

Age of Eana Character Record

Zook Fiddlefoot

Gnome Martial Artist | **Diminutive** Humanoid
Untrained | **Fighter** | Untrained

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

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



Skills	Affinity Awards (0)
Infravision	Street Fighting
Martial Arts	Wrestling
Finesse	
Direction Sense	
Speak Gnome, Tradespeake	
Read/Write Tradespeake	
Defensive Fighting	
Climbing (DEX) 6+	Stealth (DEX) 6+
Swimming (STR) 8+	Running (STR) 7+
Acrobatics (DEX) 6+	
Weapon Proficiency: Thrown	
Weapon Proficiency: Flails	
Weapon Specialization: +1 ToHit (Flails)	
Weapon Specialization: +1 Damage (Unarmed)	

Paired Weapons
Allows an additional strike with **Punch**, **Cestus**, or **Nunchaku** or two critical strikes with the same weaponry.

Affinities	Background
Combat	

Weapon Notes
✓ Everyone skill.
✓ Can be thrown with WS: Thrown.

Defenses [3]: Studded Leather Armor (2 | H), **Rune of Defense** [Y] (1), -2 To be Hit with Missiles (Size)

Hit Points: 48 Initiative Modifier: +1
Mana: Tracking: 1
Animus: Actions: 2
Base ToHit ☹: 6+ Attacks: 2/3
Base Spell ☹: Interrupts: 2
Parry Bonus: +2

Weapons	Burden	ToHit	Parry	Damage
Punch	-	6+	-	1d2+2
Kick	-	6+	-	1d3+2
Throw	-	6+	-	1d6+1
Grapple	-	6+	-	-
Dagger ✓ ✓	L	6+	-	1d6+1
Cestus x2 ✓	L	6+	-	1d6+2
Nunchaku × 2	L	5+	+1	1d8+1

Gear	Burden (2 of 3)
Backpack (B 2B)	
Bowl & Spoon (L)	Tinderbox (L)
Flint & Steel (L)	Rations (L): ○ ○ ○
Coin Pouch (L)	Incense Sticks (L): ○ ○ ○ ○ ○
Silk Rope, 50' (B)	Hammock (B)

Water Skin (B)
House Taltus Pin (Uses: ○)

Wealth		
CP: 0	GP: 8	JP: 4
SP: 0	PP: 3	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**.

Martial Arts

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

Parry: You may Parry empty-handed. When doing so, you can catch archaic missiles and thrown objects. You may try to catch thrown or archaic missiles.

Throw: Allows the **Knock Down** (👁 see Knock Down below) special maneuver without requiring a doubled ToHit. Your ToHit is your part of a ToHit vs. STR ☹ or DEX ☹ contest (their choice). They are penalized by half your margin of success, rounded down.

Knock Down: If the target fails, they fall Prone (👁 see Prone below) and take 1d6 +1 damage. DEF from armor does not apply.

Prone targets without **Wrestling** suffer -2 SPD ☹ and -2 ToHit with melee attacks. Prone combatants gain +2 ToHit with triggered weapons at range and ranged attacks against them are -2 ToHit, unless the attacker has height advantage.

Acrobatics

Break Fall: As a **Free Action**, while falling, attempt an Acrobatics ☹ to reduce falling damage. Penalize by:

- -1 per each 20 ft. fallen
- -1 per each point of armor
- If successful, take 1d6 Dam per every 20 ft. fallen instead of each 10 ft., and roll one CON ☹ to avoid incapacitation for each 40 ft. instead of each 20 ft.

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

Parkour: Once per round, use a **Free Action** when climbing or in combat to make an Acrobatics ☹ to gain one of the following declared benefits until your next turn:

- +0 to +3 ToHit
- -0 to -3 ToHit against you
- +0 to +3 to a Climbing ☹

The benefit is equal to half your margin of success, rounded down, with a maximum of +/-3.

Finesse: Provides bonuses for these maneuvers

- When you perform a **Counterstrike**, a selected opponent suffers a -2 penalty ToHit you.
- When performing a **Feint**, gain +2 ToHit or impose a -2 penalty ToHit you instead of +/-1.
- You may use all your Basic Attacks when using **Protected Attack** instead of just one.

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 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.