

Age of Eana Character Record

Dior Mir

Lesij Rogue | Medium Humanoid

Untrained | Scrapper | Journeyman

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

Height: 5'2" Build: Lithe

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

Skills

Affinity Awards: 0

Street Fighting Moonkissed
Assassinate Backstab
Read/Write Tradespeake
Speak: Tradespeake, Sylvan, Sign Language
Weapon Proficiency: Knives, Swords, Triggered
Weapon Specialization: Swords (+1 ToHit, +2 Damage)
Appraise (INT) 7+ Climbing (DEX) 4+
Diplomacy (CHA) 5+ Lip Reading (PER) 4+
Open Locks (DEX) 4+ Pick Pockets (DEX) 4+
Running × 2 (STR) 6+ Sleight of Hand (DEX) 4+
Stealth × 2 (DEX) 3+ Trapping (INT) 7+
Swimming (STR) 8+

Shapeshift: Spend **Animus** (X) and a **Core Action** to take one of the following forms: **Maggie** (1), **Spider** (1), **Pygmy Rattlesnake** (4), **Mountain Lion** (9), **Crocodile** (13), **Dire Bear** (13) You assume the form for as long as you like. Reversion requires no Animus.

Moonkissed: If you have any Animus remaining after using **Shapeshift**, you may magically heal HitPoints equal to the Animus spent assuming your new form.

Bestial Endurance: +2 to Endurance related checks.

Affinities

Background

Combat Performing
Thieving

Training

Tasks Per Day: 5



Defense [4]: **Armor of the Gyrfalcon** (4 | H) , **Susceptible:** **Influence Beasts**

Hit Points: (42)

Initiative Modifier: +3

Mana:

Tracking: 4

Animus: (80)

Actions: 2

Base ToHit : 6+

Attacks: 2/3

Base Spell :

Interrupts: 1

Parry Bonus: +0

Weapons	Burden	ToHit	Parry	Damage
Short Sword	H	5+		1d8+2
Main Gauche	L	6+	+2	1d6
Light Crossbow »	H	6+		1d8
Ammo: ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○				
» This weapon allows you to use the Preempt special maneuver.				
Punch		6+		1d4
Kick		6+		1d6

Gear

Burden (1 of 3)

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) **Diamond Salve** (L)  Bolt Case (H)
Crowbar (H) Pitons, 10 (H) Hammer (H)
Ball Bearings, 25 (H) Spyglass (H)
Silk Rope, 50' (B)

Wool Cloak (worn)

Boots of Blinking (worn) 

Rune of Health [B]

Wealth

CP: 12 GP: 16 JP: 1
SP: 1 PP: 31 DM: 0

Age of Eana Character Record

Assassinate: When your target is **not Immune to Killing Blows** and **is Surprised** or unaware you may use a **Core Action** to **Critical Strike to Assassinate**. If successful, you inflict eight times the damage dice of the weapon, plus any damage modifiers and require the target to make a CON ☑ or die!

Backstab: When your target is **Surprised** but not **Immune to Critical Damage**, you may use a **Core Action** to **Critical Strike to Backstab**. Success causes four times the damage dice of the weapon, plus any damage modifiers.

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.

Age of Eana Character Record

Dior's Magic Items

Boots of Blinking (Lesser magic item)



On the inner sides of these black suede boots, there are leather cords that run through metal loops. On the outside of the boots, there are four straps. They have a curved, pointed toe and a low heel. On the sole of each boot is a magical sigil.

On your turn, as a **Free Action**, use a charge to gate (teleport) to a hex within 50 ft. of your current position.

Charges: ○ ○ ○ ○ ○

Armor of the Gyrfalcon (Greater magic item)



This black studded leather armor adjusts its size to fit its wearer. It has been enchanted to provide +2 DEF. Additionally, **once per turn**, you may make a **MOVING ATTACK** at no penalty ToHit.

Moving Attack: Move and attack for the cost of a single **Core Action**. The order in which the attack and movement occur does not matter.

Diamond Salve (Consumable)

This gritty paste smells of citrus and shimmers the color of ochre. As a **Sole Action** the user can apply one dose of the salve to an area of exposed skin. As their skin absorbs the salve it takes on a reddish-orange color as it becomes tougher and embedded with finely powdered diamond. The salve grants +3 DEF from Natural Armor. It lasts for 8 rounds.

Doses: ○

Duration: ① ② ③ ④ ⑤ ⑥ ⑦ ⑧