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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 +1 HP per level CHA: 12 max hirelings: 4

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.

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# **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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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 g	p Dagger	+1 to-hit vs. Leather
Armor, Can also	be thrown	
d6 7 g	p Sword (Short sword)	+1 to-hit vs. Leather
Armor		
d8 / d8+1 11	gp Longsword (Bastard swo	ord, 1H / 2H) +1 to-hit vs.
Leather Armor		
d10 11	gp Great-sword (Execution	ner's Sword, 2H) +1 to-hit
vs. Leather Arm	or	

#### 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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