

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		22
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, Military
Armor	Light, Medium, Heavy
Languages	Common, Dwarven

Weapon	D. Type	Primary Stat	Secondary Stat	Dice	Damage	Hit	Properties
One-Handed Sword	Physical	Constitution	Strength	d8	3	6	Medieval, Melee 1m,
Medium Shield	Physical	Strength	Constitution	d6	3	6	Medieval, Melee 1m, Heavy
Composite Bow	Physical	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:

Primary Stat	Constitution	Secondary Stat	Strength	Ability Hit	6	DR Power	13	WP Limit	4
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Name	WP Cost	Time	Tier	Reach	Upcasting	Requirement	Category
Taunt	1	1AP	1	10 m	+1 target for 1 WP	-	Control, Maneuver

A creature of your choice has to make an Intelligence DR. On a failure, you Taunt them for five rounds. They can repeat the DR at the end of each of their turns. On a success, they end the effect.

Body Slam	4	2AP	1	1 m	+1d6 for 1 WP	-	Control, Damage, Maneuver
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A creature of your choice has to make a Constitution DR. On a failure, you deal 4d6 Physical damage to the creature, and they are Stunned until the their next turn. On a success, you deal half as much damage.

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

Sub-Archetype Feature	Description
Interceptor	You gain access to the <u>intercept reaction</u> (1 RP), which you can use to be <u>targeted</u> by any effect that hits a <u>target</u> with 1 m of you or that you are giving <u>cover</u> against that effect. You can decide to do this after knowing if the <u>attack</u> will hit the <u>target</u> or not. You can move up to a distance equal to your <u>Basic Movement</u> when you use the <u>Intercept reaction</u> , 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 <u>Armor</u> , <u>Evasion</u> , and <u>DRs</u> increase by half your <u>Tier</u> (rounded up). You gain an additional 2 <u>Vitality</u> per Level.

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

Greater Talents 0/0	Description	⬆
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Traits	Total: 0	Description	⬆
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