PORTRAIT

Sylara Dawnweave

Arcanist • Elven

6 / 6	1 / 6	2
HEALTH	CORRUPTION	MOVEMENT

BACKGROUND: Lorekeeper of the Crystal Spire

SESSION DATE

PLAYER NAME

ATTRIBUTES

STR	AGI	WIS	INT
1	2	3	5
dice pool	dice pool	dice pool	dice pool

HEALTH & CORRUPTION TRACKS

HEALTH (max 6) ● ● ● ● ● ●

0 HP = Vanquished (miss 1 round, return with 2 HP at Rally Point)

CORRUPTION (max 6) ● ○ ○ ○ ○ ○

6 Corruption = Corrupted (hero becomes a Wraith enemy)

SIGNATURE ABILITY

Arcane Surge

On a INT check, you may take 1 wound to reroll one or all dice.

LEVEL & FOCUS (level up ONLY at end-of-round Clean-up · 3 gold per level)

HERO LEVEL

Clean-up only · 3 gp per level · max 5

1 **2** 3 4 5

FOCUS LIMIT 2

LVL	FOCUS LIMIT	COST
1	1 token	—
2	**2 tokens**	**3 gp**
3	3 tokens	3 gp
4	4 tokens	3 gp
5	4 tokens*	3 gp

* max 1 token per attribute

FOCUS TOKENS

spend: reroll · spell · +1 gold · +1 move

STR	AGI	WIS	INT
○	◉	lock	lock
+1 die	+1 die		

BENEDICTION TOKENS

Earned via encounter cards or ✦ Fate token icon

● ● ● ○ ○ ○ ○ ○

Spend to unlock encounter branches & Rift weaknesses

GOLD (earned from kills & encounters · spent at Travelling Merchant)

GOLD PIECES

1 2 3 4 ○ ○ ○ ○ ○ ○

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

4 gp

Fill a circle when gained · cross out when spent

Cannot trade if a monster occupies the Merchant's space.

NOTES & SESSION LOG

CACHE — items, gold & focus tokens placed on your space

Spend 1 action to place. Heroes entering pick up cached items free.

item / gold / focus	item / gold / focus	item / gold / focus

Active quest: Rift Sealed — track progress toward closing a Rift Gate

Sage ally: +1 WIS on all encounter cardss this session

Rift Gate 1 weakness: WIS difficulty reduced to 2 (from Benedictions spent)