

Age of Eana Character Record

Merry the Magnificent

Oggli Duelist | Medium Humanoid

Untrained | Scrapper | Apprentice

Level: 1

Experience: 0 (0k – 3k)

Height: 4'11"

Build: Compact

Strength	Dexterity	Constitution
10 11+	17 8+	16 9+
Speed	Perception	
15 10+	9 12+	
Intelligence	Willpower	Charisma
10 11+	10 11+	15 10+

Skills

Affinity Awards: 0

Infravision

Heatless

Clinging

Street Fighting

Read/Write: Tradespeake

Speak: Oggli, Tradespeake

Weapon Proficiency: Shields, Swords, Knives

Weapon Specialization: Swords (+1 ToHit, +1 Dam.)

Acrobatics (DEX) 7+

Climbing (DEX) 7+

Diplomacy (CHA) 9+

Drinking (CON) 8+

Haggling (CHA) 9+

Stagecraft (CHA) 9+

Leaping - Free Action (5' ↑ | 10' →), Swift Action (10' ↑ | 20' →)

Martial Arts - You may parry while empty-handed, and you may parry or catch projectiles without using a shield. You cannot parry or catch missiles fired from firearms.

Affinities

Background

Combat

Performing

Training

Tasks Per Day: 4



Defenses [2]: Ring Mail (2 | H)

Hit Points: (22)

Mana:

Animus:

Base ToHit ☹: 6+

Base Spell ☹:

Parry Bonus: +1

Initiative Modifier: +1

Tracking: 1

Actions: 2

Attacks: 1/2

Interrupts: 1

Weapons	Burden	ToHit	ToParry	Damage
Rapier †	H	7+		1d8+1
Rondel †	L	8+		1d6
† Inflict a 1 Hit Point, continuously bleeding wound. Bleed damage is doubled by Critical Strike to Bleed .				
Main Gauche	L	8+	+2	1d6
Punch		8+		1d4
Kick		8+		1d6

Gear

Burden (0 of 4)

Bandolier (5L | H)

Perfume (L)

Quill & Ink (L)

Fine Rations: ○ (L)

Flint & Steel (L)

Journal (L)

Wineskin (H)

Wool Cloak (worn)

Wealth

CP: 0

GP: 13

JP: 0

SP: 0

PP: 10

DM: 0

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Acrobatics

Break Fall: As a **Free Action**, while falling, attempt an Acrobatics ☑ to reduce falling damage. Penalize by:

- -1 per each 20 ft. fallen
- -1 per each point of armor
- If successful, take 1d6 Dam per every 20 ft. fallen instead of each 10 ft., and roll one CON ☑ to avoid incapacitation for each 40 ft. instead of each 20 ft.

Kip Up: You can stand up from a fallen or Prone position as a **Free Action**.

Parkour: Once per round, use a **Free Action** when climbing or in combat to make an Acrobatics ☑ to gain one of the following declared benefits until your next turn:

- +0 to +3 ToHit
- -0 to -3 ToHit against you
- +0 to +3 to a Climbing ☑

The benefit is equal to half your margin of success, rounded down, with a maximum of +/-3.