

# DRAW STEEL

Character Name \_\_\_\_\_

Ancestry \_\_\_\_\_

Class \_\_\_\_\_

Career \_\_\_\_\_

Subclass \_\_\_\_\_

VICTORIES:

Progress bar with 15 empty slots:

LEVEL

WEALTH

REOWN

XP / EPIC

MIGHT    AGILITY    REASON    INTUITION    PRESENCE

Five decorative stat icons:               

Size       Speed       Disengage       Stability   

STAMINA

Stamina gauge: 

Winded
Dying

Current ≤ \_\_\_\_\_ 0 to \_\_\_\_\_

Temporary \_\_\_\_\_ Max \_\_\_\_\_

RECOVERIES

Recovery icon:

Stamina \_\_\_\_\_ Max \_\_\_\_\_

HEROIC RESOURCE

Heroic Resource icon:

Name \_\_\_\_\_

SURGES

Surge icon:

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

Large empty box for 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

WEAK     AVERAGE     STRONG

## 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

## CLASS FEATURES

Large empty box for class features:

## CULTURE

ENVIRONMENT

ORGANIZATION

UPBRINGING

LANGUAGES

## CAREER

BENEFITS

INCITING INCIDENT

## 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

## ANCESTRY TRAITS AND PERKS

Action \_\_\_\_\_ Cost

◆ Free Strike ◆ Signature ◆ Heroic ◆ Other

Target \_\_\_\_\_

Distance \_\_\_\_\_

Keywords \_\_\_\_\_

Action \_\_\_\_\_ Cost

◆ Free Strike ◆ Signature ◆ Heroic ◆ Other

Target \_\_\_\_\_

Distance \_\_\_\_\_

Keywords \_\_\_\_\_

Action \_\_\_\_\_ Cost

◆ Free Strike ◆ Signature ◆ Heroic ◆ Other

Target \_\_\_\_\_

Distance \_\_\_\_\_

Keywords \_\_\_\_\_

Action \_\_\_\_\_ Cost

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