



### Challenges

Carnivorous - Aggressive - Chicken Wing  
Vegetarian - Passive - Celery

	Carnivore	Herbivore
Critical Success	5 seconds or under	3 seconds or under
Success	between 6 and 10 seconds	between 4 and 6 seconds
Minor Failure	between 11 and 15 seconds	between 7 and 9 seconds
Critical Failure	16 seconds or longer	10 seconds or longer

### Opposed Challenges

Race between players. Winners get to narrate outcome. Losers in order get small detail

### Trades

Carnivores can trade Herbivores wings for celery.  
Omnivores can make two trades total

### Disguises

Player wears something. If it comes off, the disguise comes off you dinosaur

### Urges

Player eats food out of turn, Dinosaur picks one of three socially unacceptable action

### Job

If challenge applies, choose one of the three

- you automatically get a **critical success**
- you can eat celery for a **carnivorous** challenge, or a wing for a **herbivore** challenge
- In an opposed challenge, you can place less than second

### Species

If species applies, choose **all** of the three

- you automatically get a **critical success**
- you can eat celery for a **carnivorous** challenge, or a wing for a **herbivore** challenge
- In an opposed challenge, you can not be less than second

