

SWORDS & WIZARDRY – CORE RULES

REFEREE SCREEN CHARTS

These sheets have been compiled from the existing Swords & Wizardry Core Rules document (1st printing). The intent is to allow a referee to print them out and insert/glue/attach or otherwise secure them to their referee screen. There are 3 pages of screens/charts available. Feel free to modify the text, layout or anything here, the idea is to use these screens as your rules assistant.

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On some of the charts, columns (mainly cost in gold) have been omitted to allow as much information as possible onto the screen. See the Swords & Wizardry rules for additional information.

Random Monster / Challenge Table

Dice Roll	Level 1	Level 2	Level 3	Level 4	Level 5
1	3d8 CL A	6d8 CL A	12d8 CL A	2d100 CL A	3d100 CL A
2	3d6 CL B	6d6 CL B	12d6 CL B	1d100 CL B	2d100 CL B
3	2d6 CL 1	4d6 CL 1	8d6 CL 1	16d6 CL 1	32d6 CL 1
4	1d6 CL 2	2d6 CL 2	4d6 CL 2	8d6 CL 2	16d6 CL 2
5	1 CL 3	1d6 CL 3	2d6 CL 3	4d6 CL 3	8d6 CL 3
6	1 CL 4	1 CL 4	1d6 CL 4	2d6 CL 4	4d6 CL 4
7		1 CL 5	1 CL 5	1d6 CL 5	2d6 CL 5
8		Roll again	1 CL 6	1 CL 6	1 CL 6
9				1 CL 7	1 CL 7
10				Roll again	Roll again

Dice Roll	Level 6	Level 7	Level 8	Level 9	Level 10
1	16d6 CL 3	16d6 CL 4	16d6 CL 5	16d6 CL 6	16d6 CL 7
2	8d6 CL 4	8d6 CL 5	8d6 CL 6	8d6 CL 7	8d6 CL 8
3	4d6 CL 5	4d6 CL 6	4d6 CL 7	4d6 CL 8	4d6 CL 9
4	2d6 CL 6	2d6 CL 7	2d6 CL 8	2d6 CL 9	2d6 CL 10
5	1d6 CL 7	1d6 CL 8	1d6 CL 9	1d6 CL 10	1d6 CL 11
6	1 CL 8	1 CL 9	1 CL 10	1 CL 11	1 CL 12+

A monster's challenge level isn't the same as the "level" on which it's found: challenge level is really about calculating experience points. The tables give you an idea of what might be found in a particular "level" of a dungeon or forest. The table is NOT a rule; it's a guideline. Use your judgment.

Turning the Undead

Turning the Undead											
Cleric Level											
Type:	1	2	3	4	5	6	7	8	9-13	14-18	19+
1: Skeleton	10	7	4	T	T	D	D	D	D	D	D
2: Zombie	13	10	7	T	T	D	D	D	D	D	D
3: Ghoul	16	13	10	4	T	T	D	D	D	D	D
4: Shadow	19	16	13	7	4	T	T	D	D	D	D
5: Wight	20	19	16	10	7	4	T	T	D	D	D
6: Ghast	---	20	19	13	10	7	4	T	T	D	D
7: Wraith	---	---	20	16	13	10	7	4	T	D	D
8: Mummy	---	---	---	19	16	13	10	7	4	T	D*
9: Spectre	---	---	---	20	19	16	13	10	7	T	T
10: Vampire*	---	---	---	---	20	19	16	13	10	4	4*
11: Ghost	---	---	---	---	---	20	19	16	13	7	4
12: Lich	---	---	---	---	---	---	20	19	16	10	7
13: Demon	---	---	---	---	---	---	---	20	19	13	10

- If the number on the dice is equal to or greater than the number shown on the table, or table indicates "T", all undead creatures of the targeted type are turned and will flee for 3d6 rounds, or will cower helplessly if they cannot flee.
- For Lawful or Good clerics, if the table indicates "D", the undead creature is automatically destroyed and will crumble to dust. For Chaotic or Evil clerics, a result of "D" indicates that the undead are forced into the cleric's command for a period of 24 hours

Encumbrance

Weight Carried	Movement Rate
Up to 75 pounds	12
76-100 pounds	9
101-150 pounds	6
151-300 pounds (300 pound maximum)	3

Base movement rate for all races is calculated on the table above. There is no adjustment for the character's strength attribute.

Movement

Indoor/Subterranean/City Movement Rates

Description	Speed	Results
Careful	Base rate x 10' per turn	Mapping permitted, normal surprise
Walking	Base rate x 20' per turn Base rate x 2 per round	No mapping or careful observation.
Running	Base rate x 40' per turn Base rate x 4 per round	No mapping, automatically surprised, no chance to surprise, sound may attract enemies.
Combat	Base rate in feet per round.	Movement without suffering free attacks or other adverse consequences

Outdoor Movement Rates

Description	Speed	Results
Hiking	Base rate in miles per day	No forced march check required
Forced march	Base rate x 2 in miles per day	Forced march check once per day (4d6 versus strength score).
Combat	Base rate (by race) in yards (or meters) per round)	Movement without suffering free attacks or other adverse consequences.

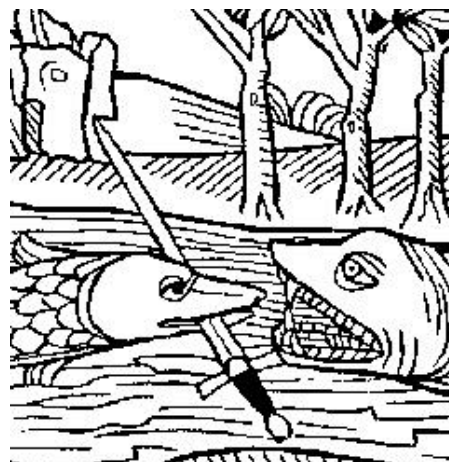
Armor Table

Armor Type	Weight*	Effect on AC (base AC 9 [10])
Chain	50 lbs	-4 [+4]
Leather	25 lbs	-2 [+2]
Plate	70 lbs	-6 [+6]
Ring	40 lbs	-3 [+3]
Shield	10 lbs	-1 [+1]

*Magical armor weighs half normal

Ascending Armor Class: An unarmored person is armor class [10]. Armor effects ADD to AC.

Descending Armor Class: An unarmored human is armor class 9. The armor you buy lowers your armor class.



Saving Throws

Level	Cleric	Fighter	Magic User	Dwarf	Elf
1	14	16	15	16	15 (magic-user); 16 (fighter)
2	13	15	14	15	14 (magic-user); 15 (fighter)
3	12	14	13	14	13 (magic-user); 14 (fighter)
4	11	13	12	13	12 (magic-user); 13 (fighter)
5	10	12	11	12	11 (magic-user); 12 (fighter)
6	9	11	10	11	10 (magic-user); 11 (fighter)
7	8	10	9	10	9 (magic-user); 10 (fighter)
8	7	9	8	9	8 (magic-user); 9 (fighter)
9	6	8	7	8	7 (magic-user); 8 (fighter)
10	5	7	6	7	6 (magic-user); 7 (fighter)
11+	4	6	5	6	5 (magic-user); 6 (fighter)

Weapon Damage

Weapon Type	Damage	Weight	Notes
Arrows	1d6	1	
Axe, battle	1d8 (+1 two-handed)	15	One or two-handed
Axe, hand	1d6	10	
Bolt, Hv Crossbow	1d6+1	1	
Bolt, Lt. Crossbow	1d4+1	1	
Club	1d4+1	10	
Dagger	1d4	2	
Dart	1d3	1	
Hammer, war	1d4+1	10	
Javelin	1d6	5	
Lance	2d4+1	15	
Mace, heavy	1d6+1	10	
Mace, light	1d4+1	10	
Sling stones	1d4	5	
Spear	1d6 (+1 used 2 hand)	10	One or two-handed
Staff	1d6	10	
Sword, Broad	1d8	10	
Sword, Long	1d8	10	
Sword, Short	1d6	5	
Sword, Two-handed	1d10	15	Two-handed

Missile Damage/Range

Weapon Type	Damage	Rate of Fire	Range*	Weight
Bow, long	1d6	2	70 ft	5
Bow, short	1d6	2	50 ft	5
Crossbow, H	1d6+1	½	80 ft	5
Crossbow, L	1d4+1	1	60 ft	5
Dart	1d3	3	15 ft	1
Hand Axe	1d6	1	10 ft	5
Javelin	1d6	1	20 ft	5
Sling	1d4	1	20 ft.	1

* -2 to hit per increment of range.

