

Quinn Inagui

Character Name

Fighter 8

CLASS

8 (8)

Character Level (CR)

33940 / 36000

EXP/NEXT LEVEL

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		

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+10	= +6	+3	+1	+0	+0	
REFLEX (dexterity)	+5	= +2	+2	+1	+0	+0	
WILL (wisdom)	+5	= +2	+2	+1	+0	+0	

	TOTAL		BASE ATTACK BONUS		STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+12/+7	=	+8/+3		+4	+0	+0	0	
RANGED attack bonus	+10/+5	=	+8/+3		+2	+0	+0	0	
GRAPPLE attack bonus	+12/+7	=	+8/+3		+4	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+12/+7	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				
+12/+7	1d3+4				

*+1 Chain (Spiked)	HAND	TYPE	SIZE	CRITICAL	REACH
	Both	P	M	20/x2	10 ft.
TOTAL ATTACK BONUS	DAMAGE				
+14/+9	2d4+9				

Net	HAND	TYPE	SIZE	CRITICAL	REACH
	Equipped		M	none/x0	5 ft.
TH	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.
Dam	+6/+1	+4/-1	+2/-3	+0/-5	-2/-7

*: 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

David Johannes (Scott DeWar)

Player Name

Human of Harqual (Charan) / Humanoid

RACE

22

Male

AGE

GENDER

None

Deity

None

Region

True Neutral

Alignment

Medium / 5 ft.

SIZE / FACE

6' 0" / 200 lbs.

HEIGHT / WEIGHT

Normal

VISION

HP hit points	100										Walk 20 ft.						
AC armor class	19	17	12	10	7	0	2	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		25	-3	0										
	TOTAL	DEX MODIFIER	MISC MODIFIER	MISS CHANCE	Arcane Spell	ARMOR CHECK	SPELL RESIST	ACID RESIST	COLD RESIST	ELECT. RESIST	FIRE RESIST						

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	
				=	+	+
				=	+	+
✓: 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.	440 ft.		550 ft.	
TH	+11/+6	+9/+4	+7/+2	+5/+0		+3/-2	
Dam	1d8+5	1d8+5	1d8+5	1d8+5		1d8+5	
	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	
(Gloves (STR +2)), Enhancement bonus to ability STR +2				
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	
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				
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	
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	
9 lbs., 3 Arrows (20)				
Arrows (20)	Efficient Quiver	3	3 (9) / 1 (3)	
□□□□□ □				

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
<p>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, Shortspear, Shortstaff, Sickie, 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</p>

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	
/	
SPOKEN STYLE / CATCH PHRASE	
RESIDENCE	
LOCATION	
None	
REGION	
None	
DEITY	
Humanoid	
Race Type	

Race Sub Type

Description:
Biography: