

Supplemental Rules for Cavemaster

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Melee Weapon Materials

On a tie in melee combat, the weapon made from the weaker material breaks or shatters. The sequence of material strengths is as follows:

Bamboo
Obsidian*
Wood
Copper*
Stone
Bronze*
Iron*
Steel*

*Weapons made from these materials gain a +1 Melee modifier.

Example: Obsidian Weapons

When available, obsidian can be used to make sharper (though more brittle) weapon blades. Obsidian-bladed weapons gain a +1 Melee modifier, but shatter on a tie when an opponent attacks in melee. Obsidian missile weapons always shatter when used. Tooth-clubs, being made of numerous small shards, do not shatter (but do require maintenance after each battle).

+1/2 MODIFIERS

The CM may grant a +1/2 modifier if they think a character deserves a tiny bonus.

Instead of getting a full +1 modifier, the CM loans the character 1 extra stone for the duration of the Challenge. Use a different color stone, to help you remember that it's a loaner. This extra stone only yields its +1 bonus if it happens to turn up in the chosen hand. The extra stone cannot be taken as 'damage', but could be lost if the CM rules that the bonus no longer applies.

ENCHANTMENTS

Charms

A charm is a small carved effigy representing a particular spirit. A charm may be completely abstract, or crudely representational - but in order to serve as a Spirit Charm (see below) it must be somewhat well made, requiring a successful test vs. a difficulty of 5 stones. It takes about an hour to carve a charm. Charms may have artistic/trade or sentimental value, but they have no particular game effect unless Enchanted (see below).

New Spell Framework: Enchant

The spell imbues a physical object with the ability to grant a +1 modifier to one character or creature that is

touching, wearing, carrying, or using it. The caster must specify a 'theme' for the enchantment (equivalent to a character perk). The object must be appropriate to the theme. Charms are always appropriate for any theme related to the spirit which they represent. Other items are appropriate for effects directly related to their normal purpose (example: a +1 combat modifier on a weapon), but not for anything else unless the item is *also* a charm.

The difficulty is always 4. If the caster succeeds, the object bestows a modifier of +1 on all actions by the character which fall within the specified theme of the enchantment. The bonus lasts for 1 Turn per point of success margin. The caster will probably want the enchantment to be made semi-permanent (see Extended Spell Duration, CM p. 38).

Enchanted items are handy because they provide a ready bonus that can be passed around.

Example: Flint Lore applied to a flint weapon, to provide a +1 on melee combat checks when using that weapon.

Example 2: Saber Tooth Lore, applied to a charm representing the Saber Tooth Spirit, to grant its user the equivalent of 1 stone of the Strong Perk (representing the strength of the saber tooth).