

Age of Eana Character Record

Andjet Sin

Netherman Warrior | Medium Humanoid

Untrained | Fighter | Untrained

Level: 8 Experience: 102,500 (102.5k – 165k)

Height: 6'3" Build: Powerful

Strength	Dexterity	Constitution
18 7+	15 10+	19 5+
Speed	Perception	
10 11+	16 9+	
Intelligence	Willpower	Charisma
10 11+	10 11+	9 12+

Skills

Infravision
Direction Sense
Wrestling
Finesse
Read/Write: Tradespeake
Speak: Goblin, Tradespeake, Sign Language
Weapon Proficiency: Axes, Clubs, Shields, Spears, Swords
Weapon Specialization: Axes (+1 ToHit, +2 Damage)
Weapon Specialization: Clubs (+1 ToHit)
Weapon Specialization: Shields (+1 ToHit, +2 Dam.)
Weapon Specialization: Swords (+1 ToHit, +2 Dam.)
Climbing (DEX) 6+ Swimming (STR) 3+

Affinity Awards: 0

Seamanship
Weather Sense
Defensive Fighting
Street Fighting

Paired Weapons

Allows an additional strike with **Battleaxe**, **Heater Shield**, **Arming Sword**, or **Hatchet Hammer**, or two **Critical Strikes** with the same weaponry.

Blind Fighting

You may use a **Swift Action** to enter a trancelike state that automatically reveals to you all targets within 15 ft. You ignore penalties from Blindness, Invisibility, Obscurement and are not Surprised by Invisible opponents within 15 ft. of you. Do not use more than one **Swift Action** to move each turn.

Affinities

Combat

Background

Training

Tasks Per Day: 3



Defense [7]: Plate and Mail (6 | **B**), Gauntlets (**H**), Kettle Hat (**H**), **Tattoo of War** (1)

Hit Points: (107)

Mana:

Animus:

Base ToHit : 6+

Base Spell :

Parry Bonus: +2

Initiative Modifier: +0

Tracking: 3

Actions: 2

Attacks: 3/4/4

Interrupts: 3

Weapons	Burden	ToHit	Parry	Damage
Walloper	H	3+		1d10+9 / 1d12+9
Heater Shield	H	6+	+2	1d6+6
Arming Sword	H	6+		1d10+6
Hatchet Hammer	H	6+		1d6+4
Dagger	L	7+		1d6+4
Punch		7+		1d4+4
Kick		7+		1d6+4
Grapple		7+		-

Gear

Burden (3 of 4)

Backpack (2B | **B**)

Flint & Steel (L)

Whetstone (L)

Iron Rations: ○ ○ ○ (L)

Dust of Blindness (L)

Pitons, 10 (**H**)

Spyglass (**H**)

Grappling Hook (**B**)

Waterskin (**B**)

Silk Rope, 50' (**B**)

Wool Cloak (worn)

Rune of War [↑]

Wealth

CP: 2

GP: 6

JP: 15

SP: 9

PP: 0

DM: 0

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Wrestling

Grapple: As an **Attack**, you can perform a Grapple Special Maneuver to **Entangle** a target using a normal, not doubled ToHit. Entangled targets are subject to your **Submission** efforts.

- **Entangled** targets may escape by using an **Interrupt** to make a DEX vs. -2 DEX ☹ or a STR vs. STR ☹. They roll first. Each two they roll above their ATT ☹ penalizes your ATT ☹ by 1. If they choose DEX, then their roll is penalized by -2.
- **Entangled** targets cannot move, and suffer a -2 to all ToHit ☹, DEX and DEX-based Skill ☹, and a -2 Spell Disruption.
- Striking an **Entangled** target requires half your normal ToHit.
- In Grappling contests **larger creatures** enjoy a bonus to their STR ☹ equal to their difference in size to their opponent.
- You may not grapple opponents **3 or more sizes larger**. Your max target Size is Huge.
- You do not suffer a penalty for fighting while **prone**, so long as you are unarmed or only using Light weapons and shields.

Submission: You may use an **Interrupt** once per round to inflict 1d6+4 damage on an Entangled foe. This bypasses DEF from armor.

You may use a **Core Action** to **Critical Strike to Submit** the entangled target by rolling a normal, not doubled, ToHit. This inflicts double damage dice and applies a critical condition to the entangled target.

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

Finesse: provides bonuses for these maneuvers

- When you perform a **Counterstrike**, a selected opponent suffers a -2 penalty ToHit you.
- When performing a **Feint**, gain +2 ToHit or impose a -2 penalty ToHit you instead of +/-1.
- You may use all your Basic Attacks when using **Protected Attack** instead of just one.

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.

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Andjet's Magic Items

Tattoo of War (Magical tattoo)

An intricate geometric tribal tattoo has been inked on Andjet's right shoulder and upper arm that details their prowess in battle and several important events in their life. This tattoo provides +1 DEF & +1 CON ☑.

Walloper (Greater magic item)



This **battleaxe** has a wooden shaft wrapped with leather and a finely crafted steel axe head. The metal has been blackened and inlaid with a complex silver knot pattern. The weapon has been enchanted to provide **+3 ToHit** and **+3 Damage**. In addition, three times per day the wielder may use a **Free Action** to activate Walloper's **KNOCKBACK** ability. This must be declared after a hit has been scored but before damage is rolled.

Uses 3/day: ○○○

Knockback: After a successful strike, initiate a STR vs. STR ☑. For each 2 greater than the defenders STR ☑, the defender is hurled one 5 ft. hex away from the attacker, in the direction of the attack. The target takes 1d6 HitPoints of damage for each 5 ft. hex they would travel. If they are stopped due to a hard surface and they would still move additional hexes, deal damage as if they travelled all of the hexes. If they are stopped due to a soft surface (water, people, creatures, etc.) then they take half of the remaining damage. As with falls, opponents with **Acrobatics** may attempt to reduce this damage.

Dust of Blindness (Consumable)

This is a fine red powder that smells strongly of cayenne, chlorine, and mold. It is carried in a hard leather flask similar to a powder horn and capped with a cork tethered to the flask with a red cord. As a **Core Action** a single dose can be poured into your hand and thrown into your own hex or an adjacent hex. All creatures in the target hex must make a -3 SPD ☑ or become **BLINDED**. This condition can be broken with a -3 CON ☑ starting the round after the dust is applied.

Doses: ○○○○○

Blindness. You cannot see, nor use sight-like senses. You suffer -8 ToHit ☑, -8 PER ☑, and -8 Parry ☑.

Blindness does not stack.

👁 See Blindness in the Age of Eana core rules for the full entry.