

Supplemental Lore

Supplemental Martial Lore

Weapon Type vs AC

GMs wishing to differentiate different weapons types and their effectiveness further may wish to use the Weapon Type vs AC rule. Using this rule will allow different weapons to affect individual armor types in various ways. If using this system, it is suggested that the Damage by Size rule also be

used (see Damage vs Large Opponents, below). An attacker wielding a weapon will gain a bonus or incur a penalty to Hit based on the type or armor worn by the Defender. On the Weapon Type vs Armor Type table below, cross reference the weapon being used with the type of armor worn to determine the modifier to the hit roll. It's important to note that these modifiers apply only when actual armor is worn. The GM may forgo applying these modifiers if the defender's AC is natural and not based on armor worn. The numbers shown on the Weapon Type vs Armor Type (Missile & Thrown) table are for short, medium, and long ranges.

Weapon Type vs Armor Type (Melee)

	AC (Descending System)								
	9	8	7	6	5	4	3	2	
	AC (Ascending System)								
	10	11	12	13	14	15	16	17	
Axe, battle	0	0	0	0	+1	+1	0	-1	
Axe, hand	+1	+1	0	0	-1	-1	-2	-3	
Club	0	0	0	0	0	0	+1	0	
Dagger	+2	+1	0	0	0	-1	-3	-3	
Hammer, war	0	0	0	0	+1	0	+1	0	
Javelin	0	0	0	0	-1	-1	-1	-2	
Lance	+3	+3	+3	+3	+2	+1	0	0	
Mace, heavy	0	0	0	0	+1	0	+1	0	
Mace, light	0	0	0	0	0	0	+1	0	
Spear	0	0	0	0	-1	-1	-1	-2	
Staff	+1	+1	0	0	0	-1	-3	-5	
Sword, broad	+1	0	0	0	0	0	-1	-2	
Sword, long	+1	0	0	0	0	0	-1	-2	
Sword, Short	+1	0	0	0	0	0	-1	-2	
Sword, 2-H	+2	+2	+2	+2	+3	+3	+2	+1	

Weapon Type vs Armor Type (Missile)

	AC (Descending System)								
	9	8	7	6	5	4	3	2	
	AC (Ascending System)								
	10	11	12	13	14	15	16	17	
Bow, long	+3/+2/+1	+3/+2/+1	+3/+2/+1	+3/+2/+1	+2/+1/0	0/0/+1	0/-2/-4	-2/-3/-5	

Supplemental Lore

Bow, short	+2/+1/0	+2/+1/0	+2/+1/0	+1/0/0	0/0/-1	0/-1/-2	-2/-3/-5	-3/-5/-7
Crossbow, hv	+4/+3/+2	+4/+2/+1	+4/+2/+1	+3/+1/0	+2/0/0	+1/0/-1	0/-1/-3	-1/-2/-3
Crossbow, lt	+3/+2/+1	+3/+1/0	+3/+1/0	+2/+1/0	0/0/-1	0/-1/-4	-2/-3/-5	-3/-5/-7
Dagger	+2/0/-3	+1/-1/-4	0/-2/-5	0/-2/-5	0/-2/-5	-1/-3/-6	-3/-5/-8	-3/-5/-8
Dart	+2/0/-3	+1/-1/-4	0/-2/-5	0/-2/-5	0/-2/-5	-1/-3/-6	-3/-5/-8	-3/-5/-8
Javlin	0/-2/-5	0/-2/-5	0/-2/-5	0/-2/-5	-1/-3/-6	-1/-3/-6	-1/-3/-6	-2/-4/-7
Hand Axe	+1/-1/-4	+1/-1/-4	0/-2/-5	0/-2/-5	-1/-3/-6	-1/-3/-6	-2/-4/-7	-3/-5/-8
Sling	+2/0/-3	0/-2/-5	0/-2/-5	0/-2/-5	-1/-3/-6	-2/-4/-7	-4/-6/-9	-5/-7/-9
Spear	0/-2/-5	0/-2/-5	0/-2/-5	0/-2/-5	-1/-3/-6	-1/-3/-6	-1/-3/-6	-2/-4/-7

Missile/Thrown Weapon Ranges

Thrown and missile weapons possess a range at which they may be fired. All ranged weapons may fire up to 3 times the listed range found on p.9 of the S&W Core Rules. This is the weapons maximum range. Each range increment above the first incurs a -2 penalty to Hit. A short bow, for example, has a maximum range of 150' (3 X 50'). If fired up to 50', no penalty is applied to the roll. From 51' to 100', a -2 is applied to the attack roll. From 101' to its maximum range of 150' the penalty becomes -4.

Ranges (Missile & Thrown)

	Short	Medium (-2)	Long (-4)
Bow, long	70ft	140ft	210ft
Bow, short	50ft	100ft	150ft
Crossbow, hv	80ft	160ft	240ft
Crossbow, lt	60ft	120ft	180ft
Dagger	10ft	20ft	30ft
Dart	15ft	30ft	45ft
Javlin	20ft	40ft	60ft
Hand Axe	10ft	20ft	30ft
Sling	40ft	80ft	120ft
Spear	10ft	20ft	30ft

Damage vs Large Opponents

Damage presented in the Core Rules affect all creatures in a similar manner, regardless of the target creature's size. GMs may wish to allow an alternate range of inflicted damage when dealing with opponents greater than man-size.

Damage by Size (Melee)

Weapon	Man Size Opponents	Larger Opponents
Axe, battle	1d8 (+1:2H)	1d8 (+1:2H)
Axe, hand	1d6	1d4
Club	1d4+1	1d3+1
Dagger	1d4	1d3
Hammer, war	1d4+1	1d3+1
Javelin	1d6	1d8
Lance	2d4+1	2d12
Mace, heavy	1d6+1	1d4+1
Mace, light	1d4+1	1d3+1
Spear	1d6 (+1:2H)	1d8 (+1:2H)
Staff	1d6	1d4
Sword, broad	1d8	1d12
Sword, long	1d8	1d12
Sword, Short	1d6	1d8
Sword, 2-H	1d10	3d6

Damage by Size (Missile)

Weapon	Man Size Opponents	Larger Opponents
Arrow	1d6	1d6
Axe, hand	1d6	1d4
Bolt, heavy	1d6+1	1d6+1
Bolt, light	1d4+1	1d4+1
Dagger	1d4	1d3
Dart	1d3	1d2
Javlin	1d6	1d8

Supplemental Lore

Sling Stone	1d4	1d6
Spear	1d6	1d8

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any

Supplemental Lore

authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Swords & Wizardry Core Rules, Copyright 2008, Matthew J. Finch

END OF LICENSE