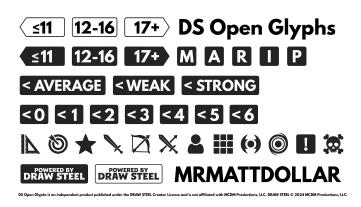
DS GLYPHS FOR GDOCS



For third party Draw Steel creators who want to use the <u>DS Open Glyphs font</u> 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...

Main Action ^あ 1 creature

Power Roll + Might or Agility:

POWERED BY DRAW STEEL

0.12 inch symbols:

 ≤11
 12-16
 17+
 M A R I P

 <WEAK</td>
 AVERAGE
 <5TRONG</td>
 <0</td>
 <1</td>
 <2</td>
 <3</td>
 <4</td>
 <5</td>
 <6</td>

 \(\otimes\) \(\times\) \(\ti

0.17 inch symbols:

An updated version of these symbols is available <u>here</u>

This font was designed by MrMattDollar whose other Draw Steel homebrew and tools can be found at <u>MrMattDollar.Itch.Io</u> such as the <u>Character Sheet</u> Toolkit and Options of the Night.

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mrmattdollar.itch.io 1

Signature Ability

Signature

Flavor text...

Melee, Strike, Weapon

Main Action

Melee 1

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

Main Action

Ranged 5

One creature

Power Roll + Might or Agility:

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 Maneuver

One ally Ranged 5

Effect: You make this happen.

Triggered Ability

Flavor text...

Kevwords **Triggered Action**

One ally Ranged 5

Trigger: Something happens. Effect: And you get to do this.

Flavor text

Performance No Action **△** 5 Aura All ally

Effect: Each ally is affected.

Ruinant

Lvl. 1 Horde Harrier

Abyssal, Demon

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

Immunity: —

Weakness: Holy 3

EV3

Movement: -

Might 0 Agility +2 Reason 0 ■ntuition 0 Presence +1

▶ Bloodletting Claws 2d10+2

Signature Ability Main Action

Melee, Strike, Weapon 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 Maneuver

Magic, Ranged, Strike 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.

2 Options of the Night

Wild Horse

Animal

Size 2 Speed 10 Stamina 60 Stability 1 Free Strike 4

Immunity: —

Movement: —

Weakness: —

Might +1 Agility +2 Reason -2 ■ntuition +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

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.

I 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, WeaponMain Action№ Melee 1⑤ One creature

≤11 5 damage

12-16 7 damage

17+ 9 damage; grabbed

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

Dive

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.

Options of the Night 3

Horse Lvl. 1 Platoon Mount
Animal EV 6

Size 2 Speed 8 Stamina 30 Stability 0 Free Strike 3

Immunity: — Weakness: —

Movement: —

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

X Trample 2d10+2

Signature Ability

Melee, Strike, Weapon

Main Action

Nelee 1

One creature

≤11 5 damage

12-16 7 damage

9 damage; prone

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

Juke

— Maneuver

N 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.

Options of the Night 4