DRAW STEEL

Encounter Objective

Encounter Map

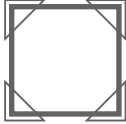| NUMBER OF HEROES	AVERAGE LEVEL	HEROES' VICTORIES	DIFFICULTY
		2 Victories = +1 Hero	_____ VICTORIES
			_____ EXPECTED EV

Round

Round 1 Malice
Heroes _____ + 1 + Victories _____

Round 2+ Malice
Heroes _____ + Rounds

Malice

MALICE FEATURES
At the start of a monster's turn, you can spend malice to activate a Malice feature.

3 Cost — **Brutal Effectiveness**
The monster digs into the enemy's weak spot. The next ability the monster uses with a potency has its potency increased by 1.

5+ Cost — **Malicious Strike**
The monster pours all their animosity into their attack. Their next strike deals additional damage to one target equal to their highest characteristic. The damage increases by 1 for every additional malice spent on this feature (to a maximum total of three times their highest characteristic). This feature can't be used two rounds in a row.

ENCOUNTER CONDITIONS

SUCCESS CONDITION

FAILURE CONDITION

ENCOUNTER ROSTER

Group	Creatures	Total EV: _____	Stamina Tracker	Stats	Notes/Temporary Effects
Turn ◇		EV: _____		Stability: _____ Speed: _____ Free Strike: _____ Distance: _____	
Turn ◇		EV: _____		Stability: _____ Speed: _____ Free Strike: _____ Distance: _____	
Turn ◇		EV: _____		Stability: _____ Speed: _____ Free Strike: _____ Distance: _____	
Turn ◇		EV: _____		Stability: _____ Speed: _____ Free Strike: _____ Distance: _____	
Turn ◇		EV: _____		Stability: _____ Speed: _____ Free Strike: _____ Distance: _____	
Turn ◇		EV: _____		Stability: _____ Speed: _____ Free Strike: _____ Distance: _____	

Dynamic Terrain Objects	Stamina Tracker	Notes/Temporary Effects
EV: _____		
EV: _____		

OVERVIEW

BACKGROUND

PARTIES INVOLVED

IF THE HEROES SUCCEED

IF THE HEROES FAIL

TITLES AND REWARDS

Supporting Character

Stat Block / Characteristics

Skills and Languages:

Interest | Patience | Impression

Motivations and Pitfalls:

Supporting Character

Stat Block / Characteristics

Skills and Languages:

Interest | Patience | Impression

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