore	Herbivore
Critical Success	5 seconds or under	3 seconds or under
Success	between 6 and 10 seconds	between 4 and 6 seconds
Minor Failure	between 11 and 15 seconds	between 7 and 9 seconds
Critical Failure	16 seconds or longer	10 seconds or longer

Opposed Challenges
Race between players. Winners get to narrate outcome. Losers in order get small detail

Trades
Carnivores can trade Herbivores wings for celery.
Omnivores can make two trades total

Disguises
Player wears something. If it comes off, the disguise comes off you dinosaur

Urges
Player eats food out of turn, Dinosaur picks one of three socially unacceptable action

Job
If challenge applies, choose one of the three

- you automatically get a **critical success**
- you can eat celery for a **carnivorous** challenge, or a wing for a **herbivore** challenge
- In an opposed challenge, you can place less than second





Species
If species applies, choose **all** of the three

- you automatically get a **critical success**
- you can eat celery for a **carnivorous** challenge, or a wing for a **herbivore** challenge
- In an opposed challenge, you can not be less than second

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