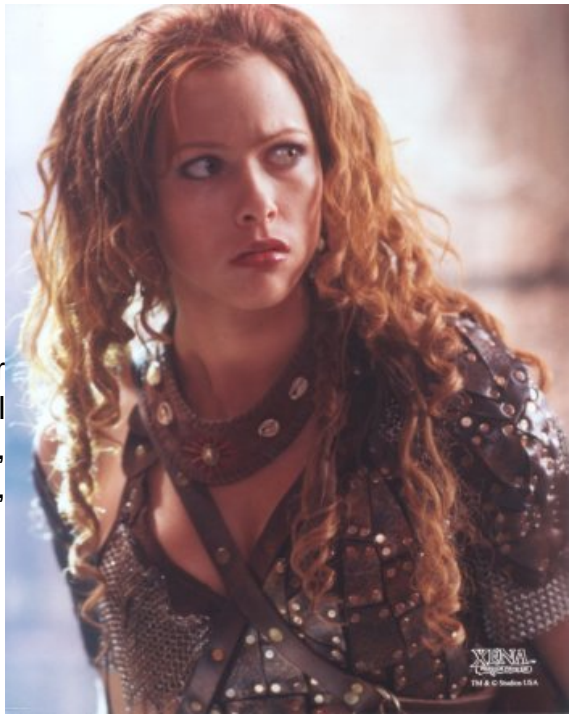
Slaine / Amarice of the Sessair



Name: Amarice of the Sessair
Human Thief 12
Enech: 12
AC: 13 (+2 Dex, +1 Armor)
Speed: 30 ft
HP: 63
Attack: +10/+5 melee, +11/+6 ranged
Magic Attack: +3
SQ: Class Skills (Bless, Heal), Jack of all Trades, Minor Geas (Never refuse to grant hospitality), Read Ogham, Skill Mastery (Tumble), Slippery Mind, Sneak Attack +4d6, Traps, Uncanny Dodge (Dex bonus to AC, can't be flanked, +1 against traps)
SV: Fort +6, Ref +10, Will +10
SZ: M
EP: 8

Abilities: Str: 12, Dex: 14, Con: 14, Int: 18, Wis: 14, Chr: 10

Skills: Appraise +9, Balance +8, Bless +5, Bluff +5, Climb +7, Concentration +3, Diplomacy +7, Disable Device +8, Disguise +6, Escape Artist +8, Gather Information +6, Handle Animal +1, Heal +7, Hide +16, Innuendo +7, Intimidate +8, Intuit Direction +8, Jump +8, Listen +13, Move Silently +16, Open Lock +13, Perform +6, Pick Pocket +13, Read Lips +9, Ride +3, Search +17, Sense Motive +13, Sorcery +1, Spot +16, Swim +5, Tumble +15, Use Rope +7, Wilderness Lore +10

Feats: Ambidexterity, Armor Proficiency (light), Improved Initiative, Shield Proficiency, Spear Catching, Track, Two Weapon Fighting, Weapon Group Proficiency (flint knife, iron dagger, club, staff, iron javelin, iron hand-axe, iron short sword, sling, taunt, bow) 1

Spells: Blade Blessing, Cure Injury, Muscle to Blubber, Sign of Cleansing

Equipment: Leather Tunic, Iron Dagger, Iron Dagger, Iron Short Sword, Iron Short Sword, Masterwork Thieves Tools, 76 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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