

Age of Eana Character Record

Arbane Endithas

Elf Shaman Witch | Medium Humanoid

Trickster | Scrapper | Apprentice

Level: 4 XP: 12,500
Height: 5'3" Build: Willowy

Strength	Dexterity	Constitution
9 12+	17 8+	15 10+
Speed	Perception	
10 11+	15 10+	
Intelligence	Willpower	Charisma
16 9+	15 10+	10 11+

Skills Affinity Awards: 0

Night Vision Susceptible: Influence Fey
Spellcasting Pass Without Trace
MS: Witchcraft Running (CON) 8+
Analyze Mixtures (INT) 7+ Swimming (STR) 10+
KS: Legends & Lore (INT) 7+ Survival (INT) 7+
KS: Ritual Lore (INT) 7+ Herb Lore (INT) 7+
Speak: Sylvan, Tradespeake
Weapon Proficiency: Bows, Spears, Thrown

Healing Arts (INT) 7+: During combat or within 10 minutes of its end, you may use a Sole Action to heal 1d4 Hit Points on a single patient. Each patient may be treated only once in this way.

Arcane Focus: Healing

A scrimshaw pendant on a thick leather cord of a beautiful tree growing from two upturned hands. It belonged to your mother, who was also a healer.
Your Healing spells and Healing Arts efforts heal +1 Hit Point.

Weapon Effects

- Hold ground affects +1 ring of hexes.
- Can be thrown with Weapon Proficiency: Thrown.
- Allows the Preempt special maneuver.

Affinities Background

Arcane Arts & Sciences
Woodlore

Memorized Locations: 5

- Summoner's Grove, Tulsud

Training Tasks per Day: 5



Defenses [4]: Light Chainmail (3 | H), Rune of Defense [Y] (1)

Hit Points: 35 Initiative Modifier: +0
Mana: 40 Tracking: 2
Animus: 0 Actions: 2
Base ToHit ☹: 7+ Attacks: 1
Base Spell ☹: 9+ Interrupts: 1
Parry Bonus: +0

Weapons	Burden	ToHit	Parry	Damage
Athame	L	7+	+0	1d6
Longbow »	B	7+	+0	1d10
Arrows: ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○				
Spear 🔵 🔵 »	H	7+	+1	1d8

Gear Burden (2 of 2)

Backpack (B | 2B)
Bow String (L) Mortar & pestle (H)
Flint/Steel (L) Whetstone (L)
Ball of Twine (L) Pouch of Herbs (L)
Iron Rations: ○○○ (L) Copper Cooking Pot (H)
Quiver (H) Waterskin (B)
Healer's Bag: ○○○○○○ ○○○○○○ (B)
Components (Essence of Stinging Nettles): ○○○ (L)
Components (Yarrow & Mugwort Garland): ○○○ (L)

Wool Cloak (worn)
House Taltus Pin (Uses: ○)

Wealth

CP: 0 GP: 6 JP: 9
SP: 9 PP: 0 DM: 0

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COMBAT MANEUVERS

Hold Ground: Use a **Core Action**. Until the beginning of your next turn or until you Move, whichever comes first, you may execute a Preempt special maneuver with each weapon you proficiently wield without using an **Interrupt**. The attacks need not be declared at the same time, nor must they target the same opponent, and most importantly, the weapons themselves need not feature the Preempt maneuver!

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.