

# ANCIENT WORLD (QUICK START GUIDE)

The following is a conversion guide that details the revisions necessary to make the *Ancient World: Quick Start Guide* compatible with SWADE. Changes are highlighted in red.

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**Assassin:** In a world of politics and subterfuge, assassinations are a somewhat frequent occurrence to hush the loudest opposition or resistance. Assassins are skilled in stealth tactics and understand how to hunt their prey without getting caught. **Suggested Skills:** Athletics, Fighting, Stealth, Survival

**Barber:** Barbers are the most common type of medical practitioner across the Known Lands. They typically perform the most basic medical functions even though they're not as well received as a physician (and definitely not as respected as a surgeon). **Suggested Skills:** Healing, Persuasion, Research

**Charlatan:** There are many who look for the quick coin and love to cheat others out of those hard earned. These charlatans use trickery and guile to make their way through life, becoming masters of their trade. **Suggested Skills:** Fighting, Gambling, Persuasion, Stealth, Thievery

**Farmer:** Farmers are the hardworking laborers ensuring everyone's survival by providing food and drink. Their way of life is continually threatened by the many creatures across the Known Lands and desire little more than the protection of their families. **Suggested Skills:** Common Knowledge, Riding, Survival

**Gypsy:** Urban centers are always home to bands of gypsies. These semi-nomadic people love to move about through civilization fleecing whatever they can from its residents. The biggest difference between them and charlatans is that gypsies provide obscure services, such as fortune telling, where people willingly hand over coin. **Suggested Skills:** Gambling, Persuasion, Stealth

**Marshal:** Large urban centers have a full watch to guard the city, while smaller towns have marshals. Marshals are charged with keeping the peace and often serve as every aspect of the law known to the town. **Suggested Skills:** Fighting, Persuasion, Research, Shooting, Survival

**Mercenary:** Mercenaries are highly skilled, and highly prized, warriors for hire. They fight bravely and overcome many odds, as long as they're paid handsomely. **Suggested Skills:** Fighting, Notice, Shooting, Survival

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**Miner:** The mountains are filled with deposits of ore and many miners toil away day after day extracting precious

minerals. Most metals are used for creating tools, household goods, and weapons. **Suggested Skills:** Athletics, Notice

**Seneschal:** Seneschals are the masters of a noble house, just beneath the nobles themselves. Few decisions are ever made without the consultation or direction of the seneschal and little is ever executed that doesn't come from their command. **Suggested Skills:** Common Knowledge, Fighting, Intimidation, Persuasion

**Scholar:** Scholars have become increasingly important throughout the past years given the discovery of ancient documents detailing an unknown history. With the increased need to protect the civilized lands, scholars are also busy cataloging the Known Lands vast collection of indigenous flora and fauna. **Suggested Skills:** Academics, Persuasion, Research

**Thief:** Charlatans may try to swindle through subterfuge, but thieves will steal using little more than a dagger and intimidation. Many of them join the bands of warriors to escape the wrath of a marshal. **Suggested Skills:** Fighting, Persuasion, Stealth, Survival, Thievery

## GUTS

~~Ancient World is a dark fantasy setting where Fear and Terror are frequent. It is suggested to add the Guts skill, but not required.~~

## UNUSED SKILLS

Electronics, Faith, Focus, Hacking, Occult, Psionics, Spellcasting, and Weird Science are not used.

## ACADEMICS

The following Academic familiarizations may be helpful to the characters.

- **Cryptozoology:** Cryptozoology is a new area of study implemented by gray elf scholars. This area of study was in response to the demands of the inquisitors to document the various diseased, plagued, and undead beings encountered on a hunt. **It is useful when identifying these types of creatures along with understanding their basic taxonomy.**
- **Demonology:** Demonology is the study of the chaos realm and the demons and demonic beings that exist within it. It was the basis for the creation of the first inquisitors and is used to better understand the chaotic beings they hunt. **It is useful when identifying demons along with understanding their basic taxonomy.**
- **Runology:** Runology is the study of the symbols found in ancient places, such as Drak'tau. It forms the basis for runicism and appears to be a form of symbology. **It can be used to decipher what those symbols mean, or at least**

theorize what they mean as most have yet to be properly identified.

## SCIENCE

The following Science familiarization may be helpful to the characters.

- **Zoology:** Zoology was one of the first gray elf areas of study as they began investigating and documenting Dhuran's indigenous animals. It can be used to identify these types of creatures along with understanding their taxonomy.

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### FALSE FAITH (MINOR)

The character has chosen to pursue the scholarly studies regarding the beliefs of ancient, greater beings as written about in the ancient texts. Very few amongst the Known Lands share her beliefs and instead accuse her of having faith in something completely absurd. When dealing with those who don't believe in religion, the character suffers a -1 penalty to Persuasion.

### ALCHEMIST

**Type:** Professional

**Requirements:** Novice, Arcane Background (Alchemy), Smarts d8+, Science d8+, Transmutation d6+

Alchemists use their knowledge of chemicals to create an art form for changing one ingredient into another. They gain a +2 bonus to Transmutation rolls when creating alchemical mixtures. Additionally, each Raise on a Transmutation roll reduces the Power Points required by 1, to a minimum of 1.

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### DIPLOMATIC

**Type:** Social

**Requirements:** Novice, Charisma 0+, Persuasion d8+

The character knows how to befriend others using natural charm and her friendly personality. Her soothing words not only reduce anger, they have a natural tendency to persuade others in believing what she has to say. She receives a +2 bonus to Persuasion when dealing with members of another race.

### MARSHAL

**Type:** Leadership

**Requirements:** Veteran, Command, Natural Leader, Smarts d8+, Charisma 0+

Marshals are known for their leadership prowess on the battlefield, especially when facing down the Denizens of the Deep. They may share Bennies with any allied companion within their command radius.

### MERCHANT

**Type:** Professional

**Requirements:** Novice, Charisma 0+, Persuasion d8+

The markets rule the urban centers and only the best merchants survive the seemingly cutthroat trade industry. The character knows how to properly buy and sell, always

managing to get the best deals. He gains a +2 bonus to all rolls related to mercantile activities within the Known Lands, including negotiating with another merchant.

### RUNE PRIEST

**Type:** Professional

**Requirements:** Novice, Arcane Background (Runic), Smarts d8+, Academics d8+, Scribing d6+

Rune priests are trained to harness what little power comes from the runes they discover during their travels. They gain a +2 bonus to Scribing rolls. Additionally, a Raise doubles the duration of the power.

### TRADER

**Type:** Professional

**Requirements:** Novice, Charisma 0+, Persuasion d8+

Merchants sell goods within the marketplaces, but it's the traders who provide goods from foreign lands. The character often travels great distances to buy and sell goods from various locations, keeping all of the Known Lands connected no matter the distance is between them. She gains a +2 bonus to all rolls related to mercantile activities outside of the Known Lands, including negotiating with merchants.

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### TRADESMITH

**Type:** Professional

**Requirements:** Novice, Smarts d8+, Academics d6+

The character is particularly skilled at crafting items desired by townsfolk or required by warriors. Her craft may provide them with quality weapons and strong armor. She gains a +2 bonus to all rolls related to her chosen craft. This Edge may be taken multiple times with a different craft chosen each time.

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Buckler	+1	-	d4	8	25
Round	+1	-2	d6	12	50
Kite	+2	-2	d8	20	200

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### UTILIZATION

Utilizing an alchemical concoction truly depends on the target and how it's being delivered as follows:

- Thrown alchemical concoctions have a Range of 3/6/12. When the concoction lands, its housing shatters and its effects occur.
- **Throwing an alchemical concoction at an enemy requires a successful Athletics roll.** Failure means the object misses the target by d4" in a random direction. Then roll a d8 to determine the direction of the missed attack whereas each result on the die moves the direction clockwise 45° starting with the direction farthest from the alchemist. Critical failure doubles that distance.

