

## Outline for Consistency:

1. The Dungeon Master is the final arbiter of dice rolls and actions during a session. Problems during a session can be rectified through a discussion at the end of the session.
2. No Player Vs Player (no fighting, stealing or charming each other), Do not work against the group. Be respectful to everyone. If you are having a bad night, bow out for the evening.
3. Be acknowledged by the Dungeon Master before you roll the dice. Otherwise, it doesn't count.
4. Alignments count so no evil characters.
5. No discussion of Politics, Religion, Taxes, or current events. We are here to have fun.

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- Character creation: 4d6 drop lowest (move stats) (+1 in Wis or Int extra 1st level spell)
- Gold 130gp
- 1d6 skill checks: [https://drduick.com/D&D/d6\\_skill/](https://drduick.com/D&D/d6_skill/)

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

### **COMBAT SEQUENCE<sup>†</sup> (page 36 Swords Wizardry Complete):**

- Check for Surprise (a roll of 2/6)
1. Declare Spells (Including: Wands, Staffs, Rings)<sup>‡</sup>
  2. Winner - Move Missiles
  3. Loser - Move Missiles
  4. Winner - Melee Magic<sup>\*</sup>
  5. Loser - Melee Magic<sup>\*</sup> (return to 1)

<sup>†</sup>Players determine their group moves and actions order

<sup>‡</sup>Any player whose character is going to cast a spell must say so before the initiative roll. (The Referee makes a similar determination for the opponents.) The casting of any spell starts at the beginning of the combat round. Thus, if the enemies win the initiative roll and damage the spell caster, the spell's casting may be disturbed and the spell lost.

<sup>\*</sup>spells cannot be cast if the caster is in melee combat with enemies