

Orren Vaultwright

CONCEPT / HERITAGES Ironborn / Siege Mason / Terrain Architect

LEVEL / BU 16 / 191 of 200 BU / Available 9

Debt 0 used / 0 available / 16 max / Item BU 32

VITALITY MAX / CURRENT	REST CAP / LEFT	DC	PB
252 /	126 /	18	+5

+8 PHYSICAL — SAVE +13

- Prowess +13
- Finesse +13
- Fieldcraft +16

+2 MENTAL — SAVE +2

- Awareness +2
- Reason +2
- Knowledge +2
- Influence +2

+3 MAGICAL — SAVE +3

- Mysticism +3
- Communion +3
- Intuition +3

OWNED ACCESS

Practice hex: empty untrained / dot proficient / filled expertise.

Verbs: ⬢ Tier 1 ⬡ Tier 2 ⬢ Tier 3 ⬡ Tier 4

DOMAINS P13 Stone / P24 Force

⬡ Touch 5 ft ⬡ Close 5-10 ft ◉ Near 30 ft ⬡ Far 60 ft ⬡ Very Far 120 ft ⬡ Extreme 240 ft-3 mi

DIE ⬡ None ⬡ d4 ⬡ d6 ◉ d8 ⬡ d10 ⬡ d12 ⬡ d20

AT THE TABLE / DECLARE YOUR SCALE

Intent, not purchases. Agree access, CV, Strain and Cost. DICE COUNT

TARGETS	◇ Single ◇ Multiple ◇ Area ◇ Custom
SHAPE	◇ Direct ◇ Cone ◇ Line ◇ Sphere ◇ Zone ◇ Beam ◇ Custom
SIZE	◇ One target ◇ 5 ft ◇ 10 ft ◇ 20 ft ◇ Custom
PLACEMENT	◇ Self ◇ Target ◇ Point ◇ Directional ◇ Custom
EFFECT DURATION	◇ Instant ◇ Short ◇ Medium ◇ Long ◇ Scene ◇ Persistent ◇ Permanent ◇ Custom
CASTING TIME	◇ Action ◇ Reaction ◇ Instant ◇ Short ◇ Medium ◇ Long ◇ Scene ◇ Custom

MOVEMENT / ft USED

Walk 30 / Climb 15 / Swim 15 Burrow 0 / Flight 0

REACTION ◇ EQUIPPED 4 / 8 LOAD 5 / 230

Orren Vaultwright

PRIMITIVES / REUSABLE EFFECTS

Full rules / stable P references

P20 / Long Duration · Multi-scene / narrative segment, persistent strategic effect

P06 / Retractable Carapace · Withdraw exposed soft tissue beneath a natural shell or plate when there is room to curl or brace. This can shelter small carried objects and the body from ordinary weather or loose debris. It grants no numeric DC, save, damage resistance, or immunity by itself.

P07 / Temporary Material Patch · With suitable carried material and several minutes of access, patch one small ordinary object for a single task. The patch fails under excess load or incompatible material and is not a full repair.

P14 / Structure Tier II · Apply through a [structure].

P15 / Structural Stone Shaping · With stone and a suitable domain/verb, shape a small stable support or section of barrier. The authored capability sets its dimensions, time, and duration.

P16 / Weather Shelter Frame · Assemble carried material into cover from ordinary rain, wind, or hail for a stated area. It needs space and setup time and does not automatically block attacks.

P17 / Structure Tier I · Apply through a [structure].

P18 / Structural Wall · Grant shape wall to self.

P19 / Breach Survey · Examine a reachable built structure for a plausible seam, fault, or repair point. The GM describes what inspection can reveal; this does not automatically damage or weaken it.

P23 / Useful Field Map · Draw a route map from direct observation with ordinary supplies and time. It preserves observed landmarks until the route changes; it does not reveal unexplored terrain.

P27 / Directed Loose-Object Pull · Move one unattended object of no more than 5 lb along a clear visible path up to 10 ft toward the acting character. Requires the purchased manipulation domain and delivery, a resolved action, and any check the table calls for. Cannot pull creatures, anchored objects, or objects through barriers; position is moved manually.

P21 / Held Passage DC +2 · While holding the named shielded passage in the prepared stance; ends when the character moves or the shield is lowered, add 2 to the value named by this primitive. The authored condition is switched on when the situation holds and off when it ends; it is not inferred from a universal condition name. Mirroring reverses add/subtract.

P22 / Survey Tool Fieldcraft +PB · While using the named calibrated survey tool for its stated measurement task; ends if it breaks or the task changes, add your full Proficiency Bonus to the value named by this primitive. The authored condition is switched on when the situation holds and off when it ends; it is not inferred from a universal condition name. Mirroring reverses add/subtract.

P03 / Attribute Increment +3 Physical · Add 3 to Physical.

P04 / Carry Capacity Augment +100 · Add 100 to Carry Capacity.

Orren Vaultwright

PRIMITIVES / CONTINUED

P05 / Equipment Slot Augment +2 · Add 2 to available Equipped Slots.

P08 / Slashing Resistance · Take half slashing damage, rounding the final damage up. A mirrored use takes double slashing damage.

P09 / Piercing Resistance · Take half piercing damage, rounding the final damage up. A mirrored use takes double piercing damage.

P10 / Vitality Core Augment II · Add +12 to Max Vitality.

P11 / Carry Capacity Augment +50 · Add 50 to Carry Capacity.

P12 / Fieldcraft Check +3 · Add 3 to Fieldcraft checks.

NOTES / AGREED CHANGES / SOURCE

Orren Vaultwright

COMPOSITIONS / REUSABLE EFFECTS

C01 / Plate Exchange
Source: Character.
Owned references: P06, P07, E01.
With spare plate material and several minutes, replace one damaged outer plate. The plate's fictional protection is stated; no automatic DC or Vitality restoration occurs.

C02 / Rapid Scaffold
Source: Character.
Owned references: P16, I02.P01, E02.
Assemble carried supports into temporary shelter at a reachable scene point. State dimensions, setup time, Load, and failure limit; this does not automatically block attacks or conjure a wall.

C03 / Stone Rampart
Source: Character.
Owned references: P17, P18, P13, P15, E03.
Using available stone, shape a bounded barrier at a reachable scene point. The Stone domain and structure tier are part of this capability; set dimensions, support, duration, and damage at the table.

C04 / Crack Reader
Source: Character.
Owned references: P19, E04.
Inspect a reachable wall, plate, or object for a plausible seam. The GM describes what inspection can reveal; exploiting it is a separate action.

C05 / Shielded Passage
Source: Character.
Owned references: E05.
Hold the stated shielded passage in its prepared stance to raise the actor's one DC by 2. Moving or lowering the shield turns the effect off.

C06 / Measured Survey
Source: Character.
Owned references: P23, P22.
Use a named calibrated tool to survey accessible ground. Switch the full PB Fieldcraft modifier on only during its authored measurement task and preserve observed landmarks on a map.

Orren Vaultwright

COMPOSITIONS / REUSABLE EFFECTS

C07 / Drawback Pulse
Source: Character.
Owned references: P26, P25, P24, E06.
Resolve a purchased Force action to pull one unattended object no heavier than 5 lb up to 10 ft toward the actor along a clear path. Record movement manually.

C08 / Doorway Brace
Source: I01 / Doorbrace Shield.
Owned references: E13.
Brace at a named doorway against displacement from one approach. Turn this capability on only while the stance holds; turn it off on leaving. Its +2 Physical save applies while active, and the table decides which save the situation calls for.

C09 / Shielded Passage
Source: I01 / Doorbrace Shield.
Owned references: E05.
Hold the stated shielded passage in its prepared stance to raise the actor's one DC by 2. Moving or lowering the shield turns the effect off.

C10 / Rapid Scaffold
Source: I02 / Splitgrip Staff.
Owned references: P16, I02.P01, E02.
Assemble carried supports into temporary shelter at a reachable scene point. State dimensions, setup time, Load, and failure limit; this does not automatically block attacks or conjure a wall.

C11 / Plate Exchange
Source: I03 / Patchplate Vest.
Owned references: P06, P07, E01.
With spare plate material and several minutes, replace one damaged outer plate. The plate's fictional protection is stated; no automatic DC or Vitality restoration occurs.

C12 / Patch the Seam
Source: I04 / Patchsmith Roll.
Owned references: P07, E01.
Use compatible carried material to patch one ordinary object for a stated task. State setup time and load limit.

Orren Vaultwright

COMPOSITIONS / REUSABLE EFFECTS

E01 / Temporary Patch
Owned references: P07.
One small ordinary object functions for a stated task after being patched with suitable material. It ends when strained beyond its limit or replaced by proper repair.

E02 / Hail Shelter
Owned references: P16, I02.P01.
A prepared area shelters occupants from ordinary hail or rain while the frame stands. It gives no automatic DC or damage reduction against attacks.

E03 / Stone Barrier
Owned references: P18.
The author shapes an available stone section into a bounded barrier with the purchased Stone domain and structure tier. State dimensions, setup, support, and ending condition. The wall blocks passage as its source primitive permits; its durability is decided at the table.

E04 / Observed Breach
Owned references: P19.
A particular object or wall has a plausible seam identified by inspection. The table decides what can exploit or repair it; no automatic damage or DC change is implied.

E05 / Bound Passage Guard
Owned references: P21.
Gain +2 to the single DC while holding the named shielded passage in its prepared stance. Switch off when moving or lowering the shield. This never changes the three save bonuses.

E06 / Drawn Loose Object
Owned references: P27.
Pull the one legal unattended object up to 10 ft toward the actor through a clear path after ordinary action resolution. End on arrival or obstruction; update its position manually.

E07 / Bound Passage Guard
Owned references: P21.
Gain +2 to the single DC while holding the named shielded passage in its prepared stance. Switch off when moving or lowering the shield. This never changes the three save bonuses.

Orren Vaultwright

COMPOSITIONS / REUSABLE EFFECTS

E08 / Drawn Loose Object
Owned references: P27.
Pull the one legal unattended object up to 10 ft toward the actor through a clear path after ordinary action resolution. End on arrival or obstruction; update its position manually.

E09 / Temporary Patch
Owned references: P07.
One small ordinary object functions for a stated task after being patched with suitable material. It ends when strained beyond its limit or replaced by proper repair.

E10 / Observed Breach
Owned references: P19.
A particular object or wall has a plausible seam identified by inspection. The table decides what can exploit or repair it; no automatic damage or DC change is implied.

E11 / Hail Shelter
Owned references: P16, I02.P01.
A prepared area shelters occupants from ordinary hail or rain while the frame stands. It gives no automatic DC or damage reduction against attacks.

E12 / Stone Barrier
Owned references: P18.
The author shapes an available stone section into a bounded barrier with the purchased Stone domain and structure tier. State dimensions, setup, support, and ending condition. The wall blocks passage as its source primitive permits; its durability is decided at the table.

E13 / Brace at the Threshold
The bearer braces a named doorway against displacement from a stated approach. It ends when the stance or doorway is left. A Physical save bonus applies only while a separately purchased bonus is active; this effect has no automatic numeric bonus.

NOTES / AGREED CHANGES / SOURCE

Orren Vaultwright

EQUIPMENT / ITEM BU

EQ	ITEM / REF	QTY	LOAD	SLOTS	BU
◉	I01 / Doorbrace Shield	1	1	1	14
◉	I02 / Splitgrip Staff	1	2	2	6
◉	I03 / Patchplate Vest	1	1	1	8
○	I04 / Patchsmith Roll	1	1	0	4

EQUIPPED SLOTS / max 4 / 8

LOAD / capacity 5 / 230

ITEM RULES / SOURCE / ENDING

I01 / Doorbrace Shield
Quantity 1; Load 1; equipped slots 1; Item BU 14; equipped.
A shield with a fold-out foot for one named doorway. Activate its brace only while holding the approach; leaving the stance ends the attached save bonus. Holding the named passage in the prepared shield stance raises the one DC by 2; moving or lowering it ends that benefit.

Current equipment totals are printed on writable lines; update them as gear changes.

Orren Vaultwright

ITEM RULES / SOURCE / ENDING

I02 / Splitgrip Staff

Quantity 1; Load 2; equipped slots 2; Item BU 6; equipped.
A two-handed staff that divides into two short braces for temporary supports. Reassembly needs both halves and sound joints. Resolve one ordinary purchased attack, roll the attached output die, and change target Vitality manually. The item's physical form determines the described damage type at the table.
I02.P01 / Weather Shelter Frame: Assemble carried material into cover from ordinary rain, wind, or hail for a stated area. It needs space and setup time and does not automatically block attacks.
I02.P02 / Standard Die Block (1d6): Add +1d6 to Action.Damage.
Max 6 units per baseline capability.
I02.P03 / Touch Range: Set maximum range to Touch.
The capability can affect the user, something they physically contact, or a target within ordinary melee reach. It cannot cross open distance without a higher range primitive.

I03 / Patchplate Vest

Quantity 1; Load 1; equipped slots 1; Item BU 8; equipped.
A vest of removable outer plates. Exchange a damaged plate with compatible spares during a repair interval; no additional DC is implied.

I04 / Patchsmith Roll

Quantity 1; Load 1; equipped slots 0; Item BU 4; carried.
A carried roll of compatible fasteners and repair cloth. Patch one reachable ordinary object for a stated task with adequate material.

NOTES / AGREED CHANGES / SOURCE

Orren Vaultwright

PRIMITIVES / FULL AUTHORED SCOPE

P01 / Verb Access Tier III

Mechanical
Grant [Tier III] verb access.
Narrative / verbose
Control over the internal structure of systems and entities. Includes restructure, reconfigure, invert, synchronize, entangle, merge or split systems, override local rules, impose constraints, unlock latent states, collapse subsystems, and redirect bounded causal chains.

P02 / Heavy Die Block (1d8)

Mechanical
Add +1d8 to Action.Damage.
Narrative / verbose
Use a d8 when this capability produces a heavy but still conventional amount of damage or healing. The die inherits the capability's execution source, target, range, and delivery rules.

P03 / Attribute Increment +3 Physical

Mechanical
Add 3 to Physical.
Narrative / verbose
While active, add 3 to Physical. Checks, saving throws, and the one Attack Bonus/DC when this is the selected proficient attribute use the resulting attribute value. A mirrored use subtracts the same amount.

P04 / Carry Capacity Augment +100

Mechanical
Add 100 to Carry Capacity.
Narrative / verbose
Increase the character's Carry Capacity by 100 Load while active. This does not increase Equipped Slots. A mirrored use decreases Carry Capacity by 100.

P05 / Equipment Slot Augment +2

Mechanical
Add 2 to available Equipped Slots.
Narrative / verbose
Increase the six universal Equipped Slots by 2 while active. An item still consumes its own stated slots; a two-handed weapon consumes at least 2. A mirrored use reduces the available limit by 2.

Orren Vaultwright

PRIMITIVES / FULL AUTHORED SCOPE

P06 / Retractable Carapace
Mechanical
Withdraw exposed soft tissue beneath a natural shell or plate when there is room to curl or brace. This can shelter small carried objects and the body from ordinary weather or loose debris. It grants no numeric DC, save, damage resistance, or immunity by itself.
Narrative / verbose
Withdraw exposed soft tissue beneath a natural shell or plate when there is room to curl or brace. This can shelter small carried objects and the body from ordinary weather or loose debris. It grants no numeric DC, save, damage resistance, or immunity by itself.

P07 / Temporary Material Patch
Mechanical
With suitable carried material and several minutes of access, patch one small ordinary object for a single task. The patch fails under excess load or incompatible material and is not a full repair.
Narrative / verbose
With suitable carried material and several minutes of access, patch one small ordinary object for a single task. The patch fails under excess load or incompatible material and is not a full repair.

P08 / Slashing Resistance
Mechanical
Take half slashing damage, rounding the final damage up. A mirrored use takes double slashing damage.
Narrative / verbose
Take half slashing damage, rounding the final damage up. A mirrored use takes double slashing damage. It applies only while this primitive is active and only to the named damage type.

P09 / Piercing Resistance
Mechanical
Take half piercing damage, rounding the final damage up. A mirrored use takes double piercing damage.
Narrative / verbose
Take half piercing damage, rounding the final damage up. A mirrored use takes double piercing damage. It applies only while this primitive is active and only to the named damage type.

P10 / Vitality Core Augment II
Mechanical
Add +12 to Max Vitality.
Narrative / verbose
Flat +12 Max Vitality. A deeper, mid-tier investment for dedicated frontline or high-endurance builds.

Orren Vaultwright

PRIMITIVES / FULL AUTHORED SCOPE

P11 / Carry Capacity Augment +50
Mechanical
Add 50 to Carry Capacity.
Narrative / verbose
Increase the character's Carry Capacity by 50 Load while active. This does not increase Equipped Slots. A mirrored use decreases Carry Capacity by 50.

P12 / Fieldcraft Check +3
Mechanical
Add 3 to Fieldcraft checks.
Narrative / verbose
Add 3 to Fieldcraft checks while active, whether or not the character is proficient. This is a flat check bonus, not a proficiency grant or an extra Proficiency Bonus. A mirrored use subtracts 3.

P13 / Domain of Stone
Mechanical
Grant [stone] domain access.
Narrative / verbose
This Tier I domain covers natural and worked stone, including its shape, fractures, density, and movement. It grants vocabulary for building capabilities about this subject; the chosen verb tier, range, structure, targeting, duration, and other primitives determine the specific action and limits.

P14 / Structure Tier II
Mechanical
Apply through a [structure].
Narrative / verbose
Small multi-target groups, chains, cones, radii, shaped areas, directional spreads, and fields.

P15 / Structural Stone Shaping
Mechanical
With stone and a suitable domain/verb, shape a small stable support or section of barrier. The authored capability sets its dimensions, time, and duration.
Narrative / verbose
With stone and a suitable domain/verb, shape a small stable support or section of barrier. The authored capability sets its dimensions, time, and duration.

Orren Vaultwright

PRIMITIVES / FULL AUTHORED SCOPE

P16 / Weather Shelter Frame
Mechanical
Assemble carried material into cover from ordinary rain, wind, or hail for a stated area. It needs space and setup time and does not automatically block attacks.
Narrative / verbose
Assemble carried material into cover from ordinary rain, wind, or hail for a stated area. It needs space and setup time and does not automatically block attacks.

P17 / Structure Tier I
Mechanical
Apply through a [structure].
Narrative / verbose
Single-target, self, touch, line-of-sight, fixed-object, or direct point application.

P18 / Structural Wall
Mechanical
Grant shape wall to self.
Narrative / verbose
Erects a thin linear sheet of energy/matter that blocks line of sight or passage.

P19 / Breach Survey
Mechanical
Examine a reachable built structure for a plausible seam, fault, or repair point. The GM describes what inspection can reveal; this does not automatically damage or weaken it.
Narrative / verbose
Examine a reachable built structure for a plausible seam, fault, or repair point. The GM describes what inspection can reveal; this does not automatically damage or weaken it.

P20 / Long Duration
Narrative / verbose
Multi-scene / narrative segment, persistent strategic effect

Orren Vaultwright

PRIMITIVES / FULL AUTHORED SCOPE

P21 / Held Passage DC +2
Mechanical
While holding the named shielded passage in the prepared stance; ends when the character moves or the shield is lowered, add 2 to the value named by this primitive. The authored condition is switched on when the situation holds and off when it ends; it is not inferred from a universal condition name. Mirroring reverses add/subtract.
Narrative / verbose
While holding the named shielded passage in the prepared stance; ends when the character moves or the shield is lowered, add 2 to the value named by this primitive. The authored condition is switched on when the situation holds and off when it ends; it is not inferred from a universal condition name. Mirroring reverses add/subtract.

P22 / Survey Tool Fieldcraft +PB
Mechanical
While using the named calibrated survey tool for its stated measurement task; ends if it breaks or the task changes, add your full Proficiency Bonus to the value named by this primitive. The authored condition is switched on when the situation holds and off when it ends; it is not inferred from a universal condition name. Mirroring reverses add/subtract.
Narrative / verbose
While using the named calibrated survey tool for its stated measurement task; ends if it breaks or the task changes, add your full Proficiency Bonus to the value named by this primitive. The authored condition is switched on when the situation holds and off when it ends; it is not inferred from a universal condition name. Mirroring reverses add/subtract.

P23 / Useful Field Map
Mechanical
Draw a route map from direct observation with ordinary supplies and time. It preserves observed landmarks until the route changes; it does not reveal unexplored terrain.
Narrative / verbose
Draw a route map from direct observation with ordinary supplies and time. It preserves observed landmarks until the route changes; it does not reveal unexplored terrain.

Orren Vaultwright

PRIMITIVES / FULL AUTHORED SCOPE

P24 / Domain of Force
Mechanical
Grant [force] domain access.
Narrative / verbose
This Tier I domain covers pushes, pulls, impacts, tension, compression, and other directly applied physical forces. It grants vocabulary for building capabilities about this subject; the chosen verb tier, range, structure, targeting, duration, and other primitives determine the specific action and limits.

P25 / Near Range
Mechanical
Set maximum range to Near (30 ft).
Narrative / verbose
The capability can reach a target up to 30 feet away, covering close combat, a small room, or the nearby part of a battlefield.

P26 / Verb Access Tier I
Mechanical
Grant [Tier I] verb access.
Narrative / verbose
Unlock the complete Tier I verb vocabulary for basic physical and perceptual interaction: move, strike, push, pull, lift, drop, interact, sense, observe, touch, grab, throw, break, hold, release, dodge, crawl, run, and similarly direct actions. Buying this primitive grants the whole tier; it is not the purchase of a single verb.

P27 / Directed Loose-Object Pull
Mechanical
Move one unattended object of no more than 5 lb along a clear visible path up to 10 ft toward the acting character. Requires the purchased manipulation domain and delivery, a resolved action, and any check the table calls for. Cannot pull creatures, anchored objects, or objects through barriers; position is moved manually.
Narrative / verbose
Move one unattended object of no more than 5 lb along a clear visible path up to 10 ft toward the acting character. Requires the purchased manipulation domain and delivery, a resolved action, and any check the table calls for. Cannot pull creatures, anchored objects, or objects through barriers; position is moved manually.

Orren Vaultwright

PRIMITIVES / FULL AUTHORED SCOPE

I02.P01 / Weather Shelter Frame
Item-bound rule / I02. Applies through this item.
Mechanical
Assemble carried material into cover from ordinary rain, wind, or hail for a stated area. It needs space and setup time and does not automatically block attacks.
Narrative / verbose
Assemble carried material into cover from ordinary rain, wind, or hail for a stated area. It needs space and setup time and does not automatically block attacks.

I02.P02 / Standard Die Block (Id6)
Item-bound rule / I02. Applies through this item.
Mechanical
Add +Id6 to Action.Damage.
Narrative / verbose
Max 6 units per baseline capability.

I02.P03 / Touch Range
Item-bound rule / I02. Applies through this item.
Mechanical
Set maximum range to Touch.
Narrative / verbose
The capability can affect the user, something they physically contact, or a target within ordinary melee reach. It cannot cross open distance without a higher range primitive.

NOTES / AGREED CHANGES / SOURCE

Orren Vaultwright

CONCEPT / STORY / ADVANCEMENT



Character / concept
Orren Vaultwright



H01 / Lineage / Ironborn
Ironborn bodies carry replaceable outer plates and a durable core. A damaged plate can be exchanged with suitable material and time.



H02 / Upbringing / Siege Mason
Siege masons survey structural faults and build supported cover. With purchased stone shaping they can form a bounded rampart from available stone.

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CONCEPT / STORY / ADVANCEMENT



H03 / Manifest / Terrain Architect
Terrain architects study where a structure can stand. With available stone and purchased shaping, they build supported obstacles that fit the scene.

Origin
A plated surveyor who develops stone barriers, support rigs and a bounded loose-object pull. Purchased larger verbs do not grant unlimited creation or free action economy. One DC uses the modified Physical attribute.

Motivation
Find a place for these talents while protecting the people who rely on them.

Ties
Traveling companions, former teachers, and a home worth returning to.

Flaw
A familiar duty can become harder to set aside than a dangerous road.

Build account / advancement
Level / Budget 16 / 200 BU.
Character BU spent 191; 9 available. Separate Item BU 32.
Debt BU: 0 used / 0 available / 16 max (L13–L16).
Agreed bonus BU: 1.
Reusing owned references is not another acquisition. Record agreed changes and their source.

NOTES / AGREED CHANGES / SOURCE