DRAW STEEL

Character Name

Ancestry

Class

Career

Subclass

VICTORIES:

LEVEL

WEALTH

RENOWN

XP / EPIC

MIGHT	AGILITY	REASON	INTUITION	PRESENCE

Size

Speed

Stability

STAMINA

◇ Winded

◇ Dying

Current

≤ ____

0 to ____

Temporary

Max

RECOVERIES

Stamina

Max

HEROIC RESOURCE

Name

SURGES

1 Surge = Damage ____

2 Surges = Potency + 1
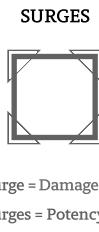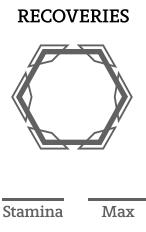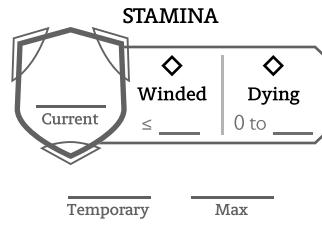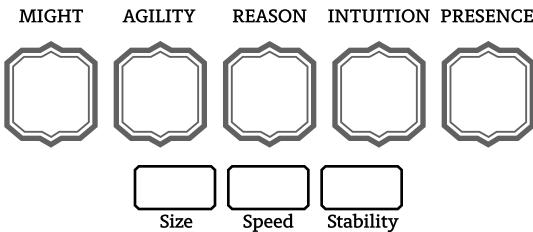
MODIFIERS

◇ Kit ◇ Enchantment ◇ Prayer ◇ Augmentation ◇ Ward

Name

Weapon / Implement

Speed

Melee

Ranged

Armor

Area

Stability

Stamina

Ranged Weapon Damage

| ≤ 11 | 12-16 | 17 + |

Benefits

Melee Weapon Damage

| ≤ 11 | 12-16 | 17 + |

CLASS FEATURES

YOUR TURN

Move Actions

– Advance

– Disengage

– Ride

Actions

– Charge

– Defend

– 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

* Note: Each Creature in combat can take a move action, a maneuver, and an action on their turn--in any order

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CONDITIONS

Condition	End of Turn	Save Ends*
Bleeding	◇	◇
Dazed	◇	◇
Frightened	◇	◇
Grabbed	◇	◇
Prone	◇	◇
Restrained	◇	◇
Slowed	◇	◇
Taunted	◇	◇
Weakened	◇	◇
	◇	◇
	◇	◇

* Save Ends = 6 or higher on 1d10 at the end of your turn removes the effect

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ANCESTRY TRAITS

CAREER

BENEFIT

INCITING INCIDENT

COMPLICATION

BENEFIT

DRAWBACK

CULTURE

ENVIRONMENT	ORGANIZATION	UPBRINGING	LANGUAGES

PERKS

SKILLS

Crafting
- ◇ Alchemy
- ◇ Architecture
- ◇ 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
- ◇ Timescape

TITLES

PROJECTS

Project	Assigned	Points	Roll
		/	
		/	
		/	
		/	
		/	

Melee Free Strike

◆

Charge, Melee, Strike, Weapon	Action
Keywords	Type

	1 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	Action
Keywords	Type

	1 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: