

Ysora Cronemire

Covenborn

Level: 1

Traits



Stats



Gold:

Equipment, Loot, and Notes

A blank lined page with a decorative vine border and a scroll footer.

Abilities

Investigator



Add +2 to all rolls to search and investigate.

Premonition



Once per Page: Reroll any d20 + Wisdom roll and take the new result.

Spells



You have 2 Spell Points you can use to cast spells. Regain all used spell points on a Rest.

Feeble Curse



Use 1 Spell Point: Reduce the damage from a single source by $-d4$ (to a minimum of 0).

Ysora Cronemire

Covenborn

Level: 4

Traits



Str



Dex



Con



Int



Wis



Cha

Stats



Hp

Max
22



Def

+4

Atk
+7

Dmg
2D10



Notoriety



Minions



Gold:

Equipment, Loot, and Notes

Equipment, Loot, and Notes

Boil and Bubble

Spells

Feeble Curse

Vile Incantation

Cauldron Mastery

Seal of the Coven

Bonus:
Penalty:

Abilities

Investigator



Add +2 to all rolls to search and investigate.

Survivalist



Add +2 to all rolls to survive while traveling.

Arcane Adept



Add +2 to all rolls to handle and deal with magic (non-combat).

Persuasive



Add +2 to all rolls to persuade and convince.

Premonition



Once per Page: Reroll any d20 + Wisdom roll and take the new result.

Boil and Bubble



When using an item that requires a dice roll, add +1 to the result.

Spells



You have 9 Spell Points you can use to cast spells. Regain all used spell points on a Rest.

Feeble Curse



Use 1 Spell Point: Reduce the damage from a single source by -d6 (to a minimum of 0).

Vile Incantation



Use 1 Spell Point: Reduce the Defense of all enemies on the page by d4.

Cauldron Mastery



Use 1 Spell Point: When crafting a potion, generate 2 potions of the same type.

Seal of the Coven



Use 1 Spell Point: Remove the Poison and Cursed conditions.

Ysora Cronemire

Covenborn

Level: 5

Traits

- Str
- Dex
- Con
- Int
- Wis
- Cha

Stats

- Hp Max 26
- Def +5



Notoriety



Minions



Gold:

Equipment, Loot, and Notes

Equipment, Loot, and Notes

Ysora Cronemire's character sheet includes a large, ornate frame for notes. The frame has a decorative border and contains several blank lines for writing.

Bonus:

Penalty:

Abilities

Investigator

Add +2 to all rolls to search and investigate.

Survivalist

Add +2 to all rolls to survive while traveling.

Arcane Adept

Add +2 to all rolls to handle and deal with magic (non-combat).

Persuasive

Add +2 to all rolls to persuade and convince.

Premonition

Twice per Page: Reroll any d20 + Wisdom roll and take the new result.

Boil and Bubble

When using an item that requires a dice roll, add +d4 to the result.

Spells

You have 11 Spell Points you can use to cast spells. Regain all used spell points on a Rest.

Feeble Curse

Use 1 Spell Point: Reduce the damage from a single source by -d8 (to a minimum of 0).

Vile Incantation

Use 1 Spell Point: Reduce the Defense of all enemies on the page by d4.

Cauldron Mastery

Use 1 Spell Point: When crafting a potion, generate 2 potions of the same type.

Seal of the Coven

Use 1 Spell Point: Remove the Poison and Cursed conditions.

Ysora Cronemire

Covenborn

Level: 6

Traits

Str

Dex

Con
4

Int

Wis

Cha

Stats

Hp

Max
32

Atk
+10

Dmg
3D8



Notoriety

Minions

Gold:

Equipment,
Loot, and Notes

Bonus:
Penalty:

Abilities

Investigator



Add +2 to all rolls to search and investigate.

Survivalist



Add +2 to all rolls to survive while traveling.

Arcane Adept



Add +2 to all rolls to handle and deal with magic (non-combat).

Persuasive



Add +2 to all rolls to persuade and convince.

Premonition



Twice per Page: Reroll any d20 + Wisdom roll and take the new result.

Boil and Bubble



When using an item that requires a dice roll, add +d4 to the result.

Spells



You have 12 Spell Points you can use to cast spells. Regain all used spell points on a Rest.

Feeble Curse



Use 1 Spell Point: Reduce the damage from a single source by -d8 (to a minimum of 0).

Vile Incantation



Use 1 Spell Point: Reduce the Defense of all enemies on the page by d4.

Cauldron Mastery



Use 1 Spell Point: When crafting a potion, generate 2 potions of the same type.

Seal of the Coven



Use 1 Spell Point: Remove the Poison and Cursed conditions.

Hex of the Covenant



Use 1 Spell Point: Add your Wisdom Modifier to all Damage rolls on the page.