

Nate's game of S&W

Characters

Dirk (Lx)

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 of 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.

Sharaya (Char)

NAME: Sharaya
Race: Human
Class: Magic User

XP: 5,001+406
XP Bonus: 15%

Saving Throw: 13, +2 vs. Magic
HP: 8 of 8

STR: 10 (open doors: 1-2, +5lb carry)
INT: 15 (mod: +1, languages: +4, max spell lvl: 8, learn spell: 75%, min/max spells/level: 6/10)
WIS: 13
DEX: 13 (+1 to-hit with missiles, AC [+1])
CON: 9
CHA: 14 (max hirelings: 5)

Languages: Dwarven, Elvish, Dragon, Giantish (which includes ogres), Goblin

Gold: 100 + 527 GP treasure

Equipment

- Short Bow; to-hit: 1d20+1
- Arrows; damage: 1d6
- Ring Mail; AC [+3]

AC: 14

Spells

Spells per day: 2 1st level, 1 2nd level

Spellbook:

Lvl 1: (2)

- Charm Person "omnes diligunt me et desperatio"
- Detect Magic
- Hold Portal
- Light
- Magic Missile
- Read Magic
- Shield
- Sleep

Lvl 2: (1)

- Detect Evil
- Detect Thoughts (ESP)
- Strength

Charm Person

Spell Level: Magic-User, 1st Level

Range: 120 feet

Duration: Until dispelled

This spell affects living bipeds of human size or smaller, such as goblins or dryads. If the spell succeeds (saving throw allowed), the unfortunate creature falls under the caster's influence.

Magic Missile

Spell Level: Magic-User, 1st Level

Range: 150 feet

Duration: Immediate

A magical missile flies where the caster directs, with a range of 150 feet. At the Referee's discretion, this spell may have one of two effects:

- 1) The Magic-User must roll to hit the target with a +1 bonus to the roll. The missile inflicts 1d6+1 points of damage.
- 2) The missile hits automatically, doing 1d4+1 points of damage.

In either case, the Magic-User casts an additional two missiles for every 5 levels of experience. Thus, at 5th level, the caster is able to hurl 3 magic missiles, and 5 missiles at 10th level.

Strength

Spell Level: Magic-User, 2nd Level

Range: Touch

Duration: 8 hours (80 turns)

This spell may be cast upon a Fighter or a Cleric. For the duration of the spell, a Fighter gains 2d4 points of Strength, and a Cleric gains 1d6 points of Strength. Strength cannot exceed 18 unless the Referee chooses to allow additional bonuses resulting from the additional Strength.

Kindroth (Mike)

NAME: 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

Saving Throw: 13, +2 vs. Magic

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
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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