

DRAW STEEL

VICTORIES:

LEVEL

WEALTH

REOWN

XP / EPIC

MIGHT AGILITY REASON INTUITION PRESENCE

STAMINA

RECOVERIES

HEROIC
RESOURCE

SURGES

Size Speed Disengage Stability

Temporary Max

Stamina Max

Name

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

Benefits

≤ 11 12-16 17 +

Melee Weapon Damage

≤ 11 12-16 17 +

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
- 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

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

Intimidate

Empathize

Lead

Flirt

Lie

Gamble

Music

Handle Animals

Persuade

Interrogate

Read Person

Intrigue

Alertness

Pick Lock

Conceal Object

Pick Pocket

Disguise

Sabotage

Eavesdrop

Search

Escape Artist

Sneak

Hide

Track

Performace

Lore

Culture

Psionics

Criminal Und.

Religion

History

Rumors

Magic

Society

Monsters

Strategy

Nature

Timescape

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Melee Free Strike

Charge, Melee, Strike, Weapon

Main Action

KeywordsType

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

Effect:

Signature Ability

KeywordsType

Distance (5+Kit)Target

Power Roll + _____

≤ 11

12-16

17 +

Effect:

Heroic Ability

Cost

KeywordsType

Distance (5+Kit)Target

Power Roll + _____

≤ 11

12-16

17 +

Effect:

Ranged Free Strike

Ranged, Strike, Weapon

Main Action

KeywordsType

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

Effect:

Signature Ability

KeywordsType

Distance (5+Kit)Target

Power Roll + _____

≤ 11

12-16

17 +

Effect:

Heroic Ability

Cost

KeywordsType

Distance (5+Kit)Target

Power Roll + _____

≤ 11

12-16

17 +

Effect:

Triggered Action

KeywordsType

Distance (5+Kit)Target

Trigger:

Effect:

Ability

KeywordsType

Distance (5+Kit)Target

Power Roll + _____

≤ 11

12-16

17 +

Effect:

Ability

KeywordsType

Distance (5+Kit)Target


Power Roll + _____


≤ 11


12-16

17 +

Effect:

Heroic Ability	
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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	
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Keywords	Type
Distance (5+Kit)	Target
Power Roll + _____	
≤ 11	
12-16	
17 +	
Effect: _____	

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