

DRAW STEEL

Character Name _____

Polder **Shadow**

Ancestry **Shadow**
Class

Criminal **College of Black Ash**

Career _____
Subclass

VICTORIES:



LEVEL

WEALTH

1

REOWN

0

XP

MIGHT AGILITY REASON INTUITION PRESENCE



1S

Size

7

Speed

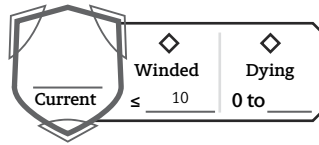
0

Stability

3

Disengage

STAMINA



Temporary

21

Max:

RECOVERIES



7
Stamina:

8

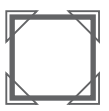
Max

HEROIC RESOURCE



Insight
Name

SURGES



1 Surge = Damage _____

2 Surges = Potency +1

Culture: Urban, Communal, Creative

Languages: Caelian, Khoursirian, Szetch

Project Points: 120

Skills: Alertness, Alchemy, Criminal Underworld, Flirt, Gymnastics, Hide, Jump, Lie, Pick Lock, Pick Pocket, Sneak

Insight

At the start of a combat encounter or some other stressful situation tracked in combat rounds (as determined by the Director), you gain insight equal to your Victories. At the start of each of your turns during combat, you gain 1d3 insight. Additionally, the first time each combat round that you deal damage incorporating 1 or more surges, you gain 1 insight. Whenever you use a heroic ability that makes use of a power roll, that ability costs 1 fewer insight if you have an edge or double edge on it. If the ability has multiple targets, the cost is reduced even if the ability gains an edge or has a double edge against only one target. You lose any remaining insight at the end of the encounter.

Fade (Signature Ability)

A stab, and a few quick, careful steps back.

Melee, Ranged, Strike, Weapon

Melee 1 or ranged 10

Main action

One creature

2d10 + 2:

≤11 5 damage; you can shift 1 square

12-16 8 damage; you can shift up to 2 squares

17+ 10 damage; you can shift up to 3 squares

I Work Better Alone (Signature Ability)

"It's better, just you and me. Isn't it?"

Melee, Ranged, Strike, Weapon

Melee 1 or ranged 10

Main action

One creature or object

2d10 + 2:

≤11 6 damage

12-16 9 damage

17+ 12 damage

Effect: If the target has none of your allies adjacent to them, you gain 1 surge before making the power roll.

Two Throats at Once (3 Insight)

A bargain.

Melee, Ranged, Strike, Weapon

Melee 1 or ranged 10

Main action

Two creatures or objects

2d10 + 2:

≤11 5 damage

12-16 7 damage

17+ 11 damage

Coup de Grace (5 Insight)

Your blade might be the last thing they see.

Melee, Ranged, Strike, Weapon

Melee 1 or ranged 10

Main action

One creature

2d10 + 2:

≤11 2d6 + 10 damage

12-16 2d6 + 14 damage

17+ 2d6 + 19 damage

Black Ash Teleport

In a swirl of black ash, you step from one place to another.

Magic

Self

Maneuver

Self

Effect: You teleport up to 5 squares. If you have concealment or cover at your destination, you can use the Hide maneuver even if you are observed. If you successfully hide using this maneuver, you gain 1 surge.

Spend 1+ Insight: You teleport 1 additional square for each insight spent.

In All This Confusion

You vanish in a plume of black smoke to avoid danger.

Magic

Self

Triggered

Self

Trigger: You take damage.

Effect: You take half the damage, then can teleport up to 4 squares after the triggering effect resolves.

Spend 1+ Insight: You teleport 1 additional square for each insight spent.

Hesitation is Weakness (1 Insight)

Keep up the attack. Never give them a moment's grace.

—

Self

Free triggered

Self

Trigger: Another hero ends their turn. That hero can't have used this ability to start their turn.

Effect: You take your turn after the triggering hero.

Lucky Dog

Whenever you fail a test using any skill from the intrigue skill group, you can lose Stamina equal to 1d6 + 1 to improve the outcome of the test by one tier. You can use this perk only once per test.

Cloak and Dagger Kit

You wear light armor, such as leather armor, and wield light weapons, such as daggers or handaxes.

POLDER TRAITS

Corruption Immunity

Your innate shadow magic grants you resilience against the unnatural. You have corruption immunity 3.

Fearless

Courage is all you know. You can't be made frightened.

Shadowmeld

You become an actual shadow.

Magic

Self

Maneuver

Self

Effect: You flatten yourself into a shadow against a wall or floor you are touching, and become hidden from any creature you have cover or concealment from or who isn't observing you. While in shadow form, you have full awareness of your surroundings, and strikes made against you and tests made to search for you take a bane. You can't move or be force moved, and you can't take main actions or maneuvers except to exit this form or to direct creatures under your control, such as one you summon using an ability. Any ability or effect that targets more than 1 square affects you in this form only if it explicitly affects the surface you are flattened against. You can exit this form as a maneuver. If the surface you are flattened against is destroyed, this ability ends and you take 1d6 damage that can't be reduced in any way.

FREE STRIKES

Melee Weapon Free Strike

Charge, Melee, Strike, Weapon

Melee 1

Main action

One creature or object

2d10 + 2:

≤11 5 damage

12-16 8 damage

17+ 10 damage

Ranged Weapon Free Strike

Ranged, Strike, Weapon

Ranged 10

Main action

One creature or object

2d10 + 2:

≤11 5 damage

12-16 7 damage

17+ 9 damage