

**Robert Harbinger (Ro-bear Ar-bin-jay) | Fighter 7th | CG | 20 year-old human male, 6'0", 170#**



Stats:	Score	Modifier	Bonus	Notes
<b>STR</b>	15	+2	<b>FOR</b> +6 +5 base, +1 Con	
<b>DEX</b>	18	+4		
<b>CON</b>	13	+1		
<b>INT</b>	14	+2		
<b>WIS</b>	9	-1		
<b>CHA</b>	16	+3		
<b>Hit Points</b>	50	-	<b>Melee</b> +9/+4 +7/+2 base, +2 Str	
<b>Speed</b>	30'	-		
<b>Initiative</b>	+8	-		
			<b>Ranged</b> +11/+6 +7/+2 base, +4 Dex	
			<b>AC</b> 19 15 Flat Footed, 17 Touch	

**Physical Description:** Robert is tall and thin with a wiry build. His skin is dark, his eyes are green, and his hair is worn in dreadlocks.

**Proficiencies:** All weapons, armor, and shields. Firearms.

Combat maneuvers: CMB: +9 CMD: 23

Languages: Common, Nawlins Patois

Melee Weapon	Attack	Damage	Missile Weapon	Attack	Damage	Range Incr.
Rapier +2 (P) - WF	+13/+8	1d6+4	Pistol (P)	+11/+6	2d4 (P)	10' (-2)
Handaxe (S) - WF	+11/+6	1d6+2				
Both at once	+11/+9/+6	As above, handaxe is middle attack				
<b>S – Slashing P – Piercing WF – Weapon Finesse</b>			<b>S – Slashing P - Piercing</b>			

**Feats**

Combat Reflexes	You may make a number of additional attacks of opportunity equal to your Dexterity bonus (4).
Two-Weapon Fighting	You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon.
Improved Initiative	You get a +4 bonus on initiative checks.
Point Blank Shot	You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.
Precise Shot	You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.
Rapid Reload (pistol)	The time required for you to reload your pistol is reduced to 3 full rounds (from 6). The pistol has two shots before it needs to reload and can thus be fired twice as part of a full attack action.
Weapon Finesse	With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls.
Power Attack	You can choose to take a -2 penalty on all melee attack rolls and combat maneuver checks to gain a +4 bonus on all melee damage rolls. This bonus to damage is increased by half (to +6) if you are making an attack with a two-handed weapon or a one handed weapon using two hands. This bonus to damage is halved (to +2) if you are making an attack with the off-hand.
Exotic Weapon	Proficiency in firearms.

Skills	Ability	Mod	Skills	Ability	Mod	Skills	Ability	Mod
Swim	STR	+12	Intimidate	CHA	+13	Acrobatics	DEX	+9
Climb	STR	+12	Escape Artist	DEX	+6	Profession (Sailor)	WIS	+9

**Possessions**

+2 Rapier, Handaxe, Leather Armor, Ring of Protection +3, Potion of Water Breathing, Belt Pouch, 21 gp, Pipe, Tobacco Pouch, Knife, Spyglass, Pistol, Powder and Shot (12 shots), 3 Dragon's Breath flares (pull ring at base to produce a flare of flame and sparks 20' long and 10' wide – which lasts 2 rounds and deals 8 hps of damage per round)



## The Dream

You've always dreamed the same dream every night. In fact, it was years before you realized that this wasn't how everyone dreamed.

In your dream you were in a dugout canoe floating silently through a candle-lit swamp. Every night there was one fewer candle, leading up, you realized, to your 21st birthday.

Now that your birthday has passed, things have changed. Last night your dream was different. A skeletal man in a top-hat and a frock coat danced in the swamp with a beautiful woman.

The woman was a sea-elf, like Festren, but beautiful and graceful where he is hunch-backed and hideous.

Just before the dream faded, you saw that the man's eyes glowed with the pale, white light of the moon. And the woman's? They were bloodshot and red.

## Personality Sketch

Captain of the *Night Otter*. Brutally raised by Cap'n Otto Von Falk to be a pirate, but managed to become a relatively decent human being. The restraints of his former life have been lifted and he's now free to become his own man. Confused by all the personal revelations and changes he's experienced in the last few days, but determined to be the best captain and father that he can be.

## Goals/Motivations

- Assert myself as captain.
- Hold the crew together during this crisis.
- Epiphany sure is pretty and sweet.
- Be a good father to RJ.

