2025/04/11 16:15 1/4 Characters

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.

Last update: 2015/05/23 13:09

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

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2025/04/11 16:15 3/4 Characters

Armor	To Hit	DR	cost
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 swor	d, 1H / 2H) +1 to-hit vs.
Leather Armor		
d10 11 gp	Great-sword (Executione	r's Sword, 2H)
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:

Strange Cases:

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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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Last update: 2015/05/23 13:09

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