

Age of Eana Character Record

Ebner Wishfall

Human Druid | Medium Humanoid

Trickster | Scrapper | Apprentice

Level: 4 XP: 12,500

Height: 5'9" Build: Sinewy

Strength	Dexterity	Constitution
10 11+	10 11+	16 9+

Speed	Perception
10 11+	16 9+

Intelligence	Willpower	Charisma
16 9+	13 11+	18 7+

Skills

Climbing (DEX) 9+ Hagglng (CHA) 5+
Influence: Beasts (CHA) 5+ Magic Theory (INT) 7+
Swimming (STR) 9+
Magic Script: Elementalism
Speak: Tradespeake
Weapon Proficiency: Spears
Spellcasting

Shapeshift - Spend **Animus** (X) and a **Core Action** to take one of the following forms:

- Mouse (1),
- Great Horned Owl (4),
- Wolf (9),
- Grizzly Bear (9).

You assume the form for one hour at the end of which you are forced to use a **Core Action** to revert to your native form. If you revert early, you must spend a **Core Action**. Reversion requires no Animus.

Affinities

Arcane
Woodlore

Background

Arts & Sciences

Weapon Notes

- ✓ Everyone skill
- ① Hold ground affects +1 ring of hexes
- W Must use two-hands for proficient wielding



Defenses [4]: Hard Studded Leather (3 | H), **Tattoo of Defense** [Y] (1)

HitPoints: 40

Mana: 40

Animus: 50

Base ToHit ☹: 10+

Base Spell ☹: 10+

Parry Bonus: +0

Initiative Modifier: +0

Tracking: 3

Actions: 2

Attacks: 1

Interrupts: 1

Weapons	Burden	ToHit	Parry	Damage
Staff ① W	H	10+	+1	1d6
Dagger ✓	L	10+	+0	1d6

Gear

Burden (2 of 2)

Backpack (B | 2B)

Flint/Steel (L)	Whetstone (L)
Cup (L)	Whistle (L)
Bowl (L)	Iron Rations (L): ○ ○ ○ ○
Morsels of Meat (L): ○ ○ ○	Carrot Greens (L): ○ ○ ○
Torches (H): ○ ○	Waterskin (B)
Silk Rope 50' (B)	

Bedroll (B)

Wool Cloak (worn)

House Taltus Pin (Uses: ○)

Wealth

CP: 0	GP: 0	JP: 0
SP: 9	PP: 9	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.