

Ancient World Character Catalog

APPENDIX A: SKILLS

Skills allow or assist an action. *Swimming* allows a character to swim. *HTH* assists a character in grappling or unarmed combat. Additional levels increment benefits.

ATHLETIC

- **Acrobat:** +1DX dodge; -1 damage.
- **Riding**
- **Swimming**

COMBAT SKILLS

Each level gives +1DX and +1 damage.

- **HTH:** +1ST/DX Hand-to-Hand/Unarmed.
- **Ax:** +1 with Ax, Mace, or Club.
- **Bow:** +1 with Bow, or Crossbow.
- **Knife:** +1 with Dagger.
- **Pole Arms:** +1 with Spear or Halberd.
- **Sword:** +1 with Sword.

SOCIAL SKILLS

- **Charisma 3/IQ:** Control neutral NPC.
- **Leadership:** +1 to all friends' attributes.
- **Language:** Dwarvish, Elvish, Orcish

SURVIVAL SKILLS

- **Naturalist:** +1 healing herbs daily.
- **Navigation:** Move extra instruction/day.
- **Stalker/Stealth:** Free unopposed turn.
- **Survival:** Find one daily ration per level.
- **Tracker:** Identify, follow, erase tracks.

TRADE SKILLS

- **Alchemist:** 1XP/(level) healing potion.
- **Animal Handler 3/IQ:** Stop animal attack. Tame one beast to serve you.
- **Bard/Storyteller:** One karma per friend daily, to be used in current day only.
- **Craftsman:** Earn skilled labor rate.
- **Medic 3/IQ:** Heal one damage/level, for damage sustained in current combat only.
- **Merchant 3/IQ:** Purchase/sell goods at 10% discount/profit per merchant level.
- **Sailor:** Handle boats and ships.
- **Scholar:** Read 1 instruction ahead/day.
- **Thief 3/DX:** Pick lock/disarm trap. Steal item from store or NPC. On failing 3/DX, 2x guards ST10 DX10 IQ10 arrest thief.

APPENDIX B: WEAPONS/ARMOR

Weapons ratings are for damage/heft. Armor ratings are for protection/burden.

HAND WEAPONS

- **Dagger d6** (d6+2 grappling)
- **Club d6/8** (can be thrown)
- **Cutlass d6+2/10**
- **Short Sword 2d6-1/11**
- **Broad Sword 2d6/12**
- **Great Sword 3d6-1/14** (2 hands)
- **Morning Star 2d6+1/13**
- **Battle Ax 3d6/15** (2 hands)

POLE ARMS

Pole arm strike first, even in foe's turn!

- **Lance d6+2/10** (can be thrown)
- **Spear 2d6-1/11** (can be thrown)
- **Halberd 2d6/12** (2 hands)

MISSILE WEAPONS

- **Bow d6/9** (2 hands)

- **Long Bow d6+2/11** (2 hands)
- **Cross Bow 2d6/12** (2 hands--1 turn/reload)

ARMOR & SHIELDS

- **Cloth 1/0**
- **Leather 2/1**
- **Chain Mail 3/2**
- **Plate 5/3**
- **Shield 2/1**
- **Large Shield 3/2**

APPENDIX C: MAGIC

Direct Spells

A mage throws a direct spell by winning IQ against the target.

Dynamic and Static Spells

Dynamic spells are a single action. Static spells remain for the duration of the battle. Static spells cannot be stacked.

Multi-Space Spells (marked by an *)

Mages can throw a multi-space spell on contiguous spaces. Each space costs F.

Staves/Wands

A staff/wand max capacity = mage's IQ. Increase capacity by expending 2XP/point. Staves/wands recharge overnight.

CREATION SPELLS (Static)

- **Fire IQ9-F2*:** Burns 2 damage (no armor) on anyone in or passing through the space. Animals will not enter.
- **Rope IQ11-F2*:** Binding/climbing. Target escapes by winning /IQ against mage.
- **Wall IQ11-F2*:** Creates a 1-space solid wall. Cannot cast on occupied space.

ENCHANTING SPELLS (Static)

- **Confusion IQ10-F4** (direct spell): Target is 4/DX or 4/IQ for all actions.
- **Slippery Floor IQ10-F1:** Character in spell space fights at 4/DX.
- **Reverse Missiles IQ11-F3:** All missiles attack shooter instead.
- **Freeze IQ12-F4** (direct spell): Freezes target. Target breaks spell by winning IQ. Target unfrozen if attacked.
- **Invisibility IQ12-F4:** Target 5/DX to hit.
- **Flight IQ13-F4:** Target flies with MA12.
- **Stone Flesh IQ13-F4:** 4/0 armor
- **Dispel Magic IQ14-F4:** Kill static spell.
- **Death IQ16-Fx** (direct spell): Deliver 1 damage for each F spent.

ILLUSION SPELLS (Static)

Illusions persist until disbelieved or killed. Winning IQ against the mage kills the spell.

- **Illusion IQ11-F2*:** Create one-space object.
- **Sleep IQ11-F3*** (direct spell) Target falls asleep. Wakes if attacked/shaken.
- **Mind Control IQ13-F5** (direct spell) Control target. No suicide. Target recovers by winning IQ vs mage.

KINETIC SPELLS (Dynamic)

- **Magic Fist IQ8-F2:** 2d6 damage
- **Drop Weapon IQ8-F1**
- **Shatter Weapon IQ12-F3**
- **Fireball IQ12-F3:** 3d6 damage. Starts fire.
- **Lightning IQ14-F4:** 4d6 damage

MORPHING SPELLS (Static)

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

- **Werewolf IQ11-F2:** STx1 DX12, move 8, Bite d6+1; Skin 1/0.
- **Werebear IQ13-F4:** STx3 DX11, Bite 3d6; Skin 2/0. Damage reduced 1/3 in human form.
- **Weregoye IQ15-F4:** STx2 DX11; Claws 2d6, Skin 4/0, flight 16 spaces. Damage reduced 1/2 in human form.

SEEING SPELLS (Dynamic)

- **Reveal Magic IQ9-F2:** Detect magic
- **See Future IQ14-F3:** Read one instruction ahead.

SUMMONING SPELLS (Static)

Mage summons one being only. Being appears adjacent, and moves the following turn. Being vanishes if mage incapacitated.

- **Summon Wolf IQ9-F3:** ST11 DX12 IQ6 MA8; Bite d6+1; Skin 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 MA16/fly; Claws 2d6, Skin 4/0
- **Summon Giant IQ14-F5:** ST45 DX10 IQ8; Club 3d6+3; Shield 3/0.
- **Teleport IQ15-F1:** Move one character to any open space.