

# *Hannah ir'Erom*

Hannah Aimee ir'Erom, level 5

Human, Warlord

Commanding Presence: Inspiring Presence

Student of the Sword: Student of Two-Handed Weapons

Background: Commissioned Officer, Society - Noble (+2 to Intimidate)

FINAL ABILITY SCORES: Str 21, Con 16, Dex 12, Int 14, Wis 10, Cha 17.

AC: 20 Fort: 19 Reflex: 15 Will: 17

HP: 53 Surges: 10 Surge Value: 13

TRAINED SKILLS: Endurance +10, History +9, Intimidate +12, Diplomacy +10, Heal +7, Streetwise +10

UNTRAINED SKILLS: Acrobatics +3, Arcana +4, Bluff +5, Dungeoneering +2, Insight +2, Nature +2, Perception +2, Religion +4, Stealth +3, Thievery +3, Athletics +7

## FEATS

Human: Inspired Defense

Level 1: Toughness

Level 2: Armor Proficiency (Scale)

Level 4: Student of the Sword

## POWERS

At-will: Wolf Pack Tactics, Rousing Assault, Brash Assault

Encounter: Guarding Attack, Warlord's Strike

Daily: Lead by Example, Stand the Fallen

Utility: Aid the Injured

ITEMS: Adventurer's Kit, Scale Armor of Sacrifice +1, Bloodclaw Halberd +2, Counterstrike Guards

## Background:

Hannah Aimee ir'Erom was born on a mild Barrakas afternoon in 974 YK in Fairhaven, Aundair to the noble Erom family. She was the second daughter of Nicolas ir'Erom [age 50] and Lidia ir'Erom [LG Human Female Warlord, age 49]. She has three siblings, one older sister, Karen ir'Erom-Falstead [age 27], a younger brother, Ashton ir'Erom [Unaligned Human Rogue, age 19], and her younger sister, Elena Marie ir'Erom [age 14].

Hannah's childhood was as normal as it could be in the midst of the Last War. She and her siblings spent much of their childhoods away from largest parts of the war, sequestered away at home

in Fairhaven with their father. Their home served as a winery and bottling center for Erom Fields Wine brands created on site, and run by their father. Their mother, at one time active in the Aundairian military, and later a tactical consultant, commuted between home and where ever she was needed up until she became pregnant with Elena, at which point she retired from service and returned home. Away from the worst of the Last War, the family thrived. Hannah herself was always fully of energy, and enjoyed sparring with her brother and mother, showing an interest in the art of combat, particularly the use of the halberd, at a very young age. Her mother, pleased with her interest, took it upon herself to personally start training her daughter once she reached the age of sixteen, and Hannah was more than thrilled with this.

When Hannah turned eighteen, she decided to follow in her mother's footsteps and enlist in the Aundairian military. Her father was against it, believing that Hannah should remain home and find a suitor like her older sister Karen. Hannah, however, seemed entirely uninterested in the prospect of such things, and with the support of her mother went through with her decision to join the military. The training she had received from her mother gave her a leg up on many of the early recruits, and this along with her natural ability to get others to follow her lead cemented her in a firm place near the head of a small group of soldiers.

Hannah would serve for four years in all, rising to the rank of Major through a series of field promotions, more out of necessity than a reflection of her actual combat or leadership ability. The end of her service in the Aundairian military coincided with the end of the Last War and the dissolution of her unit. While she rarely fought on the front lines, Hannah was no stranger to combat, showing more than enough combat prowess, appearing as a fierce and intimidating warrior on the battlefield. Near the end of her tour, she became close friends with the commander of her unit, a man who hailed from another wealthy family in Aundair named Zoran Sivila [Good Half-Elven Fighter]. Upon returning from duty, she kept in contact with him, and as soon as her father found out, he arranged for the two to wed, finally fulfilling his wish of seeing his second daughter settle with a wealthy man and live a calm life.

There was just one problem with this to Hannah – she had no real interest in, and indeed after a year of going through the motions with her engagement to Zoran, made this fact known to both him and her family. Zoran was disappointed, but understanding (at least outwardly so), and her mother was kind and accepting of her daughter's decision, praising her for being strong enough to admit it to everyone else before it was too late. Her father, however, was less than thrilled, reacting with a mix of fury and heartbrokenness. There was much arguing and fighting between Hannah and her father, and despite Hannah's attempts, and insistence from both her mother and Zoran (whom she remained friends with), her father seemed unwilling to reconcile his anger. Frustrated and dismayed, Hannah gave a tearful goodbye to her mother, and left home. She stayed for a bit with Zoran, even becoming incredibly close friends with his sister Kori Sivila [Good Half-Elven Female Druid], but before even a month passed, she grew uncomfortable with the situation and finally left Fairhaven itself.

After leaving home, she has traveled as what she called a "Sellsword", which she described as "an honest sort of mercenary", attempting to make a name for herself helping out whomever she

can, sometimes for free, sometimes at a cheap rate. Travelling from Fairhaven, she did a few short stints of work, escorting goods, as well as protection job, and before long she found herself staying at an inn in Passage, looking for work. It was here that she first met Captain Lydine Atanna. A former airship pilot during the Last War and the captain of an airship she had christened the “LCA Scrapheap”, Hannah and Attan became good working friends, Atanna providing Hannah transportation at a reduced cost when she needs it, in exchange for occasional work on her airship, or doing other favours.

These days, Hannah finds herself drifting between freelance work, and occasional aid for Captain Atanna. As of late, she finds herself in Breland, particularly around Sharn, waiting for her next opportunity to arise.

Hannah is a kind, caring, and honest woman, usually generous and always willing to help someone she believes deserves it. She’ll tolerate the company of all but the most boorish and rude people, and is particularly fond of young children – especially young girls who remind her of her sister. She is also, sometimes, a flirtatious person, open in her affections and always willing to talk with those around her. Her prime motivation in life, at the moment, is making a name for herself and finding a way back into her father’s favour and heart, through any means she can. However, in battle, Hannah is much more focused. In combat she plays the part of an imposing and intimidating leader, using her skill with her halberd to cut down her enemies and demoralize her foes, all while shouting commands and ideas to anyone who may be involved with her in an attempt to turn the battle in her favor – or if it already is, then to press the advantage until the enemy gives up.

One particularly unique thing about Hannah is that almost as long as she can remember, the woman seems to have been stricken with a long standing streak of bad luck, and this has made her somewhat superstitious. She wears a pair of dangling crystal earrings at all times because she thinks they bring her good luck, as well as rarely removing her family signet ring for the same reason. She even wears a pair of gauntlets specifically chosen because she believed they would bring her luck. She believes very strongly in the forces of luck and chance, and will do whatever she can to gain their favour and avoid the unlucky occurrences that seem to swarm around her at all times.

### ***75 Questions***

- 1. Name:** Hannah Aimee ir’Erom
- 2. Nicknames:** None
- 3. Gender:** Female
- 4. Age:** 24
- 5. Nationality:** Aundairian
- 6. Hometown:** Fairhaven
- 7. Current Residence:** Transient
- 8. Occupational Background:** Formally a member of the Aundairian Military
- 9. Current Occupation:** Occasional independent work as a “Sellsword” (Mercenary).
- 10. Socioeconomic Level:** Currently fairly low, but steady. Her family is incredibly wealthy due to their

winery and bottling business

**11. Academic Background:** Early college equivalent

**12. Intelligence Level:** Above Average

**13. Military Experience:** Possesses Aundairian military training mixed with training from mother

**14. Religious/Spiritual Beliefs:** Loosely practicing believer in the Sovereign Host, particularly Dol Arrah and Ollandra.

**15. Parents:** Lidia ir'Erom, Nicolas ir'Erom

**16. Siblings:** Karen ir'Erom-Falstead (married), Ashton ir'Erom, Elena ir'Erom

**17. Birth Order:** Karen (Oldest, 27) ----> Hannah (24) ----> Ashton (19) ----> Elena (14)

**18. Marital Status/History:** Single, previously engaged. It didn't work out.

**19. Children:** None

**20. Significant Relationships:** Healthy relationship with most of family; strongest with Elena, but weakest with her brother Ashton, and currently near nonexistent with father Nicolas. Still good friends with former fiancé Zoran, and former girlfriend Kori. Now close to the crew of Atanna's LCA Scrapheap.

