

DRAW STEEL

Character Name _____

Orc _____ **Conduit** _____

Ancestry _____ Class _____

Disciple _____ **Life and Sun Domains** _____

Career _____ Subclass _____

VICTORIES:



LEVEL

WEALTH
1

RENOWN
0

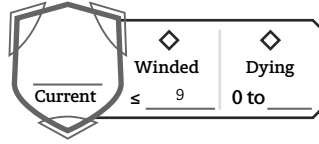
XP

MIGHT AGILITY REASON INTUITION PRESENCE



1M 5 1 1
Size Speed Stability Disengage

STAMINA



Temporary

18
Max:

RECOVERIES



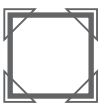
6 8
Stamina: Max

HEROIC RESOURCE



Piety
Name

SURGES



1 Surge = Damage ____
2 Surges = Potency +1

Culture: Wilderness, Communal, Creative

Languages: Caelian, Kalliak

Project Points: 240

Skills: Climb, Culture, Endurance, Jump, Magic, Perform, Persuade, Read Person, Religion

Piety

At the start of a combat encounter or some other stressful situation tracked in combat rounds (as determined by the Director), you gain piety equal to your Victories. At the start of each of your turns during combat, you gain 1d3 piety. You gain 2 piety the first time in an encounter that a creature within 10 squares regains Stamina. You gain 2 piety the first time in an encounter that an enemy within 10 squares takes fire or holy damage. You lose any remaining piety at the end of the encounter.

Saint: Grole the One-Handed

You venerate Grole the One-Handed. Grole is the orcish hero of those facing impossible decisions. He is favored by most orcish leaders. Grole teaches that, even alone, even against impossible odds, extraordinary victories are possible. Grole is a saint of the god, Kul, Kul, Father of Flames, Lord of the Forge, the Cleansing Fire who put fire and magma within the world at its creation. Kul's fire is the fire that destroys, but it is also the fire that creates, the fire of the forge, the fire that makes meat safe to eat, the fire that cauterizes wounds. Kul teaches that action is the defining characteristic of being. Kul's heroes are not philosophers or poets, but warriors and hunters.

Prayer

You can gain more piety by praying to the gods—but beware! Doing so can easily draw their ire, as the gods hate to be annoyed. Whenever you roll to gain piety at the start of your turn, you can pray (no action required). If you do, your roll gains the following additional effects:

- If the roll is a 1, you gain 1 additional piety but anger the gods! You take psychic damage equal to 1d6 + 1, which can't be reduced in any way.
- If the roll is a 2, you gain 1 additional piety.
- If the roll is a 3, you gain 2 additional piety and can activate a domain effect of your choice (see below).

Life Prayer Effect: Choose yourself or one ally within 10 squares. That character can spend a Recovery, can end one effect on them that is ended by a saving throw or that ends at the end of their turn, or can stand up if they are prone. Alternatively, you or one ally within 10 squares gains 4 temporary Stamina.

Sun Prayer Effect: One enemy within 10 squares takes 6 fire damage.

Blessed Light (Signature Ability)

Burning radiance falls upon your foe, transferring some of their energy to a nearby ally.

Magic, Ranged, Strike

Ranged 12

Main action

One creature or object

2d10 + 2:

≤11 5 holy damage

12-16 7 holy damage

17+ 10 holy damage

Effect: One ally within distance gains a number of surges equal to the tier outcome of your power roll.

Drain (Signature Ability)

You drain the energy from your target to revitalize yourself or an ally.

Magic, Melee, Strike

Melee 1

Main action

One creature

2d10 + 2:

≤11 4 corruption damage

12-16 7 corruption damage


17+ 9 corruption damage

Effect: You or one ally within distance can spend a Recovery.

Judgment's Hammer (3 Piety)

Your divine fury is a hammer that crashes down upon the unrighteous.

Magic, Ranged, Strike

 Ranged 12


Main action

 One creature or object

2d10 + 2:

 5 holy damage; **A < 0** prone

 8 holy damage; **A < 1** prone

 11 holy damage; **A < 2** prone and can't stand (save ends)


Faith is Our Armor (5 Piety)

The heroes' armor glows with golden light, granting divine protection.

Magic, Ranged


 Ranged 12

Maneuver


 Four allies

Effect: You can target yourself instead of one ally with this ability.

2d10 + 2:

 The target gains 5 temporary Stamina.


 The target gains 10 temporary Stamina.

 The target gains 15 temporary Stamina.


Healing Grace

Your divine energy restores the righteous.

Magic, Ranged

 Ranged 12

Maneuver

 Self or one ally

Effect: The target can spend a Recovery.

Spend 1+ Piety: For each piety spent, choose one of the following enhancements:

- ♦ You can target one additional ally within distance.
- ♦ You can end one effect on a target that is ended by a saving throw or that ends at the end of their turn.
- ♦ A prone target can stand up
- ♦ A target can spend 1 additional Recovery.


Word of Guidance

You invigorate an attacking ally with divine energy.

Magic, Ranged

 Ranged 12

Triggered

 One ally

Trigger: The target makes an ability roll for a damage-dealing ability.

Effect: The power roll gains an edge.

Spend 1 Piety: The power roll gains a double edge.

Bastion Ward

Your god grants you a holy countenance that protects you at all times. You gain a +1 bonus to saving throws.

Prayer of Distance

Your god blesses you with the ability to stretch your divine magic farther. You have a +2 bonus to the distance of your ranged magic abilities (already included).

Revitalizing Ritual

Each time you finish a respite, you can choose yourself or one ally who is also finishing a respite to gain the benefit of a divine ritual. The chosen character gains a +1 bonus to their recovery value that lasts until you finish another respite.

Ritualist

You can spend 1 uninterrupted minute to perform a magic ritual of blessing, targeting yourself or one willing creature you touch. The target has a double edge on the next test they make within the next minute. A target can't use this benefit on an activity that takes longer than 1 minute.

ORC TRAITS

Grounded

The magic in your blood makes it difficult for others to move you. You have a +1 bonus to stability (already included).

Nonstop

Your bloodfire supplies you with a constant rush of adrenaline. You can't be made slowed.

Relentless

Whenever a creature deals damage to you that leaves you dying, you can make a free strike against any creature. If the creature is reduced to 0 Stamina by your strike, you can spend a Recovery.


FREE STRIKES

Melee Weapon Free Strike


Charge, Melee, Strike, Weapon


 Melee 1


Main action

 One creature or object

2d10 + 1:

 3 damage

 6 damage

 8 damage


Ray of Wrath

You unleash a blast of holy light upon your foe.


Magic, Ranged, Strike

 Ranged 12


Main action

 One creature or object

2d10 + 2:

 4 damage

 6 damage

 8 damage

Effect: You can have this ability deal holy damage.