

# DRAW STEEL

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

**Dwarf** \_\_\_\_\_ **Fury** \_\_\_\_\_  
 Ancestry \_\_\_\_\_ Class \_\_\_\_\_  
**Warden** \_\_\_\_\_ **Berserker** \_\_\_\_\_  
 Career \_\_\_\_\_ Subclass \_\_\_\_\_

VICTORIES:



LEVEL

WEALTH  
1

RENOWN  
0

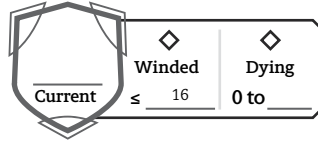
XP

MIGHT AGILITY REASON INTUITION PRESENCE



1M Size 6 Speed 3 Stability 1 Disengage

STAMINA



Temporary

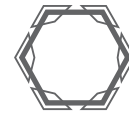
33 Max

RECOVERIES



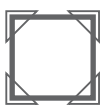
11 Stamina: 10 Max

HEROIC RESOURCE



Ferocity Name

SURGES



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

**Culture:** Secluded, Bureaucratic, Creative

**Languages:** Caelian, Vaslorian, Zaliac

**Project Points:** 120

**Skills:** Alertness, Blacksmithing, Brag, Climb, Intimidate, Jump, Lift, Nature, Navigate, Track

## Ferocity

At the start of a combat encounter or some other stressful situation tracked in combat rounds (as determined by the Director), you gain ferocity equal to your Victories. At the start of each of your turns during combat, you gain 1d3 ferocity. Additionally, the first time each combat round that you take damage, you gain 1 ferocity. The first time you become winded or are dying in an encounter, you gain 1d3 ferocity. You lose any remaining ferocity at the end of the encounter.

You gain certain benefits in combat based on the amount of ferocity you have. These benefits last until the end of your turn, even if a benefit would become unavailable to you because of the amount of ferocity you spend during your turn.

## Primordial Strength: Growing Ferocity

Ferocity	Benefit
2	Whenever you use the Knockback maneuver, the forced movement distance gains a +2 bonus.
4	The first time you push a creature on a turn, you gain 1 surge.
6	You gain an edge on Might tests and the Knockback maneuver.

### Brutal Slam (Signature Ability)

The heavy impact of your weapon attacks drives your foes ever back.

**Melee, Strike, Weapon** **Main action**  
 Melee 1 ☹ One creature or object

2d10 + 2:  
 ≤11 5 damage; push 1  
 12-16 8 damage; push 2  
 17+ 15 damage; push 4

### Devastating Rush (Signature Ability)

The faster you move, the harder you hit.

**Melee, Strike, Weapon** **Main action**  
 Melee 1 ☹ One creature or object

2d10 + 2:  
 ≤11 5 damage  
 12-16 8 damage  
 17+ 15 damage

**Effect:** You can move up to 3 squares straight toward the target before this strike, which deals extra damage equal to the number of squares you move this way.

### Back! (3 Ferocity)

You hew about you with your mighty weapon, hurling enemies backward.

**Area, Melee, Weapon** **Main action**  
 1 burst ☹ Each enemy in the area

2d10 + 2:  
 ≤11 5 damage  
 12-16 8 damage; push 1  
 17+ 15 damage; push 3

### Blood for Blood! (5 Ferocity)

See how well they fight after you've bled them dry.

**Melee, Strike, Weapon** **Main action**  
 Melee 1 ☹ One creature or object

2d10 + 2:  
 ≤11 6 damage; **M < 0** bleeding and weakened (save ends)  
 12-16 8 damage; **M < 1** bleeding and weakened (save ends)  
 17+ 16 damage; **M < 2** bleeding and weakened (save ends)

**Effect:** You can deal 1d6 damage to yourself to deal an extra 1d6 damage to the target.



### Lines of Force

You redirect the energy of motion.

#### Magic, Melee

Melee 1

#### Triggered

Self or one creature

**Trigger:** The target would be force moved.

**Effect:** You can select a new target of the same size or smaller within distance to be force moved instead. You become the source of the forced movement, determine the new target's destination, and can push the target instead of using the original forced movement type. Additionally, the forced movement distance gains a +2 bonus.

**Spend 1 Ferocity:** The forced movement distance bonus is +4 instead.

### Primordial Strength

Whenever you damage an object with a weapon strike, the strike deals an extra 2 damage. Additionally, whenever you push another creature into an object, the creature takes an extra 2 damage.

### Mighty Leaps

You can't achieve lower than a tier 2 outcome on any Might test made to jump.

### Brawny

Whenever you fail a Might test, you can lose Stamina equal to 1d6 + 1 to improve the outcome of the test by one tier. You can use this perk only once per test.

### Panther Kit

You wear no armor and wield heavy weapons, such as mauls or greatswords.

## DWARF TRAITS

### Grounded

Your heavy stone body and connection to the earth makes it difficult for others to move you. You have a +1 bonus to stability (already included).

### Runic Carving

You can carve a rune onto your skin with 10 uninterrupted minutes of work, which is activated by the magic within your body. The rune you carve determines the benefit you receive, chosen from among the following:

- **Detection:** Pick a specific type of creature (such as goblins or humans) or object (such as gems or potions). Your rune glows softly when you are within 20 squares of any creature or object of that type, even if you don't have line of effect to the creature or object. You can change the type of creature or object as a maneuver.
- **Light:** Your skin sheds light for 10 squares. You can turn this light on and off as a maneuver.
- **Voice:** As a maneuver, you can communicate telepathically with a willing creature you have met before and who is within 1 mile of you. You must know the creature's name, and they must speak and understand a language you know. You and the creature can respond to one another as if having a spoken conversation. You can communicate with a different creature by changing the rune.

You can have one rune active at a time, and can change or remove a rune with 10 uninterrupted minutes of work.

### Spark Off Your Skin

Your stone skin affords you potent protection. You have a +6 bonus to Stamina.

## FREE STRIKES



### Melee Weapon Free Strike

Charge, Melee, Strike, Weapon

Melee 1

Main action

One creature or object

2d10 + 2:

<=11 4 damage

12-16 7 damage

17+ 13 damage



### Ranged Weapon Free Strike

Ranged, Strike, Weapon

Ranged 5

Main action

One creature or object

2d10 + 2:

<=11 4 damage

12-16 6 damage

17+ 8 damage