Slaine / Alti of the Sessair



Name: Alti of the Sessair
Human Druid 10
Enech: 10
AC: 13 (+2 Dex, +1 Armor)
Speed: 30 ft
HP: 32
Attack: +5 melee, +5 ranged
Magic Attack: +5
SQ: Diviner, Druidic Awe, Druid's Egg, Increased Maximum Earth Power, Know Ogham, Know Ogham (rune paint), Minor Geas (Do not stand beneath a willow tree wearing green trews), Salmon of Knowledge, Sorcerer x2, The Head Aflame
SV: Fort +12, Ref +5, Will +3
SZ: M
EP: 26

Abilities: Str: 10, Dex: 14, Con: 12, Int: 14, Wis: 15, Chr: 14

Skills: Bless +13, Bluff +0, Concentration +0, Craft (Painting) +0, Diplomacy +0, Divination +12, Heal +0, Innuendo +0, Knowledge (astronomy) +12, Knowledge () +0, Knowledge () +27, Perform +0, Profession (herbalist) +0, Sorcery +13 53

Feats: Blood Eagle, Ritual Sacrifice, Tap Weirdstone, Weapon Group Proficiency (flint knife, iron dagger, gold sickle, iron sickle, staff) 2+4 = 6

Feats: Astronomy - Long-Term Prediction, Astronomy - Medium-Term Prediction, Astronomy - Short-Term Prediction, Beguile, Charm Against Contusions, Cloak of Blackness, Cure Injury, Levitate, Sign of Inner Strength, Sign of Reprisal, Sign of Warrior Strength 2

Equipment: Leather Tunic, Noble's Cloak, Noble's Dress, Jewelry, Iron Dagger, 40 sets

Background:
The Sessair are a tribe of warriors who are Defenders of the Earth Goddess Danu. They value honor. Some are Warped Ones, such as Finn whose bodies surge with the power of the Earth Goddess and the blood of the ancient beast folk. Because of this they often enter Warp-spasms twisting their bodies into great monstrous forms. and use the traditional weapons, a Great-Axe.

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