

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.

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; AC [+6]
- Shield; AC [+1]
- Elfin Battleaxe; damage: (1h)1d8 / (2h)1d8 + 1
- 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:

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
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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