

DRAW STEEL

Character Name _____

Human

Censor

Ancestry _____

Class _____

Watch Officer

Paragon

Career _____

Subclass _____

VICTORIES:



LEVEL

WEALTH

1

RENOWN

0

XP

MIGHT AGILITY REASON INTUITION PRESENCE



1M

Size

5

Speed

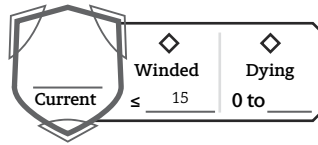
1

Stability

2

Disengage

STAMINA



Temporary

30

Max:

RECOVERIES



10

Stamina:

14

Max

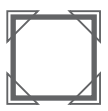
HEROIC RESOURCE



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

Saint: Gwennlian the Fell-Handed

You venerate Gwennlian the Fell-Handed. Gwennlian is the saint of those who stand watch, of all those who must carry a burden ceaselessly. Gwennlian teaches that vigilance is its own reward. Gwennlian 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.

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.

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.

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

Main action

One creature or object

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.

Arrest (5 Wrath)

"I got you, you son of a bitch."

Magic, Melee, Strike, Weapon

Melee 1

Main action

One creature

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 2 holy damage to them, then change the target of the strike to another target within the strike's distance.



Judgment

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

Magic, Ranged

Ranged 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.

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.

You can choose only one free triggered action option at a time, even if multiple options are triggered by the same effect.



My Life for Yours

You channel some of your vitality into more resilience for you or an ally.

Magic, Ranged

Ranged 10

Triggered

Self or one ally

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 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.

Judgment Paragon Benefit

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

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.

Mountain Kit

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

HUMAN TRAITS

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.

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.

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).

FREE STRIKES



Melee Weapon Free Strike

Charge, Melee, Strike, Weapon

Melee 1

Main action

One creature or object

2d10 + 2:

≤11 4 damage

12-16 7 damage

17+ 13 damage



Ranged Weapon Free Strike

Ranged, Strike, Weapon

Ranged 5

Main action

One creature or object

2d10 + 2:

≤11 4 damage

12-16 6 damage

17+ 8 damage