

# Uz



## UZ CHARACTER CREATION

The Uz campaign uses the **SWORDS & WIZARDRY WHITE BOX** as the basis for its rules. There are places where these rules will vary, but most players will be able to get by with those rules alone.

### GENERATE ABILITY SCORES

To generate your ability scores roll 3d6 in order for: *Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma.*

For modifications based on an ability score, use the following general ability bonuses unless the action is covered in the actual ability table.

### UNIVERSAL ABILITY SCORE BONUSES

ABILITY SCORE	BONUS
3-8	-1
9-12	+/-0
13+	+1

### STRENGTH

Warriors add their Strength Bonus, if positive, to melee 'to-hit' rolls and damage caused by melee and thrown weapons. All characters, regardless of class, use the following table to determine their chance for opening stuck doors.

### OPENING STUCK DOORS

STR SCORE	X IN 6 CHANCE
3-12	1 IN 6
13-15	2 IN 6
16-17	3 IN 6
18	4 IN 6

## INTELLIGENCE

All characters use their Intelligence to modify the actions on the following table.

### INTELLIGENCE TABLE

Score	Language	Search Rolls	Use Tech	Max Spell Level
3	1 IN 6	1 IN 6	-15%	1
4-5	1 IN 6	1 IN 6	-10%	2
6-8	1 IN 6	1 IN 6	-5%	3
9-12	1 IN 6	1 IN 6	+/-0%	4
13-15	2 IN 6	2 IN 6	+5%	ALL
16-17	3 IN 6	2 IN 6	+10%	ALL
18	4 IN 6	2 IN 6	+15%	ALL

## WISDOM

All characters use their Wisdom Bonus, whether positive or negative, to modify their **Saving Throws**. A character with a Wisdom score lower than 6 may not be a Priest. The number of 1st level spells that a Priest may cast is modified by their Wisdom score.



### DEXTERITY

All characters use their Dexterity Bonus, if positive, to modify their Armor Class. Warriors use their Dexterity Bonus, if positive, to modify ranged weapon 'to-hit' rolls and damage dealt by bows and slings.

### CONSTITUTION

All characters modify their Hit Points using their Constitution Bonus.

CONSTITUTION TABLE

CON SCORE	HD MODIFIER
3	-2
4-8	-1
9-12	+/-0
13-17	+1
18	+2

### CHARISMA

All characters use their Charisma Score to modify the amount of Special Hirelings they may have at a given time using the table below. Note that this table also modifies the number and loyalty of special slaves that you may purchase.

CHARISMA TABLE

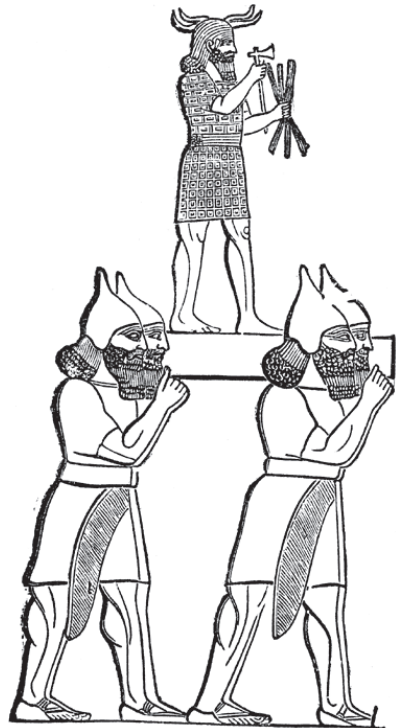
SCORE	SPECIAL HIRELINGS	LOYALTY
3	1	-2
4-5	2	-2
6-8	3	-1
9-12	4	+/-0
13-15	5	+1
16-17	6	+2
18	7	+3

### STARTING GOLD

All characters begin play with 3d6 x 10 in gold pieces (gp).

### CHARACTER CLASSES

There are two classes of characters available in the Uz campaign setting: Priests and Warriors. Priests must have a Wisdom of 6 or greater, Warriors have no requirements.



## PRIESTS

Priests are the religious leaders of Uzite society. They traffic with the extraterrestrial intelligences that returned to Earth after the Deluge, and their performing of certain rites for these entities grants them psychic abilities that humans call spells.

### PRIEST ADVANCEMENT TABLE

XP	LEVEL	HIT DICE	BASE		PRIEST SPELLS PER LEVEL				
			ATTACK BONUS	SAVING THROW	I	II	III	IV	V
-	1	1	-	14	1	-	-	-	-
2,501	2	2	-	13	2	-	-	-	-
5,001	3	3	-	12	2	1	-	-	-
10,001	4	3+1	+1	11	2	2	-	-	-
20,001	5	4	+1	10	2	2	1	-	-
40,001	6	5	+2	9	2	2	2	-	-
80,001	7	6	+2	8	3	2	2	1	-
160,001	8	6+1	+3	7	3	3	2	2	-
320,001	9	7	+3	6	3	3	3	2	1
640,001	10	8	+4	5	3	3	3	3	2

### PRIEST CLASS ABILITIES

**Weapon & Armor Restrictions:** Priests can only use the weapons of sacrifice - daggers, maces, and strangling cords - as well as the strange weapons of the Antediluvian races. They may only wear light armor and a helmet, being untrained in the proper use of heavier armor and shields.

**Spell Casting:** Priests are able to cast spells a number of times per day defined on their advancement table. The Priest must select which spells they will cast from the list associated with their particular deity.

**Transfiguration:** Beginning one level after the Priest begins casting spells (2nd level in most cases), and continuing every level thereafter, the priest must roll on a table associated with their god to see what changes channeling alien energies has wrought on their bodies.

**Uzite Deities:** Anat She Wolf of Bloody War, , Li-lit of the Night, Moloch of the Fuel-less Fire. Mot Who Pulls into His Gullet.

**Phutian Deities:** Dagon Swimmer of Deep Waters, Kothar of the Key & Gate.

**Illonian Deities:** Apollo the Far Shooter.

## WARRIORS

Warriors are the fighting-men (and women) of Uzite society. They are usually free-men or slave-soldiers who have won their freedom by participating in military campaigns.

### WARRIOR ADVACEMENT TABLE

XP	LEVEL	HIT DICE	BASE ATTACK BONUS	SAVING THROW
-	1	1+1	-	15
2,001	2	2	+1	14
4,001	3	3	+2	13
8,001	4	4	+2	12
16,001	5	5	+3	11
32,001	6	6	+4	10
64,001	7	7	+4	9
128,001	8	8	+5	8
256,001	9	9	+6	7
512,001	10	10	+6	6

### WARRIOR CLASS ABILITIES

*Weapon & Armor Restrictions:* Warriors may use all types of weapons and wear all types of armor.

*Follow Through:* When a Warrior slays an opponent, he or she may immediately make another attack against an adjacent opponent. This may be done a number of times equal to a Warrior's current level.



## EQUIPMENT

The following tables outline the adventuring gear, armor, and weapons of the Uz campaign.

### ADVENTURING GEAR

GEAR	COST
Backpack	5
Bedroll	2
Book (blank)	100
Case (map or scroll)	3
Firestarter	5
Hammer	2
Helmet	10
Holy Symbol, wooden	10
Holy Symbol, Silver	25
Jug (wine), clay	1
Lamp	10
Mirror (small), Bronze	5
Oil (lamp), 1 pint	2
Pole, 10'	5
Rations, trail (1 day)	1
Rations, dried (1 day)	3
Rope (50'), hemp	1
Rope (50'), silk	5
Sack (small)	1
Sack (large)	2
Shovel	5
Spikes (12), bronze	1
Stakes (12), wooden	1
Tent	20
Torches (6)	1
Wineskin	1

## ARMOR & AC

Uz uses the Ascending AC system, base AC for unarmored humans is 10.

### ARMOR

TYPE	AC	MOVE	COST
Heavy Armor	+6	6"	50
Light Armor	+2	12"	15
Medium Armor	+4	9"	30
Shield (wicker)	+1	-	10
Shield (bronze)	+2	-	25

*Heavy Armor* is made of bronze plates and resembles the Dendra Panoply.

*Light Armor* is made of leather or stiffened linen.

*Medium Armor* is made of stiffened linen reinforced with bronze scales.

### WEAPONS & DAMAGE

All weapons do 1d6 damage. Melee weapons marked with an asterisk (\*) are two-handed. When using a two-handed weapon, roll 2d6 and take the higher of the two results.

### MELEE WEAPONS

WEAPON	COST
Axe, Battle*	7
Axe, Hand	3
Club	1
Dagger	3
Flail	8
Khopesh	10
Mace	5
Spear	2
Staff*	1
Sword	8
Sword, Two Handed*	15

## MISSILE WEAPONS

WEAPON	RATE OF FIRE	RANGE	COST
Arrows (20)	-	-	5
Axe, Hand	1	10'	3
Bow	2	50'	25
Javelin	1	30'	1
Pouch (20 stone capacity)	-	-	1
Quiver (20 arrow capacity)	-	-	5
Sling	1	30'	2
Spear	1	20'	2
Stones (20)	-	-	1

