

# Ancient World Character Catalog

## APPENDIX A: WEAPONS/ARMOR

Each weapon shows its damage rating followed by its heft.

### GRAPPLING WEAPONS

#### Unarmed d6-3

Stronger character does +1 damage. Weaker character does -1 damage.

#### Dagger d6+2 (normally d6)

### BLADES (MELEE)

#### Dagger d6 (d6+2 grappling)

#### Cutlass d6+2/10

#### Short Sword 2d6-1/11

#### Broad Sword 2d6/12

#### Great Sword 3d6-1/14 (2 hands)

### CLUBS & AXES (MELEE)

#### Club d6/8 (can be thrown)

#### Mace d6+1/9

#### Tomahawk d6+2/10

#### Large Ax 2d6/11 (2 hands)

#### Morning Star 2d6+1/13

#### Battle Ax 3d6/15 (2 hands)

### POLE ARMS (MELEE)

Pole arms always strike first against shorter weapons. Even if it's the foe's turn!

#### Javelin d6/9 (can be thrown)

#### Spear d6+2/10 (can be thrown)

#### Halberd 2d6/12 (2 hands)

### MISSILE WEAPONS

#### Thrown Rock d6-4 (thrown)

#### Sling d6-2/8

#### Bow d6/9 (2 hands)

#### Long Bow d6+2/11 (2 hands)

#### Cross Bow 2d6/12 (2 hands/reload)

### ARMOR & SHIELDS

#### Cuirass (Leather Corselet) 1/0

#### Gambeson (Padded Sleeved Jacket) 2/1

#### Chain Mail 3/2

#### Plate Armor 5/3

#### Buckler 1/0

#### Shield 2/1

#### Tower Shield 3/2

## APPENDIX B: 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 3/DX

Reduce fall damage by 1d6 for each acrobat level.

#### Climbing 3/ST

Scale obstacles.

#### Riding 3/DX

Ride large animals.

#### Swimming 3/ST

Swim.

## COMBAT

#### Ax +1 with Ax, Mace, or Club.

#### Bow +1 with Bow, or Crossbow.

#### Knife +1 with Dagger.

#### Pole Arms +1 with Spear or Halberd.

#### Sling +1 with Sling.

#### Sword +1 with Sword

#### Unarmed +1 Striking & Grappling

## SOCIAL

#### Charisma IQ/x

Control non-hostile NPC. NPC will refuse suicidal actions.

#### Leadership

Add leadership rating to all friendly characters attributes for one encounter.

#### Dwarvish 3/IQ

Speak Dwarvish.

#### Elvish 3/IQ

Speak Elvish

#### Orcish 3/IQ

Speak Goblin & Orcish

#### Sorcerer's Tongue 3/IQ

Speak, Read/Write Sorcerer's Tongue.

#### Literacy 3/IQ

Read/Write common Tongue.

## SURVIVAL

#### Alertness 3/IQ

Negates Surprise.

#### Naturalist 3/IQ

Find one unit healing herbs per day.

#### Navigation 3/IQ

Can navigate to destination.

#### Stalker/Stealth 3/DX

Character (not party) gets surprise. Evades detection.

#### Survival 3/IQ

Character requires no daily ration.

#### Tactician IQ/x

Steals initiative for your side.

#### Tracker 3/IQ

Identify, follow, erase tracks.

## THIEF

#### Locks 3/DX

Pick locks.

#### Pickpocket DX/IQ

Steal belonging from other character. Must win DX against other's IQ.

#### Street Wise 3/IQ

Negate pickpocket, swindling, mugging.

#### Stealth 3/DX

Evades detection.

#### Traps 3/DX

Detects/dismantles traps.

## TRADES

#### Alchemist 3/IQ

Make potion to boost skill or attribute for one encounter. Costs 5XP per potion.

#### Animal Handler 3/IQ

Prevent wild animal attack. Tame beast.

#### Bard 3/IQ

Gives one karma point (per bard level) to the party per day, to be used in this day.

#### Crafts 3/IQ

Earn skilled labor rate for: Carpenter, Farmer, Fisherman, Jeweler, Mason, Prospector, Shipwright, Smith, Weaver.

#### Herbalist 3/IQ

Make healing potion. Potency = level.

#### Medic 3/IQ

Heal one damage point per medic level for damage sustained in current combat. Used after combat is over.

#### Merchant 3/IQ

Purchase or sell goods at 10% discount or profit per merchant level.

#### Sailor 3/DX

Handle Vessel.

#### Scholar 3/IQ

Resolve uncertainty.

## APPENDIX C: MAGIC

### Dynamic and Static Spells

Dynamic spells are an action. Static spells remain for the duration of the battle. Static spells cannot be stacked--casting the same spell again yields no additional effect.

### Multi-Space Spells

A mage who knows a multi-space spell knows all lesser versions. A mage knowing a lesser version knows the greater version when his IQ increases to the appropriate level.

### Staffs/Wands

New staffs start with 0 capacity. A mage increases his staff's capacity by using 1XP for each point of capacity. A mage can increase the capacity of his staff up to his IQ.

## CREATION (Static)

Creation creates physical objectsspaces.

#### Fire-1 IQ9 F2

Burns two damage points on anyone in or passing through the target space. Armor does not protect. Wild animals will not enter fire.

#### Flash (Dynamic) IQ10 F3

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

#### Shadow IQ9 F1

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

#### Rope IQ11 F2

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 F2

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

## **Fire-3 IQ12 F3**

Three-space contiguous fire.

## **Shadow-3 IQ12 F2**

Three-space contiguous shadow.

## **Wall-3 IQ13 F4**

Three-space contiguous wall.

## **Super Rope IQ15 F5**

Rope spell for creatures up to ST40.

## **Shadow-7 IQ15 F3**

Seven-space contiguous shadow.

## **Fire-7 IQ16 F4**

Seven-space contiguous fire.

## **Wall-7 IQ16 F6**

Seven-space contiguous wall.

## **ENCHANTING (Static)**

Enchanting affects the properties or behavior of objects.

### **Blur IQ8 F2**

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

### **Slow IQ8 F2**

Slows down the target. The target can only move 1/4DX rounded up.

### **Assist IQ9 F1**

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 F1**

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 F2**

Increases target's movement=DX.

### **Slippery Floor IQ10 F1**

Character is spell hex fights at 4/DX.

### **Leather Flesh IQ11 F2**

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

### **Reverse Missiles IQ11 F3**

All missiles attack shooter instead.

### **Slippery Floor-3 IQ11 F2**

3-space contiguous slippery floor.

### **Freeze IQ12 F4**

Freezes the target for the duration of the encounter. Each turn, target breaks spell by winning IQ. If frozen character attacked, spell is broken.

### **Invisibility IQ12 F4**

Target is 5/DX to hit.

### **Mage Sight IQ12 F3**

See through any visual obstruction; see invisible characters.

### **Flight IQ13 F4**

Target flies with movement of 12 hexes.

Target is 4/DX to hit while flying.

### **Slippery Floor-7 IQ13 F3**

7-space contiguous slippery floor.

### **Transfer IQ13 F6**

Mage transfers his being into a local animal. He retains his IQ, DX, spells and skills.

### **Flight IQ13 F4**

Target flies with movement of 12 hexes.

### **Stone Flesh IQ13 F4**

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

### **Dispel Magic IQ14 F4**

Dissolves any single spell by winning IQ against the caster. If caster absent, Mage must win IQ against the level of the spell.

### **Spell shield IQ14 F4**

Protects target from direct spells.

### **Death IQ16 \***

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

## **HEALING (Dynamic)**

### **Heal Wounds IQ10 Fx**

Target heals one damage per 1xF expended.

### **Reverse Death IQ14 \***

Revives a character killed in the current encounter, stabilized at ST1. Cost = ST of character revived.

### **Channel Energy IQ16 \***

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

## **ILLUSION (Static)**

Illusions 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 F1**

Creates a one-hex object seemingly real.

### **Illusion-1 IQ11 F2**

Creates one-hex object. Exists until killed or disbelieved by character win IQ vs mage.

### **Sleep-1 IQ11 F3**

Target immediately falls asleep. Target wakes when attacked or shaken.

### **Image-4 IQ13 F2**

Four-space contiguous image.

