

Quinn Inagui

Character Name

David Johannes (Scott DeWar)

Player Name

None

Deity

None

Region

True Neutral

Alignment

Fighter 8

CLASS

Human of Harqual (Charan) / Humanoid

RACE

Medium / 5 ft.

SIZE / FACE

6' 0" / 200 lbs.

HEIGHT / WEIGHT

Normal

VISION

8 (8)

33940 / 36000

22

Male

EYES

HAIR

Points

Character Level (CR)

EXP/NEXT LEVEL

AGE

GENDER

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
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STR Strength	16	+3	18	+4		
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DEX Dexterity	14	+2	14	+2		
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CON Constitution	16	+3	16	+3		
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INT Intelligence	13	+1	13	+1		
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WIS Wisdom	14	+2	14	+2		
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CHA Charisma	12	+1	12	+1		
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SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
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FORTITUDE (constitution)	+10	= +6	+3	+1	+0	+0	
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REFLEX (dexterity)	+5	= +2	+2	+1	+0	+0	
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WILL (wisdom)	+5	= +2	+2	+1	+0	+0	
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HP hit points	100					
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AC armor class	19	: 17	: 12	= 10	+ 7	+ 0	+ 2	+ 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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WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
			Walk 20 ft.

TOTAL SKILLPOINTS: 44

MAX RANKS: 11/5.5

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	12	=	4	+ 11 + -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	12	=	1	+ 11
✓ Jump	STR	-5	=	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	
✓ Ride	DEX	13	=	2	+ 11
✓ 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	9	=	4	+ 11 + -6
✓ Tactics	INT	1	=	1	
✓ Use Rope	DEX	2	=	2	
			=	+	+
			=	+	+

TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
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MELEE attack bonus	+12/+7	= +8/+3	+4	+0	+0	+0
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RANGED attack bonus	+10/+5	= +8/+3	+2	+0	+0	+0
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GRAPPLE attack bonus	+12/+7	= +8/+3	+4	+0	+0	+0
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UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
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(nonlethal only)	+12/+7	1d3+4	20/x2	5 ft.
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Special Properties:

*Unarmed Strike	HAND	TYPE	SIZE	CRITICAL	REACH
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	Equipped	B	M	20/x2	5 ft.
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TOTAL ATTACK BONUS	DAMAGE
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+12/+7	1d3+4
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*+1 Chain (Spiked)	HAND	TYPE	SIZE	CRITICAL	REACH
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	Both	P	M	20/x2	10 ft.
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TOTAL ATTACK BONUS	DAMAGE
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+14/+9	2d4+9
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Net	HAND	TYPE	SIZE	CRITICAL	REACH
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	Equipped		M	none/x0	5 ft.
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10 ft.	20 ft.	30 ft.	40 ft.	50 ft.
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TH	+6/+1	+4/-1	+2/-3	+0/-5	-2/-7
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Dam					
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*: 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
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*+2 Breastplate	Medium	+7	+3	-3	25
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✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

Masterwork Longsword	HAND	TYPE	SIZE	CRITICAL	REACH
	Equipped	S	M	19-20/x2	5 ft.
TOTAL ATTACK BONUS			DAMAGE		
+13/+8			1d8+4		

+1 Longbow (Composite/+4)						
		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	20/x3	5 ft.
Range: 30 ft.		To Hit: +11/+6		Damage: 1d8+5		
110 ft.		220 ft.		330 ft.		
+11/+6		+9/+4		+7/+2		
+5/+0		+5/+0		+3/-2		
TH	1d8+5	1d8+5	1d8+5	1d8+5	1d8+5	
Dam	660 ft.	770 ft.	880 ft.	990 ft.	1100 ft.	
TH	+1/-4	-1/-6	-3/-8	-5/-10	-7/-12	
Dam	1d8+5	1d8+5	1d8+5	1d8+5	1d8+5	
Special Properties: STR bonus to damage						

Cruel Justice						
		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	S	M	15-20/x2	5 ft.
TOTAL ATTACK BONUS			DAMAGE			
+13/+8			1d6+5			

Special Properties: (+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' darkvision and hearing, Int 17, Wis 17, Special Purpose - Defeat/Slay Chaos, Greater Power - Detect Thoughts, Cha 10, Common, Common, Celestial

EQUIPMENT					
ITEM	LOCATION	QTY	WT / COST		
Gloves of Ogre Power	Equipped	1	0 / 4,000		
<small>(Gloves (STR +2)), Enhancement bonus to ability STR +2</small>					
Unarmed Strike	Equipped	1	0 / 0		
+1 Chain (Spiked)	Equipped	1	10 / 2,325		
+2 Breastplate	Equipped	1	30 / 4,350		
Cloak of Resistance +1	Equipped	1	1 / 1,000		
Boots of the Winterlands	Equipped	1	1 / 2,500		
Handy Haversack	Equipped	1	5 / 2,000		
<small>36.07 lbs., 1 Bag, Coin, 1 Net, 1 Masterwork Longsword, 5 Potion of Cure Light Wounds, 1 Pot (Iron), 10 Rations (Trail/Per Day), 1 Bedroll, 1 Flint and Steel</small>					
Bag, Coin	Handy Haversack	1	0.2 / 0.1		
<small>for Robe of Useful Items.0.82 lbs., 4 Coin (Silver), 37 Coin (Gold)</small>					
Net	Handy Haversack	1	6 / 20		
Masterwork Longsword	Handy Haversack	1	4 / 315		
Potion of Cure Light Wounds	Handy Haversack	5	0 (0) / 50 (250)		
□□□□□	Handy Haversack	1	10 / 0.5		
Pot (Iron)	Handy Haversack	1	10 / 0.5		
Rations (Trail/Per Day)	Handy Haversack	10	1 (10) / 0.5 (5)		
□□□□□ □□□□□	Handy Haversack	1	5 / 0.1		
Bedroll	Handy Haversack	1	5 / 0.1		
Flint and Steel	Handy Haversack	1	0 / 1		
Efficient Quiver	Equipped	1	2 / 1,800		
<small>9 lbs., 3 Arrows (20)</small>					
Arrows (20)	Efficient Quiver	3	3 (9) / 1 (3)		
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+1 Longbow (Composite/+4)	Carried	1	3 / 2,800		
<small>STR bonus to damage</small>					
Waterskin (Filled)	Carried	1	4 / 1		
Cruel Justice	Carried	1	4 / 80,515		
<small>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' darkvision and hearing, Int 17, Wis 17, Special Purpose - Defeat/Slay Chaos, Greater Power - Detect Thoughts, Cha 10, Common, Common, Celestial</small>					
TOTAL WEIGHT CARRIED/VALUE		60 lbs.	101,885.6gp		

WEIGHT ALLOWANCE					
Light	100	Medium	200	Heavy	300
Lift over head	300	Lift off ground	600	Push / Drag	1500

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

MAGIC	
Languages	
Charan, Common, Dwarven	
Other Companions	

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.

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 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.	
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	
Acis, 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 (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, Shortspare, 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	

Quinn Inagui

Human of Harqual (Charan)

RACE

22

AGE

Male

GENDER

VISION

True Neutral

ALIGNMENT

Right

DOMINANT HAND

6' 0"

HEIGHT

200 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

,

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

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SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

None

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography: