

# Nathaniel Moonwayne Character Details

## Character Notes

- Left-Handed
- Personality: Bold (PHII 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.
- Languages: Common, Chondathan, Celestial

## Feats & Special Abilities

- Race
  - Race: For all racial traits, ref PH pgs 12-14
  - Race: Human base land speed 30'
  - Race: 1 extra feat at 1st level
  - Race: 4 extra skill pts at 1st lvl +1 @ each lvl after
  - Race: Automatic language = Common. Bonus = Any
  - Race: Ability score adjustments = None
- Class
  - Class: For all class features, ref PH pgs 42-46
  - Class(1): Aura of Good(Ex). Pwr=lvl. See PH pgs 218-219
  - Class(1): Detect Evil(Sp). At will. See PH pgs 218-219
  - \*Class(1): Smite Evil(Su). 1/dy. +CH mod to hit +1 dmg/lvl
  - Class(2): Divine Grace(Su). +CH mod on saving throws
  - Class(2): Lay on Hands(Su). Standard action w/touch to Heal or harm undead. lvl x CH mod / day.
  - \*Class(3): Aura of Courage(Su). Immune to fear. \*Ally w/in 10' Gains +4 morale bonus vs fear effects
  - Class(3): Divine Health(Ex). Immune to all diseases. mummy rot, lycanthropy. . .
- Feats
  - Race(1): Weapon Focus (Greatsword). +1 To Hit (PH pg 102) // *Note this is the bonus feat for being a Human.*
  - Level(1) Blooded (Forgotten Realms - Player's Guide to Faerûn pg .35) +2 Initiative, +2 Spot
  - Level(3) Improved Initiative. +4 to initiative (Ref PH 96)
  - 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
- Flaws/Bonus etc.
  - RWHR(1) Endurance (Ref PH pg 93) +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage (see page 84), Constitution checks made to continue running (see page 144), Constitution checks made to avoid nonlethal damage from a forced march (see page 164), Constitution checks made to hold your breath (see page 84), Constitution checks made to avoid nonlethal damage from starvation or thirst (see page 304 of the Dungeon Master's Guide), Fortitude saves made to avoid nonlethal damage from hot or cold environments (see pages 302 and 303 of the Dungeon Master's Guide), and Fortitude saves made to resist damage from suffocation (see page 304 of the Dungeon Master's Guide). Also, you may sleep in light or medium armor without becoming fatigued. // *Note this is the "Rob's World!" campaign bonus feat at first level.*
  - RWHR(1) Parry. Make opposed attack roll (RWNF pg 5) // *Note this is a "Rob's World!" campaign bonus feat that every character gets at first level.*
  - RWHR(1) Trait: Aggressive (Unearthed Arcana pg 87) +2 initiative. -1 AC (best defense is a quick offense)
  - RWHR(1) 1<sup>st</sup> Flaw: Spontaneous Undead Visitation (3enewfeats.pdf pg 31)
  - RWHR(1) Feat from Flaw: Power Attack [General] -1 to attack for +1 on damage (x2 if two-handed) per BAB (Players Handbook pg 98)
  - RWHR(1) 2<sup>nd</sup> 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)
  - Feat from Flaw: Toughness +3 hit points (Players Handbook pg 101)

Your character's feats:

- **(count = 1)** Ref PH page 6 - Each character starts with 1 first level feat. // *You selected 'Blooded'*
- **(count = 2)** Ref PH page 13 - Humans gain 1 bonus feat (must be selected at 1st level) // *You selected 'Weapon Focus (Greatsword)' (ref PH page 102).*
- **(count = 3)** Ref PH page 22 - In accordance with table 3–2, Characters gain another feat at every level divisible by three. // *You selected 'Improved Initiative' (Ref PH page 96).*
- **(count = 4-9)** Ref PH page 44 - As part of the Paladin's class features, they gain proficiency in the following weapons and armor:
  - Weapon and Armor Proficiency: Paladins are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields).

- This translates into six feats: Simple Weapon Prof. PH pg 100, Martial Weapon Prof. PH pg 97, Armor Prof. Light PH pg 89, Armor Prof. Med. PH pg 89, Amor Prof. Heavy PH pg 89, Shield Prof. PH pg 100. These feats are acquired at 1st level.
- **(count 10)** Ref RWHR page 40 - At 1st level, all characters gain a bonus feat. The bonus feat selected must meet all prerequisites. // *You selected 'Endurance' (ref PH 93).*
- **(count 11)** Ref RWHR page 40 - All characters gain the Parry feat for free. Characters may only use the parry feat if they meet the prerequisites. The feat is documented in our "Rob's World!" 3enewfeats (RWNF) document: <<https://www.robsworld.org/3enewfeats.pdf>> (Note it's password protected. The password is "3enewfeats.pdf")
- **(count 12)** Ref UA page 91 and RWNF pages 25-33 - Characters may select up to two flaws when creating a character. After 1st level, a character cannot take on additional flaws unless the DM specifically allows it. // *You selected the 'Spontaneous Undead Visitation' flaw (see attached), which is documented in our "Rob's World!" 3enewfeats (RWNF) document: <<https://www.robsworld.org/3enewfeats.pdf>> (Note it's password protected. The password is "3enewfeats.pdf"). In exchange for this flaw you opted to take the Toughness feat (ref PH page 101), which gives your character 3 additional hit points. This feat can be selected multiple times.*
- **(count 13)** Ref UA page 91 and RWNF pages 25-33 - Characters may select up to two flaws when creating a character. After 1st level, a character cannot take on additional flaws unless the DM specifically allows it. // *You selected the 'Spontaneous Undead Visitation' flaw (see attached), which is documented in our "Rob's World!" 3enewfeats (RWNF) document: <<https://www.robsworld.org/3enewfeats.pdf>> (Note it's password protected. The password is "3enewfeats.pdf"). In exchange for this flaw you opted to take the Toughness feat a second time (ref PH page 101), which gives your character 3 additional hit points. This feat can be selected multiple times.*

#### First (1) Level

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

First Flaw: Spontaneous Undead Visitation (3enewfeats.pdf pg 31)

Feat from Flaw: Power Attack (Players Handbook pg 98)

Second Flaw: Pride of Arms (Dragon Magazine #324 – Class Acts Flaws for Paladins)

Feat from Flaw: Toughness (Players Handbook pg 101)

Regional Feat: Blooded (Forgotten Realms - Player's Guide to Faerûn pg .35) +2 Initiative, +2 Spot

Human Bonus Feat: Weapon Focus: Greatsword (Players Handbook pg 102)

Bonus First Level Feat: Endurance (Players Handbook pg 93)

Free Feat: Parry (3enewfeats.pdf pg 5)

Feats:

Third (3) Level

Improved Initiative (Players Handbook pg 96)

Fifth (5) Level

Heavy Armour Optimization (Races of Stone pg 141)

Future Feats:

Combat Casting (Players Handbook pg.92)

Greater Heavy Armour Optimization (Races of Stone pg 141)

Leap Attack (Complete Adventurer pg 110)

## Shopping List (Purchased Gear)

### Martial Weapons:

- 1) Masterwork Greatsword (PHB pg.117) 2d6, S, 19-20/x2, 8 lb, 50gp + 300gp (masterwork) = **350gp**
- 2) Warhammer (PHB pg.116) 1d8, B, 20/x3, 5 lb, **12gp**
- 3) Shield, Heavy Steel (PHB pg.116) 1d4, B, 20/x2, 15 lb, **20gp**
- 4) Masterwork, Darkwood, Composite, Strength Bow, Long (+4 STR) (PHB pg.117) 1d8, P, 20/x3, Range 110 ft., 1.5 lb, 430gp (Bow, long, composite from RWWL: cost 100gp + 300gp (masterwork) + 10gp / lb (bow weighs 3lb according to RWWL) + 400gp for +4 STR bonus = **830gp**
- 5) Quiver of Sheaf Arrows (20) , **1gp**

### Armor:

- 6) Breastplate Medium Armor (PHB pg.123) AC +5, Dex Bonus +3, Armor Check -4, Arcane Spell Failure 25%, Speed 20 ft. Medium Armor: Max Dex +3, Armor Check -3, Speed 20 ft., Run x4, 30 lb, **200gp**
- 7) Shield, Heavy Steel (PHB pg.123) AC +2, Armor Check -2, Arcane Spell Failure 15%, 15 lb, **20gp**

### Miscellaneous:

- 8) Holy Symbol of Mystra, Silver (PHB pg.128), 1 lb, **25gp**
- 9) Backpack, Leather (capacity 50#), (PHB pg.128) Weight: 2 lb, Cost: **2gp**,
- 10) Flask of Holy Water (PHB pg.128), 1 lb, **25gp**
- 11) Everburning Torch (PHB pg.128) Weight 1 lb, Cost **110gp**
- 12) Std. Set of Adventurer's Clothing (PHB pg.128) Weight 8 lb, Cost **FREE**
- 13) Cold Weather Outfit (PHB pg.128) Weight 7 lb, Cost **8gp**
- 14) Mirror, small steel (PHB pg.128) Weight 0.5 lb, Cost **10gp**
- 15) 50' Feet of Silk Rope (PHB pg.127) Weight 5 lb, Cost **50gp**
- 16) Crowbar (PHB pg.128) Weight 2 lb, Cost **2gp**
- 17) Pitons (10) (PHB pg.128) Weight 5 lb, Cost **1gp**
- 18) Rations, Trail (10 days) (PHB pg.128) Weight 10 lb, Cost **5gp**
- 19) Tinderbox w/flint & steel (may be used to start 12 fires. w/lcc) (PHB pg.128), Weight 1 lb, **1gp**
- 20) Canteen (PHB pg.128), **1gp**
- 21) Bedroll (PHB pg.128), 5 lb, **1sp**
- 22) Bag of Flour (PHB pg.112), 5 lb, **1sp**
- 23) Oil (1-pink flask) (PHB pg.128) Weight 1 lb, Cost **1sp**

Total Cost: 1,673gp 3sp

Grand Total: 3,000gp - 1,673gp 3sp = **Remainder 1,326gp 7sp**

Total Weight: 129.0 lb

STR 18

Light: 100 lb or less

Medium: 101-200 lb

Heavy: 201-300 lb