

Age of Eana Character Record

Krr “Bubbles” Tidesinger

Murrl Troubadour | **Small** Humanoid
Untrained | Scrapper | Journeyman

Level: 4 XP: 12,500
Height: 3’3” Build: Stout

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

Skills Affinity Awards (0)

Night Vision Full Swimming
Water Breathing NW: Bite 2d4
Speak Murrl, Tradespeake, Amphibian, Deep Tongue
Read/Write: Tradespeake
Stagecraft (CHA) 7+ Diplomacy (CHA) 7+
Haggling (CHA) 7+ Drinking (CON) 9+
KS: Legends & Lore (INT) 8+
Musical Talent: Lute, Voice (CHA) 7+
Seamanship
Weapon Proficiency: Spears, Thrown
Arcane Focus: Witching
Bardic Voice
Psalm
Lament

Affinities Background

Performing Thieving
Woodlore

Weapon Notes

- 1 Hold ground affects +1 ring of hexes.
- Can be thrown with Weapon Proficiency: Thrown.



Defenses [4]: Light Chainmail (3 | H), Rune of Defense [Y] (1),
-1 To be Hit by Missiles (Size)

Hit Points: 28 Initiative Modifier: +0
Mana: 35 Tracking: 2
Animus: Actions: 2
Base ToHit ☹: 10+ Attacks: 1
Base Spell ☹: Interrupts: 1
Parry Bonus: +0

Weapons	Burden	ToHit	Parry	Damage
Bite	-	10+	-	2d4
Trident 1	H	10+	+1	1d8/3d4
Stiletto × 2 †	L	10+	-	1d4 + Bleed

† Inflict a 1 Hit Point, continuously bleeding wound. Bleed damage is doubled by **Critical Strike to Bleed**.

Throwing Net **B** 10+ - **Entangle**
Entangle: Your ToHit acts as your part of a ToHit vs. STR ☹.
Each two it rolled above 10 penalizes the target’s STR ☹ by 1.
To Escape, the target needs use a **Swift Action** to make a DEX vs. -2 DEX ☹ or a STR vs. STR ☹.

Gear Burden (2 of 3)

Backpack (B | 2B)

Bowl & Spoon (L)
Iron Rations (L): ○ ○ ○ ○ ○
Waterskin (B)

Coin Pouch (L)
Bedroll (B)

Seashell Necklace (Arcane Focus) (L)

House Taltus Pin (Uses: ○)

Wealth

CP: 0 GP: 6 JP: 14
SP: 8 PP: 0 DM: 0

Age of Eana Character Record

Notes

Bardic Voice: Use music to apply **Inspiration** (a bonus to all rolls) or **Overwhelm** (a penalty to all rolls) to a single target.

- Use a **Core Action** and spend **3 Mana** to make a **Musical Talent** ☑ to **Inspire** a single target; or make a **Musical Talent vs. WIL** ☑ to **Overwhelm** a single target, within 100 ft. If you succeed, the target gains either **+1 Inspiration** or **-1 Overwhelm**.
- On subsequent turns, if the target is still Inspired or Overwhelmed, you may use a **Core Action** and make a **Musical Talent** ☑ to **increase the bonus or penalty by 1**, or you may use a **Swift Action** to **maintain** the current effect.
- Targets affected by **Bardic Voice** may attempt to Break the effect using a **WIL** ☑ once per round on the round after it is applied.

Psalm: Use a **Core Action** to employ music to help a target afflicted with a condition to break it.

- Make a **Musical Talent** ☑ and spend the required **Mana**.
- Target makes a **WIL** ☑ to break the condition with a **+0 to +3 bonus** based on the bard's talent roll, with the bonus equal to half your margin of success, rounded down. The maximum bonus is +3.
- **Psalm** may be maintained each round by using a **Swift Action**.

Lament: Use a **Core Action** to employ music to afflict a target, who is within earshot, with a condition.

- Make a **Musical Talent** ☑ and spend the required **Mana**.
- Target makes a **WIL** ☑ to resist, **penalized by -0 to -3** based on the bard's talent roll, with the penalty equal to half your margin of success, rounded down. The maximum penalty is -3.
- Once the condition is applied, it must be recovered naturally or by using magic or abilities that can remove the condition.
- **Lament** may be maintained each round by using a **Swift Action**.
- While Lament is being maintained, the condition cannot be broken by any means provided the target is still in earshot.

Break/Inflict Condition	Effect	Mana
Asphyxiation	Out of Breath	8
Bleed	Bleed: 1 + Bonus	6
Blind	-8 ToHit ☑, -8 PER ☑, Cannot see	5
Blight	-1 Attribute	5
Charmed	Charmed	16
Deafen	-1 ToHit ☑, -1 PER ☑, Cannot hear	5
Dehydration	[-1 × (1 + Bonus)] STR & CON	6
Earthbound	Fall Sequence	6
Fatigue	-1 Action	7
Fear	-1 Overwhelm, Must flee	7
Paralysis	Immobilized	10
Poison	Damage: 1 + Bonus	6
Incapacitation	Incapacitated	9
Maim	-2 ToHit and 1/2 Movement speed	5
Mute	Cannot Speak	5
Sleep	Sleeping	10
Starvation	[-1 × (1 + Bonus)] STR & CON	6
Stun	Stunned	8
Surprise	Surprised	6
Unconsciousness	Unconscious	10

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.