



## LAGMAN


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

<b>5 GODS' GRACE</b>	
1x VER	

<b>5 SHIFTS</b>	
1x CP	

<b>30 VITALITY</b>	
15 + 5 x CON	

<b>25 FOCUS</b>	
INT x 5	

<b>7 ATHLETICISM</b>	
CON + AG	

### EXPERIENCE POINTS

**DISTRACTION**

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.

**EDGES**

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**.

**SUPPORT**

**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

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
Lamellar	7	—

SHIELD	
NAME	SPECIAL RULES
Round	All Stealth and Athleticism checks are <b>JINXED</b> .
<b>3 USES</b>	
REPAIR: DL 20	

