

Ancient World

Character Catalog

WEAPONS

Heft (H)

A weapon's heft is the minimum ST required to use the weapon.

UNARMED **D H**

Unarmed (U) d3 -

BLADES **D H**

Dagger (T) d6 -

Dagger used in grappling or counterattacking a tackle (G) d6+2 -

Rapier d6 9

Cutlass 2d6-2* 10

Short Sword 2d6-1 11

Broad Sword 2d6 12

Broad Sword (2) 2d6+1 12

Bastard Sword 2d6+1 13

Bastard Sword (2) 2d6+2 13

2-Handed Sword (2) 3d6-1 14

CLUBS **D H**

Wizard's Staff d6 8

Club (T) d6 9

Club (2) d6+1 9

Mace d6+2 11

Morningstar 2d6+1 13

Maul (2) 3d6-2 13

AXES **D H**

Hatchet (T) d6+1 9

Axe d6+3 12

Battle Axe (2) 3d6 15

POLE ARMS **D H**

Javelin (T) d6 9

Spear (T) d6+2 11

Halberd (2) 2d6 12

MISSILES **D H**

Thrown Rock d2 6

Sling d6-1* 8

Bow (2) d6 9

Longbow (2) d6+2 11

Crossbow (2, R) 2d6 12

Arbalest (2, R3) 3d6 14

* Any roll deals a minimum 1 before armor.

(2) Two-handed weapon; cannot use a shield.

(G) Only G weapons can be used grappling.

(R) Reload takes one turn.

(R3) Reload takes three turns.

(T) This weapon can be thrown.

(U) Fatigue only, +1 if attacker is stronger.

ARMOR TABLE

Restriction (R)

Adjust a character's DX *down* by the cumulative restriction of his armor. This also affects MA.

Example

Hector's (DX12) armor has a restriction of two. His adjusted DX is 10 (12-2=10). His MA is five.

TYPE	A	R
Cloth	1	1
Leather	2	2
Chain	3	3
Segmented	4	4
Plate	5	5
Small Shield (S)	1	0
Large Shield (S)	2	1
Tower Shield (S)	3	2

(S) Fighters drop shields when grappling.

SKILLS

Increasing Skills/Spells

A character raises a skill one point by spending 10XP or 20XP for a spell. A mage spends 10XP for a spell, or 20XP for a skill level.

Timing

A character may increase an attribute or skill during play, but can only learn new skills/spells adventures.

Karma/Wish

A character expends a karma point to re-roll one set of dice. A character expends a wish to fully revive, even if he was just "killed." Characters acquire karma and wishes in adventures. Karma, wishes, and XP roll over to future adventures. In some cases, karma may have to be expended in a shorter time frame.

Curse

A cursed character adds or subtracts one against all his checks and damage rolls, worsening the result. He can lift the curse by expending one wish, or by reducing his highest attribute by one. Curses are cumulative.

SKILLS

To use a skill, a character must pass a three-die check against his applicable attribute: 3/ST, 3/DX, 3/IQ.

Required Skill Checks

Some skills require that the character already know the skill to attempt the

check. Adventures indicate this by using the word "against."

Example

If Ajax lacks SWIMMING, or if he fails 3/ST against SWIMMING, he drowns.

Assisted Skill Checks

Sometimes the skill improves the character's chance of passing, but is not a prerequisite. Adventures indicate this by using a plus sign.

Example

Ajax must pass 3/ST+CLIMBING to climb the wall. He can attempt the climb even if he lacks the CLIMBING skill, but if he has Climbing 3, he adds 3 to his ST for this roll.

ATHLETIC

Acrobat	Reduce fall damage by 1d6 for each acrobat level on 3/DX.
Climbing	Scale obstacles on 3/ST.
Riding	Ride large animals on 3/DX.
Swimming	Swim on 3/ST.

COMBAT

Each level is +1DX to hit OR +1 damage; decide before attacking. Multiple levels cannot be split.

Axe	+1 with an axe, mace or club.
Bow	+1 with a bow or crossbow.
Dagger	+1 with a dagger.
Pole Arms	+1 with a spear or halberd.
Sling	+1 with sling.
Sword	+1 with a sword.
Unarmed	+1 striking; +1ST grappling.

SOCIAL

Charisma	On winning IQ against non-hostile NPC, the NPC will take action to help the party, and do nothing to harm.
Diplomacy	Change an "attack" option to a "talk" option or vice versa by winning IQ.
Leadership	Add leadership rating to one character's

Legends of the Ancient World

	attribute, per encounter.
Dwarvish	Speak Dwarvish.
Elvish	Speak Elvish on 3/IQ.
Orcish	Speak Orcish on 3/IQ.
Sorcerer's	Speak Sorcerer's
Tongue	Tongue
Literacy	Literacy in specific language on 3/IQ.

SURVIVAL

Alertness	Negates surprise on 3/IQ.
Naturalist	Can find one unit of healing herbs per day on 3/IQ.
Navigation	Can find way on 3/IQ.
Stalker	At beginning of combat, character (not party) gets surprise on 3/DX.
Stealth	Evade detection on 3/DX.
Survival	Character lives off the land instead of eating a daily ration on 3/IQ.
Tactician	The character steals initiative by winning IQ.
Tracker	Identify, follow and erase tracks. Find local beings. Must pass 3/IQ.

THIEF

Locks	Pick locks on 3/DX.
Streetwise	Negate pickpocket, swindling, mugging on 3/IQ.
Thief	Steal objects on 3/DX.
Traps	Detect traps on 3/IQ.

TRADES

Alchemist	Create potion to boost skill or attribute, on 3/IQ. Potion raises the attribute/skill by skill level of alchemist. Effects last one encounter. Create 10 potions per XP spent. Alchemist skill costs 10XP for magic users.
Animal Handler	Prevent attack, or can tame beast by winning IQ against the animal.
Bard	Pass 3/IQ + Bard, to distribute one karma point per bard level to the party. These points must be used in current game day.
Crafts	Earn daily skilled labor rate for architect, carpenter, farmer, fisherman, jeweler,

	lumberjack, mason, prospector, shipwright, smith, weaver on 3/DX.
Driver	Handle wagons on 3/DX.
Herbalist	Create healing potion on 3/IQ. ST per potion = healing herb units * Herbalist level.
Medic	Heal one damage point per medic level for damage sustained in current combat, on 3/IQ. Used after combat is over. Healed points can be spread across multiple characters.
Merchant	Purchase goods at 10% discount, or sell goods at 10% premium, for each merchant level by winning IQ.
Sailor	Avoid collision on 3/DX.
Scholar	Know history/science on 3/IQ.

MAGIC

A mage can cast a spell instead of attacking. He succeeds by passing 3/IQ. A mage cannot move in the turn he casts a spell. He can cast a spell anywhere on the board, but only into a space with a clear line of sight. A mage can only cast spells that he knows, and are rated his IQ or less. A mage cannot cast spells while grappling.

Direct Spells

A direct spell is cast directly upon a person. The spell succeeds if the mage wins IQ against his target, otherwise it fails. A mage can cast a direct spell or a magic strike as his counterattack to a tackle.

Dynamic and Static Spells

Dynamic spells are implemented once. Static spells remain in play for the duration of the encounter. Static spells cannot be stacked--casting the same spell on a target yields no additional effect.

Fatigue

A magic user suffers fatigue upon successfully casting a spell (see Injury & Exhaustion). Fatigue costs appear in the spell tables.

Multi-Space Spells

A character knowing a multi-space spell automatically knows all lesser versions of that spell. Likewise, a character learning a lesser-space spell automatically knows the greater-space version when his IQ gets to the appropriate level.

Staffs/Wands

A mage can carry a staff or wand, which can be any piece of wood. The staff/wand absorbs fatigue for the mage--until it is depleted.

Charging Staffs/Wands

A depleted staff/wand recharges overnight. New staffs start with zero capacity. A mage permanently increases his staff's capacity by using 2XPs for a point of capacity. A mage can the capacity of his staff up to his IQ.

Metal Armor

Magic users cannot cast spells when wearing metal armor. Metal armor is useless against a fireball or lightning attack.

CREATION (Static)

Creation magically creates physical objects in target spaces.

Fire-1	IQ9	2F
Burns two damage points on anyone in or passing through the target space. Armor does not protect. Wild animals will not enter fire.		

Flash	IQ10	3F
Creates a blinding flash. Everyone on the board except the caster suffers DX-1. Cannot be stacked.		

Shadow	IQ10	1F
Creates a one-space shadow in the target space. All attacks into or out of the space are at 4/DX.		

Rope	IQ11	2F
For binding or climbing. For binding, a target of ST20 or less cannot move and is 4/DX (or 4/ST if appropriate) for all actions. Upon passing a 4-die check, the rope vanishes.		

Wall	IQ11	2F
Creates a 1-space solid wall that blocks movement just like a real wall. Cannot be cast on occupied space.		

Fire-3	IQ12	3F
Three space contiguous fire.		

Shadow-3	IQ12	2F
Three space contiguous shadow.		

