

## Radoon - Michael Leibrock

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Radoon Male Human Mariner 4/Fighter 4/Master Thrower 3

True Neutral

+2 Str 14 (6 points) (-2 age)  
+3 Dex 16 (11 point) (-2 age +1 for 4th level)  
-1 Con 8 (2 points)(-2 age)  
+1 Int 13 (4 points) (+1 age)  
+3 Wis 16 (8 points) (+1 age)  
+0 Cha 11 (2 points) (+1 age)

Hit Points 68 (Max. at first then 75% 0con)

Now at: 68

Exp – 60000 – 66,000 needed to be level 112

AC 19/ 22 if fighting defensively/ 24 if total defense  
+1 magical tattoo (equal to bracers of natural armor)  
+2 cork and canvas armor of cold resistance  
+1 due to two weapon defense  
+3 dex  
+2 strength tattoo

Init +3 (Dex.)

BAB +10, Grapple +6

Speed 30'

Fort +9, Ref +8, Will +6

+3dex, +1 weapon focus, +1 blank shot, +10 (BAB) (2nd attack at -5) = total of +15  
+13/+8 and +13/+8

Damage – for daggers 1d4+6 plus electrical

Attacking with daggers in Melee

OOC: It is based on your bab and feats. bab +1 to +5 is one attack. bab +6 to +10 is two attacks with one at full bab and one at bab-5, then bab +11 to +15 is three attacks, one at full bab, one at full bab-5 and one at full bab-10. Since Radoon has two weapon fighting he can take an additional attack with the off hand, but doing so is a -2 to all attacks.

**current weapons:**

(1)+2 shocking returning dagger (+1d6 electrical) w/ Truedeath crystal (greater) in hilt – MIC page 66. (+1d6 vs undead, deliver sneak attacks and crit hits vs undead, also negates incorporeal creature's 50% chance to avoid damage.

(1)+5 Keen Flaming Burst Dagger (flaming deals an extra 1d6 points of fire damage on a successful hit and an extra 1d10 on a successful crit hit.) – Keen doubles the threat range

(1) + 1 Adamantine keen Dagger 1d4+6 17-20/x2 p/s 11,002gp (see below) x

(1) +1 dagger recovered from shaman x

(1) +2 cold iron icy burst dagger from Morwyn 1d6 cold damage, on a critical hit it does another 1d10 = 1d4+6 plus 1d6 or 10 x

(1) +1 cold iron dagger x

(12) regular daggers or knives (used 0)

(1) Amulet of mighty fists

(1) cure moderate potions from Geoffrey

(+1) Using hilt guard of Adamantine Dagger 1d4+4 non-lethal 17-20/x2 b  
MW Dagger 1d4+3 19-20/x2 p/s 302gp

Ranged +1 – 10', -1 – 20', -3 – 30' Adamantine Keen Dagger

+1 – 10', -1 – 20', -3 – 30' MW Dagger 1d4+3 19-20/x2

+0 – 10', -2 – 20', -4 – 30' regular throwing daggers

Dagger Thrown Damage 1d4+3 19-20/x2, 2gp (x12)

+9 MW Lasso 0 damage 10'r (max. 30') 301gp

(+1d4) dirty fighting move/once per opponent)

Medium, 5' 10" tall, 175lbs, 56 yrs old

Gray Hair worn long, eyes, Sailor's tan skin, pale blue eyes

Speaks Common and Gnomish

Skills 60 Max rank 10

Mariner-32 (6+1 int)x4 + 4(human) at 1st level / 6 +1 int +1(human) at higher levels

Fighter-16 4(levels) x (2 +1intelligence+1 race=4)

Master Thrower-6 (4+1 int +1 race)

Sea dog bonuses (Profession Sailor 4, Knowledge Local-the sea 2, Swim 2, Rope Use 2)

Skill check is 1d20 + skill modifier(rank+ability modifier+misc modifiers)

Appraise cc (2 - rank 1) +1Int

Balance +2dex+ ac +1 Seamanship

Bluff (11 – rank 11) +1cha (gives +2 bonus on diplomacy, intimidate, sleight of hand checks and disguise checks made when being observed)

Climb (6 – rank 6) +1str ac +2 due to rank in Rope use +1 Seamanship

Concentration -1con

Escape Artist cc (4 - rank 2) +2dex ac +2 on use Rope checks to bind someone  
Gather Information (3 - rank3) +1cha  
Heal (2 - rank 1) +3 wis +2 from healers kit  
Intimidate (12 - rank 12) +1 cha +2 due to bluff

Listen (4 - rank 2) +3 wis  
Profession-Sailor (11 - rank 11) +3wis +1 Seamanship  
Use Rope (6 - rank 6) +2dex  
Spot (7 rank 7) +3 wis  
Survival (11 - rank 11) +3wis  
Swim (5 - rank 5) +1str ac  
Tumble +3

cc=cross class skill, ranks cost double and maximum rank is 5  
ac=this skill is subject to an armor check penalty, currently 0.

