



ARCHER

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

3 GODS' GRACE	
1x VER	

4 SHIFTS	
1x CP	

35 VITALITY	
15 + 5x CON	

20 FOCUS	
INT x 5	

8 ATHLETICISM	
CON + AG	

EXPERIENCE POINTS

MASTER ARCHER	EDGES	DEADLY PRECISION
When shooting a bow, you are never given a Jinx penalty (arising, for example, from bad visibility or shooting at multiple targets).	Every time you make a successful ranged weapon attack, you roll one additional damage die and ignore the lowest result.	

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

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

MELEE COMBAT						
WEAPON NAME	TYPE	ATTACKS	BF/F/UC	ACCURACY	HIT	DAMAGE
Longsword	OH	1	8	+3	11	1d6 + 9
Doubles: Piercing						

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	

