



THORCAL

THE ROLEPLAYING GAME



ARCHER

3 GODS' GRACE

1x VER

4 SHIFTS

1x CP

35 VITALITY

15 + 5 x CON

20 FOCUS

INT x 5

8 ATHLETICISM

CON + AG

EXPERIENCE POINTS

CONSTITUTION	4
BRUTE FORCE	- 4
UNARMED COMBAT	- 4
TOUGHNESS	- 4

AGILITY	4
VEHICLE HANDLING	3 7
REFLEX	3 7
FINESSE	4 8

PERCEPTION	6
SURVIVAL	5 11
RANGED COMBAT	6 12
SHARP SENSES	4 10

INTELLIGENCE	4
CRAFTING	3 7
GENERAL KNOWLEDGE	- 4
ARCANE KNOWLEDGE	- 4

COMPOSURE	4
STEALTH	3 7
CONTACTS	- 4
TRICKERY	- 4

VERVE	3
CHARISMA	- 3
STAR HERITAGE	- 3
WILLPOWER	- 3

MASTER ARCHER

When shooting a bow, you are never given a Jinx penalty (arising, for example, from bad visibility or shooting at multiple targets).

EDGES

Every time you make a successful ranged weapon attack, you roll one additional **damage die** and ignore the lowest result.

DEADLY PRECISION

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	4	6	-	-	25

MELEE COMBAT

WEAPON NAME	TYPE	ATTACKS	BF/F/UC	ACCURACY	HIT	DAMAGE
Longsword	OH	1	8	+3	11	1d6 + 9
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	12	15	15	14	14	1d10 + 13
Crit: free attack								

ARMOR

NAME	PROTECTION	SPECIAL RULES
Hauberk	8	All Stealth checks are JINXED .

SHIELD

NAME	SPECIAL RULES
Buckler	

2 USES

REPAIR: DL 15

FEATS

[illegible]

EQUIPMENT

[illegible]

SOULMATE

LEVEL:

NOTES / CHARACTER BACKSTORY

POWERS

[illegible]