DRAW STEEL

Character Name

Ancestry

Class

Career

Subclass

VICTORIES:

LEVEL
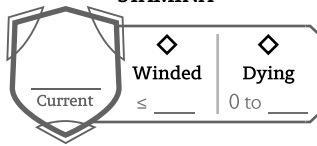
| WEALTH | RENOWN | XP / EPIC |

MIGHT   AGILITY   REASON   INTUITION   PRESENCE

Size   Speed   Disengage   Stability

STAMINA

◇ Winded   ◇ Dying

Current   ≤ _____   0 to _____

Temporary   Max

RECOVERIES

Stamina   Max

HEROIC RESOURCE

Name

SURGES
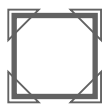
1 Surge = Damage _____
2 Surges = Potency + 1

MODIFIERS

◇ Augmentation   ◇ Enchantment   ◇ Kit   ◇ Prayer   ◇ Ward

Name

Weapon / Implement

Speed   Melee   Ranged

Armor

Disengage   Stability   Stamina

Ranged Weapon Damage

≤ 11   12-16   17 +

Melee Weapon Damage

≤ 11   12-16   17 +

Benefits

POTENCIES

| STRONG | AVERAGE | WEAK |

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

Main Actions
– 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

ANCESTRY TRAITS

CAREER

BENEFIT

INCITING INCIDENT

COMPLICATION

BENEFIT

DRAWBACK

CULTURE

ENVIRONMENT

ORGANIZATION

UPBRINGING

LANGUAGES

PERKS

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
◇ Persuade
◇ Read Person

Intrigue

◇ Alertness
◇ Conceal Object
◇ Disguise
◇ Eavesdrop
◇ Escape Artist
◇ Hide
◇ Performace

◇ Pick Lock
◇ Pick Pocket
◇ Sabotage
◇ Search
◇ Sneak
◇ Track

Lore

◇ Culture
◇ Criminal Und.
◇ History
◇ Magic
◇ Monsters
◇ Nature

◇ Psionics
◇ Religion
◇ Rumors
◇ Society
◇ Strategy
◇ Timescape

TITLES

PROJECTS

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

Melee Free Strike

◇

Charge, Melee, Strike, Weapon	Main Action
Keywords	Type

	One Creature or Object
Distance (1+Kit)	Target

Power Roll + _____

≤ 11	_____ = 2 + Might or Agility Damage
12-16	_____ = 4 + Might or Agility Damage
17 +	_____ = 6 + Might or Agility Damage

Signature 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:

Ranged Free Strike

◇

Ranged, Strike, Weapon	Main Action
Keywords	Type

	One Creature or Object
Distance (5+Kit)	Target

Power Roll + _____

≤ 11	_____ = 2 + Might or Agility Damage
12-16	_____ = 4 + Might or Agility Damage
17 +	_____ = 6 + Might or Agility Damage

Signature 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:

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

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: