

Quinn Inagui

Character Name

Fighter 12

CLASS

12 (12)

Character Level (CR)

66000 / 78000

EXP/NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	17	+3	19	+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		

SAVING THROWS

FORTITUDE											
(constitution)											
+12	=	+8	+	+3	+	+1	+	+0	+	+0	+
REFLEX											
(dexterity)											
+7	=	+4	+	+2	+	+1	+	+0	+	+0	+
WILL											
(wisdom)											
+7	=	+4	+	+2	+	+1	+	+0	+	+0	+

TOTAL		BASE ATTACK BONUS		STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+16/+11/+6	=	+12/+7/+2	+ +4	+ +0	+ +0	+ 0	
RANGED attack bonus	+14/+9/+4	=	+12/+7/+2	+ +2	+ +0	+ +0	+ 0	
GRAPPLE attack bonus	+16/+11/+6	=	+12/+7/+2	+ +4	+ +0	+ +0	+ +0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+16/+11/+6	1d3+4	20/x2	5 ft.
Special Properties:				

*Unarmed Strike	HAND	TYPE	SIZE	CRITICAL	REACH
	Equipped	B	M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+16/+11/+6	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	+18/+13/+8	1d6+7	2W-P-(OH)	+12/+7/+2	1d6+7
1H-O	+14/+9/+4	1d6+5	2W-P-(OL)	+14/+9/+4	1d6+7
2H	+18/+13/+8	1d6+9	2W-OH	+8	1d6+5

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	+10/+5/+0	+8/+3/-2	+6/+1/-4	+4/-1/-6	+2/-3/-8

*: 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
*Dustchaser's Shield	Heavy	+3		-1	15
(+1 Shield (Heavy/Wood/Ironwood)), Wooden but functions as steel, does not burn					

David Johannes (Scott DeWar Jr.)

Player Name

Human of Harqual (Charan) / Humanoid

RACE

22

AGE

Male

GENDER

HP	146	WOUNDS/CURRENT HP				
hit points						
AC	22	20	12	10	7	
armor class						
TOTAL	FLAT	TOUCH	BASE	ARMOR	SHIELD	BONUS

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

Encumbrance	Light
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None

Deity

None

Region

Lawful Neutral

Alignment

Medium / 5 ft.

SIZE / FACE

6' 0" / 200 lbs.

HEIGHT / WEIGHT

Normal

VISION

EYES

HAIR

Points

SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
		Walk 20 ft.
MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY
40	-4	0
SPELL RESIST	ACID RESIST	COLD RESIST
ELECT. RESIST	FIRE RESIST	

TOTAL SKILLPOINTS: 60	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Appraise	INT	1	=	1	
✓	Balance	DEX	-2	=	2	+ -4
✓	Bluff	CHA	1	=	1	
✓	Bluff (Flattery)	CHA	1	=	1	
✓	City Lore	WIS	2	=	2	
✓	Climb	STR	14	=	4 + 14	+ -4
✓	Climb (Swarm Huge Monster)	STR	0	=	4	+ -4
✓	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	-2	=	2	+ -4
✓	Forgery	INT	1	=	1	
✓	Gather Information	CHA	1	=	1	
✓	Handle Animal	CHA	2	=	1 + 1	
✓	Heal	WIS	2	=	2	
✓	Hide	DEX	-2	=	2	+ -4
✓	Intimidate	CHA	14	=	1 + 13	
✓	Jump	STR	-2	=	4 + 4	+ -10
✓	Jump (Leap into the Saddle)	STR	0	=	4	+ -4
✓	Listen	WIS	2	=	2	
✓	Lore of the North	WIS	2	=	2	
✓	Move Silently	DEX	-2	=	2	+ -4
✓	Perform (Lore-Chant)	CHA	1	=	1	
✓	Perform (Untrained)	CHA	1	=	1	
✓	Pilot (Spelljammer)	DEX	2	=	2	
✓	Profession (Gladiator)	WIS	3	=	2 + 1	
✓	Ride	DEX	15	=	2 + 13	
✓	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	10	=	4 + 14	+ -8
✓	Tactics	INT	1	=	1	
✓	Use Rope	DEX	2	=	2	
						= + +
						= + +

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

Masterwork Longsword		HAND	TYPE	SIZE	CRITICAL	REACH
		Equipped	S	M	19-20/x2	5 ft.
To Hit		Dam		To Hit		Dam
1H-P	+17/+12/+7	1d8+4	2W-P-(OH)	+11/+6/+1		1d8+4
1H-O	+13/+8/+3	1d8+2	2W-P-(OL)	+13/+8/+3		1d8+4
2H	+17/+12/+7	1d8+6	2W-OH	+7		1d8+2

+1 Longbow (Composite/+4)		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	20/x3	5 ft.
Range: 30 ft.		To Hit: +15/+10/+5		Damage: 1d8+5		
110 ft.		220 ft.		330 ft.		550 ft.
TH	+15/+10/+5	+13/+8/+3	+11/+6/+1	+9/+4/-1	+7/+2/-3	
Dam	1d8+5	1d8+5	1d8+5	1d8+5	1d8+5	
660 ft.		770 ft.		880 ft.		1100 ft.
TH	+5/+0/-5	+3/-2/-7	+1/-4/-9	-1/-6/-11	-3/-8/-13	
Dam	1d8+5	1d8+5	1d8+5	1d8+5	1d8+5	
Special Properties: STR bonus to damage						

+1 Chain (Spiked)		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	20/x2	10 ft.
To Hit		Dam		To Hit		Dam
2H	+18/+13/+8	2d4+9	2W-OH	N/A		N/A

Masterwork Sword			HAND	TYPE	SIZE	CRITICAL	REACH
(Bastard/Alchemical Silver)			Carried	S	M	19-20/x2	5 ft.
To Hit		Dam		To Hit		Dam	
2H	+17/+12/+7	1d10+5	2W-OH	N/A		N/A	
Special Properties: 10hp/inch and 8 hardness							

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Gloves of Ogre Power	Equipped	1	0 / 4,000	
(Gloves (STR +2)), Enhancement bonus to ability STR +2				
Unarmed Strike	Equipped	1	0 / 0	
Cruel Justice	Equipped	1	4 / 80,515	
Dedicated Power (Defeat the Gulty): Cruel Justice can cut off an opponent's hand (Reflex save, DC 17); on save, the opponent drops his weapon instead (+80,000 gp).				
(+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				
+2 Breastplate	Equipped	1	30 / 4,350	
Cloak of Resistance +1	Equipped	1	1 / 1,000	
Red Sash of the Strand Knights	Equipped	1	0 / 5,000	
(Shirt (Fire Shield (Warm Shield)/Wizard/7th))				
Boots of the Winterlands	Equipped	1	1 / 2,500	
Dustchaser's Shield	Equipped	1	10 / 1,157	
(+1 Shield (Heavy/Wood/Ironwood)), Wooden but functions as steel, does not burn				
Handy Haversack	Equipped	1	5 / 2,000	
36.07 lbs., 1 Bag, Coin, 1 Net, 1 Masterwork Longsword, 1 Pot (Iron), 10 Rations (Trail/Per Day), 1 Bedroll, 1 Flint and Steel				
Bag, Coin	Handy Haversack	1	0.2 / 0.1	
for Robe of Useful Items.0.82 lbs., 4 Coin (Silver), 37 Coin (Gold)				
Net	Handy Haversack	1	6 / 20	
Masterwork Longsword	Handy Haversack	1	4 / 315	
Pot (Iron)	Handy Haversack	1	10 / 0.5	
Rations (Trail/Per Day)	Handy Haversack	10	1 (10) / 0.5 (5)	
Bedroll	Handy Haversack	1	5 / 0.1	
Flint and Steel	Handy Haversack	1	0 / 1	
Efficient Quiver	Equipped	1	2 / 1,800	
9 lbs., 3 Arrows (20)				
Arrows (20)	Efficient Quiver	3	3 (9) / 1 (3)	
STR bonus to damage				
Waterskin (Filled)	Carried	1	4 / 1	
+1 Chain (Spiked)	Carried	1	10 / 2,325	
Masterwork Sword (Bastard/Alchemical Silver)	Carried	1	6 / 515	
10hp/inch and 8 hardness				
TOTAL WEIGHT CARRIED/VALUE		76 lbs.	108,307.7gp	

WEIGHT ALLOWANCE					
Light	116	Medium	233	Heavy	350
Lift over head	350	Lift off ground	700	Push / Drag	1750

MONEY	
Coin (Gold): 37[Bag, Coin]	
Coin (Silver): 4[Bag, Coin]	
Total= 37.4 gp	

MAGIC	
RED SASH OF THE STRAND KNIGHTS	
(Equivalent to the Fiery Tunic on pp. 99-100 of the Magic Item Compendium)	

Resistance to Fire 5 (always active).

When activated (swift action), the sash generates a fire shield, as the spell (warm shield only), which lasts for 5 rounds. In addition, any melee weapons Quinn is holding (including Cruel Justice) while the fire shield is active are treated as flaming weapons (DMG 224). The effect can be deactivated at any time as another swift action. This ability can be used once/day.

(DM's Note: Resistance to Fire 5 not implemented in PC Gen program.)

CRUEL JUSTICE

This weapon functions as a +1 adamantine keen scimitar, although has an unusual appearance. The single-edged, slightly-curved blade is wider at the tip than at the base and lacks a point; it resembles nothing less than an elongated cleaver. The silk-and-silver-wrapped hilt is extra-long, allowing the weapon to be used one- or two-handed.

The adamantine blade is honed to razor sharpness, and thus considered keen. On a critical hit, the Cruel Justice may choose to trade the bonus damage for a chance to lop off the defender's weapon hand. The defender is entitled to a Reflex saving throw (DC 17) to pull his hand away in time, and merely drop his weapon instead. Failure indicates the target takes normal damage and also has his hand chopped off. Cruel Justice always determines the use of this power, unlike in the Aerie of the Crow God module. [Special Purpose]

Cruel Justice abhors injustice and deceit, and seeks to punish wrongdoers. Unbeknownst to the wielder, the blade often scans the surface thoughts of those nearby, probing for signs of guilt. Should it detect anything of interest, it urges its owner – via telepathic images – to take action. Additionally, once per day, Cruel Justice will share this telepathic ability with its wielder, allowing him to detect thoughts per the 2nd-level wizard spell (CL 6th). [Greater Power]

Lesser Powers (added by DM): 10 rank of Intimidate, Zone of Truth 3/day (CL 6th), 10 Ranks of Sense Motive.

Cruel Justice: One-handed (or two-handed) melee weapon, Proficiency martial, Damage 1d6 (+1), Critical 15-20/x2, Range Increment n/a, Weight 6 lb., Type slashing, Market Price 21,315 gp; Intelligence 17, Wisdom 17, Charisma 13; Ego 22; Alignment LN.

Languages	
Charan, Common, Dwarven	

Other Companions	
Scimitar, Intelligent: Cruel Justice	
Dedicated Power (Defeat the Guilty): Cruel Justice can cut off an opponent's hand (Reflex save, DC 17); on save, the opponent drops his weapon instead (+80,000 gp).	
(+1 Scimitar (Adamantine/Intelligent/Keen)), Ignore 20 hardness, Threat range doubled, 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' dark-vision and hearing, Int 17, Wis 17, Special Purpose - Defeat/Slay Chaos, Greater Power - Detect Thoughts, Cha 10, Common, Common, Celestial	

Special Qualities	
Bonus Feats	[RSRD]
At 1st level, a fighter gets a bonus combat-oriented feat in addition to the feat that any 1st-level character gets and the bonus feat granted to a human character. The fighter gains an additional bonus feat at 2nd level and every two fighter levels thereafter (4th, 6th, 8th, 10th, 12th, 14th, 16th, 18th, and 20th). These bonus feats must be drawn from the feats noted as fighter bonus feats. A fighter must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums. These bonus feats are in addition to the feat that a character of any class gets from advancing levels. A fighter is not limited to the list of fighter bonus feats when choosing these feats.	
Weapon and Armor Proficiency	[RSRD]
A fighter is proficient with all simple and martial weapons and with all armor (heavy, medium, and light) and shields (including tower shields).	

Feat Bonus	[RSRD]
1 extra feat at 1st level.	
Humanoid Traits	[RSRD]
Humanoids eat/sleep/breathe	
Human Racial Traits (Ex)	[RSRD]
4 extra skill points at 1st level and 1 extra skill point at each additional level. 1 extra feat at 1st level.	
Keen Tactician	[Empire]
When fighting mass combats on his own lands, the fighters units gain a +2 bonus to initiative and a +1 morale bonus to attacks and Morale saves.	
Martial Training	[Empire]
When raising or hiring armies, the fighter may upgrade his soldiers from warriors to fighters for free.	
Skill Bonus	[RSRD]
4 extra skill points at 1st level and 1 extra skill point at each additional level.	

Feats	
Combat Expertise	[RSRD]
When you use the attack action or the full attack action in melee, you can take a penalty of as much as 5 on your attack roll and add the same number as a dodge bonus to your Armor Class.	
Dodge	[RSRD]
During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent.	
Exotic Weapon Proficiency (Chain (Spiked))	[RSRD]
Choose a type of exotic weapon. You understand how to use that type of exotic weapon in combat.	
Improved Sunder	[RSRD]
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 12 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), Scimitar)	[RSRD]
You gain a +1 bonus on all attack rolls you make using the selected weapon.	
Weapon Specialization (Chain (Spiked), Scimitar)	[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, Horsemonger, Hunting Hanger, Hunting Knife, Javelin, Karvar, Khopesh, Kin-Skull, Klar, Klar (as weapon), Kukri, Lance, Longbow, Longspear, Longstaff, Longsword, Mace (Great), Mace (Heavy), Mace (Light), Machete, Maul, Morningstar, Ogre Hook, Pick (Heavy), Pick (Light), Pike, Pilum, Quarterstaff, Ransour, 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; <i>EFFECT:</i> 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; <i>EFFECT:</i> Subjects within range cannot lie. [SR:Yes; DC:13, Will negates]					
*=Domain/Speciality 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-gladitior 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.