

Nate's game of S&W

# Characters

## Shoe's Dwarf Fighter

NAME: Shoe's Dwarf Fighter

Race: Dwarf

Class: Fighter

XP: 5,001 (3rd level)

XP Bonus: 5%

Saving Throw: 12 (+4 vs. magic) HP: 18

STR: 14 +1 to-hit

INT: 7

WIS: 8

DEX: 13 +1 missile to-hit, AC [+1]

CON: 13

CHA: 12

Gold: 36

### Equipment:

- Battle Axe; to-hit: 1d20+2, damage 1d8 (1h) / 1d8+1 (2h)
- Ring Mail AC [+3]
- Shield AC [+1]
- Short Bow; to-hit: 1d20+3
- Arrows; damage 1d6
- Dagger; damage 1d4

AC: 15

Base to-hit: +1

### Special abilities:

- Notice stonework - slopes, moving walls, traps, age of construction, etc.
- Cleave: Whenever you dispatch a foe in melee, you may immediately attack again, a number of times up to a maximum of your character's level.

## 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
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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