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 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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