Combat Sequence

- GM determines surprise (example: 2 in 6 chance either side is surprised)

Declaration	1. Players declare if they're casting spells
Initiative	2. Both sides roll 1d6 for initiative; high roll wins.
First Phase	3. Party with initiative acts. (spells/moves/attacks) Results take effect.
Second Phase	4. Party without initiative acts. (spells/moves/attacks) Results take effect.
Third Phase	5. Anyone who "held" their action may act. (spells/moves/attacks) Results take effect.

Characters can move and attack in the same round.

Combat Modifiers (suggestions/guides for DM to consider)

Backstab/Flank: All attackers on opposite sides of target may get +1 to hit. Attacks from rear may get +2 to hit.

Invisible opponent: Attack is at -4 to hit. Powerful magical monsters, or those 11+ HD, usually see invisible creatures normally.

Retreating: Usually, if a person/monster moves at more than its 'combat movement rate', the opponent it was engaged with can get a free attack.

Critical Hits and Fumble: A "natural" roll of 20 may be an automatic hit and have an additional effect, such as inflicting double damage. A natural roll of 1 may be an automatic miss and may result in some mishap or effect that has an adverse effect.

Spears and Polearms: Spears and polearms in second rank of a battle formation can attack by reaching through first rank of fighting-men.

Spells: Spell casting begins at beginning of the round. If spell caster suffers damage while casting a spell, the spell is lost. Unless the spell description states otherwise, the spell takes effect in the caster's initiative phase.

Subdual Damage: Damage inflicted can be half "real" damage and half "subdual" damage that does not kill. When all hp goes to zero, the opponent is knocked unconscious rather than killed.

Terrain Features: Some terrain may give a combat bonus/penalty of +/-1 or 2, depending on the degree of cover or benefit of higher ground. Maximum bonus/penalty should be 3 (since invisibility gives a -4).

Two-Weapon Fighting: Using two weapons, one in each hand, gains +1 to hit on your attack roll. The off-hand weapon must be a dagger. Damage is average of two weapons used.

Unarmed Combat: Normally inflicts 1d2 points of damage, plus attacker's strength bonus to damage (if any). If damage is more than half of remaining hp, defender is stunned. Someone stunned will be knocked unconscious by next successful attack for 1d4 rounds. Grappling usually requires a successful attack roll.



To Hit Tables

Fighting-Men, Dwarven Warriors or Elves(Fighter mode)																			
AC (Descending)	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
[AC] (Ascending)	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
Level 1-2	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
Level 3	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
Level 4-5	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
Level 6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
Level 7	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Level 8	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
Level 9	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
Level 10-11	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Level 12	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Level 13-14	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
Level 15	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Level 16	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
Level 17-18	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Level 19-20	1	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Clerics																			
Level 1-2	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
Level 3-4	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
Level 5-6	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
Level 7-8	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
Level 9	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Level 10-11	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
Level 12	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
Level 13-14	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Level 15-16	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Level 17	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
Level 18-19	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Level 20	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
Magic-Users or Elves (Magic-User Mode)																			
Level 1-3	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
Level 4-5	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
Level 6-7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
Level 8-9	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
Level 10	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
11-13	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
14-15	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
16-19	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
20-23	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Monsters (By HD)																			
AC (Descending)	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
[AC] (Ascending)	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
Less than 1 HD	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
1 HD	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
2HD	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
3HD	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
4HD	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
5HD	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
6HD	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
7HD	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
8HD	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
9HD	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
10HD	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
11HD	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
12HD	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
13HD	1	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
14HD	1	1	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14
15HD or more	1	1	1	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13

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