#### Feats

1 for 1st level, 1 for 3rd level, 1 for 6th level, 1 for human race, 1 fighter bonus, 1 Mariner bonus, 1 Master Thrower bonus, 1 for old age, 1 for 2nd level fighter, 1 for 4th level fighter = 10  
-Weapon Focus (Dagger): +1 attack  
-Weapon Specialization (Dagger): +2 Damage  
-Two-Weapon Fighting: Use a weapon in each hand at -2 on all attacks  
-Point Blank shot: ranged attacks out to 30' are at +1 to hit and damage  
-Precise shot: throw into melee without risk of hitting players at no penalty  
-Exotic Weapon Proficiency (Lasso): Use the exotic weapon the lasso (see below)  
-Quickdraw: Draw weapons as a free action.  
-Two Weapon Defense: +1 Armor Class when fighting with two weapons  
-Weapon Finesse +2dex attack  
-Blind Fight

#### Human Traits

-Bonus skills and feats

#### Mariner Abilities

-Bonus Feat (weapon Finesse)  
-Sailor Lore d20+level+Int for Lore check  
-Seamanship skill bonus +1 (Balance, Climb, Profession Sailor)  
-Dirty Strike +1d4 damage, reflex save DC modified attack roll to avoid 1x/day/opponent. (at 2nd level)  
-All simple weapons plus cutlass, net, scimitar, and trident.  
-Leather, padded, cork/canvas armor

#### Fighter Abilities

-All simple and martial weapons

- All armor and shields
- Bonus feats

#### Master Thrower Abilities

- Double Toss: Throw daggers with both hands at no penalty other than two-weapon.
- Bonus Quickdraw feat
- Two with one blow - May hit 2 opponents with one shot if they are adjacent. Receive -4 on attack roll.
- Dirty Fighting(Mariner) – in lieu of Evasion of Master Thrower (+1d4 damage once per opponent)
- Deade Eye Shot (Master Thrower) – Increases Crit damage by factor of 1x.

#### Gear:

- Cork and Canvas Armor +2 armor bonus
- Special tattoo gives +1 natural armor bonus
- +1 Keen Adamantine Dagger with punching guard
- MW Dagger
- 12 daggers balanced for throwing
- Silk Rope: Lasso – silk gives +2 on all rope checks
- Sailor's Outfit
- Backpack of holding for daggers
- Spare clothes
- Belt Pouch
- (1)Shirt of Wraith Stalking (Magic Item Compendium page 216)

- Coins- 10gp, 10sp, 10cp (pouch)
- 3 10gp gems
- 1 50gp gem
- 452GP

Appearance/Personality: 50 year old male, aging well. Gray hair, loose fitting plaid shirt and woolen pants, if it's winter – linen if warmer. Has a short sword, daggers and rope, kind to be determined later. 5' 10". 175lbs.

#### History/Background: Radoon (Ray-dune)

Radoon was born as the youngest son to an upper middle class human family. His father is an ex-navy officer of the Shield Arm Cluster. His mom and dad are still alive and his 2 brothers and 2 sisters all still live in the area. Radoon can not be described as defiant or a troubled kid but did have a desire for more. He always felt his parents liked his older brothers and sisters more, especially the eldest son, Phiant (Fie-ant). Radoon enjoyed his childhood and loves his family very much. As he grew older he developed a desire "for more" whatever that may be. His parents did not understand what it was he wanted and so could not try and give it to him. This produced

a rift between them, when he was 16, he ran away and joined the Navy, in part to see the world, in part to make his dad proud. For 34 years, he adventured, writing his family and receiving letters in return. The family relationship developed and matured as it always does when a son leaves and gains his freedom. He enjoyed coming home and visiting his mom and dad. Brothers and sisters stayed in the area marrying and having families, but he always felt a bit out of place at home and as true sailors often express, he longed for the sea. Radoon always volunteered for the extended ocean-going excursions that seemed they may lend themselves to conflict. Over the years, he became a superb sword fighter and is also very handy with daggers and rope. He would often impress other shipmates with his throwing accuracy and roping skills. Through his journeys he has come to see a lot of different cultures and oddities. He has always had an interest in the supernatural but only as research and history, never dabbling. He is also fluent in many languages but can not write or read any other than his own. As time went on, his body began letting him down. Inside, he still felt like that 20 year old, but his body could no longer perform the same when called upon. His eyesight was not as perfect as before, causing his throwing to be off an inch or more. His muscles could no longer heavy the sword with as much power making armed combat difficult and always very sore the next day or two. But he never lost his roping abilities; these seemed to grow better every year. Finally when he turned 50, the navy of the Shield Arm Cluster retired him. He felt very lost after visiting with the family for a few weeks knew he had to do something to stay busy.

This is where we find Radoon now.

**Lasso:** A lasso is an entangling weapon that deals no damage, but it entangles only parts of an opponent's body. When you use a lasso to entangle your opponent's arms, you make a ranged touch attack against your target. A lasso's maximum range is 30 feet. If you hit, the target is partially entangled, taking a -2 on attack rolls and a -4 penalty on effective dexterity. The creature's speed is not reduced and it can still charge or run, but if you control the trailing rope by succeeding at an opposed Strength check while holding it, the lassoed creature can only move within the limits that the rope allow. If the lassoed creature attempts to cast a spell, it must succeed on a DC 15 concentration check or be unable to cast the spell.

The lassoed creature can escape with a DC 20 Escape Artist check as a full-round action. The lasso has 2 hp and can be broken with a DC 23 Strength check—also a full-round action.

Alternatively, you can use a lasso to make trip attacks. If you are tripped during your own trip attempt, you can drop the lasso to avoid being tripped.

**Synergy**—if you have 5 or more ranks in rope use you receive a +2 competence bonus to hit with a lasso.

The Lasso is an exotic weapon that costs 1 gp and weights 3 lbs. It has a range increment of 10' and a maximum range of 30'. It deals no damage.

**Cork and Canvas Armor:** (Light) +2 AC, Max. dex. +8, Armor check 0, Arcane spell failure 8%, speed 30', weight 10 lbs. This lightweight armor is made of pads of cork sewn into stout canvas reinforced with brass rivets and whalebone. Sailors favor it because it provides buoyancy in the water and does not hamper movement significantly. It gives +4 to swim checks made to stay

afloat and its weight does not count in swim checks. However, attempts to swim below the surface are at -4 due to the lift of the armor.

Books:

Mariner – Age of Mortals

Master Thrower – Complete Warrior