Nate's game of S&W

# Characters

## Kindroth

Class: Fighter/Magic-user
Race: Elf
Sex: Male

STR: 12
INT: 12
WIS: 8
DEX: 11
CON: 15
CHA: 9

Max HP: 7
Current HP: 7
AC: 17
EXP: 2500 each

Memorize two first level spells a day.

### Stuff

- Plate Armor
- Shield
- Elfin Battleaxe
- Big Sack
- Small Sack
- Bedroll
- Backpack
- Spellbook (Read Magic, Charm Person, Detect Magic, Protection from Evil, Magic Missile, and Hold Portal)

# House Rules

## Armor

| Armor | To Hit | DR | cost |
|---|---|---|---|
| No Armor | 10 | 0 | 0 |
| Shield | +1 | 0 | 10 |
| Helmet | +1 | 0 | 15 |

| Armor | To Hit | DR | cost |
|---|---|---|---|
| Padded | 0 | 1 | 20 |
| Leather | +1 | 1 | 35 |
| Ring | +1 | 2 | 50 |
| Scale | +2 | 1 | 65 |
| Chain | +2 | 2 | 80 |
| Splint | +3 | 2 | 95 |
| Banded | +2 | 3 | 110 |
| Plate | +3 | 3 | 125 |

## Nate's Melee Weapon Chart

Clubs:

```
d4      2 gp    Generic bludgeons (and torches)
d6      9 gp    Heavy Mace                    +2 to-hit vs. Mail / Plate
d8      11 gp    Military Pick / Morning Star / War Hammer    +2 to-hit vs.
Mail / Plate
```

Swords:

```
d4          6 gp    Dagger                          +1 to-hit vs. Leather
Armor, Can also be thrown
d6          7 gp    Sword (Short sword)                +1 to-hit vs. Leather
Armor
d8 / d8+1   11 gp    Longsword (Bastard sword, 1H / 2H)        +1 to-hit vs.
Leather Armor
d10         11 gp    Great-sword (Executioner’s Sword, 2H)        +1 to-hit
vs. Leather Armor
```

Axes:

```
d6      4 gp    Hand Axe                    +1 to-hit vs. Mail, Can also be
thrown
d8 / d8+1   5 gp    Battle Axe (1H / 2H)                +1 to-hit vs. Mail
d10     6 gp    Great-axe (Halberd, 2H)                +1 to-hit vs. Mail
```

Pole Arms:

```
d6 / d6+1   4 gp    Spear (1H / 2H)                    Can also be thrown
d8+1        8 gp    Pike (2H)
d10     10 gp    Pole Arm (2H)
```

Strange Cases:

```
d4      7 gp    Spike                          +2 to-hit vs. Mail / Plate
d4 / d4+1   11 gp    Flail (1H / 2H)                    +2 to-hit vs. Mail /
Plate, Ignores opponent’s shield
d6      4 gp    Staff (2H)                     +1 to-hit (as per two-weapon
```

```
fighting)
```

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