

# DRAW STEEL SUMMONER

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

Ancestry \_\_\_\_\_

Career \_\_\_\_\_

Subclass \_\_\_\_\_

VICTORIES:

Progress bar with 15 empty slots:

LEVEL

WEALTH

REOWN

XP / EPIC

MIGHT    AGILITY    REASON    INTUITION    PRESENCE

Five decorative icons representing the stats: Might, Agility, Reason, Intuition, and Presence.

Five boxes for stat values: Size, Speed, Disengage, Stability, and Summoner's Range.

STAMINA

Stamina gauge with 'Current' value, 'Winded' and 'Dying' indicators, and 'Temporary' and 'Max' labels.

Temporary    Max

RECOVERIES

Recovery icon: a circle with four arrows pointing inward.

Stamina    Max

HEROIC RESOURCE

Heroic Resource icon: a hexagon with a smaller hexagon inside.

ESSENCE

SURGES

Surge icon: a square with a smaller square inside.

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

## SUMMONER'S KIT

Implement

Wards

Speed

Disengage

Stamina

Stability

Melee Dist.

Ranged Dist.

Melee Dam.

Ranged Dam.

Potency

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 squad of minions uses their actions together.

You and your squads can take your actions in any order.

### Your Hero

- Move Action
- Maneuver
- Main Action

### Your Minion Squads

- Move Action
- Maneuver or Main Action

If a minion has a signature ability, apply one instance of the effects to each target.

Each additional minion that strikes the target adds their free strike value to the action.

## NOT YOUR TURN

You can use Strike For Me whenever you would make a strike when it's not your turn.

### When to Use Strike for Me

- Opportunity attack
- Ally allows you to make a free strike
- Ally allows you to use a signature ability

## FEATURE LISTS

### SUMMONER FEATURES

- Summoner Circle
- Minions
- Essence
- Formation
- Quick Command
- Portfolio

### MAIN ACTIONS

- Summoner Strike
- Call Forth

### TRAITS AND PERKS

### MANEUVERS

- Minion Bridge

### TRIGGERED ACTIONS

- Strike for Me

## 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

## ESSENCE RULES

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<b>Main Action</b> <small>Action Type</small>	<b>1+</b> <small>Cost</small>
<b>Call Forth</b>	
<input type="checkbox"/> Free Strike <input type="checkbox"/> Signature <input type="checkbox"/> Heroic <input checked="" type="checkbox"/> Other	
<div style="border: 1px solid black; padding: 2px; display: inline-block;">Self</div> <small>Target</small>	
<div style="border: 1px solid black; padding: 2px; display: inline-block;">Summoner's Range</div> <small>Distance</small>	
<p><b>Effect:</b> You summon one or more minions from your portfolio into unoccupied spaces within distance. Choose one of the following options.</p> <p><b>Signature Minions:</b> You summon one signature minion for each essence you spend on this ability.</p> <p><b>All Other Minions:</b> You summon the set number of minions listed on the stat block for their essence cost.</p>	
<div style="border: 1px solid black; padding: 2px; display: inline-block;">Magic, Ranged</div> <small>Keywords</small>	

<b>Maneuver</b> <small>Action Type</small>	<b>0+</b> <small>Cost</small>
<b>Minion Bridge</b>	
<input type="checkbox"/> Free Strike <input type="checkbox"/> Signature <input type="checkbox"/> Heroic <input checked="" type="checkbox"/> Other	
<div style="border: 1px solid black; padding: 2px; display: inline-block;">One of your minions</div> <small>Target</small>	
<div style="border: 1px solid black; padding: 2px; display: inline-block;">Melee 1</div> <small>Distance</small>	
<p><b>Effect:</b> You shift into a square adjacent to the target, including vertically.</p> <p>You can shift into squares that contain one of your minions, even if they occupy difficult terrain. Each time you shift into a square that contains one of your minions while using this maneuver, you can shift an additional square.</p> <p><b>1 Essence:</b> An adjacent ally can shift alongside you during this movement. They must end their movement in an unoccupied square adjacent to the last minion you moved through.</p>	
<div style="border: 1px solid black; padding: 2px; display: inline-block;">Magic</div> <small>Keywords</small>	

<b>Free Triggered Action</b> <small>Action Type</small>	<b>0</b> <small>Cost</small>
<b>Strike for Me</b>	
<input type="checkbox"/> Free Strike <input type="checkbox"/> Signature <input type="checkbox"/> Heroic <input checked="" type="checkbox"/> Other	
<div style="border: 1px solid black; padding: 2px; display: inline-block;">Each of your minions</div> <small>Target</small>	
<div style="border: 1px solid black; padding: 2px; display: inline-block;">Summoner's Range</div> <small>Distance</small>	
<p><b>Trigger:</b> You use a triggered action to make a free strike or use a signature ability.</p> <p><b>Power Roll + Reason:</b>  <b>Tier 1:</b> Up to three targets make a free strike  <b>Tier 2:</b> Up to five targets make a free strike  <b>Tier 3:</b> Up to seven targets make a free strike  <b>Natural 19 or 20:</b> Each target makes a free strike</p> <p><b>Effect:</b> Your minions act in place of you making a free strike or using a signature ability. If you were granted the triggered action against a specific target, your minions must strike the same target. If the triggered action granted you a signature ability, you have an edge on the power roll.</p>	
<div style="border: 1px solid black; padding: 2px; display: inline-block;">Magic, Ranged</div> <small>Keywords</small>	

## SUMMONER FEATURES

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Minion Role  Signature  Cost  Count

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Size  Speed  Stamina  Stability  Free Strike

Immunity

Weakness

Movement

Free Strike Damage Type

Might  Agility  Reason

Intuition  Presence

Keywords

Minion Role  Signature  Cost  Count

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Size  Speed  Stamina  Stability  Free Strike

Immunity

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Free Strike Damage Type

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Size  Speed  Stamina  Stability  Free Strike

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Free Strike Damage Type

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Keywords

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Size  Speed  Stamina  Stability  Free Strike

Immunity

Weakness

Movement

Free Strike Damage Type

Might  Agility  Reason

Intuition  Presence

Keywords

Fixture Role  Size  Stamina

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Keywords

Action Type Cost

Free Strike Signature Heroic Other

Target

Distance

Keywords

Action Type Cost

Free Strike Signature Heroic Other

Target

Distance

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Action Type Cost

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