Swords & Wizardry™

WhiteBox Rules

Skill Check Comparison?

5E COMPATIBLE

What is a Skill Check?
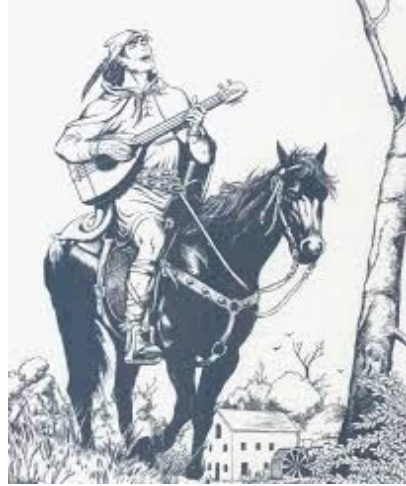
Why have a Skill Check?

1) Let dice determine outcome (remove GM guilt)

2) Risk = FUN!

OSR Skill Checks

Disclaimer:
There are no Skill Checks in Swords Wizardry
White box. Conventionally DMs either had
- *none*
- **roll low (1 or 2) on a 1d6 (comparison)**
- roll a saving throw
- roll under stat to determine skilled situation

5th Edition Style
Dice Roll + Ability Modifier (+
proficiency if applicable)
beat a Difficulty Check of 20
(DC 20)

TYPICAL DIFFICULTY CLASSES	
Task Difficulty	**DC**
Very easy	5
Easy	10
Medium	15
Hard	20
Very hard	25
Nearly impossible	30

Swords & Wizardry

WhiteBox Rules

Swords Wizardry (OSR)

STR - 16 (+1)

DEX - 13

CON - 15 (+1)

INT- 11

WIS - 12

CHR- 13

Total +2

5th Edition

STR - 16 (+3)

DEX - 13 (+1)

CON - 15 (+2)

INT- 11

WIS - 12 (+1)

CHR- 13 (+1)

Total +8

Rolling "4d6-L" 6 times

1: 2 + 3 + 6 + 1 (-1) = 11
2: 4 + 3 + 6 + 3 (-3) = 13
3: 1 + 5 + 5 + 2 (-1) = 12
4: 6 + 4 + 6 + 4 (-4) = 16
5: 6 + 2 + 5 + 1 (-1) = 13
6: 6 + 2 + 3 + 6 (-2) = 15

sum: 80, average: 13.33

Swords & Wizardry™
WhiteBox Rules

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Compare a Fighter Character

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STR - 16 (+1)

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INT- 11

WIS - 12

CHR- 13

Total +2

5th Edition

STR - 17 (+3)

DEX - 14 (+2)

CON - 16 (+3)

INT- 12 (+1)

WIS - 13 (+1)

CHR- 14 (+2)

Total +12

HUMAN +1 to all abilities

Swords & Wizardry™
WhiteBox Rules

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Compare a Fighter Character

Swords Wizardry (OSR)

STR - 16 (+1)

DEX - 13

CON - 15 (+1)

INT- 11

WIS - 12

CHR- 13

Total +2

5th Edition

STR - 17 (+3) **(+2)**

DEX - 14 (+2)

CON - 16 (+3) **(+2)**

INT- 12 (+1)

WIS - 13 (+1)

CHR- 14 (+2)

Total +12 (+16)

+2 Proficiency
To Strength
And Constitution

Swords & Wizardry
WhiteBox Rules

5E COMPATIBLE

Compare a Fighter Character

Disclaimer:
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Total +2

5th Edition

STR - 17 (+3) (+2)

DEX - 14 (+2)

CON - 16 (+3) (+2)

INT- 12 (+1)

WIS - 13 (+1)

CHR- 14 (+2)

Total +12

1d6 Stat Skill Checks - Swords & Wizardry

STAT SCORE	ODDS
17-18	**3/6**
13-16	**2/6**
5-12	**1/6**
3-4	**0/6**

Always try to roll low with Skill Checks

GOOD ROLL!

BAD ROLL!

