

# DRAW STEEL

Character Name

Orc

Ancestry

Disciple

Career

Conduit

Class

Life and Sun Domains

Subclass

VICTORIES:

Progress bar for victories (10 segments)

LEVEL

1

WEALTH

1

RENOWN

0

XP / EPIC

MIGHT AGILITY REASON INTUITION PRESENCE

1

-1

1

2

2

1M

Size

5

Speed

1

Disengage

1

Stability

STAMINA

18

Current

Winded  
≤ 9

Dying  
0 to -9

18

Max

Temporary

RECOVERIES

8

6

Stamina

8

Max

HEROIC  
RESOURCE

Piety

Piety

Name

SURGES

2

1 Surge = Damage

2 Surges = Potency + 1

MODIFIERS

Augmentation Enchantment Kit Prayer Ward

Prayer of Distance

Name

Weapon / Implement

0

Speed

0

Melee

+2

Ranged

Armor

0

Disengage

0

Stability

0

Stamina

Ranged Weapon Damage

0

0

0

≤ 11

12-16

17 +

Melee Weapon Damage

0

0

0

≤ 11

12-16

17 +

Benefits

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

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	Maneuvers
– Advance	– Aid Attack
– Disengage	– Catch Breath
– Ride	– Escape Grab
<b>Main Actions</b>	– Grab
– Charge	– Knockback
– Defend	– Make or Assist Test
– Heal	– Search for Hidden Creature
– Free Strike	– Stand Up
– Trade for Maneuver	– Use Consumable
– Trade for Move	

CLASS FEATURES

## PIETY 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 piety equal to your Victories. At the start of each of your turns during combat, you gain 1d3 piety. Additionally, 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).  
 You lose any remaining piety at the end of the encounter.

## PIETY OUTSIDE OF COMBAT

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

## REVITALIZING RITUAL

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. The chosen character gains a bonus to their recovery value equal to your level that lasts until you finish another respite.

## DOMAIN PIETY AND EFFECTS

Your choice of domains provides you with two additional ways to earn piety during combat, as triggered by specific events.  
 Additionally, whenever you activate a domain effect by praying for piety, you can choose one of your domains and have that domain's prayer effect take effect immediately.

## LIFE DOMAIN PIETY AND EFFECT

Piety: You gain 2 piety the first time in an encounter that a creature within 10 squares regains Stamina.  
 Prayer Effect: Choose yourself or one ally within 10 squares. That character can spend a Recovery, can end one 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.

## SUN DOMAIN PIETY AND EFFECT

Piety: You gain 2 piety the first time in an encounter that an enemy within 10 squares takes fire or holy damage.  
 Prayer Effect: One enemy within 10 squares takes fire damage equal to three times your Intuition score.

ANCESTRY TRAITS

## SIGNATURE TRAIT: 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.

## GROUNDLED

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

## NONSTOP

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

CAREER

Disciple

BENEFIT

Skills: Culture, Magic, Religion  
Project Points: 240  
Perk: Ritualist

INCITING INCIDENT

COMPLICATION

BENEFIT

DRAWBACK

CULTURE

ENVIRONMENT

ORGANIZATION

UPBRINGING

LANGUAGES

Caelian,  
Kalliak

PERKS

RITUALIST  
You can spend 1 uninterrupted minute to perform a magic ritual of blessing, targeting yourself or one willing creature you touch. The target has a double edge on the next test they make within the next minute. A target can't use this benefit on an activity that takes longer than 1 minute.

TITLES

PROJECTS

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

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

## 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 + 1

≤ 11 3 = 2 + Might or Agility Damage

12-16 6 = 5 + Might or Agility Damage

17+ 8 = 7 + Might or Agility Damage

## Signature Ability

### Blessed Light

Magic, Ranged, Strike

Keywords

Main action

Type

Ranged 12

Distance (5+Kit)

One creature or object

Target

Power Roll + 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.

## Heroic Ability

### Judgment's Hammer

3  
Cost

Magic, Ranged, Strike

Keywords

Main action

Type

Ranged 12

Distance (5+Kit)

One creature or object

Target

Power Roll + 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)

#### Effect:

## 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 + 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

### Drain

Magic, Melee, Strike

Keywords

Main action

Type

Melee 1

Distance (5+Kit)

One creature

Target

Power Roll + 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.

## Heroic Ability

### Faith is Our Armor

5  
Cost

Magic, Ranged, Strike

Keywords

Maneuver

Type

Ranged 12

Distance (5+Kit)

Four allies

Target

Power Roll + 2

≤ 11 The target gains 5 temporary Stamina.

12-16 The target gains 10 temporary Stamina

17+ The target gains 15 temporary Stamina

#### Effect:

You can target yourself instead of one ally with this ability

## Triggered Action

### Word of Guidance

Magic, Ranged

Keywords

Triggered

Type

Ranged 12

Distance (5+Kit)

One ally

Target

#### 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

## Ability

### Healing Grace

Magic, Ranged

Keywords

Maneuver

Type

Ranged 12

Distance (5+Kit)

Self or one ally

Target

Power Roll +

≤ 11

12-16

17+

#### Effect:

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 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.

## Ability

### Ray of Wrath (Free Strike)

Strike, Magic, Ranged

Keywords

Maneuver

Type

Ranged 12

Distance (5+Kit)

One creature or object

Target

Power Roll + 2

≤ 11 4 damage

12-16 6 damage

17+ 8 damage

#### 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.

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

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: