

Quinn Inagui

Character Name

David Johannes (Scott DeWar Jr.)

Player Name

None

Deity

None

Region

Lawful Neutral

Alignment

Fighter 11

CLASS

Human of Harqual (Charan) / Humanoid

RACE

Medium / 5 ft.

SIZE / FACE

6' 0" / 200 lbs.

HEIGHT / WEIGHT

Normal

VISION

11 (11)

58745 / 66000

22

Male

EYES

HAIR

Points

Character Level (CR)

EXP/NEXT LEVEL

AGE

GENDER

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	16	+3	18	+4		
DEX Dexterity	14	+2	14	+2		
CON Constitution	16	+3	16	+3		
INT Intelligence	13	+1	13	+1		
WIS Wisdom	14	+2	14	+2		
CHA Charisma	12	+1	12	+1		

HP hit points	137
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AC armor class	19	17	12	10	7	0	2	0	0	0	0	0	0	0	0	0	0	0
	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	DODGE	Morale	Insight	Sacred	Profane	MISC		

INITIATIVE modifier	+2	+2	+0
	TOTAL	DEX MODIFIER	MISC MODIFIER

Encumbrance	Light
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MISS CHANCE	25	-3	0										
	Arcane Spell Failure	ARMOR CHECK PENALTY	SPELL RESIST	ACID RESIST	COLD RESIST	ELECT. RESIST	FIRE RESIST						

FORTITUDE (constitution)	+11	+7	+3	+1	+0	+0	
REFLEX (dexterity)	+6	+3	+2	+1	+0	+0	
WILL (wisdom)	+6	+3	+2	+1	+0	+0	

MELEE attack bonus	+15/+10/+5	+11/+6/+1	+4	+0	+0	
RANGED attack bonus	+13/+8/+3	+11/+6/+1	+2	+0	+0	
GRAPPLE attack bonus	+15/+10/+5	+11/+6/+1	+4	+0	+0	

UNARMED (nonlethal only)	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+15/+10/+5	1d3+4	20/x2	5 ft.

*Unarmed Strike	HAND	TYPE	SIZE	CRITICAL	REACH
	Equipped	B	M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+15/+10/+5	1d3+4				

*Cruel Justice	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	S	M	15-20/x2	5 ft.
To Hit	Dam		To Hit	Dam	
1H-P	+16/+11/+6	1d6+5	2W-P-(OH)	+10/+5/+0	1d6+5
1H-O	+12/+7/+2	1d6+3	2W-P-(OL)	+12/+7/+2	1d6+5
2H	+16/+11/+6	1d6+7	2W-OH	+6	1d6+3

Special Properties: (+1 Scimitar (Adamantine/Intelligent/Keen)), Ignore 20 hardness, Threat range doubled, Intelligent Item ~ Ego Score 17, Lawful Neutral, Lesser Power - Intimidate 10 Ranks, Lesser Power - Sense Motive 10 Ranks, Lesser Power - Zone of Truth, Speech (may read any language it speaks), Telepathy, 120' darkvision and hearing, Int 17, Wis 17, Special Purpose - Defeat/Slay Chaos, Greater Power - Detect Thoughts, Cha 10, Common, Common, Celestial

Net	HAND	TYPE	SIZE	CRITICAL	REACH
	Equipped		M	none/x0	5 ft.
TH	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.
Dam	+9/+4/-1	+7/+2/-3	+5/+0/-5	+3/-2/-7	+1/-4/-9

*: weapon is equipped
 1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*+2 Breastplate	Medium	+7	+3	-3	25

SKILLS		TOTAL SKILLPOINTS: 56		MAX RANKS: 14/7	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Appraise	INT	1	=	1	
✓ Balance	DEX	-1	=	2	+ -3
✓ Bluff	CHA	1	=	1	
✓ Bluff (Flattery)	CHA	1	=	1	
✓ City Lore	WIS	2	=	2	
✓ Climb	STR	14	=	4	+ 13 + -3
✓ Climb (Swarm Huge Monster)	STR	1	=	4	+ -3
✓ Concentration	CON	3	=	3	
✓ Craft (Maps)	INT	1	=	1	
✓ Craft (Untrained)	INT	1	=	1	
✓ Diplomacy	CHA	1	=	1	
✓ Diplomacy (Dragon Protocol)	CHA	1	=	1	
✓ Disguise	CHA	1	=	1	
✓ Escape Artist	DEX	-1	=	2	+ -3
✓ Forgery	INT	1	=	1	
✓ Gather Information	CHA	1	=	1	
✓ Heal	WIS	2	=	2	
✓ Hide	DEX	-1	=	2	+ -3
✓ Intimidate	CHA	14	=	1	+ 13
✓ Jump	STR	-1	=	4	+ 4 + -9
✓ Jump (Leap into the Saddle)	STR	1	=	4	+ -3
✓ Listen	WIS	2	=	2	
✓ Lore of the North	WIS	2	=	2	
✓ Move Silently	DEX	-1	=	2	+ -3
✓ Perform (Lore-Chant)	CHA	1	=	1	
✓ Perform (Untrained)	CHA	1	=	1	
✓ Profession (Gladiator)	WIS	3	=	2	+ 1
✓ Ride	DEX	14	=	2	+ 12
✓ Sapper	STR	4	=	4	
✓ Sea Legs	DEX	2	=	2	
✓ Search	INT	1	=	1	
✓ Search (Stash Item)	INT	1	=	1	
✓ Sense Motive	WIS	2	=	2	
✓ Spot	WIS	2	=	2	
✓ Strategy	INT	1	=	1	
✓ Survival	WIS	2	=	2	
✓ Swim	STR	11	=	4	+ 13 + -6
✓ Tactics	INT	1	=	1	
✓ Use Rope	DEX	2	=	2	
			=		+ +
			=		+ +

✓: can be used untrained. x: exclusive skills. *: Skill Mastery.

When you strike at an object held or carried by an opponent (such as a weapon or shield), you do not provoke an attack of opportunity. You also gain a +4 bonus on any attack roll made to attack an object held or carried by another character.

Improved Trip [RSRD]

You do not provoke an attack of opportunity when you attempt to trip an opponent while you are unarmed and gain a +4 bonus on your Strength check to trip your opponent. If you trip an opponent in melee combat, you immediately get a melee attack against that opponent.

Mobility [RSRD]

You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area.

Power Attack [RSRD]

On your action, before making attack rolls for a round, you may choose to subtract up to 11 from all melee attack rolls and add the same number to all melee damage rolls.

Spring Attack [RSRD]

When using the attack action with a melee weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed.

Weapon Focus (Chain (Spiked)) [RSRD]

You gain a +1 bonus on all attack rolls you make using the selected weapon.

Weapon Specialization (Chain (Spiked)) [RSRD]

You gain a +2 bonus on all damage rolls you make using the selected weapon.

Whirlwind Attack [RSRD]

When you use the full attack action, you can give up your regular attacks and instead make one melee attack at your full base attack bonus against each opponent within reach.

Proficiencies

Aclis, Aldori Dueling Sword, Angle Knife, Ankus, Axe (Carpenter's), Axe (Throwing), Battleaxe, Bec de Corbin, Bladed Bow, Blowgun, Boar Spear, Boar Sword, Boulder, Broadsword, Chain (Spiked), Club, Coconut, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Dogslicer, Earth Breaker, Falchion, Flail, Flail (Heavy), Flamberge, Flametongue, Flax, Gaff, Gauntlet, Gauntlet (Spiked), Gauntlets (Clawed), Gladius, Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Half Moon Spear, Hammer (Light), Handaxe, Harpoon, Harpoon (Whaling), Hatchet, Headsman's Axe, Horsechopper, Hunting Hanger, Hunting Knife, Javelin, Karvar, Khopesh, Kin-Skull, Klar, Kukri, Lance, Longbow, Longspear, Longstaff, Longsword, Mace (Great), Mace (Heavy), Mace (Light), Machete, Maul, Morningstar, Ogre Hook, Pick (Heavy), Pick (Light), Pike, Pilum, Quarterstaff, Ranseur, Rapier, Sap, Sawtooth, Schiavona, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Shortstaff, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Spider Throwing Knife, Spiked Armor, Spiked Helmet, Staff Sling, Starknife, Sword (Bastard), Sword (Cane), Sword (Gauntlet), Sword (Short), Sword (Tulwar), Sword-Pike, Tipstaff, Trident, Unarmed Strike, War Cleaver, War Rake, War Razor, Waraxe (Dwarven), Warhammer, Warhammer (Two-Headed), Wooden Stake, Woodsman's Axe