4/216 = 0.0185 = 1.85%

3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
1	3	6	10	15	21	25	27	27	25	21	15	10	6	3	1
0.46	1.38	2.77	4.62	6.94	9.72	11.57	12.50	12.50	11.57	9.72	6.94	4.62	2.77	1.38	0.46
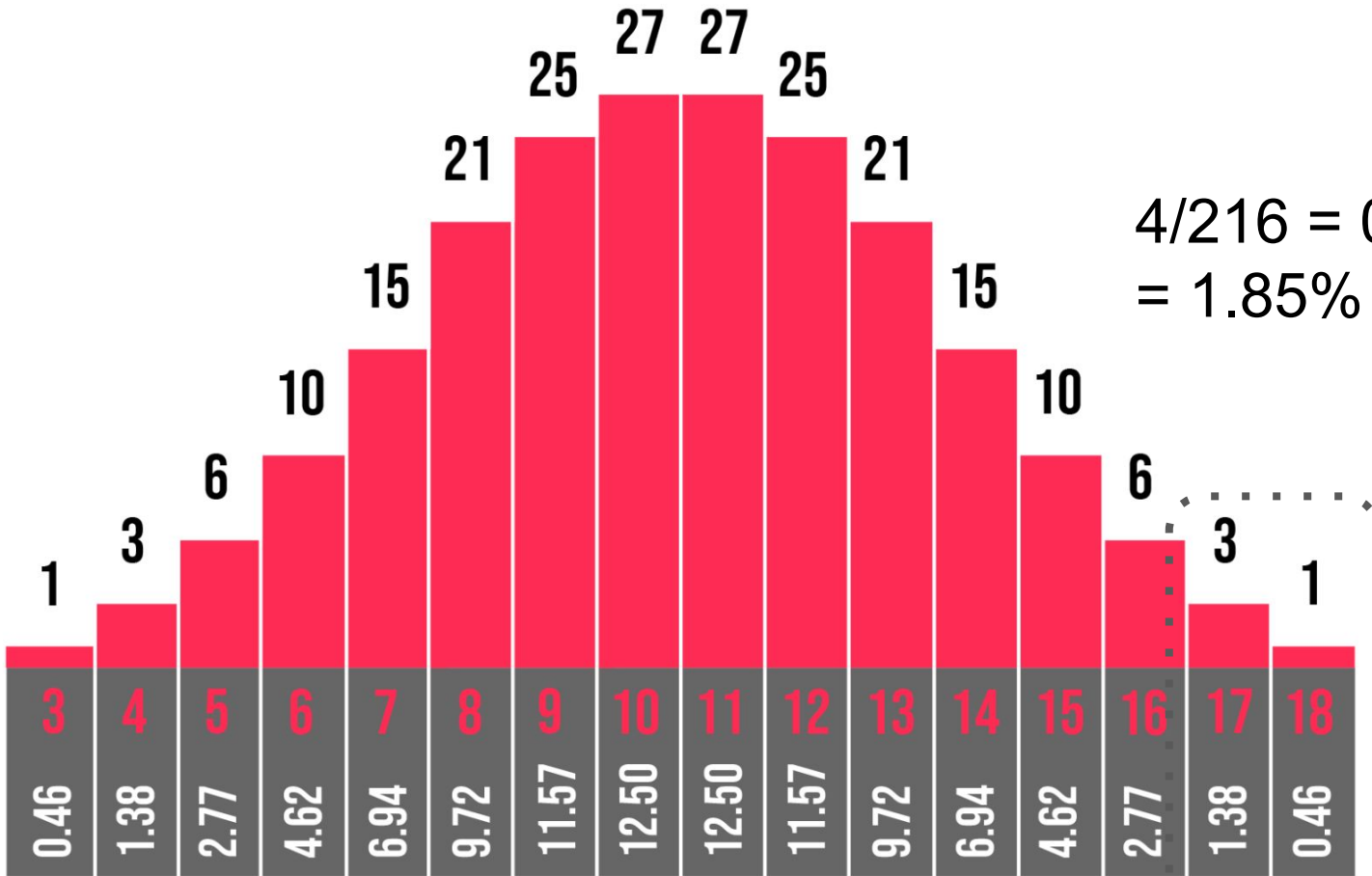
3D6 GIVING A TOTAL OF 216 COMBINATIONS

1d6 Stat Skill Checks - Swords & Wizardry

STAT SCORE	ODDS
1.85% *17-18*	**3/6**
13-16	**2/6**
5-12	**1/6**
3-4	**0/6**

Always try to roll low with Skill Checks

GOOD ROLL!

BAD ROLL!

Compare a Fighter Character

Swords Wizardry (OSR)

STR - 16 (+1)

DEX - 13

CON - 15 (+1)

INT- 11

WIS - 12

CHR- 13

Total +2

5th Edition

STR - 17 (+3) (+2)

DEX - 14 (+2)

CON - 16 (+3) (+2)

INT- 12 (+1)

WIS - 13 (+1)

CHR- 14 (+2)

Total +12

5th Edition
To pass a hard check (DC 20)
The fighter Must roll a # or higher

STR 6 scores out of 20 will pass (15, 16, 17, 18, 19, 20)

15 STR = 30%
18 DEX = 15%
15 CON = 30%
19 INT = 10%
19 WIS = 10%
18 CHR = 15%

Compare a Fighter Character

(disclaimer: but not really)

Swords Wizardry (OSR)

STR - 16 (+1)

DEX - 13

CON - 15 (+1)

INT- 11

WIS - 12

CHR- 13

Total +2

5th Edition

STR - 17 (+3) (+2)

DEX - 14 (+2)

CON - 16 (+3) (+2)

INT- 12 (+1)

WIS - 13 (+1)

CHR- 14 (+2)

Total +12

1d6 Stat Skill Checks - Swords & Wizardry

Always try to roll low with Skill Checks

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17-18	**3/6**
13-16	**2/6**
5-12	**1/6**
3-4	**0/6**

GOOD ROLL!

