

\$5
Games

PreHysteria

Limited Words, Unlimited Adventure



In fiction, especially as pure entertainment or satire, cavemen are sometimes depicted as living contemporaneously with dinosaurs, a situation contradicted by archaeological and paleontological evidence which shows that non-avian dinosaurs became extinct 65 million years ago, at which time true primates had not yet appeared. Now that we have established fact....

Picture a world with cavemen when dinosaurs rule the earth. This is the setting of PreHysteria. A world that is just being inhabited by simple cavemen, not quite ready for task at hand. A world where giant man-eating dinosaurs dominate the land.

Just remember, that we set the overall idea for the world, but will include no real specifics. This is intended to be a fun and comical game, and we have no desire for the players or gamemaster to be flipping through the pages looking for any specific rules on the setting.

THE WORDS

The largest obstacle to the world at hand is language. Cavemen have yet to create one, so the characters are extremely limited in what words they can use. Every character starts out knowing 5 words. Starting characters also earn an extra word for each point of INT they have, but just because you know a word doesn't mean the other cavemen around you know it. If you know a word that the other cavemen don't know, you must first try to teach it to them before it will do you any good.



WORD LIST

YOU	ME	ROCK	WATER	FIRE
TREE	HAIRY	BANG	SLEEP	SMELLY
SMALL	CAVE	FOOD	THING	BIG
SUN	GO	SMASH	NO	YES
OW	EW	OOPS	FAR	AWAY

This list represents the entire world vocabulary. No other words can be used by players when speaking during the game (in character or out-of-character). Players may still describe their characters actions, and interact normally with the Gamemaster, but all player to player interaction should be limited to the word list. Obviously, gestures and vocal inflection begin to play a big part in communication. When you want the other characters to 'look over there' try grunting and pointing, it usually works for me. Getting someone to sit down is usually as easy as giving them something to sit on. When that fails, just knock the down and grunt.

As for the Gamemaster: keep it simple. You are not limited to the word list, but are encouraged to use it as much as possible when explaining things in the world. Don't get tied down with long descriptions and extra details. Most cavemen have short attention spans, and pay little to no attention to the details. In general just stick with the broadest descriptions possible. "You go in a cave. It is smelly, and you hear grunting and banging". Just think of all the things this could lead to.

PLAYER CHARACTERS

ABILITY SCORES

Characters are built using 6 main stats: Strength (STR), Dexterity (DEX), Constitution (CON), Intelligence (INT), Wisdom (WIS), and Charisma (CHA). Each stat has a maximum score of 18. To generate your ability scores, roll 1d6 for each stat and assign them in the order rolled. Next, select one stat as your primary stat and roll 1d6 to add it to your existing score. The intention of this game is to build characters that are below average at everything. Let's face it: Cavemen are not known for being overly competent.

SKILLS

Every caveman starts with 3 basic skills, Climbing, Jumping, and Running.

CLIMBING Allows your character to climb up basic things like hills, and trees.

JUMPING Allows your character to jump over things, like logs and small rocks.

RUNNING Grants your character the ability to double his move once per day.

Every character also starts with one additional skill of their choice. You then get another skill at every odd level (3, 5, 7, etc...) You can choose not to take a skill at any level and 'hold' the open slot allowing you to take a skill that requires two slots at a later level.

BUILDING Grants your character the ability to build simple things, such as a tent out of tree branches and animal hide.

FIND HOME Cavemen did not have maps or compasses, so the ability to find home is invaluable to an adventuring party of cavemen.

FIND ANIMAL Grants your caveman the ability to find small animals in the wild. If they can manage to kill it, they can eat tonight.

FIRE STARTING Grants your caveman the ability to start a fire. Now, you might not freeze to death in the night, and you can cook those small animals.

FISHING You figured out how to spear a fish! More food for the tribe if you are around water.

HIDING You have figured out how to hide from things like dinosaurs, instead of outrunning them. As long as your friends don't figure it out, you might have a chance.

PICTURE WRITING Do you think those stick figures on cave walls formed naturally?

RIDING Grants your character the ability to some animals, and hang onto others a little longer.

SURVIVAL Even if you can't find your way home, or build a tent, you can still find something that will provide cover for the night, or when the weather starts to get nasty.

TIPTOE Maybe you won't have to run or hide from that dinosaur if you can just sneak past him.

TRAP MAKING Why hunt for animals if you can catch them in a trap? This is the ability to make things like snares. Deadly traps do not come around till much later.

WEAPON MAKING Grants you the ability to make simple weapons like clubs, or short pointy sticks.

ALIGNMENT

No Roleplaying game is complete without an alignment system (or so we have been told). Selecting an alignment for your character will provide it with an overall personality and disposition towards life. There are nine alignments that can be selected by combining the options given.

FIRST HALF	SECOND HALF
VERY	NICE
SORTA	AVERAGE
NOT VERY	MEAN



VERY: Really.
 SORTA: Kinda. A little. Neutral.
 NOT VERY: Not really...
 NICE: The idea of being generally good, and trying to do the right things.
 AVERAGE: You don't go to any extremes in many circumstances.
 MEAN: Might is right, and exert your dominance on all.

EQUIPMENT

Here we present to you the items that you will need in your life as a caveman. Since cavemen did not have money you will have to rely on trading to get new things, or dare we say it... socialism (Hey if it works for the Smurfs it can work for a caveman).

Hands(1d4)	Rock, small(1d4)**	Rock, large(1d6)
Club(1d6)	Rock-Club(1d6+1)	Short Pointy Thing(1d4)*
Small Sharp Thing(1d4)*	Long Pointy Thing(1d6)*	Large Sharp Thing(1d6)***

*Can be used as a missile and non-missile weapon.
 **Can only be used as a missile weapon.
 ***This weapon also requires a minimum strength of 12.

Big Leaves(DR1)	Mammal Skin(DR2)	Hide(DR3)
-----------------	------------------	-----------

*DR represents the amount of damage this armor absorbs from each attack.

MOVEMENT

We have no desire to tie you down to a set of movement rules for every situation, but if movement needs to be tracked for some reason, we suggest using 5 feet per square. Each character can move a number of squares equal to their DEX score per round. We suggest limiting restricted movement to combat situations as this game is designed to be fun and funny, and rules just get in the way of that.

DISTANCE AND DISTANCE MODIFIERS

Again, with the rules, keep it simple. Distance should be broken down into three groups; Very Close, Over there, and Far away. The Gamemaster should use these to give players an idea of where something is.

Very Close: You can touch it.

Over There: You can see it.

Far Away: Everything else.

COMBAT

When a combat takes place, each player rolls 1d20 to determine attack order; this is called an initiative roll. The higher the number, the sooner your caveman's turn. Those who roll "20"s go first; "1"s go last; tied rolls happen at the same time.

When a player attempts to attack something, have them roll a D20+ATK against their targets AC. If they roll over their targets DEF, they hit and can deal damage. If they roll under, their attack misses. Any damage dealt is subtracted from the targets HP. Additionally a natural roll of 20 is always a hit, and a natural '1' is a fumble and means something bad happens to the attacker. This could be a club dropped on a foot, or slipping in the mud and landing on ones face.

ATK = STR for Melee, DEX for Thrown

AC = DEX

HP = CON

EXPERIENCE

Once combat is finished, all characters should be awarded experience. Killing things, however, is not the only way to get EXP. Characters should gain EXP anytime they succeed at doing something, and additional EXP should be awarded for players who manage to stay in character, or contribute to the fun or humor in a significant way.

In general EXP should be given out in the same way points are given out on the show "*Whose Line is it Anyway?*" If you have not seen this show proceed to the closest bridge and throw yourself off of it.

LEVELING UP

If you are looking for more rules on leveling up, you have come to the wrong place. This is something that should be done at the Gamemasters discretion. The idea is to keep the game simple and fun, and it is hard to have fun when you are just counting EXP, till your next level.

MONSTER ADDENDUM

Name	ATK	AC.	HP.	EXP
Ape	+4	12	12	1,200
Bat	+1	11	1	200
Bear	+4	12	18	1,800
Boar	+3	12	6	600
Cheetah	+4	18	15	1,500
Crocodile	+7	15	20	2,000
Jaguar	+3	17	12	1,200
Lion	+6	14	16	1,600
Mastodon	+12	14	40	4,000
Raptor	+7	13	20	3,000
Rat	+1	10	1	100
Snake	+2	11	5	500
T-Rex	+20	18	80	8,000

THE ADVANCED RULES (For players 21 and older)

Find that this game is still lacking? That's because you might not be playing it right. To get the fullest enjoyment out of the game you will need a shot glass for each player, and a bottle of some strong liquid originally created as paint thinner (We suggest Vodka).

Anytime a character does something successfully that characters player should take a shot.

Still not fun enough?

Anytime a player manages to say something in character without using any restricted words reward them with another shot.

Once you get the hang of it, the game should provide you and your friends with an endless supply of fun and laughs, if not liver failure and gaps of missing time.



Game by Fantasy Core Games

Art by Anton Brand & Daniel Villeneuve

Name _____

Ability Scores

STR
DEX
CON
INT
WIS
CHA

Armor Class Damage Reduction



Hit Points



Wounds



Alignment _____

Word List

- | | | | | |
|--------------------------------|--------------------------------|--------------------------------|--------------------------------|---------------------------------|
| <input type="checkbox"/> YOU | <input type="checkbox"/> ME | <input type="checkbox"/> ROCK | <input type="checkbox"/> WATER | <input type="checkbox"/> FIRE |
| <input type="checkbox"/> TREE | <input type="checkbox"/> HAIRY | <input type="checkbox"/> BANG | <input type="checkbox"/> SLEEP | <input type="checkbox"/> SMELLY |
| <input type="checkbox"/> SMALL | <input type="checkbox"/> CAVE | <input type="checkbox"/> FOOD | <input type="checkbox"/> THING | <input type="checkbox"/> BIG |
| <input type="checkbox"/> SUN | <input type="checkbox"/> GO | <input type="checkbox"/> SMASH | <input type="checkbox"/> NO | <input type="checkbox"/> YES |
| <input type="checkbox"/> OW | <input type="checkbox"/> EW | <input type="checkbox"/> OOPS | <input type="checkbox"/> FAR | <input type="checkbox"/> AWAY |

Equipment

Skills

- ☐ CLIMBING
- ☐ JUMPING
- ☐ RUNNING
- ☐ BUILDING
- ☐ FIND HOME
- ☐ FIND ANIMAL
- ☐ FIRE STARTING
- ☐ FISHING
- ☐ HIDING
- ☐ PICTURE WRITING
- ☐ RIDING
- ☐ SURVIVAL
- ☐ TIPTOE
- ☐ TRAP MAKING
- ☐ WEAPON MAKING

Level Experience _____



PreHysteria is a quick, easy, and silly pen-and-paper style roleplaying game. Designed specifically with drinking in mind, the rules are extremely lite.

Anyone should be able to pickup the rulebook read it and be ready to play the game in less than 10 minutes. So grab your friends and some shot glasses and get ready to laugh till you fall out of your seat. (Please drink responsibly, and always have a designated driver. Also underage drinking is never good so if you are under the legal drinking age, please grab some Mountain Dew and play sober).