Wall-3	IQ13	4F
Three space contiguous wall.		

Super Rope	IQ15	5F
Like rope spell, but works on creatures up to ST40.		

Shadow-7	IQ15	3F
Seven space contiguous shadow.		

Fire-7	IQ16	4F
Seven space contiguous fire.		

Wall-7	IQ16	6F
Seven space contiguous wall.		

Legends of the Ancient World

ENCHANTING (Static)

Enchanting affects the properties or behavior of objects and beings.

Blur IQ8 2F

Makes the target difficult to hit. All attacks are 4/DX to hit the target.

Slow IQ8 2F

Slows down the target. The target can only move 1/2 his MA rounded up.

Assist IQ9 1F

Adds +1 to any of the target's attributes for the current encounter. Can use on self. Cannot be stacked.

Clumsiness IQ9 *

Drops the target's DX-1 for every fatigue the caster spends.

Confusion IQ9 1F

Drops the target's IQ-1. A confused mage is only capable of casting spells at his adjusted IQ level or less. Spell can be stacked.

Speed IQ10 2F

Increases target's MA+4.

Slippery Floor IQ10 1F

Character in spell space fights at 4/DX.

Leather Flesh IQ11 2F

Gives target 2-0 armor. Cannot be stacked with other armor spells.

Reverse IQ11 3F

Missiles

All missiles aimed at the target attack the shooter, not the target.

Slippery Floor-3 IQ11 2F

3-space contiguous slippery floor.

Freeze IQ12 4F

Freezes the target for the duration of the encounter. Each turn, the froze character breaks the spell by winning IQ against the caster. Mages cannot cast spells while frozen. If frozen character takes damage, the spell is broken.

Invisibility IQ12 4F

Target is 5/DX to hit.

Mage Sight IQ12 3F

See through any visual obstruction, both natural and magical. See invisible characters.

Flight IQ13 4F

Target flies with a MA=12. Target is 4/DX to hit while flying.

Slippery Floor-7 IQ13 3F

7-space contiguous slippery floor.

Stone Flesh IQ13 4F

Gives target 4-0 armor. Cannot be stacked with other armor spells.

Dispel Magic IQ14 4F

Dissolves any single spell by winning IQ against the caster. Or if the caster is absent, the IQ level of the spell.

Spell Shield IQ14 4F

Protects target from direct spells.

Death IQ16 *

Gives the target one damage point per fatigue point the mage spends.

HEALING (Dynamic)

Heal Wounds IQ10 3x

Target heals one damage point per two fatigue points expended. Caster can treat self. Spell does not work on character below net zero ST.

Reverse Death IQ14 *

Revives a character killed in the current encounter, stabilized at ST1. A character having taken 2xST damage points is irreversibly dead. Cost = ST of character revived.

Channel Energy IQ16 ST+3

Transfers damage points from one local character to another. Direct spell if target is hostile.

ILLUSION (Static)

Illusion and images are imagined objects. Images disappear upon touch; illusions do damage until disbelieved or killed. A character disbelieves an image or illusion by winning IQ against the caster.

Image-1 IQ8 1F

Creates a one-space object seemingly real.

Illusion-1 IQ11 2F

Creates a one-space object seemingly real.

Sleep-1 IQ11 3F

Target immediately falls asleep. He wakes when attacked or shaken for a turn.

Image-4 IQ13 2F

Four space contiguous image.

Mind Control IQ13 5F

Target will do as instructed unless suicidal. Target cannot act on the turn his mind is taken over. Each turn, target recovers by winning IQ against the caster.

Illusion-4 IQ14 3F

Four space contiguous illusion.

Sleep-4 IQ14 4F

Four space contiguous sleep.

Image-7 IQ15 4F

Seven space contiguous image.

Illusion-7 IQ16 5F

Seven space contiguous illusion.

Sleep-7 IQ16 8F

Seven space contiguous sleep.

KINETICS (Dynamic)

Kinetics is the ability to move remote objects. Magic strikes (*Fist*, *Fireball*,

Lightning) act as missiles and cannot be resisted as direct spells.

Magic Fist-1 IQ8 1-2F

Does Xd6-2 damage for X fatigue spent. Max two fatigue.

Drop Weapon IQ8 1F*

Target drops weapon. Costs 2F if target has ST30+.

Avert-1 IQ9 1F*

Caster moves one character away from him. Costs 1F for every three spaces moved.

Trip IQ10 2F*

Knocks victim down, causing him to lose his turn. Costs 4F if target has ST30+.

Shock Shield IQ10 1F

d6 damage (no armor) to other characters in the mage's space.

