

Nathaniel Moonwayne

Character Name

Paladin

Class

3

Level

Medium

Size

Player

Human

Race

19 - 04 Nov 989

Age

Male

Gender

Lawful Good

Alignment

Rob's World D&D v3.5

Campaign

6'4"

Height

9,000

Current XP

12,000

Next Level XP

XP Change

Mystra

Deity

Brown

Eyes

Brown

Hair

Ability	Score	Mod	Temp Score	Temp Mod
STR	18	4		
DEX	16	3		
CON	17	3		
INT	12	1		
WIS	18	4		
CHA	15	2		

**Action Points** Luck +3

HP	AC	Touch	Flat-footed	INIT	Speed	Armor Type
35	19	12	16	11	30 / 20	Medium

HP: 35 (TOTAL) = 10 + 5 (Armor) + 2 (Shield) + 3 (Dex) + 0 (Size) + 0 (Natural) + 0 (Deflect) + -1 (Misc)

AC: 19 (TOTAL) = 10 + 5 (Armor) + 2 (Shield) + 3 (Dex) + 0 (Size) + 0 (Natural) + 0 (Deflect) + -1 (Misc)

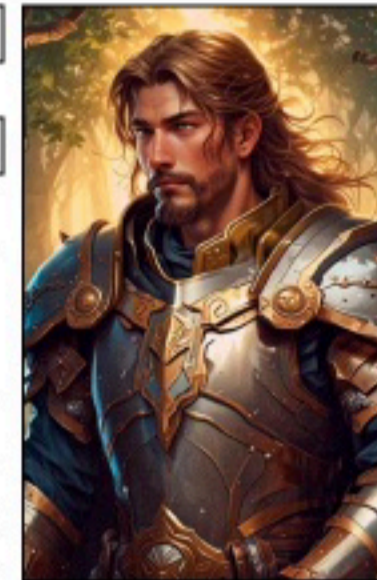
Touch: 12 (TOTAL) = 10 + 2 (Dex)

Flat-footed: 16 (TOTAL) = 10 + 6 (Dex)

INIT: 11 (TOTAL) = 3 (Dex) + 8 (Misc)

Speed: 30 / 20

Armor Type: Medium



Damage Reduction	Value
Light Load	100
Med Load	200
Max Load	300
Over Head	300
Off Ground	600
Push/ Drag	1500

Saving Throws	Total	Base	Ability Mod	Magic Mod	Misc Mod	Temp Mod
FORTITUDE	8	3	3	0	2	0
REFLEX	6	1	3	0	2	0
WILL	7	1	4	0	2	0

Attack Type	Total Attack Bonus	Base Attack Bonus	Str Mod	Size Mod	Misc Mod	Temp Mod
MELEE	3(BaB)+4(STR mod) = +7	3	4	0	0	0
GRAPPLE	3(BaB)+4(STR mod) = +7	3	4	0	0	0
RANGED	3(BaB)+3(DEX mod) = +6	3	3	0	0	0

Weapon	Total Attack Bonus	Damage	Critical	Range
Graevor's +1 Greatsword of Parrying	3(BaB)+4(STR)+1(Mg) = +8	2d6+7	19-20/x2	n/a
Special Properties	Ammunition	Weight	Size	Type
WpnF, Py+5, mSTR10, mDEX7, Fum19, WSM-1	n/a	4 lb	M	S

Weapon	Total Attack Bonus	Damage	Critical	Range
Warhammer	3(BaB)+4(STR mod) = +7	1d8+4	20/x3	n/a
Special Properties	Ammunition	Weight	Size	Type
Parry -2, mSTR 6, mDEX 5, Fumble 19, WSM -2	n/a	5 lb	M	B

Weapon	Total Attack Bonus	Damage	Critical	Range
Shield, Heavy Steel	3(BaB)+4(STR mod) = +7	1d4+4	20/x2	n/a
Special Properties	Ammunition	Weight	Size	Type
Parry +4, mSTR 8, mDEX 5, Fumble 16, WSM -4	n/a	15 lb	M	B

Weapon	Total Attack Bonus	Damage	Critical	Range
MW, darkwood, comp., STR bow, long (+4 STR)	3(BaB)+3(DEX)+1(MW) = +7	1d8+4	20/x3	110 ft.
Special Properties	Ammunition	Weight	Size	Type
Parry -4, mSTR 18, mDEX 8, Fumble 18, WSM -1	Quiver of 20 Sheaf Arrows	1.5 lb	M	P

Armor/Protective Item	Type	AC Bonus	Check Pen	Max Dex
Breastplate, Steel	M	+5	-4	+3
Special Properties		Weight	Spell Fail	Speed
Speed 20 ft., Run x4		30 lb	25%	20

Shield/Protective Item	Type	AC Bonus	Check Pen	Max Dex
Shield, Heavy Steel	M	+2	-2	n/a
Special Properties		Weight	Spell Fail	Speed
		-	15%	n/a

### Feats & Special Abilities

Race	Class	Race(1)	Race(2)
For all racial traits, ref PH pgs 12-14	For all class features, ref PH pgs 42-46	Weapon Focus (Greatsword). +1 To Hit PH 102	"A character can begin play with up to two traits, chosen by the player at the time of character creation.
Race: Human base land speed 30'	Class(1): Aura of Good(Ex). Pwr=lv. PH pgs 218-219	Level(1) Blooded +2 Init & +2 Spot Ref PG pg 35	Alternatively, the DM can require players to roll on Table 3-3: Character Traits to determine the traits possessed by their characters"
Race: 1 extra feat at 1st level	Class(1): Detect Evil(Sp). At will. See PH pgs 218-219	Level(3) Improved Initiative. +4 to initiative PH pg 96	Trait(1) Trait: Aggressive. +2 init. -1 AC PH pg 87
Race: 4 extra skill pts at 1st lvl +1 @ each lvl after	Class(1): Smite Evil(Su). 1/dy. +CH mod to hit, +1 dmg/lvl	RWHR(1) Endurance +4 swim/dam, run, forced march	Flaw(a): Spontaneous Undead Visit. RWNF pg 31-32
Race: Auto Common & Chondathan. 1 Bonus PG pg 14	Class(2): Divine Grace(Su). +CH mod on saving throws	hold breath, starvation, hot/cold, suffocate.	Flaw(b): Pride of Arms -4 to-hit/special RWNF pg 33
Race: Ability score adjustments = None	Class(2): Lay on Hands(Su). Standard action w/touch to heal or harm undead. lv x CH mod / day.	Sleep in L or M armor (Ref PH 84)	
	Class(3): Aura of Courage(Su). Immune to fear. Ally w/in 10' Gains +4 morale bonus vs fear effects.	RWHR(1) Parry. Make opposed attack roll RWNF pg 5	
	Class(3): Divine Health(Ex). Immune to all diseases.	Paladin(1): Simple Weapon Prof. PH pg 100	
		Paladin(1): Martial Weapon Prof. PH pg 97	
		Paladin(1): Armor Prof. Light PH pg 89	
		Paladin(1): Armor Prof. Med. PH pg 89	
		Paladin(1): Armor Prof. Heavy PH pg 89	
		Paladin(1): Shield Prof. PH pg 100	
		RWHR(a): Toughness. 3 extra hit points. PH pg 101	
		RWHR(b): Power Att -1-3to-hit/+1-3dam(x2w2hd) PH98	





Description

Nathaniel Moonwayne looks like a good-looking human in his early twenties with a neatly trimmed mustache and beard and shoulder length brown hair. He is well built owing to his years of martial training and stands at 6'4" wearing in at around 240 pounds. His eyes are a light brown with hints of grey. He typically wears a metal breastplate, and a silver holy symbol of Mystra on a silver chain around his neck. He has dark blue adventurer's

Character Traits

Trait: Aggressive (Unearthed Arcana pg 87) +2 initiative. -1 AC (best defense is a quick offense)

Contacts / Friends

Personality

Personality: Bold (PH2 pg 141) "Come, let us crush the enemy where he stands!" You are brave, eagerly risking your skin to come to grips with the enemy. Others might call this trait foolhardiness.

Character Flaws

Flaw: Spontaneous Undead Visitation (3enewfeats.pdf pg 31)  
Flaw: Pride of Arms, -4 on attack rolls made with exotic and simple weapons and unarmed and touch attacks (Dragon Magazine #324 - Class Acts Flaws for Paladins)

Enemies

**Statistic Block [ NPC GEN IMPORT ] [ GENERATE STATBLOCK ]**

**Condition and Effects**

**Additional Information**

**Other Notes**

Heroic Luck +3

Fighting Defensively: +2 Dodge Bonus to AC, -4 to Attack  
Total Defense: +4 Dodge Bonus to AC, No Attack

Fighting Defensively: +3 Dodge Bonus to AC if Tumble has 5 Ranks, -4 to Attack  
Total Defense: +6 Dodge Bonus to AC if Tumble has 5 Ranks, No Attack

Private Notes