# DRAW STEEL

Character Name

| Ancestry | Class |
|---|---|
| Wode Elf | Troubadour |

| Career | Subclass |
|---|---|
| Performer | Wirtuoso |

VICTORIES:

LEVEL 1

| WEALTH | RENOWN | XP / EPIC |
|---|---|---|
| 1 | 2 | |

| MIGHT | AGILITY | REASON | INTUITION | PRESENCE |
|---|---|---|---|---|
| 1 | 2 | 1 | -1 | 2 |

| Size | Speed | Disengage | Stability |
|---|---|---|---|
| 1M | 9 | 2 | 0 |

**STAMINA**

21 Current

Winded ≤ 10

Dying 0 to -10

Temporary

21 Max

**RECOVERIES**

8

7 Stamina

8 Max

**HEROIC RESOURCE**

Drama Name

**SURGES**

1 Surge = Damage 2

2 Surges = Potency + 1

## MODIFIERS

◇ Augmentation ◇ Enchantment ◆ Kit ◇ Prayer ◇ Ward

Swashbuckler
Name

Light
Weapon / Implement

Medium
Armor

| Speed | Melee | Ranged |
|---|---|---|
| +3 | 0 | 0 |

| Disengage | Stability | Stamina |
|---|---|---|
| +1 | 0 | +3 |

**Ranged Weapon Damage**

| ≤ 11 | 12-16 | 17 + |
|---|---|---|
| 0 | 0 | 0 |

**Melee Weapon Damage**

| ≤ 11 | 12-16 | 17 + |
|---|---|---|
| +2 | +2 | +2 |

**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

## 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**
- Advance
- Disengage
- Ride

**Main Actions**
- Charge
- Defend
- Heal
- Free Strike
- Trade for Maneuver
- Trade for Move

**Maneuvers**
- Aid Attack
- Catch Breath
- Escape Grab
- Grab
- Knockback
- Make or Assist Test
- Search for Hidden Creature
- Stand Up
- Use Consumable

## CLASS FEATURES

ŁDRAMA 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.

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.

## ANCESTRY TRAITS

SIGNATURE TRAIT: WODE ELF GLAMOR
You can magically alter your appearance to better blend in with your surroundings. You gain an edge on tests made to hide and sneak, and tests made to search for you while you are hidden take a bane.

OTHERWORLDLY GRACE
Your elf body and mind can't be contained for long. Whenever you make a saving throw, you succeed on a roll of 5 or higher.

SWIFT
You have speed 6. (Included)

## CAREER

**Criminal**

BENEFIT

Skills: The Music, Flirt and Persuade skills
Renown: +2
Perk: Harmonizer

INCITING INCIDENT

## COMPLICATION

BENEFIT

DRAWBACK

## CULTURE

ENVIRONMENT

ORGANIZATION

UPBRINGING

LANGUAGES

Caelian, Yllyric

## PERKS

HARMONIZER
You can make a Presence test using the Music skill to influence creatures who don't have emotions or can't understand you. Additionally, once during a negotiation when an ally makes an argument, you can play music to give that ally an edge on their test.

## SKILLS

### Crafting

- ◇ Alchemy
- ◇ Architecture
- ◇ Blacksmithing
- ◇ Carpentry
- ◇ Cooking
- ◇ Fletching
- ◇ Forgery
- ◇ Jewelry
- ◇ Mechanics
- ◇ Tailoring

### Exploration

- ◆ Climb
- ◇ Drive
- ◇ Endurance
- ◆ Gymnastics
- ◇ Heal
- ◇ Jump
- ◇ Lift
- ◇ Navigate
- ◇ Ride
- ◇ Swim

### Interpersonal

- ◆ Brag
- ◇ Empathize
- ◆ Flirt
- ◇ Gamble
- ◇ Handle Animals
- ◇ Interrogate
- ◇ Intimidate
- ◇ Lead
- ◇ Lie
- ◆ Music
- ◆ Performance
- ◆ Persuade
- ◆ Read Person

### Intrigue

- ◇ Alertness
- ◇ Conceal Object
- ◇ Disguise
- ◇ Eavesdrop
- ◇ Escape Artist
- ◇ Hide
- ◇ Pick Lock
- ◇ Pick Pocket
- ◇ Sabotage
- ◆ Search
- ◆ Sneak
- ◇ Track

### Lore

- ◇ Culture
- ◇ Criminal Und.
- ◇ History
- ◇ Magic
- ◇ Monsters
- ◇ Nature
- ◇ Psionics
- ◇ Religion
- ◆ Rumors
- ◆ Society
- ◇ Strategy
- ◇ Timescape

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

Signature Ability

## Witty Banter

| Magic, Melee, Ranged, Strike | Main action |
|---|---|
| Keywords | Type |
| Melee 1 or ranged 5 | One creature |
| Distance (5+Kit) | Target |

Power Roll + 2

| | |
|---|---|
| ≤ 11 | 6 psychic damage |
| 12-16 | 7 psychic damage |
| 17 + | 9 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 Ability

## Hypnotic Overtones

3 Cost

| Area, Magic | Main action |
|---|---|
| Keywords | Type |
| 2 burst | Each enemy in the area |
| Distance (5+Kit) | Target |

Power Roll + 2

| | |
|---|---|
| ≤ 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) |

**Effect:**

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

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

## Fancy Footwork

| Melee, Strike, Weapon | Main action |
|---|---|
| Keywords | Type |
| Melee 1 | One creature |
| Distance (5+Kit) | Target |

Power Roll + 2

| | |
|---|---|
| ≤ 11 | 9 damage |
| 12-16 | 11 damage; push 1 |
| 17 + | 14 damage; push 2 |

**Effect:**

You can shift into any square the target leaves after you push them.

Heroic Ability

## Dramatic Reversal

5 Cost

| Area, Magic | Main action |
|---|---|
| Keywords | Type |
| 3 burst | Self and each ally in the area |
| Distance (5+Kit) | Target |

Power Roll + 2

| | |
|---|---|
| ≤ 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 |
| 17 + | The target can shift up to 3 squares and make a free strike that gains |

**Effect:**

Triggered Action

## Harmonize (3 Drama)

| Ranged | Triggered |
|---|---|
| Keywords | Type |
| Ranged 5 | One ally |
| Distance (5+Kit) | Target |

**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.

Ability

## "Ballad of the Beast"

| Area, Magic, Performance | No action |
|---|---|
| Keywords | Type |
| 5 aura | Self and each ally in the area |
| Distance (5+Kit) | Target |

Power Roll + _____

| | |
|---|---|
| ≤ 11 | |
| 12-16 | |
| 17 + | |

**Effect:**

While this performance is active, each target who starts their turn in the area gains 1 surge.

Ability

## Choreography

| Area, Magic, Performance | No action |
|---|---|
| Keywords | Type |
| 5 aura | Self and each ally in the area |
| Distance (5+Kit) | Target |

Power Roll + _____

| | |
|---|---|
| ≤ 11 | |
| 12-16 | |
| 17 + | |

**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.

Ability

## Revitalizing Limeric

Area, Magic, Performance — Keywords
No action — Type
5 aura — Distance (5+Kit)
Self and each ally in the area — Target

**Power Roll +** _____

| | |
|---|---|
| ≤ 11 | |
| 12-16 | |
| 17 + | |

**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.

Ability

## "Thunder Mother"

Magic, Performance, Ranged, Strike — Keywords
No action — Type
Ranged 10 — Distance (5+Kit)
One creature — Target

**Power Roll +** 2

| | |
|---|---|
| ≤ 11 | Lightning damage equal to your level |
| 12-16 | Lightning damage equal to 5 + your level |
| 17 + | Lightning damage equal to 10 + your level |

**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.

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:**