

# DRAW STEEL

VICTORIES:

LEVEL

WEALTH

1

RENOWN

2

XP / EPIC

Character Name

Wode Elf

Ancestry

Performer

Career

Troubadour

Class

Virtuoso

Subclass

MIGHT AGILITY REASON INTUITION PRESENCE



1M

Size

9

Speed

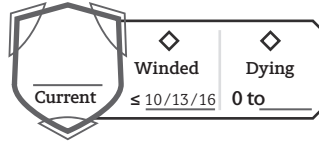
0

Stability

2

Disengage

STAMINA



Temporary

21/27/33

Max:  
Lvl 1/2/3

RECOVERIES



7/9/11

Stamina:  
Lvl 1/2/3

8

Max

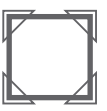
HEROIC  
RESOURCE



Drama

Name

STAMINA



1 Surge = Damage \_\_\_\_

2 Surges = Potency +1

Culture: Wilderness, Bureaucratic, Creative

Languages: Caelian, Yllyric

Skills: Brag, Flirt, Gymnastics, Hide, Music, Perform, Persuade, Read Person, Rumors, Sneak, Society

Project Points: 120

## 1ST LEVEL, FIRST ENCOUNTER

### Drama

At the start of a combat encounter or some other stressful situation tracked in combat rounds (as determined by the Director), you gain drama equal to your Victories. At the start of each of your turns during combat, you gain 1d3 drama. Additionally, you gain drama when certain events occur during a combat encounter:

- The first time three or more heroes use an ability on the same turn, you gain 2 drama.
- The first time any hero is made winded during the encounter, you gain 2 drama.
- Whenever a creature within your line of effect rolls a natural 19 or 20, you gain 3 drama.
- When you or another hero dies, you gain 10 drama.

### Fancy Footwork

All combat is a dance—and you'll be the one leading.

Melee, Strike, Weapon

Melee 1

Main action

One creature

Power Roll + 2:

≤11 9 damage

12-16 11 damage; push 1

17+ 14 damage; push 2

Effect: You can shift into any square the target leaves after you push them.

### Witty Banter

A lyrical (and physical) jab insults an enemy and inspires an ally.

Magic, Melee, Ranged, Strike

Melee 1 or ranged 5

Main action

One creature

Power Roll + 2:

≤11 6 psychic damage

12-16 7 psychic damage

17+ 9 psychic damage

Effect: One ally within 10 squares of you can end one condition or effect on them that is ended by a saving throw or that ends at the end of their turn.

Spent 1 Drama: The chosen ally can also spend a Recovery.

When you are dead, you continue to gain drama during combat as long as your body is intact. If you have 30 drama during the encounter in which you died, you can come back to life with 1 Stamina and 0 drama (no action required). If you are still dead after the encounter in which you died, you can't gain drama during future encounters. You lose any remaining drama at the end of the encounter. You lose any remaining drama at the end of the encounter.

### Swashbuckler Kit

You wear light armor, such as leather armor, and wield medium weapons, such as swords, maces, or axes.

### Swift

You have a base speed of 6 (already included).

### Power Chord

Your instrument rings true and your music blows everyone away.

Area, Magic

2 burst

Maneuver

Each enemy in the area

Power Roll + 2:

≤11 Push 1

12-16 Push 2

17+ Push 3

### Free Strikes

#### Melee Weapon Free Strike

Melee, Strike, Weapon

Melee 1

Main action

One creature or object

2d10 + 2:

≤11 6 damage

12-16 9 damage

17+ 11 damage

#### Ranged Weapon Free Strike

Ranged, Strike, Weapon

Ranged 5

Main action

One creature or object

2d10 + 2:

≤11 4 damage

12-16 6 damage

17+ 8 damage

SECOND ENCOUNTER

You gain the following features and abilities.

Disengage Bonus

When you take the Disengage move action, you can shift 2 squares instead of 1.

Routines

You enter every battle with a set of performance abilities at the ready. Performances are magical presentations (such as songs, dances, poems, or gymnastic feats) that your allies can participate in. These abilities have the Performance keyword. At the start of each round of combat, as long as you are not dazed, dead, or surprised, you can either choose a new performance or maintain your current performance (no action required). Your performance lasts until you are unable to maintain it or until the end of the encounter.

Choreography

Taps, kicks, steps. Now it's all "choreography."

Area, Magic, Performance

No action

5 aura

Self and each ally in the area

Effect: While this performance is active, each target who starts their turn in the area gains a +2 bonus to speed until the end of their turn.

Revitalizing Limerick

There once was a man from Capital...

Area, Magic, Performance

No action

5 aura

Self and each ally in the area

Effect: At the end of each of your turns while this performance is active, you can choose up to a number of targets equal to your Presence score. Each chosen target can spend a Recovery.

Harmonize (3 Drama)

Give the chorus a little punch.

—

Triggered

1 Ranged 5

One ally

Trigger: The target uses an ability that targets only one enemy and costs 3 or fewer of their Heroic Resource.

Effect: The target can choose one additional target for the triggering ability. Any damage dealt to the additional target is sonic damage.

Spent 1+ Drama: For each additional drama spent, you can increase the Heroic Resource cost of the triggering ability by 1.

Hypnotic Overtones (3 Drama)

You produce an entrancing note that twists the senses in a spectacular fashion.

Area, Magic

Main action

2 burst

Each enemy in the area

Power Roll + 2:

<11 Slide 1; 1<0 dazed (save ends)

12-16 Slide 1; 1<1 dazed (save ends)

17+ Slide 2; 1<2 dazed (save ends)

Spent 2+ Drama: The size of the burst increases by 1 for every 2 drama spent.

THIRD ENCOUNTER

You gain the following feature and ability.

Otherworldly Grace

Your elf body and mind can't be contained for long. Whenever you make a saving throw, you succeed on a roll of 5 or higher.

Dramatic Reversal (5 Drama)

Give the audience a surprise.

Area, Magic

Main action

3 burst

Self and each ally in the area

Power Roll + 2:

<11 The target can shift 1 square and make a free strike.

12-16 The target can shift up to 2 squares and make a free strike that gains an edge.

17+ The target can shift up to 3 squares and make a free strike that gains an edge, then can spend a Recovery.

FOURTH ENCOUNTER

You gain the following performances.

"Thunder Mother"

All for thunder motherrr! ♪ Run and hide for coverrr! ♪

Magic, Performance, Ranged, Strike

No action

1 Ranged 10

One creature

Effect: At the end of each combat round while this performance is active, you can make a power roll against the target that ignores cover. You can't target the same creature twice with this effect.

Power Roll + 2:

<11 Lightning damage equal to your level

12-16 Lightning damage equal to 5 + your level

17+ Lightning damage equal to 10 + your level

"Ballad of the Beast"

Teeth are bare! ♪ Eyes black! ♪ No escaping the beast! ♪

Area, Magic, Performance

No action

5 aura

Self and each ally in the area

Effect: While this performance is active, each target who starts their turn in the area gains 1 surge.

END OF PART 1

You gain the following features.

Harmonizer

You can make a Presence test using the Music skill to influence creatures who don't have emotions or can't understand you. Additionally, once during a negotiation when an ally makes an argument, you can play music to give that ally an edge on their test.

Scene Partner

Whenever you use the Brag, Flirt, Persuade, Music, Perform, or Read Person skill on a test while interacting with an NPC (a bystander, a rival, and so forth) and you don't fail the test, you can form a bond with that NPC. If you then enter into a negotiation with this NPC, their patience increases by 1, and any compelling arguments you personally make to the NPC that would increase their interest by 1 instead increase their interest by 2. You can have a number of such bonds active equal to your level, losing a bond of your choice whenever you make a new bond beyond your limit.

Wode Elf Glamour

You can magically alter your appearance to better blend in with your surroundings. You gain an edge on tests made to hide and sneak, and tests made to search for you while you are hidden take a bane.

2ND LEVEL

You gain the following features and ability at 2nd level when you have 16 XP.

Stamina Increase

Your Stamina increases by 6 to 27. This makes your winded value 13 and your recovery value 9.

Allow Me to Introduce Tonight’s Players

Whenever you take the first turn in a combat encounter, you can use a main action to introduce yourself and your allies to your opponents. Each ally can shift up to their speed, and ability rolls made against them have a double bane until the end of the combat round. Additionally, any surprised enemy is no longer surprised.

Appeal to the Muses

You can give a rousing speech, invoke your inspirations, or lift your fellows’ spirits, appealing to the muses to heighten a battle’s drama. However, irony is eager to hand your fortune to the villain to achieve the same end.

Whenever you roll to gain drama at the start of your turn, you can make your appeal (no action required). If you do, your roll gains the following additional effects:

- If the roll is a 1, you gain 1 additional drama. The Director gains 1d3 Malice
- If the roll is a 2, you gain 1 Heroic Resource, which you can keep or give to an ally within the distance of your active performance. The Director gains 1 Malice.
- If the roll is a 3, you gain 2 of a Heroic Resource, which you can distribute among yourself and any allies within the distance of your active performance.

Engrossing Monologue

Whenever you are not in combat, you can shout to get the attention of hearing creatures within 10 squares of you. Each such creature who is not hostile toward you listens to what you have to say for 1 minute or more, or until they sense danger or any form of imminent harm. While creatures are listening to you, each of your allies gains an edge on tests made to avoid being noticed by those creatures.

Encore (5 Drama)

Again! Again!

Magic, Strike

Special

Main action

Special

**Effect:** You use an ability that you have observed being used this combat round. The ability must have the Strike keyword, cost 5 or fewer of a Heroic Resource, and cost no Malice. When you make the strike, you use your Presence score for any power rolls, and any damage you deal is sonic damage.

3RD LEVEL

You gain the following feature and abilities at 3rd level when you have 32 XP.

Stamina Increase

Your Stamina increases by 6 to 33. This makes your winded value 16 and your recovery value 11.

“Fire Up the Night”

Maybe you and I ♪ We can still bring the light! ♪

Area, Magic, Performance

No action

5 aura

Self and each ally in the area

**Effect:** While this performance is active, each target who starts their turn in the area doesn’t take a bane on strikes against creatures with concealment. Once during their turn, they can search for hidden creatures as a free maneuver.

