

Willmen the Noble

Skill (Stat)	Lvl	SC
Analysis (Int)		-1
Animal Handling (Ins)		-1
Art (Cha)		1
Athletics (Str)		1
Computers (Int)		-1
Deception (Cha)		1
Disguising (Cha)		1
Endurance (Con)	2	3
Engineering (Int)		-1
First Aid (Ins)		-1
Grace (Cha)		1
History (Int)	2	1
Improvisation (Ins)		-1
Intuition (Ins)		-1
Lockpicking (Dex)		0
Luck (Cha)		1
Medicine (Int)		-1
Menace (Str)		1
Meta (Ins)		-1
Natural Science (Int)		-1
Nimbleness (Dex)		0
Perception (Ins)		-1
Perseverance (Wil)	3	4
Persuasion (Cha)	3	4
Presence (Cha)	3	4
Psychology (Int)		-1
Quick Fingers (Dex)		0
Raw Force (Str)		1
Stealth (Dex)		0
Street Smarts (Ins)		-1
Supernatural (Int)		-1
Survival (Ins)		-1
Vehicle Handling (Ins)		-1

Stats	Val	Bo	DR
Strength	13	3	4
Dexterity	10	0	1
Constitution	13	3	6
Intelligence	9	-1	0
Charisma	12	2	6
Instinct	8	-2	-1
Will	12	2	6

Resources	Current	Max
Vitality		21
Temporary Vitality		27
Willpower		14
Narrative Momentum		12

Level	1
Tier	1
Archetype	Bulwark
Sub-Archetype	Protector

Primary Stat	Constitution
Secondary Stat	Strength
Ability Hit	6
DR Power	13
WP Limit	4

Evasion Stat	Strength
Evasion	16
E. without Equipment	14
Armor	6
Initiative	16
Basic Movement	3 m

Proficiencies		
Weapons	Simple, Medieval, and Military	
Armor	Light, Medium, Heavy	
Languages	Common, Dwarven	

Weapon	Primary Stat	Secondary Stat	Dice	Damage	Hit	Properties
One-Handed Sword	Constitution	Strength	d8	3	6	Medieval, Melee 1m,
Medium Shield	Strength	Constitution	d6	3	6	Medieval, Melee 1m, Heavy
Composite Bow	Constitution	Strength	d10	3	6	Medieval, Range 10m/40m, Two-Handed

Armor-Type	Armor	Evasion Cap
Heavy Armor	3	13

Shield	Evasion Bonus	Evasion Cap Mod
Medium Shield	2	0

Credits: Inventory Weight: 21/26

Equip	Name	Quantity	Weight	Tier
☐	One-Handed Sword	1	2	0
☒	Medium Shield	1	4	0
☒	Heavy Armor	1	6	0
☐	Equipment	1	3	0
☐	Bag	1	3	0
☐	Composite Bow	1	3	0

Custom Inventory:

Archetype Feature	Description
Bulwark's Defense 2 Armor	Either your Armor increases by 2, your Evasion increases by 2, or your Armor and Evasion increase by 1. You can switch the Primary or Secondary Stat of a weapon from Dexterity or Strength to Constitution if neither of them already are Constitution.

Sub-Archetype Feature	Description
Interceptor	You gain access to the intercept reaction (1 RP), which you can use to be targeted by any effect that hits a target with 1 m of you or that you are giving cover against that effect. You can decide to do this after knowing if the attack will hit the target or not. You can move up to a distance equal to your Basic Movement when you use the Intercept reaction, which allows you to get into range if you are not initially.

Additional Feature	Description	▲ ▼
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Path	Description
Path of Defense	Your Armor, Evasion, and DRs increase by half your Tier (rounded up). You gain an additional 1 Vitality per Level.

Lesser Talents 1/1	Description
Reactive Shield	You gain 1 additional RP per round while you are wielding a shield.

Greater Talents 0/0	Description	▲ ▼
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Traits	Total: 0	Description	▲ ▼
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