

DRAW STEEL

Character Name

Human

Ancestry

Farmer

Career

Null

Class

Metakinetic

Subclass

VICTORIES:

Progress bar for victories (10 squares, 1 filled)

LEVEL

1

WEALTH

1

RENOWN

0

XP / EPIC

MIGHT AGILITY REASON INTUITION PRESENCE

1

2

0

2

0

1M

Size

7

Speed

2

Disengage

3

Stability

STAMINA

27
Current

Winded

13

Dying

0 to **-13**

Temporary

27

Max

RECOVERIES

10

9

Stamina

10

Max

HEROIC
RESOURCE

Discipline icon

Discipline

Name

SURGES

Surge icon

1 Surge = Damage **2**

2 Surges = Potency + 1

MODIFIERS

Augmentation Enchantment Kit Prayer Ward

Density Augmentation

Name

Unarmed

Weapon / Implement

0

Speed

0

Melee

0

Ranged

No Armor

Armor

0

Disengage

+1

Stability

+6

Stamina

Ranged Weapon Damage

0

0

0

≤ 11

12-16

17 +

Melee Weapon Damage

0

0

0

≤ 11

12-16

17 +

Benefits

You gain a +6 bonus to Stamina, and this bonus increases by 6 at 4th, 7th, and 10th levels. Additionally, you gain a +1 bonus to stability (Already Included)

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
Main Actions	— 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

DISCIPLINE 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 discipline equal to your Victories. At the start of each of your turns during combat, you gain 2 discipline. Additionally, the first time each combat round that an enemy in the area of your Null Field ability (see below) uses a main action, you gain 1 discipline. The first time each combat round that the Director uses an ability that costs Malice (see Draw Steel: Monsters), you gain 1 discipline. You lose any remaining discipline at the end of the encounter.

DISCIPLINE OUTSIDE OF COMBAT

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

METAKINETIC MASTERY

Whenever you use your Inertial Shield ability, you can then use the Knockback maneuver as a free triggered action. Additionally, as your discipline grows, your psionic potential is amplified, granting benefits from the Metakinetic Mastery table. Benefits are cumulative except where an improved benefit replaces a lesser benefit.

- Whenever you use the Knockback maneuver, the forced movement distance gains a bonus equal to your Intuition score.
- The first time in a combat round that you take damage or are force moved, you gain 1 surge, even if you resist the effect.
- You gain an edge on the Grab and Knockback maneuvers.

NULL SPEED

The flow of psionic power through you allows you to achieve high velocity. You gain a bonus to speed and to the number of squares you can shift when you take the Disengage move action equal to your Agility score.

PSIONIC MARTIAL ARTS

Whenever you use the Knockback or Grab maneuver, you use Intuition instead of Might for the power roll and for determining if you can target creatures larger than you. Additionally, whenever you use the Knockback maneuver, you can choose to slide the target instead of pushing them.

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.

PERSEVERANCE

Giving up is for other people. You gain an edge on tests made using the Endurance skill. Additionally, when you are slowed, your speed is reduced to 3 instead of 2.

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: Climb, Jump, Handle
Animals
Languages: Vaslorian
Project Points: 120
Perk: Monster Whisperer

INCITING INCIDENT

COMPLICATION

BENEFIT

DRAWBACK

SKILLS

Crafting

- Alchemy
- Architect
- 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

CULTURE

ENVIRONMENT

ORGANIZATION

UPBRINGING

LANGUAGES

Caelian,
Kalliak,
Vaslorian

PERKS

Monster Whisperer
You can use the Handle Animals
skill to interact with nonsapient
creatures who are not animals.

TITLES

PROJECTS

Project Name

Assigned Hero / Follower

Roll
Characteristic

Goal Points

			/
			/
			/
			/
			/

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 + _____ 2

≤ 11 4 = 2 + Might or Agility Damage

12-16 7 = 5 + Might or Agility Damage

17+ 9 = 7 + Might or Agility Damage

Signature Ability

Inertial Step

Melee, Psionic, Strike, Weapon

Keywords

Main action

Type

Melee 1

Distance (5+Kit)

One creature or object

Target

Power Roll + _____ 2

≤ 11 7 damage

12-16 9 damage

17+ 12 damage

Effect:

You can shift up to 3 squares before or after you make the strike.

Heroic Ability

Stunning Blow

3
Cost

Melee, Psionic, Strike, Weapon

Keywords

Main action

Type

Melee 1

Distance (5+Kit)

One creature or object

Target

Power Roll + _____ 2

≤ 11 6 damage; i < 0 dazed and slowed (save ends)

12-16 7 damage; i < 1 dazed and slowed (save ends)

17+ 9 damage; i < 2 dazed and slowed (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 + _____ 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

Faster than the Eye

Melee, Psionic, Strike, Weapon

Keywords

Main action

Type

Melee 1

Distance (5+Kit)

Two creatures or objects

Target

Power Roll + _____ 2

≤ 11 4 damage

12-16 5 damage

17+ 7 damage

Effect:

You can deal 2 damage to one creature or object adjacent to you.

Heroic Ability

A Squad Unto Myself

5
Cost

Area, Melee, Psionic, Weapon

Keywords

Main action

Type

2 burst

Distance (5+Kit)

Each enemy in the area

Target

Power Roll + _____ 2

≤ 11 6 damage

12-16 9 damage

17+ 13 damage

Effect:

You can take the Disengage move action as a free maneuver before or after you make this ability.

Triggered Action

Inertial Shield

Psionic

Keywords

Triggered

Type

Self

Distance (5+Kit)

Self

Target

Trigger:

You take damage.

Effect:

You take half the damage.

Spend 1 Discipline: The potency of one effect associated with the damage is reduced by 1 for you.

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:

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: