

Age of Eana Character Record

Thess, Child of Ord

Human Priest | Medium Humanoid

Trickster | Scrapper | Apprentice

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

Height: 5'10" Build: Sturdy

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

Skills

Affinity Awards: 0

Read Magic Spellcasting
Read/Write: Tradespeake
Speak: Tradespeake
Weapon Proficiency: Clubs
Weapon Specialization: Clubs (+2 ToHit, +2 Damage)
Knowledge Skill (INT): Legends & Lore 5+
Knowledge Skill (INT): Religion 5+
Haggling (CHA) 5+ Healing Arts (INT) 5+
Seamanship (INT) 5+

Arcane Focus (7 of 7): Influence, Healing × 4.

Healing Arts (INT) 5+: During combat or within 10 minutes of its end, you may use a **Sole Action** to heal **1d4+4** Hit Points on a single patient. Each patient may be treated only once in this way.

Influence (CHA): **Infernals 4+**, **Undead 3+**: Use a **Core Action** and pass an **Influence vs. WIL** ☑ to make **Infernals** or **Undead** 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 WIL ☑ to Break the effect until it is broken.

Affinities

Background

Arcane Arts & Sciences
Combat

Training

Tasks Per Day: 5



Defense [5 | B]: Chainmail (4 | H*) Padding (1 | L*), Gauntlets (H)

Hit Points: (55)

Initiative Modifier: +0

Mana: (64)

Tracking: 1

Animus:

Actions: 2

Base ToHit ☑: 9+

Attacks: 2

Base Spell ☑: 9+

Interrupts: 1

Parry Bonus: +0

Weapons	Burden	ToHit	Parry	Damage
Mace of Ord ☑	H	5+		2d4+4 / 1d10+4
Dagger	L	9+		1d6+1

Gear

Burden (2 of 4)

Backpack (2B | B)

Flint/Steel (L)

Whetstone (L)

Fine Rations: ○ ○ (L)

Lamp Oil: ○ ○ (L)

Torches: ○ ○ ○ ○ (L)

Incense (L)

Incense: ○ ○ ○ ○ ○ ○ (L)

Censure (L)

Incense of Blessing (L) ☑

Mirror ☑ (L)

Healer's Bag: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ (B)

Waterskin (B)

Wool Cloak (worn)

Clay Figurine Holy Symbol (Focus) (Magical) (L)

Rune of Influence Undead [X]

Wealth

CP: 40

GP: 20

JP: 0

SP: 30

PP: 10

DM: 0

Notes

You are a devotee of **Ord the Father of Stone**, also called Saulhib. He is worshipped by all manner of folk, from those within mountain strongholds to the plains folk who live in earthen hovels. He is the god of earth and stone and the guardian of the gates of hell, where he keeps the lord of the underworld within. He is worshipped as a protector and a provider. His demonstrations of power are awesome and undeniable; for, when his temper is aroused the earth itself trembles.

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Incense of Blessing (Consumable)

This is a small cone of incense wrapped in a special paper that smells of frankincense blended with sandalwood oil. Use a **Swift Action** to pull a string on the paper to set the incense smoldering and to toss or set the incense into a target hex (No attack roll is required). The incense fills the hex and surrounding ring of hexes with its blessed fragrance. While within the area you or your allies can reroll one failed CON ☑ each round. You must accept the rerolled result. The incense burns for 3 rounds.

Dose 1: ○ | **Duration:** ① ② ③

Dose 2: ○ | **Duration:** ① ② ③

Mace of Ord (Greater magic item)



This steel mace has a knobbed, pumpkin-shaped head and a leather wrapped grip. The weapon is enchanted to provide **+2 ToHit** and **+2 Damage**. In addition, 3x/day you can smash the ground to make cause a 30' ray to strike a target. The target suffers 3d6 damage that bypasses DEF from armor. The target must make a -2 DEX ☑. On a successful check there is no other effect. On a failed check the target suffers **KNOCK DOWN**.

Uses 3/day: ○ ○ ○

Knock Down: You are rendered **Prone** and suffer 1d6 HitPoints of crushing damage. This damage bypasses the target's DEF from armor. You suffer -2 SPD 9 and -2 ToHit with melee weapons (Wrestling negates this for unarmed and light weapons). Ranged attacks against you suffer -2 ToHit. You can use a **Swift Action** to stand up and recover from being prone (or a **Free-action** with Acrobatics, Martial Arts, or Wrestling).

Mirror of Mouthlessness (Lesser magic item)



This is a pewter-framed glass mirror with an intricate design and a face on the handle. As a **Core Action** you can show the mirror to a target. The target must make a -1 SPD ☑. If failed, their image in the mirror loses their mouth and the target is **MUTE** until broken with a -1 WIL ☑.

Mute: You cannot speak or vocalize. Targets which are **Immune to Impaired Movement** or **Incorporeal** are unaffected by this effect. Actions that require speaking – such as casting spells – cannot be performed.