

DS GLYPHS FOR GDOCS

≤11 12-16 17+ DS Open Glyphs

≤11 12-16 17+ M A R I P

< AVERAGE < WEAK < STRONG

<0 <1 <2 <3 <4 <5 <6

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For third party Draw Steel creators who want to use the [DS Open Glyphs font](#) in Google Docs there isn't a way to upload a custom font, however, you can upload images inline with text. Included here are all of the symbols in DS Open Glyphs prepared for use inside google docs as simply as copy/paste. A folder "Gdoc PNGS" is also now available in the font package on [itch.io](#) with PNGs optimized for this use.

The best way to resize these symbols to match your text is to click the image, click the 3 dots in the context menu, select "Size and Rotation" and make any symbols within the same font size equal heights.

Melee Weapon Free Strike

Flavor Text...

Charge, Melee, Strike, Weapon

🗡️ Melee 1

Main Action

🎯 1 creature

Power Roll + Might or Agility:

≤11 2 + M or A damage

12-16 5 + M or A damage

17+ 7 + M or A damage

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0.12 inch symbols:

≤11 12-16 17+ ≤11 12-16 17+ M A R I P
< WEAK < AVERAGE < STRONG <0 <1 <2 <3 <4 <5 <6
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0.17 inch symbols:

≤11 12-16 17+ ≤11 12-16 17+ M A R I P
< WEAK < AVERAGE < STRONG
<0 <1 <2 <3 <4 <5 <6
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An updated version of these symbols is available [here](#)

This font was designed by MrMattDollar whose other Draw Steel homebrew and tools can be found at [MrMattDollar.Itch.io](#) such as the [Character Sheet Toolkit](#) and [Options of the Night](#).

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Signature Ability Signature

Flavor text...

Melee, Strike, Weapon

🗡️ Melee 1

Main Action

🎯 One creature

Power Roll + Might or Agility:

≤11 2 + M or A damage

12-16 5 + M or A damage

17+ 7 + M or A damage

Effect: And then also this happens.

Heroic Ability 3 Resource

Flavor text...

Ranged, Strike, Weapon

🏹 Ranged 5

Main Action

🎯 One creature

Power Roll + Might or Agility:

≤11 2 + M or A damage; M < WEAK condition (EoT)

12-16 5 + M or A damage; M < AVERAGE condition (EoT)

17+ 7 + M or A damage; M < STRONG condition (EoT)

Effect: And then also this happens.

Maneuver Ability

Flavor text...

Magic

🔮 Ranged 5

Maneuver

🎯 One ally

Effect: You make this happen.

Triggered Ability

Flavor text...

Keywords

🗡️ Ranged 5

Triggered Action

🎯 One ally

Trigger: Something happens.

Effect: And you get to do this.

Troubadour Routine

Flavor text...

Performance

🎵 5 Aura

No Action

🎯 All ally

Effect: Each ally is affected.

Ruinant Lvl. 1 Horde Harrier

Abyssal, Demon

EV 3

Size 1M Speed 6 Stamina 15 Stability 0 Free Strike 1

Immunity: —

Weakness: Holy 3

Movement: —

Might 0 Agility +2 Reason 0 Intuition 0 Presence +1

🗡️ Bloodletting Claws 2d10+2 Signature Ability

Melee, Strike, Weapon

Main Action

🗡️ Melee 1

🎯 Two creature or objects

≤11 3 damage

12-16 4 damage

17+ 5 damage; M < 2 bleeding (save ends)

🗡️ Salt Wounds 2d10+2 3 Malice

Magic, Ranged, Strike

Maneuver

🏹 Ranged 10

🎯 Three creatures

Special: Each target must be at less than full stamina.

≤11 1 corruption damage

12-16 2 corruption damage

17+ 3 corruption damage

★ Lithe

While the ruinant is winded, they gain an edge on strikes, and any strike made against them gains an edge.

★ Soulsite

Any creature within 2 squares of the ruinant can't be hidden from them.

Wild Horse Lvl. 1 Elite Mount

Animal EV 12

Size 2 Speed 10 Stamina 60 Stability 1 Free Strike 4

Immunity: —

Weakness: —

Movement: —

Might +1 Agility +2 Reason -2 Intuition +1 Presence -2

🗡️ Natural Weapon 2d10+2 Signature Ability

Charge, Melee, Strike, Weapon Main Action

🗡️ Melee 1 ☉ Two creature or objects

≤11 6 damage

12-16 9 damage; A ≤1 3 damage

17+ 12 damage; A ≤2 3 damage

Effect: This ability gains an edge if used as part of the Charge main action.

🗡️ Toss

Melee Maneuver

🗡️ Melee 1 ☉ One creature or object

Special: The target must be the animal's size or smaller.

Effect: The target vertical slides up to 3 squares. If the target is an ally, they can make a free strike at the end of the forced movement, then fall without taking damage.

🐾 Juke

— Maneuver

🐾 Self ☉ Self

Trigger: The animal is targeted by an area ability.

Effect: The animal shifts up to 2 squares before the ability resolves.

★ Nature's Spirit

While outdoors or in a natural environment, the animal can negate a bane on their abilities or turn a double bane into a bane.

Hawk Lvl. 1 Platoon Mount

Animal, Human EV 6

Size 2 Speed 5 Stamina 30 Stability 0 Free Strike 3

Immunity: —

Weakness: —

Movement: Fly

Might +2 Agility +2 Reason -3 Intuition +1 Presence -2

🗡️ Talons 2d10+2 Signature Ability

Melee, Strike, Weapon Main Action

🗡️ Melee 1 ☉ One creature

≤11 5 damage

12-16 7 damage

17+ 9 damage; grabbed

2 Malice: ThisIf this ability gains an edge or has a double edge, it deals an extra 2 damage.

🧜 Dive

— Maneuver

🧜 Self ☉ Self

Special: The hawk moves up to their speed.

★ Mounted Platform

Once per turn when the hawk moves, any creature riding the hawk can make a free strike during or after the movement.

Horse Lvl. 1 Platoon Mount

Animal EV 6

Size 2 Speed 8 Stamina 30 Stability 0 Free Strike 3

Immunity: —

Weakness: —

Movement: —

Might +1 **A**gility +2 **R**eason -2 **I**ntuition +1 **P**resence -2

Trample 2d10+2 Signature Ability

Melee, Strike, Weapon

Main Action

 Melee 1

 One creature

 5 damage

 7 damage

 9 damage; prone

Effect: This ability gains an edge if used as part of the Charge main action.

Juke

—

Maneuver

 Self

 Self

Trigger: The animal is targeted by an area ability.

Effect: The animal shifts up to 2 squares before the ability resolves.

★ Nature's Spirit

While outdoors or in a natural environment, the animal can negate a bane on their abilities or turn a double bane into a bane.