DRAW STEEL SUMMONER

Character Name

Ancestry   Career

Circle

VICTORIES:

| | | | | | | | | | | | |
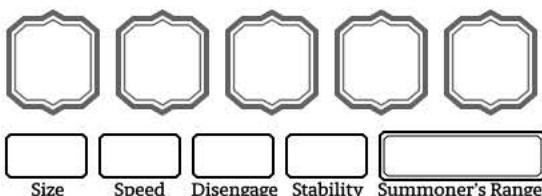
LEVEL
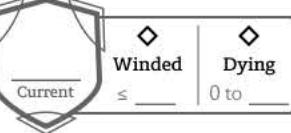
| WEALTH | RENOWN | XP / EPIC |

MIGHT **AGILITY** **REASON** **INTUITION** **PRESENCE**

Size   Speed   Disengage   Stability   Summoner's Range

STAMINA

◇ Winded | ◇ Dying

Current   ≤ ____ | 0 to ____

Temporary   Max

RECOVERIES

Stamina   Max

HEROIC RESOURCE

ESSENCE

SURGES

1 Surge = Damage ____
2 Surges = Potency + 1

SUMMONER'S KIT

Implement

Wards

Speed   Disengage   Stamina   Stability   Melee Dist.   Ranged Dist.

Melee Dam.   Ranged Dam.   Potency
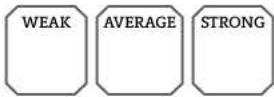
Effects

CONDITIONS

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

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

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POTENCY

| WEAK | AVERAGE | STRONG |

SPENDING HERO TOKENS

1 Token: Gain 2 surges.

1 Token: Succeed on a saving throw instead of failing.

1 Token: Reroll a test and use the new result.

2 Tokens: On your turn/when you take damage, regain Stamina equal to your Recovery value without spending a Recovery.

YOUR TURN

Each squad of minions uses their actions together.

You and your squads can take your actions in any order.

Your Hero

– Move Action
– Maneuver
– Main Action

Your Minion Squads

– Move Action
– Maneuver or Main Action

If a minion has a signature ability, apply one instance of the effects to each target.

Each additional minion that strikes the target adds their free strike value to the action.

NOT YOUR TURN

You can use Strike For Me whenever you would make a strike when it's not your turn.

When to Use Strike for Me

– Opportunity attack
– Ally allows you to make a free strike
– Ally allows you to use a signature ability

FEATURE LISTS

SUMMONER FEATURES

- Summoner Circle
- Minions
- Essence
- Formation
- Quick Command
- Portfolio

MAIN ACTIONS

- Summoner Strike
- Call Forth

TRAITS AND PERKS

MANEUVERS

- Minion Bridge

TRIGGERED ACTIONS

- Strike for Me

CULTURE

ENVIRONMENT

ORGANIZATION

UPBRINGING

LANGUAGES

CAREER

BENEFITS

INCITING INCIDENT

COMPLICATION

DETAILS

SKILLS

Crafting

- ◇ Alchemy
- ◇ Architecture
- ◇ Blacksmithing
- ◇ Carpentry
- ◇ Cooking
- ◇ 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
- ◇ Perform
- ◇ Persuade
- ◇ Read Person

Intrigue

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

Lore

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

ANCESTRY TRAITS AND PERKS

ESSENCE RULES

Main Action
Action Type

Call Forth

1+
Cost

◇ Free Strike ◇ Signature ◇ Heroic ◈ Other

Self
Target

Summoner's Range
Distance

Effect: You summon one or more minions from your portfolio into unoccupied spaces within distance. Choose one of the following options.

Signature Minions:
You summon one signature minion for each essence you spend on this ability.

All Other Minions:
You summon the set number of minions listed on the stat block for their essence cost.

Magic, Ranged
Keywords

Maneuver
Action Type

Minion Bridge

0+
Cost

◇ Free Strike ◇ Signature ◇ Heroic ◈ Other

One of your minions
Target

Melee 1
Distance

Effect: You shift into a square adjacent to the target, including vertically.

You can shift into squares that contain one of your minions, even if they occupy difficult terrain. Each time you shift into a square that contains one of your minions while using this maneuver, you can shift an additional square.

1 Essence: An adjacent ally can shift alongside you during this movement. They must end their movement in an unoccupied square adjacent to the last minion you moved through.

Magic
Keywords

Free Triggered Action
Action Type

Strike for Me

0
Cost

◇ Free Strike ◇ Signature ◇ Heroic ◈ Other

Each of your minions
Target

Summoner's Range
Distance

Trigger: You use a triggered action to make a free strike or use a signature ability.

Power Roll + Reason:
Tier 1: Up to three targets make a free strike
Tier 2: Up to five targets make a free strike
Tier 3: Up to seven targets make a free strike
Natural 19 or 20: Each target makes a free strike

Effect: Your minions act in place of you making a free strike or using a signature ability. If you were granted the triggered action against a specific target, your minions must strike the same target. If the triggered action granted you a signature ability, you have an edge on the power roll.

Magic, Ranged
Keywords

SUMMONER FEATURES

TITLES

TRINKETS

LEVELED TREASURES
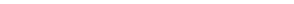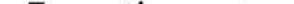
CARRY THREE SAFELY

CONSUMABLES

PROJECTS

Project Name	Assigned Hero / Follower	Characteristic	Goal Points
			/
			/
			/
			/
			/
			/
			/

MINION TRACKER

Minion Total

Max # of minions _____

Start of Encounter _____ Start of Turn _____

Formation
◇ Horde ◇ Platoon
◇ Elite ◇ Leader

Squad	Minions	Stamina Tracker	Stats	Temporary Effects
A			Speed: _____ Stability: _____ Free Strike: _____	
B			Speed: _____ Stability: _____ Free Strike: _____	
			Speed: _____ Stability: _____ Free Strike: _____	

Fixture	Stamina Tracker	Temporary Effects

SIGNATURE MINIONS

Minion Role ───── ◇ Signature

Cost Count

Size   Speed   Stamina   Stability   Free Strike

Damage Immunity

Damage Weakness

Additional Movement Options

Free Strike Damage Type

Might Agility Reason Intuition Presence

Keywords

Minion Role ───── ◇ Signature

Cost Count

Size   Speed   Stamina   Stability   Free Strike

Damage Immunity

Damage Weakness

Additional Movement Options

Free Strike Damage Type

Might Agility Reason Intuition Presence

Keywords

PORTFOLIO SELECTIONS

Cost	Count	Minion Name	Size	Speed	Stamina	Stability	Free Strike

Minion Role ◇ Signature

Cost Count

Size Speed Stamina Stability Free Strike

Immunity

Weakness

Movement

Free Strike Damage Type

Might Agility Reason

Intuition Presence

Keywords

Minion Role ◇ Signature

Cost Count

Size Speed Stamina Stability Free Strike

Immunity

Weakness

Movement

Free Strike Damage Type

Might Agility Reason

Intuition Presence

Keywords

Minion Role ◇ Signature

Cost Count

Size Speed Stamina Stability Free Strike

Immunity

Weakness

Movement

Free Strike Damage Type

Might Agility Reason

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Minion Role ◇ Signature

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Keywords

Fixture Role

Size Stamina

Action Type — Cost

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Target

Distance

Keywords

Action Type — Cost

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Target

Distance

Keywords

Action Type — Cost

◇ Free Strike ◇ Signature ◇ Heroic ◇ Other

Target

Distance

Keywords