

DRAW STEEL

Character Name

High Elf

Ancestry

Soldier

Career

Tactician

Class

Vanguard

Subclass

VICTORIES:

Progress bar for victories (10 segments, 1 filled)

LEVEL

1

WEALTH

1

RENOWN

1

XP / EPIC

MIGHT AGILITY REASON INTUITION PRESENCE

MIGHT: 2

AGILITY: 1

REASON: 2

INTUITION: -1

PRESENCE: 1

1M
Size

6
Speed

2
Disengage

1
Stability

STAMINA

33
Current

Winded ≤ 16

Dying 0 to -16

Temporary

33

Max

RECOVERIES

10

11

Stamina

10

Max

HEROIC RESOURCE

Focus

Focus

Name

SURGES

2

1 Surge = Damage

2 Surges = Potency + 1

MODIFIERS

Augmentation Enchantment Kit Prayer Ward

Shining Armor and Rapid Fire

Name

Medium and Bow

Weapon / Implement

+1

Speed

0

Melee

+7

Ranged

Heavy or Light

Armor

1

Disengage

+1

Stability

+12

Stamina

Ranged Weapon Damage

+2

+2

+2

≤ 11

12-16

17 +

Melee Weapon Damage

+2

+2

+2

≤ 11

12-16

17 +

Benefits

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

- Advance
- Disengage
- Ride
- 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

FOCUS 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 focus equal to your Victories. At the start of each of your turns during combat, you gain 2 focus. Additionally, the first time each combat round that you or any ally damages a creature marked by you (see Mark below), you gain 1 focus. The first time in a combat round that any ally within 10 squares of you uses a heroic ability, you gain 1 focus. You lose any remaining focus at the end of the encounter.

FOCUS OUTSIDE OF COMBAT

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

COMMANDING PRESENCE

You command any room you walk into. While you are present during a negotiation, each hero with you treats their Renown as 2 higher than usual. Additionally, each hero with you during a combat encounter has a double edge on tests made to stop combat and start a negotiation.

MARK

You draw your allies' attention to a specific foe—with devastating effect.

Ranged
Maneuver
Distance: Ranged 10
Target: One creature

Effect: The target is marked by you until the end of the encounter, until you are dying, or until you use this ability again. You can willingly end your mark on a creature (no action required), and if another tactician marks a creature, your mark on that creature ends. When a creature marked by you is reduced to 0 Stamina, you can use a free triggered action to mark a new target within distance.

You can initially mark only one creature using this ability, though other tactician abilities allow you to mark additional creatures at the same time. The mastermind tactical doctrine's Anticipation feature allows you to target additional creatures with this ability starting at 5th level.

While a creature marked by you is within your line of effect, you and allies within your line of effect gain an edge on power rolls made against that creature. Additionally, whenever you or any ally uses an ability to deal rolled damage to a creature marked by you, you can spend 1 focus to gain one of the following benefits as a free triggered action:

- * The ability deals extra damage equal to twice your Reason score.
- * The creature dealing the damage can spend a Recovery.
- * The creature dealing the damage can shift up to a number of squares equal to your Reason score.
- * If you damaged the creature with a melee ability, the creature is taunted by you (EoT). You can't gain more than one benefit from the same trigger.

ANCESTRY TRAITS

SIGNATURE TRAIT: HIGH ELF GLAMOR

A magic glamor makes others perceive you as interesting and engaging, granting you an edge on Presence tests using the **Flirt** or **Persuade** skills. This glamor makes you appear and sound slightly different to each creature you meet, since what is engaging to one might be different for another. However, you never appear to be anyone other than yourself.

HIGH SENSES (1 POINT)

Your senses are especially keen and perceptive. You gain an edge on tests made to notice threats.

OTHERWORLDLY GRACE (2 POINTS)

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.

CAREER

Soldier

BENEFIT

Skills: Alertness, Endurance
Languages: Hyrallic, Szetch
Renown: +1
Perk: Put Your Back Into It!

INCITING INCIDENT

COMPLICATION

BENEFIT

DRAWBACK

CULTURE

ENVIRONMENT

ORGANIZATION

UPBRINGING

LANGUAGES

Caelian,
Hyrallic,
Szetch,
Vaslorian

PERKS

Put Your Back Into It!
During montage tests, whenever you make a test to assist a test and obtain a tier 1 outcome, the assisted test doesn't take a bane. Additionally, once per montage test, you can turn an ally's tier 1 test outcome into a tier 2 outcome.

SKILLS

Crafting

Alchemy

Architectue

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
			/
			/
			/
			/
			/

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 6 = 2 + Might or Agility Damage

12-16 9 = 5 + Might or Agility Damage

17+ 11 = 7 + Might or Agility Damage

Signature Ability

Protective Attack

Melee, Strike, Weapon

Keywords

Main action

Type

Melee 1

Distance (5+Kit)

One creature

Target

Power Roll + 2

≤ 11 7 damage

12-16 10 damage

17+ 13 damage

Effect:

The target is taunted until the end of their next turn.

Heroic Ability

Concussive Strike

3
Cost

Melee, Ranged, Strike, Weapon

Keywords

Main action

Type

Melee 1 or ranged 12

Distance (5+Kit)

One creature or object

Target

Power Roll + 2

≤ 11 7 damage; M<0 dazed (save ends)

12-16 9 damage; M<1 dazed (save ends)

17+ 12 damage; M<2 dazed (save ends)

Effect:

Ranged Free Strike

Ranged Weapon Free Strike

Ranged, Strike, Weapon

Keywords

Main Action

Type

Ranged 12

Distance (5+Kit)

One Creature or Object

Target

Power Roll + 2

≤ 11 6 = 2 + Might or Agility Damage

12-16 8 = 4 + Might or Agility Damage

17+ 10 = 6 + Might or Agility Damage

Signature Ability

Two Shot

Ranged, Strike, Weapon

Keywords

Main action

Type

Ranged 12

Distance (5+Kit)

Two creatures or objects

Target

Power Roll + 2

≤ 11 4 damage

12-16 6 damage

17+ 8 damage

Effect:

Heroic Ability

Now!

5
Cost

Ranged, Weapon

Keywords

Maneuver

Type

Ranged 12

Distance (5+Kit)

Three allies

Target

Power Roll + 2

≤ 11

12-16

17+

Effect:

Each target can make a free strike.

Triggered Action

Parry

Melee, Weapon

Keywords

Triggered

Type

Melee 2

Distance (5+Kit)

Self or one ally

Target

Trigger:

A creature deals damage to the target.

Effect:

You can shift 1 square. If the target is you, or if you end this shift adjacent to the target, the target takes half the damage. If the damage has any potency effect associated with it, the potency is decreased by 1.

Spend 1 Focus: This ability's distance becomes Melee 1 + your Reason score, and you can shift up to a number of squares equal to your Reason score instead of 1 square.

Ability

Strike Now!

Ranged

Keywords

Main action

Type

Ranged 10

Distance (5+Kit)

One ally

Target

Power Roll + 2

≤ 11

12-16

17+

Effect:

The target can use a signature ability as a free triggered action.

Spend 5 Focus: You target two allies instead of one.

Ability

Keywords

Type

Distance (5+Kit)

Target

Power Roll + 2

≤ 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: