Nate's game of S&W

game of Sam

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 to-hit with missiles, AC [+1]) CON: 13 (+1 HP per level) CHA: 12 (max hirelings: 4)

Gold: 36

Equipment:

- Battle Axe; to-hit: 1d20+2, damage: (1h)1d8 / (2h)1d8+1
- 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

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

Armor	To Hit	DR	cost
Splint	+3	2	95
Banded	+2	3	110
Plate	+3	3	125

Nate's Melee Weapon Chart

Clubs:

d42 gpGeneric bludgeons (and torches)d69 gpHeavy Mace+2 to-hit vs. Mail / Plated811 gpMilitary Pick / Morning Star / War Hammer+2 to-hit vs.Mail / Plate

Swords:

d4 +1 to-hit vs. Leather 6 gp Dagger Armor, Can also be thrown +1 to-hit vs. Leather d6 7 gp Sword (Short sword) 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:

d64 gpHand Axe+1 to-hit vs. Mail, Can also bethrown+1 to-hit vs. Mail, Can also bed8 / d8+15 gpBattle Axe (1H / 2H)+1 to-hit vs. Maild106 gpGreat-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)
 10 gp

 d10
 10 gp
 Pole Arm (2H)
 10 gp

Strange Cases:

d4 7 gp Spike d4 / d4+1 11 gp Flail (1H / 2H) Plate, Ignores opponent's shield d6 4 gp Staff (2H) fighting) +2 to-hit vs. Mail / Plate +2 to-hit vs. Mail / +1 to-hit (as per two-weapon From: https://wiki.wishray.com/ - Wishray Wiki

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Last update: 2015/05/23 13:13