



Paleomythic

Paleomythic is a role playing game from Osprey Games ≈£20. This game is not so much Dungeons and Dragons as Stones and Survival. It takes place in the stone age world of Mu a land much like today with mountainous forests in the North, Jungle in the East, an arid desert like South and a temperate savannah in the West.

The game mechanics are simple, each character has traits such as brave or agile or charismatic, and can have flaws such as cowardly or clumsy or unassuming. When a test needs to be made for combat or interaction with people or the environment, roll a D6 for each trait plus an extra dice if you have a relevant trait, minus a

dice if you have a relevant flaw, so to jump across a stream +1 d6 if you are agile or -1D6 if clumsy. Any score of 6 on your throw indicates success . You also gain a D6 if using an appropriate tool or weapon, this dice is a separate colour and a 6 gives a special effect – an arrow causes gore which inflicts an extra wound or makes armoured opponents to miss their next action. Tools and weapons are damaged on a throw of 1 and cannot be used until repaired – a flint tied to a wooden spear with leather strips is not going to take much wear and tear to come loose!

Characters can also have talents (there 36 of them) such as Beast Tamer or Story Teller or Barbarian, which give benefit under different circumstances. It is a trade off as each talent means the loss of 1 trait or the addition of a flaw when generating the character.

There is a section on crafting and repairing things as you would expect, dextrous is a good trait to have here. Food is dealt with in fairly abstract way with meat and vegetables having the same value, but foraging and hunting are important activities.

There is a large section on foes, and here the fantasy element can come in, there are not only human and animal foes, but details of varieties of beastmen, undead, wraiths and ghosts, I have not bothered with those elements yet. There are ideas for possible scenarios with an example and guidance for narrators (dungeon master).

In my view this is an interesting alternative game. Malcolm Dove



Roast pork tonight, or will we be bathing our wounds on empty stomachs?