Slaine / Darnelle of the Sessair



Name: Darnelle of the Sessair
Human Tribal Warrior 10
Enech: 10
AC: 13 (+2 Dex, +1 Armor)
Speed: 40 ft
HP: 92
Attack: +16/+11 melee, +14/+9 ranged
Magic Attack: +2
SQ: Expert (+2/+1), Fast Movement, Minor Geas (Do not deceive a blind man carrying an oak staff), Rage 1/day, Tribal Fighting Style (Sessair)
SV: Fort +12, Ref +5, Will +3
SZ: M
EP: 13

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

Skills: Climb +3, Craft (Weaponsmith) +2, Handle Animal +1, Intimidate +8, Intuit Direction +0, Jump +4, Listen +0, Move Silently +0, Perform +0, Profession +0, Ride +2, Spot +3, Swim +3, Wilderness Lore +0

Feats: Armor Proficiency (light, medium, heavy), Door of Battle, Exotic Weapon Proficiency (gae bolga), Far Shot, Point Blank Shot, Precise Shot, Shield Proficiency, Spearrach Carden Fighting Style, Weapon Group Proficiency (simple, martial weapons) = 7

Equipment: Gae Bolga, Leather Tunic, Iron Sword, 34 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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