### **Robert Harbinger (Ro-bear Ar-bin-jay) – 7<sup>th</sup> level fighter**

Who am I? What am I? I'm so confused. I killed da ba bastid dat raised me, the pirate captain Otto Von Falk. I killed me own fadda; Negral Sangre de la Sepultura, the head of the voodoo cult of Baron Samedi. Of course I only met him as he was trying to kill my son (who I also had just met). Am I a Killer?

I just discovered that da girl I've been starin' at so lustfully for the last few weeks is my mother. And the parrot who was the closest t'ing I had to a real fadda, is now a disturbingly handsome man who is now my married to my mother. I'm twisted in knots.

I have to be what I choose to be: a fadda to Robert Jr. and the captain of the Night Otter. And I'll be the best damned fadda and captain that I can be!

### **Paolo Ferrare – Human – Sorcerer – Husband of Cirque Ferrare – can change into parrot form at will**

Paolo was Cap'n Otto's secret weapon. A sorcerer cursed into the form of a green and yellow parrot that was still able to cast spells. Now dat his curse is lifted, he lives every day like it was his last. Which, I guess, is why he and Cirque didn't waste time with an engagement.

Paolo was da closest t'ing to a fadda I evah had as a boy. It was my job to feed him and clean his cage, and dat gave us plenty o' time to talk every day. Paolo kept me sane t'ru dose hard, hard years. And if I'm not the bloodthirsty killer Otto always wanted me to be, it's strictly thanks to dat bird.

### **Epiphany Song – Human Druid – My girlfriend?**

Epiphany is a free-spirited (and beautiful) young priestess adopted by the Ungwalla Doola, a tribe of pygmies who live in the swamps north of Janeiro. Cap'n Otto used her as a scout and a healer. She would shape-shift into the form of a sea-eagle or a dolphin to locate prize ships or lead the Nightotter t'ru reefs. She's kind of amazin' really.

Epiphany worked for da cap'n because he stole her tribe's sacred stones – da seven sisters. We've recovered dem all and returned dem on da way to Nawlins. I was worried she would stay home once the stones were returned, but she's decided she's part o' my crew now. I'm just hopin' she wants to be more.

### **Cirque Ferrare – Human Voodoo Priestess (Mambo) of Papa Legba – Wife of Paolo Ferrare**

Cirque appears as young and beautiful as Epiphany, but dat's just her magic. She's really my mama; a middle-aged voodoo priestess of Papa Legba. When she was young, she was a hand-maiden of my fadda in da cult o' Baron Samedi. She helped us foil Samedi's plans, and now seems determined to enjoy her life as much as possible – which apparently includes marryin' Paolo.

Cirque's got a creepy little shrunken head she keeps on her belt. She calls it Willy. She's always collectin' t'ings to sacrifice to it; like chocolate or good cigars. Weird stuff too, like songs or the one time Mr. Chase gave her a shoulder rub and she said it was for Willy.

### **Dag Spector – Dwarf – Priest of Kaebum – Gunpowder Guild**

If you take da time to look past da ritual burn-scars and his love of explosions, Dag is a pretty good guy (jest nuttier than squirrel-poop). He kept separate from the rest o' da crew, so that gave us da chance to get to know each odder.

Widout da blessings of his god Kaebum (Kay-bem), the ship's powder would just be so much gray dust. The powah to grant or wit'draw dat blessing gives da Gunpowder Guild it's influence and explains da fat contract he gets for bein' on-board. Nobody messes wit' 'im eithah. Killin' a Priest O' Kaebum will curse ya powdah for life.

### **Fenestra Darkwater – Sea Elf – Rogue - Zombie**

Festren was a crewman on da Nightotter longer dan anyone but Cap'n Otto himself. It turns out he was cursed by an evil, undersea goddess named Umphquin when she caught him cheatin' on her by comin' to love the waves and salt air on da surface of da sea. Women and gods – both crazy.

Now that that the curse is lifted, he not all twisted and hunch-backed any more, but he's still dead, and he still smells.

### **Robert Harbinger, Jr. – Human – child**

RJ is the result of the one time Cap'n Otto let me be wit' a woman. He said I was gettin' "backed up". When I escaped da planned sacrifice, RJ was goin' ta take my place. Now that the Moonpaths are cleared, RJ is a happy and active kid. I'm not sure what's tougha, being da Captain, of bein' a dad.