

A full-body illustration of a Viking warrior standing, holding a sword upright. He wears a dark tunic, a brown cape, and a metal helmet. A large blue stylized logo is in the background.

Current Heart

17

Max

9	<i>Adaptable</i>	<i>Steadfast</i>	11
12	<i>Bold</i>	<i>Cautious</i>	8
8	<i>Impulsive</i>	<i>Deliberate</i>	12
14	<i>Altruistic</i>	<i>Egoistic</i>	6
11	<i>Confident</i>	<i>Humble</i>	9
8	<i>Empathetic</i>	<i>Detached</i>	12

A career man at heart, Abelard's gruff exterior belies a heart of gold towards his community. After a decade of patrolling the Marches he was assigned the task of putting his "rough bark and soft bite" to better use: ensuring Vardaren equipment imports go smoothly.

Known in the Watch as The Barking Wolf, he can intimidate even the largest foes and his heavy armor keeps him well protected against those unswayed by his growling affect.

You are an untested defender, born for the front lines but locked into logistics.

TENACITY

Skills			
<i>Physical Skills</i>		<i>Perceptive Skills</i>	
Athletics	53	Lightfoot	23
Brawn	71	Listen	19
Drive	27	Sense	30
Ride	33	Spot	19
<i>Mental Skills</i>		<i>Social Skills</i>	
First Aid	17	Carouse	35
Folklore	19	Coerce	72
Literacy	8	Convince	28
Hide	22	Sincerity	19
<i>Resistance Skills</i>			
Dodge	12		
Endurance	53		
Willpower	19		
<i>Trained Skills</i>			
Command	47		
Fieldcraft	18		

Status

Defenses

Knockdown Threshold	10 DMG
Recovery Rate	3/night

Armor ← This Armor Value is subtracted from any incoming attack damage.

Reduce by 1 to downgrade Wound→Daze→Fatigue.

Worn Armor

	Name	AV	Notes
<i>Outer</i>	Hauberker	4	Heavy, Noisy
<i>Inner</i>	Gambeson	2	--
<i>Helm</i>	Open	2	Harder to Hear Things
<i>Other</i>	--	-	--

Attacks

Attacks						
Weapon	Damage	Range	Reload	Hands	Skill	Notes
War Maul	6D6 B	Melee	--	2H	43	Threatening, Hard to Hide, +1D6 on Heroic Success
Javelin	4D6 P	Melee/1Z	--	1H	31	Throwable (Quantity: 3), Threatening

Personal Inventory

Name	Quantity	ENC	Description/Notes
Clothing	1	2	Wool shirt, breeches, and boots. Covers the important bits.
Cloak	1	1	Protects against foul weather / Fur-lined (<i>Easier Cold related Checks</i>)
Gambeson	1	3	Made of cured Leather, and Fur-Lined (<i>as above</i>)
Hauberk	1	4	Heavy (+1 Travel Event Fatigue), Metal (<i>Harder Cold related Checks</i>)
Helm, Open	1	2	Makes Listen-Checks Harder
War Maul	1	5	Bulky (<i>Hard to Conceal</i>), Threatening (<i>Harder non-Coerce Social Skills when worn/carried</i>)
Javelin	/3	2	Throwable (<i>15 Paces</i>), Threatening (<i>as above</i>)
Fatigue		1 ea.	
Wealth			3

*Abelard is born and raised in the harsh
and perilous north; he learned to strike
fast and hard.*

When Abelard attacks with his War Maul, the target's attempts to Deflect are harder (Normal→Difficult, etc)

Abelard's Condensed Combat Effects

A True Soldier

Abelard carries many qualities of an honorable guardian. He is Bold but not reckless, Steadfast but not stagnant. His Altruism and Detached qualities put him as seeking an ideal: to support and protect humanity, but also willing to make hard choices if needed.

He has the heaviest armor of the characters, and is incredibly threatening. With high Coerce and Brawn, and clearly war-fighter equipment openly carried, he cuts a figure of danger on approach.

But he is also kind, with his Altruism meaning he prioritizes others over himself. Let others make their efforts to shine, and be a Steadfast guardian to shield them against threat and step in when needed.

Hard and Heavy

When it comes to fighting, get in their face. Make them look at you, and laugh as they struggle to chew through all of your armor. You are not invincible, but they do not need to know that.

Stay Bold on approach. Stick to Balanced Responses in combat to keep flexibility of movement, to see where you are needed, and to keep your actions to defend those nearby.

Don't forget: on a Balanced Response, you can Move when taking any Action. That includes Deflecting with your Maul. Deflect on behalf of someone nearby if they are threatened.

If you are fighting one-on-one, leverage Traits or take Focused Responses to bring your attacks to the target.

Hit them Hard, and force their response to be Heavy against you.

It can, and often will, save the others.