

DRAW STEEL

Character Name

Polder

Ancestry

Mage's Apprentice

Career

Elementalist

Class

Fire Specialization

Subclass

VICTORIES:

Progress bar for victories (10 slots, 1 filled)

LEVEL

1

WEALTH

1

REOWN

1

XP / EPIC

MIGHT AGILITY REASON INTUITION PRESENCE

-1

1

2

2

1

1S

Size

5

Speed

2

Disengage

0

Stability

STAMINA

18

Current

Winded
≤ 9

Dying
0 to -9

18

Temporary

Max

RECOVERIES

8

6

Stamina

8

Max

HEROIC
RESOURCE

Essence icon

Essence

Name

SURGES

Surge icon

1 Surge = Damage **2**

2 Surges = Potency + 1

MODIFIERS

Augmentation Enchantment Kit Prayer Ward

Enchantment of Destruction

Name

Weapon / Implement

0

Speed

0

Melee

0

Ranged

Armor

0

Disengage

0

Stability

0

Stamina

Ranged Weapon Damage

0

0

0

≤ 11

12-16

17 +

Melee Weapon Damage

0

0

0

≤ 11

12-16

17 +

Benefits

Enchantment of Destruction
You gain a +1 bonus to rolled damage with magic abilities (already included)

Ward of Delightful Consequences
A protective field of void magic absorbs violence aimed at you, then lets you hurl it back at your enemies. The first time each round that you take damage, you gain 1 surge.

POTENCIES

STRONG

2

AVERAGE

1

WEAK

0

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

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 creature can take a move action, a maneuver, and an action on their turn—in any order

Move Actions

- Advance
- Disengage
- Ride
- Charge
- Defend
- Heal
- 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

CLASS FEATURES

ESSENCE IN COMBAT

At the start of a combat encounter or some other stressful situation tracked in combat rounds (as determined by the Director), you gain essence equal to your Victories. At the start of each of your turns during combat, you gain 2 essence. Additionally, the first time each combat round that you or a creature within 10 squares takes damage that isn't untyped or holy damage, you gain 1 essence. You lose any remaining essence at the end of the encounter.

ESSENCE OUTSIDE OF COMBAT

Though you can't gain essence outside of combat, you can use your heroic abilities and effects that cost essence without spending it. Whenever you use an ability or effect outside of combat that costs essence, you can't use that same ability or effect outside of combat again until you earn 1 or more Victories or finish a respite. When you use a persistent ability outside of combat (see Persistent Magic below), you can maintain it for a number of rounds equal to your Victories. When you use an ability outside of combat that lets you spend unlimited essence on its effect, you can use it as if you had spent an amount of essence equal to your Victories. (Such abilities aren't part of the core rules for the elementalist but might appear in future products.)

PERSISTENT MAGIC

Some of your heroic abilities have a persistent effect entry. For example, the Instantaneous Excavation ability has an effect noted as "Persistent 1." Whenever you use a persistent ability, you decide whether you want to maintain it, and start doing so immediately after you first use the ability. If you maintain a persistent ability in combat, you reduce the amount of essence you earn at the start of your turn by an amount equal to the ability's persistent value, which enables the ability's persistent effect. All your active persistent abilities end at the end of the encounter. You can't maintain any abilities that would make you earn a negative amount of essence at the start of your turn or have a negative amount of essence outside of combat. You can stop maintaining an ability at any time (no action required). If you maintain the same ability on several targets and the effect includes a power roll, you make that roll once and apply the same effect to all targets. A creature can't be affected by multiple instances of a persistent ability. If you take damage equal to or greater than 5 times your Reason score in one turn, you stop maintaining any persistent abilities. For instance, if you have a Reason score of 2 and are maintaining Instantaneous Excavation, taking 10 or more damage in one turn causes you to stop maintaining the ability.

ANCESTRY TRAITS

SIGNATURE TRAIT: SMALL!

Your diminutive stature lets you easily get out of—or into—trouble. Your size is 1S.

CORRUPTION IMMUNITY

Your innate shadow magic grants you resilience against the unnatural. You have corruption immunity equal to your level + 2.

FEARLESS

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

CAREER

Mage's Apprentice

BENEFIT

Skills: Magic, Monsters, Timescape
Languages: The First Language
Renown: +1
Perk: Arcane Trick

INCITING INCIDENT

COMPLICATION

BENEFIT

DRAWBACK

CULTURE

ENVIRONMENT

ORGANIZATION

UPBRINGING

LANGUAGES

Caelian,
Khoursirian,
The First
Language

PERKS

Arcane Trick (see card)

SKILLS

Crafting

Alchemy

Fletching

Architecture

Forgery

Blacksmithing

Jewelry

Carpentry

Mechanics

Cooking

Tailoring

Exploration

Climb

Jump

Drive

Lift

Endurance

Navigate

Gymnastics

Ride

Heal

Swim

Interpersonal

Brag

Lead

Empathize

Lie

Flirt

Music

Gamble

Performance

Handle Animals

Persuade

Interrogate

Read Person

Intimidate

Intrigue

Alertness

Pick Lock

Conceal Object

Pick Pocket

Disguise

Sabotage

Eavesdrop

Search

Escape Artist

Sneak

Hide

Track

Lore

Culture

Psionics

Criminal Und.

Religion

History

Rumors

Magic

Society

Monsters

Strategy

Nature

Timescape

TITLES

PROJECTS

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

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Melee Free Strike

Melee Weapon Free Strike

Charge, Melee, Strike, Weapon

Keywords

Main Action

Type

Melee 1

Distance (1+Kit)

One Creature or Object

Target

Power Roll + 1

≤ 11 3 = 2 + Might or Agility Damage

12-16 6 = 5 + Might or Agility Damage

17+ 8 = 7 + Might or Agility Damage

Signature Ability

Bifurcated Incineration

Fire, Magic, Ranged, Strike

Keywords

Main action

Type

Ranged 10

Distance (5+Kit)

Two creatures or objects

Target

Power Roll + 2

≤ 11 4 fire damage

12-16 6 fire damage

17+ 8 fire damage

Effect:

Heroic Ability

The Flesh, A Crucible

3
Cost

Fire, Magic, Ranged, Strike

Keywords

Main action

Type

Ranged 10

Distance (5+Kit)

One creature or object

Target

Power Roll + 2

≤ 11 9 fire damage

12-16 12 fire damage

17+ 15 fire damage

Effect:

Persistent 1: If the target is within distance at the start of your turn, you can make the power roll again without spending essence.

Ranged Free Strike

Ranged Weapon Free Strike

Ranged, Strike, Weapon

Keywords

Main Action

Type

Ranged 5

Distance (5+Kit)

One Creature or Object

Target

Power Roll + 1

≤ 11 3 = 2 + Might or Agility Damage

12-16 5 = 4 + Might or Agility Damage

17+ 7 = 6 + Might or Agility Damage

Signature Ability

Viscous Fire

Fire, Magic, Ranged, Strike

Keywords

Main action

Type

Ranged 10

Distance (5+Kit)

One creature or object

Target

Power Roll + 2

≤ 11 6 fire damage; push 2

12-16 9 fire damage; push 3

17+ 11 fire damage; push 4

Effect:

Heroic Ability

Conflagration

5
Cost

Area Fire, Magic, Ranged

Keywords

Main action

Type

3 cube within 10

Distance (5+Kit)

Each enemy in the area

Target

Power Roll + 2

≤ 11 6 fire damage

12-16 8 fire damage

17+ 12 fire damage

Effect:

Persistent 2: At the start of your turn, you can use a maneuver to use this ability again without spending essence

Triggered Action

Explosive Assistance

Fire, Magic, Ranged

Keywords

Triggered

Type

Ranged 10

Distance (5+Kit)

Self or one ally

Target

Trigger:

The target force moves a creature.

Effect:

The forced movement distance gains a +2 bonus.

Spend 1 Essence: The forced movement distance bonus is +4 instead.

Ability

Hurl Element (Free Strike)

Magic, Ranged, Strike

Keywords

Main action

Type

Ranged 10

Distance (5+Kit)

One creature or object

Target

Power Roll + 2

≤ 11 4 damage

12-16 6 damage

17+ 8 damage

Effect:

When you make this strike, choose the damage type from one of the following options: acid, cold, corruption, fire, lightning, poison, or sonic. If this deals fire damage, the damage increases by 1.

Ability

Return to Formlessness

Fire, Magic, Melee

Keywords

Main action

Type

Melee 1

Distance (5+Kit)

One mundane object

Target

Power Roll +

≤ 11

12-16

17+

Effect:

You heat the target and cause it to melt or combust, destroying it. If the object is larger than 1 square, then only the square of the object you touch is destroyed.

Ability

Arcane Trick

Magic

Main action

Keywords

Type

Self

Self

Distance (5+Kit)

Target

Power Roll +

≤ 11

12-16

17 +

Effect:
Choose one of the following effects:
¥ You teleport a size 1S or smaller object adjacent to you into an unoccupied space adjacent to you.
¥ Until the start of your next turn, a part of your body shoots a shower of harmless noisy sparks that light up each square adjacent to you.
¥ You ignite or snuff out (your choice) every mundane light source of 1L or smaller adjacent to you.

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

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:

Heroic Ability

Keywords

Type

Distance (5+Kit)

Target

Power Roll +

≤ 11

12-16

17 +

Effect: