DRAW STEEL

Character Name

Ancestry

Class

Career

Subclass

VICTORIES:

LEVEL

WEALTH

RENOWN

XP / EPIC

MIGHT | AGILITY | REASON | INTUITION | PRESENCE

Size | Speed | Stability

STAMINA

Current

◇ Winded ≤ _____

◇ Dying 0 to _____

Temporary | Max

RECOVERIES

Stamina | Max

HEROIC RESOURCE

Name

SURGES

1 Surge = Damage _____

2 Surges = Potency + 1

MODIFIERS

◇ Kit ◇ Enchantment ◇ Prayer ◇ Augmentation ◇ Ward

Name

Weapon / Implement | Speed | Melee | Ranged

Armor | Area | Stability | Stamina

Ranged Weapon Damage

≤ 11 | 12-16 | 17 +

Benefits

Melee Weapon Damage

≤ 11 | 12-16 | 17 +

CLASS FEATURES

YOUR TURN

Move Actions

– Advance
– Disengage
– Ride

Actions

– Charge
– Defend
– Free Strike
– Trade for Maneuver
– Trade for Move

Maneuvers

– Aid Attack
– Catch Breath
– Escape Grab
– Grab
– Knockback
– Make or Assist Test
– Search for Hidden Creature
– Stand Up
– Use Consumable

* Note: Each Creature in combat can take a move action, a maneuver, and an action on their turn--in any order

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CONDITIONS

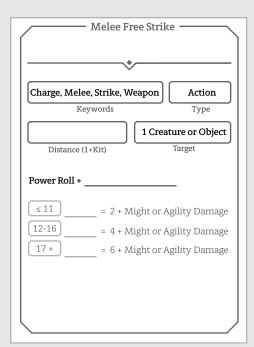| Condition	End of Turn	Save Ends*
Bleeding	◇	◇
Dazed	◇	◇
Frightened	◇	◇
Grabbed	◇	◇
Prone	◇	◇
Restrained	◇	◇
Slowed	◇	◇
Taunted	◇	◇
Weakened	◇	◇
	◇	◇
	◇	◇

* Save Ends = 6 or higher on 1d10 at the end of your turn removes the effect

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ANCESTRY TRAITS

CAREER

BENEFIT

INCITING INCIDENT

COMPLICATION

BENEFIT

DRAWBACK

SKILLS

Crafting
- ◇ Alchemy
- ◇ Architecture
- ◇ Fletching
- ◇ Forgery
- ◇ Jewelry
- ◇ Mechanics
- ◇ Tailoring

Exploration
- ◇ Climb
- ◇ Drive
- ◇ Endurance
- ◇ Gymnastics
- ◇ Heal
- ◇ Jump
- ◇ Lift
- ◇ Navigate
- ◇ Ride
- ◇ Swim

Interpersonal
- ◇ Brag
- ◇ Empathize
- ◇ Flirt
- ◇ Gamble
- ◇ Handle Animals
- ◇ Interrogate
- ◇ Intimidate
- ◇ Lead
- ◇ Lie
- ◇ Music
- ◇ Persuade
- ◇ Read Person

Intrigue
- ◇ Alertness
- ◇ Conceal Object
- ◇ Disguise
- ◇ Eavesdrop
- ◇ Escape Artist
- ◇ Hide
- ◇ Performace
- ◇ Pick Lock
- ◇ Pick Pocket
- ◇ Sabotage
- ◇ Search
- ◇ Sneak
- ◇ Track

Lore
- ◇ Culture
- ◇ Criminal Und.
- ◇ History
- ◇ Magic
- ◇ Monsters
- ◇ Nature
- ◇ Psionics
- ◇ Religion
- ◇ Rumors
- ◇ Society
- ◇ Timescape

CULTURE

ENVIRONMENT

ORGANIZATION

UPBRINGING

LANGUAGES

PERKS

TITLES

PROJECTS

Project	Assigned	Points	Roll
		/	
		/	
		/	
		/	
		/	

Melee Free Strike

◆

Charge, Melee, Strike, Weapon	Action
Keywords	Type

	1 Creature or Object
Distance (1+Kit)	Target

Power Roll + _____

≤ 11	_____	= 2 + Might or Agility Damage
12-16	_____	= 4 + Might or Agility Damage
17 +	_____	= 6 + Might or Agility Damage

Signature Ability

◆

Keywords	Type

Distance (5+Kit)	Target

Power Roll + _____

≤ 11	_____
12-16	_____
17 +	_____

Effect:

Heroic Ability

Cost

◆

Keywords	Type

Distance (5+Kit)	Target

Power Roll + _____

≤ 11	_____
12-16	_____
17 +	_____

Effect:

Ranged Free Strike

◆

Ranged, Strike, Weapon	Action
Keywords	Type

	1 Creature or Object
Distance (5+Kit)	Target

Power Roll + _____

≤ 11	_____	= 2 + Might or Agility Damage
12-16	_____	= 4 + Might or Agility Damage
17 +	_____	= 6 + Might or Agility Damage

Signature Ability

◆

Keywords	Type

Distance (5+Kit)	Target

Power Roll + _____

≤ 11	_____
12-16	_____
17 +	_____

Effect:

Heroic Ability

Cost

◆

Keywords	Type

Distance (5+Kit)	Target

Power Roll + _____

≤ 11	_____
12-16	_____
17 +	_____

Effect:

Triggered Action

◆

Keywords	Type

Distance (5+Kit)	Target

Trigger:

Effect:

Ability

◆

Keywords	Type

Distance (5+Kit)	Target

Power Roll + _____

≤ 11	_____
12-16	_____
17 +	_____

Effect:

Ability

◆

Keywords	Type

Distance (5+Kit)	Target

Power Roll + _____

≤ 11	_____
12-16	_____
17 +	_____

Effect:

Ability

Keywords   Type

Distance (5+Kit)   Target

Power Roll + _____

≤ 11 _____
12-16 _____
17 + _____

Effect:

Ability

Keywords   Type

Distance (5+Kit)   Target

Power Roll + _____

≤ 11 _____
12-16 _____
17 + _____

Effect:

Ability

Keywords   Type

Distance (5+Kit)   Target

Power Roll + _____

≤ 11 _____
12-16 _____
17 + _____

Effect:

Heroic Ability

Cost

Keywords   Type

Distance (5+Kit)   Target

Power Roll + _____

≤ 11 _____
12-16 _____
17 + _____

Effect:

Heroic Ability

Cost

Keywords   Type

Distance (5+Kit)   Target

Power Roll + _____

≤ 11 _____
12-16 _____
17 + _____

Effect:

Heroic Ability

Cost

Keywords   Type

Distance (5+Kit)   Target

Power Roll + _____

≤ 11 _____
12-16 _____
17 + _____

Effect: