# CHARACTERS

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).

# Plant Domestication

As it really happened in prehistoric times, Before Legends allows you to domesticate plants and develop cultivable varieties.

In order to achieve this:

* The tribe needs to have achieved at least the **New Stone Age.**
* A character must **gather** a certain amount of a wild plant (for instance wild rye or wild barley)
* You need to plant the gathered wild seeds/roots in a plowed tile (you can obtain a plowed tile clearing some grassland or forest)
* Attempting to domesticate the plant will require a “domestication” check. The outcome depends on the farmer´s domestication value and the plant´s resistance to taming.
* If the character succeeds then the seeds develop into the domestic version of the plant (eg *barley* from *wild barley*).

## Example

Naka the prehistoric farmer wants to start planting *flax* in order to make oil and cloths out of it.

Her first action is leaving the village and looking for a tile with the resource *pale flax* available.

There is total value of 6 units on this tile and a maximum of 2 units that can be harvested per round. Thanks to her tribe´s Old Stone Age tribal perk “gatherers” Naka increases her gathered units by one to a total of 3.

This means that it takes her 2 rounds (3+3) and not 3 (2+2+2) in order to deplete the *pale flax* resource.

After taking one round break for a short hunt in order to get some food (Naka had runned out of food in her inventory), she travels back to the surroundings of her tribe´s village in order to find a good tile where to start planting her new specie.

Naka´s village is surrounded by a river (cannot plant there) and a mix of grassland and forest. Naka has a choice: she can equip an axe and clear a forest tile (4 rounds) or equip a sickle and cut down the grassland (2 rounds). She equips her sickle and select “clear for field” (or just “clear” and creating the field is another step – view variation below - ).

The process is basically another gather which provides with the resource “grass” – she will later put it in the village’s storehouse so that Olaf the herder can take it to keep the goats “fed” value replenished –

Once the tile is ready, Naka attempts the domestication, she stands on the tile and selects the *pale flax* seeds in her inventory with the “domesticate” option. Her plant domestication value of 3 (a total of her personal abilities and her tribe´s perks) is now compared to the *wildness* of the plant (value 2). Since Naka´s value is higher it´s easier to domesticate the plant, she has a 75% chance.

Unluckily Naka fails her first attempt and loses 2 pale flax seeds. Luckily she stills has 4 seeds left and in her next round she succeeds: in 4 rounds she will be able to harvest her first domesticated flax crop!

### *Variation*

An added step could be that after clearing the terrain, the character needs to equip a plow and perform the „create field“option.