PORTRAIT

Torvin Stonefist

Warden • Dwarven

6 / 6	1 / 6	2
HEALTH	CORRUPTION	MOVEMENT

BACKGROUND: Exiled Warden of Ironhold

SESSION DATE

PLAYER NAME

ATTRIBUTES

STR	AGI	WIS	INT
4	2	2	3
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

Shield Wall

After you take any amount of damage, gain 1 Focus token.

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 1

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
○ +1 die	lock	lock	lock

BENEDICTION TOKENS

Earned via encounter cards or ✦ Fate token icon

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Spend to unlock encounter branches & Rift weaknesses

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

GOLD PIECES

1 2 3 ○○○○○○○
○○○○○○○○○○

3 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

Ironhold ally: +1 die on all Banish tests this session

Rift Gate 3 weakness: STR difficulty reduced to 2 (from Benedictions spent)