Slaine / Gabrielle of the Sessair



Name: Gabrielle of the Sessair
Human Noble Warrior 12
Enech: 12
AC: 13 (+2 Dex, +1 Armor)
Speed: 40 ft
HP: 92
Attack: +16/+11/+6 melee, +14/+9/+4 ranged
Magic Attack: +2
SQ: Expert (+2/+1), Fast Movement, Minor Geas (Do not chop sycamore wood after dusk), 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: 13, Wis: 14, 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

Feats: Armor Proficiency (light, medium, heavy), Combat Reflexes, Dodge, Expertise, Mobility, Shield Proficiency, Spring Attack, Weapon Group Proficiency (simple, martial weapons), Whirlwind Attack 6+0=6

Equipment: Fur Cloak, Jewelry, Leather Tunic, Iron Short 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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