



THORCAL

THE ROLEPLAYING GAME



LAGMAN

5 GODS' GRACE

1x VER

5 SHIFTS

1x CP

30 VITALITY

15 + 5 x CON

25 FOCUS

INT x 5

7 ATHLETICISM

CON + AG

EXPERIENCE POINTS

CONSTITUTION

3

BRUTE FORCE

3

6

UNARMED COMBAT

-

3

TOUGHNESS

-

3

AGILITY

4

VEHICLE HANDLING

-

4

REFLEX

-

6

FINESSE

-

4

PERCEPTION

3

SURVIVAL

-

3

RANGED COMBAT

-

3

SHARP SENSES

-

3

INTELLIGENCE

5

CRAFTING

4

9

GENERAL KNOWLEDGE

4

9

ARCANE KNOWLEDGE

4

9

COMPOSURE

5

STEALTH

-

5

CONTACTS

3

8

TRICKERY

3

8

VERVE

5

CHARISMA

5

10

STAR HERITAGE

4

9

WILLPOWER

0

5

DISTRACTION

EDGES

SUPPORT

Once a turn, as a move action, you can make an opponent lose his or her next move or combat action (your choice) — or both of them, if you decide to spend **1 Gods' Grace**. The edge can be used only once against the same enemy in a given combat.

Once per round, as a **Reaction**, you can grant an ally within medium range a **+5** bonus to any check (after the dice are rolled). The edge can be used as many times during one session as the value of your **Verve**.

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	3	—	—	24

MELEE COMBAT

WEAPON NAME	TYPE	ATTACKS	BF/F/UC	ACCURACY	HIT	DAMAGE
Labrys axe	OH	1	6	+2	8	1d10 + 9

RANGED COMBAT

WEAPON NAME	TYPE	ATTACKS	RANGED COMBAT	SHORT	MEDIUM	LONG	EXTREME	DAMAGE
—								

ARMOR

NAME	PROTECTION	SPECIAL RULES
Lamellar	7	—

SHIELD

NAME	SPECIAL RULES
Round	All Stealth and Athleticism checks are JINXED .

3 USES

REPAIR: DL 20

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SOULMATE	
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LEVEL:	

NOTES / CHARACTER BACKSTORY	

POWERS					
NAME	TYPE	DL	COST	RANGE	EFFECT

Visions of Bygone Days	Basic	15	2	Medium	A character protected by this power can use it to gain a +2 bonus on any check, except for hits in combat and checks connected with the use of powers. The effect lasts for 12 hours or until the first time it is used. The bonus is granted before the dice are rolled.
Detoxification	Basic	13	4	Short	You can detect all poisons, magic potions and similar substances in your own or another character's body. Then you can neutralize one of them.
Health Restoration	Greater	18	6	Short	A creature of your choice regains Vitality equal to 1d20 + the value of your Verve . You can use this edge to heal yourself. Boost: As above, but the range is increased to medium.
Power Dispersion	Greater	21	4	Short	You can detect any supernatural effects affecting a specific character (possession, witchcraft, powers, etc.) and neutralize one of them. This also applies to any effects improving the abilities of your enemies.