“Never-Ending Hero”

And toniight we can truly say ♪ They will allways find a way! ♪

Area, Magic, Performance

No action

5 aura

Self and each ally in the area

**Effect:** While this performance is active, each target who starts their turn dying while in the area gains an edge on power rolls and ignores the effects of bleeding until the end of their turn.

Starjnu Solo (7 Drama)

Your performance travels and doesn’t stop moving until your audience is completely rocked.

Magic, Melee, Ranged, Strike, Weapon

Melee 1 or ranged 5

One creature or object

Power Roll + 2:

≤11 9 psychic damage

12-16 12 psychic damage; push 3

17+ 15 psychic damage; push 5

**Effect:** You can choose to have this ability deal sonic damage instead of psychic. Additionally, you can use this ability against the same target for the next 2 combat rounds without spending drama.

# DRAW STEEL

Character Name \_\_\_\_\_

**Dwarf**

Ancestry

**Warden**

Career

**Fury**

Class

**Berserker**

Subclass

VICTORIES:



LEVEL

WEALTH

1

REOWN

0

XP / EPIC

MIGHT AGILITY REASON INTUITION PRESENCE



1M

Size

6

Speed

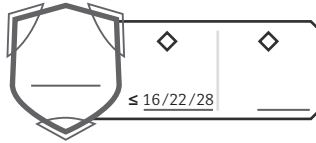
3

Stability

1

Disengage

STAMINA



Temporary

33/45/57

Max:  
Lvl 1/2/3

RECOVERIES



11/15/19

Stamina:  
Lvl 1/2/3

10

Max

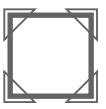
HEROIC  
RESOURCE



Ferocity

Name

STAMINA



1 Surge = Damage \_\_\_\_

2 Surges = Potency +1

**Culture:** Secluded, Bureaucratic, Creative

**Languages:** Caelian, Vaslorian, Zaliac

**Project Points:** 120

**Skills:** Alertness, Climb, Blacksmithing, Brag, Intimidate, Jump, Lift, Nature, Navigate, Track

## 1ST LEVEL, FIRST ENCOUNTER

### Ferocity

At the start of a combat encounter, you gain ferocity equal to your Victories. At the start of each of your turns during combat, you gain 1d3 ferocity. Additionally, the first time each combat round that you take damage, you gain 1 ferocity. The first time you become winded or are dying in an encounter, you gain 1d3 ferocity. You lose any remaining rage at the end of the encounter.

You gain certain benefits in combat based on the amount of ferocity you have. These benefits last until the end of your turn, even if a benefit would become unavailable to you because of the amount of ferocity you spend during your turn.

### Primordial Strength: Growing Ferocity

**Ferocity** **Benefit**

2	Whenever you use the Knockback maneuver, the forced movement distance gains a +2 bonus.
4	The first time you push a creature on a turn, you gain 1 surge.
6	You gain an edge on Might tests and the Knockback maneuver.

### Brutal Slam

*The impact of your blow drives your foe backward.*

**Melee, Strike, Weapon**

Melee 1

**Main action**

One creature or object

2d10 + 2:

≤11 5 damage; push 1

12-16 8 damage; push 2

17+ 15 damage; push 4

### Devastating Rush

*The faster you move, the harder you hit.*

**Melee, Strike, Weapon**

Melee 1

**Main action**

One creature or object

2d10 + 2:

≤11 5 damage

12-16 8 damage

17+ 15 damage

**Effect:** You can move up to 3 squares straight toward the target before this strike, which deals extra damage equal to the number of squares you move this way.

### Panther Kit

You wear no armor and wield heavy weapons, such as mauls or greatswords.

### Grounded

Your heavy stone body and connection to the earth makes it difficult for others to move you. You have a +1 bonus to stability (already included).

### Spark Off Your Skin

Your stone skin affords you potent protection. You have a +6 bonus to Stamina, and that bonus increases by 3 each time you gain a new level (already included).

### Free Strikes

#### Melee Weapon Free Strike

**Melee, Strike, Weapon**

Melee 1

**Main action**

One creature or object

2d10 + 2:

≤11 4 damage

12-16 7 damage

17+ 13 damage

#### Ranged Weapon Free Strike

**Ranged, Strike, Weapon**

Ranged 5

**Main action**

One creature or object

2d10 + 2:

≤11 4 damage

12-16 6 damage

17+ 8 damage

## SECOND ENCOUNTER

You gain the following abilities.



### Lines of Force

*You redirect the energy of motion.*

#### Magic, Melee

Melee 1

#### Triggered

One creature, including self

**Trigger:** The target would be force moved.

**Effect:** You can select a new target of the same size or smaller within distance to be force moved instead. You become the source of the forced movement, determine the new target's destination, and can push the target instead of using the original forced movement type. Additionally, the forced movement distance gains a +2 bonus.

**Spend 1 Ferocity:** The forced movement distance bonus is +4 instead.



### Back! (3 Ferocity)

*You hew about you with your mighty weapon, hurling enemies backward.*

#### Area, Melee, Weapon

1 burst

#### Main action

Each enemy in the area

2d10 + 2:

≤11 5 damage

12-16 8 damage; push 1

17+ 15 damage; push 2

## THIRD ENCOUNTER

You gain the following ability.



### Blood for Blood! (5 Ferocity)

*See how well they fight after you've bled them dry.*

#### Melee, Strike, Weapon

Melee 1

#### Main action

One creature or object

2d10 + 2:

≤11 6 damage; M<0 bleeding and weakened (save ends)

12-16 8 damage; M<1 bleeding and weakened (save ends)

17+ 16 damage; M<2 bleeding and weakened (save ends)

**Effect:** You can deal 1d6 damage to yourself to deal an extra 1d6 damage to the target.

## FOURTH ENCOUNTER

You gain the following feature.

### Primordial Strength

Whenever you damage an object with a weapon strike, the strike deals an extra 2 damage. Additionally, whenever you push another creature into an object, the creature takes an extra 2 damage.

## END OF PART 1

You gain the following features.

### Mighty Leaps

You can't achieve lower than a tier 2 outcome on any Might test made to jump.

### Brawny

Whenever you fail a Might test, you can lose Stamina equal to 1d6 + your level to improve the outcome of the test by one tier. You can use this perk only once per test.

### Runic Carving

You can carve a rune onto your skin with 10 uninterrupted minutes of work, which is activated by the magic within your body. The rune you carve determines the benefit you receive, chosen from among the following:

- ♦ **Detection:** Pick a specific type of creature (such as goblins or humans) or object (such as gems or potions). Your rune glows softly when you are within 20 squares of any creature or object of that type, even if you don't have line of effect to the creature or object. You can change the type of creature or object as a maneuver.
- ♦ **Light:** Your skin sheds light for 10 squares. You can turn this light on and off as a maneuver.
- ♦ **Voice:** As a maneuver, you can communicate telepathically with a willing creature you have met before and who is within 1 mile of you. You must know the creature's name, and they must speak and understand a language you know. You and the creature can respond to one another as if having a spoken conversation. You can communicate with a different creature by changing the rune.

You can have one rune active at a time, and can change or remove a rune with 10 uninterrupted minutes of work.

## 2ND LEVEL

You gain the following features and ability at 2nd level when you have 16 XP.

### Stamina Increase

Your Stamina increases by 12 to 45. This makes your winded value 22 and your recovery value 15.

### Friend Catapult

As a maneuver, you grab a willing adjacent ally or object of your size or smaller, then vertical push that target up to 4 squares. If a creature you push falls as a result of this movement, the effective distance of the fall is reduced by 4 squares. When you use this perk, you can't use it again until you earn a Victory.

### Unstoppable Force

Whenever you use the Charge action, you can use a strike signature ability or a strike heroic ability instead of a free strike. Additionally, you can jump as part of your charge.



### Special Delivery (5 Ferocity)

*You ready?*

**Melee, Strike, Weapon**

Melee 1

**Maneuver**

One willing ally

**Effect:** You vertically push the target up to 4 squares. This forced movement ignores the target's stability, and the target takes no damage from colliding with creatures or objects. At the end of this movement, the target can make a free strike that deals an extra 2 damage.

## 3RD LEVEL

You gain the following features and ability at 3rd level when you have 32 XP.

### Stamina Increase

Your Stamina increases by 12 to 57. This makes your winded value 28 and your recovery value 19.

### Immovable Object

Your effective size for the purpose of interacting with creatures and objects, including determining whether you can lift an object, are affected by forced movement, and so forth, increases to 3. This has no effect on whether you can be grabbed.

Additionally, your stability increases by 2.



### You Are Already Dead (7 Ferocity)

*You ready?*

**Melee, Strike, Weapon**

Melee 1

**Maneuver**

One creature

**Effect:** If the target is not a leader or solo creature, they are reduced to 0 Stamina at the end of their next turn. If the target is a leader or solo creature, you gain 3 surges and can make a melee free strike against them.

# DRAW STEEL

VICTORIES:

LEVEL

Character Name

High Elf

Tactician

Ancestry

Class

Soldier

Vanguard

Career

Subclass

WEALTH

1

RENOWN

1

XP / EPIC

MIGHT AGILITY REASON INTUITION PRESENCE



1M

Size

6

Speed

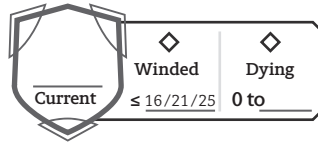
1

Stability

2

Disengage

STAMINA



Temporary

33/42/51

Max:  
Lvl 1/2/3

RECOVERIES



11/14/17

Stamina:  
Lvl 1/2/3

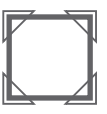
10  
Max

HEROIC  
RESOURCE



Focus  
Name

STAMINA



1 Surge = Damage \_\_\_\_

2 Surges = Potency +1

**Culture:** Secluded, Bureaucratic, Martial

**Languages:** Caelian, Hyrallic, Szetch, Vaslorian

**Skills:** Alertness, Endurance, Intimidate, Flirt, Lead, Monsters, Persuade, Search, Strategy

## 1ST LEVEL, FIRST ENCOUNTER

### Focus

At the start of a combat encounter or some other stressful situation tracked in combat rounds (as determined by the Director), you gain focus equal to your Victories. At the start of each of your turns during combat, you gain 2 focus. Additionally, the first time each combat round that you or any ally damages a creature marked by you (see Mark below), you gain 1 focus. The first time in a combat round that any ally within 10 squares of you uses a heroic ability, you gain 1 focus. You lose any remaining focus at the end of the encounter.

### Protective Attack

*The strength of your assault makes it impossible for your foe to ignore you.*

**Melee, Strike, Weapon**

Melee 1

**Main action**

One creature

2d10 + 2:

≤11 7 damage

12-16 10 damage

17+ 13 damage

**Effect:** The target is taunted until the end of their next turn.

### Two Shot

*When you fire two arrows back-to-back, both hit their mark.*

**Ranged, Strike, Weapon**

Ranged 12

**Main action**

Two creatures or objects

2d10 + 2:

≤11 4 damage

12-16 6 damage

17+ 8 damage

### Mark

*You draw your allies' attention to a specific foe.*

**Ranged**

Ranged 10

**Maneuver**

One creature

**Effect:** The target is marked by you until the end of the encounter, until you are dying, or until you use this ability again. You can willingly end your mark on a creature (no action required), and if another tactician marks a creature, your mark on that creature ends. When a creature marked by you is reduced to 0 Stamina, you can use a free triggered action to mark a new target within distance.

You can initially mark only one creature using this ability, though other tactician abilities allow you to mark additional creatures at the same time. The mastermind tactical doctrine's Anticipation feature allows you to target additional creatures with this ability starting at 5th level.

While a creature marked by you is within your line of effect, you and allies within your line of effect gain an edge on power rolls made against that creature. Additionally, whenever you or any ally uses an ability to deal rolled damage to a creature marked by you, you can spend 1 focus to gain one of the following benefits as a free triggered action:

- The ability deals an additional 4 damage.
- The creature dealing the damage can spend a Recovery.
- The creature dealing the damage can shift up to 2 squares.
- If you damaged the creature with a melee ability, the creature is taunted by you (EoT).

You can't gain more than one benefit from the same trigger.

## High Senses

Your senses are especially keen and perceptive. You gain an edge on tests made to notice threats.

## Shining Armor and Rapid Fire Kits

You wear heavy armor, such as plate armor, or light armor, such as leather armor, and wield a shield and medium weapons, such as swords or axes, and a bow, such as a longbow or crossbow.

## Free Strikes

### Melee Weapon Free Strike

**Melee, Strike, Weapon**

Melee 1

**Main action**

One creature or object

2d10 + 2:

≤11 6 damage

12-16 9 damage

17+ 11 damage

### Ranged Weapon Free Strike

**Ranged, Strike, Weapon**

Ranged 12

**Main action**

One creature or object

2d10 + 2:

≤11 6 damage

12-16 8 damage

17+ 10 damage



## SECOND ENCOUNTER

You gain the following feature and abilities.

### Disengage Bonus

When you take the Disengage move action, you can shift 2 squares instead of 1.

**Concussive Strike (3 Focus)**  
*Your precise strike leaves your foe struggling to respond.*

**Melee, Ranged, Strike, Weapon**  
Melee 1 or ranged 12

**Main action**  
One creature or object

2d10 + 2:  

<117 damage; M<0 dazed (save ends)

12-169 damage; M<1 dazed (save ends)

17+12 damage; M<2 dazed (save ends)

**Parry**  
*Your quick reflexes cost an enemy the precision they seek.*

**Melee, Weapon**  
Melee 2

**Triggered**  
Self or one ally

Trigger: A creature deals damage to the target.

Effect: You can shift 1 square. If the target is you, or if you end this shift adjacent to the target, the target takes half the damage. If the damage has any potency effect associated with it, the potency is decreased by 1.

Spend 1 Focus: This ability's distance becomes Melee 3, and you can shift up 2 squares instead of 1 square.

## THIRD ENCOUNTER

You gain the following feature and ability.

### Otherworldly Grace

Your elf body and mind can't be contained for long. Whenever you make a saving throw, you succeed on a roll of 5 or higher.

**Now! (5 Focus)**  
*Your allies wait for your command—then unleash death!*

**Ranged, Weapon**  
Ranged 12

**Maneuver**  
Three allies

Effect: Each target can make a free strike.

## FOURTH ENCOUNTER

You gain the following ability.

**Strike Now!**  
*Your foe left an opening. You point this out to an ally!*

**Ranged**  
Ranged 10

**Main action**  
One ally

Effect: The target can use a signature ability as a free triggered action.

Spend 5 Focus: You target two allies instead of one.

## END OF PART 1

You gain the following features.

### Commanding Presence

You command any room you walk into. While you are present during a negotiation, each hero with you treats their Renown as 2 higher than usual. Additionally, each hero with you during a combat encounter has a double edge on tests made to stop combat and start a negotiation.

### Put Your Back Into It!

During montage tests, whenever you make a test to assist a test and obtain a tier 1 outcome, you don't add a bane to the assisted test. Additionally, once per montage test, you can turn an ally's tier 1 test outcome into a tier 2 outcome.

### High Elf Glamor

A magic glamor makes others perceive you as interesting and engaging, granting you an edge on Presence tests using the Flirt or Persuade skills. This glamor makes you appear and sound slightly different to each creature you meet, since what is engaging to one might be different for another. However, you never appear to be anyone other than yourself.



## 2ND LEVEL

You gain the following features and ability at 2nd level when you have 16 XP.

### Stamina Increase

Your Stamina increases by 9 to 42. This makes your winded value 21 and your recovery value 14.

### Melee Superiority

After constant drills, you can more accurately anticipate an enemy’s plan and thwart their attempts to move across the battlefield. Whenever you make an opportunity attack, the target’s speed is reduced to 0 until the end of the current turn.

**Mark Benefit:** When a creature marked by you attempts to move or shift within distance of your melee free strike, you can use a free triggered action and spend 2 focus to make a melee free strike against that creature.


### Teamwork

When you take your first turn during any montage test, you can both make a test and assist another hero’s test.


### Squad! On Me! (5 Focus)

*Together we are invincible!*

Area

 1 burst

Maneuver

 Self and each ally in the area

**Effect:** Until the start of your next turn, each target gains a +2 bonus to their Stability. Additionally, each target gains 2 surges.

## 3RD LEVEL

You gain the following features and ability at 3rd level when you have 32 XP.

### Stamina Increase

Your Stamina increases by 9 to 51. This makes your winded value 25 and your recovery value 17.


### Out of Position

Even before battle begins, your enemies struggle to keep up with your tactics. At the start of an encounter, you can use a free triggered action to use your Mark ability against one enemy you have line of effect to, even if you are surprised. You can then slide the marked target up to 3 squares, ignoring stability. The target can’t be moved in a way that would harm them (such as over a cliff), leave them dying, or result in them suffering a condition or other negative effect.


### Stay Strong and Focus! (7 Focus)

*Together we are invincible!*

Area

 Self

Maneuver

 Self

**Effect:** Until the end of the encounter or until you are dying, whenever you or any ally deals damage to a target marked by you, the creature who dealt the damage can spend a Recovery.

## DRAW STEEL

Character Name \_\_\_\_\_

**Human**

Ancestry

**Watch Officer**

Career

**Censor**

Class

**Paragon**

Subclass

VICTORIES:

\_\_\_\_\_

LEVEL

WEALTH

1

REOWN

0

XP / EPIC

MIGHT AGILITY REASON INTUITION PRESENCE

2 -1 1 1 2

1M

Size

5

Speed

1

Stability

2

Disengage

STAMINA

Current  $\leq 15/19/24$  0 to

Temporary

30/39/48

Max:  
Lvl 1/2/3

RECOVERIES

10/13/16 14

Stamina:

Lvl 1/2/3

Max

HEROIC  
RESOURCE

Wrath

Name

STAMINA

1 Surge = Damage \_\_\_\_  
2 Surges = Potency +1

**Culture:** Urban, Communal, Labor

**Languages:** Caelian, Szetch, Vaslorian, Zaliac

**Skills:** Climb, Endurance, Intimidate, Jump, Lift, Read Person, Religion, Search

## 1ST LEVEL, FIRST ENCOUNTER

### Wrath

At the start of a combat encounter or some other stressful situation tracked in combat rounds (as determined by the Director), you gain wrath equal to your Victories. At the start of each of your turns during combat, you gain 2 wrath.

Additionally, the first time each combat round that a creature judged by you (see Judgment below) deals damage to you, you gain 1 wrath. The first time each combat round that you deal damage to a creature judged by you, you gain 1 wrath.

You lose any remaining wrath at the end of the encounter.

### Staying Power

Your human physiology allows you to fight, run, and stay awake longer than others. You increase your number of Recoveries by 2 (already included).

**Saint:** Gwenllian the Fell-Handed

You venerate Gwenllian the Fell-Handed. Gwenllian is the saint of those who stand watch, of all those who must carry a burden ceaselessly. Gwenllian teaches that vigilance is its own reward. Gwenllian is a saint of the god, Cavall. Cavall believes that mortals cannot live where injustice thrives. To followers of Cavall, the unjust society is the Wasted Land, where people live false lives. The concepts of civil law and just punishment are his.

### Mountain Kit

You wear heavy armor, such as plate armor, and wield heavy weapons, such as a maul or greatsword.

#### Judgement

*You utter a prayer that outlines your foe in holy energy.*

**Magic, Ranged**

**Range** 10

**Maneuver**

**Target** One enemy

**Effect:** The target is judged by you until the end of the encounter, you use this ability again, you willingly end this effect (no action required), or another censor judges the target. If another censor judges the target, then your judgment on the target ends.

Whenever a creature judged by you uses a main action and is within your line of effect, you can use a free triggered action to deal 4 holy damage to them.

When a creature judged by you is reduced to 0 Stamina, you can use a free triggered action to use this ability against a new target.

Additionally, you can spend 1 wrath to take one of the following free triggered actions:

- When an adjacent creature judged by you starts to shift, you make a melee free strike against them and their speed becomes 0 until the end of the current turn, preventing them from shifting.
- When a creature judged by you within 10 squares makes a power roll, you cause them to take a bane on the roll.
- When a creature judged by you within 10 squares uses an ability with a potency that targets only one creature, the potency is reduced by 1 for that creature.
- If you damage a creature judged by you with a melee ability, the creature is taunted by you until the end of their turn.

### Pain for Pain

*An enemy who tagged you will pay for that.*

**Melee, Strike, Weapon**

**Range** Melee 1

**Main action**

**Target** One creature

**Power Roll + 2:**

$\leq 11$  5 damage

$12-16$  7 damage

$17+$  15 damage

**Effect:** If the target dealt damage to you since the end of your last turn, this strike deals an additional 2 damage.

### Your Allies Cannot Save You!

*Your magic strike turns your foe's guilt into a burst of holy power.*

**Melee, Strike, Weapon**

**Range** Melee 1

**Main action**

**Target** One creature or object

**Power Roll + 2:**

$\leq 11$  5 holy damage

$12-16$  7 holy damage

$17+$  14 holy damage

**Effect:** Each enemy adjacent to the target is pushed up to 2 squares away from the target.

(continued on next page)

# 1ST LEVEL, FIRST ENCOUNTER (CONTINUED)

## Free Strikes

**Melee Weapon Free Strike**  
**Melee, Strike, Weapon**  
Melee 1  
2d10 + 2:  
≤11 4 damage  
12-16 7 damage  
17+ 13 damage

**Main action**  
One creature or object

**Ranged Weapon Free Strike**  
**Ranged, Strike, Weapon**  
Ranged 5  
2d10 + 2:  
≤11 4 damage  
12-16 6 damage  
17+ 8 damage

**Main action**  
One creature or object

## SECOND ENCOUNTER

You gain the following feature and abilities.

### Disengage Bonus

When you take the Disengage move action, you can shift 2 squares instead of 1.

**My Life for Yours**  
*You channel some of your vitality into more resilience for you or an ally.*  
**Magic, Ranged**  
Ranged 10  
**Trigger:** The target starts their turn or takes damage.  
**Effect:** You spend a Recovery and the target regains Stamina equal to your recovery value.  
**Spend 1 Wrath:** You can end one condition or effect on the target that is ended by a saving throw or that ends at the end of their turn, or a prone target can stand up.

**Triggered**  
Self or one ally

**The Gods Punish and Defend (3 Wrath)**  
*You channel holy energy to smite a foe and heal an ally.*  
**Magic, Melee, Strike, Weapon**  
Melee 1  
**Power Roll + 2:**  
≤11 7 holy damage  
12-16 10 holy damage  
17+ 17 holy damage  
**Effect:** You can spend a Recovery to allow yourself or one ally within 10 squares to regain Stamina equal to your recovery value.

**Main action**  
One creature or object

## THIRD ENCOUNTER

You gain the following feature and ability.

### Resist the Unnatural

Your instinctive resilience protects you from injuries beyond the routine. Whenever you take damage that isn't untyped, you can use a triggered action to take half the damage.

**Arrest (5 Wrath)**  
*"I got you, you son of a bitch."*  
**Magic, Melee, Strike, Weapon**  
Melee 1  
**Power Roll + 2:**  
≤11 8 holy damage; grabbed  
12-16 11 holy damage; grabbed  
17+ 19 holy damage; grabbed  
**Effect:** If the target makes a strike against a creature while grabbed this way, you can spend 3 wrath to deal holy damage to them equal to your Presence score, then change the target of the strike to another target within the strike's distance.

**Main action**  
One creature

## FOURTH ENCOUNTER

You gain the following feature.

### Judgment Paragon Benefit

The first time on a turn that you judge any creature, you can pull that creature up to 4 squares.

## END OF PART 1

You gain the following features.

### Detect the Supernatural

As a maneuver, you open your awareness to detect supernatural creatures and phenomena. Until the end of your next turn, you know the location of any supernatural object, or any undead, construct, or creature from another world within 5 squares, even if you don't have line of effect to that object or creature. You know if you're detecting an item or a creature, and you know the nature of any creature you detect.

### Sanctified Weapon

As a respite activity, you can bless a weapon. Any creature who wields the weapon gains a +1 bonus to rolled damage with abilities that use the weapon. This benefit lasts until you finish another respite.

### Team Leader

At the start of a group test or montage test, you can spend a hero token. If you do, all participants make tests as if they also had any skill you have from the exploration group.

2ND LEVEL

You gain the following features and ability at 2nd level when you have 16 XP.

Stamina Increase

Your Stamina increases by 9 to 39. This makes your winded value 19 and your recovery value 13.

Lead by Example

Your devotion to your deity allows you to take command of the battlefield, letting your allies benefit from your wisdom. While you are adjacent to a creature, your allies gain the benefits of flanking against that creature. Additionally, your allies gain an edge on tests made to aid other creatures with their tests.

Lie Detector

In response to another creature communicating information to you, you can spend a hero token to determine whether that information contained any knowing lies. If so, you know what the lies are, but not what the truth is.

Stalwart Icon

You exhibit a small spark of your deity’s power, causing creatures to trust or fear you, depending on what you need. You gain an edge on tests made to intimidate or persuade others.



Blessing of the Faithful (5 Wrath)

*The gods reward your faith.*

Area, Magic	Maneuver
3 aura	Self and each ally in the area
<b>Effect:</b> Until the end of the encounter or until you are dying, each target gains 1 surge at the end of each of your turns	

3RD LEVEL

You gain the following features and ability at 3rd level when you have 32 XP.

Stamina Increase

Your Stamina increases by 9 to 48. This makes your winded value 24 and your recovery value 16.

Look on My Work and Despair

Your judgment has grown in divine power, instilling fear in those you condemn. Whenever you use your Judgment ability, you can spend 1 wrath, and if the target has **P<1** they are frightened of you (save ends). Additionally, whenever a creature judged by you is reduced to 0 Stamina and you use Judgment as a free triggered action, if the new target has **P<2**, they are frightened of you (save ends). If the target is already frightened of you, they instead take 4 holy damage.



Edict of Disruptive Isolation (7 Wrath)

*The evil within your foes detonates with holy fire that burns only the guilty.*

Area, Magic	Maneuver
2 aura	Each enemy in the area
<b>Effect:</b> Until the end of the encounter or until you are dying, each target takes holy damage equal to your Presence score at the end of each of your turns. A target takes an extra 2d6 holy damage if they are judged by you or if they are adjacent to any enemy.	

# DRAW STEEL

VICTORIES:

LEVEL

Character Name

**Human**

Ancestry

**Farmer**

Career

**Null**

Class

**Metakinetetic**

Subclass

WEALTH

1

REOWN

0

XP / EPIC

MIGHT AGILITY REASON INTUITION PRESENCE



1M

Size

7

Speed

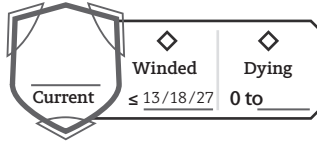
1

Stability

3

Disengage

STAMINA



Temporary

27/36/45

Max:  
Lvl 1/2/3

RECOVERIES



9/12/15

Stamina:  
Lvl 1/2/3

10

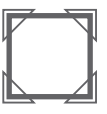
Max

HEROIC  
RESOURCE



Discipline  
Name

STAMINA



1 Surge = Damage \_\_\_\_

2 Surges = Potency +1

**Culture:** Secluded, Communal, Labor

**Languages:** Caelian, Kalliak, Vaslorian

**Project Points:** 120

**Skills:** Alertness, Climb, Empathize, Handle Animal, Jump, Persuade, Psionics, Read Person, Timescape

## 1ST LEVEL, FIRST ENCOUNTER

### Discipline

At the start of a combat encounter or some other stressful situation tracked in combat rounds (as determined by the Director), you gain discipline equal to your Victories. At the start of each of your turns during combat, you gain 2 discipline. Additionally, the first time each combat round that an enemy in the area of your Null Field ability (see below) uses a main action, you gain 1 discipline. The first time each combat round that the Director uses an ability that costs Malice, you gain 1 discipline. You lose any remaining discipline at the end of the encounter

**Discipline** **Benefit**

2	Whenever you use the Knockback maneuver, the forced movement distance gains a +2 bonus.
4	The first time in a combat round that you take damage or are force moved, you gain 1 surge, even if you resist the effect.
6	You gain an edge on the Grab and Knockback maneuvers.

### Density Augmentation

Your training has turned your body into the perfect psionic weapon, shaping pathways in your mind that enhance your physical form. You gain a +6 bonus to Stamina and a +1 bonus to stability (both already included).

### Null Speed

The flow of psionic power through you allows you to achieve high velocity. You gain a +2 bonus to your speed (already included).

### Staying Power

Your human anatomy allows you to fight, run, and stay awake longer than others. Increase your number of Recoveries by 2 (already included).

#### Faster than the Eye

*You strike so quickly that your hands become a blur.*

**Melee, Psionic, Strike, Weapon**

Melee 1

**Main action**

Two creatures or objects

**Power Roll + 2:**

≤11 4 damage

12-16 5 damage

17+ 7 damage

**Effect:** You can deal 2 damage to one creature or object adjacent to you.

#### Inertial Step

*You flit about the battlefield with an opportunistic strike.*

**Melee, Psionic, Strike, Weapon**

Melee 1

**Main action**

One creature or object

**Power Roll + 2:**

≤11 7 damage

12-16 9 damage

17+ 12 damage

**Effect:** You can shift up to 3 squares before or after you make the strike.

### Free Strikes

#### Melee Weapon Free Strike

**Melee, Strike, Weapon**

Melee 1

**Main action**

One creature or object

**2d10 + 2:**

≤11 4 damage

12-16 7 damage

17+ 9 damage

#### Ranged Weapon Free Strike

**Ranged, Strike, Weapon**

Ranged 5

**Main action**

One creature or object

**2d10 + 2:**

≤11 4 damage

12-16 6 damage

17+ 8 damage

You gain the following feature and abilities.

You can shift 3 squares instead of 1 when you take the Disengage move action.

 You intuit the course of an incoming attack, reducing its effects.

 Self

 Self

**Trigger:** You take damage.

**Effect:** You halve the damage and can use the Knockback maneuver.

**Spend 1 Discipline:** The potency of one effect associated with the damage is reduced by 1 for you.

 *You project an aura that dampens the power of your foes.*

1 aura

 All enemies

**Effect:** Each target reduces their potencies by 1.

Once as a free maneuver on each of your turns, you can spend 1 discipline and give your Null Field one of the following additional effects until the start of your next turn:

- ◆ **Gravitic Disruption:** The first time on a turn that a target takes damage, you can slide them up to 2 squares.
- ◆ **Inertial Anchor:** Any target who starts their turn in the area can't shift.
- ◆ **Synaptic Break:** Whenever you or any ally uses an ability against a target that has a potency effect, the potency is increased by 1.

This ability remains active even after an encounter ends. It ends only if you are dying or if you willingly end it (no action required).

 You focus your psionic technique into a concussive punch.

Melee 1

🎯 One creature or object

Power Roll + 2:

**≤11** 6 damage; **1 < 0** dazed and slowed (save ends)

**12-16** 7 damage; **1 < 1** dazed and slowed (save ends)

**17+** 9 damage; **1 < 2** dazed and slowed (save ends)

You gain the following feature and ability

 *You move so quickly, it seems as though an army assaulted your foes.*

2 burst

Each enemy in the area

Power Roll + 2:

**≤11** 6 damage

**12-16** 9 damage

**17+** 13 damage

**Effect:** You can take the Disengage move action as a free maneuver before or after you make this ability.

You gain the following feature.

Whenever you use the Knockback or Grab maneuver, you use Intuition instead of Might for the power roll and for determining if you can target creatures larger than you. Additionally, whenever you use the Knockback maneuver, you can choose to slide the target instead of pushing them.

You gain the following features.

As a maneuver, you open your awareness to detect supernatural creatures and phenomena. Until the end of your next turn, you know the location of any supernatural object, or any undead, construct, or creature from another world within 5 squares, even if you don't have line of effect to that object or creature. You know if you're detecting an item or a creature, and you know the nature of any creature you detect.

Giving up is for other people. You gain an edge on tests made using the Endurance skill. Additionally, when you are slowed, your speed is reduced to 3 instead of 2.

You can use the Handle Animals skill to interact with nonsapient creatures who are not animals.

2ND LEVEL

You gain the following features and ability at 2nd level when you have 16 XP.

Stamina Increase

Your Stamina increases by 9 to 36. This makes your winded value 18 and your recovery value 12.

Inertial Sink

Your effective size for the purpose of interacting with creatures and objects, such as for determining whether you can lift an object, whether you are affected by forced movement, and so forth, is 3. This has no effect on whether you can be grabbed.

Additionally, when you fall, you reduce the effective height of the fall by 5 squares in addition to any other reductions. Whenever you take damage from being force moved, you reduce that damage by an amount equal to your level.

Pardon My Friend

When an ally within 5 squares fails a Presence test, you can step in and make a Presence test that takes a bane, with your roll replacing the ally’s roll. This perk can be used only once per test, even if more than one character has it.



Kinetic Shield (5 Discipline)

*You manifest a force barrier that absorbs incoming kinetic energy.*

Psionic

 Self

Maneuver

 Self

Power Roll + Intuition:

 You gain 10 temporary Stamina.

 You gain 15 temporary Stamina.

 You gain 20 temporary Stamina.

**Effect:** While you have temporary Stamina from this ability, you can’t be made bleeding.

3RD LEVEL

You gain the following features and ability at 3rd level when you have 32 XP.

Stamina Increase

Your Stamina increases by 9 to 45. This makes your winded value 27 and your recovery value 15.

Psionic Leap

You can long jump and high jump a distance up to 4 squares without needing to make a test.

Reorder

At the start of each of your turns, you can use a free triggered action to end one condition or effect on you that is ended by a saving throw or that ends at the end of your turn. Alternatively, you can grant this benefit to one creature in the area of your Null Field ability.



Absorption Field (7 Wrath)

*Your null field absorbs kinetic energy.*

Psionic

 Self

Maneuver

 Self

**Effect:** Until the end of the encounter, the size of your Null Field ability increases by 1. While the area of that ability is enlarged this way, each enemy in the area takes a bane on ability rolls.



# DRAW STEEL

Character Name

**Human**

Ancestry

**Agent**

Career

**Talent**

Class

**Telepath**

Subclass

VICTORIES:

LEVEL

WEALTH

1

REOWN

0

XP / EPIC

MIGHT AGILITY REASON INTUITION PRESENCE



1M

Size

5

Speed

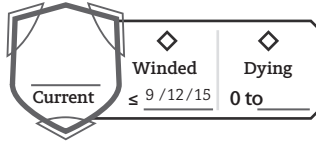
0

Stability

1

Disengage

STAMINA



Temporary

18/24/30

Max:  
Lvl 1/2/3

RECOVERIES



6/8/10

Stamina:  
Lvl 1/2/3

10

Max

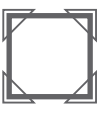
HEROIC  
RESOURCE



Clarity

Name

STAMINA



1 Surge = Damage \_\_\_\_

2 Surges = Potency +1

**Culture:** Secluded, Bureaucratic, Academic

**Languages:** Caelian, Hyrallic, Mindspeech, Vaslorian, Yllyric

**Skills:** Disguise, Empathize, Lie, Magic, Persuade, Psionics, Read Person, Search, Sneak, Timescape

## 1ST LEVEL, FIRST ENCOUNTER

### Clarity and Strain

At the start of a combat encounter or some other stressful situation tracked in combat rounds (as determined by the Director), you gain clarity equal to your Victories. At the start of each of your turns during combat, you gain 1d3 clarity. Additionally, the first time each combat round that a creature is force moved, you gain 1 clarity. You can spend clarity you don't have, pushing that Heroic Resource into negative numbers to a maximum negative value of -3. At the end of each of your turns, you take 1 damage for each negative point of clarity. Whenever you have clarity below 0, you are strained. Some psionic abilities have additional effects if you are already strained or become strained when you use them. Strained effects can still impact you even after you are no longer strained. You lose any remaining clarity or reset any negative clarity at the end of the encounter.

### Staying Power

Your human physiology allows you to fight, run, and stay awake longer than others. You increase your number of Recoveries by 2 (already included).

### Distance Augmentation

Your ranged psionic abilities gain a +2 bonus to distance (already included).

### Telepathic Speech

You can telepathically communicate with any creatures within distance of your Mind Spike ability if they share a language with you and you know of each other. When you communicate with someone this way, they can respond telepathically.

#### Remote Assistance

*An ally gains the benefit of your intellect.*

Psionic, Ranged

Range 12

Maneuver

One creature or object

**Effect:** The next ability roll an ally makes against the target before the start of your next turn gains an edge.

**Spend 1 Clarity:** You target one additional creature or object.

#### Kinetic Grip

*You lift and hurl your foe away from you.*

**Psionic, Ranged, Telekinesis**

Range 12

**Main action**

One creature or object

**Power Roll + 2:**

≤11 Slide 4

12-16 Slide 6

17+ Slide 8; prone

**Strained:** You must vertical push the target instead of sliding them.

#### Kinetic Pulse

*The force of your mind hurls enemies backward.*

**Area, Psionic, Telepathy**

1 burst

**Main action**

Each enemy in the area

**Power Roll + 2:**

≤11 2 psychic damage

12-16 5 cold damage; push 1

17+ 8 cold damage; push 2

**Strained:** The size of the burst increases by 2, and you are bleeding until the start of your next turn.

## Free Strikes

#### Melee Weapon Free Strike

**Melee, Strike, Weapon**

Melee 1

**Main action**

One creature or object

**2d10 + 1:**

≤11 3 damage

12-16 6 damage

17+ 8 damage

#### Mind Spike

**Psionic, Ranged, Strike, Telepathy**

Range 12

**Main action**

One creature

**2d10 + 2:**

≤11 4 psychic damage

12-16 6 psychic damage

17+ 8 psychic damage

**Strained:** The target takes an extra 2 psychic damage. You also take 2 psychic damage that can't be reduced in any way.

## SECOND ENCOUNTER

You gain the following abilities.

**Feedback Loop**  
*Creating a brief psychic link between a foe and their target gives that foe a taste of their own medicine.*

Psionic, Ranged

Ranged 12

Triggered

One creature

**Trigger:** The target deals damage to an ally.

**Effect:** The target takes psychic damage equal to half the triggering damage.

**Awe (3 Clarity)**  
*You project psionic energy out to a creature and take on a new visage in their mind.*

Psionic, Ranged, Strike, Telepathy

Ranged 12

Main action

One ally or enemy

**Effect:** If you target an ally, they gain temporary Stamina equal to three times your Presence score, and they can end one condition or effect on them that is ended by a saving throw or that ends at the end of their turn. If you target an enemy, you make a power roll.

**Power Roll + 2:**  

≤11

5 psychic damage; 

1<0

 frightened (save ends)

12-16

8 psychic damage; 

1<1

 frightened (save ends)

17+

11 psychic damage; 

1<2

 frightened (save ends)

## THIRD ENCOUNTER

You gain the following feature and ability.

**Resist the Unnatural**  
Your instinctive resilience protects you from injuries beyond the routine. Whenever you take damage that isn't untyped, you can use a triggered action to take half the damage.

**Flashback (5 Clarity)**  
*The target is thrown several seconds back through time, and gets to do it all again.*

Chronopathy, Psionic, Ranged

Ranged 12

Maneuver

Self or one ally

**Effect:** The target uses an ability with a base Heroic Resource cost of 7 or lower that they've previously used this round, without needing to spend the base cost. Augmentations to the ability can be paid for as usual.

**Strained:** You take 1d6 damage and are slowed (save ends).

## FOURTH ENCOUNTER

You gain the following feature.

**Repulsive Ward**  
You surround yourself with an invisible ward of telekinetic energy. Whenever an adjacent creature deals damage to you, you can use a free triggered action to push them up to 2 squares.

## END OF PART 1

You gain the following features.

**Detect the Supernatural**  
As a maneuver, you open your awareness to detect supernatural creatures and phenomena. Until the end of your next turn, you know the location of any supernatural object, undead, construct, or creature from another plane of existence within 5 squares of you, even if you don't have line of effect to them. You know if you're detecting an item or a creature, and you know if a creature is undead, a construct, or from another plane of existence.

**Forgettable Face**  
If you spend 10 minutes or less interacting with a creature who hasn't met you before, you can cause them to forget your face when you part. If asked to describe you, the creature gives only a vague, blank, and unhelpful description. Additionally, if you spend 1 hour or more assembling a disguise, you automatically obtain a tier 2 outcome on any test that could make use of the Disguise skill. If you have the Disguise skill, you automatically obtain a tier 3 outcome on the test.

Human Talent

## 2ND LEVEL

You gain the following features and abilities at 2nd level when you have 16 XP.

### Stamina Increase

Your Stamina increases by 6 to 24. This makes your winded value 12 and your recovery value 8.

### Ease the Mind

You gain an edge on tests made to stop combat and start a negotiation. Additionally, if you are present during a negotiation, any NPC who has a hostile or suspicious starting attitude has their patience increased by 1 (to a maximum of 5).

### Invisible Force

*You manipulate a tiny object with your mind.*

**Psionic, Ranged** **Maneuver**  
Ranged 12 One size 1T object

**Effect:** You can grab or manipulate the target object with your mind, moving the object up to a number of squares equal to your Reason, Intuition, or Presence score (your choice). You can use this ability to turn doorknobs, pull levers, and so forth. You can manipulate any small movable piece of a larger object as long as the piece is unattended and size 1T. You can't use this ability to break a smaller piece off a larger object.



### Synaptic Override (5 Clarity)

*You gain control over an enemy's nervous system. How pleasant for them.*

**Psionic, Ranged, Telepathy** **Main action**  
Ranged 12 One enemy

- Power Roll + Reason:**
- ≤11** The target makes a free strike against one enemy of your choice.
  - 12-16** The target shifts up to their speed and uses their signature ability against any enemies of your choice.
  - 17+** The target moves up to their speed and uses their signature ability against any enemies of your choice.

**Effect:** You control the target's movement. The target can't be moved in a way that would harm them (such as over a cliff), leave them dying, or result in them suffering a condition or other negative effect. However, you can move them to provoke opportunity attacks.

**Strained:** You take 1d6 damage and are weakened until the end of your turn.

## 3RD LEVEL

You gain the following features and ability at 3rd level when you have 32 XP.

### Stamina Increase

Your Stamina increases by 6 to 30. This makes your winded value 15 and your recovery value 10.

### Scan

You can extend your psionic senses beyond their usual range. Once on each of your turns, you can search for hidden creatures as a free maneuver. Additionally, once you establish line of effect to a thinking creature within 12 squares of you, you always have line of effect to that creature until they move beyond that distance.



### Reflector Field (7 Clarity)

*A protective field reverses the momentum of incoming attacks.*

**Area, Psionic, Telepathy** **Main action**  
3 aura Special

**Effect:** The aura lasts until the start of your next turn. Whenever an enemy targets an ally in the area with a ranged ability, the ability is negated on the ally and reflected back at the enemy. The ability deals half the damage to the enemy that it would have dealt to the ally and loses any additional effects.

**Strained:** The size of the aura increases by 1. Whenever your aura reflects an ability, you take 2d6 damage and forget a memory, as determined by you and the Director.

# DRAW STEEL

Character Name

**Orc** **Conduit**

Ancestry Class

**Disciple** **Life and Sun Domains**

Career Subclass

VICTORIES:

Progress bar for victories

LEVEL

WEALTH

1

RENOWN

0

XP / EPIC

MIGHT AGILITY REASON INTUITION PRESENCE

Stat boxes for Might (1), Agility (-1), Reason (1), Intuition (2), and Presence (2)

1M

Size

5

Speed

1

Stability

1

Disengage

STAMINA

Stamina gauge with Current, Winded, and Dying indicators

Temporary

18/24/30

Max:  
Lvl 1/2/3

RECOVERIES

Recovery gauge

6/8/10

Stamina:  
Lvl 1/2/3

8

Max

HEROIC  
RESOURCE

Heroic Resource gauge

Piety

Name

STAMINA

Stamina gauge

1 Surge = Damage \_\_\_\_

2 Surges = Potency +1

**Culture:** Wilderness, Communal, Creative

**Languages:** Caelian, Kalliak

**Project Points:** 240

**Skills:** Climb, Culture, Endurance, Jump, Magic, Perform, Persuade, Read Person, Religion

## 1ST LEVEL, FIRST ENCOUNTER

### Piety

At the start of a combat encounter or some other stressful situation tracked in combat rounds (as determined by the Director), you gain piety equal to your Victories. At the start of each of your turns during combat, you gain 1d3 piety. You gain 2 piety the first time in an encounter that a creature within 10 squares regains Stamina. You gain 2 piety the first time in an encounter that an enemy within 10 squares takes fire or holy damage. You lose any remaining piety at the end of the encounter.

**Saint:** Grole the One-Handed

You venerate Grole the One-Handed. Grole is the orcish hero of those facing impossible decisions. He is favored by most orcish leaders. Grole teaches that, even alone, even against impossible odds, extraordinary victories are possible. Grole is a saint of the god, Kul. Kul, Father of Flames, Lord of the Forge, the Cleansing Fire who put fire and magma within the world at its creation. Kul's fire is the fire that destroys, but it is also the fire that creates, the fire of the forge, the fire that makes meat safe to eat, the fire that cauterizes wounds. Kul teaches that action is the defining characteristic of being. Kul's heroes are not philosophers or poets, but warriors and hunters.

### Grounded

The magic in your blood makes it difficult for others to move you. You have a +1 bonus to stability (already included).

### Prayer of Distance

Your god blesses you with the ability to stretch your divine magic farther. You have a +2 bonus to the distance of your ranged magic abilities (already included).

### Healing Grace

*Your divine energy restores the righteous.*

**Magic, Ranged**

Ranged 12

**Maneuver**

Self or one ally

**Effect:** The target can spend a Recovery.

**Spend 1+ Piety:** For each piety spent, choose one of the following enhancements:

- You can target one additional ally within distance.
- You can end one condition or effect on a target that is ended by a saving throw or that ends at the end of their turn.
- A prone target can stand up
- A target can spend 1 additional Recovery.

### Blessed Light

*Burning radiance falls upon your foe, transferring some of their energy to a nearby ally.*

**Magic, Ranged, Strike**

Ranged 12

**Main action**

One creature or object

2d10 + 2:

≤11 5 holy damage

12-16 7 holy damage

17+ 10 holy damage

**Effect:** One ally within distance gains a number of surges equal to the tier outcome of your power roll.

### Drain

*You drain the energy from your target to revitalize yourself or an ally.*

**Magic, Melee, Strike**

Melee 1

**Main action**

One creature

2d10 + 2:

≤11 4 corruption damage

12-16 7 corruption damage

17+ 9 corruption damage

**Effect:** You or one ally within distance can spend a Recovery.

(continued on next page)

1ST LEVEL, FIRST ENCOUNTER (CONTINUED)

Free Strikes

Melee Weapon Free Strike

Melee, Strike, Weapon

Melee 1

2d10 + 1:

≤11

3 damage

12-16

6 damage

17+

8 damage

Main action

One creature or object

Ray of Wrath

You unleash a blast of raw, divine magic upon your foe.

Strike, Magic, Ranged

Ranged 12

2d10 + 2:

≤11

4 damage

12-16

6 damage

17+

8 damage

Main action

One creature or object

Effect:

You can have this ability deal holy damage.

SECOND ENCOUNTER

You gain the following feature and abilities.

Prayer

You can gain more piety by praying to the gods—but beware! Doing so can easily draw their ire, as the gods hate to be annoyed. Whenever you roll to gain piety at the start of your turn, you can pray (no action required). If you do, your roll gains the following additional effects:

- If the roll is a 1, you gain 1 additional piety but anger the gods! You take psychic damage equal to 1d6 + your level, which can't be reduced in any way.
- If the roll is a 2, you gain 1 additional piety.
- If the roll is a 3, you gain 2 additional piety and can activate a domain effect of your choice (see below).

**Life Prayer Effect:** Choose yourself or one ally within 10 squares. That character can spend a Recovery, can end one condition or effect on them that is ended by a saving throw or that ends at the end of their turn, or can stand up if they are prone. Alternatively, you or one ally within 10 squares gains 4 temporary Stamina.

**Sun Prayer Effect:** One enemy within 10 squares takes fire damage equal to three times your Intuition score.

Word of Guidance

You invigorate an attacking ally with divine energy.

Magic, Ranged

Ranged 12

Triggered

One ally

Trigger:

The target makes an ability roll for a damage-dealing ability.

Effect:

The power roll gains an edge.

Spend 1 Piety:

The power roll gains a double edge.

Judgment's Hammer (3 Piety)

Your divine fury is a hammer that crashes down upon the unrighteous.

Magic, Ranged, Strike

Ranged 12

Main action

One creature or object

2d10 + 2:

≤11

5 holy damage; 

A<0

 prone

12-16

8 holy damage; 

A<1

 prone

17+

11 holy damage; 

A<2

 prone and can't stand (save ends)

THIRD ENCOUNTER

You gain the following feature and ability.

Nonstop

Your bloodfire supplies you with a constant rush of adrenaline. You can't be made slowed.

Faith is Our Armor (5 Piety)

The heroes' armor glows with golden light, granting divine protection.

Magic, Ranged, Strike

Ranged 12

Maneuver

Four allies

Effect:

You can target yourself instead of one ally with this ability.

2d10 + 2:

≤11

The target gains 5 temporary Stamina.

12-16

The target gains 10 temporary Stamina.

17+

The target gains 15 temporary Stamina.

FOURTH ENCOUNTER

You gain the following features.

Relentless

Whenever a creature deals damage to you that leaves you dying, you can make a free strike against any creature. If the creature is reduced to 0 Stamina by your strike, you can spend a Recovery.

Bastion Ward

Your god grants you a holy countenance that protects you at all times. You gain a +1 bonus to saving throws.

END OF PART 1

You gain the following feature and ability.

Nonstop

Your bloodfire supplies you with a constant rush of adrenaline. You can't be made slowed.

Faith is Our Armor (5 Piety)

The heroes' armor glows with golden light, granting divine protection.

Magic, Ranged, Strike

Ranged 12

Maneuver

Four allies

Effect:

You can target yourself instead of one ally with this ability.

2d10 + 2:

≤11

The target gains 5 temporary Stamina.

12-16

The target gains 10 temporary Stamina.

17+

The target gains 15 temporary Stamina.

## 2ND LEVEL

You gain the following features and ability at 2nd level when you have 16 XP.

### Stamina Increase

Your Stamina increases by 6 to 24. This makes your winded value 12 and your recovery value 8.

### Inner Light

Each time you finish a respite, you can choose yourself or one ally who is also finishing a respite to gain the benefit of a divine ritual. You place a ray of morning light into the chosen character's soul, granting them a +1 bonus to saving throws that lasts until you finish another respite.

### Traveling Sage

On any day when you don't take a respite, you can spend 1 uninterrupted hour working on a research project using a skill you have from the lore skill group. If you do so, you gain 1d10 project points toward that project.



### Wellspring of Grace (5 Piety)

*A holy light is emitted from your body, healing your allies.*

**Area, Magic**

3 aura

**Main action**

Each ally in the area

**Effect:** Until the end of the encounter or until you are dying, whenever a target starts their turn in the area, they can spend a Recovery.

## 3RD LEVEL

You gain the following features and ability at 3rd level when you have 32 XP.

### Stamina Increase

Your Stamina increases by 6 to 30. This makes your winded value 15 and your recovery value 10.

### Minor Miracle

As a respite activity, you can perform a religious ritual and beseech the gods to restore a dead creature to life. You must have at least half the creature's remains, and they must have died within the last 24 hours from an effect that isn't age related. The creature's soul must be willing to return to life for the ritual to work. If they are not willing, you instinctively understand that as you start the respite activity and can cease it immediately.

A creature with a willing soul returns to life at the end of the respite with full Stamina and half their Recoveries. You regain only half your Recoveries at the end of the respite.



### Saint's Raiment (7 Piety)

*An ally becomes the wearer of an empowered golden cloak.*

**Magic, Ranged**

Ranged 12

**Maneuver**

One ally

**Effect:** The target gains 20 temporary Stamina and 3 surges.

# DRAW STEEL

Character Name

**Polder** **Elementalist**

Ancestry Class

**Mage's Apprentice** **Fire Specialization**

Career Subclass

VICTORIES:

LEVEL

WEALTH

1

RENOWN

1

XP / EPIC

MIGHT AGILITY REASON INTUITION PRESENCE



1S

Size

5

Speed

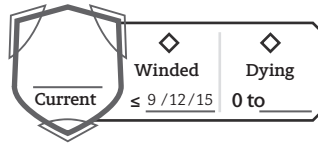
0

Stability

2

Disengage

STAMINA



Temporary

18/24/30

Max:  
Lvl 1/2/3

RECOVERIES



6/8/10

Stamina:  
Lvl 1/2/3

8  
Max

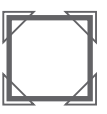
HEROIC  
RESOURCE



Essence

Name

STAMINA



1 Surge = Damage \_\_\_\_

2 Surges = Potency +1

**Culture:** Urban, Communal, Creative

**Languages:** Caelian, Khoursirian, The First Language

**Skills:** Alchemy, Alertness, Blacksmithing, Empathize, Gymnastics, History, Magic, Monsters, Tailoring, Timescape

## 1ST LEVEL, FIRST ENCOUNTER

### Essence

At the start of a combat encounter or some other stressful situation tracked in combat rounds (as determined by the Director), you gain essence equal to your Victories. At the start of each of your turns during combat, you gain 2 essence. Additionally, the first time each combat round that you or a creature within 10 squares takes damage that isn't untyped or holy damage, you gain 1 essence. You lose any remaining essence at the end of the encounter

### Acolyte of Fire

You become an expert at wielding destructive flames. Your abilities that have the Fire and Magic keywords gain a +1 bonus to rolled damage (already included). Your Hurl Element ability also gains this bonus when you use it to deal fire damage (already included).

### Enchantment of Destruction

You gain a +1 bonus to rolled damage with magic abilities (already included).

#### Practical Magic

*Your mastery of elemental power lets you customize your conjurations.*

**Magic, Ranged**

Self; see below

**Maneuver**

Self

**Effect:** Choose one of the following effects:

- You use the Knockback maneuver at a distance of ranged 10 and use Reason instead of Might for the power roll.
- You choose a creature within 10 squares of you and deal 2 damage to them. The damage type can be acid, cold, corruption, fire, lightning, poison, or sonic.
- You teleport up to 2 squares. If you chose this option, you can spend essence to teleport 1 additional square for every essence spent.

#### Bifurcated Incineration

*Two jets of flame lance out at your command.*

**Fire, Magic, Ranged, Strike**

Ranged 10

**Main action**

Two creatures or objects

2d10 + 2:

≤11 4 fire damage

12-16 6 fire damage

17+ 8 fire damage

#### Viscous Fire

*A jet of heavy fire erupts where you strike.*

**Fire, Magic, Ranged, Strike**

Ranged 10

**Main action**

One creature or object

2d10 + 2:

≤11 6 fire damage; push 2

12-16 9 fire damage; push 3

17+ 11 fire damage; push 4

### Free Strikes

#### Melee Weapon Free Strike

**Melee, Strike, Weapon**

Melee 1

**Main action**

One creature or object

2d10 + 1:

≤11 3 damage

12-16 6 damage

17+ 8 damage

#### Hurl Element

*You cast a ball of elemental energy at an unsuspecting foe.*

**Magic, Ranged, Strike**

Ranged 10

**Main action**

1 creature or object

2d10 + 2:

≤11 4 damage

12-16 6 damage

17+ 8 damage

**Effect:** When you make this strike, choose the damage type from one of the following options: acid, cold, corruption, fire, lightning, poison, or sonic. If this deals fire damage, the damage increases by 1.



## SECOND ENCOUNTER

You gain the following features and abilities.

### Disengage Bonus

When you take the Disengage move action, you can shift 2 squares instead of 1.

### Persistent Magic

Whenever you use a persistent ability, you decide whether you want to maintain it, and start doing so immediately after you first use the ability. You reduce the amount of essence you earn at the start of your turn by an amount equal to the ability's persistent value. You can stop maintaining an ability at any time (no action required). A creature can't be affected by multiple instances of a persistent ability. If you take 5 or more damage equal in one turn, you stop maintaining any abilities.


#### Explosive Assistance

*You add a little magic to an ally's aggression at just the right time.*

**Fire, Magic, Ranged**

 Ranged 10

**Triggered**

 Self or one ally

**Trigger:** The target force moves a creature.

**Effect:** The forced movement distance gains a +2 bonus.

**Spend 1 Essence:** The forced movement distance bonus is +4 instead.

#### The Flesh, A Crucible (3 Essence)

*Fire engulfs a target of your choice and burns at your command.*

**Fire, Magic, Ranged, Strike**

 Ranged 10

**Main action**

 One creature or object

**2d10 + 2:**

 **≤11** 9 fire damage

 **12-16** 12 fire damage

 **17+** 15 fire damage

**Persistent 1:** If the target is within distance at the start of your turn, you can make the power roll again without spending essence.

## THIRD ENCOUNTER

You gain the following feature and ability.


### Corruption Immunity

Your innate shadow magic grants you resilience against the unnatural. You have corruption immunity equal to your level + 2.


#### Conflagration (5 Essence)

*A storm of fire descends upon your enemies.*

**Area Fire, Magic, Ranged**

 3 cube within 10

**Main action**

 Each enemy in the area

**2d10 + 2:**

 **≤11** 6 fire damage

 **12-16** 8 fire damage

 **17+** 12 fire damage

**Persistent 2:** At the start of your turn, you can use a maneuver to use this ability again without spending essence.

## FOURTH ENCOUNTER

You gain the following feature and ability.

### Ward of Delightful Consequences

A protective field of void magic absorbs violence aimed at you, then lets you hurl it back at your enemies. The first time each round that you take damage, you gain 1 surge.

#### Shadowmeld

*You become an actual shadow.*

**Magic**

 Self

**Maneuver**

 Self

**Effect:** You flatten yourself into a shadow against a wall or floor you are touching, and become hidden from any creature you have cover or concealment from or who isn't observing you. While in shadow form, you have full awareness of your surroundings, and strikes made against you and tests made to search for you take a bane. You can't move or be force moved, and you can't take main actions or maneuvers except to exit this form or to direct creatures under your control, such as one you summon using an ability. Any ability or effect that targets more than 1 square affects you in this form only if it explicitly affects the surface you are flattened against. You can exit this form as a maneuver. If the surface you are flattened against is destroyed, this ability ends and you take 1d6 damage that cannot be reduced in any way.

## END OF PART 1

You gain the following feature and abilities.


### Fearless

Courage is all you know. You can't be made frightened.

#### Arcane Trick

*You cast an entertaining spell that creates a minor but impressive magical effect.*

**Magic**

 Self; see below

**Main action**

 Self

**Effect:** Choose one of the following effects:

- You teleport a size 1S or smaller object adjacent to you into an unoccupied space adjacent to you.
- Until the start of your next turn, a part of your body shoots a shower of harmless noisy sparks that light up each square adjacent to you.
- You ignite or snuff out (your choice) every mundane light source adjacent to you.
- You transform up to 1 pound of edible food you touch to make it taste delicious or disgusting.

- Until the start of your next turn, you make your body exude a particular odor you've smelled before. This smell can be sensed by each creature within 5 squares of you, but can't impose any condition or other drawback on those creatures.
- You place a small magical inscription on the surface of a mundane object you touch, or you can remove an inscription that was made by you or by another creature using Arcane Trick.
- You touch a size 1T object to cover it with an illusion that makes it look like a different object. Any creature who handles the object becomes aware of the illusion. The illusion ends when you stop touching the object.

#### Return to Formlessness

*With the merest touch, you cause an object to turn to slag or ash.*

**Fire, Magic, Melee**

 Melee 1

**Main action**

 One mundane object

**Effect:** You heat the target and cause it to melt or combust, destroying it. If the object is larger than 1 square, then only the square of the object you touch is destroyed.

## 2ND LEVEL

You gain the following features and ability at 2nd level when you have 16 XP.

### Stamina Increase

Your Stamina increases by 6 to 24. This makes your winded value 12 and your recovery value 8.

### Disciple of Fire

Your connection to fire allows you to protect yourself from it, even as you rip away the protections of others. You have fire immunity equal to 5 plus your level in this class. Additionally, fire damage you deal ignores a target's fire immunity. At the start of a combat encounter, you gain a number of surges equal to your Victories. Whenever you spend a surge to deal extra damage, you can make that damage fire damage.

### Polymath

Whenever you make a test to recall lore and don't have a skill that applies to the test, you gain a +1 bonus to the power roll.



### Translated Through Flame (5 Essence)

*Your ally disappears, then reappears in a burst of fire!*

**Fire, Magic, Ranged, Void**

Ranged 10

**Main action**

Self or one ally

**Power Roll + Reason:**

5 fire damage

7 fire damage

10 fire damage

**Effect:** The target is teleported to another space within distance. Make a power roll that affects each enemy adjacent to the target's new space.

## 3RD LEVEL

You gain the following features and ability at 3rd level when you have 32 XP.

### Stamina Increase

Your Stamina increases by 6 to 30. This makes your winded value 15 and your recovery value 10.

### A Conversation with Fire

When you spend 1 uninterrupted minute in front of a fire, you can speak the name of another creature. If that creature is willing to speak to you, their image appears in the fire, and they can see you before them in a shimmering ball of light. The two of you can speak to each other through these images as if you were together in person. As a maneuver, you or the creature can end the conversation.



### Wall of Fire (7 Essence)

*A blazing, beautifully organized inferno erupts at your command.*

**Area, Fire, Magic, Ranged**

10 wall within 10

**Maneuver**

Special

**Effect:** The wall lasts until the start of your next turn, and can be placed in occupied squares. Creatures can enter and pass through the wall. Each enemy who enters the area for the first time in a combat round or starts their turn there takes 2 fire damage for each square of the area they start their turn in or enter.

**Persistent 1:** The wall lasts until the start of your next turn, and you can add a number of squares to the wall equal to your Reason score.

# DRAW STEEL

Character Name

**Polder** **Shadow**  
Ancestry Class  
**Criminal** **College of Black Ash**  
Career Subclass

VICTORIES:

LEVEL

WEALTH

1

REOWN

0

XP / EPIC

MIGHT AGILITY REASON INTUITION PRESENCE



1S

Size

7

Speed

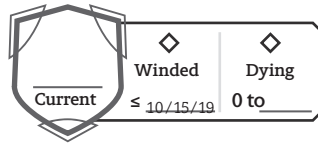
0

Stability

3

Disengage

STAMINA



Temporary

21/30/39  
Max:  
Lvl 1/2/3

RECOVERIES



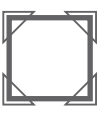
7/10/13  
Stamina:  
Lvl 1/2/3

HEROIC  
RESOURCE



Insight  
Name

STAMINA



1 Surge = Damage \_\_\_\_  
2 Surges = Potency +1

**Culture:** Urban, Communal, Creative

**Languages:** Caelian, Khoursirian, Szetch

**Project Points:** 120

**Skills:** Alertness, Alchemy, Criminal Underworld, Flirt, Gymnastics, Hide, Jump, Lie, Pick Lock, Pick Pocket, Sneak

## 1ST LEVEL, FIRST ENCOUNTER

### Insight

At the start of a combat encounter or some other stressful situation tracked in combat rounds (as determined by the Director), you gain insight equal to your Victories. At the start of each of your turns during combat, you gain 1d3 insight. Additionally, the first time each combat round that you deal damage incorporating 1 or more surges, you gain 1 insight. Whenever you use a heroic ability that makes use of a power roll, that ability costs 1 fewer insight if you have an edge or double edge on it. If the ability has multiple targets, the cost is reduced even if the ability gains an edge or has a double edge against only one target. You lose any remaining insight at the end of the encounter.

### Black Ash Teleport

*In a swirl of black ash, you step from one place to another.*

**Magic**

Self

**Maneuver**

Self

**Effect:** You teleport up to 5 squares. If you have concealment or cover at your destination, you can use the Hide maneuver even if you are observed. If you successfully hide using this maneuver, you gain 1 surge.

**Spend 1+ Insight:** You teleport 1 additional square for each insight spent.

### Cloak and Dagger Kit

You wear light armor, such as leather armor, and wield light weapons, such as daggers or handaxes.

### I Work Better Alone

*"It's better, just you and me. Isn't it?"*

**Melee, Ranged, Strike, Weapon**

**Main action**

Melee 1 or ranged 10 One creature or object

2d10 + 2:

≤11 6 damage

12-16 9 damage

17+ 12 damage

**Effect:** If the target has no allies adjacent to them, you gain 1 surge before the power roll.

### Fade

*A stab, and a few quick, careful steps back.*

**Melee, Ranged, Strike, Weapon**

**Main action**

Melee 1 or ranged 10

One creature

2d10 + 2:

≤11 5 damage; you can shift 1 square

12-16 8 damage; you can shift up to 2 squares

17+ 10 damage; you can shift up to 3 squares

### Free Strikes

#### Melee Weapon Free Strike

**Melee, Strike, Weapon**

**Main action**

Melee 1

One creature or object

2d10 + 2:

≤11 5 damage

12-16 8 damage

17+ 10 damage

#### Ranged Weapon Free Strike

**Ranged, Strike, Weapon**

**Main action**

Ranged 10

One creature or object

2d10 + 2:

≤11 5 damage

12-16 7 damage

17+ 9 damage

## SECOND ENCOUNTER

You gain the following feature and abilities.


### Disengage Bonus


When you take the Disengage move action, you can shift 3 squares instead of 1.

**Hesitation is Weakness (1 Insight)**  
*Keep up the attack. Never give them a moment's grace.*

—

Free triggered

 Self


 Self


**Trigger:** Another hero ends their turn. That hero can't have used this ability to start their turn.  
**Effect:** You take your turn after the triggering hero.

**In All This Confusion**  
*You add a little magic to an ally's aggression at just the right time.*

Magic

Triggered

 Self


 Self


**Trigger:** You take damage.  
**Effect:** You take half the damage, then can teleport up to 4 squares after the triggering effect resolves.  
**Spend 1+ Insight:** You teleport 1 additional square for each insight spent.

**Two Throats at Once (3 Insight)**  
*A bargain*

Melee, Ranged, Strike, Weapon

Main action

 Melee 1 or ranged 10

 Two creatures or objects

**2d10 + 2:**  

≤11

5 damage

12-16

7 damage

17+

11 damage

## THIRD ENCOUNTER

You gain the following feature and ability.

### Corruption Immunity

Your innate shadow magic grants you resilience against the unnatural. You have corruption immunity equal to your level + 2.

**Coup de Grace (5 Insight)**  
*Your blade might be the last thing they see.*

Melee, Ranged, Strike, Weapon

Main action

 Melee 1 or ranged 10

 One creature

**2d10 + 2:**  

≤11

2d6 + 10 damage

12-16

2d6 + 14 damage

17+

2d6 + 19 damage


## FOURTH ENCOUNTER


You gain the following ability.

**Shadowmeld**  
*You become an actual shadow.*

Magic

Maneuver

 Self

 Self

**Effect:** You flatten yourself into a shadow against a wall or floor you are touching, and become hidden from any creature you have cover or concealment from or who isn't observing you. While in shadow form, you have full awareness of your surroundings, and strikes made against you and tests made to search for you take a bane. You can't move or be force moved, and you can't take main actions or maneuvers except to exit this form or to direct creatures under your control, such as one you summon using an ability. Any ability or effect that targets more than 1 square affects you in this form only if it explicitly affects the surface you are flattened against. You can exit this form as a maneuver. If the surface you are flattened against is destroyed, this ability ends and you take 1d6 damage that can't be reduced in any way.

## END OF PART 1

You gain the following features

### Fearless

Courage is all you know. You can't be made frightened.

### Lucky Dog

Whenever you fail a test using any skill from the intrigue skill group, you can lose Stamina equal to 1d6 + your level to improve the outcome of the test by one tier. You can use this perk only once per test.

2ND LEVEL

You gain the following features and ability at 2nd level when you have 16 XP.

Stamina Increase

Your Stamina increases by 9 to 30. This makes your winded value 15 and your recovery value 10.

Burning Ash

The ash you leave behind burns your foes. The first time on a turn that you use a shadow ability to teleport away from or into a space adjacent to an enemy, that enemy takes 2 fire damage.

Criminal Contacts

You have access to a network of criminal contacts. As a respite activity while you take a respite in a settlement, you can ask a question of your contacts by making a Presence test. On a tier 2 outcome, you learn one piece of information that would be common among criminals—the secret entrances into a building, the location of a local criminal in hiding, the name of a local thieves’ guild leader, and so forth. On a tier 3 outcome, you can instead gain knowledge that would be uncommon among criminals as long as such information exists—the location of a local treasure cache, the location of a murder weapon used in a noble’s assassination, the name of an NPC secretly bankrolling a local assassin’s guild, and so forth.



In a Puff of Ash (5 Insight)

You enchant a strike with your teleportation magic.

Magic, Melee, Ranged, Strike, Weapon

Melee 1 or Ranged 10

Main action

One creature

Power Roll + Agility:

- ≤11 9 damage; you can teleport the target 1 square
- 12-16 13 damage; you can teleport the target up to 3 squares
- 17+ 17 damage; you can teleport the target up to 5 squares

3RD LEVEL

You gain the following feature and abilities at 3rd level when you have 32 XP.

Stamina Increase

Your Stamina increases by 9 to 39. This makes your winded value 19 and your recovery value 13.



Careful Observation

A moment of focus leaves a foe firmly in your sights.

Ranged

Ranged 20

Maneuver

One creature

Effect: As long as you remain within distance of the target, maintain line of effect to them, and strike no other creature first, you gain an edge on the next strike you make against the assessed creature, and gain 1 surge you can use only on that strike.



Staggering Blow (7 Insight)

There’s no recovering from this.

Melee, Ranged, Strike, Weapon

Melee 1 or ranged 10

Main action

One creature

2d10 + 2:

- ≤11 10 damage; M < 0 slowed (save ends)
- 12-16 14 damage; M < 1 prone and can’t stand (save ends)
- 17+ 19 damage; M < 2 prone and can’t stand (save ends)