

SWORDS OF ABANDON S&W COMPANION

Welcome to the first installment of what I hope to be a complete S&W companion book. This document covers the "Spell Slinging" section of SWORDS OF ABANDON.

To use this document, you need to convert a spell user's attack roll over to a percentage (1d100%) based system. This is easy enough to do. For any missile based spell attack (Magic Missile, Lightning Bolt, Fireball, etc.) multiply the magic user's level by 5 to get his attack bonus. Next add his DEX score to that bonus to get his total SCF (Spell Combat Factor).

For attacks, roll d100, add his SCF and subtract the opponents DCF (Defensive Combat Factor - in most cases this is his DEX score). Lookup this new number up on the attack chart to see your results. If you get a critical hit (any result with a roman numeral I-V), then you also roll on the critical hit table using the modifier from the critical type.

For example, Bargus the Wise (a 3rd level Magic User) with a DEX of 13 is attacking an Orc in leather armor (1HD, 5 DCF) with a Magic Missile spell. Bargus' SCF is 28 (3rd level X 5 = 15, plus 13 DEX = 28 total). He rolls a 46, for a total attack score of 69 (28 + roll of 46 = 74 minus DCF of 5 = 69). This results in a "2I" result (2 hits of damage and a critical roll with a -10 applied to the roll). The Orc had 12 hits, he is now down to 10. Bargus rolls on the critical table and gets 76, minus 10 is a 66 result. The Orc takes 10 more hits and is stunned for 2 rounds (no action). Just enough to kill the Orc outright.

SWORDS OF ABANDON S&W COMPANION

SPELL SLINGING ATTACK TABLE

Attack Roll	ARMOR TYPE WORN				
	Plate	Chain	Ring	Leather	None
151+	16V	20V	20V	26V	30V
146 - 150	14IV	18V	19V	22V	26V
136 - 145	12IV	16IV	18IV	20IV	24IV
126 - 135	10III	14IV	16IV	18IV	22IV
111 - 125	8III	12IV	14IV	16IV	20IV
101 - 110	6III	10III	12III	14III	18III
100	5II	8III	10III	12III	16III
97 - 99	4II	6II	8III	10III	14II
91 - 96	3I	4II	6II	8II	12II
81 - 90	2I	4I	4II	6II	10II
71 - 80	2	2I	2I	4I	8I
56 - 70	2	2	2	2I	6I
50 - 55	1	2	1	1	0
02 - 49	0	1	0	0	0
<i>natural 01</i>	<i>F</i>	<i>F</i>	<i>F</i>	<i>F</i>	<i>F</i>

SPELL SLINGING CRITICAL HIT TABLE

Roll	Result	Description
<i>below 0</i>	<i>- no extra damage</i>	<i>fizzle</i>
01 - 04	+1 hit	<i>zing!</i>
05 - 09	+2 hits	<i>have at thee!</i>
10 - 19	+3 hits, stunned 1 round	<i>crackling good</i>
20 - 29	+4 hits, stunned 1 round	<i>now you're cooking</i>
30 - 39	+5 hits, stunned 1 round	<i>nice shot, foe is dazed</i>
40 - 49	+6 hits, stunned 1 round	<i>nice shot, foe is confused</i>
50 - 54	+8 hits, stunned 2 rounds	<i>dazed and confused</i>
55	+10 hits, <i>special</i>	<i>spectacular strike to foe's eyes, foe is blind</i>
56 - 59	+10 hits, stunned 2 rounds	<i>you hit him with your best shot</i>
60 - 69	+12 hits, stunned 3 rounds	<i>fire in the hole!</i>
70 - 79	+14 hits, stunned 3 rounds	<i>foe is rethinking his desire to fight</i>
80 - 89	+15 hits, stunned 3 rounds	<i>massive strike, foe is delirious</i>
90 - 99	+20 hits, stunned 4 rounds	<i>he's pining for the fjords</i>
100+	<i>special</i>	<i>blast to foe's chest causes convulsions and instant death</i>

CRITICAL MODIFIERS

-10	"I" Critical
-05	"II" Critical
+/-0	"III" Critical
+05	"IV" Critical
+10	"V" Critical