

Age of Eana Character Record

Anya Khoe

Fell-touched Mage | Medium Humanoid

Prodigy | Untrained | Apprentice

Level: 8 Experience: 102,500 (102.5k – 165k)
Height: 5’1” Build: Angular

Strength	Dexterity	Constitution
7 14+	11 11+	15 10+
Speed	Perception	
12 11+	16 9+	
Intelligence	Willpower	Charisma
19 6+	18 7+	12 11+

Skills Affinity Awards: 0
Umbral Spellcasting

Read Magic
Read/Write: Tradespeake
Speak: Tradespeake, Infernal
Weapon Proficiency: Triggered
Hidden Arcana (INT) 3+ Climbing (DEX) 7+
Magic Theory (INT) 3+ Diplomacy (CHA) 7+

Focus (6 of 7): Witching × 2 (+4 Mana/Level)

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

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



Defense [5]: Brigandine (4 | H), Rune of Defense [Y] (1),
Susceptible: Influence Infernals

Hit Points: (39) ‡ Initiative Modifier: +0
Mana: (139) Tracking: 3
Animus: Actions: 2
Base ToHit ☑: 11+ Attacks: 1
Base Spell ☑: 3+ 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)
Paper & Quill (L) Ink & Inkwell (L)
Wondrous Healing Draughts (L) ☹ Rations (L): ○○
Herbal Salve (+2d4 HP) (L): ○○ Scroll Case (B)

Tribute Chanerie: (3B + 6H | H) ☹
Live Fireflies in a Jar (L): ○○○○
Live Mice in a Cage (H): ○○
Chunks of Fresh Meat (BB): ○○○○
Ring of Troll’s Blood (worn) ☹
Wool Cloak (worn)

Wealth
CP: 12 GP: 5 JP: 1
SP: 4 PP: 12 DM: 0

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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.

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Anya Khoe's Magic Items

Tribute Chanerie (3B + 6H | H) (Lesser magic item)



A durable, brown leather bag with images of nature, beasts, and other creatures tool into the leather. Brass buttons and buckles keep the bag's compartments closed. The bag is about 10' wide, 14" tall, and gusseted to expand to about 5' deep. It is a Hefty (H) item.

This bag is enchanted to allow it to hold a considerable amount of tribute (of any kind). It can hold up to 3 Bulky (3B), 6 Hefty (6H), and an unlimited number of Light (L) tributes. Tribute placed inside the sack are preserved in a suspended state so that live animals do not age or die, food does not spoil, and meat does not rot. Fragile tributes, such as a fresh flower remains protected. Retrieving a specific tribute from the sack requires you to spend a **Swift Action** reaching into the sack while thinking of the desired item. That tribute appears in your hand and can be removed from the sack with the same action.

Ring of Troll's Blood ‡ (Greater magic item)

This massive gold ring boasts a somewhat simian face as shown from the sneering upper jaw to the protruding furrowed brow. The eyes are blue-green star sapphires, and the fangs are carved troll ivory. The ring grants the following powers to its wearer:

- Recover from one Incapacitation per day, no roll required. **Use 1/day:** ○
- Healing is accelerated to 2 HitPoints Per Round.
- Regrowth of lost limbs is a painful process requiring one day for hands and feet, and three days for legs and arms. Until fully regrown, the wearer suffers the ill effects of severed limbs.

Wondrous Healing Draughts (Consumable)

Use a **Swift Action**. Tasting of honey and elderberry, these draughts heal 3d8+3 HitPoints when quaffed.

Doses: ○ ○ ○