Slaine / Ephiny of the Finians



Name: Ephiny of the Finians
Human Noble Warrior 12
Enech: 12
AC: 13 (+2 Dex, +1 Armor)
Speed: 30 ft
HP: 79
Attack: +16/+11/+6 melee, +14/+9/+4 ranged
Magic Attack: +2
SQ: Class Skills (Hide, Move Silently), Minor Geas (Never refuse a single boon to a bard), Tribe (Finians) +4 circumstance bonus on all checks and saving throws relating to environmental hazards
SV: Fort +10, Ref +6, Will +6
SZ: M
EP: 8

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

Skills: Climb +9, Hide +9, Intimidate +5, Jump +9, Listen +7, Move Silently +9, Ride +7, Spot +7, Swim +5

Feats: Ambidexterity, Armor Proficiency (light, medium, heavy), Cleave, Combat Reflexes, Great Cleave, Improved Critical (Short Sword), Improved Two-Weapon Fighting, Monster Slayer, Pile of Carcasses, Power Attack, Shield Proficiency, Sundered Heads, Two-Weapon Fighting, Weapon Focus (Short Sword), Weapon Group Proficiency (simple, martial weapons), Weapon Specialization (Short Sword)

Equipment: Fur Cloak, Leather Tunic, Iron Short Sword, Iron Short Sword, 34 sets

Background:

The Finians 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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