

DRAW STEEL

Character Name
Polder
 Ancestry
Criminal
 Career

Shadow
 Class
College of Black Ash
 Subclass

VICTORIES:



LEVEL

1

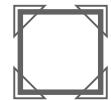
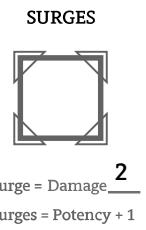
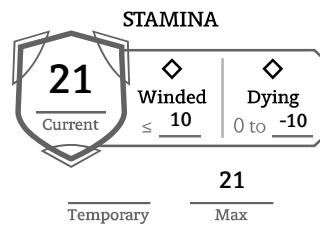
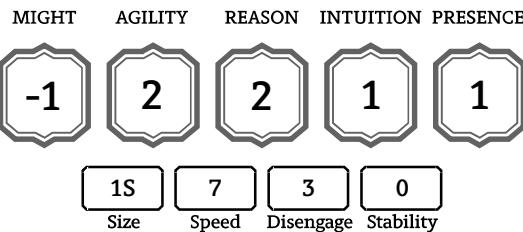
WEALTH

1

RENNOWN

0

XP / EPIC



MODIFIERS

◊ Augmentation ◊ Enchantment ◊ Kit ◊ Prayer ◊ Ward

Cloak and Dagger

Name

Light	+2	0	+5
Weapon / Implement	Speed	Melee	Ranged
Light	+1	0	+3
Armor	Disengage	Stability	Stamina

Ranged Weapon Damage

+1	+1	+1
< 11	12-16	17+

Melee Weapon Damage

+1	+1	+1
< 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

INSIGHT 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 insight equal to your Victories. At the start of each of your turns during combat, you gain 1d3 insight. Additionally, the first time each combat round that you deal damage incorporating 1 or more surges, you gain 1 insight.

Whenever you use a heroic ability that makes use of a power roll, that ability costs 1 fewer insight if you have an edge or double edge on it. If the ability has multiple targets, the cost is reduced even if the ability gains an edge or has a double edge against only one target.

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

INSIGHT OUTSIDE OF COMBAT

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

ANCESTRY TRAITS

SIGNATURE TRAIT: SHADOWMELD

You have the Shadowmeld ability.

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**Criminal****BENEFIT**

Skills: The Criminal Underworld, Pick Lock and Sneak skills
 Languages: Szetch
 Project Points: 120
 Perk: Lucky Dog

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,
 Szetch

PERKS**LUCKY DOG**

Whenever you fail a test using any skill from the intrigue skill group, you can lose Stamina equal to 1d6 + your level to improve the outcome of the test by one tier. You can use this perk only once per 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	5	= 2 + Might or Agility Damage
12-16	8	= 5 + Might or Agility Damage
17 +	10	= 7 + Might or Agility Damage

Signature Ability

Fade

Melee, Ranged, Strike, Weapon

Main action

Keywords

Type

Melee 1 or ranged 10

One creature

Distance (5+Kit)

Target

Power Roll + _____ 2

≤ 11	5	damage; you can shift 1 square
12-16	8	damage; you can shift up to 2 squares
17 +	10	damage; you can shift up to 3 squares

Effect:

3

Cost

Heroic Ability

Two Throats at Once

Melee, Ranged, Strike, Weapon

Main action

Keywords

Type

Melee 1 or ranged 10

Two creatures or objects

Distance (5+Kit)

Target

Power Roll + _____ 2

≤ 11	5	damage
12-16	7	damage
17 +	11	damage

Effect:

Ranged Free Strike

Ranged Weapon Free Strike

Ranged, Strike, Weapon Main Action

Keywords Type

Ranged 10

One Creature or Object

Distance (5+Kit)

Target

Power Roll + _____ 2

≤ 11	5	= 2 + Might or Agility Damage
12-16	7	= 4 + Might or Agility Damage
17 +	9	= 6 + Might or Agility Damage

Signature Ability

I Work Better Alone

Melee, Ranged, Strike, Weapon

Main action

Keywords

Type

Melee 1 or ranged 10

One creature or object

Distance (5+Kit)

Target

Power Roll + _____ 2

≤ 11	6	damage
12-16	9	damage
17 +	12	damage

Effect:

If the target has no allies adjacent to them, you gain 1 surge before the power roll.

Heroic Ability

Coup de Grace

5

Cost

Melee, Ranged, Strike, Weapon

Main action

Keywords

Type

Melee 1 or ranged 10

One creature

Distance (5+Kit)

Target

Power Roll + _____ 2

≤ 11	2d6 + 10	damage
12-16	2d6 + 14	damage
17 +	2d6 + 19	damage

Effect:

Triggered Action

In All This Confusion

Magic

Triggered

Keywords

Type

Self

Self

Distance (5+Kit)

Target

Trigger:

You take damage.

Effect:

You take half the damage, then can teleport up to 4 squares after the triggering effect resolves.

Spend 1+ Insight: You teleport 1 additional square for each insight spent.

Ability

Black Ash Teleport

Magic

Main action

Keywords

Type

Self

Self

Distance (5+Kit)

Target

Power Roll + _____

≤ 11		
12-16		
17 +		

Effect:

Effect: You teleport up to 5 squares. If you have concealment or cover at your destination, you can use the Hide maneuver even if you are observed. If you successfully hide using this maneuver, you gain 1 surge.

Spend 1+ Insight: You teleport 1 additional square for each insight spent.

Ability

Hesitation is Weakness (1 Insight)

-

Free Triggered

Keywords

Type

Self

Self

Distance (5+Kit)

Target

Power Roll + _____

≤ 11		
12-16		
17 +		

Effect:

Trigger: Another hero ends their turn. That hero can't have used this ability to start their turn.

Effect: You take your turn after the triggering hero.

Ability

Keywords Type

Distance (5+Kit) Target

Power Roll + _____

Effect:

Ability

Keywords Type

Distance (5+Kit) Target

Power Roll + _____

Effect:

Ability

Keywords Type

Distance (5+Kit) Target

Power Roll + _____

Effect:

Heroic Ability

Cost

Keywords Type

Distance (5+Kit) Target

Power Roll + _____

Effect:

Heroic Ability

Cost

Keywords Type

Distance (5+Kit) Target

Power Roll + _____

Effect:

Heroic Ability

Cost

Keywords Type

Distance (5+Kit) Target

Power Roll + _____

Effect: