Draw Steel

Draw Steel is a fantasy game centered around cinematic and tactical game play. The game doesn't bother with tracking physical resources like food, ammunition, or even torches--if it is reasonable for your character to posses an item it can assumed you have it.

Like many other games in this genre this game is class and level based. There are many different races (or ancestries as their called) available for player characters. The combinations of class and ancestry allows players to fulfil many fantasy tropes and archetype as well as invent their own.

The core Draw Steel setting involved science-fantasy elements (aliens, planets, etc.) but they are easily omitted for those who prefer their fantasy to remain medieval.

The Power Roll

The core mechanic of Draw Steel is called the Power Roll. Simply the power roll is 2d10 plus an attribute (usually from -1 to 2 at first level). There can be other modifiers applied to the power roll but they all begin with the same base. However the number rolled isn't as important as the tier of the result.

There are three tiers the can result from a power roll. A roll less than or equal to 11 is a tier 1 result, 12 to 16 is tier 2, and 17 or higher is tier 3, the highest result possible. There is no result worse than tier 1 and better than tier 3.

A natural roll of 19 or 20 is a critical success. Critical successes are always tier 3 and usually provide an extra benefit (a "yes and" result) but in some cases all you get is the tier 3 result. There are no critical failure, the minimum result is the tier 1 result.

Edges and Banes

Edges and banes are the primary way a power roll can be modified. An edge applies a +2 to a power roll where as a bane applied a -2 penalty to a power roll.

If a power roll has two or more edges is gets a double edge. A double edge promotes the resultant tier (a tier 1 result becomes a tier 2 result, etc.). Similarly two or more banes on a power roll become a double bane which demotes a result one tier.

An edge and bane cancel each other out as do a double edge and double bane. A single bane and double edge results in a single edge and a single edge and a double bane results in a

single bane.

Characteristics

Character have five characteristics: Might, Agility, Reason, Intuition, and Presence.

Might represents strength and brawn. You would use might to break down a door, jump across a chasm, or lift a heavy object.

Agility represents coordination, balance, and nimbleness. You would use agility to pick a pocket, flip out of danger, or dodge a trap.

Reason represents logical reasoning and education. You would use reason to recall information about a monster or decipher a code.

Intuition represents instincts and experience. You would use intuition to track a monster or calm an excited animal.

Presence represents force or personality. You would use presence to impress someone with song or dance.