BAD ROLL!

Compare a Fighter Character

Swords & Wizardry

WhiteBox Rules

STAT SCORE	ODDS
17-18	3/6
13-16	2/6
5-12	1/6
3-4	0/6

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Total +2

5th Edition

STR - 17 (+3) (+2)

DEX - 14 (+2)

CON - 16 (+3) (+2)

INT- 12 (+1)

WIS - 13 (+1)

CHR- 14 (+2)

Total +12

STR = 2/6 = 33%
DEX = 2/6 = 33%
CON = 2/6 = 33%
INT = 1/6 = 17%
WIS = 1/6 = 17%
CHR = 2/6 = 33%

Compare a Fighter Character

Swords & Wizardry™
WhiteBox Rules
(OSR)

STR = 2/6 = 33%
DEX = 2/6 = 33%
CON = 2/6 = 33%
INT = 1/6 = 17%
WIS = 1/6 = 17%
CHR = 2/6 = 33%

5E COMPATIBLE

5th Edition

15 STR = 30%
18 DEX = 15%
15 CON = 30%
19 INT = 10%
19 WIS = 10%
18 CHR = 15%

Compare a Fighter Character

5th Edition

STR - 17 (+3) (+prof)

DEX - 14 (+2)

CON - 16 (+3) (+prof)

INT- 12 (+1)

WIS - 13 (+1)

CHR- 14 (+2)

Total +12

<u>5th Edition 1st +2</u>

15 **STR** = 30%
18 DEX = 15%
15 **CON** = 30%
19 INT = 10%
19 WIS = 10%
18 CHR = 15%

<u>5th Edition 5th Level +3</u>

14 **STR** = 35%
18 DEX = 15%
14 **CON** = 35%
19 INT = 10%
19 WIS = 10%
18 CHR = 15%

<u>5th Edition 9th Leve +4l</u>

13 **STR** = 40%
18 DEX = 15%
13 **CON** = 40%
19 INT = 10%
19 WIS = 10%
18 CHR = 15%

Increase in Proficiency = Increase in skill level

Compare a Fighter Character

Swords Wizardry (OSR)

STR - 16 (+1)

DEX - 13

CON - 15 (+1)

INT- 11

WIS - 12

CHR- 13

Total +2

Swords & Wizardry™

WhiteBox Rules

STR = 2/6 = 33%
DEX = 2/6 = 33%
CON = 2/6 = 33%
INT = 1/6 = 17%
WIS = 1/6 = 17%
CHR = 2/6 = 33%

1d6 Stat Skill Checks - Swords & Wizardry

STAT SCORE	ODDS
17-18	3/6
13-16	2/6
5-12	1/6
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GOOD ROLL!

BAD ROLL!

3rd, 6th, 9th and 12th level
You can increase the odds of any one stat skill by 1. For example if your DEX skill started at 1/6, at 3rd level you can make it 2/6. At 6th level you can increase it again or, increase a different stat skill by 1.

These increases do not change your six character stats, it only increases your skill odds.

No STAT skill can be greater than 5/6

Compare a Fighter Character

Swords Wizardry
(OSR)

STR - 16 (+1)

DEX - 13

CON - 15 (+1)

INT- 11

WIS - 12

CHR- 13

Total +2

Swords & Wizardry™

WhiteBox Rules

<u>OSR 1st</u>

STR = 2/6 = 33%
DEX = 2/6 = 33%
CON = 2/6 = 33%
INT = 1/6 = 17%
WIS = 1/6 = 17%
CHR = 2/6 = 33%

<u>OSR 3rd</u>

STR = 3/6 = 50%
DEX = 2/6 = 33%
CON = 2/6 = 33%
INT = 1/6 = 17%
WIS = 1/6 = 17%
CHR = 2/6 = 33%

<u>OSR 6th</u>

STR = 3/6 = 50%
DEX = 2/6 = 33%
CON = 3/6 = 50%
INT = 1/6 = 17%
WIS = 1/6 = 17%
CHR = 2/6 = 33%

<u>OSR 9th</u>

STR = 4/6 = 66%
DEX = 2/6 = 33%
CON = 3/6 = 50%
INT = 1/6 = 17%
WIS = 1/6 = 17%
CHR = 2/6 = 33%

Compare a 9th Level Fighter Character

<u>5th Edition 9th Level</u>

13 **STR** = 40%
18 DEX = 15%
13 **CON** = 40%
19 INT = 10%
19 WIS = 10%
18 CHR = 15%
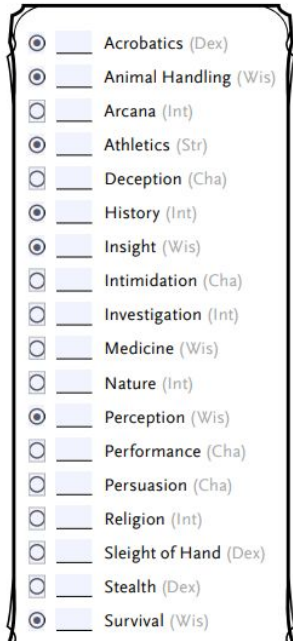
<u>OSR 9th Level</u>

STR = 4/6 = 66%
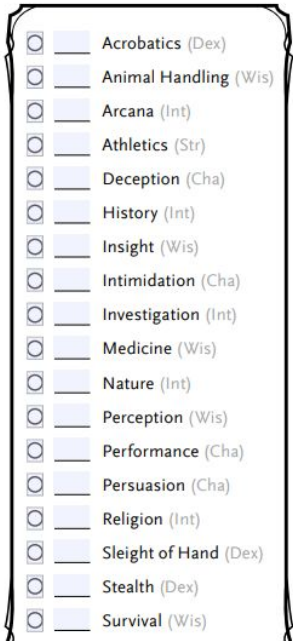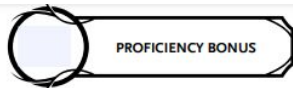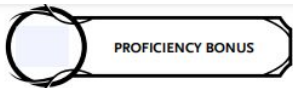DEX = 2/6 = 33%
CON = 3/6 = 50%
INT = 1/6 = 17%
WIS = 1/6 = 17%
CHR = 2/6 = 33%

PROFICIENCY BONUS

	Strength
○	Dexterity
○	Constitution
○	Intelligence
○	Wisdom
○	Charisma

SAVING THROWS

PROFICIENCY BONUS

◉	Strength
○	Dexterity
○	Constitution
○	Intelligence
◉	Wisdom
○	Charisma

SAVING THROWS

5e More complicated (of course)
Only 2 skills get to have Proficiency Bonus

○	Acrobatics (Dex)
○	Animal Handling (Wis)
○	Arcana (Int)
○	Athletics (Str)
○	Deception (Cha)
○	History (Int)
○	Insight (Wis)
○	Intimidation (Cha)
○	Investigation (Int)
○	Medicine (Wis)
○	Nature (Int)
○	Perception (Wis)
○	Performance (Cha)
○	Persuasion (Cha)
○	Religion (Int)
○	Sleight of Hand (Dex)
○	Stealth (Dex)
○	Survival (Wis)

◉	Acrobatics (Dex)
◉	Animal Handling (Wis)
○	Arcana (Int)
◉	Athletics (Str)
○	Deception (Cha)
◉	History (Int)
◉	Insight (Wis)
○	Intimidation (Cha)
○	Investigation (Int)
○	Medicine (Wis)
○	Nature (Int)
◉	Perception (Wis)
○	Performance (Cha)
○	Persuasion (Cha)
○	Religion (Int)
○	Sleight of Hand (Dex)
○	Stealth (Dex)
◉	Survival (Wis)

STAT	EXAMPLES
STR	*Athletics,* Acrobatics, Lifting, Rough wall climbing (not smooth - thief skill only)
DEX	Acrobatics, *Sleight of Hand, Stealth,* Walking on ice or an edge, Tying a rope quickly, Lighting a torch quickly
CON	Holding breath, Endurance, Nausea
INT	*Arcana, History, Investigation, Nature, Religion,* Scribing, Reading
WIS	*Animal Handling, Insight, Medicine, Perception, Survival,* Nature, Tracking
CHR	*Deception, Intimidation, Performance, Persuasion*

Upshot

1) If you are bringing players from 5e and wish to use skill checks, a using a 1d6 is a very simple method to provide quick results
   a) (less waiting on players to calculate their scores).
2) Simpler method with a added skill increase will keep players interest
   a) (players like to see growth)
3) A very easy 1 page table can be used for all skill checks. This really gets the game to move faster and keeps the immersion.
4) Recommendation: Only use skill checks if the situation is *hard*
   a) Over rolling is boring for other players to watch