- Applying an alchemical concoction to an enemy (effectively touch Range) requires a successful Fighting roll. Failure means the alchemist missed the target, but the concoction is reusable. Critical failure means the alchemist missed the target and the concoction is ruined.
- If the target is an ally (or the alchemist himself), no roll is necessary if the target is within Short Range. **Past Short Range requires an Athletics roll with the standard range increment penalties.** Failure means the concoction misses the ally by d4" in a random direction, but only has a 50% chance of breaking, becoming unusable. Critical failure doubles that distance and the concoction's housing shatters.

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### ALARIC

*Character Concept:* Charlatan and wannabe pirate

*Background:* Alaric once was to become a pirate, but was a failure at doing so. The only thing that came from his experience is a lot of false stories.

**Attributes:** Agility d8, Smarts d8, Spirit d4, Strength d6, Vigor d4  
**Charisma:** 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5 (1)  
**Skills:** Athletics d8, Boating d6, Fighting d6, Persuasion d8, Shooting d8  
**Edges:** First Strike, Merchant, Steady Hands  
**Hindrances:** Arrogant, Delusional (Minor), Greedy (Minor)  
**Armor:** Leather (torso, arms, legs 1)  
**Weapons:** Crossbow (15/30/60, 2d6, AP 2, 1 action to reload), [2] dagger (3/6/12, Str+d4)

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### ROYLLA MOONCALLER

*Character Concept:* Fighter

*Background:* Roylla is a feisty halfling who has always yearned for adventure.

**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6  
**Charisma:** -2; **Pace:** 6; **Parry:** 8; **Toughness:** 7/6 (3/2)  
**Skills:** Athletics d6, Fighting d10, Gambling d6, Healing d6, Notice d6, Persuasion d6  
**Edges:** Ambidextrous, Two-Fisted  
**Hindrances:** Clueless, Illiterate, Mean  
**Racial Template:** Hard to Hit (+1 Parry), Short (Size -1, Toughness -1), Spiritual Upbringing (start Spirit d6)  
**Armor:** Scale (torso 3), hide (arms, legs 2)  
**Weapons:** Short sword (Str+d6), dagger (Str+d4)

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### EMMON OF STORM HARBOR

*Character Concept:* Former seneschal

*Background:* Emmon is the former seneschal of House Marsch but left after becoming fed-up with the underhanded tactics employed by his lord.

**Attributes:** Agility d6, Smarts d4, Spirit d4, Strength d8, Vigor d8  
**Charisma:** 0; **Pace:** 6; **Parry:** 6; **Toughness:** 8 (2)  
**Skills:** Fighting d8, Notice d6 (+2), Survival d8, Taunt d6  
**Edges:** Alertness, Nerves of Steel, Sweep  
**Hindrances:** Heroic, Pacifist (Minor), Stubborn  
**Armor:** Hide (torso, arms, legs 2), kite shield (Parry +2, -2 Cover)  
**Weapons:** Long sword (Str+d8)

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### Bofrim Duerral

*Character Concept:* Grizzled rune priest

*Background:* Bofrim is a former rune priest of Murer before being exiled for refusing to step-down from his station.

**Attributes:** Agility d4, Smarts d8, Spirit d4, Strength d8, Vigor d6  
**Charisma:** 0; **Pace:** 5; **Parry:** 6; **Toughness:** 7 (1)  
**Skills:** Academics d8, Fighting d8, Intimidation d4, Notice d6, Persuasion d4, Scribing d8  
**Familiarization:** Runology  
**Edges:** Arcane Background (Runicism), Rune Priest  
**Hindrances:** Enemy [King of Murer] (Minor), Loyal, Overconfident, Stubborn  
**Racial Template:** Hardy (Toughness +1), Low Light Vision, Resilient (+2 Vigor vs. environmental effects)  
**Armor:** Leather (torso, arms, legs 1)  
**Weapons:** Battle axe (Str+d8), war hammer (Str+d6, AP 1 vs. rigid armor)  
**Power Points:** 15  
**Powers:** burst, elemental manipulation

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### GADARIC

*Character Concept:* Gypsy

*Background:* Gadaric has lived in many towns and cities, rarely staying for more than a couple years.

