

DRAW STEEL

Character Name

Polder

Ancestry

Criminal

Career

Shadow

Class

College of Black Ash

Subclass

VICTORIES:

Progress bar for victories (10 segments, 1 filled)

LEVEL

1

WEALTH

1

RENOWN

0

XP / EPIC

MIGHT AGILITY REASON INTUITION PRESENCE

Ability scores: Might (-1), Agility (2), Reason (2), Intuition (1), Presence (1)

Modifiers: Size (1S), Speed (7), Disengage (3), Stability (0)

STAMINA

Stamina: 21 (Current), 10 (Winded), -10 (Dying)

Temporary (21), Max (21)

RECOVERIES

Recovery: 8

7 (Stamina), 8 (Max)

HEROIC RESOURCE

Heroic Resource: Insight

Name (Insight)

SURGES

Surge icon

1 Surge = Damage 2, 2 Surges = Potency + 1

MODIFIERS

Augmentation, Enchantment, Kit, Prayer, Ward

Cloak and Dagger

Name

Weapon / Implement: Light (+2 Speed, 0 Melee, +5 Ranged)
Armor: Light (+1 Disengage, 0 Stability, +3 Stamina)

Ranged Weapon Damage

+1, +1, +1 (≤ 11, 12-16, 17+)

Melee Weapon Damage

+1, +1, +1 (≤ 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	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

INSIGHT 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 insight equal to your Victories. At the start of each of your turns during combat, you gain 1d3 insight. Additionally, the first time each combat round that you deal damage incorporating 1 or more surges, you gain 1 insight.

Whenever you use a heroic ability that makes use of a power roll, that ability costs 1 fewer insight if you have an edge or double edge on it. If the ability has multiple targets, the cost is reduced even if the ability gains an edge or has a double edge against only one target. You lose any remaining insight at the end of the encounter.

INSIGHT OUTSIDE OF COMBAT

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

ANCESTRY TRAITS

SIGNATURE TRAIT: SHADOWMELD
You have the Shadowmeld ability.

CORRUPTION IMMUNITY

Your innate shadow magic grants you resilience against the unnatural. You have corruption immunity equal to your level + 2.

FEARLESS

Courage is all you know. You can't be made frightened.

CAREER

Criminal

BENEFIT

Skills: The Criminal Underworld,
Pick Lock and Sneak skills
Languages: Szetch
Project Points: 120
Perk: Lucky Dog

INCITING INCIDENT

COMPLICATION

BENEFIT

DRAWBACK

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

CULTURE

ENVIRONMENT

ORGANIZATION

UPBRINGING

LANGUAGES

Caelian,
Khoursirian,
Szetch

PERKS

LUCKY DOG

Whenever you fail a test using any skill from the intrigue skill group, you can lose Stamina equal to 1d6 + your level to improve the outcome of the test by one tier. You can use this perk only once per test.

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 5 = 2 + Might or Agility Damage

12-16 8 = 5 + Might or Agility Damage

17+ 10 = 7 + Might or Agility Damage

Signature Ability

Fade

Melee, Ranged, Strike, Weapon

Keywords

Main action

Type

Melee 1 or ranged 10

Distance (5+Kit)

One creature

Target

Power Roll + 2

≤ 11 5 damage; you can shift 1 square

12-16 8 damage; you can shift up to 2 squares

17+ 10 damage; you can shift up to 3 squares

Effect:

Heroic Ability

Two Throats at Once

3
Cost

Melee, Ranged, Strike, Weapon

Keywords

Main action

Type

Melee 1 or ranged 10

Distance (5+Kit)

Two creatures or objects

Target

Power Roll + 2

≤ 11 5 damage

12-16 7 damage

17+ 11 damage

Effect:

Ranged Free Strike

Ranged Weapon Free Strike

Ranged, Strike, Weapon

Keywords

Main Action

Type

Ranged 10

Distance (5+Kit)

One Creature or Object

Target

Power Roll + 2

≤ 11 5 = 2 + Might or Agility Damage

12-16 7 = 4 + Might or Agility Damage

17+ 9 = 6 + Might or Agility Damage

Signature Ability

I Work Better Alone

Melee, Ranged, Strike, Weapon

Keywords

Main action

Type

Melee 1 or ranged 10

Distance (5+Kit)

One creature or object

Target

Power Roll + 2

≤ 11 6 damage

12-16 9 damage

17+ 12 damage

Effect:

If the target has no allies adjacent to them, you gain 1 surge before the power roll.

Heroic Ability

Coup de Grace

5
Cost

Melee, Ranged, Strike, Weapon

Keywords

Main action

Type

Melee 1 or ranged 10

Distance (5+Kit)

One creature

Target

Power Roll + 2

≤ 11 2d6 + 10 damage

12-16 2d6 + 14 damage

17+ 2d6 + 19 damage

Effect:

Triggered Action

In All This Confusion

Magic

Keywords

Triggered

Type

Self

Distance (5+Kit)

Self

Target

Trigger:

You take damage.

Effect:

You take half the damage, then can teleport up to 4 squares after the triggering effect resolves.

Spend 1+ Insight: You teleport 1 additional square for each insight spent.

Ability

Black Ash Teleport

Magic

Keywords

Main action

Type

Self

Distance (5+Kit)

Self

Target

Power Roll + 2

≤ 11

12-16

17+

Effect:

Effect: You teleport up to 5 squares. If you have concealment or cover at your destination, you can use the Hide maneuver even if you are observed. If you successfully hide using this maneuver, you gain 1 surge.

Spend 1+ Insight: You teleport 1 additional square for each insight spent.

Ability

Hesitation is Weakness (1 Insight)

-

Keywords

Free Triggered

Type

Self

Distance (5+Kit)

Self

Target

Power Roll + 2

≤ 11

12-16

17+

Effect:

Trigger: Another hero ends their turn. That hero can't have used this ability to start their turn.

Effect: You take your turn after the triggering hero.

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: