



BERSERKER

CONSTITUTION		7
BRUTE FORCE	4	11
UNARMED COMBAT	4	11
TOUGHNESS	5	12

AGILITY		4
VEHICLE HANDLING	3	7
REFLEX	2	6
FINESSE	-	4

PERCEPTION		4
SURVIVAL	4	8
RANGED COMBAT	-	4
SHARP SENSES	3	7

INTELLIGENCE		3
CRAFTING	-	3
GENERAL KNOWLEDGE	-	3
ARCANE KNOWLEDGE	-	3

COMPOSURE		4
STEALTH	-	4
CONTACTS	-	4
TRICKERY	-	4

VERVE		4
CHARISMA	-	4
STAR HERITAGE	-	4
WILLPOWER	5	9

4	GODS' GRACE	
1x VER		

4	SHIFTS	
1x CP		

50	VITALITY	
15 + 5x CON		

15	FOCUS	
INT x 5		

11	ATHLETICISM	
CON + AG		

EXPERIENCE POINTS

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.

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: _____	

