# CHARACTERS[[1]](#footnote-1)

Characters have the below skills available, each of these skills have three ways of being use: gather, harvest and work. A character can increase each of these “underskills” till 5. For most underskills, the higher the faster and the more productive it is.

The Tribe levels show how which uses of the skills are unlocked and which not.

## Plant

Gather: gather wild weeds, berries, roots, nuts, wood

Harvest: farm and harvest barley legumes

Work: carve wood, make cotton

## Earth

Gather: find and gather surfacing stone, surface copper ores, surface cassiterite (tin ore) and amber

Harvest: mine copper and tin.

Work: make stone, clay, ceramic, plaster or copper and bronze items.

## Spirit

Gather: gather spiritual strengths from wild tiles

Harvest: increase power of prayers to totem

Work: create items associated to spirits (masks, stone rings etc)

## Animal

Gather: hunt small game, fish.

Harvest: tame animals, strengthen herds

Work: make leather, work bones, fertilizers

## Combat

Fighting skills

## (Base)

Gather: camp, increase defense

Harvest: village, increase defense

Work: individual buildings

# Characters

All individual skills (such as Plant- Gather or Animal – Harvest) go from 1 to 5.

Leveling up: a characters levels up after every 2 individual skill level increases (max 20)

Nice to have: Level ups can be used to buy some **character feats** LV 1 plus every 5 levels?

## Character Death

When a character dies he becomes and ancestor and increase the pool of “Glory” of the Tribe.

His or hers body can be used for some type of grave (depending on the tribe level) which further increase glory (and allows it to be harvested there).

# TRIBE LEVEL[[2]](#footnote-2)

The village has 5 (or 6) levels

The Tribe can reach a level collecting TRIBE GLORY (RENOW?)

There are various actions that increase Tribe Glory:

* Exploring new tiles
* Certain buildings
* Worshipping spirits, ancestors or gods
* The death of a hero (in battle or consumed by craft)

CHECK THE EXCEL RATHER THAN BELOW

## Paleolithic – The Old Stone Age

Plant: most gather unlocked, harvest locked, few items to work

Earth: All gather stones unlocked (or irons just useless), harvest locked, work stone tools

Spirit:

Animal: all gather available

Base: temporary wood huts, tents, shelters in caves

Special: able to control fire.

## Mesolithic – The Middle Stone Age

Plant: new wild grains to gather. New tools for “work” such as adzes, bows, canoes (can travel on water?)

Earth: work – new items (view above for instance)

Spirit

Animal

Base: better fortifications

## Neolithic – The New Stone Age

Plant: harvest now unlocked, work beer, gruel soup etc, plow as tool

Earth:

Spirit

Animal

Base– timber longhouses

## Copper Age

Plant:

Earth: gather/harvest/work copper now available

Spirit

Animal

Base

## Bronze Age

Plant:

Earth: gather/harvest/work bronze now available

Spirit

Animal

Base

## Iron Age?

Do we want the iron age?

Each new level unlocks new Age (or should first stone ages be longer than metal ones?).

1. Moved to 6:\_The Skill System [↑](#footnote-ref-1)
2. Moved to 8\_Age System & Game Victory [↑](#footnote-ref-2)