

DRAW STEEL

Character Name _____

High Elf

Ancestry

Soldier

Career

Tactician

Class

Vanguard

Subclass

VICTORIES:



LEVEL

WEALTH

1

REOWN

1

XP

MIGHT AGILITY REASON INTUITION PRESENCE



1M

Size

6

Speed

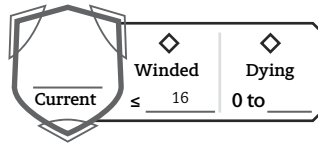
1

Stability

2

Disengage

STAMINA



Temporary

33

Max:

RECOVERIES



11

Stamina:

10

Max

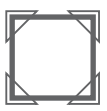
HEROIC RESOURCE



Focus

Name

SURGES



1 Surge = Damage ____

2 Surges = Potency +1

Culture: Secluded, Bureaucratic, Martial

Languages: Caelian, Hyrallic, Szetch, Vaslorian

Skills: Alertness, Endurance, Flirt, Intimidate, Lead, Monsters, Persuade, Search, Strategy

Focus

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.

Protective Attack (Signature Ability)

The strength of your assault makes it impossible for your foe to ignore you.

Melee, Strike, Weapon

Melee 1

Main action

One creature

2d10 + 2:

≤11 7 damage

12-16 10 damage

17+ 13 damage

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

Two Shot (Signature Ability)

When you fire two arrows back-to-back, both hit their mark.

Ranged, Strike, Weapon

Ranged 12

Main action

Two creatures or objects

2d10 + 2:

≤11 4 damage

12-16 6 damage

17+ 8 damage

Concussive Strike (3 Focus)

Your precise strike leaves your foe struggling to respond.

Melee, Ranged, Strike, Weapon

Melee 1 or ranged 12

Main action

One creature or object

2d10 + 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)

Now! (5 Focus)

Your allies wait for your command—then unleash death!

Ranged

Ranged 12

Maneuver


Three allies

Effect: Each target can make a free strike.


Mark

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

Ranged

 Ranged 10

Maneuver

 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 an additional 4 damage.
- ♦ The creature dealing the damage can spend a Recovery.
- ♦ The creature dealing the damage can shift up to 2 squares.
- ♦ If you damage 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.


Parry

Your quick reflexes cost an enemy the precision they seek.

Melee, Weapon

 Melee 2

Triggered

 Self or one ally

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 3, and you can shift up 2 squares instead of 1 square.

"Strike Now!"

Your foe left an opening. You point this out to an ally!

Ranged

 Ranged 10

Main action

 One ally

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

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

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.

Put Your Back Into It!

During montage tests, whenever you make a test to assist a test and obtain a tier 1 outcome, you don't add a bane to the assisted test. Additionally, once per montage test, you can turn an ally's tier 1 test outcome into a tier 2 outcome.

Shining Armor and Rapid-Fire Kits

You wear heavy armor, such as plate armor, or light armor, such as leather armor, and wield a shield and medium weapons, such as swords or axes, and a bow, such as a longbow or crossbow.

HIGH ELF TRAITS

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

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

Otherworldly Grace

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.

FREE STRIKES

Melee Weapon Free Strike


Charge, Melee, Strike, Weapon


 Melee 1


Main action

 One creature or object

2d10 + 2:


 6 damage

 9 damage

 11 damage

Ranged Weapon Free Strike


Ranged, Strike, Weapon


 Ranged 12


Main action

 One creature or object

2d10 + 2:

 6 damage

 8 damage

 10 damage