

# The Draw Steel Cheat Sheet

You're gonna do just fine! Take your time!

## Basics

### TESTS AND POWER ROLLS

When the Director asks you to make a *[Characteristic] Test*, or an ability asks you to make a power roll, **roll 2d10** and add the appropriate characteristic from your character sheet. The result determines which tier of effects occur.

### EDGE

If you have a situational advantage on a power roll, the roll has an Edge and you **add 2** to the result. If you have two or more Edges, this is a ***Double Edge*** and the result increases to the next highest tier of effects instead.

### BANE

If you have a situational disadvantage on a power roll, the roll has a Bane and you **subtract 2** from the result. If you have two or more Banes, this is a ***Double Bane*** and the result decreases to the next lowest tier of effects instead.

### EDGES VS. BANES

Edges and Banes cancel each other out. If you have 1 Edge and 1 Bane, or a Double Edge and a Double Bane, the power roll is made normally with **0 Edges and 0 Banes**. A Double Edge reduces to **1 Edge** if you have 1 Bane. A Double Bane reduces to **1 Bane** if you have 1 Edge.

### ADD A SKILL TO A TEST

If you have a Skill that would apply to a test, you can **add 2** to the power roll.

### EASY TEST OUTCOMES

- Compare the result to these tiers of effects.
- ◆ **11 or lower:** You fail the task.
- ★ **12-16:** You succeed in the task.
- ✱ **17+:** You succeed in the task with a reward.

### MEDIUM TEST OUTCOMES

- Compare the result to these tiers of effects.
- ◆ **11 or lower:** You fail the task with a consequence.
- ★ **12-16:** You succeed in the task with a consequence.
- ✱ **17+:** You succeed in the task.

### HARD TEST OUTCOMES

- Compare the result to these tiers of effects.
- ◆ **11 or lower:** You fail the task with a consequence.
- ★ **12-16:** You fail the task.
- ✱ **17+:** You succeed in the task.

### NATURAL 19 OR 20

If your power roll dice roll two 10s or a 9 and a 10, the result will automatically be the highest tier of effects.

## Combat

### STAMINA

Enemies are trying to deplete each hero's Stamina value to stop them. Heroes will often need to do the same to the enemies to stop *them*.

### RECOVERY

Recovers 1/3rd of your max Stamina.

### DISTANCES

Range, reach, and movement are all measured in squares on the battle map.

### STARTING COMBAT

Combat alternates between the Heroes Side (the hero player characters) and the Enemies Side (the director player's characters). The Director will ask one of the heroes to **roll 1d10** to determine which side takes a turn first. Heroes go first on a **6+**.

### YOUR CHARACTER'S TURN

On your turn, you can take 1 Action, 1 Maneuver, and move your character. You can also choose to take 1 additional Maneuver or movement in place of your Action. You can do these things in any order.

### MOVEMENT

Your speed represents the number of squares you can move on the battle map when you use movement on your turn or when another effect allows you to move.

### SHIFTING

Whenever an effect allows your character to move, you can use up to half the maximum squares the effect allows. If you do, opportunity attacks can't be taken against them.

### MANEUVER

- All heroes can use these maneuvers:
- ★ **Aid Attack:**  
An ally has an Edge on the next attack against 1 enemy within reach of your character.
- ★ **Grab:**  
You attempt to grab a creature.
- ★ **Escape Grab:**  
You attempt to escape being grabbed.
- ★ **Hide:**  
You hide from creatures who aren't observing your character while you have cover or concealment.
- ★ **Knockback:**  
You push a target within reach.
- ★ **Stand Up:**  
You end Prone for your character or 1 ally adjacent to your character.

### ACTION

- All heroes can use these actions:
- ★ **Catch Breath:**  
You spend 1 Recovery on your character sheet.
- ★ **Charge:**  
Your character moves up to your speed in a straight line and then makes a melee free strike against 1 enemy within your reach. You can't shift when you charge.
- ★ **Heal:**  
1 ally within reach of your character spends 1 Recovery or makes a resistance roll to end an effect.

### TRIGGERED ACTION

You can take 1 triggered action per round when the trigger happens, even if it is not your turn. You regain the use of your triggered action at the start of a new round. A hero can take the following free triggered action multiple times per round while they don't have a Bane on attacks:

- ★ **Opportunity Attack:**  
When 1 creature within reach of your melee free strike moves out of your reach without shifting, you can use a free triggered action to take a free strike against them.

### CRITICAL HIT

When the power roll in your attack or action and lands on a Natural 19 or 20, you can instantly take another action.

### EoT (END OF TURN)

Effect lasts until the end of the affected character's turn.

### EoE (END OF ENCOUNTER)

Effect lasts until the end of combat.

### [CHARACTERISTIC] RESISTANCE ROLL

Instead of making a power roll to attack, the target makes a power roll to resist the ability's effects.

### [CHARACTERISTIC] ENDS

- The affected character can make a Resistance Roll at the end of each of their turns:
- ◆ **11 or lower:** The effect persists.
- ★ **12-16:** The effect ends at the end of their next turn..
- ✱ **17+:** The effect ends.

### DYING AND DEATH

When your character's Stamina is 0 or lower, they are dying. In this state, you can't Catch Breath, and you **lose 1d6 Stamina** whenever you make a Test with Might or Agility, make an attack, use an action, use a maneuver, or use a triggered action. While <0 Stamina, if that negative value reaches your winded value, you die.

### FORCED MOVEMENT

- There are effects that allow you to move a character that isn't your own, including:
- ◆ **Push X:** The target moves straight away from you.
- ◆ **Pull X:** The target moves straight towards you.
- ◆ **Slide X:** The target moves in any flat direction.
- ◆ **Vertical:** The above types include up and down.

### STABILITY

Your value to reduce any forced movement by.

### KNOCKBACK

- A power roll using Might against a target within reach:
- ◆ **11 or lower:** Push 1
- ★ **12-16:** Push 2
- ✱ **17+:** Push 3

### GRAB

- A power roll using Might against a creature within reach that is your character's size or smaller:
- ◆ **11 or lower:** No effect.
- ★ **12-16:** Your character can grab the target. If you choose to do so, the target can make a melee free strike against your character before the Grabbed condition starts.
- ✱ **17+:** The target is grabbed by you.

### ESCAPING A GRAB

- A Might or Agility resistance roll. Compare the result to these tiers of effects:
- ✱ **11 or lower:** Your character can't escape the grab.
- ★ **12-16:** Your character can escape the grab. If you choose to do so, the grabber can make a melee free strike against your character before the Grabbed condition ends.
- ◆ **17+:** You end the Grabbed condition.

### CONDITIONS

- Common effects characters can afflict or be afflicted by:
- ◆ **Bleeding:**  
You can't regain Stamina.
- ◆ **Dazed:**  
You can only move your character, use a maneuver, or use an action on your turn—just one of the three. You also can't use any triggered actions.
- ◆ **Frightened:**  
Attacks you make against the source of your fear have a Bane. The source of your fear makes attacks against your character with an Edge. You can't willingly move closer to the source of your fear if you know where they are.
- ◆ **Grabbed:**  
Your speed is 0, your character can't be force moved, you can't use the knockback maneuver, and you have a Bane on attacks that don't include your grabber as a target.
- ◆ **Prone:**  
Your speed is halved. Your attacks have a Bane and melee attacks made against your character have an Edge.
- ◆ **Restrained:**  
Your speed is 0 and your character can't be force moved. Your attacks and might/agility resistance rolls have a Bane. Attacks and area abilities used against you have an Edge.
- ◆ **Slowed:**  
Your Speed is 2 unless it is already lower.
- ◆ **Taunted:**  
You have a Double Bane on attacks that don't include the creature you taunted your character.
- ◆ **Weakened:**  
Your power rolls and tests, excluding Resistance Rolls, have a Bane.