

TROUBADOUR

The whole world's a stage, and everyone on it, an actor. No one knows this better than the troubadour. You find energy in the drama of everyday life and know how to draw spectacle forth from even the most mundane of situations. You accent highs and deepen lows in service to whoever might witness your performance.

As a troubadour, you chase drama. The insurmountable dangers of the world might cause many a hero to cower. But you take to that world stage not intending to die, but to find out if you are truly alive.

“History is a tale. Each of us is just a story we tell ourselves. Change the story, and you change the world.”

Jackson Bootblack



Basics

Starting Characteristics: You start with an Agility of 2 and a Presence of 2, and you can choose one of the following arrays for your other characteristic scores:

- ♦ 2, -1, -1
- ♦ 1, 1, -1
- ♦ 1, 0, 0

Weak Potency: Presence – 2

Average Potency: Presence – 1

Strong Potency: Presence

Starting Stamina at 1st Level: 18

Stamina Gained at 2nd and Higher Levels: 6

Recoveries: 8

Skills: You gain the Read Person skill (see *Skills* in [Chapter 9: Tests](#)). Then choose two skills from the interpersonal skill group and one skill from the intrigue or lore skill groups. (*Quick Build:* Brag, Flirt, Read Person, Rumors.)

1st-Level Features

As a 1st-level troubadour, you gain the following features.

Troubadour Class Act

Panache, melody, and depiction. Some troubadours have it all, but everyone starts somewhere. Your troubadour class act is your art form, summing up the manner in which the world becomes your stage. As you go about unearthing the drama of everyday life and strife, you choose a troubadour class act from the following options, each of which grants you a skill. (*Quick Build:* Virtuoso.)

Auteur: You seek drama from story and recount, using your magic to manipulate the sequence of events unfolding before you. You have the Brag skill.

Duelist: Drama infuses your every movement done in tandem with another. You perform dances of death, putting trust in your opponent to return your passion in kind. You have the Gymnastics skill.

Virtuoso: You find drama in music and song, weaving magic between vibrations and filling the audience with your pathos. You have the Music skill and can play an instrument.

Your troubadour class act is your subclass, and your choice of class act determines many of the features you'll gain as you gain new levels.

Drama

During battles, you are fueled by the dynamic ups, downs, and upside downs of the fray, from which you derive a Heroic Resource called drama.

Troubadour Advancement

Level	Features	Abilities	Class Act Abilities
1st	Troubadour Class Act, Drama, Kit, Scene Partner, Routines, Class Act Features, Class Act Triggered Action, Troubadour Abilities	Signature, 3, 5	—
2nd	Appeal to the Muses, Invocation, Perk, Class Act Ability	Signature, 3, 5	5
3rd	Class Act Feature, 7-Drama Ability	Signature, 3, 5, 7	5
4th	Characteristic Increase, Melodrama, Perk, Skill, Zeitgeist	Signature, 3, 5, 7	5
5th	Class Act Feature, 9-Drama Ability	Signature, 3, 5, 7, 9	5
6th	Perk, Spotlight, Class Act Ability	Signature, 3, 5, 7, 9	5, 9
7th	Characteristic Increase, A Muse's Muse, Equal Billing, Skill	Signature, 3, 5, 7, 9	5, 9
8th	Perk, Class Act Feature, 11-Drama Ability	Signature, 3, 5, 7, 9, 11	5, 9
9th	Roar of the Crowd, Class Act Ability	Signature, 3, 5, 7, 9, 11	5, 9, 11
10th	Applause, Characteristic Increase, Dramaturgy, Greatest of All Time, Perk, Skill	Signature, 3, 5, 7, 9, 11	5, 9, 11



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 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.

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.



The Auteur Troubadour

Abilities like Guest Star, Missed Cue, and Twist at the End allow the auteur to rewrite bits of what happens in the battle by temporarily removing creatures from an encounter, bringing people back to life, or causing a new ally to appear. These abilities and features are no more powerful than any other, but they're narratively different from shooting rays of fire or swinging a sword.

This is because, uniquely among all the subclasses in *Draw Steel*, the auteur knows that the combat encounter playing out at your table is really a story being told sometime later, probably in a tavern.

When the auteur uses these abilities, they are changing that story. They rewrite stories to make them more dramatic in the telling. What *actually* happened is a matter of some debate. Even the people who were there don't agree on exactly what took place. How people *remember* it is what's important!

