

The Midderlands

Swords & Wizardry Complete Cheat Sheets

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Table 1 to 5: Strength, Dexterity, Constitution, Intelligence, and Charisma

Strength					Dexterity		Constitution		Intelligence				Wisdom	Charisma
			Open	Carry	Missile			Raise	Max.	Max.	Chance to	Min. / Max. # of Basic		
Score	To Hit	Damage	Doors	Modifier	Weapon	Effect on	Hit Point	Dead	Add'l	Spell	Under'd	Spells Understandable	+5% XP	Max. #
				(pounds)	To Hit	AC	Modifier	Survival	Lang's	Level	New Spell	/ Level	Award	Special
3	-2	-1	1	-10	-1	+1 [-1]	-1	50%	0	4	30%	2 / 4	0	1
4	-2	-1	1	-10	-1	+1 [-1]	-1	50%	0	4	30%	2 / 4	0	1
5	-1	0	1	-5	-1	+1 [-1]	-1	50%	0	4	30%	2 / 4	0	2
6	-1	0	1	-5	-1	+1 [-1]	-1	50%	0	4	30%	2 / 4	0	2
7	0	0	1-2	0	-1	+1 [-1]	-1	50%	0	4	30%	2 / 4	0	3
8	0	0	1-2	0	-1	+1 [-1]	-1	50%	1	5	40%	3 / 5	0	3
9	0	0	1-2	5	0	0	0	75%	1	5	45%	3 / 5	0	4
10	0	0	1-2	5	0	0	0	75%	2	5	50%	4 / 6	0	4
11	0	0	1-2	5	0	0	0	75%	2	6	50%	4 / 6	0	4
12	0	0	1-2	5	0	0	0	75%	3	6	55%	4 / 6	0	4
13	1	0	1-2	10	1	-1 [+1]	1	100%	3	7	65%	5 / 8	5%	5
14	1	0	1-2	10	1	-1 [+1]	1	100%	4	7	65%	5 / 8	5%	5
15	1	0	1-2	10	1	-1 [+1]	1	100%	4	8	75%	6 / 10	5%	5
16	1	1	1-3	15	1	-1 [+1]	1	100%	5	8	75%	6 / 10	5%	6
17	2	2	1-4	30	1	-1 [+1]	1	100%	5	9	85%	7 / All	5%	6
18	2	3	1-5	50	1	-1 [+1]	1	100%	6	9	95%	8 / All	5%	7

* Shadows might not be undead creatures in your campaign.
** Vampires and more-powerful undead cannot be turned automatically.



Table 33: Turning Undead			Clerical Level											
CL of Undead	Specific Undead		1	2	3	4	5	6	7	8	9	10-13	14-17	18+
1	Skeleton		10	7	4	T	T	D	D	D	D	D	D	D
2	Zombie		13	10	7	4	T	T	D	D	D	D	D	D
3	Ghoul		16	13	10	7	4	T	T	D	D	D	D	D
4	Shadow *		19	16	13	10	7	4	T	T	D	D	D	D
5	Wight		20	19	16	13	10	7	4	T	T	D	D	D
6			-	20	19	16	13	10	7	4	T	T	D	D
7	Wraith		-	-	20	19	16	13	10	7	4	T	T	D
8	Mummy		-	-	-	20	19	16	13	10	7	4	T	T
9	Spectre		-	-	-	-	20	19	16	13	10	7	4	T
10	Vampire **		-	-	-	-	-	20	19	16	13	10	7	T
11	Vampire **		-	-	-	-	-	-	20	19	16	13	10	7
12			-	-	-	-	-	-	-	20	19	16	13	10
13	Lich		-	-	-	-	-	-	-	-	20	19	16	13

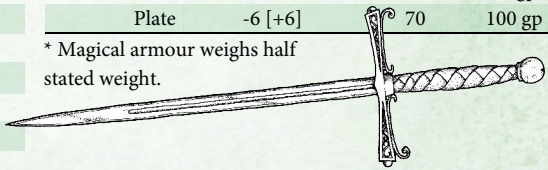
Table 25: Base Movement Rate	
Weight Carried*	Base Movement Rate
Up to 75 pounds	12
76 to 100 pounds	9
101 to 150 pounds	6
151 to 300 pounds†	3

* Carry Modifier (from Strength , if any, is added to the total. For example, an adventurer with a Carry Modifier of +10 can carry up to 85 pounds before dropping from a Movement Rate of 12 to a Movement Rate of 9, while a person with a Carry Modifier of -10 would drop to a Movement Rate of 9 even if carrying only 66 pounds of equipment.
† 300-pound maximum.

Table 6, 14, and 17: Thieving Skills - stated in the following order; Thief / Assassin / Monk.						
Level	Climb Walls	Delicate Tasks & Traps	Hear Sounds	Hide in Shadows	Move Silently	Open Locks
1	85 / - / 85%	15 / - / 15%	3in6 / - / 3in6	10 / - / 10%	20 / - / 20%	10 / - / 10%
2	86 / - / 86%	20 / - / 20%	3in6 / - / 3in6	15 / - / 15%	25 / - / 25%	15 / - / 15%
3	87 / 85 / 87%	25 / 15 / 25%	4in6 / 3in6 / 4in6	20 / 10 / 20%	30 / 20 / 30%	20 / 10 / 20%
4	88 / 86 / 88%	30 / 20 / 30%	4in6 / 3in6 / 4in6	25 / 15 / 25%	35 / 25 / 35%	25 / 15 / 25%
5	89 / 87 / 89%	35 / 25 / 35%	4in6 / 4in6 / 4in6	30 / 20 / 30%	40 / 30 / 40%	30 / 20 / 30%
6	90 / 88 / 90%	40 / 30 / 40%	4in6 / 4in6 / 4in6	35 / 25 / 35%	45 / 35 / 45%	35 / 25 / 35%
7	91 / 89 / 91%	45 / 35 / 45%	5in6 / 4in6 / 5in6	40 / 30 / 40%	50 / 40 / 50%	40 / 30 / 40%
8	92 / 90 / 92%	50 / 40 / 50%	5in6 / 4in6 / 5in6	55 / 35 / 55%	60 / 45 / 60%	55 / 35 / 55%
9	93 / 91 / 93%	60 / 45 / 60%	5in6 / 5in6 / 5in6	65 / 40 / 65%	70 / 50 / 70%	65 / 40 / 65%
10	94 / 92 / 94%	70 / 50 / 70%	5in6 / 5in6 / 5in6	75 / 55 / 75%	80 / 60 / 80%	75 / 55 / 75%
11	95 / 93 / 95%	80 / 60 / 80%	6in6 / 5in6 / 6in6	85 / 65 / 85%	90 / 70 / 90%	85 / 65 / 85%
12	96 / 94 / 96%	90 / 70 / 90%	6in6 / 5in6 / 6in6	95 / 75 / 95%	100 / 80 / 100%	95 / 75 / 95%
13	97 / 95 / 97%	100 / 80 / 100%	6in6 / 6in6 / 6in6	100 / 85 / 100%	100 / 90 / 100%	100 / 85 / 100%
14	98 / 95 / 98%	100 / 80 / 100%	6in6 / 6in6 / 6in6	100 / 85 / 100%	100 / 90 / 100%	100 / 85 / 100%
15	99 / 95 / 99%	100 / 80 / 100%	6in6 / 6in6 / 6in6	100 / 85 / 100%	100 / 90 / 100%	100 / 85 / 100%
16+	99 / 95 / 99%	100 / 80 / 100%	6in6 / 6in6 / 6in6	100 / 85 / 100%	100 / 90 / 100%	100 / 85 / 100%

Table 24: Armour			
Armour Type	Effect on AC from a base of 9 [10]	Weight* (pounds)	Cost
Shield	-1 [+1]	10	15 gp
Leather	-2 [+2]	25	5 gp
Ring	-3 [+3]	40	30 gp
Chain	-4 [+4]	50	75 gp
Plate	-6 [+6]	70	100 gp

* Magical armour weighs half stated weight.



Standard Swords & Wizardry Coinage Conversion				
Type	Platinum	Gold	Silver	Copper
Platinum	1	10	100	1,000
Gold	0.1	1	10	100
Silver	0.01	0.1	1	10
Copper	0.001	0.01	0.1	1

Table 20: General Equipment	
Item	Cost
Backpack (30-pound capacity)	5 gp
Barrel	2 gp
Bedroll	0.2gp
Bell	1 gp
Block and tackle	5 gp
Bottle of wine, glass	2 gp
Candle	0.01 gp
Canvas (per square yard)	0.1 gp
Case (map or scroll)	1 gp
Chain (10 feet)	30 gp
Chalk, 1 piece	0.05 gp
Chest	2 gp
Crowbar	0.2 gp

Table 20: General Equipment	
Item	Cost
Fishing net (25 square feet)	4 gp
Flask, leather	0.03 gp
Flint & steel	1 gp
Garlic, charmed	10 gp
Grappling hook	1 gp
Hammer	0.5 gp
Holy symbol, wooden	1 gp
Holy symbol, silver	25 gp
Holy water (flask)	25 gp
Ink (1-ounce bottle)	1 gp
Ladder (10 foot)	0.05 gp
Lamp, bronze	0.1 gp

Table 20: General Equipment	
Item	Cost
Lantern, bullseye	12 gp
Lantern, hooded	7 gp
Lock	20 gp+
Manacles	15 gp
Mirror, small steel	20 gp
Musical instrument	5 gp
Oil, lamp (1 pint)	0.1 gp
Parchment (sheet)	0.2 gp
Pole (10 foot)	0.2 gp
Pot, iron	0.5 gp
Rations, trail (per day)	0.5 gp
Rations, dried (per day)	1 gp

Table 20: General Equipment	
Item	Cost
Rope, hemp (50 feet)	1 gp
Rope, silk (50 feet)	10 gp
Sack (15 pounds capacity)	1 gp
Sack (30 pounds capacity)	2 gp
Shovel	2 gp
Signal whistle	0.5 gp
Spellbook, blank	25 gp
Spike, iron	0.05 gp
Tent	10 gp
Torch	0.01 gp
Waterskin	1 gp
Wolfsbane	0.1 gp

Table 22: Melee Weapons				
Weapon	Damage	Weight	Cost	
Axe, battle *†	1d8	15	5 gp	
Axe, hand ‡	1d6	5	1 gp	
Club	1d4	10	0 gp	
Dagger ‡	1d4	2	2 gp	
Flail (two-handed)	1d8	10	8 gp	
Hammer, war	1d4+1	10	1 gp	
Lance	2d4+1	15	6 gp	
Mace, heavy	1d6	10	10 gp	
Polearm (two-handed)	1d8+1	15	10 gp	
Spear *†‡	1d6	10	1 gp	
Staff (two-handed)	1d6	10	0 gp	
Sword, bastard *†	1d8	10	20 gp	
Sword, long	1d8	10	15 gp	
Sword, short	1d6	5	8 gp	
Sword, two-handed	1d10	15	30 gp	

* Weapon can be used either one- or two-handed.
† When wielded two-handed, gain +1 damage bonus.
‡ Can be used as both a melee and a missile weapon.



Table 27: Outdoor Movement		
Description	Speed	Results
Hiking	Base movement rate in miles/day	No forced march checks required.
Forced March	Double base movement rate in miles/day	Forced march checks required once per day. (4d6 vs. Strength)
Combat	Base movement rate divided by 3x10 yards (not feet), is how far the character can move in one round.	Battling your foes, or running for your life.

