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:

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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.
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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:

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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:

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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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