

DRAW STEEL

Character Name
Wode Elf
Ancestry
Performer
Career

Troubadour
Class
Wirtuoso
Subclass

VICTORIES:



LEVEL

1

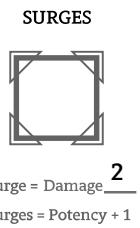
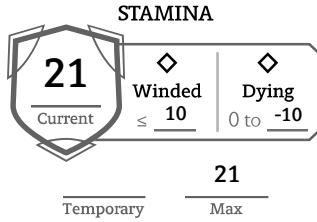
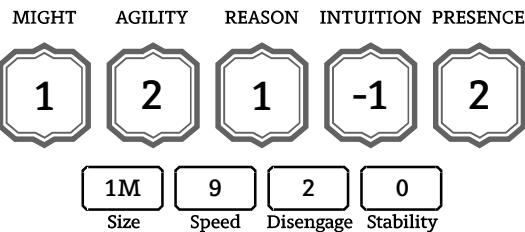
WEALTH

1

RENNOWN

2

XP / EPIC



MODIFIERS

◇ Augmentation ◇ Enchantment ◇ Kit ◇ Prayer ◇ Ward

Swashbuckler

Name

Light Weapon / Implement	+3	0	0
	Speed	Melee	Ranged

Medium Armor	+1	0	+3
	Disengage	Stability	Stamina

Ranged Weapon Damage

0	0	0
≤ 11	12-16	17+

Melee Weapon Damage

+2	+2	+2
≤ 11	12-16	17+

Benefits

POTENCIES

STRONG	AVERAGE	WEAK
2	1	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

CLASS FEATURES

DRAMA 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 drama equal to your Victories. At the start of each of your turns during combat, you gain 1d5 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.

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.

DRAMA OUTSIDE OF COMBAT

Though you can't gain drama outside of combat, you can use your heroic abilities and effects that cost drama without spending it. Whenever you use an ability or effect outside of combat that costs drama, 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 drama on its effect, such as Artful Flourish, you can use it as if you had spent an amount of drama equal to your Victories.

SCENE PARTNER

Whenever you obtain a success on a test to interact with an NPC using a skill from the interpersonal group, you can form a bond with that NPC. When you enter into a negotiation with a bonded NPC, their patience increases by 1 (to a maximum of 5). Additionally, the first time during a negotiation that you personally make an argument that would increase a bonded NPC's interest by 1, you instead increase their interest by 2 (to a maximum of 5).

You can have a number of bonds active equal to your level. When you form a bond with a new NPC that would exceed the limit, you must choose which of your active bonds to lose.

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 combat round, 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.

You start off with the Choreography and Revitalizing Limerick performance abilities. Your choice of class act grants you additional performances.

ANCESTRY TRAITS

SIGNATURE TRAIT: WODE ELF GLAMOR

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.

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.

SWIFT

You have speed 6. (Included)

CAREER**Criminal****BENEFIT**

Skills: The Music, Flirt and Persuade skills

Renown: +2

Perk: Harmonizer

INCITING INCIDENT**COMPLICATION****BENEFIT****DRAWBACK****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 |

CULTURE**ENVIRONMENT****ORGANIZATION****UPBRINGING****LANGUAGES**

Caelian,
Yllyric

PERKS**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.

TITLES**PROJECTS****Project Name****Assigned Hero / Follower****Roll Characteristic****Goal Points**

				/
				/
				/
				/
				/

Melee Free Strike

Melee Weapon Free Strike

Charge, Melee, Strike, Weapon Main Action

Keywords

Type

Melee 1

One Creature or Object

Distance (1+Kit)

Target

Power Roll + _____ 2

≤ 11	6	= 2 + Might or Agility Damage
12-16	9	= 5 + Might or Agility Damage
17 +	11	= 7 + Might or Agility Damage

Ranged Free Strike

Ranged Weapon Free Strike

Ranged, Strike, Weapon Main Action

Keywords

Type

Ranged 5

One Creature or Object

Distance (5+Kit)

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

Witty Banter

Magic, Melee, Ranged, Strike

Main action

Keywords

Type

Melee 1 or ranged 5

One creature

Distance (5+Kit)

Target

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 effect on them that is ended by a saving throw or that ends at the end of their turn.

Spend 1 Drama: The chosen ally can spend a Recovery.

Heroic Ability

Hypnotic Overtones

3

Cost

Area, Magic

Main action

Keywords

Type

2 burst

Each enemy in the area

Distance (5+Kit)

Target

Power Roll + _____ 2

≤ 11	Slide 1; I < weak, dazed (save ends)
12-16	Slide 1; I < average, dazed (save ends)
17 +	Slide 2; I < strong, dazed (save ends)

Effect:

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

Triggered Action

Harmonize (3 Drama)

Ranged

Triggered

Keywords

Type

Ranged 5

One ally

Distance (5+Kit)

Target

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.

Spend 1+ Drama: You can trigger this ability when a target uses an ability that has a Heroic Resource cost of 3 + each additional drama spent.

Ability

"Ballad of the Beast"

Area, Magic, Performance

No action

Keywords

Type

5 aura

Self and each ally in the area

Distance (5+Kit)

Target

Power Roll + _____

≤ 11	
12-16	
17 +	

Effect:

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

Ability

Choreography

Area, Magic, Performance

No action

Keywords

Type

5 aura

Self and each ally in the area

Distance (5+Kit)

Target

Power Roll + _____

≤ 11	
12-16	
17 +	

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.

Ability

Revitalizing Limeric

Area, Magic, Performance

No action

Keywords

Type

5 aura

Self and each ally in the area

Distance (5+Kit)

Target

Power Roll + _____

≤ 11

12-16

17 +

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.

Ability

"Thunder Mother"

Magic, Performance, Ranged, Strike

No action

Keywords

Type

Ranged 10

One creature

Distance (5+Kit)

Target

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

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.

Ability

Keywords

Type

Distance (5+Kit)

Target

Power Roll + _____

≤ 11

12-16

17 +

Effect:

Heroic Ability



Cost

Keywords

Type

Distance (5+Kit)

Target

Power Roll + _____

≤ 11

12-16

17 +

Effect:

Heroic Ability



Cost

Keywords

Type

Distance (5+Kit)

Target

Power Roll + _____

≤ 11

12-16

17 +

Effect:

Heroic Ability



Cost

Keywords

Type

Distance (5+Kit)

Target

Power Roll + _____

≤ 11

12-16

17 +

Effect: