

Ancient World Character Catalog

APPENDIX A: WEAPONS/ARMOR

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

BLADES

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

Club d6/8 (can be thrown)

Morning Star 2d6+1/13

Battle Ax 3d6/15 (2 hands)

POLE ARMS

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

Spear 2d6-1/11 (missile)

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/reload)

ARMOR & SHIELDS

Cloth 1/0

Leather 2/1

Chain Mail 3/2

Plate 5/3

Shield 2/1

Large Shield 3/2

APPENDIX B: SKILLS

Skills

Skills allow or assist an action. For example, Swimming allows you to swim. Charisma assists a character in manipulating an NPC.

ATHLETIC

Acrobat 3/DX

+1DX to dodge or climb. Fall damage -1d6.

Riding 3/DX

Swimming 3/ST

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 non-hostile NPC. No suicidal actions.

Leadership 3/IQ

Add rating to all friend's attributes in battle.

Language 3/IQ

Elvish, Orcish, Sorcerer's Tongue, Literacy.

SURVIVAL SKILLS

Naturalist 3/IQ

Find one unit healing herbs per day.

Navigation 3/IQ

Move extra instruction per day.

Stalker/Stealth 3/DX

Character gets free unopposed turn.

Survival 3/IQ

Character requires no daily ration.

Tracker 3/IQ

Identify, follow, erase tracks.

TRADE SKILLS

Alchemist 3/IQ

1XP to make potion. Heals (level) damage.

Animal Handler 3/IQ

Prevent wild animal attack. Tame beast.

Bard/Storyteller 3/IQ

1 karma per character per current day only.

Craftsman 3/IQ

Earn skilled labor rate per day working.

Medic 3/IQ

Heal 1 damage per level. Used after combat.

Merchant 3/IQ

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

Sailor 3/DX

Handle boats and ships.

Scholar 3/IQ

Read one instruction ahead. Once per day.

Thief 3/DX

One try at picking a lock or disarming a trap. Steal one item from store or NPC. If caught, 2x guards ST10 DX10 IQ10 attempt to capture thief for punishment.

APPENDIX C: MAGIC

Direct Spells

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

Dynamic and Static Spells

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

Multi-Space Spells (marked by an *)

A mage can throw a spell on multiple adjacent spaces. Each additional space costs F.

Staffs/Wands

A new staff has capacity=mage's IQ. Increase staff's capacity by using 1XP/fatigue point.

CREATION SPELLS (Static)

Fire IQ9-F2*

Burns two damage (no armor) on anyone in or passing through the space. No wild animals.

Rope IQ11-F2*

For binding/climbing. The target releases the spell by passing 4/ST, and the rope vanishes.

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 is spell hex 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 is 5/DX to hit.

Flight IQ13-F4

Target flies with movement of 12 hexes.

Stone Flesh IQ13-F4

Gives target 4/0 armor. Cannot be stacked.

Dispel Magic IQ14-F4

Dissolves a static spell.

Death IQ16-Fx (direct spell)

Deliver 1 damage for each F spent.

ILLUSION SPELLS (Static)

Illusions do damage until disbelieved or killed.

Winning IQ against the mage kills the spell.

Illusion IQ11-F2*

Creates one-hex animate/inanimate object.

Sleep IQ11-F3* (direct spell)

Target falls asleep. Wakes if attacked/shaken.

Mind Control IQ13-F5 (direct spell)

Controls target. No suicidal actions. Each turn, target can recover by winning IQ vs mage.

KINETIC SPELLS (Dynamic)

Magic Fist IQ8-F2

Does 2d6 damage.

Drop Weapon IQ8-F1

Target drops weapon.

Shatter Weapon IQ12-F3

Shatters non-magic weapon

Fireball IQ12-F3

3d6 damage. Turns target space into fire hex.

Lightning IQ14-F4

4d6 damage.

MORPHING SPELLS (Static)

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 1/3 in human form.

Weregoye IQ15-F4

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

SEEING SPELLS (Dynamic)

Reveal Magic IQ9-F2

Detect all local magic.

See Future IQ14-F3

Read all options, one instruction ahead.

SUMMONING SPELLS (Static)

A mage summons one being at a time. The Being appears adjacent, and moves the following turn. Being disappears if mage is out.

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; Move 16/flight, 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 hex.

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