

Cannibal Village Cheat Sheet

Results

d4: _____	d10: _____
_____	_____
_____	_____
d6: _____	d12: _____
_____	_____
_____	_____
d8: _____	d20: _____
_____	_____
_____	_____

Numbers

Basic Culture: _____ **Reaction Roll:** _____ / **Population:** _____
Resources: _____ **Tribe Morale:** _____ **Warriors/Sick:** _____ / _____

Chieftain is: _____ **Shaman is:** _____

People are: _____

Contacts: _____

Quests: _____

Start with rolling the 6 dice. Add the result and note it as population, also note the individual results as per the tables. All will have a modifier associated with them. Note those modifiers. You'll also have the descriptors for the chief, his shaman and for the people in the village. If a quest is indicated, check the hex about conflicts and other factions for inspiration or invent something. Describe the village below.

Village description: _____



Name: _____ Hex/Resource Level: ____/____



(A) : Sick Huts (d4)

(D) : Initiation Huts (d10)

(B) : Big Communal Huts (d6)

(E) : Shaman's Hut (d12)

(C) : Storage Huts (d8)

(F) : Chieftain Huts (d20)

----- : Strong Bond

—————> : Dominance



Give your village a name and note the hex-field it is located in. Use the free area above to copy the dice pattern that emerged with the village-generation roll. Connect doubles with a dotted line and if a die shows double the value of another die, note dominance over that die with an arrow (details on p. xx). Draw a fence around the village and you're done.