

DRAW STEEL

Character Name _____

Human Ancestry **Null** Class
Farmer Career **Metakinetic** Subclass

VICTORIES:



LEVEL

WEALTH
1

RENOWN
0

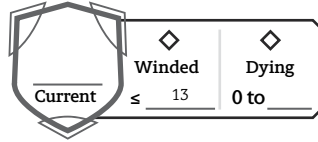
XP

MIGHT AGILITY REASON INTUITION PRESENCE



1M Size 7 Speed 1 Stability 3 Disengage

STAMINA



Temporary

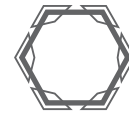
27
Max:

RECOVERIES



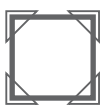
9 Stamina: 10 Max

HEROIC RESOURCE



Discipline Name

SURGES



1 Surge = Damage
2 Surges = Potency +1

Culture: Secluded, Communal, Labor

Languages: Caelian, Kalliak, Vaslorian

Project Points: 120

Skills: Alertness, Climb, Empathize, Handle Animal, Jump, Persuade, Psionics, Read Person, Timescape

Discipline

At the start of a combat encounter or some other stressful situation tracked in combat rounds (as determined by the Director), you gain discipline equal to your Victories. At the start of each of your turns during combat, you gain 2 discipline. Additionally, the first time each combat round that an enemy in the area of your Null Field ability (see below) uses a main action, you gain 1 discipline. The first time each combat round that the Director uses an ability that costs Malice, you gain 1 discipline. You lose any remaining discipline at the end of the encounter.

You gain certain benefits in combat based on the amount of discipline you have. These benefits last until the end of your turn, even if a benefit would become unavailable to you because of the amount of discipline you spend during your turn.

Metakinetic Mastery

Discipline	Benefit
2	Whenever you use the Knockback maneuver, the forced movement distance gains a +2 bonus.
4	The first time in a combat round that you take damage or are force moved, you gain 1 surge, even if you resist the effect.
6	You gain an edge on the Grab and Knockback maneuvers.

Faster than the Eye (Signature Ability)

You strike so quickly that your hands become a blur.

Melee, Psionic, Strike, Weapon **Main action**

Melee 1 Two creatures or objects

2d10 + 2:

≤11 4 damage

12-16 5 damage

17+ 7 damage

Effect: You can deal 2 damage to one creature or object adjacent to you.

Inertial Step (Signature Ability)

You flit about the battlefield and take an opportunistic strike.

Melee, Psionic, Strike, Weapon **Main action**

Melee 1 One creature or object

2d10 + 2:

≤11 7 damage

12-16 9 damage

17+ 12 damage

Effect: You can shift up to 3 squares before or after you make the strike.

Stunning Blow (3 Discipline)

You focus your psionic technique into a concussive punch.

Melee, Psionic, Strike, Weapon **Main action**

Melee 1 One creature or object

2d10 + 2:

≤11 6 damage; 1 < 0 dazed and slowed (save ends)

12-16 7 damage; 1 < 1 dazed and slowed (save ends)

17+ 9 damage; 1 < 2 dazed and slowed (save ends)

A Squad Unto Myself (5 Discipline)

You move so quickly, it seems as though an army assaulted your foes.

Area, Melee, Psionic **Main action**

2 burst Each enemy in the area

2d10 + 2:

≤11 6 damage

12-16 9 damage

17+ 13 damage

Effect: You can take the Disengage move action as a free maneuver before or after you make this ability.

Null Field

You project an aura that dampens the power of your foes.

Area, Psionic

1 aura

Maneuver

All enemies

Effect: Each target reduces their potencies by 1.

Once as a free maneuver on each of your turns, you can spend 1 discipline and give your Null Field one of the following additional effects until the start of your next turn:

- **Gravitic Disruption:** The first time on a turn that a target takes damage, you can slide them up to 2 squares.
- **Inertial Anchor:** Any target who starts their turn in the area can't shift.
- **Synaptic Break:** Whenever you or any ally uses an ability against a target that has a potency effect, the potency is increased by 1.

This ability remains active even after an encounter ends. It ends only if you are dying or if you willingly end it (no action required).

Inertial Shield

You intuit the course of an incoming attack, reducing its effects.

Psionic

Self

Triggered

Self

Trigger: You take damage.

Effect: You halve the damage and can use the Knockback maneuver.

Spend 1 Discipline: The potency of one effect associated with the damage is reduced by 1 for you.

Density Augmentation

Your training has turned your body into the perfect psionic weapon, shaping pathways in your mind that enhance your physical form. You gain a +6 bonus to Stamina and a +1 bonus to stability (both already included).

Null Speed

The flow of psionic power through you allows you to achieve high velocity. You gain a +2 bonus to your speed (already included).

Psionic Martial Arts

Whenever you use the Knockback or Grab maneuver, you use Intuition instead of Might for the power roll and for determining if you can target creatures larger than you. Additionally, whenever you use the Knockback maneuver, you can choose to slide the target instead of pushing them.

Monster Whisperer

You can use the Handle Animals skill to interact with nonsapient creatures who are not animals.

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.

Perseverance

Giving up is for other people. You gain an edge on tests made using the Endurance skill. Additionally, when you are slowed, your speed is reduced to 3 instead of 2.

Staying Power

Your human anatomy allows you to fight, run, and stay awake longer than others. 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+ 9 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