Table 32: Monster Attack Table

Desc AC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
Asc AC	[10]	[11]	[12]	[13]	[14]	[15]	[16]	[17]	[18]	[19]	[20]	[21]	[22]	[23]	[24]	[25]	[26]	[27]	[28]
Hit Dice	Monster Attack Roll (d20 + modifiers) Required to Hit Opponent's Armour Class																		
< 1	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
1	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
2	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
3	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
4	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
5	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
6	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
7	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
8	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
9	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
10	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
11	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
12	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
13	1	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
14	1	1	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14
15+	1	1	1	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13

Table 10: Fighter Parrying Ability		
Dexterity Score	Penalty to Enemy Attacks	
14	-1	
15	-2	
16	-3	
17	-4	
18	-5	

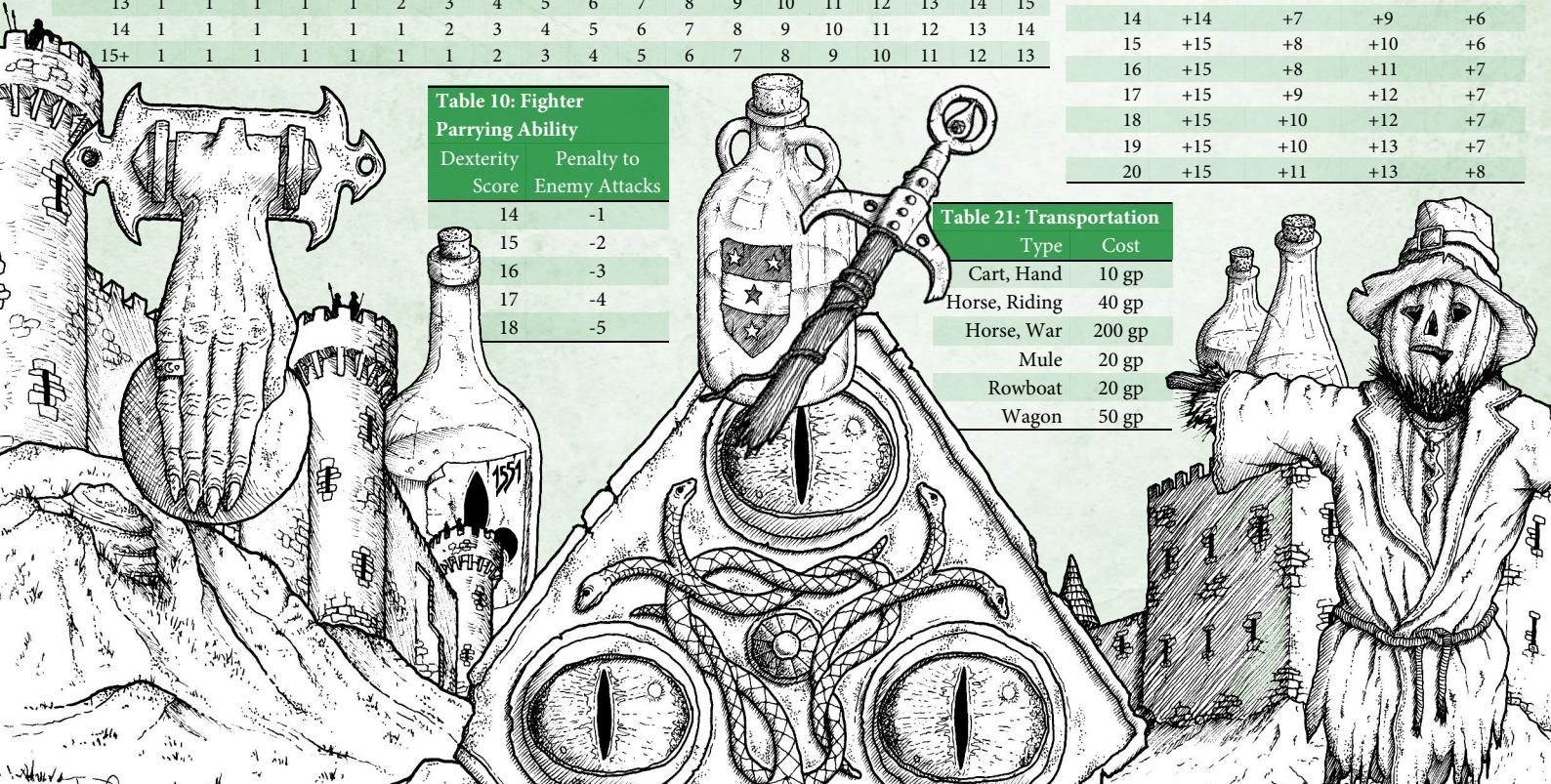
Table 23: Missile Weapons					
Weapon	Damage	Rate of Fire	Range*	Weight	Cost
Arrows (20)	1d6	By weapon	By weapon	1	2 gp
Axe, hand	1d6	1	10ft	5	1 gp
Bolts, heavy (20)	1d6+1	By weapon	By weapon	1	2 gp
Bolts, light (20)	1d4+1	By weapon	By weapon	1	2 gp
Bow, long	See Arrows	2	70ft	5	60 gp
Bow, short	See Arrows	2	50ft	5	15 gp
Crossbow, heavy	See Bolts, heavy	1/2	80ft	5	20 gp
Crossbow, light	See Bolts, light	1	60ft	5	12 gp
Dagger	1d4	1	10ft	2	2 gp
Dart	1d3	3	15ft	1	0.2 gp
Javelin	1d6	1	20ft	5	0.5 gp
Sling	See Stones, sling	1	40ft	1	0.2 gp
Spear	1d6	1	20ft	10	1 gp
Stones, sling (20)	1d4	By weapon	By weapon	5	0 gp

