



House Rules

Swords and Wizardry House Rule Document

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Character Creation

Allowed Classes

You may play any class in the S&W Complete Rules.

I'm introducing the ability score minimums going forward:

Assassin: Str 12, Dex 12, Int 12 **Druid:** Wis 12, Cha 14 **Monk:** Str 12, Dex 15, Wis 15 **Paladin:** Cha 17 **Ranger:** Con 15, Int 12, Wis 12

If your rolls don't meet these scores but are close, you may trade 2 points from a score to raise another by 1 point.

Multi-classing and dual-classing is allowed per the rules.

Allowed Races

You may play race in the S&W Complete Rules. Level limits apply as per the rules. We have a dust mephit as a special case, but if you want to play a dust mephit, go ahead. There is no penalty for the class (except that you are a dust mephit.)

Alignment

You may play any alignment that is acceptable in the class description. Note that you may tend good or evil, but your alignment is separate. It represents what deities you serve in the eternal struggle of law vs. chaos. That said, if your character is simply roguish or selfish, choose Neutral. Chaos is the alignment of monsters and demons; to follow that path means you are corrupt, cruel, and villainous.

Rolling

4d6 keep 3 in any order for attributes.

Max HP at level 1.

Reroll 1s for HPs.

Initial Gold: 100*level + d100 gp

Initial Equipment: Any equipment you want that you may carry upon your person, from the standard equipment list. The referee will roll to see if you have any magical items from previous adventures.

Initial Spells: as written

For level 2+, determine spells you understand per the book, and you may reroll any that you did not learn before of lower levels. For spells actually in your book, the chance is your understand chance minus 10%.

This is only during character creation. During the game, you will need to find or trade spells.

In play

Armor Class: Please use ascending AC.

Hit Rolls: Refer to the chart *Quick Method for Ascending AC Combat (Secret Formula!)* (p.44 in the blue book). It's basically a Bonus To Hit.

Class notes

Clerics

Turning Undead: Chaotic clerics cannot turn undead.

Cleric Spells: Chaotic clerics in general will use the reversed, chaotic form of spells

Druids

When shape-shifting, you gain the attacks, AC, and non extraordinary abilities of the new form. You retain your own HP. HP gained as part of shifting only happen during the shift to animal form, not on the way back.

“The animal’s size can range from that of a crow to that of a black bear (but not a huge bear such as a grizzly or polar bear).”

Any spell that operates on an “animal” only works on an ordinary animal such as might be found in today’s zoos (or possibly our prehistoric record). Any creature that has extraordinary abilities is no longer an animal (e.g. Winter Wolf – it has a breath weapon.)

Thieves

Other classes may attempt thief skills, as follows:

Climb Walls: 20%
Delicate tasks: 5%
Hear Sounds: 1 in 6
Hide in Shadows: 5%
Move Silently: 10%
Open Locks: 5%

Encumbrance

I give up. If you have enough stuff to fill a wheelbarrow, you need a wheelbarrow. How about that?

Initiative

Play proceeds in order of dexterity. Monster dexterity will be determined by the DM and is generally only used for initiative.

Ties are broken in this order: Dexterity score, current Movement, lowest saving throw.

Spells must be declared at the top of the round and generally go off on the caster’s turn.

You may delay your action, giving you a lower initiative score for the remainder of the combat.

Types of Actions

Generally on your turn you may move your combat distance, and make an attack or cast a spell.

You may also move double your combat distance and forgo any other actions that round.

You may switch (at hand) weapons using your move action (sheathing, slinging, etc.)

You may freely (no move required) switch weapons under the following circumstances:

1. They are small (dagger, dart)
2. All characters get 2 favored weapons except fighters, who get 3. Characters may determine these every morning as they tie them to their belts. You may switch weapons freely if they are both among your favored weapons.
3. A shield may be slung or brought to bear if one arm is free.

Below is an incomplete list of actions.

Your **standard**, non-move action can be:

1. Casting a spell or reading a scroll or zapping a wand
2. Your entire attack routine
3. A spell-like ability

4. Turning the undead

5. Parry (fighter)

Your **move** action can be:

1. Switching non-favored at-hand weapons
2. Quaffing a potion
3. Other miscellaneous actions that don't take longer than 30 seconds or so.
4. Reloading a heavy crossbow

You may forgo your standard action to do a **double move**:

1. You can withdraw from a threat with a double move, moving up to twice your distance, and not provoking a free attack (only from your original square - any other squares you leave may provoke attacks.)

You can also do **free** actions, but you generally only get 1 or 2.

1. Switching favored weapons
2. Shouting orders

Using both actions takes your **full round**.

Movement and Combat

A player character normally threatens adjacent 5 foot squares, unless a long weapon such as a pike, is used. A character may make a melee attack on any square that character threatens if it is not blocked by an obstacle or creature. Friendly small sized creatures can be reached over with long weapons.

After the first round of combat, a character leaving a square threatened by a foe allows that foe to make a free attack on that character. If the character is running away

(for instance, making a double move) then the character does not provoke an attack **ONLY** in the original square (see Types of Actions above.)

A foe is limited to 1 free attack per round per dexterity bonus (minimum 1). This attack must be a single attack with a melee weapon in-hand.

Five foot move

You may generally move five feet if nothing is preventing it, without provoking a free attack.

