

Age of Eana Character Record

S'quath Nythar

Saurian Warrior | Medium Humanoid

Untrained | Fighter | Untrained

Level: 4 XP: 12,500
Height: 6'8" Build: Massive

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

Skills Affinity Awards (0)

Infravision Full Swimming
Backstab Wrestling
Street Fighting Defensive Fighting
Heatless
Mounted Combat
Speak Saurian, Tradespeake
Stealth (DEX) 7+
Tactics (INT) 9+ Command (CHA) 9+
Riding (DEX) 7+
Weapon Proficiency: Axes, Shields, Spears, Swords, Thrown
Weapon Specialization: +1 ToHit (Axes)
Weapon Specialization: +1 Damage (Axes)
Weapon Specialization: +1 ToHit (Swords)
Weapon Specialization: +1 Damage (Swords)

Affinities Background

Combat

Weapon Notes

- 1 Hold Ground controls +1 ring of hexes
- » Allows Preempt maneuver
- W Must use two-hands for proficient wielding
- ↓ Knock Down: Your ToHit acts as your part of a ToHit vs. STR ☑. Each two you roll above your ToHit penalizes the target's STR ☑ by 1. If failed, target becomes Prone and takes 1d6 damage; DEF from armor does not apply.
- ☸ Your ToHit acts as your part of a ToHit vs. DEX ☑. Each two you roll above your ToHit penalizes the target's DEX ☑ by 1. If failed, target Entangled. To Escape, the target must use a Swift Action to make a 2 DEX ☑ or a STR ☑.



Defenses [4]: Light chain and plate (4 | H)

Hit Points: 48 Initiative Modifier: +0
Mana: Tracking: 1
Animus: Actions: 2
Base ToHit ☑: 7+ Attacks: 2/3
Base Spell ☑: Interrupts: 2
Parry Bonus: +1 Tasks per Day: 3

Weapons	Burden	ToHit	Parry	Damage
Halberd 1 » W	B	6+	+1	2d8+4
Short sword	H	6+		1d8+4
Large Shield	B	7+	+3	1d4+3
Atlatl	L	7+		1d8+3
Darts: ○ ○ ○ ○ ○	H			
Range: 100' – max 200', -1 ToHit for each 10' past standard.				
Bolas	L	7+		1d4+3 + ☸
Range: 40' – max 80', -1 ToHit for each 10' past standard.				
Punch/Claws		7+		1d4+3
Kick		7+		1d6+3
Tail slap		7+		1d6+3/1d6+3 + ↓
Grapple		7+		

Gear Burden (4 of 4)

Backpack (B | 2B)
Bowl & Spoon (L) Mirror (L)
Flint & Steel (L) Tinderbox (L)
Iron Rations (L): ○ ○ ○ ○ ○ Deck of Cards (L)
Bedroll (B) Hemp Rope, 50' (B)
Water Skin (B)
House Taltus Pin (Uses: ○)

Wealth

CP: 0 GP: 6 JP: 3
SP: 8 PP: 0 DM: 0

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Wrestling

Grapple: As an **Attack**, you can perform a Grapple Special Maneuver to **Entangle** a target using a normal, not doubled ToHit. Entangled targets are subject to your **Submission** efforts.

- **Entangled** targets may escape by using an **Interrupt** to make a DEX vs. -2 DEX ☹ or a STR vs. STR ☹. They roll first. You are penalized by half their margin of success, rounded down.
Entangled targets cannot move, and suffer a -2 to all ToHit ☹, DEX and DEX-based Skill ☹, and a -2 Spell Disruption.
- Striking an **Entangled** target requires half your normal ToHit.
- In Grappling contests **larger creatures** enjoy a bonus to their STR ☹ equal to their difference in size to their opponent.
- You may not grapple opponents **3 or more sizes larger**. Your max target Size is Huge.
- You do not suffer a penalty for fighting while **prone**, so long as you are unarmed or only using Light weapons and shields.

Submission: You may use an **Interrupt** once per round to inflict 1d6+3 damage on an Entangled foe. This bypasses DEF from armor.

You may use a **Core Action** to **Critical Strike to Submit** the entangled target by rolling a normal, not doubled, ToHit. This inflicts double damage dice and applies a critical condition to the entangled target.

Kip Up: You can stand up from a fallen or Prone position using a **Free Action**.

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.

Command: Use a **Core Action** to make a Command ☹ to direct troops within 100 feet to a strategically advantageous position, granting a +1 ToHit or +1 Damage. Modify by -1 for every 20 troops.

Tactics:

- **Free Action** to make Tactics ☹ to determine which enemies have Tactics or Command.
- **Core Action** to use Tactics ☹ vs. Command ☹, or Tactics ☹ to apply a -1 Overwhelm. penalty to all enemies under their command.
- **Core Action** to make a Tactics ☹ to apply a +1 Inspiration bonus to all allies within 100 ft.

COMBAT MANEUVERS:

Counterstrike: This risky maneuver requires you to have an initiative advantage over your target and declare you are holding to counterstrike.

1. If the chosen opponent misses or does not attack, you may immediately attempt a single strike per proficiently wielded weapon with a halved ToHit, rounded down.
2. If the opponent hits, the counterstrike fails, and you may attempt a single attack per wielded weapon at a doubled ToHit.

Feint: a distracting or deceptive ploy to increase your odds of striking or decrease likelihood of being hit.

1. Declare feint and the intended outcome as a **Free Action**.
2. Initiate a CHA vs PER ☹.
3. If you succeed, you gain +1 ToHit or impose a -1 penalty ToHit you.

Protected Attack: A desperate attempt to wound a target while parrying, using a **Swift Action**

1. You gain **+1 Interrupt** and **+1 Parry Bonus** until your next turn.
2. You are limited to one attack per proficiently wielded weapon, and all strikes suffer -4 ToHit.