This is pretty weird, but also very fun. If it's too weird for you or your table, you could always interpret those abilities as a kind of magic. A school of conjuring that really does change the battlefield, which the auteur merely *flavors* as rewriting the story.

Kit

You can use and gain the benefits of a kit. See [Chapter 6: Kits](#) for more information. (*Quick Build*: Swashbuckler.)

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.

Choreography

Taps, kicks, steps. It's all "choreography."

Area, Magic, Performance

5 aura

No action

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

5 aura

No action

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.

1st-Level Class Act Features

Your troubadour class act grants you two features, as shown on the 1st-Level Class Act Features table.

1st-Level Class Act Features

Class Act	Feature
Auteur	Blocking, Dramatic Monologue
Duelist	Acrobatics, Star Power
Virtuoso	Power Chord, Virtuoso Performances

ACROBATICS

You have the following performance ability, which is usable with your Routines feature.

Acrobatics

Folks love a good tumble.

Area, Magic, Performance

5 aura

No action

Self and each ally in the area

Effect: While this performance is active, each target who starts their turn in the area can automatically obtain a tier 3 outcome on one test made to jump, tumble, or climb as part of their movement before the end of their turn.

BLOCKING

You have the following performance ability, which is usable with your Routines feature.

Blocking

No, no, no, you lose the audience that way. Try it like this ...

Area, Magic, Performance

2 aura

No action

Each creature 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 and teleport those targets to unoccupied spaces in the area. A target can't be teleported 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.

DRAMATIC MONOLOGUE

You have the following ability.

Dramatic Monologue

It doesn't need to make sense. Just say it with emotion.

Magic, Ranged

Ranged 10

Maneuver

Special

Effect: Choose one of the following effects:

- You orate a rousing tale of victory. One ally within distance gains an edge on the next power roll they make before the start of your next turn.
- You weave a tale of high-stakes heroics. One ally within distance gains 1 surge.
- You insult a foe where they're most vulnerable. One enemy within distance takes a bane on the next power roll they make before the end of their next turn.

Spend 1 Drama: You can choose two targets for the chosen effect.

POWER CHORD

You have the following ability.

Power Chord

Your instrument rings true and your music blows everyone away.

Area, Magic

2 burst

Maneuver

Each enemy in the area

Power Roll + Presence:

- ≤11 Push 1
- 12-16 Push 2
- 17+ Push 3

STAR POWER

You have the following ability.

Star Power (1 Drama)

Your years of practicing fencing and dancing pay off on the battlefield.

—

Self

Maneuver

Self

Effect: You gain a +2 bonus to speed until the end of your turn.

Additionally, the next power roll you make this turn can't have an outcome lower than tier 2.

Spend 1 Drama: You gain a +4 bonus to speed instead.

VIRTUOSO PERFORMANCES

You have the following performance abilities, which are usable with your Routines feature.

"Thunder Mother"

All for thunder motherrr! Run and hide for coverrr!

Magic, Performance, Ranged, Strike

Ranged 10

No action

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 + Presence:

- ≤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

5 aura

No action

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.

Class Act Triggered Action

Your troubadour class act grants you a triggered action, as shown on the Class Act Triggered Actions table.

Class Act Triggered Actions

Class Act	Triggered Action
Auteur	Turnabout Is Fair Play
Duelist	Riposte
Virtuoso	Harmonize

Harmonize (3 Drama)

Give the chorus a little punch.

Ranged

Ranged 5

Triggered

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.

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.



Riposte

"I'd have brought treats had I known I'd be fighting a dog."

Melee

Melee 1

Triggered

Self or one ally

Trigger: The target takes damage from a melee strike.

Effect: The target makes a free strike against the creature who made the triggering strike.

Turnabout Is Fair Play

All's fair in love and whatever.

Ranged

Ranged 10

Triggered

One creature

Trigger: The target makes an ability roll that has an edge, a double edge, a bane, or a double bane.

Effect: An edge on the triggering roll becomes a bane, or a double edge becomes an edge. A bane becomes an edge, or a double bane becomes a bane.

Spend 3 Drama: An edge on the triggering roll becomes a double bane, or a double edge is negated. A bane becomes a double edge, or a double bane is negated.

Troubadour Abilities

Your performance centers around maneuvering through the scene of battle, maintaining its momentum so that the story flows as dramatically as possible.

SIGNATURE ABILITY

Choose one signature ability from the following options. Signature abilities can be used at will. (*Quick Build:* Witty Banter.)

Artful Flourish

And they said practicing fencing was a waste!

Melee, Strike, Weapon

Main action

Melee 1

Two creatures or objects

Power Roll + Agility:

≤11 2 damage

12-16 5 damage

17+ 7 damage

Effect: You can shift up to 3 squares.

Spend 2+ Drama: You can target one additional creature or object for every 2 drama spent.

Cutting Sarcasm

There you are, radiating your usual charisma.

Magic, Ranged, Strike, Weapon

Main action

Ranged 10

One creature

Power Roll + Presence:

≤11 2 + P psychic damage; P<WEAK, bleeding (save ends)

12-16 5 + P psychic damage; P<AVERAGE, bleeding (save ends)

17+ 7 + P psychic damage; P<STRONG, bleeding (save ends)

Instigator

I didn't do it! What?

Melee, Strike, Weapon

Main action

Melee 1

One creature

Power Roll + Presence:

≤11 3 + P damage

12-16 6 + P damage

17+ 9 + P damage

Effect: The target is taunted by you or a willing ally adjacent to you until the end of the target's next turn.

Witty Banter

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

Magic, Melee, Ranged, Strike

Main action

Melee 1 or ranged 5

One creature

Power Roll + Presence:

≤11 4 + P psychic damage

12-16 5 + P psychic damage

17+ 7 + P 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 ABILITIES

You master a range of heroic abilities, all of which cost drama to empower them.

3-Drama Ability

Choose one heroic ability from the following options, each of which costs 3 drama to use. (*Quick Build*: Harsh Critic.)

Harsh Critic (3 Drama)

Just one bad review will ruin their day.

Magic, Melee, Ranged, Strike

Main action

Melee 1 or ranged 10

One creature or object

Power Roll + Presence:

≤11 7 + **P** sonic damage

12-16 10 + **P** sonic damage

17+ 13 + **P** sonic damage

Effect: The first time the target uses an ability before the start of your next turn, any effects from the ability's tier outcomes other than damage are negated for all targets. Ability effects that always happen regardless of the power roll work as usual.

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 + Presence:

≤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)

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

Quick Rewrite (3 Drama)

You write something unexpected into the scene that hinders your enemy.

Area, Magic, Ranged

Main action

3 cube within 10

Each enemy in the area

Power Roll + Presence:

≤11 4 damage; **P<WEAK**, slowed (save ends)

12-16 5 damage; **P<AVERAGE**, slowed (save ends)

17+ 6 damage; **P<STRONG**, restrained (save ends)

Effect: The area is difficult terrain for enemies.

Upstage (3 Drama)

As you bob and weave through the crowd, you can't help but leave the audience wanting more.

Melee, Strike, Weapon

Maneuver

Self; see below

Self

Effect: You shift up to your speed. You make one power roll that targets each enemy you move adjacent to during this shift.

Power Roll + Agility or Presence:

≤11 Taunted (EoT); **A<WEAK**, prone

12-16 Taunted (EoT); **A<AVERAGE**, prone

17+ Taunted (EoT); **A<STRONG**, prone and can't stand (EoT)

5-Drama Ability

Choose one heroic ability from the following options, each of which costs 5 drama to use. (*Quick Build*: Dramatic Reversal.)

Dramatic Reversal (5 Drama)

Give the audience a surprise.

Area, Magic

Main action

3 burst

Self and each ally in the area

Power Roll + Presence:

≤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.

Fake Your Death (5 Drama)

O happy dagger, this is thy sheath!

Magic

Maneuver

Self

Self

Effect: You turn invisible and create a magical illusion of your corpse falling in your space. While you are invisible, you gain a +3 bonus to speed and you ignore difficult terrain. The illusion and your invisibility last until the end of your next turn, or until the illusion is interacted with, you take damage, or you use a main action or a maneuver.

Flip the Script (5 Drama)

You try a different take on events, justifying the new locations everyone ended up in.

Area, Magic

Main action

3 burst

Self and each ally in the area

Effect: Each target can teleport up to 5 squares. Any teleported target who was slowed is no longer slowed.

Method Acting (5 Drama)

They're so hurt by your performance, you start to believe it yourself.

Melee, Strike, Weapon

Main action

Melee 1

One creature

Power Roll + Agility:

≤11 6 + **A** damage; **P<WEAK**, weakened (save ends)

12-16 10 + **A** damage; **P<AVERAGE**, weakened (save ends)

17+ 14 + **A** damage; **P<STRONG**, weakened (save ends)

Effect: You can become bleeding (save ends) to deal an extra 5 corruption damage to the target.