

Age of Eana Character Record

Merry the Magnificent

Oggl Duelist | Medium Humanoid

Untrained | Scrapper | Apprentice

Level: 4 Experience: 102,500 (102.5k – 165k)

Height: 4'11" Build: Compact

Strength	Dexterity	Constitution
10 11+	18 7+	16 9+
Speed	Perception	
17 8+	10 11+	
Intelligence	Willpower	Charisma
11 11+	10 11+	16 9+

Skills

Affinity Awards: 0

Infravision Heatless
Clinging Street Fighting
Defensive Fighting Finesse
Read/Write: Tradespeake
Speak: Amphibian, Tradespeake
Weapon Proficiency: Shields, Swords, Knives
Weapon Specialization: Knives (+1 ToHit, +3 Dam.)
Weapon Specialization: Swords (+1 ToHit, +2 Dam.)
Knowledge Skill (INT): Astrology & Stargazing 7+
Acrobatics (DEX) 3+ Stagecraft × 2 (CHA) 4+
Diplomacy (CHA) 5+ Drinking (CON) 5+
Haggling (CHA) 5+ Climbing (DEX) 3+

Arcane Focus (12 of 7): Instinct, Haste

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

Paired Weapons

Allows an additional strike with Rapier, Rondel, or Main Gauche or two Critical Strikes with the same weaponry.

Affinities

Background

Combat Performing

Training

Tasks Per Day: 4



Defense [3]: Light Coat of Mail (3 | H), Rune of Deflection (-1 To Be Hit by Missiles), Plumed Hat of Swagger (L) ☹

Hit Points: (64)

Initiative Modifier: +3

Mana:

Tracking: 1

Animus:

Actions: 3

Base ToHit ☹: 5+

Attacks: 2/3/3

Base Spell ☹:

Interrupts: 4

Parry Bonus: +2

Weapons	Burden	ToHit	Parry	Damage
Biter † A (Focus) ☹	H	4+		1d8+3 (Magical)
† Inflict a 1 Hit Point, continuously bleeding wound. Bleed damage is doubled by Critical Strike to Bleed.				
A Damage bypasses DEF from armor.				
Rondel †	L	4+		1d6+2
† Inflict a 1 Hit Point, continuously bleeding wound. Bleed damage is doubled by Critical Strike to Bleed.				
Main Gauche	L	4+	+2	1d6+2
Punch		5+		1d4
Kick		5+		1d6

Gear

Burden (0 of 4)

Bandolier (5L | H)

Perfume (L)

Quill & Ink (L)

Fine Rations: ○ (L)

Flint & Steel (L)

Journal (L)

Pouch (2L | L)

Tarot Deck (L)

Pastilles (L) ☹

Wineskin (H)

Wool Cloak (worn)

Wealth

CP: 8

GP: 0

JP: 0

SP: 2

PP: 0

DM: 0

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Haste: You are quickened. Each round, you gain one additional **Action**; you may use it to perform any action normally available during your turn. The **Action** must be performed on your turn.

If used to make a **Basic Attack**, you make all your **Basic Attacks**, not just one.

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.

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 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.

You are limited to one attack per proficiently wielded weapon, and all strikes suffer -4 ToHit.

Dive for Cover: Use an **Interrupt** to make a SPD ☑ at a -1 for each 5 ft. of distance you intend to move. Regardless of the outcome of the SPD ☑, if your movement is not physically impeded, you will arrive in your declared hex.

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Merry's Magic Items

Biter (Greater magic item)



This **rapier** has a narrow, double-edged blade. It features a swept hilt cross guard with twisted, curved quillons. The cross guard also features a round metal plate near the blade, set with red diamonds. **Damage dealt by Biter bypasses DEF from armor.**

Plumed Hat of Swagger (Lesser magic item)



This is an emerald green felt hat with large, green and white feathers. **When worn you may ignore up to -3 Overwhelm.**

Pastilles of Dangerously Fresh Breath (Consumable)

These small lozenge-shaped candies smell strongly of peppermint. When eaten they immediately cool and freshen the breath. In addition, while the candy lasts (5 rounds) you may make a breath attack that deals 3d6 damage to creatures within a Rank 1 Cone (a triangle of three hexes). Targets within the area may use an **Interrupt** action to **DIVE FOR COVER**. If they choose not to Dive for Cover, or they fail their SPD ☹, they must make a -1 CON ☹ or become **MAIMED**. If the CON 9 is successful, they suffer only half damage and are not Maimed. Dangerously Fresh Breath must recharge after it is used. If it is used while only partially recharged, it inflicts the reduced amount of damage. **Roll a d6.**

Doses: ○ ○

Die Roll	Damage Dice Recharged
1	None
2	1d6
3	1d6
4	2d6
5	2d6
6	3d6

Maimed: You suffer -2 ToHit and ½ Movement rate until the condition is broken with a -1 CON ☹. You may attempt to break this condition using an **Interrupt** once per turn, starting the round after it is applied.