Donning Armor in Combat (Similar times for removing)

If you choose to sleep in your armor you will take a -1 to all actions including attacks and saves until you rest properly.

Shield: see above

Leather: 1 full round (1 minute)

Ring or Chain 4 full rounds (4 minute) (2 full rounds with help)

Plate 4 full rounds (help required)

Two-handed, two-weapon, shield

Official rule per Complete Rules.

- Two Handed weapon (except for weapons that can only be used two-handed) +1 to damage
- Two-weapon: One attack, but at +1 to hit.
- Shield: As written - increases AC (ascending AC).

Ranged Attacks

If the attacker is shooting into melee, and is more than 10' distant, the Referee will randomly decide whether which of the melee combatants is struck by the shot.

Coup de Grace

You may simply kill any roughly humanoid creature or animal with any reasonable weapon, if it is helpless.

Other types of monsters that are helpless are subject to maximum damage. Thieves can get back attack damage.

Open Doors

It's seems clear this is just for swollen, stuck, or heavy doors. This roll doesn't open a locked or barred door; they need to be broken down with an axe or the like.

"Soft" Cover

As a rule of thumb, PCs or NPCs that reasonably lie within the path of an attack provide soft cover. If the intervening figure is closer to the shooter than to the target then the attack is made at -1. If the figure is closer to the target than to the shooter, the figure(s) will join the group of possible targets such as is determined when firing into melee. With 5' squares this should be straightforward. In 10' squares it's more reasonable that the intervening figure's position is unknown within the 10' area and the probability will be adjusted accordingly. A human-sized person can reasonably shoot over the head of a small dwarf, a gnome, or a halfling without penalty.

Criticals and Fumbles

Natural 20s and 1s are not special in any way.

Healing and death

Healing: Everyone heals 1d4 hp with at least 8 hours of reasonably continuous rest.

Dying: At 0 hp, a character begins to bleed to death at a rate of 1 hp/round. A character is dead upon reaching hp equal to the character's level. Death is determined for PCs at the end of the round. So there is (very little!) time to administer an antidote, or do that last stand.

Spells and Casting

Preparing Spells

Player clerics prepare spells at dawn, or as near as possible.

To prepare spells the caster must have had 8 hours of sleep, and book casters must have light by which to read.

Grimoire

CONTINUAL LIGHT

Light is not equivalent to sunlight - e.g. it will not disintegrate a Vampire (but may result in penalties. For non-supernatural purposes it will behave as sunlight (some creatures are just blinded by very bright light.)

HASTE

The wizard may choose the targets.

POLYMORPH OTHER

A save is around.

SHRINK ITEM

Spell Level: Magic-User, 3rd Level

Range: Touch

Duration: One day/level; see text

You are able to shrink one non-magical item (up to 2 cu. ft./level) to 1/16 of its normal size in each dimension (to about 1/4,000 the original volume and mass). Optionally, you can also change its now shrunken composition to a cloth-like one. Objects changed by a shrink item spell can be returned to normal composition and size merely by tossing them onto any solid surface or by a word of command from the original caster. Even a burning fire and its fuel can be shrunk by this spell. Restoring the shrunken object to its normal size and composition ends the spell. Shrink item can be made permanent with a permanency spell, in which case the affected object can be shrunk and expanded an indefinite number of times, but only by the original caster.

SLEEP

Interpreted liberally - it will randomly select from the possible affected in each group: if any 4+ HD are there, one at random near the target will be affected. Then 1d6 of level 3-3+ (if any) and so on.

SUMMON MONSTER

Monsters will appear in the next round.

WEB

(replaces spell in book)

Spell Level: Magic-User, 2nd Level

Range: 30 feet

Duration: 8 hours

Fibrous, sticky webs fill an area up to 10x10x20 feet. It is extremely difficult to get through the mass of strands - it takes one round if a torch and sword (or a flaming sword) are used, and creatures larger than a horse can break through in 2 rounds.

Humans alone take more time to break through - 2d4 rounds.

Web must have opposite points (ceiling and floor or two walls for example) or the web will collapse immediately. Afflicted creatures get a saving throw to avoid the web (if there is space to do so), at a -2 penalty. If you are in the web, you can try to break out (and it takes the listed time), or you can try to attack. Attacking from the edge of the web is normal. 5' of web provides cover. 10' of web provides total cover. Attacking someone at the edge of the web won't typically entangle you unless you grapple or enter the web somehow.

Being stuck in the web denies you any dexterity AC bonus. Disengaging from someone in the web won't trigger a free attack. If the web is set alight, it will do 1d6 damage to those trapped for 2 rounds, after which time they will be free. If you are in the web, you can try to break out (and it takes the listed time), or you can try to attack. Attacking from the edge of the web is normal. 5' of web provides cover. 10' of web provides total cover. Attacking someone at the edge of the web won't typically entangle you unless you grapple or enter the web somehow. Being stuck in the web denies you

any dexterity AC bonus. Disengaging from someone in the web won't trigger a free attack.

Henchmen, Hirelings and Companions

Henchmen earn a full share of XP.
Henchmen are full player character types.

Hirelings are unclassed characters that accompany you and generally do not earn XP, just their agreed-upon pay.

Adventuring Monsters have monster stats and generally do not earn XP. If we do decide to make a monster into a PC they will have a negative XP that they must overcome before they can earn levels.