Slaine / Guinevere of the Sessair



Name: Guinevere of the Sessair
Human Tribal Warrior 2 Noble Warrior 10
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 fletch your arrows using the feathers of a magpie), 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 (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), Dodge, Far Shot, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Shield Proficiency, Shot on the Run, Weapon Group Proficiency (simple, martial weapons) = 7

Equipment: Arrows x24, Bow, Fur Cloak, 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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