

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 octagonal icons representing the stats above.

Size Speed Disengage Stability

STAMINA

Winded Dying

Current ≤ _____ 0 to _____

Temporary Max

RECOVERIES

Decorative circular icon representing recoveries.

Stamina Max

HEROIC RESOURCE

Decorative hexagonal icon representing heroic resource.

Name

SURGES

Decorative square icon representing 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

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

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
- ◇ 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

HEROIC RESOURCE RULES

— Action Type —	○ Cost
◇ Free Strike ◇ Signature ◇ Heroic ◇ Other	
— Target —	
— Distance —	
— Keywords —	

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CLASS FEATURES

Action Type Cost

Free Strike Signature Heroic Other

Target

Distance

Keywords

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