

Age of Eana Character Record

Anya Khoe

Fell-touched Mage | Medium Humanoid

Prodigy | Untrained | Journeyman

Level: 1 Experience: 0 (0k – 3k)
Height: 5’1” Build: Angular

Strength	Dexterity	Constitution
7 14+	10 11+	12 11+
Speed	Perception	
12 11+	15 10+	
Intelligence	Willpower	Charisma
19 6+	18 7+	11 11+

Skills Affinity Awards: 0

Umbral Shadow Sight
Spellcasting
Read Magic
Read/Write: Tradespeake
Speak: Tradespeake, Infernal
Weapon Proficiency: Triggered
Hidden Arcana (INT) 5+ Climbing (DEX) ` 0+
Magic Theory (INT) 5+

Cantrip: Neutralize - Use a Core Action to touch a target to grant them a CON ☑ to Break a single Poison effect. If successful, the target is no longer poisoned.

Affinities Background

Arcane Arts & Sciences
Performing Woodlore

Training Tasks Per Day: 5



Defenses [1]: Light Leather (1 | H), Susceptible: Influence
Infernals

Hit Points: (14) Initiative Modifier: +0
Mana: (30) Tracking: 2
Animus: Actions: 2
Base ToHit ☑: 11+ Attacks: 1
Base Spell ☑: 7+ Interrupts: 1
Parry Bonus: +0

Weapons	Burden	ToHit	Parry	Damage
Light Crossbow »	H	11+		1d8
Ammo: ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○				
» This weapon allows you to use the Preempt maneuver.				
Knife	L	11+		1d4
Gore		11+		1d6
Tail		11+		0

Gear Burden (1 of 2)

Backpack (2B | B)
Flint & Steel (L) Whetstone (L)
Ink & Inkwell (L) Paper & Quill (L)
Iron Rations: ○○○ (L)
Dropper Vial of Nectar: ○○○○ (L)
Bolt Case (H) Scroll Base (B)
Waterskin (B)

Live Fireflies in a Jar (L): ○○○○
Wool Cloak (worn)

Wealth

CP: 8 GP: 0 JP: 0
SP: 18 PP: 0 DM: 0

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Shadow Sight: You can see perfectly in total darkness, regardless of whether it is natural, magical, extra-planar, etc. Range: 100 ft.

Umbral: Use a **Free Action** at any time to fill your hex and the surrounding ring of hexes with shadow. Your hex gains two tiers in obscurement, and the ring of hexes surrounding you gains one tier of obscurement. Those within (excluding you) or targeting an area under Obscurement suffer uniform penalties to PER ☹, ToHit ☹, and Parry ☹ based on tier:

- Light: -1
- Moderate: -2
- Heavy: -4
- Total: -8

Creatures relying on Echolocation, Infravision, or Shadow Sight are unaffected. Blind Fighting and Zen Archery negate Obscurement penalties.

You may use a **Free Action** at any time to remove the shadow

COMBAT MANEUVERS:

Preempt: Once per round, use an **Interrupt** to make a single out-of-sequence attack with each proficiently wielded weapon that allows Preempt.

Preempt may be combined with Basic Attack and the following special maneuvers: Critical Strike, Counterstrike, Menace, Stand & Deliver, Steady Shot, and Sweep.