

DRAW STEEL

Character Name
Orc
 Ancestry
Disciple
 Career

Conduit
 Class
Life and Sun Domains
 Subclass

VICTORIES:



LEVEL

1

WEALTH

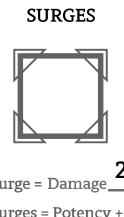
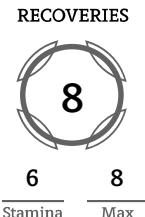
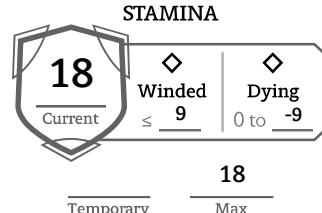
1

RENNOWN

0

XP / EPIC

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



MODIFIERS

◊ Augmentation ◊ Enchantment ◊ Kit ◊ Prayer ◊ Ward

Prayer of Distance

Name

Weapon / Implement	0 Speed	0 Melee	+2 Ranged
Armor	0 Disengage	0 Stability	0 Stamina

Ranged Weapon Damage

0 ≤ 11	0 12-16	0 17+
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Melee Weapon Damage

0 ≤ 11	0 12-16	0 17+
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Benefits

BASTION WARD
 Your god grants you a holy countenance that protects you at all times. You gain a +1 bonus to saving throws.

POTENCIES

STRONG 2	AVERAGE 1	WEAK 0
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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

PIETY 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 piety equal to your Victories. At the start of each of your turns during combat, you gain 1d5 piety. Additionally, you can gain more piety by praying to the gods—but beware! Doing so can easily draw their ire, as the gods hate to be annoyed. Whenever you roll to gain piety at the start of your turn, you can pray (no action required). If you do, your roll gains the following additional effects:

- * If the roll is a 1, you gain 1 additional piety but anger the gods! You take psychic damage equal to 1d6 + your level, which can't be reduced by anything.
- * If the roll is a 2, you gain 1 additional piety.
- * If the roll is a 3, you gain 2 additional piety and can activate a domain effect of your choice (see below).

You lose any remaining piety at the end of the encounter.

PIETY OUTSIDE OF COMBAT

Though you can't gain piety outside of combat, you can use your heroic abilities and effects that cost piety without spending it. Whenever you use an ability or effect outside of combat that costs piety, 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 piety on its effect, such as Healing Grace, you can use it as if you had spent an amount of piety equal to your Victories.

REVITALIZING RITUAL

Each time you finish a respite, you can choose yourself or one ally who is also finishing a respite to gain the benefit of a divine ritual. The chosen character gains a bonus to their recovery value equal to your level that lasts until you finish another respite.

DOMAIN PIETY AND EFFECTS

Your choice of domains provides you with two additional ways to earn piety during combat, as triggered by specific events.

Additionally, whenever you activate a domain effect by praying for piety, you can choose one of your domains and have that domain's prayer effect take effect immediately.

LIFE DOMAIN PIETY AND EFFECT

Piety: You gain 2 piety the first time in an encounter that a creature within 10 squares regains Stamina.

Prayer Effect: Choose yourself or one ally within 10 squares. That character can spend a Recovery, can end one effect on them that is ended by a saving throw or that ends at the end of their turn, or can stand up if they are prone.

SUN DOMAIN PIETY AND EFFECT

Piety: You gain 2 piety the first time in an encounter that an enemy within 10 squares takes fire or holy damage.

Prayer Effect: One enemy within 10 squares takes fire damage equal to three times your Intuition score.

ANCESTRY TRAITS

SIGNATURE TRAIT: RELENTLESS

Whenever a creature deals damage to you that leaves you dying, you can make a free strike against any creature. If the creature is reduced to 0 Stamina by your strike, you can spend a Recovery.

GROUNDED

The magic in your blood makes it difficult for others to move you. You have a +1 bonus to stability.

NONSTOP

Your bloodfire supplies you with a constant rush of adrenaline. You can't be made slowed.

CAREER**Disciple****BENEFIT**

Skills: Culture, Magic, Religion

Project Points: 240

Perk: Ritualist

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,
Kalliak**PERKS****RITUALIST**

You can spend 1 uninterrupted minute to perform a magic ritual of blessing, targeting yourself or one willing creature you touch. The target has a double edge on the next test they make within the next minute. A target can't use this benefit on an activity that takes longer than 1 minute.

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

Blessed Light

Magic, Ranged, Strike

Main action

Keywords

Type

Ranged 12

One creature or object

Distance (5+Kit)

Target

Power Roll + _____ 2

≤ 11	5 holy damage
12-16	7 holy damage
17 +	10 holy damage

Effect:

One ally within distance gains a number of surges equal to the tier outcome of your power roll.

Heroic Ability

Judgment's Hammer

3
Cost

Magic, Ranged, Strike

Main action

Keywords

Type

Ranged 12

One creature or object

Distance (5+Kit)

Target

Power Roll + _____ 2

≤ 11	5 holy damage; a < 0 prone
12-16	8 holy damage; a < 1 prone
17 +	11 holy damage; a < 2 prone and can't stand (save ends)

Effect:

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

Drain

Magic, Melee, Strike

Main action

Keywords

Type

Melee 1

One creature

Distance (5+Kit)

Target

Power Roll + _____ 2

≤ 11	4 corruption damage
12-16	7 corruption damage
17 +	9 corruption damage

Effect:

You or one ally within distance can spend a Recovery.

Heroic Ability

Faith is Our Armor

5
Cost

Magic, Ranged, Strike

Maneuver

Keywords

Type

Ranged 12

Four allies

Distance (5+Kit)

Target

Power Roll + _____ 2

≤ 11	The target gains 5 temporary Stamina.
12-16	The target gains 10 temporary Stamina
17 +	The target gains 15 temporary Stamina

Effect:

You can target yourself instead of one ally with this ability

Triggered Action

Word of Guidance

Magic, Ranged

Triggered

Keywords

Type

Ranged 12

One ally

Distance (5+Kit)

Target

Trigger:

The target makes an ability roll for a damage-dealing ability

Effect:

The power roll gains an edge.

Spend 1 Piety: The power roll gains a double edge

Ability

Healing Grace

Magic, Ranged

Maneuver

Keywords

Type

Ranged 12

Self or one ally

Distance (5+Kit)

Target

Power Roll + _____

≤ 11	
12-16	
17 +	

Effect:

Effect: The target can spend a Recovery.

Spend 1+ Piety: For each piety spent, choose one of the following enhancements:

* You can target one additional ally within distance.

* You can end one effect on a target that is ended by a saving throw or that ends at the end of their turn.

* A prone target can stand up.

Ability

Ray of Wrath (Free Strike)

Strike, Magic, Ranged

Maneuver

Keywords

Type

Ranged 12

One creature or object

Distance (5+Kit)

Target

Power Roll + _____ 2

≤ 11	4 damage
12-16	6 damage
17 +	8 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

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: