



DRAW STEEL

Character Name

Human

Ancestry

Watch Officer

Career

Censor

Class

Paragon

Subclass

VICTORIES:

LEVEL

WEALTH

1

REOWN

0

XP

MIGHT AGILITY REASON INTUITION PRESENCE



1M

Size

5

Speed

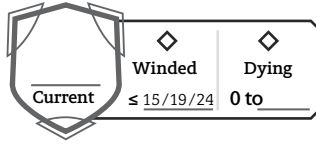
1

Stability

2

Disengage

STAMINA



Temporary

30/39/48

Max:
Lvl 1/2/3

RECOVERIES



10/13/16

Stamina:
Lvl 1/2/3

14

Max

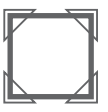
HEROIC
RESOURCE



Wrath

Name

SURGES



1 Surge = Damage ____

2 Surges = Potency +1

Culture: Urban, Communal, Labor

Languages: Caelian, Szetch, Vaslorian, Zaliac

Skills: Climb, Endurance, Intimidate, Jump, Lift, Read Person, Religion, Search

1ST LEVEL, FIRST ENCOUNTER

Wrath

At the start of a combat encounter or some other stressful situation tracked in combat rounds (as determined by the Director), you gain wrath equal to your Victories. At the start of each of your turns during combat, you gain 2 wrath.

Additionally, the first time each combat round that a creature judged by you (see Judgment below) deals damage to you, you gain 1 wrath. The first time each combat round that you deal damage to a creature judged by you, you gain 1 wrath.

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

Staying Power

Your human physiology allows you to fight, run, and stay awake longer than others. You increase your number of Recoveries by 2 (already included).

Saint: Gwenllian the Fell-Handed

You venerate Gwenllian the Fell-Handed. Gwenllian is the saint of those who stand watch, of all those who must carry a burden ceaselessly. Gwenllian teaches that vigilance is its own reward. Gwenllian is a saint of the god, Cavall. Cavall believes that mortals cannot live where injustice thrives. To followers of Cavall, the unjust society is the Wasted Land, where people live false lives. The concepts of civil law and just punishment are his.

Mountain Kit

You wear heavy armor, such as plate armor, and wield heavy weapons, such as a maul or greatsword.



Judgment

You utter a prayer that outlines your foe in holy energy.

Magic, Ranged

Range 10

Maneuver

One enemy

Effect: The target is judged by you until the end of the encounter, you use this ability again, you willingly end this effect (no action required), or another censor judges the target. If another censor judges the target, then your judgment on the target ends.

Whenever a creature judged by you uses a main action and is within your line of effect, you can use a free triggered action to deal 4 holy damage to them.

When a creature judged by you is reduced to 0 Stamina, you can use a free triggered action to use this ability against a new target.

Additionally, you can spend 1 wrath to take one of the following free triggered actions:

- When an adjacent creature judged by you starts to shift, you make a melee free strike against them and their speed becomes 0 until the end of the current turn, preventing them from shifting.
- When a creature judged by you within 10 squares makes a power roll, you cause them to take a bane on the roll.
- When a creature judged by you within 10 squares uses an ability with a potency that targets only one creature, the potency is reduced by 1 for that creature.
- If you damage a creature judged by you with a melee ability, the creature is taunted by you until the end of their turn.



Pain for Pain (Signature Ability)

An enemy who tagged you will pay for that.

Melee, Strike, Weapon

Melee 1

Main action

One creature

2d10 + 2:

≤11 5 damage

12-16 7 damage

17+ 15 damage

Effect: If the target dealt damage to you since the end of your last turn, this strike deals an additional 2 damage.



Your Allies Cannot Save You! (Signature Ability)

Your magic strike turns your foe's guilt into a burst of holy power.

Melee, Strike, Weapon

Melee 1

Main action

One creature or object

2d10 + 2:

≤11 5 holy damage

12-16 7 holy damage

17+ 14 holy damage

Effect: Each enemy adjacent to the target is pushed up to 2 squares away from the target.

(continued on next page)

1ST LEVEL, FIRST ENCOUNTER (CONTINUED)

Free Strikes

Melee Weapon Free Strike
Melee, Strike, Weapon
Melee 1
2d10 + 2:
≤11 4 damage
12-16 7 damage
17+ 13 damage

Main action
One creature or object

Ranged Weapon Free Strike
Ranged, Strike, Weapon
Ranged 5
2d10 + 2:
≤11 4 damage
12-16 6 damage
17+ 8 damage

Main action
One creature or object

SECOND ENCOUNTER

You gain the following feature and abilities.

Disengage Bonus

When you take the Disengage move action, you can shift 2 squares instead of 1.

My Life for Yours
You channel some of your vitality into more resilience for you or an ally.
Magic, Ranged
Ranged 10
Trigger: The target starts their turn or takes damage.
Effect: You spend a Recovery and the target regains Stamina equal to your recovery value.
Spend 1 Wrath: You can end one condition or effect on the target that is ended by a saving throw or that ends at the end of their turn, or a prone target can stand up.

Triggered
Self or one ally

The Gods Punish and Defend (3 Wrath)
You channel holy energy to smite a foe and heal an ally.
Magic, Melee, Strike, Weapon
Melee 1
2d10 + 2:
≤11 7 holy damage
12-16 10 holy damage
17+ 17 holy damage
Effect: You can spend a Recovery to allow yourself or one ally within 10 squares to regain Stamina equal to your recovery value.

Main action
One creature or object

THIRD ENCOUNTER

You gain the following feature and ability.

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.

Arrest (5 Wrath)
"I got you, you son of a bitch."
Magic, Melee, Strike, Weapon
Melee 1
2d10 + 2:
≤11 8 holy damage; grabbed
12-16 11 holy damage; grabbed
17+ 19 holy damage; grabbed
Effect: If the target makes a strike against a creature while grabbed this way, you can spend 3 wrath to deal holy damage to them equal to your Presence score, then change the target of the strike to another target within the strike's distance.

Main action
One creature

FOURTH ENCOUNTER

You gain the following feature.

Judgment Paragon Benefit

The first time on a turn that you judge any creature, you can vertically pull that creature up to 4 squares.

END OF PART 1

You gain the following features.

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.

Sanctified Weapon

As a respite activity, you can bless a weapon. Any creature who wields the weapon gains a +1 bonus to rolled damage with abilities that use the weapon. This benefit lasts until you finish another respite.

Team Leader

At the start of a group test or montage test, you can spend a hero token. If you do, all participants make tests as if they also had any skill you have from the exploration group.

2ND LEVEL

You gain the following features and ability at 2nd level when you have 16 XP.

Stamina Increase

Your Stamina increases by 9 to 39. This makes your winded value 19 and your recovery value 13.

Lead by Example

Your devotion to your deity allows you to take command of the battlefield, letting your allies benefit from your wisdom. While you are adjacent to a creature, your allies gain the benefits of flanking against that creature. Additionally, your allies gain an edge on tests made to aid other creatures with their tests.

Lie Detector

In response to another creature communicating information to you, you can spend a hero token to determine whether that information contained any knowing lies. If so, you know what the lies are, but not what the truth is.

Stalwart Icon

You exhibit a small spark of your deity’s power, causing creatures to trust or fear you, depending on what you need. You gain an edge on tests made to intimidate or persuade others.



Blessing of the Faithful (5 Wrath)

The gods reward your faith.

Area, Magic	Maneuver
3 aura	Self and each ally in the area
Effect: Until the end of the encounter or until you are dying, each target gains 1 surge at the end of each of your turns	

3RD LEVEL

You gain the following features and ability at 3rd level when you have 32 XP.

Stamina Increase

Your Stamina increases by 9 to 48. This makes your winded value 24 and your recovery value 16.

Look on My Work and Despair

Your judgment has grown in divine power, instilling fear in those you condemn. Whenever you use your Judgment ability, you can spend 1 wrath, and if the target has **P<1** they are frightened of you (save ends). Additionally, whenever a creature judged by you is reduced to 0 Stamina and you use Judgment as a free triggered action, if the new target has **P<2**, they are frightened of you (save ends). If the target is already frightened of you, they instead take 4 holy damage.



Edict of Disruptive Isolation (7 Wrath)

The evil within your foes detonates with holy fire that burns only the guilty.

Area, Magic	Maneuver
2 aura	Each enemy in the area
Effect: Until the end of the encounter or until you are dying, each target takes holy damage equal to your Presence score at the end of each of your turns. A target takes an extra 2d6 holy damage if they are judged by you or if they are adjacent to any enemy.	