



# THORCAL

## THE ROLEPLAYING GAME



### VIKING

### 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

### CONSTITUTION

5

BRUTE FORCE

6

11

UNARMED COMBAT

-

5

TOUGHNESS

4

9

### INTELLIGENCE

3

CRAFTING

-

3

GENERAL KNOWLEDGE

-

3

ARCANE KNOWLEDGE

-

3

### AGILITY

5

VEHICLE HANDLING

-

5

REFLEX

4

9

FINESSE

-

5

### COMPOSURE

4

STEALTH

-

4

CONTACTS

-

4

TRICKERY

-

4

### PERCEPTION

5

SURVIVAL

3

8

RANGED COMBAT

4

9

SHARP SENSES

-

5

### VERVE

3

CHARISMA

3

6

STAR HERITAGE

3

6

WILLPOWER

4

7

### 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 *during one session* 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 <b>JINXED</b> .

### SHIELD

NAME	SPECIAL RULES
Round	All Stealth and Athleticism checks are <b>JINXED</b> .

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

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