

# DRAW STEEL

Character Name  
**Human**  
 Ancestry  
**Watch Officer**  
 Career

Censor  
 Class  
**Paragon**  
 Subclass

## VICTORIES:

LEVEL

1

WEALTH  
1

RENNOWN  
0

XP / EPIC

MIGHT	AGILITY	REASON	INTUITION	PRESENCE
2	-1	1	1	2
1M Size	5 Speed	1 Disengage	2 Stability	

STAMINA
30 Current
Winded $\leq 15$   Dying 0 to -15
Temporary      Max

RECOVERIES
14
Stamina      Max

HEROIC RESOURCE
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SURGES
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1 Surge = Damage     
 2 Surges = Potency + 1

## MODIFIERS

◊ Augmentation ◊ Enchantment ◊ Kit ◊ Prayer ◊ Ward

### Mountain

Name

<b>Heavy</b> Weapon / Implement	0 Speed	0 Melee	0 Ranged
<b>Heavy</b> Armor	0 Disengage	+2 Stability	+9 Stamina

### Ranged Weapon Damage

0 $\leq 11$	0 $12-16$	0 $17+$
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### Melee Weapon Damage

0 $\leq 11$	0 $12-16$	+4 $17+$
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### 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

### WRATH 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 wrath equal to your Victories. At the start of each of your turns during combat, you gain 2 wrath. Additionally, the first time each combat round that a creature judged by you (see Judgment below) deals damage to you, you gain 1 wrath. The first time each combat round that you deal damage to a creature judged by you, you gain 1 wrath. You lose any remaining wrath at the end of the encounter.

### WRATH OUTSIDE OF COMBAT

Though you can't gain wrath outside of combat, you can use your heroic abilities and effects that cost wrath without spending it. Whenever you use an ability or effect outside of combat that costs wrath, 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 wrath on its effect, you can use it as if you had spent an amount of wrath equal to your Victories. (Such abilities aren't part of the core rules for the censor, but they might appear in future products.)

### JUDGMENT ORDER BENEFIT

The first time on a turn that you use your Judgment ability to judge a creature, you gain the following benefit based on your order:

Paragon: You can vertical pull the judged creature up to a number of squares equal to twice your Presence score.

### SANCTIFIED WEAPON

As a respite activity, you can bless a weapon. Any creature who wields the weapon gains a +1 bonus to rolled damage with abilities that use the weapon. This benefit lasts until you finish another respite.

### Saint: Gwenllian the Fell-Handed

You venerate Gwenllian the Fell-Handed. Gwenllian is the saint of those who stand watch, of all those who must carry a burden ceaselessly. Gwenllian teaches that vigilance is its own reward. Gwenllian is a saint of the god, Cavall. Cavall believes that mortals cannot live where injustice thrives. To followers of Cavall, the unjust society is the Wasted Land, where people live false lives. The concepts of civil law and just punishment are his.

## ANCESTRY TRAITS

### DETECT THE SUPERNATURAL

As a maneuver, you open your awareness to detect supernatural creatures and phenomena. Until the end of your next turn, you know the location of any supernatural object, or any undead, construct, or creature from another world within 5 squares, even if you don't have line of effect to that object or creature. You know if you're detecting an item or a creature, and you know the nature of any creature you detect.

### RESIST THE UNNATURAL

Your instinctive resilience protects you from injuries beyond the routine. Whenever you take damage that isn't untyped, you can use a triggered action to take half the damage.

### STAYING POWER

Your human physiology allows you to fight, run, and stay awake longer than others. You increase your number of Recoveries by 2.

**CAREER****Watch Officer****BENEFIT**

Skills: Alertness, Search, Track

Languages: Szetch, Zaliac

Perk: Team Leader

**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,  
Szetch,  
Vaslorian,  
Zaliac

**PERKS****Team Leader**

At the start of a group test or montage test, you can spend a hero token. If you do, all participants make tests as if they also had any skill you have from the exploration group.

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

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				/
				/
				/
				/

### 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	4	= 2 + Might or Agility Damage
12-16	7	= 5 + Might or Agility Damage
17 +	13	= 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

#### Your Allies Cannot Save You!

Melee, Strike, Weapon

Main action

Keywords

Type

Melee 1

One creature or object

Distance (5+Kit)

Target

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

≤ 11	5 holy damage
12-16	7 holy damage
17 +	14 holy damage

#### Effect:

Each enemy adjacent to the target is pushed up to 2 squares away from the target.

### Heroic Ability

#### The Gods Punish and Defend

3  
Cost

Magic, Melee, Strike, Weapon

Main action

Keywords

Type

Melee 1

One creature or object

Distance (5+Kit)

Target

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

≤ 11	7 holy damage
12-16	10 holy damage
17 +	17 holy damage

#### Effect:

You can spend a Recovery to allow yourself or one ally within 10 squares to regain Stamina equal to your recovery value.

### Triggered Action

#### My Life for Yours

Magic, Ranged

Triggered

Keywords

Type

Ranged 10

Self or one ally

Distance (5+Kit)

Target

#### Trigger:

The target starts their turn or takes damage.

#### Effect:

You spend a Recovery and the target regains Stamina equal to your recovery value.

Spend 1 Wrath: You can end one condition or effect on the target that is ended by a saving throw or that ends at the end of their turn, or a prone target can stand up.

### 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 + \_\_\_\_\_

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: