

Ysora Cronemire

Covenborn Level: 1

Traits

Str
-3

Dex
-1

Con
+0

Int
+0

Wis
+3

Cha
+1

Stats

Hp
Max
/11

Def
+1

Atk
+3

Dmg
d10



Notoriety

0 5 15 20

Minions

0 5 15 20

Gold:

Equipment, Loot, and Notes

Bonus:

Penalty:

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: 2

Traits



Str



Dex



Con



Int



Wis



Cha



Stats



Hp

Max
15



Atk
+4



Def
+2

Dmg
d12



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).

Premonition



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

Spells



You have 4 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).

Vile Incantation



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

Ysora Cronemire

Covenborn  Level: 3

Traits

Str

Dex

Con

Int

Wis

Cha

Stats

Up

Max
/18

Atk
+5

Def

+3

Dmg

2D8

Notoriety

Minions

Gold:

Equipment, Loot, and Notes

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 6 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).

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.

Ysora Cronemire

Covenborn Level: 4

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



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.

Traits

Str

Dex

Con

Int

Wis

Cha

Stats

Hp

Max
22

Atk
+7

Def

+4

Dmg

2D10

Ysora Cronemire

Covenborn  Level: 5

Traits

Str

Dex

Con

Int

Wis

Cha

Stats

Up

Max
/26Atk
+80

Def

5

Dmg

3D8

Notoriety

Minions

Gold:

Equipment, Loot, and Notes

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.

Bonus:

Penalty:

Ysora Cronemire

Covenborn Level: 6

Notoriety



Minions



Gold:

Equipment,
Loot, and Notes

Bonus:

Penalty:

Traits

Str

Dex

Con

Int

Wis

Cha

Stats

Hp

Max
32

Atk

+10

Def

+6

Dmg

3D8

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.