



# d30 Intelligent Sword Generator

## 1 ISW1: SPECIAL PURPOSE

### Ability When Used for Purpose

Roll on d30	Ability When Used for Purpose					Special Purpose
	blindness	confusion	fear	paralysis	+hit/save	
1	2	3	4	5		slay clerics
6	7	8	9	10		slay fighters
11	12	13	14	15		slay magic-users
16	17	18	19	20		slay thieves
21	22	23	24	25		slay non-human monsters
26	27	28	29	30		alignment purpose

### Ability When Used for Purpose —

on successful hit with the sword:

**blindness:** 1-15 rounds on failed save vs. spells

**confusion:** 1-15 rounds on failed save vs. spells

**fear:** 1-5 rounds on failed save vs. spells

**paralysis:** 1-5 rounds on failed save vs. spells

**+hit/save:** +2 "to hit" & +1 to saving throws against

### Alignment Purpose —

based on alignment of sword:

**lawful sword:** slay chaos

**neutral sword:** maintain balance

**chaotic sword:** slaw law

## 2 ISW2a: SINGLE-AXIS ALIGNMENT

Roll	Alignment
1-20	lawful
21-27	neutral
28-30	chaotic

## ISW2b: DUAL-AXIS ALIGNMENT

Roll	Alignment
1-2	chaotic good
3-5	chaotic neutral
6-7	chaotic evil
8-12	neutral good
13-17	(true) neutral
18-19	neutral evil
20-26	lawful good
27-28	lawful neutral
29-30	lawful evil

## 3 ISW3: INTELLIGENCE/LANGUAGES

Roll	I	L	P	C
1	7	1	1p	se
2	7	2	1p	se
3	7	3	1p	se
4	7	4	1p	se
5	7	5	2p	se
6	8	1	2p	e
7	8	2	2p	e
8	8	3	2p	e
9	8	4	2p	e
10	8	5	2p	e
11	9	1	2p	s
12	9	2	2p	s
13	9	3	2p	s
14	9	4	2p	s
15	9	5	2p	s
16	10	1	3p	s
17	10	2	3p	s
18	10	3	3p	s
19	10	4	3p	s
20	10	5	3p	s
21	11	1	3p	s
22	11	2	3p	s
23	11	3	3p	s
24	11	4	3p	s
25	11	5	3p	s
26	12	1	3p/1e	s/t
27	12	2	3p/1e	s/t
28	12	3	3p/1e	s/t
29	12	4	3p/1e	s/t
30	12	5	3p/1e	s/t

## KEY TO ISW3

**I:** INT in BX systems (for 1e, add 5 points)

**L:** number of Languages (may be determined using **d30 SBC**, p.49)

**P:** powers; p=primary ability; e=extraordinary power

**C:** communication; se=semi-empathy; e=empathy;

s=speech; t=telepathy

*Please refer to your edition of choice for rules regarding sword ego.*

## 4 ISW4: PRIMARY ABILITIES

1s Digit: Ability	10s Digit: Range			
	1-10	11-20	21-30	
1	detect shifting rooms/walls	5'	10'	15'
2	detect sloping passages	5'	10'	15'
3	find secret doors	5'	10'	15'
4	detect (large) traps	5'	10'	15'
5	detect invisible objects	10'	20'	30'
6	detect evil/good	10'	20'	30'
7	detect metal	30'	60'	90'
8	detect gems	30'	60'	90'
9	detect magic	10'	20'	30'
0	locate object	30'	60'	*

\* Roll for one extraordinary power in place of the primary ability

## 5 ISW5: EXTRAORDINARY POWERS\*

Roll	Roll	Roll			
1	charm person	11	fire resistance	21	speed
2	clairaudience	12	flying	22	spell storing
3	clairvoyance	13	free action	23	stealth
4	control*	14	growth	24	strength
5	cure disease	15	healing	25	telekinesis
6	diminution	16	heroism	26	telepathy
7	elemental command*	17	illusion	27	teleportation
8	ESP	18	levitation	28	warmth
9	etheralness	19	mirror image	29	water breathing
10	extra damage	20	neutralize poison	30	X-ray vision

\* details at DM's discretion