

Non-Human Player Codex for Swords & Wizardry Light

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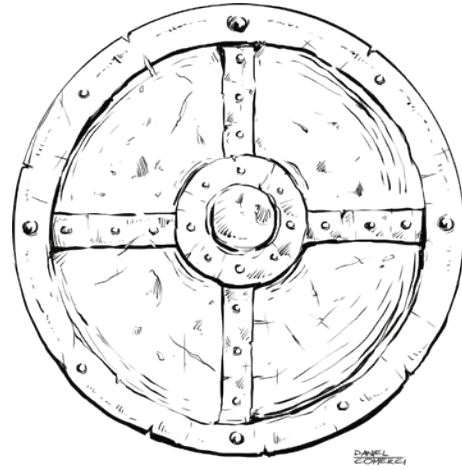
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Overview

This text is a reference and optional rules set for the non-human player character races of *Swords & Wizardry Light* and *Swords & Wizardry Continual Light*: Dwarf, Elf, and Halfling.

There are two sections - one for *Light* and one for *Continual Light*. Each section has a page for each of the three races, consisting of the following elements:

- **Race/Version** - the name of the race, followed by a lettered dice code indicating the game version, as described in the table to the right.

Code	Version
	Light
	Continual Light

- **Abilities/Class Reference** - character abilities, bonuses, movement speed, and permissible classes. Thief class descriptions include non-human Thief Skill rolls for *Light*, and non-human Thief Skill bonuses for *Continual Light*.
- **Optional Traits** - a table of optional traits designed to add nuance and distinctiveness to non-human player characters. A player should receive a single trait at character creation by rolling 1d10 and consulting the table. A trait marked with a (*) can be re-rolled if the player doesn't want the class choice(s) it requires. The three lines of each entry comprise its name, positive aspect, and negative aspect. Referee should modify as they see fit. Some traits are inspired by other rule sets and are marked with an endnote citation of source.

Dwarf -

Abilities

- +1 to hit and +1 damage vs. goblins, orcs
- -4 to hit by ogres
- +4 save vs. magic
- +1 save vs. death magic & poison
- Base movement 90'/round

Classes

- **Fighter**
- **Thief**
 - 2/6 Find/Remove Traps
 - 1/6 all other Thief Skills



Optional Traits

Roll	Trait
1	Stubborn Old Git <ul style="list-style-type: none"> • +1 save vs. coercive spells (<i>Charm Person</i>, etc.) and hypnosis • Loses entire +4 save vs. spells bonus for remainder of day of attack
2	Cousins with the Guy with the White Beard <ul style="list-style-type: none"> • Possesses a war hammer: +1 to hit, 1d3+2 damage, can throw range 10'; weapon value 1 GP • Level 2 requires 3 adventures; Level 3 requires 5 adventures
3	Rune Talent I <ul style="list-style-type: none"> • Once per day, can draw a rune on door with <i>Lock</i> effect • Loses entire +4 save vs. magic bonus for remainder of day of casting
4	Renegade Engineer (*) <ul style="list-style-type: none"> • 2/6 chance to collapse, block 10' length of corridor in 1 turn. • Can only play as a Thief; remove +1 to hit/damage vs. goblins, orcs
5	Rune Talent II <ul style="list-style-type: none"> • Once per day, can draw a rune that will alert the Dwarf if any creature passes it. Disappears after alert / 1 day • Save vs. magic bonus reduced to +2 for remainder of day of drawing
6	Sensing Changes in the Earth <ul style="list-style-type: none"> • Once per day, can automatically detect any mechanical or magical traps within 30' for duration of 2 turns • Loses entire +4 save vs. magic bonus for remainder of day
7	Tugs His Beard as He Takes the Measure of the Man <ul style="list-style-type: none"> • Can perform equivalent of <i>Detect Good/Evil</i> once per day; can only be cast on an individual, duration 1 round • Save vs. magic bonus reduced to +2 for remainder of day
8	Gimlet-Eye of the Turquoise Hills <ul style="list-style-type: none"> • Can appraise gold, jewels, weapons, armor, metalwork; spot forgeries; sense magic on items, though not their exact properties¹ • -3 to hit by ogres
9	The Stone Ranger (*) <ul style="list-style-type: none"> • Same as Fighter, but has 4/6 chance to track foes in dungeon or city; add +1 damage vs. ogres, trolls, giants • Level 2 requires 3 adventures; Level 3 requires 5 adventures; -3 to hit by ogres
10	Gold or Glory? (*) <ul style="list-style-type: none"> • Fighter/Thief: 1+1 HD, 15 Save; all abilities; leather armor only, no shields; equipped as Thief • At level 2, can continue only as Fighter or Thief; loses other class's traits

ELF -

Abilities

- +1 to hit goblins, orcs, intelligent undead, lycanthropes
- Immune to paralysis by undead such as ghouls, etc.
- +2 save vs. magic
- Base movement 120'/round

Classes

- **Fighter**
- **Magic-User**
- **Thief**
 - 2/6 Hide in Shadows/Move Silently
 - 1/6 all other Thief Skills



Optional Traits

Roll	Trait
1	High Elf (*) <ul style="list-style-type: none"> • Can cast <i>Detect Evil (Good)</i> once per day. Does not use up a spell slot² • Cannot play as a Thief; save vs. magic bonus reduced by 1 for remainder of day of casting
2	I Hear the Stones Lament <ul style="list-style-type: none"> • Twice per day, after concentrating for 2d6 turns, can clearly visualize and hear all events pertaining to the adventure that transpired in the room or outdoor vicinity up to 100 years ago • Save vs. magic bonus reduced by 1 for remainder of day after each usage of ability
3	Even at Age 1000, They Can Still Be Young and Impetuous <ul style="list-style-type: none"> • +1 to party initiative roll every combat round • -1 WI; save vs. magic bonus reduced to +1
4	Sylvan Elf <ul style="list-style-type: none"> • Can cast equivalent of <i>Charm Person</i> once per day, but only on animals. Does not use a spell slot • Save vs. magic bonus reduced to +1 for remainder of day of casting
5	Trained by Kreolad (*) <ul style="list-style-type: none"> • +1 to hit with bow, short sword, or long sword • Level 2 requires 3 adventures; Level 3 requires 5 adventures; can only play as Fighter or Thief
6	Fey Elf <ul style="list-style-type: none"> • Can cast <i>Detect Magic</i> once per day. Does not use up a spell slot³ • Save vs. magic bonus reduced to +1 for remainder of day of casting
7	Walks the Path of the Slayer <ul style="list-style-type: none"> • +2 to hit vs. all undead (not just intelligent undead) • Level 2 requires 3 adventures; Level 3 requires 5 adventures
8	Servant of the Heart, Protector of the Soul (*) <ul style="list-style-type: none"> • Same as Fighter, but can Turn Undead with Elven songs/chants as if they were a Cleric of one level lower • Level 2 requires 3 adventures; level 3 requires 5 adventures; cannot start turning until level 2
9	Part-Drow <ul style="list-style-type: none"> • Can see in the dark up to 120' • Not immune to paralysis by undead
10	Walks the Path to the Fork (*) <ul style="list-style-type: none"> • Fighter/Magic-User: 1 HD, 16 Save; all abilities; any weapon/armor; can cast in armor; equipped as Fighter • At level 2, can continue only as Fighter or Magic-User; loses other class's traits

Halfling -

Abilities

- +2 to hit with missile weapons
- -4 to hit by ogres
- Base movement 90'/round

Classes

- **Fighter**
- **Thief**
 - 2/6 Open Locks
 - 2/6 Hide in Shadows/Move Silently
 - 1/6 all other Thief Skills



Optional Traits

Roll	Trait
1	Wooden Legs and Hairy Feet <ul style="list-style-type: none"> • Can out-drink or out-eat anyone, in any setting • -3 to hit by ogres
2	Droppin' Eaves <ul style="list-style-type: none"> • Always hears most useful rumor in rumor tables, carousing, etc. • -1 CHA; -3 to hit by ogres
3	Stewer Ancestry <ul style="list-style-type: none"> • +1 STR, +1 CON, skilled at fishing (Referee's interpretation) • -1 DEX; -2 to hit by ogres
4	Idleskin Ancestry <ul style="list-style-type: none"> • +1 DEX, +1 WIS, skilled at hunting (Referee's interpretation) • -2 STR
5	Schooled by Rudigon The Chef <ul style="list-style-type: none"> • Can produce gourmet meals to positively influence NPCs (ingredients, time, effects are Referee's discretion) • -3 to hit by ogres
6	Crazy Nob and Lazy Zhlob <ul style="list-style-type: none"> • Automatically makes saving throw against giant spider's <i>Web</i> spell; reduce spider surprise chance to 3/6 • -2 to hit by ogres
7	Goblin Golf Pro <ul style="list-style-type: none"> • +1 damage with club • To hit with missile weapons bonus reduced to +1; -3 to hit by ogres
8	Naomi's Rule <ul style="list-style-type: none"> • Immune to blindness, magical or otherwise • Loses entire +2 to hit with missile bonus for remainder of day if such an attack hits
9	Stalwart Sam <ul style="list-style-type: none"> • +1 save vs. magic • To hit with missile weapons bonus reduced to +1
10	Paid Attention During the Fireworks Shows <ul style="list-style-type: none"> • Can perform one simple cantrip/day that will favorably influence NPCs (Referee chooses cantrip rules/list and effects on NPCs) • Loses entire +2 to hit with missile weapons bonus for remainder of day of casting

Dwarf -

Abilities

- +1 to hit and +1 damage vs. goblins, orcs
- -4[+4] to AC vs. large enemies
- +4 save vs. magic
- +1 save vs. death magic & poison
- Base movement 90'/round

Classes

- **Fighter**
- **Thief**
 - +1 Find/Remove Traps
 - +1 Open Locks



Optional Traits

Roll	Trait
1	Stubborn Old Git <ul style="list-style-type: none"> • +1 save vs. coercive spells (<i>Charm Person</i>, etc.) and hypnosis • Loses entire +4 save vs. spells bonus for remainder of day of attack
2	Cousins with the Guy with the White Beard <ul style="list-style-type: none"> • Possesses a war hammer: +1 to hit, 1d3+2 damage, can throw range 10'; weapon value 1 GP • Required adventures for level gains is increased as per optional classes
3	Rune Talent I <ul style="list-style-type: none"> • Once per day, can draw a rune on door with <i>Arcane Ward</i> effect • Loses entire +4 save vs. magic bonus for remainder of day of casting
4	Renegade Engineer (*) <ul style="list-style-type: none"> • 2/6 chance to collapse, block 10' length of corridor in 1 turn. Chance grows at levels 3, 5 as per Thief abilities • Can only play as a Thief; remove +1 to hit/damage vs. goblins, orcs
5	Rune Talent II <ul style="list-style-type: none"> • Once per day, can draw a rune that will alert the Dwarf if any creature passes it. Disappears after alert / 1 day • Save vs. magic bonus reduced to +2 for remainder of day of drawing
6	Sensing Changes in the Earth <ul style="list-style-type: none"> • Can perform equivalent of <i>Find Traps</i> spell once per day • Loses entire +4 save vs. magic bonus for remainder of day of casting
7	Tugs His Beard as He Takes the Measure of the Man <ul style="list-style-type: none"> • Can perform equivalent of <i>Detect Good/Evil</i> once per day; can only be cast on an individual, duration 1 round • Save vs. magic bonus reduced to +2 for remainder of day
8	Gimlet-Eye of the Turquoise Hills <ul style="list-style-type: none"> • Can appraise gold, jewels, weapons, armor, metalwork; spot forgeries; sense magic on items, though not their exact properties⁴ • -3[+3] to AC vs. large enemies
9	The Stone Ranger (*) <ul style="list-style-type: none"> • Same as Fighter, but has 4/6 chance to track foes in dungeon or city; add +1 damage vs. ogres, trolls, giants • Required adventures for level gains is increased as per optional classes; -3[+3] to AC vs. large enemies
10	Gold or Glory? (*) <ul style="list-style-type: none"> • Level 1: Fighter/Thief: 1+1 HD, 15 Save; all abilities; leather armor only, no shields; Thief gear 1 • Level 2: Needs 3 adventures to reach; can then continue only as Fighter or Thief; loses other class's traits

ELF -

Abilities

- +1 to hit goblins, orcs, intelligent undead, lycanthropes
- Immune to paralysis by undead such as ghouls, etc.
- +2 save vs. magic
- Base movement 120'/round

Classes

- **Fighter**
- **Magic-User**
- **Thief**
 - +1 Hide in Shadows
 - +1 Move Silently



