

DRAW STEEL

Character Name _____

Ancestry _____

Career _____

Class _____

Subclass _____

VICTORIES:

LEVEL

WEALTH

REOWN

XP / EPIC

MIGHT AGILITY REASON INTUITION PRESENCE

Size Speed Stability

STAMINA

Current ≤ _____ 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

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

ANCESTRY TRAITS

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

CAREER

BENEFIT

INCITING INCIDENT

COMPLICATION

BENEFIT

DRAWBACK

CULTURE

ENVIRONMENT

ORGANIZATION

UPBRINGING

LANGUAGES

PERKS

TITLES

PROJECTS			
Project	Assigned	Points	Roll
		/	
		/	
		/	
		/	

SKILLS

Crafting

Alchemy

Architecture

Carpentry

Cooking

Fletching

Forgery

Jewelry

Mechanics

Tailoring

Intrigue

Alertness

Conceal Object

Disguise

Eavesdrop

Escape Artist

Hide

Performace

Pick Lock

Pick Pocket

Sabotage

Search

Sneak

Track

Exploration

Climb

Drive

Endurance

Gymnastics

Heal

Jump

Lift

Navigate

Ride

Swim

Lore

Culture

Criminal Und.

History

Magic

Monsters

Nature

Psionics

Religion

Rumors

Strategy

Society

Timescape

Interpersonal

Brag

Empathize

Flirt

Gamble

Interrogate

Handle Animals

Intimidate

Lead

Lie

Music

Persuade

Read Person

Melee Free Strike

Charge, Melee, Strike, Weapon

Action

Keywords

Type

Distance (1+Kit)

1 Creature or Object

Target

Power Roll +

≤ 11

= 2 + Might or Agility Damage

12-16

= 4 + Might or Agility Damage

17 +

= 6 + Might or Agility Damage

Effect:

Signature Ability

Keywords

Type

Distance (5+Kit)

Target

Power Roll +

≤ 11

12-16

17 +

Effect:

Heroic Ability

Keywords

Type

Distance (5+Kit)

Target

Power Roll +

≤ 11

12-16

17 +

Effect:

Ranged Free Strike

Ranged, Strike, Weapon

Action

Keywords

Type

Distance (5+Kit)

1 Creature or Object

Target

Power Roll +

≤ 11

= 2 + Might or Agility Damage

12-16

= 4 + Might or Agility Damage

17 +

= 6 + Might or Agility Damage

Effect:

Signature Ability

Keywords

Type

Distance (5+Kit)

Target

Power Roll +

≤ 11

12-16

17 +

Effect:

Heroic Ability

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

KeywordsType

Distance (5+Kit)Target

Power Roll +

≤ 11

12-16

17 +

Effect:

Ability

KeywordsType

Distance (5+Kit)Target

Power Roll +

≤ 11

12-16

17 +

Effect:

Ability

KeywordsType

Distance (5+Kit)Target

Power Roll +

≤ 11

12-16

17 +

Effect:

Heroic Ability

Cost

KeywordsType

Distance (5+Kit)Target

Power Roll +

≤ 11

12-16

17 +

Effect:

Heroic Ability

Cost

KeywordsType

Distance (5+Kit)Target

Power Roll +

≤ 11

12-16

17 +

Effect:

Heroic Ability

Cost

KeywordsType

Distance (5+Kit)Target

Power Roll +

≤ 11

12-16

17 +

Effect:

Heroic Ability

Cost

KeywordsType

Distance (5+Kit)Target

Trigger:

Effect:

Triggered Action

KeywordsType

Distance (5+Kit)Target

Trigger:

Effect:

Ability

KeywordsType

Distance (5+Kit)Target

Power Roll +

≤ 11

12-16

17 +

Effect: