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Nate's game of S&W

Characters

Dirk

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.
- Darkvision see in the dark (up to 60 feet)
- 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 (+1 HP per level)

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	То	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 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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