Templates

Base Race Type

Base Race Type ~ Humanoid

Intelligent Item Spell-like Abilities

At Will Detect Thoughts (DC:13)
 ☐☐☐ Zone of Truth (DC:13)

Intelligent Item Spell-like Abilities

Name	School	Time	Duration	Range	Source
At Will Detect Thoughts	Divination [Mind-Affecting]	1 standard action	Concentration, up to 3 minutes [D]	60 ft.	RSRD:SpellsD-E
[V, S, F/DF] TARGET: Cone-shaped emanation; EFFECT: Allows "listening" to surface thoughts. [SR:No; DC:13, Will negates; see text]					
☐☐☐ Zone of Truth	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	3 minutes	Close (30 ft.)	RSRD:SpellsT-Z
[V, S, DF] TARGET: 20-ft.-radius emanation; EFFECT: Subjects within range cannot lie. [SR:Yes; DC:13, Will negates]					
* =Domain/Specialty Spell					

Quinn Inagui

Human of Harqual (Charan)

RACE

22

AGE

Male

GENDER

VISION

Lawful Neutral

ALIGNMENT

Right

DOMINANT HAND

6' 0"

HEIGHT

200 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

None

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography:

A life of fight is what Quinn has always desired. Luckily he was born in the city of Gladiators! The northern cities provide a good training ground for the young warrior, and he soon grew in strength and renown, as many of the coliseums in the city payed him good money to fight the slave gladiators, in a commemorative fight, freedom against slavery. Of course Quinn always won the fights he was in, his employees made sure of it. After some years of competitions and just a few defeats, Quinn decided that the petty gladiators of his home city won't offer him any more challenge. He knew their tactics, and as far as he was concerned they were no dign opponents for him.

So he picked up all his prizes, won over many battles in the dusty arenas and crowded coliseums, and started a journey. A lone wanderer looking for a worthy opponent.

That seemed like a good idea first. At least before he stood up against monsters way too powerful to be defeated by his skills alone.

Life taught Quinn the hard way, that he should not be so arrogant.

Beaten, thirsty and hungry, he arrived to the Strandlands. Maybe these lands would offer him better chances.

WHAT QUINN KNOWS...

You grew up in the City-state of Sulinon, also known as the City of Coliseums. you father had been a slave-gladiator of some renown while your mother had been a highborn lady who bought, bed, and eventually freed your father. He took his freedom and left Sulinon soon after your birth. Your mother, dishonored, took her own life.

You were raised a bastard child in the care of the city until you were old enough to earn your way in the city's arenas. You have your father's skill and your mother's agility and rose to fame in the city. However, you needed more than just the crowd's roars for blood in your life, so you took to the road to seek adventure and fame elsewhere.

The road was difficult and full of monsters and bandits. You quickly learned that the world outside the arena is a even more dangerous place. You've visited the other Chara Cities -- enslaved Sange, rotted Favir, and Apollo's sacred Hellekan. You've explored the streets of Deepwater and walked the edge of the desert known as the Great Expanse. You know of Tyr and its coliseum and have shaken in fear at the sight of the Infernal spires and domes of the City-state of Flamerule.

But now, now you come to the Freeholds of the Strand, the Strandlands, and you have gained new friends/allies in your search for your next challenge. They are still new to you; although, they seem to know each other. You haven't yet decided whether or not you can trust these people with your entire story but you have com to trust them in a fight. Halmar in particular.

There seems to be good people here in the Strandlands but there are also monsters in the wilderness and orcs in the mountains, nearby. Perhaps here, in this land of warriors, you will find your place in the world or perhaps it will only be the next stop on the road.

Anything is possible.