**Attributes:** Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d4  
**Charisma:** 0; **Pace:** 6; **Parry:** 6; **Toughness:** 5 (1)  
**Skills:** Fighting d8, Gambling d6, Notice d6, Persuasion d6, Research d4, Stealth d6  
**Edges:** Luck, Quick, Quick Draw  
**Hindrances:** Curious, Greedy (Minor), Vengeful (Minor)

**Armor:** Leather (torso, arms, legs 1)

**Weapons:** Long sword (Str+d8)

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**LIUVA**

*Character Concept:* Assassin on the run

*Background:* Little is known about Liuva, if that's even her real name.

**Attributes:** Agility d8, Smarts d6, Spirit d4, Strength d6, Vigor d6

**Charisma:** 0; **Pace:** 8; **Parry:** 5; **Toughness:** 6 (1)

**Skills:** Athletics d6, Fighting d6, Notice d6, Persuasion d6, Repair d6, Stealth d8, Thievery d6

**Edges:** Assassin, Fleet-Footed, Quick

**Hindrances:** Bloodthirsty, Greedy (Minor), Wanted (Minor)

**Armor:** Leather (torso, arms, legs 1)

**Weapons:** Short sword (Str+d6)

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**FORTY THIEVES GANG MEMBER**

*Forty Thieves gang members are human, halfling, or dark elf. However, none are the most capable of their race and could never make it as an actual warrior.*

**Attributes:** Agility d6, Smarts d6, Spirit d4, Strength d6, Vigor d6

**Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)

**Skills:** Fighting d6, ~~Guts d4~~, Notice d6, Shooting d6, Stealth d6

**Armor:** Leather (torso, arms, legs 1)

**Weapons:** Short sword (Str+d6), dagger (Str+d4) or short bow (12/24/48, 2d6)

**ILAAHBAHAL**

**Attributes:** Agility d8, Smarts d10, Spirit d8, Strength d12+2, Vigor d12

**Pace:** 8; **Parry:** 8; **Toughness:** 12/15 (1/4)

**Skills:** Arcana d8, Fighting d12, ~~Guts d12~~, Intimidation d10, Notice d10, Taunt d8

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**LAMAHS'TA**

*Lamahs'ta is a capable dark elf with a desire to command others. She's laid out the plans for ultimate goal, but doesn't have the resources to find more capable thugs for her gang. At least the undead guards can handle themselves. Additionally, she knows a bit about spiritual magic, but needs the undead shaman to create her undead army.*

**Attributes:** Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d6

**Charisma:** -2; **Pace:** 8; **Parry:** 6; **Toughness:** 7 (2)

**Skills:** Athletics d8, Battle d6, Fighting d8, Intimidation d8, Invocation d8, Notice d6, Persuasion d8

**Edges:** Command (subordinates add +1 to Spirit for Shaken rolls), Command Presence (command radius of 10"), Fleet-Footed (rolls d10 instead of d6 to run), Nerves of Steel

(Ignores 1 point of Wound Penalties), Quick (discard on 5 or lower)

**Hindrances:** Arrogant, Delusional (Minor), Greedy (Minor), Mean

**Racial:** Low Light Vision

**Armor:** Hide (torso, arms, legs 2)

**Weapons:** Long sword (Str+d8), dagger (Str+d4)

**Power Points:** 15

**Powers:** *confusion, divination, stun*

**RATMAN**

**Attributes:** Agility d10, Smarts d4, Spirit d10, Strength d6, Vigor d10

**Pace:** 6; **Parry:** 6; **Toughness:** 7 (1)

**Skills:** Athletics d10, Fighting d8, Notice d6, Shooting d8, Stealth d8, Survival d10, Thievery d8

**Armor:** Leather (torso, arms, legs +1)

**Weapons:** Spear (Str+d6, Reach 1), crossbow (15/30/60, 2d6, AP 2, 1 action to reload)

**Special Abilities**

- **Acute (Hearing, Sight):** Gains a +2 bonus to Notice for hearing and seeing.
- **Immunity (Disease):** Immune to the effects of disease.
- **Rodent:** +2 to Athletics when climbing on rough vertical surfaces; jump full Pace horizontally; jump 3/4 Pace vertically; drop 50ft without incurring damage; dropping above 50ft 1/4 damage.
- **Size -1:** Ratmen are 4ft tall and weigh 80lbs.