Slaine / Hippolyta of the Sessair



Name: Hippolyta of the Sessair
Human Witch 9 War-Witch 3
Enech: 10
AC: 16 (+2 Dex, +4 Armor)
Speed: 30 ft
HP: 67
Attack: +9/+4 melee, +11/+6 ranged
Magic Attack: +7
SQ: A Thousand Faces, Base Earth Power +3, Bleed Dry +2, Blood Eagle, Class Skills (Bless, Divination), Hexer, Minor Geas (Do not withhold water from a condemned man), Opportunistic Sacrifice (1 EP/2 HD), Ritual Sacrifice, Summoner +1, War Shriek, Witch Armor
SV: Fort +5, Ref +6, Will +13
SZ: M
EP: 13

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

Skills: Bless +12, Bluff +5, Diplomacy +0, Divination +14, Gather Information +5, Heal +4, Intimidate +5, Listen +5, Perform +11, Profession (herbalist) +5, Sense Motive +5, Sorcery +15

Feats: Armor Proficiency (light, medium), Battle Cry, Blood Eagle, Ritual Sacrifice, Weapon Group Proficiency (simple, martial weapons) 5

Spells: Beguile, Divination by Entrails, Levitate, Pacify, Skyclad Blessing, 10

Equipment: Arget Roth Mail Shirt (Damage Reduction 3/enchanted weapons), Iron Sword, 1,012 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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