

Age of Eana Character Record

Dior Mir

Lesij Rogue | Medium Humanoid

Untrained | Scrapper | Journeyman

Level: 1 Experience: 0 (0k – 3k)

Height: 5'2" Build: Lithe

Strength	Dexterity	Constitution
9 12+	17 8+	10 11+
Speed	Perception	
16 9+	16 9+	
Intelligence	Willpower	Charisma
10 11+	10 11+	13 11+

Skills

Affinity Awards: 0

Street Fighting

Read/Write Tradespeake

Speak: Tradespeake, Sylvan, Sign Language

Weapon Proficiency: Knives, Swords, Triggered

Appraise (INT) 10+ Climbing (DEX) 7+

Lip Reading (PER) 8+ Open Locks (DEX) 7+

Pick Pockets (DEX) 7+ Running × 2 (STR) 10+

Sleight of Hand (DEX) 7+ Stealth (DEX) 7+

Swimming (STR) 11+ Trapping (INT) 11+

Shapeshift: Spend **Animus** (X) and a **Core Action** to take one of the following forms: **Magpie** (1), **Pygmy Rattlesnake** (4), **Hound** (5), **Baboon** (7). You assume the form for one hour at the end of which you are forced to use a **Core Action** to revert to your native form. If you revert early, you must spend a **Core Action**. Reversion requires no Animus.

Affinities

Background

Combat

Performing

Thieving

Training

Tasks Per Day: 5



Defenses [1]: Light Studded Leather (1 | H), **Susceptible:**
Influence Beasts

Hit Points: (14)

Initiative Modifier: +2

Mana:

Tracking: 3

Animus: (19)

Actions: 2

Base ToHit ☹: 8+

Attacks: 1/2

Base Spell ☹:

Interrupts: 1

Parry Bonus: +0

Weapons	Burden	ToHit	Parry	Damage
Short Sword	H	8+		1d8
Main Gauche	L	8+	+2	1d6
Light Crossbow »	H	8+		1d8
Ammo: ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○				
» This weapon allows you to use the Preempt maneuver.				
Punch		8+		1d4
Kick		8+		1d6

Gear

Burden (2 of 4)

Backpack (2B | B)

Deck o' Cards (L)	Chalk (L)	Lock Pick Set (L)
Sinew, 100' (L)	Lamp Black (L)	Awl and Punch Set (L)
Soap (L)	Bolt Case (H)	Crowbar (H)
Pitons, 10 (H)	Hammer (H)	Ball Bearings, 25 (H)
Silk Rope, 50' (B)		

Wool Cloak (worn)

Wealth

CP: 11	GP: 0	JP: 0
SP: 0	PP: 3	DM: 0

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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.