

# CATAclysm

## Character Ability Development

The following pages contain all the information needed for you to buy an ability for your character. Rules concerning each ability and their function are found in the Ability Rules book.

To buy an ability, follow these steps:

- ◆ Find your desired ability on the grids on the following pages.
- ◆ Check that your character already has any abilities shown in the PRE-REQ column on the same row as your desired ability. If not, then you must buy this ability first.
- ◆ Check that your character already has all the abilities on the same row as, and to the left of, your desired ability. If not then you must buy these abilities first.
- ◆ Note the Attribute used (found in the same square as the ability)>
- ◆ Note the difficulty of the ability (found in the column the ability is in).
- ◆ Now use the Skill Point Cost Chart (to the right). Attribute Score is your character's score in the attribute that the ability uses. Use this and the difficulty of the ability to find the final skill point cost.

### **Example**

*I want to buy the ability "Heavy Weapons Use".*

*Looking on the grids, I find it is a Strength ability of difficulty 3.*

*If my character's strength is 4, the cost for me to buy this skill would be 4 points.*

*If my character's strength is 2, the cost for me to buy this skill would be 8 points.*

### **Skill Point Cost Chart**

Attribute Score	Ability Difficulty										
	0	1	2	3	4	5	6	7	8	9	10
1	0	5	10	15	20	25	30	35	40	45	50
2	0	3	5	8	10	13	15	18	20	23	25
3	0	2	4	5	7	9	10	12	14	15	17
4	0	1	3	4	5	7	8	9	10	12	13
5	0	1	2	3	4	5	6	7	8	9	10
6	0	1	2	3	4	5	5	6	7	8	9
7	0	1	2	3	3	4	5	5	6	7	8
8	0	1	2	2	3	4	4	5	5	6	7
9	0	1	2	2	3	3	4	4	5	5	6

# Basic Energy Abilities

PRE-REQ	Difficulty										
	0	1	2	3	4	5	6	7	8	9	10
none	Stamina I (Body)	Stamina II (Body)	Stamina III (Body)	Stamina IV (Body)	Stamina V (Body)	Stamina VI (Body)	Stamina VII (Body)	Stamina VIII (Body)	Stamina IX (Body)	Stamina X (Body)	Stamina XI (Body)
none	Focus I (Mind)		Focus II (Mind)		Focus III (Mind)		Focus IV (Mind)		Focus V (Mind)		Focus VI (Mind)
none	Essence I (Spirit)			Essence II (Spirit)			Essence III (Spirit)			Essence IV (Spirit)	

# Advanced Energy Abilities

PRE-REQ	Difficulty										
	0	1	2	3	4	5	6	7	8	9	10
Stamina III				Muster Stamina (Body)							
Focus III					Muster Focus (Mind)						
Essence III						Muster Essence (Spirit)					

# Basic Combat Abilities

PRE-REQ	Difficulty										
	0	1	2	3	4	5	6	7	8	9	10
none		Light Weapon Use (Agility)		Offhand Light Weapon Use (Agility)							
none			Medium Weapon Use (Agility)		Offhand Medium Weapon Use (Agility)						
none				Heavy Weapon Use (Strength)							
none			Thrown Weapon Use (Dexterity)		Offhand Thrown Weapon Use (Dexterity)						
none				Missile Weapon Use (Dexterity)		Offhand Missile Weapon Use (Dexterity)					
none			Shield Use (Agility)		Offhand Shield Use (Agility)						
none		Wear Armour I (Body)		Wear Armour II (Body)		Wear Armour III (Body)		Wear Armour IV (Body)		Wear Armour V (Body)	
none				Evade Blow (Agility)				Evade Unseen Blow (Perception)			
none					Withstand Normal Wound (Body)				Withstand Serious Wound (Body)		

# Light Weapon Abilities

PRE-REQ	Difficulty										
	0	1	2	3	4	5	6	7	8	9	10
Light Weapon Use		Knockout I (Agility)				Knockout II (Agility)					
Light Weapon Use			Backstab I (Agility)				Backstab II (Agility)				
Light Weapon Use				Through - Light Sword (Agility)				Impale - Light Sword (Agility)			

# Offhand Light Weapon Abilities

PRE-REQ	Difficulty										
	0	1	2	3	4	5	6	7	8	9	10
Offhand Light Weapon Use				Offhand Knockout I (Agility)				Offhand Knockout II (Agility)			
Offhand Light Weapon Use					Offhand Backstab I (Agility)				Offhand Backstab II (Agility)		
Offhand Light Weapon Use						Offhand Through - Light Sword (Agility)				Offhand Impale - Light Sword (Agility)	

# Medium Weapon Abilities

PRE-REQ	Difficulty										
	0	1	2	3	4	5	6	7	8	9	10
Medium Weapon Use			Strikedown - Medium Mace/Hammer (Strength)				Crush - Medium Mace/Hammer (Strength)				
Medium Weapon Use				Strikedown - Medium Axe (Strength)			Crush - Medium Axe (Strength)				Cleave - Medium Axe (Strength)
Medium Weapon Use					Strikedown - Medium Sword (Strength)			Crush - Medium Sword (Strength)			
Medium Weapon Use					Through - Medium Sword (Agility)				Impale - Medium Sword (Agility)		
Medium Weapon Use				Strikedown - Staff (Strength)					Crush - Staff (Strength)		
Medium Weapon Use					Through - Spear (Agility)					Impale - Spear (Agility)	

# Offhand Medium Weapon Abilities

PRE-REQ	Difficulty										
	0	1	2	3	4	5	6	7	8	9	10
Offhand Medium Weapon Use					Strikedown - Medium Mace/Hammer (Strength)				Crush - Medium Mace/Hammer (Strength)		
Offhand Medium Weapon Use						Strikedown - Medium Axe (Strength)			Crush - Medium Axe (Strength)		
Offhand Medium Weapon Use							Strikedown - Medium Sword (Strength)			Crush - Medium Sword (Strength)	
Offhand Medium Weapon Use							Through - Medium Sword (Agility)				Impale - Medium Sword (Agility)

# Heavy Weapon Abilities

PRE-REQ	Difficulty										
	0	1	2	3	4	5	6	7	8	9	10
Heavy Weapon Use		Strikedown - Heavy Mace/Hammer (Strength)				Crush - Heavy Mace/Hammer (Strength)					Cleave - Heavy Mace/Hammer (Strength)
Heavy Weapon Use			Strikedown - Heavy Axe (Strength)			Crush - Heavy Axe (Strength)			Cleave - Heavy Axe (Strength)		
Heavy Weapon Use				Strikedown - Heavy Sword (Strength)			Crush - Heavy Sword (Strength)			Cleave - Heavy Sword (Strength)	
Heavy Weapon Use						Through - Heavy Sword (Agility)				Impale - Heavy Sword (Agility)	
Heavy Weapon Use					Strikedown - Polearm (Strength)				Crush - Polearm (Strength)		
Heavy Weapon Use							Through - Polearm (Strength)				

# Thrown Weapon Abilities

PRE-REQ	Difficulty										
	0	1	2	3	4	5	6	7	8	9	10
Thrown Weapon Use					Knockout I - Throwing Mace/Hammer (Dexterity)					Knockout II - Throwing Mace/Hammer (Dexterity)	
Thrown Weapon Use				Strikedown - Throwing Mace/Hammer (Strength)							
Thrown Weapon Use						Through - Throwing Dagger (Dexterity)					Impale - Throwing Dagger (Dexterity)

# Offhand Thrown Weapon Abilities

PRE-REQ	Difficulty										
	0	1	2	3	4	5	6	7	8	9	10
Offhand Thrown Weapon Use							Knockout I - Offhand Throwing Mace/Hammer (Dexterity)				Knockout II - Offhand Throwing Mace/Hammer (Dexterity)
Offhand Thrown Weapon Use						Strikedown - Offhand Throwing Mace/Hammer (Strength)					
Offhand Thrown Weapon Use								Through - Offhand Throwing Dagger (Dexterity)			

# Missile Weapon Abilities

PRE-REQ	Difficulty										
	0	1	2	3	4	5	6	7	8	9	10
Missile Weapon Use		Through - Bow (Dexterity)				Impale - Bow (Dexterity)					
Missile Weapon Use				Strikedown - Bow (Strength)				Strikedown Through - Bow (Strength)			
Missile Weapon Use				Through - Longbow (Dexterity)				Impale - Longbow (Dexterity)			
Missile Weapon Use			Strikedown - Longbow (Strength)			Strikedown Through - Longbow (Strength)				Strikedown Impale - Longbow (Strength)	
Missile Weapon Use			Through - Crossbow (Dexterity)				Impale - Crossbow (Dexterity)				
Offhand Missile Weapon Use					Through - Offhand Crossbow (Dexterity)				Impale - Offhand Crossbow (Dexterity)		
Missile Weapon Use					Through - Heavy Crossbow (Dexterity)				Impale - Heavy Crossbow (Dexterity)		

# Shield Abilities

PRE-REQ	Difficulty										
	0	1	2	3	4	5	6	7	8	9	10
Shield Use			Small Shield Expert (Agility)			Small Shield Master (Agility)					
Shield Use				Large Shield Expert (Strength)				Large Shield Master (Strength)			

# Offhand Shield Abilities

PRE-REQ	Difficulty										
	0	1	2	3	4	5	6	7	8	9	10
Offhand Shield Use					Offhand Small Shield Expert (Agility)			Offhand Small Shield Master (Agility)			
Offhand Shield Use						Offhand Large Shield Expert (Strength)				Offhand Large Shield Master (Strength)	

