

# DRAW STEEL BEASTHEART

Character Name \_\_\_\_\_ Companion Name \_\_\_\_\_  
 Ancestry \_\_\_\_\_ Companion \_\_\_\_\_  
 Wild Nature \_\_\_\_\_ Career \_\_\_\_\_

## VICTORIES:

\_\_\_\_\_

## LEVEL

WEALTH
RENOWN
XP / EPIC

### MIGHT    AGILITY    REASON    INTUITION    PRESENCE

#### BEASTHEART

Size    Speed    Disengage    Stability

### MIGHT    AGILITY    REASON    INTUITION    PRESENCE

#### COMPANION

Size    Speed    Disengage    Stability

### STAMINA

Current    Winded    Dying  
 ≤ \_\_\_\_\_    0 to \_\_\_\_\_

Temporary    Max

### COMPANION STAMINA

Current    Winded    Dying  
 ≤ \_\_\_\_\_    0 to \_\_\_\_\_

Temporary    Max

### HEROIC RESOURCE

#### FEROCITY

### RECOVERIES

Stamina    Max

### SURGES

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

### COMPANION RESOURCE

#### RAMPAGE

- ◆ 8
- ◆ 12
- ◆ 16 (4th level)
- ◆ 20 (7th level)
- ◆ 24 (10th level)

### POTENCY

WEAK

AVERAGE

STRONG

### KIT

\_\_\_\_\_ Name \_\_\_\_\_

\_\_\_\_\_ Weapon \_\_\_\_\_ Armor \_\_\_\_\_

Speed    Disengage    Stamina    Stability    Melee Dist.    Ranged Dist.

Tier 1    Tier 2    Tier 3    Tier 1    Tier 2    Tier 3  
 \_\_\_\_\_    \_\_\_\_\_    \_\_\_\_\_    \_\_\_\_\_    \_\_\_\_\_    \_\_\_\_\_

#### Melee Damage

#### Ranged Damage

Tier 1    Tier 2    Tier 3  
 \_\_\_\_\_    \_\_\_\_\_    \_\_\_\_\_

#### Companion Melee Damage

#### Effects

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

When choosing or changing a kit, your companion can choose between the melee damage bonus provided by the kit (if any) or a melee damage bonus of +0/+0/+4.

### 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

### 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

You and your companion each take your own move action.

You can use one triggered action per round, which can be used by either you or your companion.

Your main action and maneuver are split between you and your companion; if you take a main action, you can't take a maneuver but your companion can, and vice versa.

### FEATURE LISTS

#### BEASTHEART FEATURES

- Wild Nature
- Companion
- Ferocity
- Rampage
- Kit

#### TRAITS AND PERKS

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

#### MAIN ACTIONS

- Feral Strike (Companion)

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

#### MANEUVERS

- Heart of the Beast (Both)

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 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

#### TRIGGERED ACTIONS

\_\_\_\_\_  
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 \_\_\_\_\_  
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## FEROCITY AND RAMPAGE RULES

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## RAMPAGE TABLE

### Rampage Effects

|                    |   |
|--------------------|---|
| 8                  | At the end of each of your turns, your companion must use their Feral Strike ability as a free maneuver. You can't willingly decrease the power roll outcome to a lower tier. For each ally damaged this way, you gain 2 surges, which you can use on this strike.  |
| 12                 | Your companion has damage immunity equal to their Intuition score.  |
| 16<br>(4th level)  | When your companion uses their Feral Strike ability, they deal extra damage equal to their Intuition score to each target. You gain 1 additional surge for each ally damaged this way.  |
| 20<br>(7th level)  | As a free maneuver, your companion can increase their size up to size 2, or increase their size by 1 if their original size is already 2 or larger. This size increase lasts until your companion's rampage ends or they use a free maneuver to end it. While your companion's size is increased, they gain a +2 bonus to speed and stability, the potencies of their abilities increase by 1, and the size of their Feral Strike ability's burst increases by 1. |
| 24<br>(10th level) | When your companion increases their size, they can increase it up to size 3, or increase their size by 1 if their original size is already 3 or larger. Whenever they make a power roll while their size is increased this way, they can roll 3d10 and discard the lowest roll.   |

### Main Action

Action Type

0

Cost

### Feral Strike

Free Strike Signature Heroic Other

### Each creature in the area

Target

### 1 burst

Distance

**Effect:** Your companion moves up to a number of squares equal to their Intuition score straight toward the closest enemy they are aware of, avoiding damaging terrain and ending the movement when they are adjacent to that enemy. Your companion then makes the following power roll:

### Power Roll + Might:

Tier 1: 1 + M damage

Tier 2: 3 + M damage

Tier 3: 4 + M damage

This ability gains the following benefit based on your wild nature:

Area, Companion, Melee, Strike, Weapon

Keywords

### Maneuver

Action Type

0+

Cost

### Heart of the Beast

Free Strike Signature Heroic Other

### Self

Target

### Self

Distance

**Effect:** You must spend a Recovery without regaining Stamina. Your partner gains temporary Stamina equal to your recovery value as they leap out of your chest. Your partner teleports to your space from any distance, even if they don't have line of effect to you.

**1 Ferocity:** Your partner can shift up to their speed.

**1-5 Ferocity:** Your partner gains additional temporary Stamina equal to their Might score for each ferocity spent this way.

**5 Ferocity:** You restore your dead partner to life with 1 Stamina, even if their body was destroyed. They gain no temporary Stamina if you use this ability this way.

Magic, Ranged

Keywords

Action Type

Cost

Cost

Free Strike Signature Heroic Other

Target

Distance

Keywords

## BEASTHEART FEATURES

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## COMPANION TRAITS AND FEATURES Melee Free Strike

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Action Type Cost

◆ Free Strike ◆ Signature ◆ Heroic ◆ Other

Target

Distance

Keywords

Action Type Cost

◆ Free Strike ◆ Signature ◆ Heroic ◆ Other

Target

Distance

Keywords

Action Type Cost

◆ Free Strike ◆ Signature ◆ Heroic ◆ Other

Target

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Target

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Keywords