**Ancient Weapons**

**Highlights**

* Great self buff
* Fairly powerful summon
* Mental armor

**Super Stats**

* None

**Powers**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Bow | Att | A | Bolt | 5/ | +1 | 1 target | 6u | * 3d8 phys damage | 10 |
| Breast Plate | Arm | N | -- | -- | -- | Self | -- | * 4/4/0 armor | 10 |
| Chariot | Mov | M | -- | -- | -- | Self | -- | * 12” running * Does not add to base running * Can carry one passenger without burden | 10 |
| Favor of the Gods | Def | N | -- | -- | -- | Self | -- | * +2 to all saving throws | 10 |
| Helmet | Arm | N | -- | -- | -- | Self | -- | * 2/2/4 armor | 10 |
| Hero’s Shout\* | Buf | R | -- | -- | -- | Self | 6u | * Boosts STR and AGI by 2d6 for 10 rounds | 10 |
| Horn | Buf | A | Direct | -- | -- | 7” rad | 2r | * Gives all allies +1 to hit * Gives all allies +1 damage * Gives all allies +2 to all saving throws | 10 |
| Net | Att | A | Throw | 4/ | 0 | 1 target | 6u | * 4/4/0 & 4d6 entangle | 10 |
| Shield | Def | N | -- | -- | -- | Self | 1r | * +2 block * 1 free block * May block missile attacks | 10 |
| Summon Hound\* | Sum | R | Direct | 10” | -- | 1 animal | 10u | * Summons a hunting hound or similar companion to fight for the caster * Lasts the duration of the combat * Defeated hound cannot be resummoned for a day | 10 |
| Sword | Att | A | Touch | -- | 0 | 1 target | 4u | * STR + 1d8 phys damage | 10 |

**Additional Information**

**Bow**

* Your trusty bow is an accurate missile weapon.
* *Pierce* – Gives a 2/12 chance to ignore armor (10)

**Breast Plate**

* You wear armor to protect yourself. The breastplate provides physical and energy defense of 4.
* *Piercing Resistance* – 4/12 chance to resist piercing attack (10)

**Chariot**

* This power provides you with a running speed of 12 hexes/round and costs no energy. Unlike most other running powers, this one does not add to your base run speed, but replaces it with a speed of 12. In addition, you can carry a single passenger without losing the use of your arms or any of your combat ability.
* *Encased* – Making a full move gives you 4/4/0 armor (5)
* *Passengers* – Double the number of passengers you can carry without burden (5)

**Favor of the Gods**

* The gods favor you and protect you from status effects. You get a +2 to all saving throws.

**Helmet**

* Your helmet has been blessed and provides you with 2 physical armor, 2 energy armor and 4 mental armor.
* *Piercing Resistance* – 4/12 chance to resist piercing attack (10)

**Hero’s Shout (signature)**

* Your heroic battle cry bolsters your strength and agility for 10 rounds. If this buff is applied multiple times, the duration is refreshed and only the highest effect counts.
* *Affects Others* – Can apply the buff to others (15)

**Horn**

* Your horn rallies your allies to your cause, giving them a +1 on attack and damage rolls and a +2 to all saving throws. This affect lasts for as long as you are willing to pay the energy cost.

**Net**

* Your sturdy net entangles anyone it hits. The net is a fairly weak entangle, having only 4 defense armor against physical and energy attacks and 4d6 hit points.
* *Barbed* – When the victim attacks the net, or tries to escape, he takes 1d6 penetrating damage (15)

**Shield**

* You carry a shield that gives you a +2 bonus to block incoming attacks. In addition, you get a free block each round and you may block missile attacks using your melee style.
* *Extra Free Block* – You get an extra free block each round (10)
* *Mirrored* – The shield now reflects missile attacks you block, allowing you to attack back at a -3 to hit (15)

**Summon Hound (signature)**

* A powerful beast appears to fight by your side until it is defeated, or until the combat is over. If the creature is defeated, it cannot be summoned again that day. The creature has the following stats:

|  |  |  |  |
| --- | --- | --- | --- |
| **STR, TOU** | 16 | **Melee** | 16/16 |
| **AGI, DEX, SPD** | 18 | **Missile** | 0/14 |
| **INT, CHA, INU** | 8 | **Mental** | 0/14 |
| **WIL** | 16 | **Damage** | 3d6 |
| **PER** | 22 | **Armor** | 6/6/2 |
| **Hit Points** | 40 | **Move** | 8” Run |
| **Mental Hits** | 20 |  |  |

* *Extra Summon* – One additional hound comes to fight (20)

**Sword**

* You attack your enemies with a sturdy blade.