# Basic Trade Abilities

PRE-REQ	Difficulty										
	0	1	2	3	4	5	6	7	8	9	10
None		Apprentice Turner (Dexterity)		Journeyman Turner (Dexterity)			Master Turner (Dexterity)				
None			Apprentice Fletcher (Dexterity)			Journeyman Fletcher (Dexterity)				Master Fletcher (Dexterity)	
None			Apprentice Weapon Smith (Strength)				Journeyman Weapon Smith (Strength)				
None		Apprentice Tailor (Dexterity)			Journeyman Tailor (Dexterity)			Master Tailor (Dexterity)			
None		Apprentice Armourer (Strength)			Journeyman Armourer (Strength)				Master Armourer (Strength)		
None		Medic (Knowledge)				Physician (Knowledge)					Surgeon (Knowledge)
None		Apprentice Instructor (Knowledge)			Journeyman Instructor (Knowledge)				Master Instructor (Knowledge)		
None		Basic Plant Lore (Knowledge)				Advanced Plant Lore (Knowledge)					Plant Loremaster (Knowledge)
None		Basic Animal Lore (Knowledge)				Advanced Animal Lore (Knowledge)					Animal Loremaster (Knowledge)
None		Basic Mineral Lore (Knowledge)				Advanced Mineral Lore (Knowledge)					Mineral Loremaster (Knowledge)
None			Apprentice Alchemist (Knowledge)				Journeyman Alchemist (Knowledge)				

## Basic magical Abilities

PRE-REQ	Difficulty										
	0	1	2	3	4	5	6	7	8	9	10
None			Mind Over Body (Will)								
None				Enchantment (Knowledge)							
None					Sorcery (Knowledge)						
None						Restoration (Presence)					

## Advanced Mind Over Body Abilities

PRE-REQ	Difficulty										
	0	1	2	3	4	5	6	7	8	9	10
Mind Over Body	Resist pain of Normal Wound (Will)				Resist Pain of Serious Wound (Will)					Resist pain of Critical Wound (Will)	
Mind Over Body		Basic Meditation (Will)				Advanced Meditation (Will)					Meditation Mastery (Will)

# Advanced Sorcery Abilities

PRE-REQ	Difficulty										
	0	1	2	3	4	5	6	7	8	9	10
Sorcery	Counter Spell (Knowledge)			Reflect Spell (Knowledge)				Absorb Spell (Knowledge)			
Sorcery			Basic Magical Mend (Knowledge)			Advanced Magical Mend (Knowledge)					
Sorcery				Basic Magical Shatter (Knowledge)				Advanced Magical Shatter (Knowledge)			
Sorcery			Air Blast (Knowledge)				Air Storm (Knowledge)				
Sorcery				Water Blast (Knowledge)				Water Storm (Knowledge)			
Sorcery		Earth Bolt (Knowledge)			Earth Blast (Knowledge)				Earth Storm (Knowledge)		
Sorcery			Fire Bolt (Knowledge)			Fire Blast (Knowledge)				Fire Storm (Knowledge)	

# Advanced Enchantment Abilities

PRE-REQ	Difficulty										
	0	1	2	3	4	5	6	7	8	9	10
Enchantment		Magical Shield (Knowledge)			Extended Magical Shield (Knowledge)				Greater extended Magical Shield (Knowledge)		
Enchantment			Entangle (Knowledge)			Extended Entangle (Knowledge)				Greater Extended Entangle (Knowledge)	
Enchantment			Magic Armour (Knowledge)				Extended Magic Armour (Knowledge)				
Enchantment				Sleep (Knowledge)				Extended Sleep (Knowledge)			
Enchantment					Animation (Knowledge)				Extended Animation (Knowledge)		

# Enchantment Specialisations

PRE-REQ	Difficulty										
	0	1	2	3	4	5	6	7	8	9	10
Magic Armour					Empowered Magic Armour (Knowledge)					Greater Empowered Magic Armour (Knowledge)	
Magic Armour						Magic Armour Other (Knowledge)					Magic Armour Many (Knowledge)

# Advanced Restoration Abilities

PRE-REQ	Difficulty										
	0	1	2	3	4	5	6	7	8	9	10
Restoration		Enhance Stamina Recovery (Presence)									
Restoration			Enhance Focus Recovery (Presence)								
Restoration				Enhance Essence Recovery (Presence)							
Restoration			Restore Body Wound (Presence)				Restore Serious Body Wound (Presence)				
Restoration				Restore Mind Wound (Presence)					Restore Serious Mind Wound (Presence)		
Restoration					Restore Spirit Wound (Presence)						Restore Serious Spirit Wound (Presence)