Ancient World Character Catalog

APPENDIX A: WEAPONS/ARMOR
Each entry shows damage rating / heft.

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)
Tomahawk d6+1/9
Morning Star 2d6+1/13
Battle Ax 3d6/15 (2 hands)

POLE ARMS (MELEE)
Pole arm strike first, even in foe's turn!
Spear 2d6-1/11 (missile)
Halberd 2d6/12 (2 hands)

MISSILE WEAPONS
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
Cloth 1/0
Leather 2/1
Chainmail 3/2
Plate 5/3
Buckler 1/0
Shield 2/1
Tower 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 Unarmed 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.

SOCIAL SKILLS
Charisma 3/IQ
Control non-hostile NPC. No suicidal actions.
Leadership 3/IQ
Add leadership rating to all friendly characters' attributes during 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
Gives one karma point (per bard level) to each character per day, to be used in this day.
Craftsman 3/IQ
Earn skilled labor rate per day working.
Medic 3/IQ
Heal one damage point per level for damage 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 boats and ships.
Scholar 3/IQ
Read one instruction ahead. Suffer 1 fatigue.
Thief 3/DX
One try at picking a lock or disarming a trap. Take one item from store or NPC. If caught, 2x guards ST10 DX10 IQ10 attempt to capture thief for execution.

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
A new staff begins with capacity = mage's IQ. A mage increases his staff's capacity by using 1XP for each point of capacity, up to his IQ.

CREATION SPELLS (Static)
Creation creates physical objects.
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
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. If target passes a 4/ST, the rope vanishes.
Wall IQ11-F2
Creates a 1-space solid wall. Cannot 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 SPELLS (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.
*Clumsiness IQ9 **
Drops the target's DX-1 for every fatigue the caster spends.
Confusion IQ9-F1
Drops the target's IQ-1 for the encounter. 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 target for 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.
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.

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 SPELLS (Dynamic)

Heal Wounds IQ10-Fx
Target heals one damage per 1xF expended.

Reverse Death IQ14-*
Revives a character killed in the current battle to ST1. Cost = ST of character revived.

Channel Energy IQ16-*
Transfers damage points from one character to another. Direct spell if target is hostile.

ILLUSION SPELLS (Static)
Illusions/images are imaginary. Images vanish on contact. Illusions do damage until disbelieved or killed. A character winning IQ/mage's IQ disbelieves the illusion.

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. Wakes when attacked or shaken.

Image-4 IQ13-F2
Four-space contiguous image.

Mind Control IQ13-F5
Mage succeeds by winning IQ against target. No suicidal actions. Each turn, target can recover by winning IQ.

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.

KINETIC SPELLS (Dynamic)
Kinetics are magic strikes and the ability to move objects. Magic fist/fireball/lightning are 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 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.

Weregoyle IQ15-F4
STx2 DX11; Claws 2d6, Skin 4/0, flight 16 hexes. Damage reduced 1/2 in human form.

Weredragon IQ17-F8
STx4 DX13; Attack 2d6+2, Fireball 2d6+2; Scales 3/0; Move 16 flying. Damage reduced 1/4 in human form.

SEEING SPELLS (Dynamic)
Mage is cognizant of events, objects and conditions in distant places or time.

Reveal Magic IQ9-F1
Detect all local magic.

Read Mind IQ12-F1
Read one "Talk" option ahead.

See Future IQ14-F2
Read all options, one instruction ahead.

SUMMONING SPELLS (Static)
Summoning calls a remote being. The being appears within two spaces of the caster and does nothing 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 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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