* Shooting or throwing beyond this range is at a -2 penalty to hit. The weapon cannot reach farther than twice this range. Outdoors, these range increments are tripled.

Table 26: Indoor, Underground, and City Movement		
Description	Speed	Results
Walking	Base movement rate x 20 feet per turn	Mapping and careful observation of the surroundings are possible.
Running	Base movement rate x 40 feet per turn	No mapping permitted. Characters are automatically surprised and have no chance to surprise others. The sound of running may attract the attention of enemies.
Combat	Base movement rate divided by 3x10 feet, is how far the character can move in one round. Thus: Base movement of 6 = 20ft Base movement of 9 = 30ft Base movement of 12 = 40ft.	Dashing around, battling your foes. Alternatively, running for your life.

Simplified Attack Table (Base To-Hit bonuses per Level)				
Lvl/HD	Monster	Clr, Drd, Mnk	Ftr, Pal, Rgr	M-U, Thf, Ass
< 1	0	0	0	0
1	+1	0	0	0
2	+2	0	0	0
3	+3	+1	+1	0
4	+4	+1	+2	+1
5	+5	+2	+2	+1
6	+6	+2	+3	+2
7	+7	+3	+4	+2
8	+8	+3	+5	+3
9	+9	+4	+6	+3
10	+10	+5	+7	+4
11	+11	+5	+7	+5
12	+12	+6	+8	+5
13	+13	+7	+9	+5
14	+14	+7	+9	+6
15	+15	+8	+10	+6
16	+15	+8	+11	+7
17	+15	+9	+12	+7
18	+15	+10	+12	+7
19	+15	+10	+13	+7
20	+15	+11	+13	+8

Table 21: Transportation		
Type	Cost	
Cart, Hand	10 gp	
Horse, Riding	40 gp	
Horse, War	200 gp	
Mule	20 gp	
Rowboat	20 gp	
Wagon	50 gp	



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