

# DRAW STEEL

Character Name

Ancestry

Class and Subclass

WEALTH

REOWN

XP / EPIC

VICTORIES

LEVEL

16 XP = 1 Level

1 Victory = 1 XP

MIGHT AGILITY REASON INTUITION PRESENCE

Size

Speed

Disengage

Stability

Weak

Average

Strong

Potency

STAMINA

Current

Winded

Dying

Temporary Max

RECOVERIES

Stamina Max

HEROIC RESOURCE

Name

SURGES

1 Surge = Damage \_\_\_\_  
2 Surges = Potency + 1

EQUIPMENT AND MODIFIERS  Kit

Name

Weapon / Implement

Armor / Ward

Speed

Disengage

Stamina

Stability

Melee

Ranged

Tier 1

Tier 2

Tier 3

Tier 1

Tier 2

Tier 3

Melee Damage

Ranged Damage

Effects

CULTURE

Environment

Organization

Upbringing

Languages

CAREER











Details

COMPLICATION











Details

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
-  Perform
-  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

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

[illegible]

### Melee Free Strike

- Distance

- Keywords -

_____Target_____	_____Distance_____
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_____Keywords_____	

### Ranged Free Strike

- Distance

• **Keywords:**

Points	
	Points
	Goal
	Points
	Goal
	Points
	Goal
	Points
	Goal
	Points
	Goal

**Goal —**

Goal —

Goal —

Goal —

Goal —

Goal —

Action Type

Cost

Free Strike

Signature

Heroic

Other

Target

Distance

Keywords

Action Type

Cost

Free Strike

Signature

Heroic

Other

Target

Distance

Keywords

Action Type

Cost

Free Strike

Signature

Heroic

Other

Target

Distance

Keywords

Action Type

Cost

Free Strike

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Action Type

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Free Strike

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Heroic

Other

Target

Distance

Keywords

Action Type

Cost

Free Strike

Signature

Heroic

Other

Target

Distance

Keywords