**21. Relationship Skills:** Good. She is a very personable person when she wants to be.

**22. Height:** 6'1"

**23. Weight:** 163lbs.

**24. Eye Color:** Green

**25. Hair Color:** Red

**26. Hair Style:** Long, often in a ponytail.

**27. Facial/Body Hair:** None

**28. Skin Tone:** Fair, though not pale.

**29. Complexion:** Clear

**30. Body Type:** Strong, athletic

**31. Face Shape:** Slightly angular

**32. Distinguishing Features:** Bright green eyes, long, long red hair.

**33. Posture:** Straight

**34. Health:** Excellent

**35. Style of Dress:** Fancy, showy, sometimes just a little revealing.

**36. Accessories:** Visible hanging earrings in both ears. Claims they bring her good luck (Hint: They don't.)

**37. Favourite Color:** Orange

**38. Favourite Food:** Talenta Meat Kabobs

**39. Favourite Music:** Quiet music played on a harp or violin

**40. Hobbies:** Collecting tickets from every Lightning Rail station she stops at

**41. Underwear:** Typical, if a bit frilly

**42. Habits:** Get fidgety, often tapping her foot, if inactive for too long

**43. Mannerisms:** Very polite, uses her hands a lot when she speaks

**44. Voice Tone:** Sounds like a young Mary McGlynn, but with a moderate French accent

**45. Speech Patterns:** Sometimes uses very fancy words. Occasionally peppers elven into her speech.

**46. Biggest Success:** Finishing her tour of duty in the military

**47. Worst Failure:** Disappointing her father by breaking off her engagement to a wealthy noble

**48. Biggest Regret:** Not breaking off engagement and revealing her feelings on the matter sooner.

- 49. Worst Embarrassment:** Coming out to her family, and having her fiancé walk in the middle of it.
- 50. Goals:** Regain acceptance of her father
- 51. Motivation:** Family, Kindness
- 52. Fears:** Drifting apart from her parents, something bad happening to Elena
- 53. Fantasies:** Finally getting back into her father's good graces, seeing her younger sister grow up to be a wonderful person, and generally her whole family being happy together while she makes a name for herself.
- 54. Energy Level:** Normal
- 55. Sense of Humor:** Prevalent, but sometimes offbeat.
- 56. Introvert or Extrovert:** Extrovert
- 57. Leader or Follower:** Leader
- 58. Emotional or Logical:** Emotional
- 59. Generous or Stingy:** Generous
- 60. Polite or Rude:** Polite
- 61. Short Tempered or Level Headed:** A little of both
- 62. Honest or Kind:** Kind
- 63. Apologetic:** Sometimes
- 64. Attention Seeking:** Not particularly
- 65. Keeps Secrets:** Not always so well, she's been known to gossip before.
- 66. Keeps Promises:** Very well
- 67. Deals With/Shows Anger:** Deals with it fairly well, but shows it fairly readily
- 68. Deals With/Shows Affection:** Openly. Has no qualm about showing both friendly affection and adoration, or flirting with someone and engaging in very slightly more intimate affection when in public.
- 69. Deals With/Shows Sadness:** Privately, if she can manage it.
- 70. Deals With/Shows Pain:** Privately, if she can manage it.
- 71. Deals With Change:** Kinda well, if only because she's had to learn to live with it.
- 72. Deals With Loss:** Not too well at all.
- 73. Pet Peeves:** People who pick on or look down on others for no reason, people who ramble on and on about totally uninteresting things.
- 74. Self Admitted Strengths/Weaknesses:**  
*Strengths:* "In a fight, I promise, there are few things that will keep me from what it is I seek."  
*Weaknesses:* "I 'ave... a rather long streak of bad luck, and I can get a little... distracted sometimes."