### **Mind Control IQ13 F5**

Mage throws mind control by winning IQ against the target. Target does as instructed unless suicidal. Target recovers by winning IQ. Target can attempt recovery once per turn.

### **Illusion-4 IQ14 F3**

Four-space contiguous illusion.

### **Sleep-4 IQ14 F4**

Four-space contiguous sleep.

### **Image-7 IQ15 F4**

Seven-space contiguous image.

### **Illusion-7 IQ16 F5**

Seven-space contiguous illusion

### **Sleep-7 IQ16 F8**

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 F2**

Does 2d6-2 damage.

### **Drop Weapon IQ8 F1**

Target drops weapon. Costs F2 if target has ST30+.

### **Avert-1 IQ9 F2**

Caster moves one character away.

### **Trip IQ10 F2\***

Knocks target down. Target loses turn. Costs F4 if target is ST30+.

### **Shock Shield IQ F1**

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

### **Avert-3 IQ11 F4**

Caster moves three contiguous characters away.

### **Magic Fist-3 IQ11 F4**

Magic Fist-1 for three contiguous hexes.

### **Blast IQ12 F2**

Does d6 damage to other characters in the caster's hex and every hex adjacent. No armor.

### **Shatter Weapon IQ12 F3**

Shatters the target weapon. No effect on magical weapons.

### **Fireball-1 IQ12 F3**

3d6-1 damage. Ignites flammable objects and makes the target space a fire hex.

### **Fireball-3 IQ14 F6**

3d6-1 for three contiguous hexes.

### **Lightning-1 IQ14 F4**

4d6 damage.

### **Magic Fist-7 IQ14 F6**

2d6-2 for seven contiguous hexes.

### **Avert-7 IQ15 3F**

Moves 7 contiguous characters away.

### **Fireball-7 IQ16 F9**

3d6-1 against 7 contiguous hexes.

### **Lightning-3 IQ16 F8**

4d6 against three contiguous hexes.

### **Lightning-7 IQ18 F12**

4d6 against seven contiguous hexes.

## **MORPHING (Static)**

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

### **Werewolf IQ11 F2**

STx1 DX12, move 8, Bite d6+1; Skin 1/0.

### **Werebear IQ13 F4**

STx3 DX11, Bite/Claws 3d6; Skin 2/0.

Damage reduced by 1/3 when returned to human form.

### **Weregoye IQ15 F4**

STx2 DX11; Claws 2d6, Skin 4/0, flight 16 hexes. Damage reduced by 1/2 when returned to human form.

### **Weredragon IQ17 F8**

STx4 DX13; Attack 2d6+2, Fireball 2d6+2; Scales 3/0; Move 16 flying. Damage reduced by 1/4 when returned to human form.

## **SEEING (Dynamic)**

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

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## ***Reveal Magic IQ9 F1***

Detect all local magic.

## ***Read Mind IQ12 F1***

Read one "Talk" option ahead without have to take that option.

## ***See Future IQ14 F3***

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

## **SUMMONOING (Dynamic)**

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 F3***

ST11 DX12 IQ6; Move 8; Bite d6+1; Fur 1/0.

## ***Summon Warrior IQ10 F3***

ST12 DX12 IQ8; Sword 2d6, Shield 2/1.

## ***Summon Bear IQ11 F5***

ST30 DX11 IQ5; Attack 3d6; Fur 2/0

## ***Summon Gargoyle IQ13 F5***

ST20 DX11 IQ8; Fly 16 hexes; Claws 2d6; Skin 4/0.

## ***Summon Giant IQ14 F5***

ST45 DX10 IQ8; Move 8; Club 3d6+3; Tower Shield 3/0.

## ***Teleport IQ15 F1***

Teleports one character to any hex on the board. Cannot teleport into solid objects.

## ***Summon Small Dragon IQ15 F6***

ST30 DX13 IQ16; Flying 16 hexes; Attack 2d6+2; Fireball 2d6+2; Scales 3/0.

## ***Summon Dragon IQ16 F9***

ST60 DX14 IQ20; Flying 20 hexes; Attack 4d6, Fireball 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 rejuvenated spirit.

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