Avert-3 IQ11 2F*

Caster moves characters in three contiguous spaces away from him. Costs 2F for every three spaces moved.

Magic Fist-3 IQ11 2/4F

Like Magic Fist-1, but for three contiguous spaces. Twice cost of Magic Fist-1.

Blast IQ12 2F

Does d6 damage to other characters in the caster's space and every space adjacent. Armor does not protect.

Break Weapon IQ12 3F

Shatters the target weapon. Cannot be used on magical weapons.

Fireball-1 IQ12 1-3F

Does Xd6-1 damage for X fatigue spent. Ignites flammable objects, and makes the target space a fire space (see fire-1). Maximum three fatigue.

Fireball-3 IQ14 2-6F

Like Fireball-1, but for three contiguous spaces. 2x cost of Fireball-1.

Lightning-1 IQ14 1-4F

Does d6 damage for every fatigue spent. Max: 4 fatigue.

Magic Fist-7 IQ14 3-6F

Like Magic Fist-1, but for seven contiguous spaces. Three times the cost of Magic Fist-1.

Avert-7 IQ15 3F*

Caster moves characters in seven contiguous spaces away from him. Costs 3F for every three spaces moved.

Fireball-7 IQ16 3-9F

Like Fireball-1, but for seven contiguous spaces. Three times cost of Fireball-1.

Lightning-3 IQ16 2-8F

Like Lightning-1, but for three contiguous spaces. Twice the cost of

Legends of the Ancient World

Lightning-1.

Lightning-7 **IQ18** **3-12F**

Like Lightning-1, but for seven contiguous spaces. Thrice the cost of Lightning-1.

MORPHING (Static)

The mage assumes the shape, abilities and DX of a creature, but retains his IQ. The Mage returns to human form when willed or if unconscious. Characters cannot cast spells while morphed.

Werewolf **IQ11** **2F**

Wolf: STx1 DX13, MA8; Attack d6+1, Hide 1-0.

Werebear **IQ13** **4F**

Bear: STx3 DX11; Attack 3d6; Hide 2-0. Damage points taken in bear form reduced by 1/3, rounded up, when character reverts to human form.

Weregoyle **IQ15** **4F**

Gargoyle: STx2 DX11; Attack 2d6; Skin 4-0; MA16 flying. Damage taken in gargoyle form reduced by 1/2, rounded up, when character reverts to human form.

Weredragon **IQ17** **8F**

Dragon: STx4 DX13; Attack 2d6+2; Fire (missile) 2d6+2; Scales 3-0; MA16 flying. Damage taken in dragon form reduced by 1/4, rounded up,

when character reverts to human form.

SEEING (Dynamic)

Seeing is the ability to be cognizant of events, objects and conditions in different times or places.

Reveal Magic **IQ9** **1F**

Detect all local magic.

Read Mind **IQ12** **1F**

Read one "talk" option ahead without have to take the option.

See Future **IQ14** **3F**

Read all options, one instruction ahead, before making choice.

SUMMONING (Static)

Summoning calls a being from a different plane. The being appears within two spaces of the caster and does nothing on the turn it appears. A caster can have only one summoned creature at a time. The being disappears if willed away, or if the caster is incapacitated. Summoning is static.

Summon Wolf **IQ9** **3F**

ST10 DX13 IQ6 MA8; Attack d6+1; Fur 1-0.

Summon **IQ10** **3F**

Warrior

ST12 DX12 IQ8; Broadsword 2d6; Shield 1-0.

Summon Bear **IQ11** **5F**

ST30 DX11 IQ6; Attack 3d6; Fur 2-0.

Summon **IQ13** **5F**

Gargoyle

ST20 DX11 IQ8; MA16 flying; Attack 2d6; Stony Skin 4-0.

Summon Giant **IQ14** **5F**

ST45 DX10 IQ8 MA8; Club 3d6+3; Tower Shield 3-0.

Teleport **IQ15** **1F**

Teleport any character to another space. Cannot teleport into solid object.

Summon Small **IQ15** **6F**

Dragon

ST30 DX13 IQ16 MA16 flying; Attack 2d6+2; Fire (missile) 2d6+2; Scales 3-0.

Summon **IQ16** **9F**

Dragon

ST60 DX14 IQ20 MA20 flying; Attack 4d6; Fire (missile) 4d6; Scales 5-0.

Raise the Dead **IQ18** *

Summon back dead character to possess living host. Spirit retains DX, IQ, skills and magic, and adopts the host's ST. Direct spell against host. Cost = IQ of the spirit.

20210628

20220106Format