

# DRAW STEEL

Character Name

Ancestry

Class

Career

Subclass

VICTORIES:

LEVEL

WEALTH

REOWN

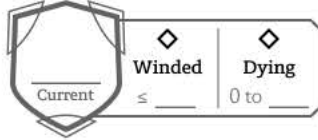
XP / EPIC

MIGHT AGILITY REASON INTUITION PRESENCE



Size Speed Disengage Stability

STAMINA



Temporary Max

RECOVERIES



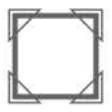
Stamina Max

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 Dist. Ranged Dist.

Melee Damage Bonus

Ranged Damage Bonus

≤ 11 12-16 17+ ≤ 11 12-16 17+

Effects

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

POTENCY



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 a main action on their turn—in any order.

Move Actions

- Advance
- Disengage
- Ride

Main Actions

- Charge
- Defend
- Free Strike
- Heal
- Trade for Maneuver
- Trade for Move

Maneuvers

- Aid Attack
- Catch Breath
- Escape Grab
- Grab
- Hide
- Knockback
- Make or Assist a Test
- Search for Hidden Creatures
- Stand Up
- Use Consumable

FEATURE LISTS

CLASS FEATURES

MAIN ACTIONS

TRAITS AND PERKS

MANEUVERS

TRIGGERED ACTIONS



## CULTURE

### ENVIRONMENT

### ORGANIZATION

### UPBRINGING

### LANGUAGES

## CAREER

### BENEFITS

### INCITING INCIDENT

## COMPLICATION

### DETAILS

## 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         | ◇ Perform     |
| ◇ 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 |

## ANCESTRY TRAITS AND PERKS



[illegible]

Action Type	Cost
<span>◇ Free Strike</span> <span>◇ Signature</span> <span>◇ Heroic</span> <span>◇ Other</span>	
Target	
Distance	
	Keywords

[illegible]



[illegible][illegible]



Action Type

Cost

Free Strike

Signature

Heroic

Other

Target

Distance

Keywords

Action Type

Cost

Free Strike

Signature

Heroic

Other

Target

Distance

Keywords

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