

DRAW STEEL

Character Name _____

Wode Elf

Troubadour

Ancestry

Class

Performer

Virtuoso

Career

Subclass

VICTORIES:



LEVEL

WEALTH

1

REOWN

2

XP

MIGHT AGILITY REASON INTUITION PRESENCE



1M

Size

9

Speed

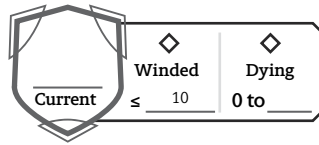
0

Stability

2

Disengage

STAMINA



Temporary

21

Max:

RECOVERIES



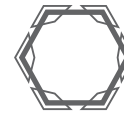
7

Stamina:

8

Max

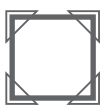
HEROIC RESOURCE



Drama

Name

SURGES



1 Surge = Damage _____

2 Surges = Potency +1

Culture: Wilderness, Bureaucratic, Creative

Languages: Caelian, Yllyric

Skills: Brag, Flirt, Gymnastics, Hide, Music, Perform, Persuade, Read Person, Rumors, Sneak, Society

Drama

At the start of a combat encounter or some other stressful situation tracked in combat rounds (as determined by the Director), you gain drama equal to your Victories. At the start of each of your turns during combat, you gain 1d3 drama. Additionally, you gain drama when certain events occur during a combat encounter:

- The first time three or more heroes use an ability on the same turn, you gain 2 drama.
- The first time any hero is made winded during the encounter, you gain 2 drama.
- Whenever a creature within your line of effect rolls a natural 19 or 20, you gain 3 drama.
- When you or another hero dies, you gain 10 drama.

When you are dead, you continue to gain drama during combat as long as your body is intact. If you have 30 drama during the encounter in which you died, you can come back to life with 1 Stamina and 0 drama (no action required). If you are still dead after the encounter in which you died, you can't gain drama during future encounters. You lose any remaining drama at the end of the encounter.

Fancy Footwork (Signature Ability)

All combat is a dance—and you'll be the one leading.

Melee, Strike, Weapon

Melee 1

Main action

One creature

2d10 + 2:

≤11 7 damage

12-16 9 damage; push 1

17+ 12 damage; push 2

Effect: You can shift into any square the target leaves after you push them.

Witty Banter (Signature Ability)

A lyrical (and physical) jab insults an enemy and inspires an ally.

Magic, Melee, Ranged, Strike

Melee 1 or ranged 5

Main action

One creature

2d10 + 2:

≤11 6 psychic damage

12-16 7 psychic damage

17+ 9 psychic damage

Effect: One ally within 10 squares of you can end one effect on them that is ended by a saving throw or that ends at the end of their turn.

Spend 1 Drama: The chosen ally can spend a Recovery.

Hypnotic Overtones (3 Drama)

You produce an entrancing note that twists the senses in a spectacular fashion.

Area, Magic

2 burst

Main action

Each enemy in the area

2d10 + 2:

≤11 Slide 1; I < 0 dazed (save ends)

12-16 Slide 1; I < 1 dazed (save ends)

17+ Slide 2; I < 2 dazed (save ends)

Spend 2+ Drama: The size of the burst increases by 1 for every 2 drama spent.

Dramatic Reversal (5 Drama)

Give the audience a surprise.

Area, Magic

3 burst

Main action

Self and each ally in the area

2d10 + 2:

≤11 The target can shift 1 square and make a free strike.

12-16 The target can shift up to 2 squares and make a free strike that gains an edge.

17+ The target can shift up to 3 squares and make a free strike that gains an edge, then can spend a Recovery.

Power Chord

Your instrument rings true and your music blows everyone away.

Area, Magic

2 burst

Maneuver

Each enemy in the area

2d10 + 2:

≤11 Push 1

12-16 Push 2

17+ Push 3

Harmonize (3 Drama)

Give the chorus a little punch.

Ranged 5

Triggered

One ally

Trigger: The target uses an ability that targets only one enemy and costs 3 or fewer of their Heroic Resource.

Effect: The target can choose one additional target for the triggering ability. Any damage dealt to the additional target is sonic damage.

Spend 1+ Drama: You can trigger this ability when a target uses an ability that has a Heroic Resource cost of 3 + each additional drama spent.

Scene Partner

Whenever you use the Brag, Flirt, Persuade, Music, Perform, or Read Person skill on a test while interacting with an NPC (a bystander, a rival, and so forth) and you don't fail the test, you can form a bond with that NPC. If you then enter into a negotiation with this NPC, their patience increases by 1, and any compelling arguments you personally make to the NPC that would increase their interest by 1 instead increase their interest by 2. You can have 1 bond, losing a bond of your choice whenever you make a new bond beyond your limit.

Harmonizer

You can make a Presence test using the Music skill to influence creatures who don't have emotions or can't understand you. Additionally, once during a negotiation when an ally makes an argument, you can play music to give that ally an edge on their test.

Swashbuckler Kit

You wear light armor, such as leather armor, and wield medium weapons, such as swords, maces, or axes.

WODE ELF TRAITS

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.

Swift

You have a base speed of 6 (already included).

Wode Elf Glamour

You can magically alter your appearance to better blend in with your surroundings. You gain an edge on tests made to hide and sneak, and tests made to search for you while you are hidden take a bane.

Routines

You enter every battle with a set of performance abilities at the ready. Performances are magical presentations (such as songs, dances, poems, or gymnastic feats) that your allies can participate in. These abilities have the Performance keyword. At the start of each round of combat, as long as you are not dazed, dead, or surprised, you can either choose a new performance or maintain your current performance (no action required). Your performance lasts until you are unable to maintain it or until the end of the encounter.

“Ballad of the Beast”

Teeth are bare! Eyes black! No escaping the beast!

Area, Magic, Performance

5 aura

No action

Self and each ally in the area

Effect: While this performance is active, each target who starts their turn in the area gains 1 surge.

Choreography

Taps, kicks, steps. It's all “choreography.”

Area, Magic, Performance

5 aura

No action

Self and each ally in the area

Effect: While this performance is active, each target who starts their turn in the area gains a +2 bonus to speed until the end of their turn.

Revitalizing Limerick

There once was a man from Capital...

Area, Magic, Performance

5 aura

No action

Self and each ally in the area

Effect: At the end of each of your turns while this performance is active, you can choose up to a number of targets equal to your Presence score. Each chosen target can spend a Recovery.

“Thunder Mother”

All for thunder motherrr! Run and hide for coverrr!

Magic, Performance, Ranged, Strike

Ranged 10

No action

One creature

Effect: At the end of each combat round while this performance is active, you can make a power roll against the target that ignores cover. You can't target the same creature twice with this effect.

2d10 + 2:

≤11 1 Lightning damage

12-16 6 Lightning damage

17+ 22 Lightning damage

FREE STRIKES

Melee Weapon Free Strike

Charge, Melee, Strike, Weapon

Melee 1

Main action

One creature or object

2d10 + 2:

≤11 6 damage

12-16 9 damage

17+ 11 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 Disengage Bonus