

# DRAW STEEL

Character Name  
**Polder**  
 Ancestry  
**Mage's Apprentice**  
 Career

Elementalist  
 Class  
**Fire Specialization**  
 Subclass

## VICTORIES:



LEVEL

1

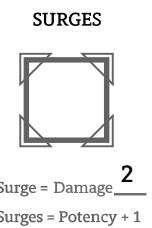
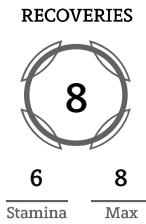
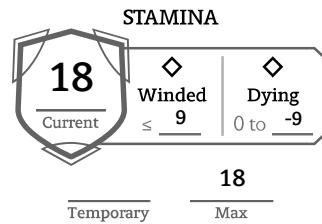
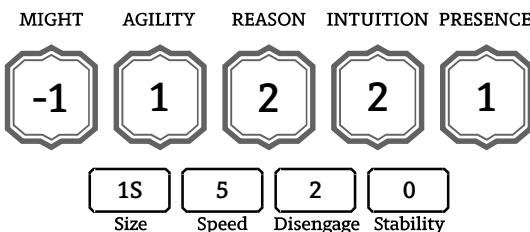
WEALTH

1

RENNOWN

1

XP / EPIC



## MODIFIERS

◆ Augmentation ◆ Enchantment ◆ Kit ◆ Prayer ◆ Ward

### Enchantment of Destruction

Name

Weapon / Implement	0	0	0
	Speed	Melee	Ranged
Armor	0	0	0
	Disengage	Stability	Stamina

#### Ranged Weapon Damage

0	0	0
≤ 11	12-16	17+

#### Melee Weapon Damage

0	0	0
≤ 11	12-16	17+

#### Benefits

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

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.

## 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

#### ESSENCE 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 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 typed or holy damage, you gain 1 essence.

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

#### ESSENCE OUTSIDE OF COMBAT

Though you can't gain essence outside of combat, you can use your heroic abilities and effects that cost essence without spending it. Whenever you use an ability or effect outside of combat that costs essence, 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 a persistent ability outside of combat (see Persistent Magic below), you can maintain it for a number of rounds equal to your Victories.

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

#### PERSISTENT MAGIC

Some of your heroic abilities have a persistent effect entry. For example, the Instantaneous Excavation ability has an effect noted as "Persistent 1." 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. If you maintain a persistent ability in combat, you reduce the amount of essence you earn at the start of your turn by an amount equal to the ability's persistent value, which enables the ability's persistent effect. All your active persistent abilities end at the end of the encounter.

You can't maintain any abilities that would make you earn a negative amount of essence at the start of your turn or have a negative amount of essence outside of combat. You can stop maintaining an ability at any time (no action required).

If you maintain the same ability on several targets and the effect includes a power roll, you make that roll once and apply the same effect to all targets. A creature can't be affected by multiple instances of a persistent ability.

If you take damage equal to or greater than 5 times your Reason score in one turn, you stop maintaining any persistent abilities. For instance, if you have a Reason score of 2 and are maintaining Instantaneous Excavation, taking 10 or more damage in one turn causes you to stop maintaining the ability.

## ANCESTRY TRAITS

### SIGNATURE TRAIT: SMALL!

Your diminutive stature lets you easily get out of—or into—trouble. Your size is 1S.

### CORRUPTION IMMUNITY

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

### FEARLESS

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

**CAREER****Mage's Apprentice****BENEFIT**

Skills: Magic, Monsters, Timescape  
 Languages: The First Language  
 Renown: +1  
 Perk: Arcane Trick

**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,  
 Khoursirian,  
 The First  
 Language

**PERKS**

Arcane Trick (see card)

**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 + \_\_\_\_\_ 1

≤ 11	3	= 2 + Might or Agility Damage
12-16	6	= 5 + Might or Agility Damage
17 +	8	= 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 + \_\_\_\_\_ 1

≤ 11	3	= 2 + Might or Agility Damage
12-16	5	= 4 + Might or Agility Damage
17 +	7	= 6 + Might or Agility Damage

### Signature Ability

#### Bifurcated Incineration

Fire, Magic, Ranged, Strike

Main action

Keywords

Type

Ranged 10

Two creatures or objects

Distance (5+Kit)

Target

Power Roll + \_\_\_\_\_ 2

≤ 11	4	fire damage
12-16	6	fire damage
17 +	8	fire damage

#### Effect:

### Heroic Ability

#### The Flesh, A Crucible

3

Cost

Fire, Magic, Ranged, Strike

Main action

Keywords

Type

Ranged 10

One creature or object

Distance (5+Kit)

Target

Power Roll + \_\_\_\_\_ 2

≤ 11	9	fire damage
12-16	12	fire damage
17 +	15	fire damage

#### Effect:

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

### Triggered Action

#### Explosive Assistance

Fire, Magic, Ranged

Triggered

Keywords

Type

Ranged 10

Self or one ally

Distance (5+Kit)

Target

#### 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.

### Ability

#### Hurl Element (Free Strike)

Magic, Ranged, Strike

Main action

Keywords

Type

Ranged 10

One creature or object

Distance (5+Kit)

Target

Power Roll + \_\_\_\_\_ 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.

### Ability

#### Return to Formlessness

Fire, Magic, Melee

Main action

Keywords

Type

Melee 1

One mundane object

Distance (5+Kit)

Target

Power Roll + \_\_\_\_\_

≤ 11		
12-16		
17 +		

#### 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.

Ability

**Arcane Trick**

Magic

Main action

Keywords

Type

Self

Self

Distance (5+Kit)

Target

Power Roll + \_\_\_\_\_

≤ 11

12-16

17 +

**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 of 1L or smaller adjacent to you.

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:**

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:**