

DRAW STEEL

Character Name

Dwarf

Ancestry

Warden

Career

Fury

Class

Berserker

Subclass

VICTORIES:

Progress bar for victories (10 segments, 1 filled)

LEVEL

1

WEALTH

1

RENOWN

0

XP / EPIC

MIGHT AGILITY REASON INTUITION PRESENCE

Might: **2**

Agility: **2**

Reason: **-1**

Intuition: **1**

Presence: **1**

1M
Size

6
Speed

1
Disengage

3
Stability

STAMINA

Current **33**
Winded ≤ **16**
Dying 0 to **-16**

Temporary

33

Max

RECOVERIES

10

11

Stamina

10

Max

HEROIC RESOURCE

Heroic Resource icon

Ferocity

Name

SURGES

Surge icon

1 Surge = Damage **2**

2 Surges = Potency + 1

MODIFIERS

Augmentation Enchantment Kit Prayer Ward

Panther

Name

Heavy

Weapon / Implement

+1

Speed

0

Melee

0

Ranged

No Armor

Armor

0

Disengage

+1

Stability

+6

Stamina

Ranged Weapon Damage

0 0 0
≤ 11 12-16 17 +

Melee Weapon Damage

0 0 +4
≤ 11 12-16 17 +

Benefits

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: Roll 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	Maneuvers
— Advance	— Aid Attack
— Disengage	— Catch Breath
— Ride	— Escape Grab
— Main Actions	— Grab
— Charge	— Knockback
— Defend	— Make or Assist Test
— Heal	— Search for Hidden Creature
— Free Strike	— Stand Up
— Trade for Maneuver	— Use Consumable
— Trade for Move	

CLASS FEATURES

FEROCITY 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 ferocity equal to your Victories. At the start of each of your turns during combat, you gain 1d3 ferocity. Additionally, the first time each combat round that you take damage, you gain 1 ferocity. The first time you become wounded or are dying in an encounter, you gain 1d3 ferocity. You lose any remaining ferocity at the end of the encounter.

FEROCITY OUTSIDE OF COMBAT

Though you can't gain ferocity outside of combat, you can use your heroic abilities and effects that cost ferocity without spending it. Whenever you use an ability or effect outside of combat that costs ferocity, 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 an ability outside of combat that lets you spend unlimited ferocity on its effect, such as To the Utmost End, you can use it as if you had spent an amount of ferocity equal to your Victories.

GROWING FEROCITY

You gain certain benefits in combat based on the amount of ferocity you have (see 1st-Level Aspect Features for details). These benefits last until the end of your turn, even if a benefit would become unavailable to you because of the amount of ferocity you spend during your turn. Some Growing Ferocity benefits can be applied only if you are a specific level or higher, with the level of those benefits noted in the various Growing Ferocity tables in this section.

MIGHTY LEAPS

You can't obtain lower than a tier 2 outcome on any Might test made to jump (see Movement Types in Chapter 10: Combat).

PRIMORDIAL STRENGTH

Whenever you damage an object with a weapon strike, the strike deals an extra 2 damage. Additionally, whenever you push another creature into an object, the creature takes an extra 2 damage.

As your ferocity grows, you gain benefits as noted on the Berserker Growing Ferocity table. Benefits are cumulative except where an improved benefit replaces a lesser benefit.

BERSERKER GROWING FEROCITY

- Whenever you use the Knockback maneuver, the forced movement distance gains a bonus equal to your Might score.
- The first time you push a creature on a turn, you gain 1 surge.
- You gain an edge on Might tests and the Knockback maneuver.

ANCESTRY TRAITS

SIGNATURE TRAIT: RUNIC CARVING

You can carve a rune onto your skin with 10 uninterrupted minutes of work, which is activated by the magic within your body. The rune you carve determines the benefit you receive, chosen from among the following:

Detection: Pick a specific type of creature (such as goblins or humans) or object (such as gems or potions). Your rune glows softly when you are within 20 squares of any creature or object of that type, even if you don't have line of effect to the creature or object. You can change the type of creature or object as a maneuver.

Light: Your skin sheds light for 10 squares. You can turn this light on and off as a maneuver. Voice: As a maneuver, you can communicate telepathically with a willing creature you have met before and who is within 1 mile of you. You must know the creature's name, and they must speak and understand a language you know. You and the creature can respond to one another as if having a spoken conversation. You can communicate with a different creature by changing the rune.

You can have one rune active at a time, and can change or remove a rune with 10 uninterrupted minutes of work.

GROUNDING

Your heavy stone body and connection to the earth makes it difficult for others to move you. You have a +1 bonus to stability.

SPARK OFF YOUR SKIN

Your stone skin affords you potent protection. You have a +6 bonus to Stamina, and that bonus increases by 3 each time you gain a new level. (Already Included)

CAREER

Warden

BENEFIT

Skills: Nature, Navigate, Track
Languages: One language
Project Points: 120
Perk: Brawny

INCITING INCIDENT

COMPLICATION

BENEFIT

DRAWBACK

CULTURE

ENVIRONMENT

ORGANIZATION

UPBRINGING

LANGUAGES

Caelian,
Vaslorian,
Zaliac

PERKS

Brawny
Whenever you fail a Might test, you can lose Stamina equal to 1d6 + your level to improve the outcome of the test by one tier. You can use this perk only once per test.

TITLES

PROJECTS

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

SKILLS

Crafting

Alchemy

Architectue

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

Performance

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

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 + _____ 2

≤ 11 4 = 2 + Might or Agility Damage

12-16 7 = 5 + Might or Agility Damage

17+ 13 = 7 + Might or Agility Damage

Signature Ability

Brutal Slam

Melee, Strike, Weapon

Keywords

Main action

Type

Melee 1

Distance (5+Kit)

One creature or object

Target

Power Roll + _____ 2

≤ 11 5 damage; push 1

12-16 8 damage; push 2

17+ 15 damage; push 4

Effect:

Heroic Ability

BACK!

3
Cost

Area, Melee, Weapon

Keywords

Main action

Type

1 burst

Distance (5+Kit)

Each enemy in the area

Target

Power Roll + _____ 2

≤ 11 5 damage

12-16 8 damage; push 1

17+ 15 damage; push 2

Effect:

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 + _____ 2

≤ 11 4 = 2 + Might or Agility Damage

12-16 6 = 4 + Might or Agility Damage

17+ 8 = 6 + Might or Agility Damage

Signature Ability

Devastating Rush

Melee, Strike, Weapon

Keywords

Main action

Type

Melee 1

Distance (5+Kit)

One creature or object

Target

Power Roll + _____ 2

≤ 11 5 damage

12-16 8 damage

17+ 15 damage

Effect:

You can move up to 3 squares straight toward the target before this strike, which deals extra damage equal to the number of squares you move this way

Heroic Ability

Blood for Blood

5
Cost

Melee, Strike, Weapon

Keywords

Main action

Type

Melee 1

Distance (5+Kit)

One creature or object

Target

Power Roll + _____ 2

≤ 11 6 damage; M < weak, bleeding and weakened (save ends)

12-16 8 damage; M < 2, bleeding and weakened (save ends)

17+ 16 damage; M < 2, bleeding and weakened (save ends)

Effect:

You can deal 1d6 damage to yourself to deal an extra 1d6 damage to the target.

Triggered Action

Lines of Force

Magic, Melee

Keywords

Triggered

Type

Melee 1

Distance (5+Kit)

Self or one creature

Target

Trigger:

The target would be force moved.

Effect:

You can select a new target of the same size or smaller within distance to be force moved instead. You become the source of the forced movement, determine the new target's destination, and can push the target instead of using the original forced movement type. Additionally, the forced movement distance gains a bonus equal to your Might score.

Spend 1 Ferocity: The forced movement distance gains a bonus equal to twice your Might score instead.

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: