

# DRAW STEEL

Character Name

Ancestry

Class

Career

Subclass

VICTORIES:

LEVEL

WEALTH

REOWN

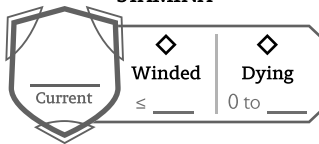
XP / EPIC

MIGHT AGILITY REASON INTUITION PRESENCE



Size Speed Stability

STAMINA



Temporary Max

RECOVERIES



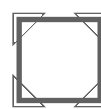
Stamina Max

HEROIC RESOURCE



Name

SURGES



1 Surge = Damage  
2 Surges = Potency + 1

## MODIFIERS

Kit Enchantment Prayer Augmentation Ward

Name

Weapon / Implement Speed Melee Ranged

Armor Area Stability Stamina

Ranged Weapon Damage

≤ 11 12-16 17 +

Benefits

Melee Weapon Damage

≤ 11 12-16 17 +

## CLASS FEATURES

## YOUR TURN

### Move Actions

- Advance
- Disengage
- Ride

### Actions

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

### Maneuvers

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

## CONDITIONS

Condition	End of Turn	Save Ends*
Bleeding	◇	◇
Dazed	◇	◇
Frightened	◇	◇
Grabbed	◇	◇
Prone	◇	◇
Restrained	◇	◇
Slowed	◇	◇
Taunted	◇	◇
Weakened	◇	◇
	◇	◇
	◇	◇

\* Save Ends = 6 or higher on 1d10 at the end of your turn removes the effect

## ANCESTRY TRAITS

\* Note: Each Creature in combat can take a move action, a maneuver, and an action on their turn—in any order

CAREER

BENEFIT

INCITING INCIDENT

COMPLICATION

BENEFIT

DRAWBACK

CULTURE

ENVIRONMENT

ORGANIZATION

UPBRINGING

LANGUAGES

PERKS

TITLES

PROJECTS			
Project	Assigned	Points	Roll
		/	
		/	
		/	
		/	

SKILLS

Crafting

Alchemy  
Architecture  
Fletching  
Forgery  
Jewelry  
Mechanics  
Tailoring

Intrigue

Alertness  
Conceal Object  
Disguise  
Eavesdrop  
Escape Artist  
Hide  
Performace  
Pick Lock  
Pick Pocket  
Sabotage  
Search  
Sneak  
Track

Exploration

Climb  
Drive  
Endurance  
Gymnastics  
Heal  
Jump  
Lift  
Navigate  
Ride  
Swim

Lore

Culture  
Criminal Und.  
History  
Magic  
Monsters  
Nature  
Psionics  
Religion  
Rumors  
Society  
Timescape

Interpersonal

Brag  
Empathize  
Flirt  
Gamble  
Handle Animals  
Interrogate  
Intimidate  
Lead  
Lie  
Music  
Persuade  
Read Person

Melee Free Strike

Charge, Melee, Strike, Weapon

Action

Keywords

Type

Distance (1+Kit)

1 Creature or Object

Target

Power Roll +

≤ 11

= 2 + Might or Agility Damage

12-16

= 4 + Might or Agility Damage

17 +

= 6 + Might or Agility Damage

Signature Ability

Keywords

Type

Distance (5+Kit)

Target

Power Roll +

≤ 11

12-16

17 +

Effect:

Heroic Ability

Cost

Keywords

Type

Distance (5+Kit)

Target

Power Roll +

≤ 11

12-16

17 +

Effect:

Ranged Free Strike

Ranged, Strike, Weapon

Action

Keywords

Type

Distance (5+Kit)

1 Creature or Object

Target

Power Roll +

≤ 11

= 2 + Might or Agility Damage

12-16

= 4 + Might or Agility Damage

17 +

= 6 + Might or Agility Damage

Signature Ability

Keywords

Type

Distance (5+Kit)

Target

Power Roll +

≤ 11

12-16

17 +

Effect:

Heroic Ability

Cost

Keywords

Type

Distance (5+Kit)

Target

Power Roll +

≤ 11

12-16

17 +

Effect:

Triggered Action

Keywords

Type

Distance (5+Kit)

Target

Trigger:

Effect:

Ability

Keywords

Type

Distance (5+Kit)

Target

Power Roll +

≤ 11

12-16

17 +

Effect:

Ability

Keywords

Type

Distance (5+Kit)

Target

Power Roll +

≤ 11

12-16

17 +

Effect:

Ability

KeywordsType

Distance (5+Kit)Target

Power Roll +

≤ 11

12-16

17 +

Effect:

Ability

KeywordsType

Distance (5+Kit)Target

Power Roll +

≤ 11

12-16

17 +

Effect:

Ability

KeywordsType

Distance (5+Kit)Target

Power Roll +

≤ 11

12-16

17 +

Effect:

Heroic Ability

Cost

KeywordsType

Distance (5+Kit)Target

Power Roll +

≤ 11

12-16

17 +

Effect:

Heroic Ability

Cost

KeywordsType

Distance (5+Kit)Target

Power Roll +

≤ 11

12-16

17 +

Effect:

Heroic Ability

Cost

KeywordsType

Distance (5+Kit)Target

Power Roll +

≤ 11

12-16

17 +

Effect: