DRAW STEEL

Character Name
Human
Ancestry

Talent
Class

Agent
Career

Telepath
Subclass

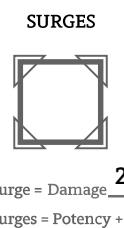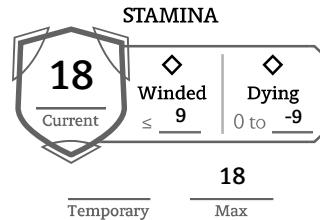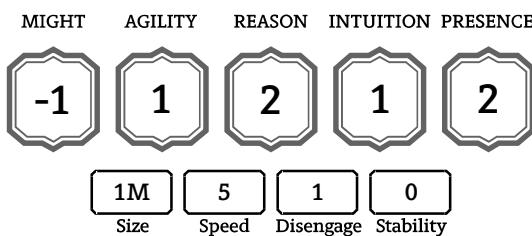**VICTORIES:**

LEVEL
1

WEALTH	RENOWN	XP / EPIC
1	0	

MIGHT	AGILITY	REASON	INTUITION	PRESENCE
-1	1	2	1	2

1M	5	1	0
Size	Speed	Disengage	Stability

STAMINA
18
Current

◇ Winded ≤ 9
◇ Dying 0 to -9

18
Temporary   18 Max

RECOVERIES
8
6 Stamina   8 Max

HEROIC RESOURCE
Clarity
Name

SURGES
1 Surge = Damage __2__
2 Surges = Potency + 1

MODIFIERS

◆ Augmentation ◇ Enchantment ◇ Kit ◇ Prayer ◆ Ward

Distance Augmentation
Name

Weapon / Implement

0	0	+2
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
REPULSIVE WARD
You surround yourself with an invisible ward of telekinetic energy. Whenever an adjacent creature deals damage to you, you can use a free triggered action to push them up to a number of squares equal to your Reason score.

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

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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

CLARITY 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 clarity equal to your Victories. At the start of each of your turns during combat, you gain 1d3 clarity. Additionally, the first time each combat round that a creature is force moved, you gain 1 clarity.
You can spend clarity you don't have, pushing that Heroic Resource into negative numbers to a maximum negative value equal to 1 + your Reason score. At the end of each of your turns, you take 1 damage for each negative point of clarity. Whenever you have clarity below 0, you are strained. Some psionic abilities have additional effects if you are already strained or become strained when you use them. Strained effects can still impact you even after you are no longer strained. You lose any remaining clarity or reset any negative clarity at the end of the encounter.

CLARITY OUTSIDE OF COMBAT
Though you can't gain clarity outside of combat, you can use your heroic abilities and effects that cost clarity without spending it. Whenever you use an ability or effect outside of combat that costs clarity, you can't use that same ability or effect outside of combat again until you earn 1 or more Victories or finish a respite. Additionally, whenever you use any ability or effect that costs clarity within 1 minute of using another such ability, you take 1d6 damage and incur an strain effect from using the new ability.
When you use an ability outside of combat that lets you spend unlimited clarity on its effect, such as Minor Telekinesis, you can use it as if you had spent an amount of clarity equal to your Victories.

TELEPATHIC SPEECH
You know the Mindspeech language (see Languages in Orden in Chapter 4: Background). Additionally, you can telepathically communicate with any creatures within distance of your Mind Spike ability if they share a language with you and you know of each other. When you communicate with someone this way, they can respond telepathically.

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

Agent

BENEFIT

Skills: Disguise, Lie, Sneak
Languages: Hyrallic, Yllyric
Perk: Forgettable Face

INCITING INCIDENT

COMPLICATION

BENEFIT

DRAWBACK

CULTURE

ENVIRONMENT

ORGANIZATION

UPBRINGING

LANGUAGES

Caelian,
Hyrallic,
Mindspeech,
Vaslorian,
Yllyric

PERKS

Forgettable Face
If you spend 10 minutes or less interacting with a creature who hasn't met you before, you can cause them to forget your face when you part. If asked to describe you, the creature gives only a vague, blank, and unhelpful description. Additionally, if you spend 1 hour or more assembling a disguise, you automatically obtain a tier 2 outcome on any test that could make use of the Disguise skill. If you have the Disguise skill, you automatically obtain a tier 3 outcome on the test.

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

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

Signature Ability

Kinetic Pulse

Area, Psionic, Telepathy	Main action
Keywords	Type

1 burst	Each enemy in the area
Distance (5+Kit)	Target

Power Roll + _____ 2 _____

≤ 11	2 psychic damage
12-16	5 psychic damage; push 1
17 +	7 psychic damage; push 2

Effect:

Strained: The size of the burst increases by 2, and you are bleeding until the start of your next turn.

Heroic Ability

Awe   ③ Cost

Psionic, Ranged, Strike, Telepathy	Main action
Keywords	Type

Ranged 12	One ally or enemy
Distance (5+Kit)	Target

Power Roll + _____ 2 _____

≤ 11	5 psychic damage; i < 0 frightened (save ends)
12-16	8 psychic damage; i < 1 frightened (save ends)
17 +	11 psychic damage; i < 2 frightened (save ends)

Effect:

If you target an ally, they gain temporary Stamina equal to three times your Presence score, and they can end one condition or effect on them that is ended by a saving throw or that ends at the end of their turn. If you target an enemy, you make a power roll.

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

Kinetic Grip

Psionic, Ranged, Telekinesis	Main action
Keywords	Type

Ranged 12	One creature or object
Distance (5+Kit)	Target

Power Roll + _____ 2 _____

≤ 11	Slide 4
12-16	Slide 6
17 +	Slide 8; prone

Effect:

Strained: You must vertical push the target instead of sliding them.

Heroic Ability

Flashback   ⑤ Cost

Chronopathy, Psionic, Ranged	Maneuver
Keywords	Type

Ranged 12	Self or one ally
Distance (5+Kit)	Target

Power Roll + _____

≤ 11	_____
12-16	_____
17 +	_____

Effect:

The target uses an ability with a base Heroic Resource cost of 7 or lower that they've previously used this round, without needing to spend the base cost. Augmentations to the ability can be paid for as usual.

Strained: You take 1d6 damage and are slowed (save ends).

Triggered Action

Feedback Loop

Psionic, Ranged	Triggered
Keywords	Type

Ranged 12	One creature
Distance (5+Kit)	Target

Trigger:

The target deals damage to an ally.

Effect:

The target takes psychic damage equal to half the triggering damage.

Ability

Mind Spike (Free Strike)

Psionic, Ranged, Strike, Telepathy	Main action
Keywords	Type

Ranged 12	One creature
Distance (5+Kit)	Target

Power Roll + _____ 2 _____

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

Remote Assistance

Psionic, Ranged	Maneuver
Keywords	Type

Ranged 12	One creature or object
Distance (5+Kit)	Target

Power Roll + _____

≤ 11	_____
12-16	_____
17 +	_____

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: