

Slaine / Velasca of the Fir Domain



Name: Velasca of the Fir Domain

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 argue with your brothers at Samhain), Rage 1/day, Tribal Fighting Style (Sessair)

SV: Fort +12, Ref +5, Will +3

SZ: M

EP: 13

Abilities: Str: 18, Dex: 14, 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: Ambidexterity, Armor Proficiency (light, medium, heavy), Cleave, Combat Reflexes, Great Cleave, Improved Critical (Short Sword), Improved Two-Weapon Fighting, 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) +6 = 12

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

Background:

The Fir Domain are one of the fiercest and most troublesome Tribes of the Earth Goddess. Whereas the Sessair and Finians will go to war as soon as look at you, the Fir Domain are just as eager for trouble but always with an eye to the main chance. Likewise, they can be as cunning as the Tribe of the Shadows, but are quite prepared to apply that intelligence and planning to a frontal assault or even an entire war, rather than relying on night raids. If they cannot profit from war, and with minimal casualties, they have no great interest in it. Of course, this could be long-term profit - taking over fertile farmland can be better in the long run than capturing a rich town or fort.

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