

# DRAW STEEL

Character Name

**Human**

Ancestry

**Watch Officer**

Career

**Censor**

Class

**Paragon**

Subclass

VICTORIES:

Progress bar for victories (10 segments)

LEVEL

**1**

WEALTH

**1**

RENOWN

**0**

XP / EPIC

MIGHT AGILITY REASON INTUITION PRESENCE

**2**

**-1**

**1**

**1**

**2**

**1M**

Size

**5**

Speed

**1**

Disengage

**2**

Stability

STAMINA

**30**

Current

Winded  
≤ 15

Dying  
0 to -15

**30**

Temporary

Max

RECOVERIES

**14**

**10**

Stamina

**14**

Max

HEROIC  
RESOURCE



**Wrath**

Name

SURGES



1 Surge = Damage **2**

2 Surges = Potency + 1

MODIFIERS

Augmentation Enchantment Kit Prayer Ward

**Mountain**

Name

**Heavy**

Weapon / Implement

**0**

Speed

**0**

Melee

**0**

Ranged

**Heavy**

Armor

**0**

Disengage

**+2**

Stability

**+9**

Stamina

Ranged Weapon Damage

**0**

≤ 11

**0**

12-16

**0**

17 +

Melee Weapon Damage

**0**

≤ 11

**0**

12-16

**+4**

17 +

Benefits

POTENCIES

STRONG

**2**

AVERAGE

**1**

WEAK

**0**

CONDITIONS

Condition End of Turn Save Ends\*

Bleeding | | |

Dazed | | |

Frightened | | |

Grabbed | | |

Prone | | |

Restrained | | |

Slowed | | |

Taunted | | |

Weakened | | |

| | |

| | |

| | |

\* Save Ends = \_\_\_ or higher on 1d10 at the end of your turn removes the effect

SPENDING HERO TOKENS:

1 Token: Gain 2 surges.

1 Token: Succeed on a saving throw instead of failing.

1 Token: Reroll a test and use the new result.

2 Tokens: On your turn/when you take damage, regain Stamina equal to your Recovery value without spending a Recovery.

YOUR TURN

Each creature can take a move action, a maneuver, and an action on their turn—in any order

Move Actions

- Advance
- Disengage
- Ride
- Charge
- Defend
- Heal
- Free Strike
- Trade for Maneuver
- Trade for Move

Maneuvers

- Aid Attack
- Catch Breath
- Escape Grab
- Grab
- Knockback
- Make or Assist Test
- Search for Hidden Creature
- Stand Up
- Use Consumable

CLASS FEATURES

## WRATH IN COMBAT

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.

## WRATH OUTSIDE OF COMBAT

Though you can't gain wrath outside of combat, you can use your heroic abilities and effects that cost wrath without spending it. Whenever you use an ability or effect outside of combat that costs wrath, you can't use that same ability or effect outside of combat again until you earn 1 or more Victories or finish a respite.

When you use an ability outside of combat that lets you spend unlimited wrath on its effect, you can use it as if you had spent an amount of wrath equal to your Victories. (Such abilities aren't part of the core rules for the censor, but they might appear in future products.)

## JUDGMENT ORDER BENEFIT

The first time on a turn that you use your Judgment ability to judge a creature, you gain the following benefit based on your order:

Paragon: You can vertical pull the judged creature up to a number of squares equal to twice your Presence score.

## 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.

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.

ANCESTRY TRAITS

## 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.

## 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.

## STAYING POWER

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

CAREER

Watch Officer

BENEFIT

Skills: Alertness, Search, Track  
Languages: Szetch, Zaliac  
Perk: Team Leader

INCITING INCIDENT

COMPLICATION

BENEFIT

DRAWBACK

CULTURE

ENVIRONMENT

ORGANIZATION

UPBRINGING

LANGUAGES

Caelian,  
Szetch,  
Vaslorian,  
Zaliac

PERKS

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.

SKILLS

Crafting

Alchemy

Fletching

Architecture

Forgery

Blacksmithing

Jewelry

Carpentry

Mechanics

Cooking

Tailoring

Exploration

Climb

Jump

Drive

Lift

Endurance

Navigate

Gymnastics

Ride

Heal

Swim

Interpersonal

Brag

Lead

Empathize

Lie

Flirt

Music

Gamble

Performance

Handle Animals

Persuade

Interrogate

Read Person

Intimidate

Intrigue

Alertness

Pick Lock

Conceal Object

Pick Pocket

Disguise

Sabotage

Eavesdrop

Search

Escape Artist

Sneak

Hide

Track

Lore

Culture

Psionics

Criminal Und.

Religion

History

Rumors

Magic

Society

Monsters

Strategy

Nature

Timescape

TITLES

PROJECTS

Project Name	Assigned Hero / Follower	Roll Characteristic	Goal Points
			/
			/
			/
			/
			/

## Melee Free Strike

### Melee Weapon Free Strike

Charge, Melee, Strike, Weapon

Keywords

Main Action

Type

Melee 1

Distance (1+Kit)

One Creature or Object

Target

Power Roll + 2

≤ 11 4 = 2 + Might or Agility Damage

12-16 7 = 5 + Might or Agility Damage

17+ 13 = 7 + Might or Agility Damage

## Signature Ability

### Your Allies Cannot Save You!

Melee, Strike, Weapon

Keywords

Main action

Type

Melee 1

Distance (5+Kit)

One creature or object

Target

Power Roll + 2

≤ 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.

## Heroic Ability

### The Gods Punish and Defend

3  
Cost

Magic, Melee, Strike, Weapon

Keywords

Main action

Type

Melee 1

Distance (5+Kit)

One creature or object

Target

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.

## Ranged Free Strike

### Ranged Weapon Free Strike

Ranged, Strike, Weapon

Keywords

Main Action

Type

Ranged 5

Distance (5+Kit)

One Creature or Object

Target

Power Roll + 2

≤ 11 4 = 2 + Might or Agility Damage

12-16 6 = 4 + Might or Agility Damage

17+ 8 = 6 + Might or Agility Damage

## Signature Ability

### Pain for Pain

Melee, Strike, Weapon

Keywords

Main action

Type

Melee 1

Distance (5+Kit)

One creature

Target

Power Roll + 2

≤ 11 5 damage

12-16 7 damage

17+ 15 damage

#### Effect:

## Heroic Ability

### Arrest

5  
Cost

Magic, Melee, Strike, Weapon

Keywords

Main action

Type

Melee 1

Distance (5+Kit)

One creature

Target

Power Roll +

≤ 11

12-16

17+

#### 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.

## Triggered Action

### My Life for Yours

Magic, Ranged

Keywords

Triggered

Type

Ranged 10

Distance (5+Kit)

Self or one ally

Target

#### 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.

## Ability

Keywords

Type

Distance (5+Kit)

Target

Power Roll +

≤ 11

12-16

17+

#### Effect:

## Ability

Keywords

Type

Distance (5+Kit)

Target

Power Roll +

≤ 11


12-16

17+

#### Effect:

Ability	
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<div style="border: 1px solid black; height: 30px; margin-bottom: 5px;"></div> <div style="text-align: center;">Distance (5+Kit)</div>	<div style="border: 1px solid black; height: 30px; margin-bottom: 5px;"></div> <div style="text-align: center;">Target</div>
<b>Power Roll +</b> _____	
<div style="border: 1px solid black; padding: 5px; display: inline-block; margin-bottom: 5px;">≤ 11</div> <div style="border-bottom: 1px solid black; width: 100%;"></div>	
<div style="border: 1px solid black; padding: 5px; display: inline-block; margin-bottom: 5px;">12-16</div> <div style="border-bottom: 1px solid black; width: 100%;"></div>	
<div style="border: 1px solid black; padding: 5px; display: inline-block; margin-bottom: 5px;">17 +</div> <div style="border-bottom: 1px solid black; width: 100%;"></div>	
<b>Effect:</b>	

Ability	
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<b>Effect:</b>	

Heroic Ability	
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Keywords	Type
Distance (5+Kit)	Target
<b>Power Roll +</b> _____	
≤ 11	
12-16	
17 +	
<b>Effect:</b>	

Heroic Ability	
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<b>Power Roll +</b> _____	
<div style="border: 1px solid black; border-radius: 10px; padding: 5px; text-align: center;">≤ 11</div>	<div style="border-bottom: 1px solid black; height: 20px;"></div>
<div style="border: 1px solid black; border-radius: 10px; padding: 5px; text-align: center;">12-16</div>	<div style="border-bottom: 1px solid black; height: 20px;"></div>
<div style="border: 1px solid black; border-radius: 10px; padding: 5px; text-align: center;">17 +</div>	<div style="border-bottom: 1px solid black; height: 20px;"></div>
<b>Effect:</b>	

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