

Age of Eana Character Record

Andjet Sin

Netherman Warrior | Medium Humanoid

Untrained | Fighter | Untrained

Level: 1

Experience: 0 (0k – 3k)

Height: 6'3"

Build: Powerful

Strength	Dexterity	Constitution
17 8+	15 10+	18 7+
Speed	Perception	
10 11+	15 10+	
Intelligence	Willpower	Charisma
10 11+	9 12+	9 12+

Skills

Affinity Awards: 0

Infravision

Seamanship

Direction Sense

Weather Sense

Street Fighting

Defensive Fighting

Read/Write: Tradespeake

Speak: Goblin, Tradespeake, Sign Language

Weapon Proficiency: Axes, Clubs, Shields, Spears, Swords

Weapon Specialization: Axes (+1 ToHit, +1 Damage)

Weapon Specialization: Clubs (+1 ToHit)

Weapon Specialization: Swords (+1 ToHit)

Climbing (DEX) 7+ Swimming (STR) 5+

Affinities

Background

Combat

Training

Tasks Per Day: 3



Defenses [2]: Ring Mail (2 | H), Gauntlets (H), Kettle Hat (H)

Hit Points: (28)

Initiative Modifier: +0

Mana:

Tracking: 2

Animus:

Actions: 2

Base ToHit ☹: 10+

Attacks: 1/2

Base Spell ☹:

Interrupts: 2

Parry Bonus: +1

Weapons	Burden	ToHit	Parry	Damage
Battleaxe	H	9+		1d10+5 / 1d12+4
Heater Shield	H	10+	+2	1d6+3
Arming Sword	H	9+		1d10+3
Hatchet Hammer	H	9+		1d6+3
Dagger	L	10+		1d6+3
Punch		10+		1d4+3
Kick		10+		1d6+3

Gear

Burden (2 of 4)

Backpack (2B | B)

Flint & Steel (L)

Whetstone (L)

Iron Rations: ○ ○ ○ (L)

Pitons, 10 (H)

Grappling Hook (B)

Waterskin (B)

Silk Rope, 50' (B)

Wool Cloak (worn)

Wealth

CP: 8

GP: 0

JP: 0

SP: 2

PP: 0

DM: 0

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COMBAT MANEUVERS:

Counterstrike: This risky maneuver requires you to have an initiative advantage over your target and declare you are holding to counterstrike.

1. If the chosen opponent misses or does not attack, you may immediately attempt a single strike per proficiently wielded weapon with a halved ToHit, rounded down.
2. If the opponent hits, the counterstrike fails, and you may attempt a single attack per wielded weapon at a doubled ToHit.

Feint: a distracting or deceptive ploy to increase your odds of striking or decrease likelihood of being hit.

1. Declare feint and the intended outcome as a **Free Action**.
2. Initiate a CHA vs PER ☑.
3. If you succeed, you gain +1 ToHit or impose a -1 penalty ToHit you.

Protected Attack: A desperate attempt to wound a target while parrying, using a **Swift Action**

1. You gain **+1 Interrupt** and **+1 Parry Bonus** until your next turn.
2. You are limited to one attack per proficiently wielded weapon, and all strikes suffer -4 ToHit.