

PORTRAIT

Mira Whisper

Rogue • Halfling

6/6 0/6 2

HEALTH CORRUPTION MOVEMENT

BACKGROUND

Vagabond of Veilmoor

SESSION DATE

PLAYER NAME

ATTRIBUTES

STR

2

dice pool

AGI

5

dice pool

WIS

3

dice pool

INT

1

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

Daring Defiance

Before a test, spend 1 gold: +1 to all die faces on this test. If you fail, lose 1 gold.

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

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

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

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 Fill a circle when gained · cross out when spent

1

2

3

4

5

6

7

8

9

10

6

gp

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: Elite Slain — defeat any 1 Elite-tier monster

Veilmoor ally: +1 AGI on all encounter cards this session

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