Slaine / Finn of the Sessair



Name: Finn of the Sessair
Warped One Tribal Warrior 3
Enech: 3
AC: 12 (+2 Dex)
Speed: 40 ft
HP: 33
Attack: +5 melee, +5 ranged
Magic Attack: +0
SQ: +2 racial bonus to Intimidate checks, +1 circumstance bonus to Fortitude saving throws, Damage Reduction 1/-, Expert (+2/+1), Fast Movement, High Earth Power 10, Inept Sorcerers, Major Geas (Divine Champion), Rage 1/day, Tribal Fighting Style (Sessair), Warp-Spasms
SV: Fort +6, Ref +3, Will +1
SZ: M
EP: 13

Abilities: Str: 15, Dex: 14, Con: 16, Int: 12, Wis: 10, Chr: 10

Skills: Climb +3, Craft (Flint Knapping) +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 4

Feats: Cleave, Exotic Weapon Proficiency (Great-Axe), Power Attack, Shield Proficiency, Weapon Group Proficiency (simple, martial weapons)

Equipment: Masterwork Flint Great-Axe "Blood Drinker", Fur Cloak, Leather Hero-Harness, Iron Gauntlet, Iron Sword, 752 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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