

# DRAW STEEL

Character Name  
**Dwarf**  
 Ancestry  
**Warden**  
 Career

Fury  
 Class  
**Berserker**  
 Subclass

## VICTORIES:



LEVEL

1

WEALTH

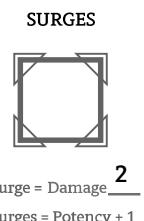
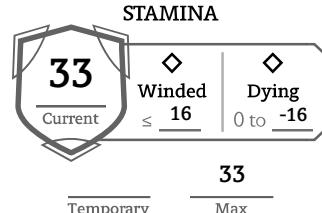
1

RENNOWN

0

XP / EPIC

MIGHT	AGILITY	REASON	INTUITION	PRESENCE
2	2	-1	1	1
1M Size	6 Speed	1 Disengage	3 Stability	



## MODIFIERS

◇ Augmentation ◇ Enchantment ◇ Kit ◇ Prayer ◇ Ward

### Panther

Name

Heavy	+1	0	0
Weapon / Implement	Speed	Melee	Ranged
No Armor	0	+1	+6
Armor	Disengage	Stability	Stamina

### Ranged Weapon Damage

0	0	0
≤ 11	12-16	17+

### Melee Weapon Damage

0	0	+4
≤ 11	12-16	17+

### Benefits

## POTENCIES

STRONG	AVERAGE	WEAK
2	1	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

## CLASS FEATURES

### 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 FERO CITY

- 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.

### FERO CITY 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 winded 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 FERO CITY

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 spent 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).

## 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.

### GROUNDED

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       | ◆ 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 |

### Melee Free Strike

#### Melee Weapon Free Strike

Charge, Melee, Strike, Weapon      Main Action

Keywords

Type

Melee 1

One Creature or Object

Distance (1+Kit)

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

### Ranged Free Strike

#### Ranged Weapon Free Strike

Ranged, Strike, Weapon      Main Action

Keywords

Type

Ranged 5

One Creature or Object

Distance (5+Kit)

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

#### Brutal Slam

Melee, Strike, Weapon

Main action

Keywords

Type

Melee 1

One creature or object

Distance (5+Kit)

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

Main action

Keywords

Type

1 burst

Each enemy in the area

Distance (5+Kit)

Target

Power Roll + \_\_\_\_\_ 2

≤ 11	5 damage
12-16	8 damage; push 1
17 +	15 damage, push 2

#### Effect:

### Triggered Action

#### Lines of Force

Magic, Melee

Triggered

Keywords

Type

Melee 1

Self or one creature

Distance (5+Kit)

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 + \_\_\_\_\_

Effect:

Ability

Keywords Type

Distance (5+Kit) Target

Power Roll + \_\_\_\_\_

Effect:

Ability

Keywords Type

Distance (5+Kit) Target

Power Roll + \_\_\_\_\_

Effect:

Heroic Ability

Cost

Keywords Type

Distance (5+Kit) Target

Power Roll + \_\_\_\_\_

Effect:

Heroic Ability

Cost

Keywords Type

Distance (5+Kit) Target

Power Roll + \_\_\_\_\_

Effect:

Heroic Ability

Cost

Keywords Type

Distance (5+Kit) Target

Power Roll + \_\_\_\_\_

Effect: