

PORTRAIT

Drek Ashblade

Marauder • Half-Orc

6/6 **2/6** **2**

HEALTH CORRUPTION MOVEMENT

BACKGROUND
Raider born in the Cinderpass Narrows

SESSION DATE _____
PLAYER NAME _____

ATTRIBUTES

STR

5

dice pool

AGI

3

dice pool

WIS

1

dice pool

INT

2

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

Reckless Assault

As part of an attack action, take 1 wound to gain a free action after this attack.

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

STR	AGI	WIS	INT

LVL FOCUS LIMIT COST

FOCUS LIMIT	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

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

○

○

○

○

○

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2 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: Defeat 4 Monsters — track monster kills this session

Ashpeak ally: +1 STR on all encounter cards this session

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