

EDDYRIM YITANA

AGE: 35 EYES: Violet HAIR: Blonde HEIGHT: 6'5" WEIGHT: 185 lbs KIN: Sylvari (High Elf) SEX: _____ SKIN: Fair DRESS: Foppish DEMEANOR: Aloof, Uncaring TRUE ATTITUDE: Determined, Loyal
LVL: 1 VOCATION: Warrior/Warrior CULTURE: Urban: Upper XP: 10
STATS: Br: 1 Dx: 3 St: 2 Ws: 3 In: 3 Ch: 4 Re: 1 TSR: 10 RSR: 12 WSR: 8 Mana: 10 Drive: 2 Heroic Path: 0 Mv: 23
HITS: 24 DM: 5 (3+2 sh) AR: B11/S12/P9/E9/SL0 Sh: Round Shield
ATTACKS: 10 Arming Sword (11s/9p); 10 Long Bow (12p, Rng 115); 4 Short Spear (7s/10p, Rng: 20); 10 Thrown Dagger (6s/7p, Rng: 10); 9 Dagger (6s/7p);
COMBAT SKILLS (8 DP): Blades [8] 9; Blunt [4] 5; Brawl [4] 5; Polearms [3] 4; Ranged [7] 10; Swashbuckling [2] 5;
ADVENTURING SKILLS (6 DP): Athletics [4] 5; Hunting [4] 7; Nature [4] 7; Pilot [1] 8; Ride [5] 8; Wandering [4] 7;
ROGUERY SKILLS (2 DP): Perception [4] 9; Stealth [1] 4;
KNOWLEDGE SKILLS (2 DP): Acumen [3] 6; Appraisal [1] 4; Arcana [1] 8; Cultures [2] 5; Influence [1] 9; Lore [1] 8;
SPELL LORES (0 DP - Sorcery): Bladeturn [1] 4; Deflect [1] 4;
MISC. SKILLS: Armor (2 DP) [2] 3; Body (2 DP) [5] 7; Mana (0 DP) [0] 3;
LANGUAGES (2 DP): Ard Tafodd S3/W3; Aeglits S3/W0; Gaelsh S2/W2; Sprak S2/W2;
SPECIAL SKILLS: <ul style="list-style-type: none"> Weapon Brawling (Throw melee weapons, Rng 10; may make secondary attack with weapon (i.e. Pommel strike, etc., treat as Improvised weapon) as Half Action at -4) Weapon Focus (Arming Sword, +1 to all uses & DR, multiple attacks if over 10 ranks)
SPECIAL ABILITIES: <ul style="list-style-type: none"> Natural with Armor (3 BP — no Move, Dex or AB Penalties from worn armor) Chivalrous (-1 BP — always gives sentient foes the init on first round (often using a <i>Full Parry</i> as well), will never fight from horseback if foe on foot, and always allow foe to pick up dropped weapon; if asked, will always grant quarter, accepting surrender & treating foes honorably) Keen Senses (Kin: +2 Perception; <i>Night Sight</i>: See up to 100' in Dim Light, the first 50' as if Well Lit) Light-Footed (Kin: treat rough terrain as normal for movement, as long as not encumbered or wearing armor heavier than reinforced leather) Shipwrights (Kin: Renowned sailors, +4 to Pilot skill and to Craft skills for building and repairing ships) Star-Blessed (Kin: Charisma is their best stat, gain +4 to Arcana, Influence, & Lore skills) Lore of the Ages (Kin: Natural Affinity with magic, <i>Sorcery</i>, 2 ranks split between 2 Spell Lores)
PASSIONS: <ul style="list-style-type: none"> Motivation: I am seeking fame and fortune in the wider world to prove myself to my family. Nature: Chivalry is not just a concept, but a way of life. Allegiances: My family always comes first, then those that I call my friends.

Eddyrim Yitana (pronounced *eth-ee-rim ee-tah-nah*) is the younger child of a very minor High Elven noble from Avel Lin, the capital city of the Tir Hoige region of Anwyn.

Being a younger child, they had no chance to inherit a title. The best that they could hope for would be to secure a position as a Seneschal or other high ranking servant in some other noble's household. However, Eddyrim had always been good with weapons of all sorts. And since they had no real prospects at home, they decided to seek their fortune, and perhaps a little fame as well.

Having no real prospects at home, Eddyrim decided that they would travel to Tir Tuath and seek excitement, as well as possible fame and fortune by joining a band of adventurers.

Therefore, they took passage to Hyb Rasil, and started looking for like-minded adventurers with which they could join.

They recently found and joined such a group, and they were on their way to Mirrhyc and from there up into the Esker Highlands to explore and see what they could find.

EQUIPMENT:

Tools of the Trade:

- Reinforced Leather Armor (Lamellar) with Arming Jack (B8/S9/P6/E7; -5 MvP; -1 Dx; -1 AB)
- Leather Skullcap (B1/S1/P1/E1/SL0)
- Boiled Leather Bracers (B1/S1/P1/E0)
- Boiled Leather Greaves (B1/S1/P1/E1)
- Arming Sword (10s/8p; Martial)
- Long Bow (12p; Load(1); Rng: 115)
- Quiver (24 arrows)
- Dagger (x2; 6s/7p; Rng: 10; Agile, Backstab, Swift; one strapped to back of shield)
- Short Spear (7s/10p; Rng: 20; Impale(1), Hand & a Half)
- Round Shield (+2 DM)

Standard Pack:

- 50' of Superior Rope
- 1 canvas sack
- 2 weeks of iron rations
- 1 small steel mirror
- 1 waterskin (filled)
- 1 flask of oil (padded)
- 1 small lantern
- 1 set of Flint & Steel
- 1 Bedroll

At Belt Items:

- Equipment belt
- 2 belt pouches

Clothing:

- Cloak
- Soft Leather boots
- extra set of clothing (not including outfit worn)

Money:

- 5 bronze pieces

NOTES:

DAMAGE RECEIVED

Hits	Bleeding	Pain	Stun

EDDYRIM'S CANTRIPS

Ignite/Douse — This allows the caster to ignite any one object within 10' that is designed for burning, such as a candle, torch, lantern, or even a pile of kindling that has been prepped for starting a fire. The target object must be dry, and this Cantrip cannot be used as any sort of attack. The reverse of this Cantrip allows the caster to put out any one flame of the sort that could be lit using this Cantrip.

Polish — This Cantrip will remove the buildup of corrosion and tarnish on metal, working the metal up to a nice shine. This will only work on a single small object or on an expanse of metal from a larger object that can fill a 6" radius. This means that it would take several uses of this Cantrip to polish a sword, let alone a suit of armor. It takes a full minute for the effect of this Cantrip to be accomplished and this Cantrip may not be recast on the same object until the previous casting has run its course.

Zap — This Cantrip is used to exterminate pests, such as a mouse, or some bees, gnats or other bugs, within a 1 foot radius area. The area will stay clear of such mundane pests for up to an hour. Alternatively, the caster could use this cantrip to form a shield around himself, about 1 inch from his body that will repel all such pests for an hour.

EDDYRIM'S KNOWN SPELLS

BLADETURN* †

Tier: 1 **CM:** —

Range: Self **Vs:** —

Duration: —

Allows the caster to use magical force in an attempt to divert an incoming melee attack. This grants him a +1 to his Defensive Modifier.

Scaling Options

- +2 Tiers for each +1 DM (max of +5)
- +2 Tiers to make range 10' and usable to protect others.
- 1 CM for each +10' range when protecting others

DEFLECT* †

Tier: 1 **CM:** —

Range: Self **Vs:** —

Duration: —

Allows the caster to use magical force in an attempt to divert a ranged attack within 50' that is aimed at himself. This grants the caster a +1 to his Defensive Modifier.

Scaling Options

- +2 Tiers for each +1 DM (max of +5)
- +1 Tier to deflect any ranged attack, mundane or magical, within 50'.
- 1 CM for each +10' range when protecting others