

Age of Eana Character Record

Rakan Tars

Grig Warlock | Medium Humanoid

Trickster | Scrapper | Journeyman

Level: 4

XP: 12,500

Height: 6'1"

Build: Lanky

Strength	Dexterity	Constitution
10 11+	17 8+	11 11+
Speed	Perception	
15 10+	10 11+	
Intelligence	Willpower	Charisma
17 8+	16 9+	8 13+

Skills

Affinity Awards: 0

Infravision
Casing (INT) 6+
Trapping (INT) 6+
Magic Script: Necromancy, Sorcery
Read/Write: Tradespeake
Speak: Tradespeake
Weapon Proficiency: Bows, Spears
Spellcasting

Appraise (INT) 6+
Stealth (DEX) 6+
Lip Reading (PER) 9+

Backstab: When your target is **Surprised** but not **Immune to Critical Damage**, you may use a **Core Action** to **Critical Strike to Backstab**. Success causes four times the damage dice of the weapon, plus any damage modifiers.

Leaping: **Free Action** (5' ↑ | 10' →), **Swift Action** (10' ↑ | 20' →)

Mind Link: Use a **Free Action** to telepathically communicate with one or more willing creatures you can see or touch with within line of sight.

Affinities

Background

Arcane
Combat

Arts & Sciences
Thieving

Weapon Notes

- ① Hold ground affects +1 ring of hexes
- » Allows the Preempt special maneuver.
- ‡ Causes the target to bleed, inflicting 2 Hit Points, per round until removed. Bleeding damage is double from Critical Strikes. DEF from armor does not apply. Removing this weapon takes a **Core Action** or it inflicts 1d4 damage to which DEF from any source does not apply.



Defenses [4]: Brigandine Armor (4 | H)

Hit Points: 27

Mana: 45

Animus:

Base ToHit ⑦: 7+

Base Spell ⑦: 8+

Parry Bonus: +0

Initiative Modifier: +1

Tracking: 1

Actions: 2

Attacks: 1

Interrupts: 1

Weapons	Burden	ToHit	Parry	Damage
Dagger	L	6+	+0	1d6
Longbow »	B	7+	+0	1d10
Arrows: ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○				
Bloodletter ① » ‡	H	6+	+1	1d6 +2 Bleed
Bits: ○○○○○○				

Gear

Burden (2 of 3)

Backpack (B | 2B)

Bow String (L)

Flint/Steel (L)

Spyglass (H)

Quiver (H)

Waterskin (B)

Mirror (L)

Iron Rations (L): ○○○○○○

Torches (H): ○○

Tarp (H)

Bedroll (B)

Wool Hooded Cloak (worn)

House Taltus Pin (Uses: ○)

Rune of War: +1 ToHit in Melee

Wealth

CP: 7

GP: 6

JP: 0

SP: 0

PP: 8

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.