



THORCAL

THE ROLEPLAYING GAME



BERSERKER

4 GODS' GRACE

1x VER

4 SHIFTS

1x CP

50 VITALITY

15 + 5 x CON

15 FOCUS

INT x 5

11 ATHLETICISM

CON + AG

EXPERIENCE POINTS

CONSTITUTION

7

BRUTE FORCE

4

11

UNARMED COMBAT

4

11

TOUGHNESS

5

12

INTELLIGENCE

3

CRAFTING

-

3

GENERAL KNOWLEDGE

-

3

ARCANE KNOWLEDGE

-

3

AGILITY

4

VEHICLE HANDLING

3

7

REFLEX

2

6

FINESSE

-

4

COMPOSURE

4

STEALTH

-

4

CONTACTS

-

4

TRICKERY

-

4

PERCEPTION

4

SURVIVAL

4

8

RANGED COMBAT

-

4

SHARP SENSES

3

7

VERVE

4

CHARISMA

-

4

STAR HERITAGE

-

4

WILLPOWER

5

9

CALL OF THE WILD

You can **Re-Roll** any check made during combat (except for damage rolls). However, to use this edge again, you must be first wounded by an opponent.

EDGES

Whenever the highest value is rolled on at least one of the dice you roll for damage in melee, roll one additional die of the same type and add up the results to find out how much total damage is suffered by the opponent. The effect can be applied once to each blow and, if you happen to score the highest result on two or more dice of different types (d6, d10 or d20), you can choose which die to roll.

DEEP WOUNDS

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	4	—	—	23

MELEE COMBAT

WEAPON NAME	TYPE	ATTACKS	BF/F/UC	ACCURACY	HIT	DAMAGE
Brawl	L	2	11	+1	12	1d10 + 7
Bardiche	TH	1	11	+4	15	2d6 + 14

Crit: free attack

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

ARMOR

NAME	PROTECTION	SPECIAL RULES
Scale	11	All Finesse, Reflex, Stealth and Athleticism checks are JINXED .

SHIELD

NAME	SPECIAL RULES

USES

REPAIR:

FEATS

This image shows a blank sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

EQUIPMENT

[illegible]

SOULMATE

LEVEL:

NOTES / CHARACTER BACKSTORY

POWERS

[illegible]