Eirà

– StoneHealer

Effort – 1

Might pool - 8 Speed Pool – 12 Int Pool - 16

Edge 1

Special Abilities

Healing Stone (1 Intellect Point) – You throw a stone imbuned with healing magic at a target, and restores 1d6 points to one stat of any creature. This ability is a difficulty 2 Speed task. Each time you attempt to heal the same creature, the amount healed is reduced by 1 point. The damage healed returns to 1d6 after the creature has rested for 10 hours. Action

Entangling Force (1+ Intelligence Point) – You charge a stone with ancient energy meant to hold and capture. When you throw this at a target, they are constructed, and cannot move from its position for one minute, but it can attack and defend normally. The target can also use its turn to break the constriction. The snare is classified as a level 2 construct. You can increase the level of the snare by 1 level per Effort applied. Action to Initiate.

Aggression (2 Intellect Points) – You throw a stone bound with the powers of Tyr at a character, waking their more primitive instincts. As a result, she gains an asset on her Might-based attack rolls for one minute. Action to initiate.

Encouragement (1 Intellect Point) – You focus energy into a stone, making it float 1 ft above your hand. As a result, your allies within short range modify the difficulty of one of the following task types (your choice) by one step to their benefit: defense task, attack task, or tasks related to any skill that that you are trained or specialized in. Action

Practiced with Light and Medium Weapons – You can use light and medium weapons without penalty. If you wield a heavy weapon, increase the difficulty of the attack by one step. Enabler.

Skills:

Pleasant Social Interactions – Int – Trained

Intelligence Defence – Int – Trained

Helpful – When you help someone with a task, they add 1 to the result.

Initiative – Speed – Inability

Minor Effect – Target is healed 1 additional point.

Major Effect – Target is healed 2 additional points.

Attacks: Throwing Knife – Speed +0 – 2 damage

Quarter Staff – Might +0 – 4 Damage

Equipment : Light Tools, Backpack, Burlap sack, Torch (3), Rations, Rations.

Armor: Hides and furs (1)

Cyphers: 2