Optional Traits

Roll	Trait
1	High Elf (*) <ul style="list-style-type: none"> • Can cast <i>Detect Evil (Good)</i> once per day. Does not use up a spell slot⁵ • Cannot play as Thief or Thief-related class; save vs. magic bonus reduced by 1 for remainder of day of casting
2	I Hear the Stones Lament <ul style="list-style-type: none"> • Twice per day, after concentrating for 2d6 turns, can clearly visualize and hear all events pertaining to the adventure that transpired in the room or outdoor vicinity up to 100 years ago • Save vs. magic bonus reduced by 1 for remainder of day after each usage of ability
3	I Remain as the Light Made Me <ul style="list-style-type: none"> • Immune to all attribute-draining attacks (e.g. by shadow, etc.) • Loses entire +2 save vs. magic bonus for remainder of day if such an attack hits
4	Sylvan Elf <ul style="list-style-type: none"> • Can cast equivalent of <i>Charm Person</i> once per day, but only on animals. Does not use a spell slot • Save vs. magic bonus reduced to +1 for remainder of day of casting
5	Trained by Kreolad (*) <ul style="list-style-type: none"> • +1 to hit with bow, short sword, or long sword • Required adventures for level gains is increased as per optional classes; can only play as Fighter or Thief
6	Fey Elf <ul style="list-style-type: none"> • Can cast <i>Detect Magic</i> once per day. Does not use up a spell slot⁶ • Save vs. magic bonus reduced to +1 for remainder of day of casting
7	Walks the Path of the Slayer <ul style="list-style-type: none"> • +2 to hit vs. all undead (not just intelligent undead) • Required adventures for level gains is increased as per optional classes;
8	Servant of the Heart, Protector of the Soul (*) <ul style="list-style-type: none"> • Same as Fighter, but can Turn Undead with Elven songs/chants as if they were a Cleric of one level lower • Required adventures for level gains is increased as per optional classes; cannot start turning until level 2
9	Part-Drow <ul style="list-style-type: none"> • Can see in the dark up to 120' • Not immune to paralysis by undead
10	Walks the Path to the Fork (*) <ul style="list-style-type: none"> • Level 1: Fighter/Magic-User: 1 HD, 16 Save; all abilities; any weapon/armor; can cast in armor; Fighter gear 1 • Level 2: Needs 3 adventures to reach; can continue only as Fighter or Magic-User; loses other class's traits

Halfling -

Abilities

- +2 to hit with missile weapons
- -4[+4] to AC vs. large enemies
- Base movement 90'/round

Classes

- **Fighter**
- **Thief**
 - +1 Open Locks
 - +1 Pick Pockets
 - +1 Hide in Shadows
 - +1 Move Silently



Optional Traits

Roll	Trait
1	Wooden Legs and Hairy Feet <ul style="list-style-type: none"> • Can out-drink or out-eat anyone, in any setting • -3[+3] to AC vs. large enemies
2	Droppin' Eaves <ul style="list-style-type: none"> • Always hears most useful rumor in rumor tables, carousing, etc. • -1 CHA; -3[+3] to AC vs. large enemies
3	Stewer Ancestry <ul style="list-style-type: none"> • +1 STR, +1 CON, skilled at fishing (Referee's interpretation) • -1 DEX; -2[+2] to AC vs. large enemies
4	Idleskin Ancestry <ul style="list-style-type: none"> • +1 DEX, +1 WIS, skilled at hunting (Referee's interpretation) • -2 STR
5	Schooled by Rudigon The Chef <ul style="list-style-type: none"> • Can produce gourmet meals to positively influence NPCs (ingredients, time, effects are Referee's discretion) • -3[+3] to AC vs. large enemies
6	Crazy Nob and Lazy Zhlob <ul style="list-style-type: none"> • Automatically avoids giant spider's <i>Web</i> spell; reduce spider hide in shadows ability to 3/6 • -2[+2] to AC vs. large enemies
7	Goblin Golf Pro <ul style="list-style-type: none"> • +1 damage with club • To hit with missile weapons bonus reduced to +1; -3[+3] to AC vs. large enemies
8	Naomi's Rule <ul style="list-style-type: none"> • Immune to blindness, magical or otherwise • Loses entire +2 to hit with missile bonus for remainder of day if such an attack hits
9	Stalwart Sam <ul style="list-style-type: none"> • +1 save vs. magic • To hit with missile weapons bonus reduced to +1
10	Paid Attention During the Fireworks Shows <ul style="list-style-type: none"> • Can perform one simple cantrip/day that will favorably influence NPCs (Referee chooses cantrip rules/list and effects on NPCs) • Loses entire +2 to hit with missile weapons bonus for remainder of day of casting

Endnotes

1. James M. Spahn, *The Hero's Journey Fantasy Roleplaying* (Barrel Rider Games, 2016), 17. The "Craftsman's Eye" rule.
2. *Ibid*, 18. Modified version of the "Elvish Senses" rule.
3. *Ibid*, 18. Modified version of the "Elvish Senses" rule.
4. *Ibid*, 17. The "Craftsman's Eye" rule.
5. *Ibid*, 18. Modified version of the "Elvish Senses" rule.
6. *Ibid*, 18. Modified version of the "Elvish Senses" rule.

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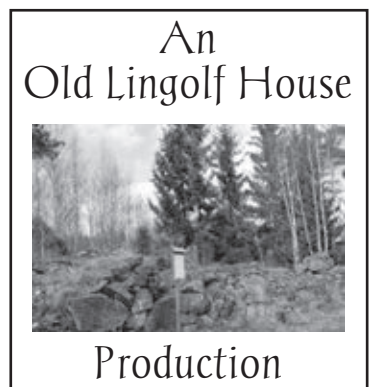
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