

Age of Eana Character Record

Rune Aenor

Elf Granger | Medium Humanoid

Untrained | Fighter | Apprentice

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

Height: 5'4" Build: Slender

Strength	Dexterity	Constitution
10 11+	19 6+	10 11+
Speed	Perception	
19 6+	19 6+	
Intelligence	Willpower	Charisma
11 11+	10 11+	12 11+

Skills

Affinity Awards: 0

Night Vision

Familiars

Quickening × 4

Pass Without Trace

Read/Write: Sylvan

Speak: Tradespeake, Sylvan, Goblin

Weapon Proficiency: Axes, Bows

Weapon Specialization: Axes (+1 Damage)

Weapon Specialization: Bows (+2 Damage)

Climbing (DEX) 3+

Hunting (INT) 7+

Riding (DEX) 3+

Running × 2 (STR) 6+

Survival (INT) 7+

Swimming × 2 (STR) 6+

Influence: Beasts, Emyreans, Monsters (CHA) 7+

Use a **Core Action** and pass an **Influence vs. WIL** ☑ to make **Beasts**, **Emyreans**, or **Monsters**, act on your behalf. Each target resists your influence individually. For each 20 ft. of distance from you, they gain a +1 bonus to resist. You may use a **Free Action** each turn to direct them as a group. They cannot be individually controlled.

As a **Free Action**, on its next turn and each turn thereafter, the target may roll a -1 WIL 9 to Break the effect until it is broken.

Affinities

Background

Thieving

Woodlore

Training

Tasks Per Day: 4



Defense [5 | B]: Hard Studded Leather (3 | H*), Padding (1 | L*), Gauntlets (L), **Rune of Defense [Y] (1)**, **Susceptible: Influence Fey**

Hit Points: (58)

Initiative Modifier: +5

Mana:

Tracking: 6

Animus: (44) ↓

Actions: 2

Base ToHit ☑: 3+

Attacks: 3/4

Base Spell ☑:

Interrupts: 1

Parry Bonus: +0

Weapons	Burden	ToHit	Parry	Damage
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Longbow of Speed ☑	B	3+		1d10+3 (Magical)
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Ammo: ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○

» Allows you to use the Preempt special maneuver

!! You may make +1 Critical Strike per turn!

P Natural 10's rolled on the damage dice are added to the total and rolled again, continue until no 10's are rolled.

Bearded Axe	H	3+		1d10+1
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Dagger	L	3+		1d6
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Gear

Burden (3 of 3)

Backpack (2B | B)

Flint/Steel (L)

Whetstone (L)

Iron Rations: ○○ (L)

Rock Salt (L)

Soap (L)

Extra Bow String (L)

Quiver (H)

Pitons, 10 (H)

Waterskin (B)

Silk Rope, 50' (B)

Wool Cloak (worn)

Snuff of Echolocation (pocket) ☑

Serpentine Pendant (worn) ☑

Wealth

CP: 4

GP: 23

JP: 0

SP: 14

PP: 5

DM:

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Familiars:

Call Familiar: Use a **Sole Action** and spend **Animus (X)** to Call one of your familiars. You can acquire familiars of up to Dice Class: Superior. While your familiar is Called, you gain its gift. You may use **Free Action** to dismiss your familiar. You have the following familiars: **Glow Fly (1)**, **Bat (1)**, **Badger (5)**, **War Hound (8)**, **White Cat (13)**, and **Storm Troll (22)**. Only one familiar may be called at a time. If your Called familiar dies, you lose half your current HitPoints and you must succeed a 17+ WIL ☑ or become Incapacitated.

Far Sight: Use a **Swift Action** to establish Far Sight with your called Familiar or a **Free Action** to break it. While using Far Sight, Special Effects that affect your Familiar automatically affect you.

Pass Without Trace: You may traverse natural terrain without leaving discernible spoor. Use a **Free Action** on your turn to Pass without Trace; it remains active until you deactivate it using a **Free Action**. While you are using Pass Without Trace, you cannot be tracked using **Hunting** or **Scenting** except with a Natural 20 PER ☑.

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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Rune's Magic Items

Serpentine Pendant ↓ (Lesser magic item)



A silver snake pendant that surrounds a dark green oval-cut emerald from a silver link chain. The pendant allows you to **use your Animus as HitPoints**.

Longbow of Speed (Greater magic item)



This longbow is made from hickory with a dark brown stain. Near the grip is a design representing the wind painted in gold. The longbow has been enchanted to provide **+1 ToHit** and **+1 Damage**. The wielder may also make **+1 Attack** or make **2 Critical Strikes** in a turn instead of 1. Damage dealt by the longbow is **EXPLODING**.

Exploding Damage: Natural 10's rolled on the damage dice are added to the total and rolled again, continue until no 10's are rolled.

Snuff of Echolocation (Consumable)



This magical powder is contained within a tiny silver box that resembles a book and has engraved bats on the cover. The snuff smells of honeysuckle and smoked cedar. As a **Swift Action** you can take a pinch of the snuff and bring it to your nose to inhale it. Doing so grants you ECHOLLOCATION for 8 rounds. Two doses.

Dose 1: ○ | **Duration:** ① ② ③ ④ ⑤ ⑥ ⑦ ⑧

Dose 2: ○ | **Duration:** ① ② ③ ④ ⑤ ⑥ ⑦ ⑧

Echolocation: You map the world through sound. As a **Free Action** on your turn, you may read the world through the reflections of sound you emit. For the duration of your turn, you can “see” regardless of light conditions, and Invisible objects and objects in motion are revealed for the duration of your turn.

On any other turn, you may use Echolocation as an **Interrupt** to actively perceive the world until your next turn. This ability cannot be used while Deafened.