

# DRAW STEEL

Encounter Objective

Encounter Map

NUMBER OF HEROES

AVERAGE LEVEL

HEROES' VICTORIES

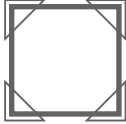
DIFFICULTY

\_\_\_\_ VICTORIES  
\_\_\_\_ EXPECTED EV

2 Victories = +1 Hero

## Round

## Malice



Round 1 Malice

Heroes \_\_\_\_ + 1 + Victories \_\_\_\_

Round 2+ Malice

Heroes \_\_\_\_ + Rounds

### 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:**

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