



VIKING

CONSTITUTION		5
BRUTE FORCE	6	11
UNARMED COMBAT	-	5
TOUGHNESS	4	9

AGILITY		5
VEHICLE HANDLING	-	5
REFLEX	4	9
FINESSE	-	5

PERCEPTION		5
SURVIVAL	3	8
RANGED COMBAT	4	9
SHARP SENSES	-	5

INTELLIGENCE		3
CRAFTING	-	3
GENERAL KNOWLEDGE	-	3
ARCANE KNOWLEDGE	-	3

COMPOSURE		4
STEALTH	-	4
CONTACTS	-	4
TRICKERY	-	4

VERVE		3
CHARISMA	3	6
STAR HERITAGE	3	6
WILLPOWER	4	7

3	GODS' GRACE	
1x VER		

4	SHIFTS	
1x CP		

40	VITALITY	
15 + 5x CON		

15	FOCUS	
INT x 5		

10	ATHLETICISM	
CON + AG		

EXPERIENCE POINTS	

ARMORER	EDGES	OLD CAMPAIGNER
You can modify your armor to protect those areas of your body that are usually uncovered, increasing the protection provided by all your armor by 1 . Additionally, such armor protects you against any type of attack , even Atlantean Powers, magic, etc. The edge cannot be used to modify other characters' armor in the same manner.	As a free action, until the beginning of your next turn, you can increase two of the following values: hit, Defense, Reflex, Athleticism or damage dealt by 3 . The edge can be used as many times <i>during one session</i> as the value of your Composure .	

JINXED
characters cannot use Shifts, Gods' Grace or Re-Rolls to modify check results.
BONUS [TARGET'S SIZE]
LARGE +2
HUGE +4
GIGANTIC +6

DEFENSE					
INITIAL VALUE	AG	PER	FEATS	BONUSES	TOTAL
15	5	5	-	-	25

MELEE COMBAT						
WEAPON NAME	TYPE	ATTACKS	BF/F/UC	ACCURACY	HIT	DAMAGE
Spear	OH / T	1	11	+2	13	1d10 + 10
Doubles: Piercing						

CHECK DL	
EASY	10
STANDARD	15
HARD	20
VERY HARD	25
EXTREME	30
LEGENDARY	35
GODLIKE	40

RANGED COMBAT								
WEAPON NAME	TYPE	ATTACKS	RANGED COMBAT	SHORT	MEDIUM	LONG	EXTREME	DAMAGE
Longbow	TH	1	9	12	12	11	11	1d10 + 11

ARMOR		
NAME	PROTECTION	SPECIAL RULES
Chain mail	9	All Stealth and Athleticism checks are JINXED .

SHIELD	
NAME	SPECIAL RULES
Round	All Stealth and Athleticism checks are JINXED .
3 USES	
REPAIR:	DL 20

